

ECLIPSE PHASE

The logo for Eclipse Phase features the words "ECLIPSE" and "PHASE" in a bold, black, monospace-style font. A glowing orange and yellow ring, resembling a solar or lunar eclipse, is positioned behind the word "ECLIPSE".

Your mind is software. Program it.

Your body is a shell. Change it.

Death is a disease. Cure it.

Extinction is approaching. Fight it.

Character Creation

1. Choose a Background

Enhanced	Background	Brief Descriptor
<input type="radio"/>	Drifter	You were raised with a social grouping that remained on the move throughout the Sol system. This could have been free traders, pirates, asteroid farmers, scavengers, or just migrant workers. You are used to roaming space travel between habitats and stations.
<input type="radio"/>	Fall Evacuee	You were born and raised on Earth and evacuated during the horrors of the Fall, leaving your old life (and possibly your friends, family, and loved ones) behind you. You were lucky enough to survive with your body intact and continue to make a life for yourself out in the system.
<input type="radio"/>	Hyperelite	You are privileged to have been raised as part of the immortal upper class that rules many inner system habitats and hypercorps. You were pampered with wealth and influence that most people can only dream of.
<input type="radio"/>	Infolife	You entered existence as a digital consciousness— an artificial general intelligence (AGI). Your very existence is illegal in certain habitats (a legacy of those who place the Fall at the feet of rampant AIs). Unlike the seed AIs responsible for their Fall, your capacity for self-improvement is limited, though you do have full autonomy.
<input type="radio"/>	Isolate	You were raised as part of a self-exiled grouping on the fringes of the system. Whether raised as part of a religious group, cult, social experiment, anti-tech cell, or a group that just wanted to be isolated, you spent most if not all of your upbringing isolated from other factions.
<input type="radio"/>	Lost	You are a legacy of one of the most infamous debacles since the Fall. As a member of the “Lost generation,” you went through an accelerated-growth childhood, somehow surviving where others of your kind died, went insane, or were persecuted. Your background is a social stigma, but it does provide you with certain advantages ... and burdens.
<input type="radio"/>	Lunar Colonist	You experienced your childhood in one of the cramped dome cities or underground stations on Luna, Earth’s moon. You had a ringside seat to the Fall of Earth.
<input type="radio"/>	Martian	You were raised in a station on or above Mars, now the most populated planet in the system. Your home town may or may not have survived the Fall.
<input type="radio"/>	Original Space Colonist	You or your parents were part of the first “generations” of colonists/workers sent out from Earth to stake a claim in space, so you are familiar with the cramped confines of spaceflight and life aboard older stations and habitats. As a “zero-one g” (zero-gravity, firstgen), you were never part of the elite. People from your background typically have some sort of specialized tech training as vacworkers or habtechs.
<input type="radio"/>	Re-Instantiated	You were born and raised on Earth, but you did not survive the Fall. All that you know is that your body died there, but your backup was transmitted offworld, and you were one of the lucky few to be re-instantiated with a new morph. You may have spent years in dead storage, simulspace, or as an infomorph slave.
<input type="radio"/>	Scumborn	You were raised in the nomadic and chaotic lifestyle common to scum barges.
<input type="radio"/>	Uplift	You are not even human. You were born as an uplifted animal: chimpanzee, gorilla, orangutan, parrot, raven, crow, or octopus.

2. Choose a Faction









Enhanced	Faction	Brief Descriptor
<input type="radio"/>	Anarchist	You are opposed to hierarchy, favoring flat forms of social organization and directly democratic decisionmaking. You believe power is always corrupting and everyone should have a say in the decisions that affect their lives. According to the primitive and restrictive policies of the inner system and Jovian Junta, this makes you an irresponsible hoodlum at best and a terrorist at worst. In your opinion, that’s comedy coming from governments that keep their populations in line with economic oppression and threats of violence.
<input type="radio"/>	Argonaut	You are part of a scientific technoprogressive movement that seeks to solve transhumanity’s injustices and inequalities with technology. You support universal access to technology and healthcare, open-source models of production, morphological freedom, and democratization. You try to avoid factionalism and divisive politics, seeing transhumanity’s splintering as a hindrance to its perpetuation.
<input type="radio"/>	Barsoomian	You call the Martian outback and wilds your home. You are a “redneck,” a lower-class Martian from the rural areas that often find themselves in conflict with the policies and goals of the hypercorp domes and Tharsis League.

	Brinker	You or your faction is reluctant to deal with the rest of the transhumanity and the various goings-on in the rest of the system. Your particular grouping may have sought out self-imposed isolation to pursue their own interests, or they may have been exiled for their unpopular beliefs. Or you may simply be a loner who prefers the vast emptiness of space to socializing with others. You might be a religious cultist, a primitivist, a utopian, or something altogether uninterested in transhumanity.
	Criminal	You are involved with the crime-oriented underworld. You may work with one of the Sol system's major criminal factions—triads, the Night Cartel, the ID Crew, Nine Lives, Pax Familae—or one of the smaller, local operators with a big stake in a specific habitat. You might be a vetted member-for-life, a reluctant recruit, or just a freelancer looking for the next gig.
	Extropian	You are an anarchistic supporter of the free market and private property. You oppose government and favor a system where security and legal matters are handled by private competitors. Whether you consider yourself an anarcho-capitalist or a mutualist (a difference only other Extropians can figure out), you occupy a middle ground between the hypercorps and autonomists, dealing with both and yet trusted by neither.
	Hypercorp	You hail from a habitat controlled by the hypercorps. You might be a hypercapitalist entrepreneur, a hedonistic socialite, or a lowly vacworker, but you accept that certain liberties must be sacrificed for security and freedom.
	Jovian	Your faction is noted for its authoritarian regime, bioconservative ideologies, and militaristic tendencies. Where you come from, technology is not to be trusted and humans need to be protected from themselves. To ensure its survival, humanity must be able to defend itself and unfettered growth must be checked.
	Luna	You hail from Luna, the original off-Earth colony world. Now overpopulated and in decline, Luna is one of the few places where people still cling to old- Earth ethnic and national identities. Your home is also within sight of Earth, a constant reminder that encourages many "Loonies" to be reclaimers, deploring the hypercorp interdiction and arguing that you have a right to return to Earth, terraform it, and re-establish it as a living homeworld.
	Mercurial	Your faction has no interest in co-opting their true natures in order to become more "human." You might be an AGI that does not necessarily intertwine its destiny with transhumanity or an uplift that seeks to preserve and promote non-human life (or at least your own species). You might even be an infomorph or posthuman who has strayed so far from transhuman interests and values that you now consider yourself to be forging a unique new path of life.
	Scum	This is the future we've all been waiting for, and you're going to enjoy it to the max. A paradigm shift has occurred, and while everyone else is catching up, your faction embraces and revels in it. There is no more want, no more death, no more limits on what you can be. The scum have immersed themselves in a new way of life, changing themselves as they see fit, trying out new experiences, and pushing the boundaries wherever they can ... and fuck anyone who can't deal with that.
	Socialate	You are a member of the inner system glitterati, the media-saturated social cliques that set trends, spread memes, and make or break lives with whispers, innuendo, and backroom deals. You are simultaneously an icon and a devout follower. Culture isn't just your life, it's your weapon of choice.
	Titanian	You are a participant in the Titanian Commonwealth's socialist cyberdemocracy. Unlike other autonomist projects, Titanian joint efforts have assembled some impressive infrastructural projects as approved by the Titanian Plurality and pursued by state-owned microcorps.
	Ultimate	Your faction sees the potential in transhumanity's future and looks back upon the rest of transhumanity as weak and hedonistic. Transhumanity is set to take the next evolutionary step and it's time for transhumans to be redesigned to the best of our capabilities.
	Venusian	You are a supporter of the Morningstar Confederation of Venusian aerostats, resentful of the growing influence of the Planetary Consortium and other entrenched and conservative inner system powers. You see your faction's ascension as a chance to reform the old guard ways of inner system politics.

3. Spend Customization Points

Use the guidelines below and the resources on the following pages for spending CP.

Starting CP	
Game Level	Starting CP
Default	1,000
Less Experienced Characters	700 – 800
More Experienced Characters	1,100 – 1,200

Customization Point Costs		
Enhanced	CP Cost	Amount of Statistic Increase
	15	1 Moxie Point
	10	1 Aptitude Point
	5	1 Psi Sleight
	5	1 Specialization
	2	1 Skill Point (61-80)
	1	1 Skill point (Up to 60)
	1	1,000 Credit
	1	10 Rep







Choose a Starting Morph





Each morph has an associated CP cost. It also supplies the character's Durability and Wound Threshold stats and may modify Initiative, Speed, and certain aptitudes and learned skills. A credit cost is also listed, but this refers to the cost of buying such a morph in gameplay.





Flexible Aptitude Bonuses: Some morphs have aptitude bonuses that may be applied to an aptitude of the player's choice. This reflects that not all morphs are created equal. When assigning these universal aptitude bonuses, each boost must be applied to a separate aptitude; you may not elevate an aptitude that is already raised by that morph. Once an individual morph's aptitude bonuses have been assigned, they are permanent for that morph (i.e., if another character resleeves into that morph, the bonuses remain the same).


Note that any aptitude or skill bonuses provided by the morph are applied after all CP are spent. In other words, these bonuses do not affect the costs of buying aptitude and skill points during character generation. No aptitude may be modified over 40.

Morphs Enhanced	Name	Short Description
	Biomorphs (Category)	Biomorphs are fully biological sleeves (usually equipped with implants), birthed naturally or in an exowomb, and grown to adulthood either naturally or at a slightly accelerated rate.
	Flats	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.
	Splicers	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.
	Exalts	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. Their metabolism is modified to predispose them towards staying fit and athletic for the duration of an extended lifespan.
	Mentons	Mentons are genetically modified to increase cognitive abilities, particularly learning ability, creativity, attentiveness, and memory. Rumors exist of superenhanced 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.
	Olympians	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.
	Sylphs	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.
	Bouncers	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.
	Furies	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.
	Futura Futura (Cont.)	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.
	Ghosts	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.
	Hibernoids	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.

	Neotronics	Neotronics are transhumans modified to retain a childlike form. They are smaller, more agile, inquisitive, and less resource-depleting, making them ideal for habitat living and spacecraft. Some people find neotronic sleeves distasteful, especially when employed in certain media and sex work capacities.
	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.
	Rusters	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.
	Neo-Avians	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.
	Neo-Hominids	Neo-hominids are uplifted chimpanzees, gorillas, and orangutans. All feature enhanced intelligence and bipedal frames.
	Octomorphs	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.

Enhanced	Name	Short Description
	Pods (Category)	Pods (from “pod people”) are vat-grown, biological bodies with extremely undeveloped brains that are augmented with an implanted computer and cybernetics system. Though typically run by an AI, pods are socially unfavored in some stations, 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.
	Pleasure Pods	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.
	Worker Pods	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.
	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.

Enhanced	Name	Short Description
	Synthetic Morphs (Category)	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.
	Case	Cases are extremely cheap, mass-produced robotic shells intended to provide an affordable remorphing option for the millions of infugees created by the Fall. Though many varieties of case shells exist, they are uniformly regarded as shoddy and inferior. Most case morphs are vaguely anthropomorphic, with a thin framework body standing just shorter than an average human. They suffer from frequent malfunctions.
	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).
	Arachnoids	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-meterlong 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.
	Dragonfly	The dragonfly robotic morph takes the shape of a meter-long flexible shell with multiple wings and manipulator arms. Capable of near-silent turbofanaided flight in Earth gravity, dragonfly bots fare even better in microgravity.
	Flexbots	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: multilegged 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.
	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.
	Slitheroids	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.
	Swamanoid	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 nanocopter fan blades for airlift.

Info	Name	Short Description
	Infomorphs (Category)	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 ghostrider module.

Starting Aptitudes

Your character receives **105 free points to distribute among their 7 aptitudes: Cognition, Coordination, Intuition, Reflexes, Savvy, Somatics, and Willpower.** (That breaks down to an average of 15 per aptitude, so it may be easiest to give each 15 and then adjust accordingly, raising some and lowering others.) Each aptitude must be given at least 5 points (unless you take the Feeble trait), and no aptitude may be raised higher than 30 (unless you take the Exceptional Aptitude trait). Note that certain morphs (flats and splicers, for example) may also put a cap on how high you can raise your aptitudes (see Aptitude Maximums).

For simplicity, it is recommended that aptitude scores be handled as multiples of 5, but this is not a necessity.


Aptitudes	
Cognition	Your aptitude for problem-solving, logical analysis, and understanding. It also includes memory and recall.
Coordination	Your skill at integrating the actions of different parts of your morph to produce smooth, successful movements. It includes manual dexterity, fine motor control, nimbleness, and balance.
Intuition	Your skill at following your gut instincts and evaluating on the fly. It includes physical awareness, cleverness, and cunning.
Reflexes	Your skill at acting quickly. This encompasses your reaction time, your gut-level response, and your ability to think fast.
Savvy	Your mental adaptability, social intuition, and proficiency for interacting with others. It includes social awareness and manipulation.
Somatics	Your skill at pushing your morph to the best of its physical ability, including the fundamental utilization of the morph's strength, endurance, and sustained positioning and motion.
Willpower	Your skill for self-control, your ability to command your own destiny.

Native Tongue

Every character receives their natural Language skill at a rating of 70 + INT for free. This skill may be raised with CP (see below).

Starting Moxie (15 CP = +1 Moxie, to a maximum of 10)

Every character starts off with a Moxie stat of 1.

	Moxie	More than just luck, Moxie is your character's ability to run the edge and do what it takes, no matter the odds
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Learned Skills

Each character must purchase a **minimum of 400 CP of Active skills and 300 CP of Knowledge skills.** Skills are bought at the cost of 1 CP per point. Keep in mind that learned skills start at the rating of the linked aptitude. For example, if you want to raise a skill to 30 and the skill's linked aptitude is 10, you'll need to spend 20 CP. Skill bonuses from background or faction should also be applied to the rating before you start raising the skill. For simplicity, it is recommended that skills be purchased as multiples of 5, but this is not a necessity.

Raising a skill over 60 is expensive. Each point over 60 costs double. Raising a skill with a linked attribute of 20 up to 70 would cost 60 CP: 40 points to get from 20 to 60, and 20 more points to get from 60 to 70.

No learned skill may be raised over 80 during character creation (unless you have the Expert trait).

Though Knowledge skills are grouped into 5 skills, each is a Field skill, meaning that it can be taken multiple times with different fields.

Skill Specializations (5 CP = 1 Specialization)

Specializations, may also be purchased at the cost of 5 CP per specialization. You may purchase specializations for both Active and Knowledge skills. Only 1 specialization may be purchased per skill, and they may only be bought for skills with a rating of 30+.

Credit (1 CP = +1,000 Credits, to a maximum of 100 CP spent)

All characters are given 5,000 credits with which to purchase gear during character creation, unless you have the Fall Evacuee or Re-instantiated background (in which case you start with 2,500 or 0 credits, respectively).

Rep (1 CP = 10 Rep, to a maximum of 80 per faction. Total amount of rep bought cannot exceed 35)

Your character isn't a complete newbie. You get 50 rep points to divide between the reputation networks of your choice.

Psi Sleights (5 CP = 1 Slight. No more than 5 psi-chi and 5 psi-gamma sleights may be bought during character creation)

Characters who purchase the Psi trait, may spend CP to purchase sleights. These represent specific psi abilities the character has learned. The cost to buy a sleight is 5 CP. No more than 5 psi-chi and 5 psi-gamma sleights may be bought during character creation.

Note that any skill or aptitude bonuses from sleights are treated as modifications; they are applied after all CP are spent and do not affect the cost of buying skills or aptitudes during character creation.

Purchase Gear

No matter what faction you are from, you use Credit to buy gear during character creation. A complete list of gear and costs can be found in the Gear chapter. Use the average costs for each cost category when calculating gear prices. Expensive items with a minimum listed cost that minimum amount.

Every character starts off with one piece of gear for free: a standard muse. This is the digital AI companion that the character has had since they were a child. Additionally, each character starts with 1 month of backup insurance at no cost.

There is no limitation other than what the gamemaster allows on what gear characters can and cannot buy during character creation. Both the players and gamemaster should keep the character's background and faction in mind. Since some gear is likely very restricted in some habitats if not outright illegal, there needs to be a plausible explanation for who and how a character from such a place might have such gear. If there isn't, then the gamemaster can choose not to allow it. The starting locale for a game should also be considered. A character from the restrictive Jovian Republic might have a hard time explaining how they have an illegal cornucopia machine, but if the game takes place on board a scum barge where everything is available and anything goes, then such an explanation becomes much easier.

The one exception to buying gear with Credit is the purchase of additional morphs. Characters may buy extra morphs during character creation, but they must be bought with CP. The player must choose one morph in which the character is sleeved. Extra morphs also require body bank service fees.

Note that any skill or aptitude bonuses from gear are treated as modifications; they are applied after all CP are spent and do not affect the cost of buying skills or aptitudes during character creation.

Gear Costs		
Category	Range (Credits)	Average (Credits)
Trivial	1 – 99	50
Low	100 – 499	250
Moderate	500 – 1,499	1,000
High	1,500 – 9,999	5,000
Expensive	10,000+	20,000

Purchasing Traits

Traits represent specific qualities your character has that may help or hinder them.

Positive traits supply bonuses in certain situations, and each has a listed CP cost. You may not spend more than 50 CP on positive traits.

Negative traits inflict disadvantages on your character, but they also give you extra CP that you can spend on customizing your character. You may not purchase more than 50 CP worth of negative traits, and no more than 25 CP may be negative morph traits (no matter how many morphs you buy).

Note that traits you receive from your background or faction do not cost or provide you with bonus CP.

Traits listed as morph traits apply to the morph and not the ego. If the character switches to a new morph, these traits are lost (and new morph traits may be gained). Morph traits may be bought like other traits during character generation.

Choose Motivations

The next step is to choose 3 personal motivations for your character. These are memes, in the form of ideologies or goals, which your character is pursuing. These may be as specific as “undermine the local triad boss” or as broad as “promote hypercapitalism,” and they may be short term or long term. Some sample motivations are provided on the Example Motivations table (this page, below). You should work with your gamemaster when choosing your motivations, as they can be used to propel the storyline forward and specific scenarios can be constructed around your character’s goals. Some of your character’s motivations may change later. Motivations will help your character regain Moxie, and earn extra Rez Points during gameplay.

Motivations should be listed on your character sheet as a single term or short phrase, along with a + or – symbol to denote whether they support or oppose it. For example, “+Fame” would indicate that your character seeks to become a famous media personality, whereas “–Reclaim Earth” means that your character opposes the goal of reclaiming Earth.

Deriving Final Attributes

• **Lucidity, equals your character’s WIL × 2.**

Your Lucidity stat benchmarks your character’s mental stability. If you build up an amount of stress points equal to or greater than your Lucidity score, your character’s ego immediately suffers a mental breakdown. You effectively go into shock and remain in a catatonic state until your stress points are reduced to a level below your Lucidity stat. Accumulated stress points will overwhelm egos housed inside synthetic shells or infomorphs just as they will biological brains—the mental software effectively seizes up, incapable of functioning until it is debugged.

• **Trauma Threshold, equals your LUC divided by 5 (round up).**

Mental trauma is more severe than stress points. Traumas represent severe mental shocks, a crumbling of personality/self, delirium, paradigm shifts, and other serious cognitive malfunctions. Traumas impair your character’s functioning and may result in temporary derangements or permanent disorders.

If your character receives a number of stress points at once that equals or exceeds their Trauma Threshold, they have suffered a trauma. If the inflicted stress points are double or triple the Trauma Threshold, they suffer 2 or 3 traumas, respectively, and so on. Traumas are cumulative and must be recorded on your character sheet.

• **Insanity Rating, equals LUC × 2.**

Extreme amounts of built-up stress points can permanently damage your character’s sanity. If accumulated stress points reach your Lucidity × 2, your character’s ego undergoes a permanent meltdown. Your mind is lost, and no amount of psych help or rest will ever bring it back.

• **Initiative, equals your character’s (REF + INT) ÷ 5.**

Your character’s Initiative stat helps determine when they act in relation to other characters during the Action Turn. Your Initiative stat is equal to your character’s Intuition + Reflexes aptitudes (see Aptitudes, next page) divided by 5 (rounded up). Certain implants and other factors may modify this score.

• **Damage Bonus, for melee equals $SOM \div 10$ (round down).**

The Damage Bonus stat quantifies how much extra oomph your character is able to give their melee and thrown weapons attacks. Damage Bonus is determined by dividing your Somatics aptitude by 10 and rounding down.

• **Death Rating, equals $DUR \times 1.5$ (biomorphs, round up) or $DUR \times 2$ (synthmorphs)**

Death Rating is the total amount of damage your morph can take before it is killed or destroyed beyond repair. Death Rating is equal to $DUR \times 1.5$ for biomorphs and $DUR \times 2$ for synthmorphs.

• **Speed, equals 1 (3 for infomorphs), modified as appropriate by implants.**







































The Speed stat determines how often your character gets to act in an Action Turn (see Initiative, p. 188). All characters start with a Speed stat of 1, meaning they act once per turn. Certain implants and other advantages may boost this up to a maximum of 4.

Traits (Unless otherwise noted, listed traits are ego traits.)

Positive Traits

Trait	Cost	More Info.	Trait	Cost	More Info.
Adaptability	10/20 CP		Limber (Morph)	10/20 CP	
Allies	30 CP		Math Wiz	10 CP	
Ambidexterous	10 CP		Natural Immunity (Morph)	10 CP	
Animal Empathy	5 CP		Pain Tolerance (Ego or Morph)	10/20 CP	
Brave	10 CP		Patron	30 CP	
Common Sense	10 CP		Psi	20/25 CP	
Danger Sense	10 CP		Psi Chameleon (Ego or Morph)	10 CP	
Directional Sense	5 CP		Psi Defense (Ego or Morph)	10/20 CP	
Eidetic Memory (Ego or Morph)	10 CP		Rapid Healer (Morph)	10 CP	
Exceptional Aptitude (Ego or Morph)	20 CP		Right at Home	10 CP	
Expert	10 CP		Second Skin	15 CP	
Fast Learner	10 CP		Situational Awareness	10 CP	
First Impression	10 CP		Striking Looks (Morph)	10/20 CP	
Hyper-Linguist	10 CP		Tough (Morph)	10/20/30 CP	
Improved Immune System (Morph)	10/20 CP		Zoosemiotics	5 CP	
Innocuous (Morph)	10 CP				

Negative Traits

Trait	Cost	More Info.	Trait	Cost	More Info.
Addiction (Ego or Morph)	5/10/20 CP		Mild Allergy (Morph)	5 CP	
Aged (Morph)	10 CP		Modified Behavior	5/10/20 CP	
Bad Luck	10 CP		Morphing Disorder	10/20/30	
Blacklisted	5/20 CP		Neural Damage	10 CP	
Black Mark	10/20/30 CP		No Cortical Stack (Morph)	10 CP	
Combat Paralysis	20 CP		Oblivious	10 CP	
Edited Memories	10 CP		On The Run	10 CP	
Enemy	10 CP		Psi Vulnerability (Ego or Morph)	10 CP	
Feeble	20 CP		Real World Naivete	10 CP	
Genetic Defect (Morph)	10./20 CP		Severe Allergy (Morph)	10/20 CP	
Frail (Morph)	10/20 CP		Slow Learner	10 CP	
Identity Crisis	10 CP		Social Stigma (Ego or Morph)	10 CP	
Illiterate	10 CP		Timid	10 CP	
Immortality Blues	10 CP		Unattractive (Morph)	10/20/30 CP	
Implant Rejection	5/15 CP		Uncanny Valley (Morph)	10 CP	
Incompetent	10 CP		Unfit (Morph)	10/20 CP	
Lemon	10 CP		VR Vertigo	10 CP	
Low Pain Tolerance (Ego or Morph)	20 CP		Weak Immune System (Morph)	10/20 CP	
Mental Disorder	10 CP		Zero-G Nausea	10 CP	

Learned Skills



Skill	Linked Apt.	Category	Info.	Skill	Linked Apt.	Category	Info.
Academics: (Field)	COG	Knowledge		Investigation	INT	Active, Mental	
Animal Handling	SAV	-		Kinesis	SAV	Active, Social	
Art: (Field)	INT	Knowledge		Kinetic Weapons	COO	Active, Combat	
Beam Weapons	COG	Active, Combat		Language: (Field)	INT	Knowledge	
Blades	SOM	Active, Combat		Medicine: (Field)	COG	Active, Technical	
Climbing	SOM	Active, Physical		Navigation	INT	Active, Mental	
Clubs	SOM	Active, Combat		Networking: (Field)	SAV	Active, Social	
Control	WIL (No Defaulting)	Active, Mental, Psi		Palming	COO	Active, Physical	
Deception	SAV	Active, Social		Perception	INT	Active, Mental	
Demolitions	COG (No Defaulting)	Active, Technical		Persuasion	SAV	Active, Mental	
Disguise	INT	Active, Physical		Pilot: (Field)	REF	Active, Vehicle	
Exotic Melee Weapons: (Field)	SOM	Active, Combat		Profession: Field	COG	Field, Knowledge	
Exotic Ranged Weapons: (Field)	COO	Active, Combat		Programming	COG (No Defaulting)	Active, Technical	
Flight	SOM	Active, Physical		Protocol	SAV	Active, Social	
Fray	REF	Active, Combat		Psi Assault	WIL (No Defaulting)	Active, Mental, Psi	
Free Fall	REF	Active, Physical		Psychosurgery	INT	Active, Technical	
Freerunning				Research	COG	Active, Technical	
Gunnery	INT	Active, Combat		Scrounging	INT	Active, Mental	
Hardware: (Field)	COG	Active, Technical		Seeker Weapons	COO	Active, Combat	
Impersonation	SAV	Active, Social		Sense	INT (No Defaulting)	Active, Mental, Psi	
Infiltration	COO	Active, Physical		Spray Weapon	COO	Active, Combat	
Infosec	COG (No Defaulting)	Active, Technical		Swimming	SOM	Active, Physical	
Interest: (Field)	COG	Knowledge		Throwing Weapons	COO	Active, Combat	
Interfacing	COG	Active, Technical		Unarmed Combat	SOM	Active, Combat	
Intimidation	SAV	Active, Social					

Mind Hacks

Info	Field	Short Desc.
	Psi	A special cognitive condition resulting from a specific infection
	Psi Prerequisites	What is needed to use Psi abilities?
	Morphs and Psi	Biological vs. Non-Biological limitations on Psi
	Morph Acclimations	Adjusting to a new morph and the Psi limitations
	Morph Fever	Async penalties for being outside a compatible body for extended periods
	Psi Drawbacks	Drawbacks of Psi
	Psi Skills and Sleights	What kind of sleights can an async use?
	Roleplaying Asyncs	How to roleplay an async
	Using Psi	How to use Psi
	Active Psi	Rules on Psi that must be "Activated" to use
	Passive Psi	Psi that are always active
	Psi Range	Self, Touch, Close. The rules on Psi Range
	Psi Targeting	Rules on targeting multiple and specific targets
	Psi Opposed Tests	Resisting Psi abilities
	Psi Target Awareness	Rules on noticing if someone is being targeted by a Psi ability
	Psi Full Defense	Taking full defense against Psi
	Psi Criticals	Rules on critical hits and Psi abilities
	Psi Mental Armor	A psi skill that raises defense against Psi abilities
	Psi Duration	Constant, instant, temporary, sustained. The rules on Psi duration

Psi-Chi Sleights

Psi-chi sleights are async abilities that speed up cognitive informatics (internal information processing) and enhance the user's perception and cognition.




Info.	Sleight
	Ambience Sense
	Cognitive Burst
	Downtime
	Emotion Control
	Enhanced Creativity
	Filter
	Grok
	High Pain Threshold
	Hyperthymesia
	Instinct
	Multitasking
	Pattern Recognition
	Predictive Boost
	Qualia
	Savant Calculation
	Sensory Boost
	Superior Kinesics
	Time Sense
	Unconscious Lead

Psi-Gamma Sleights

Psi-gamma sleights deal with contacting (reading and communicating) and influencing the function of biological minds (egos within a biomorph, but also including animal life). Psi-gamma is only available to characters with Level 2 of the Psi trait.

Info.	Sleight
	Alienation
	Charisma
	Cloud Memory
	Deep Scan
	Drive Emotion
	Ego Sense
	Empathetic Scar
	Implant Memory
	Implant Skill
	Mimic
	Mindlink
	Omni Awareness
	Penetration
	Psi Shield
	Psychic Stab
	Scramble
	Sense Block
	Spam
	Static
	Subliminal
	Thought Browse













Psychosurgery













Info	Field	Short Desc.
	Psychosurgery	What is Psychosurgery?
	Psychosurgery Mechanics	How to perform Psychosurgery
	Mental Stress	Effects on the patients mind while being operated on

Psychosurgery Modifiers		
Situation	Psychosurgery Test Modifier	SV Modifier
Improper Preparatory Diagnosis	-20	+1
Safety Protocols Ignored	+20	x2
Simulspace Time Acceleration	-20	+2
Subject is an AI, AGI, or uplift	-20	+1


Psychosurgery Procedures



The following alterations may be accomplished with psychosurgery. At the gamemaster's discretion, other mind-editing procedures may be attempted, using these as a guideline.

Info	Procedure
	Behavioral Control
	Behavioral Masking
	Deep Learning
	Emotional Control
	Interrogation
	Memory Editing
	Personality Editing
	Psychotorture
	Psychotherapy
	Skill Implants
	Skill Suppression
	Tasping

Info	Field	Short Desc.
	Skills	Skills are divided into aptitudes and learned skills
	Core Skills: Aptitudes	Aptitudes represent inherent skills and abilities acquired at birth or during the course of growing up
	Learned Skills	A character's learned skills represent the acquired knowledge they carry with them from morph to morph.
	Skill Categories	Each learned skill is classified as either an Active skill or a Knowledge skill
	Field Skills	Some learned skills are field skills, meaning that when this skill is chosen a particular field of emphasis must also be selected.
	Psi Skills	Psi refers to the ability to perceive and manipulate biological minds via psi waves and/or other inexplicable phenomena
	Skill Specialization	This specialization reflects increased knowledge in one particular aspect of the skill
	Using Skills	Whenever a character wants to do something using a skill, they must succeed at a skill test
	Defaulting Skill Tests	Sometimes you lack the skill needed in a certain situation
	Defaulting Field Skills	In some cases, a character may not possess the particular field skill that a test calls for
	Defaulting to Related Skills	If the gamemaster allows it, characters may default to a related skill that also has some relevance to the test at hand
	Complementary Skills	Sometimes more than one skill may apply to a particular test or knowledge in one area can aid your skill in another

Complementary Skill Bonus	
Skill Rating	Modifier
01 - 30	+10
31 - 60	+20
61+	+30




Info	Field	Short Desc.
	Skill Ranges	What is the difference between being a clumsy neophyte wobbling in zero gravity and being a veteran gliding effortlessly through space as though you were dancing?




Info	Field	Short Desc.
	Aptitudes	There are 7 aptitudes in Eclipse Phase. Each character has these aptitudes at a minimum rating of 1.
	Aptitude-Only Tests	In rare cases, a test may call for using an aptitude only, rather than a learned skill

Aptitude Range Rating	Assessment	Somatics	Coordination	Reflexes	Cognition	Intuition	Savvy	Willpower
1 – 5	Child Avg.	Inept	Clumsy	Slow	Limited	Aware	Awkward	distracted
6 – 10	Adult Avg.	Weak	Able	Paced	Intelligent	Perceptive	Personable	Controlled
11 – 15	Transhuman Avg.	Fit	Coordinated	Swift	Bright	Sharp	Charismatic	Focused
16 – 20	Enhanced	Enhanced	Agile	Fast	Learned	Uncanny	Dazzling	Resolute
21 – 25	Superman	Gifted	Nimble	Lightning	Brilliant	Prescient	Mesmerizing	Unwavering
26 – 30	Posthuman	Elite	Unerring	Synaptic	Genius	Omniscient	Hypnotic	Unshakable






Learned Skill Ranges	Equivalence
00	No exposure or familiarity, completely unskilled
10	Very rudimentary knowledge
20	Basic operator's proficiency (driver's license, gun permit, high school diploma)
30	Hands-on experience, some professional training
40	Basic professional certification (police driving, army rifle certified, college diploma)
50	Experience from professional-level work, some advanced training
60	Expert competence (competitive driver, marksman, PhD)
70	Experience from expert-level work, has had unique innovations or insights
80	Worthy of being a system-renowned authority on the subject
90	Nobel/Olympic/grandmaster
99	Pinnacle of current understanding and innovation




Sample Aptitude Tests


Info	Field	Short Desc.
	Brute Strength	Use this when smashing down a door, breaking an item in half, engaging in a tug-of-war, or lifting and carrying a heavy item.
	Catching Thrown Objects	Any time you need to catch a thrown or dropped object, such as catching a baseball, saving a priceless vase from shattering, or throwing back a grenade
	Composure and Resolve	Various game situations may frighten your character, turn their stomach, horrify them, or rattle them to the core of their being


	Escape Artist	If a character wants to slip free of physical bonds (such as ropes or handcuffs) or otherwise contort themselves (such as wriggling out from under a collapsed wall or an overturned vehicle),
	Having an Idea	Sometimes the players miss the obvious or their personal mindset or biases cause them to misinterpret a situation or understand events in a way different from how the actual character would
	Memorizing and Remembering	Whenever characters attempt to recall a memory or memorize some piece of information

Actions and Combat


Info	Field	Short Desc.
	Action Turns	Action scenes in Eclipse Phase are handled in bite-size chunks called Action Turns, each approximately 3 seconds in length.
	Step 1: Initiative	At the beginning of every Action Turn, each player involved in the scene rolls Initiative to determine the order in which each character acts
	Step 2: Begin First Action Phase	Once Initiative is rolled, the first Action Phase begins. Everyone acts in the first Action Phase
	Step 3: Declare and Resolve Actions	The character going first now declares and resolves the actions they will take during this first Action Phase
	Step 4: Rotate and Repeat	Wrapping things up



Info	Field	Short Desc.
	Initiative Order	A character's Initiative stat is equal to their Intuition + Reflexes aptitudes divided by 5. This score may be further modified by morph type, implants, drugs, psi, or wounds
	Initiative and Damage	Characters inflicted with heavy damage or stress have their Initiative score temporarily reduced by -1 per wound or trauma
	Initiative and Moxie	A character may spend a point of Moxie to go first in an Action Phase, regardless of their Initiative roll




Info	Field	Short Desc.
	Speed	Speed determines how many times a character can act during an Action Turn


Info	Field	Short Desc.
	Delayed Actions	When you delay your action, you're putting yourself on standby


Actions





Info	Field	Short Desc.
	Automatic Actions	These are abilities or activities that are "always on"

	Damage Resistance	Resistance as an automatic action
	Basic/Passive Perception	Your senses are continuously active, accumulating data on the world around you









Info	Field	Short Desc.
	Quick Actions	Quick Actions are fast and simple, and they may often be multitasked
	Aiming	Aiming is a special case in that it is a Quick Action but requires a degree of concentration that rules out other minor actions
	Detailed Perception	Detailed perception involves taking a moment to actively use your senses in search of information and assess what you are perceiving

Info	Field	Short Desc.
	Complex Actions	Complex Actions require more concentration and effort than Quick Actions—they effectively monopolize your attention







Info	Field	Short Desc.
	Task Action	A Task Action is any activity that requires longer than one Action Turn to complete






Info	Field	Short Desc.
	Movement	Movement in Eclipse Phase is handled just like any other action and may change from Action Phase to Action Phase
	Movement Rates	Sometimes it's important to know not just how you're moving, but how far. For most of transhumanity, this movement rate is the same:
	Jumping	Jumping distance and height
	Sprinting	Speed in which one can run




Combat








Info	Field	Short Desc.
	Step 1: Declare Attack	The attacker initiates by taking a Complex Action to attack on their turn during an Action Phase
	Step 2: Declare Defense	Once the attack is declared, the defender chooses how to respond
	Step 3: Apply Modifiers	Any appropriate modifiers are applied to the attacker and defender's skills
	Step 4: Make the Opposed Test	Both attacker and defender roll d100 and compare the results to their modified skill target numbers.
	Step 5: Determine Outcome	The compared results of the rolls
	Step 6: Modify Armor	Determine how well the defenders armor mitigates damage (if any)
	Step 7: Determine Damage	Every weapon has a Damage Value (DV) and sometimes an armor piercing value (AV)
	Step 8: Determine Wounds	Determine how much damage is dealt and what injuries are sustained.



Actions and Combat Complications











Info	Field	Short Desc.
	Aimed Shots	A character can sacrifice their other Quick Actions to concentrate on targeting a ranged attack and receive a +10 modifier on the attack
	Ammunition and Reloading	Every weapon lists an ammunition capacity that indicates how many shots the weapon holds
	Energy vs. Kinetic	Each type of armor has an Armor Value (AV) with two ratings—Energy and Kinetic
	Armor Penetration	Some weapons have an Armor Penetration (AP) rating. This represents the attack's ability to pierce through protective layers
	Layering Armor	If two or more types of armor are worn, the armor ratings are added together. However, wearing multiple armor units is cumbersome and annoying.
	Asphyxiation	The average transhuman can hold their breath for two minutes before blacking out





Info	Field	Short Desc.
	Area Effect Weapons	Some ranged attack weapons are designed to affect more than one target at a time. hese weapons fall into three categories: blast, uniform blast, and cone.
	Blast Effect AoE Weapons	Blast weapons include items like grenades, mines, and other explosives that expand outward from a central detonation point
	Uniform Blast Effect AoE Weapons	Uniform blast attacks distribute their power evenly throughout the area of effect
	Cone Effect AoE Weapons	Weapons with a cone effect have an area effect that begins with the tip of the weapon and expands outward in a cone.
	Aimed Shots	A character can sacrifice their other Quick Actions to concentrate on targeting a ranged attack and receive a +10 modifier on the attack



Info	Field	Short Desc.
	Beam Weapons	Due to emitting a continuous beam of energy or stream of pulses rather than single projectiles, beam weapons are easier to “home in” on a target
	Sweeping Fire	An attacker who is making two semi-auto attacks with a beam weapon with the same Complex Action and who misses with the first attack may treat that attack as a free Aim action
	Concentrated Fire	A character firing a semi-auto beam weapon who hits with the first attack may choose to keep the beam on and concentrate their fire, cooking the target





Info	Field	Short Desc.
	Grenades and Seekers	Modern grenades, seekers, and similar explosives do not necessarily detonate the instant they are thrown or strike the target
	Airburst	Airburst means that the device explodes in mid-air as soon as it travels a distance programmed at launch. In this case, the explosive’s effects are resolved immediately, in that user’s Action Phase
	Impact	The grenade or missile goes off as soon as it hits something, whether that be the target, ground, or an intervening object. Resolve the effects immediately, in the user’s Action Phase
	Signal	The munition is primed for detonation upon receiving a command signal via wireless link
	Timer	The device has a built-in timer allowing the user to adjust exactly when it detonates.
	Throwing Back Grenades	It is possible that a character may be able to reach a grenade before it detonates and throw it back
	Jumping on Grenades	Given the possibility of resleeving, a character may decide to take one for the team and throw themselves on a grenade, sacrificing themselves in order to protect others


Info	Field	Short Desc.
	Blind Attacks	Attacking a target that you cannot see is difficult at best and a matter of luck at worst
	Indirect Fire	With the help of a spotter, you may target an enemy that you can’t see using indirect fire

Info	Field	Short Desc.
	Bots, Synthmorphs, and Vehicles	AI-operated robots and synthetic morphs are a common sight in Eclipse Phasw
	Shell Stats	Just like synthmorph characters, certain bot and vehicle stats (Durability, Wound Threshold, etc.) and stat modifiers (Initiative, Speed, etc.) are determined by the actual physical shell
	Shell Skills	The skills and aptitudes used by a bot or vehicle are those possessed by its AI. See AIs and Muses,
	Shell Movement	Like characters, bots and vehicles have a walking and running Movement rate.
	Chases	Shells that are moving faster than their running Movement rate
	Crashing	Shells that suffer wounds during combat or chases may be force to make a Pilot Test to avoid crashing or may crash automatically
	Collisions	If a shell crashes into or intentionally rams a person or object, someone is likely to get hurt.
	Attacking Vehicle Passengers	During combat, passengers within a vehicle may be targeted separately from the vehicle itself.
	Shell Remote Control	Any shell (or biomorph) with a puppet sock (also included with all cyberbrains) may be remote controlled, either by a character or a remote AI.
	Shell Jamming	“Jamming” is the colloquial term for a more direct form of remote control using VR and XP technology


Info	Field	Short Desc.
	Called Shots	Sometimes it's not enough to just hit your target—you need to shoot out a window, knock the knife out of their hand, or hit that hole in their armor
	Bypassing Armor With Called Shots	Called shots may be used to target a hole or weak point in your opponent's armor
	Disarming	You may take a called shot to attempt to knock a weapon out of an opponent's hand(s)
	Specific Targeting	You may make a called shot with the intention of hitting a specific location or component on your target






Info	Field	Short Desc.
	Charging	An opponent who runs and attacks an opponent in melee combat in the same Action Phase is considered to be charging
	Receiving a Charge	You may delay your action (see Delayed Actions, p. 189) in order to receive a charge, bracing yourself for impact


Info	Field	Short Desc.
	Demolitions	The most common use of the Demolitions skill is the placement, disarming, or manufacture of explosive devices, such as superthermite charges
	Placing Explosives	A skilled demolitionist can place charges in a manner that will boost their effect
	Disarming Explosives	Disarming an explosive device is handled as an Opposed Test between the Demolitions skills of the disarmer and the character who set the bomb.
	Making Explosives	A character trained in Demolitions can make explosives from raw materials.







Info	Field	Short Desc.
	Falling	If a character falls, use the Falling Damage table to determine what injuries they suffer













Falling Damage	
Distance	Damage
1-2 Meters (6 feet)	1d10
3-5 Meters (16 feet)	2d10
6-8 Meters (26 feet)	3d10
Over 8 Meters (27+ feet)	+1 per meter







Info	Field	Short Desc.
	Fire	Objects that come into contact with extreme heat or flames may catch fire at the gamemaster's discretion




Info	Field	Short Desc.
	Firing Modes and Rate of Fire	Every ranged weapon in Eclipse Phase comes with one or more firing modes that determines their rate of fire. These firing modes are detailed below.
	Single Shot (SS)	Single shot weapons may only be fired once per Complex Action. These are typically larger or more archaic devices.
	Semi Automatic (SA)	Semi-automatic weapons are capable of quick, repeated fire. They may be fired twice with the same Complex Action. Each shot is handled as a separate attack.
	Burst Fire (BF)	Burst fire weapons release a number of quick shots (a "burst") with a single trigger pull. Two bursts may be fired with the same Complex Action
	Full Automatic (FA)	Full-auto weapons release a hail of shots with a single trigger pull. Only one full-auto attack may be made with each Complex Action.

Info	Field	Short Desc.
	Full Defense	If you're expecting to come under fire, you can expend a Complex Action to go on full defense.



Info	Field	Short Desc.
	Gravity	Most characters in Eclipse Phase have considerable experience maneuvering in low gravity or microgravity and can perform normal actions without penalties
	Microgravity	Microgravity includes both zero g and gravities that are slightly higher but negligible
	Movement Rate	Characters who are climbing, pulling, or pushing themselves along move at half their movement rate in microgravity
	Terminal Velocity	It is not difficult to reach escape velocity on small asteroids and similar bodies
	Low Gravity	Low gravity includes anything from 0.5 g to microgravity.
	High Gravity	High gravity is anything significantly stronger than standard Earth gravity

Info	Field	Short Desc.
	Hostile Environments	Environments not friendly to the living.
	Atmospheric Contamination	The effects of a habitat suffering from ecological imbalance or out-of-control pathogens can range from mildly allergenic habitat atmospheres to rampaging environmental sepsis
	Extreme Heat and Cold	Planetary environments can range from the extremely hot (Venus, Mercury's day side) to the extremely frigid (Neptune, Titan, Uranus)
	Extreme Pressure	Similarly, the atmospheric pressures of Jupiter, Saturn, and Venus quickly become crushingly deadly anywhere beyond the upper levels
	Gravity Transition Zones	The widespread use of artificial gravity in space habitats means that characters will often encounter places where the direction of down suddenly changes
	Magnetic Fields	Magnetism isn't a direct problem for most characters; transhumans need to worry more about the radiation generated by a powerful magnetosphere
	Radiation	Ionizing radiation is one of the more prevalent hazards in the solar system and one of the most difficult problems for transhumanity to defeat
	Toxic Atmosphere	Neptune, Titan, Uranus, and Venus all have toxic atmospheres. Similar atmospheres may be found on some exoplanets
	Corrosive Atmospheres	In addition to being toxic, Venus has the only naturally occurring corrosive atmosphere in the system
	Unbreathable Atmosphere	Very few of the planetary bodies in the solar system actually have toxic atmosphere
	Underwater	In general, any physical skill performed underwater suffers a -20 penalty due to the resistance of the medium
	Vacuum	Biomorphs without vacuum sealing can spend one minute in the vacuum of space with no ill effects







Info	Field	Short Desc.
	Improvised Weapons	Sometimes characters are caught off-guard and they must use whatever they happen to have at hand as a weapon
	Knockdown/Knockback	If an attacker's intent is to simply knock an opponent down or back in melee, rather than injure them
	Melee and Thrown Damage Bonus	Every successful melee and thrown weapon attack, whether unarmed or with a weapon, receives a damage bonus equal to the attacker's SOM ÷ 10, round down
	Multiple Targets	When doling out the damage, there's no reason not to share the love.
	Melee Combat	A character taking a Complex Action to engage in a melee attack may choose to attack two or more opponents with the same action.
	Ranged Combat	A character firing two semi-auto shots with a Complex Action may target a different opponent with each shot. In this case, the attacker suffers a -20 modifier against the second target.



Info	Field	Short Desc.
	Objects and Structures	As any poor wall in the vicinity of an enraged drunk can tell you, objects and structures are not immune to violence and attrition
	Ranged Attacks	Ranged combat attacks inflict only one-third their damage (round down) on large structures such as doors, walls, etc.
	Shooting Through	If a character attempts to shoot through an object or structure at a target on the other side, the attack






Sample Objects and Structures			
Object/Structure	Armor	Durability	Wound Threshold
Advanced Composites (ship/habitat hull)	50	1,000	200
Aerogel (walls, windows, etc.)	-	50	10
Airlock Door	15	100	25
Alloys, Concrete, Hardened Polymers (reinforced doors/walls)	30	100	20
Armored Glass	10	50	20
Counter	7	60	12
Desk	5	50	10
Ecto link	-	6	1
Metallic Foam (walls, doors, etc.)	20	70	15
Metallic Glass	30	150	30
Polymer or Wood (walls, doors, furniture, etc.)	10	40	8
Quantum Farcaster Link	3	20	4
Transparent Alumina (walls, furniture)	5	60	12
Tree	2	40	10
Window	-	5	1










Info	Field	Short Desc.
	Range	Every type of ranged weapon has a limited range, beyond which it is ineffective
	Range, Gravity, and Vacuum	The ranges listed on the Weapon Ranges table are for Earth-like gravity conditions






Weapon Ranges	Short Range	Medium Range (-10)	Long Range (-20)	Extreme Range (-30)
Firearms				
Light Pistol	0 – 10	11 – 25	26 – 40	41 – 60
Medium Pistol	0 – 10	11 – 30	31 – 50	51 – 70
Heavy Pistol	0 – 10	11 – 35	36 – 60	61 – 80
SMG	0 – 30	31 – 80	81 – 125	126 – 230
Assault Rifle	0 – 150	151 – 250	251 – 500	501 – 900
Sniper Rifle	0 – 180	181 – 400	401 – 1,100	1,100 – 2,300
Machine Gun	0 – 100	101 – 400	401 – 1,000	1,001 – 2,000
Railguns				
As firearms but increase the effective range in each categories by +50%				
Beam Weapons				
Cybernetic Hand Laser	0 – 30	31 – 80	81 – 125	126 – 230
Laser Pulser	0 – 30	31 – 100	101 – 150	151 – 250
Microwave Agonizer	0 – 5	6 – 15	16 – 30	31 – 50
Particle Beam Bolter	0 – 30	31 – 100	101 – 150	151 – 300
Plasma Rifle	0 – 20	21 – 50	51 – 100	101 – 300
Stunner	0 – 10	11 – 25	26 – 40	41 – 60
Seekers				
Seeker Micromissile	5 – 70	71 – 180	181 – 600	601 – 2,000
Seeker Minimissile	5 – 150	151 – 300	301 – 1,000	1,001 – 3,000
Seeker Standard Missile	5 – 300	301 – 1,000	1,001 – 3,000	3001 – 10,000
Spray Weapons				
Buzzer	0 – 5	6 – 15	16 – 30	31 – 50
Freezer	0 – 5	6 – 15	16 – 30	31 – 50
Shard Pistol	0 – 10	11 – 30	31 – 50	51 – 70
Shredder	0 – 10	11 – 40	41 – 70	71 – 100
Sprayer	0 – 5	6 – 15	16 – 30	31 – 50
Torch	0 – 5	6 – 15	16 – 30	31 – 50
Vortex Ring Gun	0 – 5	6 – 15	16 – 30	31 – 50
Thrown Weapons				
Blades	To SOM ÷ 5	To SOM ÷ 2	To SOM	To SOM x 2
Minigrenades	To SOM ÷ 2	To SOM	To SOM x 2	To SOM x 3
Standard Grenades	To SOM ÷ 5	To SOM ÷ 2	To SOM	To SOM x 3





Info	Field	Short Desc.
	Reach	Some weapons extend a character's reach, giving them a significant advantage over an opponent in melee combat
	Scatter	When you are using a blast weapon, you may still catch your target in the blast radius even if you fail to hit them directly.
	Shock Attacks	Shock weapons use high-voltage electrical jolts to physically stun and incapacitate targets
	Subdual	To grapple an opponent in melee combat, you must declare your intent to subdue before making the die roll
	Suppressive Fire	A character firing a weapon in full-auto mode (p. 198) may choose to lay down suppressive fire over an area rather than targeting anyone specifically
	Surprise and Ambushes	Characters who wish to ambush another must seek to gain the advantage of surprise.




Info	Field	Short Desc.
	Tactical Networks	Tactical networks are specialized software programs used by teams that benefit from the sharing of tactical data.
	Combat Tacnets	The following list is a sample of a typical combat tacnet's features. Gamemasters are encouraged to modify and expand these options as appropriate to their game:

Info	Field	Short Desc.
	Touch-Only Attack	Some types of attacks simply require you to touch your target, rather than injure them, and are correspondingly easier.
	Two-Handed Weapons	Any weapon noted as two-handed requires two hands (or other prehensile limbs) to wield effectively
	Wielding Two or More Weapons	It is possible for a character to wield two weapons in combat or even more if they are an octomorph or multi-limbed synthmorph
	Extra Melee Weapons	The use of two or more melee weapons is treated as a single attack, rather than multiple
	Extra Ranged Weapons	Similarly, an attacker can wield a pistol in each hand for ranged combat, or larger weapons if they have more limbs (an eight-limbed octomorph











Info	Field	Short Desc.
	Damage Points	Any physical harm that befalls your character is measured in damage points
	Damage Types	Physical damage comes in three forms: Energy, Kinetic, and Psi.
	Energy Damage	Energy damage includes lasers, plasma guns, fire, electrocution, explosions, and others sources of damaging energy.
	Kinetic Damage	Kinetic damage is caused by projectiles and other objects moving at great speeds that disperse their energy into the target upon impact.
	Psi Damage	Psi damage is caused by offensive psi sleights like Psychic Stab
	Durability and Health	Your character's physical health is measured by their Durability stat
	Death	An extreme accumulation of damage points can threaten your character's life
	Damage Value	The base amount of damage points the weapon inflicts
	Wounds	Wounds represent more grievous injuries: bad cuts and hemorrhaging, fractures and breaks, mangled limbs, and other serious damage that impairs your ability to function and may lead to death or long-term damage


	Wound Effects	Each wound applies a cumulative –10 modifier to actions and –1 to Initiative. A character with 3 wounds, for example, suffers –30 to all actions and –3 to Initiative.
	Knockdown	Any time a character takes a wound, they must make an immediate SOM × 3 Test
	Unconsciousness	Any time a character receives 2 or more wounds at once (from the same attack), they must also make an immediate SOM × 3 Test
	Bleeding	Any biomorph character who has suffered a wound and who takes damage that exceeds their Durability is in danger of bleeding to death
	Death Is Not The End	For many people in Eclipse Phase, death is not the end of the line

Info	Field	Short Desc.
	Biomorph Healing	Thanks to advanced medical technologies, there are many ways for characters in biological morphs (including pods) to heal injuries
	Medical Care	Characters with an appropriate Medicine skill (such as Medicine: Paramedic or Medicine: Trauma Surgery) can perform first aid on damaged or wounded characters
	Natural Healing	Characters trapped far from medical technology—in a remote station, the wilds of Mars, or the like—may be forced to heal naturally if injured
	Surgery	In circumstances where a healing vat is not available, the gamemaster may decide that a particular wound requires actual surgery from an intelligent being

Info	Field	Short Desc.
	Synthmorph and Object Repair	Unlike biomorphs, synthetic morphs and objects do not heal damage on their own and must be repaired
	Physical Repairs	Manually fixing a synthmorph or object requires a Hardware Test using a field appropriate to the item (Hardware: Robotics for synthmorphs and bots)
	Repairing Armor	Armor may be repaired in the same manner as Durability, however, wounds do not impact the test with modifiers or extra time.

Healing		
Character Situation	Damage Healing Rate	Wound Healing Rate
Character without basic biomods	1d10 per day	1 per week
Character with basic biomods	1d10 per 12 hours	1 per 3 days
Character using nanobandage	1d10 per 2 hours	1 per day
Character with medicines	1d10 per hour	1 per 12 hours
Poor Conditions (bad food, not enough rest / heavy activity, poor shelter and/or sanitation)	double timeframe	double timeframe
Harsh Conditions (Insufficient food, no rest/strenuous activity, little or no shelter and/or sanitation)	triple timeframe	triple timeframe

Info	Field	Short Desc.
	Mental Health	In a time when people can discard bodies and replace them with new ones, trauma inflicted on your mind and ego—your sense of self—is often more frightening than grievous physical harm
	Stress Points	Stress points represent fractures in your ego's integrity, cracks in the mental image of yourself
	Lucidity and Stress	If you build up an amount of stress points equal to or greater than your Lucidity score, your character's ego immediately suffers a mental breakdown
	Insanity Rating	If accumulated stress points reach your Lucidity \times 2, your character's ego undergoes a permanent meltdown
	Stress Value	Any source capable of inflicting cognitive stress is given a Stress Value (SV). This indicates the amount of stress points the attack or experience inflicts upon a character
	Trauma	Mental trauma is more severe than stress points. Traumas represent severe mental shocks
	Trauma Effects	Each trauma applies a cumulative -10 modifier to all of the character's actions and -1 to Initiative.
	Disorientation	Any time a character suffers a trauma, they must make an immediate WIL \times 3 Test. Trauma modifiers apply. If they fail, they are temporarily stunned and disoriented and must expend a Complex Action to regain their wits.
	Derangements and Disorders	Any time a character is hit with a trauma, they suffer a temporary derangement
	Disorder	When four or more traumas have been inflicted on a character, a major derangement is upgraded to a disorder

Info	Field	Short Desc.
	Derangements	Derangements are temporary mental conditions that result from traumas

Anxiety (Minor)

You suffer a panic attack, exhibiting the physiological conditions of fear and worry: sweatiness, racing heart, trembling, shortness of breath, headaches, and so on.

Avoidance (Minor)

You are psychologically incapable of dealing with the source of the stress or some circumstance related to it, so you avoid it—even covering your ears, curling up in a ball, or shutting off your sensors if you have to.

Dizziness (Minor)

The stress makes you light-headed and disoriented.

Echolalia (Minor)

You involuntarily repeat words and phrases spoken by others.

Fixation (Minor)

You become fixated on something that you did wrong or some circumstance that led to your stress. You obsess over it, repeating the behavior, trying to fix it, running scenarios through your head and out loud, and so on.

Hunger (Minor)

You are suddenly consumed by an irrational yet overwhelming desire to eat something—perhaps even something unusual.

Indecisiveness (Minor)

You are flustered by the cause of your stress, finding it difficult to make choices or select courses of action.

Logorahoer (Minor)

Your response to the trauma is to engage in excessive talking and babbling. You don't shut up.

Nausea (Minor)

The stress sickens you, forcing you to fight down queasiness.

Chills (Moderate)

Your body temperature rises, making you feel cold, and shivering sets in. You just can't get warm.

Confusion (Moderate)

The trauma scrambles your concentration, making you forget what you're doing, mix up simple tasks, and falter over easy decisions.

Echopraxia (Moderate)

You involuntarily repeat and mimic the actions of others around you.

Mood Swings (Moderate)

You lose control of your emotions. You switch from ecstasy to tears and back to rage without warning.

Mute (Moderate)

The trauma shocks you into speechlessness and a complete inability to effectively communicate.

Narcissism (Moderate)

In the wake of the mental shock, all you can think about is yourself. You cease caring about those around you.

Panic (Moderate)

You are overwhelmed by fear or anxiety and immediately seek to distance yourself from the cause of the stress.

Tremors (Moderate)

You shake violently, making it difficult to hold things or stay still.

Blackout (Major)

You operate on auto-pilot in a temporary fugue state. Later, you will be incapable of recalling what happened during this period. (Synthetic shells and infomorphs may call up memory records from storage.)

Frenzy (Major)

You have a major freak out over the source of the stress and attack it.

Hallucinations (Major)

You see, hear, or otherwise sense things that aren't really there.

Hysteria (Major)

You lose control, panicking over the source of the stress. This typically results in an emotional outburst of crying, laughing, or irrational fear.

Irrationality (Major)

You are so jarred by the stress that your capacity for logical judgment breaks down. You are angered by imaginary offenses, hold unreasonable expectations, or otherwise accept things with unconvincing evidence.







Paralysis (Major)

You are so shocked by the trauma that you are effectively frozen, incapable of making decisions or taking action.

Psychosomatic Crippling (Major)

The trauma overwhelms you, impairing some part of your physical functioning. You suffer from an inexplicable blindness, deafness, or phantom pain or are suddenly incapable of using a limb or other extremity.

Info	Field	Short Desc.
	Disorders	Disorders reflect more permanent madness. In this case, “permanent” does not necessarily mean forever, but the condition is ongoing until the character receives lengthy and effective psychiatric help
	Addiction	Addiction as a disorder can refer to any sort of addictive behavior focused toward a particular behavior or substance
	Atavism	Atavism is a disorder that mainly affects uplifts. It results in them regressing to an earlier un- or partially uplifted state
	ADHD	This disorder manifests as a marked inability to focus on any one task for an extended period of time, and also an inability to notice details in most situations
	Autophagy	This is a disorder that usually only occurs among uplifted octopi. It is a form of anxiety disorder characterized by self-cannibalism of the limbs
	Bipolar Disorder	Bipolar disorder is also called manic depression
	Body Dysmorphia	Subjects afflicted with this disorder believe that they are so unspeakably hideous that they are unable to interact with others or function normally for fear of ridicule and humiliation at their appearance
	Borderline Personality Disorder	This disorder is marked by a general inability to fully experience one’s self any longer.
	Depression	Clinical depression is characterized by intense feelings of hopelessness and worthlessness
	Fugue	The character enters into a fugue state where they display little attention to external stimuli
	General Anxiety Disorder (GAD)	GAD results in severe feelings of anxiety about nearly everything the character comes into contact with
	Hypochondria	Hypochondriacs suffer from a delusion that they are sick in ways that they are not
	Impulse Control Disorder	Subjects have a certain act or belief that they must engage in a certain activity that comes into their mind.
	Insomnia	Insomniacs find themselves unable to sleep, or unable to sleep for an extended period of time
	Megalomania	A megalomaniac believes themselves to be the single most important person in the universe
	Multiple Personality Disorder	This is the development of a separate, distinct personality from the original or control personality
	Obsessive Compulsive Disorder (OCD)	Subjects with OCD are marked by intrusive or inappropriate thoughts or impulses that cause acute anxiety if a particular obsession or compulsion is not engaged in to alleviate them
	Post-Traumatic Stress Disorder (PTSD)	PTSD occurs as a result of being exposed to either a single incident or a series of incidents where the sufferer had their own life, or saw the lives of others, threatened with death
	Schizophrenia	This can involve delusions, hallucinations (often in support of the delusions), and fragmented or disorganized speech

Info	Field	Short Desc.
	Stressful Situations	The universe of Eclipse Phase is ripe with experiences that might rattle a character’s sanity
	Willpower Stress Tests	Whenever a character encounters a situation that might impact their ego’s psyche, the gamemaster may call for a (Willpower × 3) Test
	Hardening	The more you are exposed to horrible or terrifying things, the less scary they become. After repeated exposure, you become hardened to such things, able to shake them off without effect.
	Mental Healing and Psychotherapy	Stress is trickier to heal than physical damage
	Psychotherapy Care	Characters with an appropriate skill—Medicine: Psychiatry, Academics: Psychology, or Professional: Psychotherapy—can assist a character suffering mental stress or trauma with psychotherapy.
	Natural Healing	Characters who eschew psychotherapy can hopefully work out the problems in their head on their own over time.


Stressful Experiences	
Situation	SV
Failing Spectacularly in pursuit of a motivational goal	1d10 ÷ 2 (round down)
Helplessness	1d10 ÷ 2 (round down)
Betrayal by a trusted friend	1d10 ÷ 2 (round down)
Extended Isolation	1d10 ÷ 2 (round down)
Extreme Violence (Viewing)	1d10 ÷ 2 (round down)
Extreme Violence (Committing)	1d10
Awareness that your death is imminent	1d10
Experiencing someone's death via XP	1d10
Losing a loved one	1d10 ÷ 2 (round down)
Watching a loved one die	1d10 + 2
Being responsible for the death of a loved one	1d10 + 5
Encountering a gruesome murder scene	1d10
Torture (Viewing)	1d10 + 2
Torture (Moderate Suffering)	2d10 + 3
Torture (Severe Suffering)	3d10 + 5
Encountering aliens (Non-sentient)	1d10 ÷ 2 (round down)
Encountering aliens (Sentient)	1d10
Encountering hostile aliens	1d10 + 3
Encountering highly advanced technology	1d10 ÷ 2 (round down)
Encountering exsurgent-modified technology	1d10 ÷ 2 (round down)
Encountering exsurgent-infected transhumans	1d10
Encountering exsurgent life forms	1d10 + 3
Exsurgent virus infection	Varies, see page 366
Witnessing psi-epsilon sleights	1d10 + 2

Accelerated Future

Basic information about the technologies in Eclipse Phase












Info	Field	Short Desc.
	Backups and Uploading	Creating backups of ones ego
	Retrieving a Cortical Stack	How to remove a Cortical Stack
	Retrieving a Cortical Stack from a Living Subject	The risks of retrieving a Cortical Stack from a live subject are much higher
	Destroying a Cortical Stack	Cortical stacks have an Armor of 20 and a Durability of 20 for anyone attempting to destroy them.
	Uploading a Backup	The process of uploading
	Uploading-Resleeving Continuity	Uploading and Resleeving while actively awake
	Uploading after death	Rules on uploading a dead persons ego
	Destructive Uploading	Uploading by slicing apart and scanning each piece of a biological brain
	Backup Insurance	The service of backing up ones ego
	Backup Insurance Limitations	The limitations that backup insurance has
	Backup Complications	The rare case of when tampered with equipment can damage an upload
	Resleeving	Giving a new body to an ego
	Resleeving Biomorphs and Pods	The process of resleeving Biomorphs and Pods
	Resleeving Synthmorphs	The process of resleeving Synthmorphs
	Resleeving Costs	The cost of the resleeving process
	Intergration	Physically getting used to a new morph

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.














Info	Field	Short Desc.
	Alienation	Mentally accepting ones new morph

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 (octomorph, neo-avian, novacrab, swarmanoid, etc.)	-30




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 ÷ 2 (round up) stress points.











Info	Field	Short Desc.
	Continuity Test	Dealing with the loss of continuity of oneself when resleeved. Usually very traumatizing if the one being resleeved has died.
	Infomorph Resleeving	Resleeving into a digital form known as an infomorph
	Forking and Merging	Taking a backup of a transhuman mind, copying it, and reinstancing it as an infomorph
	Alpha Forks	An exact copy of the original ego
	Beta Forks	Partial copy of the original ego
	Delta Forks	Extremely limited copies of an ego
	Gamma Forks	Massively incomplete, corrupted, or heavily damaged copies of an ego
	Neural Pruning	The art of trimming a backup/infomorph to a beta or delta fork
	Neural Pruning with long term psychosurgery	Carefully administered neural pruning of a longer period of time for better consistency rates.
	Handling forks	Rules on creating/using forks
	Merging	Re-integrating a fork into the original ego










Merging			
Time Apart	Modifier	Success	Failure
Under 1 hours	+30	Seamless ego with memories intact from both	Memories intact, (1d10 ÷ 2, round down) - 1 SV
1 - 4 hours	+20	Solid bond, memories intact	Memories intact, (1d10 ÷ 2, round down) SV
4 - 12 hours	+10	Memories intact, 1 SV	Minor memory loss, (1d10 ÷ 2, round up) SV
12 hours - 1 day	+0	Memories intact, 2 SV	Moderate memory loss, (1d10 ÷ 2, round up) + 2 SV
1 day - 3 days	-10	Memories intact, 3 SV	Major memory loss, 1d10 + 2 SV
3 days - 1 week	-20	Memories intact, 4 SV	Major memory loss, 1d10 + 4 SV
1 week+	-30	Minor memory loss, 5 SV	Severe memory loss, 1d10 + 6 SV








Info	Field	Short Desc.
	Egocasting	Transferring a backup over interplanetary distances
	Egocaster Security	Risk factors in egocasting
	Darkcasting	Egocasting without drawing attention from public officials and Immigration customs
	Morph Brokerage	Buying and acquiring new morphs
	Morph Availability	The difficulty of finding particular morphs
	Morph Acquisition	Once located, one must discern the price of a morph
	Brokerage and Matchmaking	Rules on the pricing of buying/selling morphs
	Customized Morphs	Rules on seeking a custom job
	Trade In	Trade in value of old morphs
	Patron Provisioning	Morphs provided for free from a rich benefactor
	Black Market Morphs	Illegal morphs that bypass laws on weapons and regulations
	Indenture	Contracts that offer a morph at a high price
	Public Resleeving	Some areas have facilities developed for providing cases to anyone who needs one. These are usually bland and unremarkable









Morph Cost	Cost
Morph Type	
Biomorphs	
Flats, Splicers	High
Octomorphs	Expensive (30,000 +)
Furies, Ghosts, Remade	Expensive (40,000 +)
Futuras	Expensive (50,000 +)
All others	Expensive
Pods	
Workers, Pleasure Pods	High
Novacrabs	Expensive (30,000 +)
Synthmorphs	
Cases	Moderate
Synths, Dragonflies	High
Slitheroids, Swarmanoids	Expensive
Flexbots	Expensive (30,000 +)
Arachnoids	Expensive (40,000 +)
Reapers	Expensive (50,000 +)
Positive morph traits	+500 per CP
Negative morph traits	-200 per CP


Info	Field	Short Desc.
	Renting Morphs	Morphs leased, usually for temporary visits
	Pearl Lease	Criminal morphs that may be leased pending on area
	Rental Insurance	Restrictions on rented morphs








Info	Field	Short Desc.
	Identity	The concept of identity in Eclipse Phase
	Ego ID	Ones ego identification record. Tied to ones ego
	Identity Verification	Three ways of dealing with ID verification: nanostat scan, brainwave scan, and checking ones cryptographic hash
	Nanostat Scan	Small nanobots that can be scanned for ID verification
	Brainprints	Device that measures brainwave patterns and signature responses
	Digital Code	Code often incorporated with backups and informorphs
	Circumventing ID Checks	Basic info on getting around ID checks
	Fake IDs	Details on Fake IDs
	Altering Nanostat IDs	Changing one's own ID
	Digital ID Tampering	Similar to nanostat, but for digital ID. Can possibly fail online verification though







Info	Field	Short Desc.
	Life in Space	Basics on life in space
	Space Habitats	Habitat Basics
	Beehives	Asteroid interior habitats
	Cluster Colonies	Common form of microgravity habitat
	Cole Bubbles	"Bubbleworlds"
	Hamilton Cylinders	Self-constructing habitats
	O'Neill Cylinders	Cylinder shaped habitat with a dated design
	Tin Cans	Antique research stations and outposts
	Toruses	Donut shaped habitat

Info	Field	Short Desc.
	Immigration and Customs	Expected protocol for gaining entry into a habitat
	Physical Arrivals	Protocal for physical arrivals
	Electronic Arrivals	Protocol for electronic arrivals
	Local Travel	Quick travel locally within a habitat
	Distance Travel	Travel over long distances
	Space Travel Basics	Basic mechanics on ship travel
	Spaceship Combat	Basic mechancis on spaceship combat

Info	Field	Short Desc.
	Nanofabrication	Base process of nanofab. Requirements of materials, blueprints, and time
	Raw Materials	Raw minerals needed to craft in a nanofabricator
	Blueprints	Used in production of specific goods
	Open Source Blueprints	Free blueprints distributed publicly
	Blueprint Restrictions	Some machines are locked out from restricted blueprints
	Programming Blueprints	Creating your own blueprints
	Time	The time to create an object in a nanofabricator
	The Programming Test	Mechanics for success test at printing in a nanofabricators






Info	Field	Short Desc.
	Reputation and Social Networks	Basics on reputation systems

Reputation Networks				
Info	Network Name	Rep Name	Networking Field	Factions and Others
	The Circle-A List	@-Rep	Autonomists	Anarchists, Barsoomians, Extropians, Titanian, and Scum
	CivicNet	c-Rep	Hypercorps	Hypercorps, Jovians, Lunars, Martians, and Venusians
	EcoWave	e-Rep	Ecologists	Nano-ecologists, Preservationists, and Reclaimers
	Fame	f-Rep	Media	Socialites (also artists, glitterati, and media)
	Guanxi	g-Rep	Criminals	Criminals
	The Eye	i-Rep	Firewall	Firewall
	Research Network Associates	r-Rep	Scientists	Argonauts, (also technologists, researchers, and scientists)


Info	Field	Short Desc.
	Social Networks	People you know, the people they know, etc.
	Networking	Using the networking skill to interact with personal connections
	Reputation	Measurement of your social currency
	Using Networks and Rep	Using your personal cred and connections to buy favors
	The Networking Test	Mechanics used to pursue favors
	Favor Levels and Modifiers	Difficulty of the favor opposed to your own personal evel

Networking Modifiers	
Situation	Modifier
Favor level exceeds Rep level	-10 per level
Rep level exceeds favor level	+10 per level
Keeping quiet	-Variable (P288)
Burning Rep	+Rep amount burned
Playing extra	+10 per level


Reputation Levels	
Reputation Score	Reputation Level
0 – 19	Level 1
20 – 39	Level 2
40 – 59	Level 3
60 – 79	Level 4
80 – 99	Level 5

Info	Field	Short Desc.
	Paying/Exchanging for favors	Acquiring goods and services based on your rep strength
	Limits of Reputation	How far can rep take you?
	Burning Reputation	Permanently lowering reputation to call in a heavy favor
	Keeping Quiet and Reputation	Mechanics on keeping people quiet about your business
	Favors	Favors, requests, and assistance

Favors			
Favor Level	Timeframe	Burning Rep Cost	Refresh Rate
1 (Trivial)	1 minute	0	1 hour
2 (Low)	30 minutes	1	1 day
3 (Moderate)	1 hour	5	1 week
4 (High)	1 day	10	1 month
5 (Scarce)	3 days	20	3 months

Info	Field	Short Desc.
	Acquire/Unload Good	Finding or selling uncommon or rare items







Acquire/Unload Goods	
Level	Service
1	Acquire/unload item with an expense of Trivial.
2	Acquire/unload item with an expense of Low.
3	Acquire/unload item with an expense of Moderate.
4	Acquire/unload item with an expense of High.
5	Acquire/unload item with an expense of Expensive.

Info	Field	Short Desc.
	Acquire Service	Seeking educational information or labor assistance









Acquire Services	
Level	Service
1	Trivial favor: Get someone to perform services for 15 minutes. Move a chair. Browbeat someone. Catch a ride. Research someone online. Borrow 50 credits. Other Trivial cost services.
2	Minor favor: Get someone to perform services for an hour. Move to a new cubicle. Rough someone up. Loan a vehicle. Provide an alibi. Healing vat rental. Minor hacking assistance. Basic legal or police assistance. Borrow 250 credits. Other Low cost services.
3	Moderate favor: Get someone to perform services for a day. Move to a habitat in the same cluster. Serious beating. Lookout. Short-distance egocast. Short shuttle trip (under 50,000 km). Minor psychosurgery. Uploading. Reservations at the best restaurant ever. Major legal representation or police favors. Borrow 1,000 credits. Other Moderate cost services.
4	Major favor: Get someone to perform services for a month. Move a body. Homicide. Getaway shuttle pilot. Industrial sabotage. Large-volume shipping contract on bulk freighter. Medium-distance egocast. Mid-range shuttle trip (50,000–150,000 km). Moderate psychosurgery. Resleeving. Get out of jail free. Borrow 5,000 credits. Other High cost services.
5	Partnership: Get someone to perform services for a year. Move dismembered body. Mass murder. Major embezzlement. Acts of terrorism. Relocate a mid-size asteroid. Long-distance egocast. Long-range shuttle trip (150,000 km or more). Borrow 20,000 credits. Other Expensive cost services.









Acquire Information	
Level	Service
1	Common Information: Where to eat. What biz a certain hypercorp is in. Who's in charge.
2	Public Information: Make gray market connections. Where the "bad neighborhood" is. Obscure public database info. Who's the local crime syndicate. Public hypercorp news.
3	Private Information: Make black market connections. Where an unlisted hypercorp facility is. Who's a cop. Who's a crime syndicate member. Where someone hangs out. Internal hypercorp news. Who's sleeping with whom.
4	Secret Information: Make exotic black market connections. Where a secret corp facility is. Where someone's hiding out. Secret hypercorp projects. Who's cheating on whom.
5	Top Secret Intel: Where a top secret black-budget lab is. Illegal hypercorp projects. Scandalous data. Blackmail material.

Info	Field	Short Desc.
	Security	Basic information on security and surveillance
	Access Control	Levels of security to keep people out
	Bug Zappers	EMP security measures
	Electronic Locks	Security locks to keep people out
	Lockbots	Unique, expensive storage devices used to keep information secure
	Partial Denial System	Essentially a laser trap device
	Self-Healing Barriers	Walls and doors able to self-repair
	Slippery Walls	Chemically saturated slopes devised to keep intruders out
	Wireless Inhibitors	Paint jobs that block wireless signals
	Nanotagging	Small bots that transmit a constant feed to survey a target
	Sensors	Sensors that monitor and track certain conditions in a target
	Weapon Scanners	Scanners built to find almost any type of weapon
	Wireless Scanning	Scanners built to monitor wireless radio signals
	Active Countermeasures	Sentries, guardians, etc. used to deter intruders

Info	Field	Short Desc.
	The Mesh	Interfacing with the internet
	Mesh Capabilities	What can the mesh do?
	Meshing Techniques	Devices used to interface with the mesh
	Information Overload	How much and how accessible is information via mesh?
	Spimes	Location-aware, environment-aware, self-logging, self-documenting objects broadcast their data to anyone who cares to listen
	Surveillance: Privacy and Sousveillance	How secure are you?

Info	Field	Short Desc.
	Interfacing: AR, VR, and XP	Augmented reality (AR), virtual reality (VR), or experience playback (XP)
	Augmented Reality (AR)	Information overlaid on the user's physical senses
	Avatars	Digital representation of one's self online
	E-Tags	Ways for people to "tag" someone or something with a piece of visual data
	Skinning	Changing and modifying one's perceptual input
	Virtual Reality (VR)	Virtual reality overrides the user's physical senses and places them inside an entirely computer-generated environment called a simulspace
	Defying Nature's Laws	The effects of VR
	Accessing Simulspace	How to enter VR?
	Experience Playback (XP)	Every morph with mesh inserts has the capability to transmit or record their experiences, a form of technology called experience playback
	Mesh Uses	What do people use the mesh for?
	Personal Area Networks (PAN)	Network stemming from a person to interface with their personal devices
	Virtual Private Networks (VPN)	Private networks, usually maintained by a group of people
	Social Networks	How one keeps in touch with contacts on the mesh
	Mobile Offices	Individuals acting as their own mobile office
	Information at your Fingertips	What kind of information is actively available on the mesh?
	Islands in the Net	The speed of communication
	Darkcasts	Ranged communications that go outside of legal and approved channels
	Mesh Abuses	The dark side of the mesh
	Hackers	Who are they, and how to protect yourself against them?

Info	Field	Short Desc.
	AI and Infolife	Self-aware programs and AI
	AIs	Artificial Intelligence and their basic principals in Eclipse Phase
	Muses	Specific type of AI designated as a personal companion
	AGIs	Complete and fully operational digital consciousness's, self-aware and capable of intelligent action at the same level as any transhuman
	Seed AI	Advanced AI that are self-upgrading, and are considered highly taboo and dangerous
	Transhuman Infomorphs	A person living as a sentient AI and forgoing a morph
	What can your Muse do for you?	All the things a muse can do
	Everyday Mesh Mechanics	Basic overview and introduction to Mesh activities

Info	Field	Short Desc.
	Mesh Interface	How to interact with the mesh
	Mesh ID	Every mesh user has a mesh ID
	Accounts and Access Privileges	Device networks (PANs, VPNs, etc.) require a logged account to access them
	Public Accounts	Simple public information requiring only a mesh ID to access
	User Accounts	Most common accounts, requires a specific form of ID to access
	Security Accounts	Intended for users that need greater rights and privileges to a system
	Admin Accounts	Provides complete control over a system
	Mesh Gear Quality	How good is your gear?


Mesh Gear Modifiers	
Modifier	Software/Hardware
-30	Bashed-up devices, no-longer-supported software, relics from Earth or the early expansion into space
-20	Malfunctioning/inferior devices, buggy software, pre-Fall technology
-10	Outdated and low quality systems
0	Standard ectos, mesh inserts, and software
+10	High-quality goods, standard security-grade products
+20	Next-generation devices, advanced software
+30	Newly developed, state-of-the-art, top-of-the-line technology
>+30	TITANs and/or alien technology

Info	Field	Short Desc.
	Computer Capabilities	Computerized electronics can be broken down into three simple categories: peripherals, personal computers, and servers. Known as “devices”
	Peripherals	Microcomputer devices that don't need the full processing power and storage capacity of a personal computer but benefit from online networking and other functions
	Personal Computers	A wide range of computer types, but essentially include anything that has the capabilities evolved from generations of personal computers to meet an everyday user's needs.
	Servers	Servers have much greater processing power and data management capabilities than personal computers
	Software	A wide range of software exists
	Software Compatibility	Usually not an issue, but is possible with highly outdated devices
	Traffic Filters and Mist	Being able to sift through the never-ending streams of data efficiently
	Slaving Devices	Devices that work together to transmitter data to a master device
	Issuing Commands	How to issue basic commands to a device
	Distance Lag	Mechanics for communicating over a large distance
	Accessing Multiple Devices	Mechanics for multi-tasking devices
	Online Research	How to find specific information on the internet with the Research skill
	Search Challenges	Efficiently sifting through garbage data to find what you desire
	Handling Searches	Basics on handling the mechanics of searching on the mesh network
	Common Info	Common info usually requires no roll to find
	Detailed Info	Mechanics on rolling for detailed search information
	Analyze the result	Mechanics for analyzing and understanding acquired information
	Real Time Searches	Assigning a search that will alert them if relevant information is found. This is usually performed by Muses
	Hidden Data	Not everything is online. In fact some sources seek to erase information that would be

Info	Field	Short Desc.
	Scanning, Tracking, and Monitoring	Most activity on the mesh leaves behind datatrails
	Wireless Scanning	Mechanics on interfacing with a wireless device or network
	Physical Tracking	Allowing access for people to be able to track you physically over the mesh
	Tracking by Mesh ID	Basic information on tracking a user online by their mesh activity
	Tracking by Biometrics	Tracking by gathered data through spimes and public cameras/sensors. Not the most reliable, but a luck based check.
	Digital Activity Tracking	Basics on tracking someone's mesh activity
	Tracking by Mesh ID	Mechanics for tracking by Mesh ID
	Sniffing	Involves the capture and analysis of data traffic flowing through the wireless mesh.
	Remote sniffing via Mesh ID	A mesh ID may also be actively monitored to see what online activity it engages in.
	Privacy Mode	Hides online presence and activity to a certain degree
	Stealthed Signals	Stealthing wireless radio signals
	Anonymization	Taking privacy a bit further by masking your Mesh ID with a fake
	False Mesh IDs	How to make a false mesh ID
	Anonymous Account Services	Some services offer a promise of no bookkeeping or accounting of ones activities
	Disposable Ectos	Easy to dispose of ecto devices

Info	Field	Short Desc.
	Mesh Security	Four methods are typically used: authentication, firewalls, active monitoring, and encryption.
	Authenticator	Most devices will require some form of account authentication
	Firewalls	Software built to protect an area from intrusion
	Active Monitoring	Active firewalls that will flag suspicious data activity (Usually moses act as the monitoring device)
	Encryption	Adding an extra layer of security to a device
	Public Key Crypto	Using two keys to encrypt and decrypt
	Quantum Cryptography	Expensive and less practical encryption method. However it is very secure
	Breaking Encryption	Basic information on breaking encryption
	Quantum Codebreaking	Mechanics for using a quantum computer to break encryption
	Intrusion	Basics on brute force hacking into a system
	Preconditions	What is needed to hack a system or device
	Circumventing Authentication	Subverting a passcode or key for easy access
	Spoofing Authentication	Attempting to fool the system by posing as a different user
	Forging Authentication	Forging biometrics or passkeys
	Intrusion Tests	Mechanics on hacking
	Defeating the Firewall	Mechanics for hacking a firewall

Info	Field	Short Desc.
	Bypassing Active Security	Mechanics for avoiding detection of active security
	Intruder Status	Simple way of measuring an invader's situation when they are intruding upon a system
	Status: Hidden	An intruder with Hidden status has managed to silently sneak into the system without anyone noticing.
	Status: Covert	An intruder with Covert status has accessed the system in a manner that doesn't attract any unusual attention.
	Status: Spotted	Spotted status indicates that the system is aware of an anomaly or intrusion but hasn't zeroed in on the intruder yet.
	Status: Locked	Locked status means that the intruder—including their datatrail—has been pinned down by system security.
	Changing Status	An intruder's status is subject to change according to their actions and the actions of the system.
	Upgrading Status	A hacker can attempt to improve their status in order to better protect themselves
	Zeroeing In	Mechanics on tracking down and locking down a hacker
	Failing Tests	Repercussions to failing a hacking test
	Brute Force Hacking	Mechanics for a quick hack. Clunky, but gets the job done
	Intrusion Countermeasures	Failed hack attempts can lead to deployed countermeasures
	Security Alerts	Security alerts come in two flavors: passive and active.
	Passive Alert	Usually activated at passive alert status. The system will flag warnings to the admin
	Active Alert	Alarms raised and measures are taken to hunt down the target
	Passive Countermeasures	Passive countermeasures are launched as a precaution whenever an intruder acquires Spotted status.

Info	Field	Short Desc.
	Subversion	Tasks available once hacked inside a system

Subversion Examples

In addition to the tasks noted under the Subversion Difficulties table, these modifiers present some additional example actions

Modifier	Task
Hacking Bots/Vehicles	
-0	Give orders to drones
-10	Alter sensor system parameters, disable sensors or weapon systems
-20	Alter smartlink input, send false data to AI or teleoperator
-30	Lockout AI or teleoperator, seize control via puppet sock
Hacking Ectos/Mesh Inserts	
-0	Interact with entoptics, befriend everyone in range, make online purchases using user's credit, intercept communications, log activity
-10	Alter social network profile/status, adjust AR filters, tweak sensory interface, change AR skin, change avatar, access VPN
-20	Block or shuffle senses, inject AR illusions, spoof commands to drones/slaved devices
-30	Boot user out of AR
Hacking Habitat Systems	
-0	Open/close doors, stop/start elevators, operate intercom
-10	Adjust temperature/lighting, disable safety warnings, replace entoptic skin, lock doors, switch traffic timers
-20	Disable subsystems (plumbing, recycling, etc.), disable wireless links, dispatch repair crews
-30	Override safety cutoffs
Hacking Security Systems	
-0	Move/manipulate cameras/sensors, locate security systems/guards/bots
-10	Adjust patterns of sensor sweeps, view security logs, disable weapon systems
-20	Delete security logs, dispatch security teams
-30	Disable alerts
Hacking Simulspace Systems	
-0	View current status of simulspace, simulmorphs, and accessing egos
-10	Change domain rules, add cheats, alter parameters of story, alter simulmorphs, change time dilation
-20	Eject simulmorph, alter/erase character AIs
-30	Abort simulation
Hacking Spimes	
-0	Get status report, use device functions
-10	Adjust AI/voice personality settings, adjust timed operation schedule
-20	Disable sensors, disable device functions







Subversion Difficulties

Difficulty modifiers for common computer tasks





Modifier	Task
-0	Execute commands, view restricted information, run restricted software, open/close connections to other systems, read/write/copy/delete files, access sensor feeds, access slaved devices
-10	Change system settings, alter logs/restricted files
-20	Interfere with system operations, alter sensor/AR input
-30	Shut system down, lockout user/muse, launch countermeasures at others

Info	Field	Short Desc.
	Augmented Reality Illusions	Injecting illusions into a system or device
	Backdoors	A backdoor is a method of bypassing a system's normal authentication and security features
	Crashing Software	Intruders can attempt to crash software programs by killing the processes that run them
	Eliminating Intrusion Threats	An intruder can attempt to clean their trail that they were ever there
	Hacking VPNs	Challenging hack against a VPN
	Scripting	A simple program/batch of instructions that can be activated when desired
	Cyberbrain Hacking	Hacking into pods or synthmorphs that have a cyberbrain
	Entrapment	Locking an ego inside a cyberbrain
	Memory Hacking	Mechanics of reading, altering, or deleting information on a cyberbrain
	Puppeteering	Controlling a cyberbrain through a puppet sock
	Scorching	The use of damaging neurofeedback algorithms to harm the victim's mind
	Shutdown	Shutting a cyberbrain down
	Terminate Critical Stack Feed	Shutting off the cortical stack backup connection of a cyberbrain
	Radio Jamming	Transmitting radio signals that deliberately interfere with other radio signals in order to disrupt communications
	Jamming Radar	Interfering with radar devices
	Simulspace	Simulspaces are virtual reality environments where the resolution advances beyond realistic high definition and into the hyper-real.
	Simulmorphs	Characters access simulspace using an avatar-like persona called a simulmorph
	Immersion	Stepping into ones avatar within simulspace
	External Mesh Interaction	A character can still interact with the mesh, and through it, the outside world. Even in simulspace
	Simulspace Rules	Mechanics of simulspace
	Domain Rules	Anything goes in a simulspace, as dictated by the domain rules
	Cheating	Ways of cheating within simulspace
	Hacking Simulspace	Simulspace is an odd spectrum, but hacking is possible
	Meddling from the inside	A hackers options within simulspace

Hacking Simulspace From Within	
Modifier	Task
-0	Analyze simulation parameters, view domain rules, shape appearance of simulmorph, switch simulmorph character or morph type
-10	Change probability of test outcomes, become invisible (“out of game”) to others
-20	Interfere with simulation (e.g., make it rain, generate earthquakes), generate items, ignore domain rules, kill or lockout other simulmorphs
-30	Go into god mode, command simulated characters, take over the simulation











Info	Field	Short Desc.
	AIs and Muses	Basic information on AI and muses
	AI Limitations	AIs feature a number of built-in restrictions and limitations
	Commanding AIs	AIs and muses are programmed to accept commands from authorized users
	AGIs and Infomorphs	The term “infomorph” is used to refer to any ego in a digital body, whether that be an AGI or the digital emulation of a biological mind,
	Software Minds	Mechanics of infomorphs
	AGI Characters	Though AGIs were not born in a biological body, their programming encompasses the full spectrum of human personality, outlook, emotions, and mental states











Game Mechanics

Info	Field	Short Desc.
	Making Tests	Rolling dice to decide if you succeed or fail at a task
	Target Numbers (TN)	The number you need to roll below on a test to beat it
	When to Make Tests	When should a test be called for?
	Difficulty and Modifiers	Weighted modifiers that can makes test easier or more difficult








Test Difficulty	
Difficulty Level	Modifier
Effortless	+30
Simple	+20
Easy	+10
Average	0
Difficult	-10
Challenging	-20
Hard	-30

Modifier Severity	
Severity	Modifier
Minor	+/- 10
Moderate	+/- 20
Major	+/- 30

Info	Field	Short Desc.
	Criticals: Rolling Doubles	Mechanics for critical rolls
	Defaulting: Untrained Skill Usage	Performing a test that you do not have the skill for
	Teamwork	Working together for a bonus to test success
	Types of Tests	There are two types of tests in Eclipse Phase: Success and Opposed.
	Success Tests	Success Tests are called for whenever a character is acting without direct opposition.
	Trying Again	If you fail at a test, you can take another shot with increasing difficulty
	Taking Extra Time	Taking your time performing an action for a higher chance of success
	Simple Success Tests	Some tests, even when failed, are successful. Just made with a bit of difficulty
	Margin of Success/Failure	How well do you succeed or fail the test?
	Excellent Success or Severe Failure	What happens on a excellent/botched test roll?

Info	Field	Short Desc.
	Opposed Tests	An Opposed Test is called for whenever a character's action may be directly opposed by another
	Opposed Tests Margin of Success/Failure	In some cases, it may also be important to note a character's Margin of Success or Failure in an Opposed Test
	Variable Opposed Tests	In some cases, the rules will call for a Variable Opposed Test, which allows for slightly more outcomes than a standard Opposed Test.
	Time and Actions	The basics on Action Turns
	Action Turns	Each Action Turn is three seconds long, meaning there are twenty Action Turns per minute.
	Types of Actions	The types of actions a character may take in an Action Turn are broken down to: Automatic, Quick, Complex, and Task actions.
	Automatic Actions	Automatic actions are "always on" and require no effort from the character, assuming they are conscious.
	Quick Actions	Quick actions are simple, so they can be done fast and can be multi-tasked. The gamemaster determines how many Quick actions a character may take in a turn.
	Complex Actions	Complex actions require concentration or effort. The number of Complex actions a character may take per turn is determined by their Speed stat.
	Task Actions	Task actions are any actions that require longer than one Action Turn to complete







Gear

Info	Field	Short Desc.
	Acquiring Gear	Purchasing of gear during character creation and beyond
	Fabricating Gear	Creating gear in nanofab machines
	Gear Modifiers	Modifiers added or taken away from gear
	Gear Quality	It is possible to have gear of exceptional or inferior quality that may affect gameplay
	Gear Sizes	Usually determined with common sense, smaller gear is easier to conceal
	Mass and Encumbrance	The limits of what you can carry
	Concealing Gear	Hiding or keeping items out of sight













Gear Costs		
Category	Range (In Credits)	Average (In Credits)
Trivial	1 – 99	50
Low	100 – 499	250
Moderate	500 – 1,499	1,000
High	1,500 – 9,999	5,000
Expensive	10,000+	20,000






Cost Modifiers	
Economic Factor	Suggested Cost Modifier
Item Stolen	-50%
Item Used	-25%
Item Restricted	+25%
Item Illegal	+50%
Item Scarce	+25%
Item Extremely Rare	+50%
Item Common	=25%

Gear Sizes	
Size Category	General Dimensions and Notes
Nano	So small that the item cannot be seen without the aid of a microscope or nanoscopic vision (p. 311), and may not be manipulated without fractal digits (p. 311) or similar tools.
Micro	Anything ranging from the size of a barely visible small dot to an average insect.
Mini	Mini items may be concealed within someone's palm or small pockets.
Small	Small items may be held in one hand and concealed in normal pockets.
Medium	Medium size items are cumbersome to hold with one hand, ranging from the size of a 2-liter bottle to the size of a medium dog. They do not fit in pockets, but they may be concealed by larger coverings.
Large	Roughly human-sized.
Huge	Vehicles and other more massive objects.







Info	Field	Short Desc.
	Design and Fashion	How snazzy does that gear look
	Interface	Does or can the item support its own interface?
	Smart Materials	The clothing material of the future
	Meshed Gear	Gear associated with and able to interface with the mehs
	Radio and Sensor Ranges	How far does electronic gear reach on a piece of gear
	Power	What kind of power does the gear require?







Radio and Sensor Ranges			
Size Category	Urban Range	Open Range	Examples
Nano	20 meters	100 meters	Smart Dust, Nanobot/Microbot Swarms
Micro	50 meters	500 meters	Microbugs
Mini	1 kilometer	20 kilometers	Mesh Inserts
Small	5 kilometers	50 kilometers	Ectos, Miniature Radio Farcasters, Portable Sensors
Medium	25 kilometers	250 kilometers	Radio Boosters, Vehicle Sensors
Large	500 kilometers	5,000 kilometers	









Info	Field	Short Desc.	Cost
	Personal Augmentation	Basics on usage of augments	-
	Standard Augmentation	Most morphs produced in the solar system include the following augmentations.	-
	Basic Biomods	Biomods meant to assist with interfacing with the mesh and a cranial computing system	-
	Cortical Stack	A tiny cyberware storage device for backing up ones ego	-
	Cyberbrain	Cybernetic brains are where the ego (or controlling AI) resides in synthmorphs and pods.	-
	Bioware	Bioware augmentations can be acquired either as a genemod when the morph is designed and grown or as a later modification to an existing morph	-
	Enhanced Senses	The following are a list of the most common enhanced senses. Each is also available as a cybernetic implant, but bioware is much more common.	-
	Direction Sense	The character has an innate sense of direction and distance using advanced inertial navigation.	Low
	Echolocation	The character possesses sonar similar to that of a bat or dolphin	Low
	Enhanced Hearing	The morph's ears are enhanced to hear both higher and lower frequency sounds—the range of sounds they can hear is twice that of normal human ears	Low
	Enhanced Smell	The morph's sense of smell is equal to that of a bloodhound	Low
	Enhanced Vision	The morph's eyes have tetrachromatic vision capable of exceptional color differentiation	Low






Info	Field	Short Desc.	Cost
	Mental Augmentation	Mental augmentations are extremely common.	-
	Eidetic Memory	The character can remember everything that ever happened to them, in detail, with no long term memory loss	Low
	Hyper Linguist	The morph's brain maintains the linguistic flexibility of a small child, allowing the character to learn languages with great ease	Low
	Math Boost	This implant functions as the Math Wiz trait	Low
	Multiple Personalities	The character's brain is intentionally partitioned to accommodate an extra personality	High




Info	Field	Short Desc.	Cost
	Physical Augmentation	Most physical bioware augmentations are derived from the capabilities of animals.	-
	Adrenal Boost	This adrenal gland enhancement supercharges the character's adrenal response to situations that invoke stress, pain, or strong emotions	Low
	Bioweave Armor	Heavy bioweave armor involves lacing the morph's skin with a denser and thicker network of the same fibers	Mod.
	Carapace Armor	Combines bioweave armor with hard but flexible plates of a chitinceramic hybrid material modeled on the microscopic structure and texture of arthropod exoskeletons	Mod.
	Chameleon Skin	he morph's skin is augmented with complex chromatophores so that it changes color like the skin of a chameleon or an octopus	Low
	Circadian Regulation	The morph only requires 2 hours of sleep to maintain health and function at peak mental capacity	Mod.
	Claws	The morph has retractable claws like those of a cat	Low
	Clean Metabolism	The morph's symbiotic bacteria, gut flora, and glands have been genetically engineered to keep the morph "clean."	Mod.
	Drug Glands	The morph has specially tailored glands designed to produce specific hormones or chemicals and release them in the body	Special
	Eelware	Has electrical conductors that can emit electric shock	Low
	Emotional Dampers	Using this augmentation allows the user to lie and conceal their emotions in such as way as to fool the keenest observer	Low
	Endocrine Control	This augmentation modifies the morph's endocrine system, giving the character fine control over their hormone output	High
	Enhanced Respiration	By boosting both lung efficiency and the blood's oxygen-carrying capacity, the character can live comfortably in both high and low pressure environments	Low
	Gills	The morph's lung tissue has been adapted to function as gills, allowing the morph to breathe both air and water,	Low
	Grip Pads	The morph possesses specialized pads on its palms, lower arms, shins, and the bottoms of its feet.	Low
	Hibernation	The character can voluntarily reduce the morph's metabolism to the point that the morph requires only 5% of the normal amount of food, water, and air.	Low
	Muscle Augmentation	The morph's muscle mass has been enhanced and toned and myofibers strengthened	High
	Neurachem	This bioware modification enhances the character's chemical synapses and juices their neurotransmitters, drastically speeding up neural connections.	Special
	Poison Gland	Similar to the drug gland, this morph has special glands that produce poisons, like the venom glands of a snake	Special
	Prehensile Feet	The morph's feet and leg joints are altered so that its toes are longer and more dexterous and the big toe is transformed into an opposable thumb	Low












	Prehensile Tail	A long (1.5 meters) prehensile tail is added to the morph's backside, extending out from the tailbone	Low
	Sex Switch	A complex suite of alterations allows the character to switch their physical sex to male, female, hermaphrodite, or neuter.	Mod.
	Skin Pocket	The morph has a pocket within its skin layer, capable of holding and providing concealment	Trivial
	Temperature Tolerance	he morph's temperature regulation and circulation are both substantially enhanced allowing the character to survive in extreme temperatures	Low
	Toxin Filters	The morph gains an improved liver and kidneys and biological filters in its lungs	Mod.
	Vacuum Sealing	To possess this augmentation, the character must also possess some form of bioware armor or carapace armor.	High









Info	Field	Short Desc.	Cost
	Cyberware	Very little cyberware is physically implanted. Instead, the morph is placed in a healing vat (p. 327) and the vat's nanobots construct the cyberware inside the biomorph's body	-
	Enhanced Senses	In addition to being able to duplicate the affects of all bioware enhanced senses, there are a few enhanced senses that can only be produced using cyberware	-
	Anti-Glare	This visual mod eliminates penalties for glare	Low
	Electrical Sense	The character can sense electric fields	Low
	Radiation Sense	The character can sense the presence and approximate source of all forms of dangerous radiation	Low
	T-Ray Emitter	Mounted under the skin of the user's forehead, this implant generates low-powered beams of terahertz radiation (T-rays) that allow the character to see using reflected T-rays	Low

Info	Field	Short Desc.	Cost
	Mental Augmentations	These cybernetic augmentations enhance the brain and mental functions.	-
	Access Jacks	Usually located in the base of the skull or neck, this implant is an external socket with a direct neural interface	Low
	Dead Switch	If the morph is killed, the dead switch wipes and melts the cortical stack completely, so that the ego cannot be recovered.	Low
	Emergency Farcaster	The morph has an implanted quantum farcaster (p. 314) linked to a highly secure storage facility	Exp.
	Ghostrider Module	This implant allows the character to carry another infomorph inside their head	Low
	Mnemonic Augmentation	A character with this augmentation and a cortical stack can access digital recordings of all of the sensory data they have experienced in XP format	Low
	Multi-Tasking	The character has an advanced computer installed in their brain that uses the data in the cortical stack to create several short-term forks to handle various mental tasks	High
	Puppet Sock	This implanted computer allows the biomorph's body (the "puppet") to be controlled by another character (the "puppeteer")	Mod.








Info	Field	Short Desc.	Cost
	Physical Augmentations	This implants enhance the morph's physical body.	-
	Cyberclaws	The bones on the back of the morph's hand are bonded to smart material claws	Low
	Cyberlimb	Prosthetic limb	Mod.
	Cyberlimb Plus	More extravagant prosthetic limbs	High
	Hand Laser	The morph has a weapon-grade laser implanted in its forearm, with a flexible waveguide leading to a lens located between the first two knuckles on the morph's dominant hand	Mod.






Info	Field	Short Desc.	Cost
	Hardened Skeleton	The morph's skeleton has been laced with strengthening materials.	High
	Oxygen Reserve	The morph has a miniature oxygen tank and rebreather installed in its torso	Low
	Reflex Boosters	The morph's spinal column and nervous system is rewired with superconducting materials, boosting transmission speed	












Info	Field	Short Desc.	Cost
	Nanoware	All augmentation nanoware is advanced nanotechnology (p. 328), consisting of a grape-sized nanobot generator that produces specialized nanomachines.	-
	Implanted Nanotoxins	The morph has an implanted nanobot hive that produces nanotoxins	Special
	Medichines	These nanobots monitor the user's body at a cellular level and fix any problems that arise.	Low
	Mental Speed	With this nanoware system, nanobots alter the character's neural architecture and augment the functioning of their neurons	High
	Nanophages	These nanobots patrol the body, alert for signs of intrusive nanodrugs or toxins and destroying them before they have more than a minor effect	Mod.
	Oracles	Neural macrosensing nanobots pay attention to the sensory input on which the character is not focusing, alerting them about important things they might otherwise overlook	Mod.
	Respirocytes	These nanobots act as highly efficient artificial red blood cells, increasing the ability to transfer oxygen and carbon dioxide	Mod.
	Skillware	The morph's brain is laced with a network of artificial neurons that may be formatted with downloaded information	High
	Skinflex	This disguise implant allows the user to restructure their facial features and musculature and alter skin tone and hair color.	Mod.
	Skinlink	Skinlink nanobots live on the morph's external skin or shell, automatically swarming over and creating a physical connection with any electronics the user touches	Mod.
	Wrist-Mounted Tools:	The morph has a 6 centimeter- wide metal band containing nanobot generators implanted around each wrist.	Mod.













Info	Field	Short Desc.	Cost
	Cosmetic Mods	In an age of universal beauty, artistic cosmetic modification of your body is commonly pursued by many transhumans	-
	Bodysculpting	If your morph's enhanced physique isn't enough, you can take it further with custom bodysculpting	Low
	Nanotats	Tattoos created with nanobots can move around the body, change shape/color/brightness, texture, alternate text and images	Low
	Piercings	Name any part of the body and someone's figured out a way to pierce it, probably multiple times	Trivial
	Scarification	Given modern medical abilities, scars of any sort are purely an affectation.	Trivial
	Scent Alteration	Minor changes to a body's biochemistry can alter a character's natural smell or constantly perfume them	Low
	Skindyes	Dye jobs are available in all conceivable colors and patterns	Trivial
	Subdermal Implants	Adding small implants under the skin can create bumps, ridges, piercing anchors, and similar textures and alterations	Trivial

Info	Field	Short Desc.	Cost
	Robotic Enhancements	The following modifications are only available to synthmorphs/robots.	-
	Armor	These armor modifications add to the synthmorph's built-in Armor rating. They are not compatible with worn armor.	-
	Heavy Combat Armor	The synthmorph's frame is loaded with armor that offers protection from heavy weapons for serious combat operations	High
	Industrial Armor	The shell is equipped with protection against collisions, extreme weather, industrial accidents, and similar wear-and-tear	Mod.
	Light Combat Armor	The synthmorph's frame is protected by armor designed for policing and security duties	Mod.
	Mobility Systems	Shells are designed with a wide-range of propulsion systems, and are sometimes built for a specific environment/gravity. Some synthmorphs may have multiple mobility systems	-
	Hopper	Hoppers have two or more legs designed to propel the morph forward or up, much like a frog or grasshopper	Mod.
	Hovercraft	The shell uses an impeller to blast a cushion of high-pressure air off the surface below, repelling the frame off the ground	Low
	Ionic	The shell uses principles of magnetohydrodynamics to levitate and fly, by ionizing surrounding air into plasma to create lift and momentum	High
	Microlight	Popular in low-grav and microgravity environments, microlights encompass several types of ultralight or lighter-than-air systems	Low
	Roller	Only for circular shells, this system allows the synthmorph to roll like a ball	Mod.
	Rotorcraft	Rotating blades create lift, allowing the shell to move and hover like a helicopter	Low
	Snake	Commonly used by slitheroids, these shells use lateral undulation, flexing their body from left to right and waving their frame forward.	Mod.
	Submarine	Designed for undersea mobility, submarine shells use propellers or pumpjets to push through water	Mod.
	Tracked	Tracked shells use smart rotating treads to work their way across surfaces that would bog down other ground vehicles	Low
	Thrust Vector	These shells use either turbofans or turbojets to create atmospheric lift with a set of wings	Mod.
	Walker	Walkers use two or more limbs to walk or crawl across a surface	Low
	Wheeled	Most wheeled shells feature smart spokes that allow the wheels to conform their shape to obstacles and even climb stairs	Low
	Winged	Primarily used by smaller shells, this system of four independently controlled wings allows the shell to hover or move rapidly in any direction	Low












Info	Field	Short Desc.	Cost
	Physical Modifications	These mods are applied to the shell's physical frame.	-
	Extra Limbs	The shell is equipped with one or more extra limbs	Low
	Fractal Digits	he synthmorph has "bush robot" digits that are capable of splitting into smaller digits, and those smaller digits into micro digits, and so on down to the micrometer scale	Mod.
	Hidden Compartment	The shell has a concealed aperture for a shielded interior compartment, ideal for storing valuables or smuggling contraband.	Low
	Magnetic System	A magnetic system allows the shell to cling to most ferrous materials	Low
	Modular Design	This shell is designed to lock together with similar modular morphs in different architectural patterns to create larger gestalt forms	High
	Pneumatic Limbs	The limbs are equipped with pneumatic cylinder systems that can generate up to 7,000 newtons of force	Low
	Retracting/Telescoping Limbs	The shell's limbs can either be retracted completely inside it's frame and/or extended for extra length	Low
	Shape Adjusting	This shell is made from smart materials that allow it to alter its shape, altering its height, width, circumference, and external features, while retaining the same mass.	High
	Structural Enhancement	his modification bolsters the shell's structural integrity, boosting its ability to take damage	Mod.
	Swarm Composition	The shell is not a single unit but a swarm of hundreds of insect-sized robotic microdrones	High
	Synthetic Mask	he synthmorph is equipped with a realistic outer casing of faux-skin and carefully sculpted to pass as a biomorph	Mod.
	Weapon Mount	The shell carries a built-in (or built on) weapon. This weapon mount may be either internal (concealed, only weapons small in relation to the shell may fit	Special


Info	Field	Short Desc.	Cost
	Sensors	Sensors built for scanning under specific conditions	-
	Chemical Sniffer	This sensor detects molecules in the air and analyzes their chemical composition	Mod.
	Lidar	This sensor emits laser light and measures the reflections to judge range, speed, and image the target	Low
	Nanoscopic Vision	The shell's visual sensors can focus like a microscope, using advanced superlens techniques to beat the optical diffraction limit and image objects	Mod.
	Radar	This sensor system bounces radio or microwaves off targets and measures the reflected waves to judge size, composition, and motion.	Low














Info	Field	Short Desc.	Cost
	Armor	Gear that is meant to be protective to the wearer	-
	Armor Clothing	Extra-resilient organoweave fibers and fullerene materials that offer basic protection against kinetic and energy weapons	Trivial
	Armor Vest	Armor vests provide more thorough protection to a body's vital areas	Low
	Body Armor (Light)	These high performance armor outfits protect the wearer from head to toe	Low
	Body Armor (Heavy)	Similar to light body armor, but with extra protective layers	Mod.
	Crash Suit	Designed for both industrial worksite safety and protection from accidental zero-G collisions	Low
	Helmet	This armor accessory is usually worn with body armor	Trivial
	Riot Shield	Used for mob suppression	Low
	Second Skin	This lightweight bodysuit, woven from spider silks and fullerenes, is typically worn as an underlayer, though some athletes use it as a uniform	Low
	Smart Skin	Smart skin is an advanced nanofluid that covers the wearer's skin. It resembles liquid mercury but retains the texture and flexibility of normal skin until activated	Low
	Spray Armor	This fast armor application comes in a spray can and disperses a smart chemical polymer that sticks to bare flesh	Low













Info	Field	Short Desc.	Cost
	Armor Mods	Armor modifications add extra materials or coatings that either enhance the armor's resistance to certain dangers or provide other effects	-
	Ablative Patches	These thin and light slap-on patches of stick to armor and are designed to absorb heat and energy from beams and explosions	Trivial
	Chameleon Coating	This provides the armor with the same effect as the chameleon cloak	Trivial
	Fireproofing	Fireproofing includes the addition of heat-resistant ceramic or fire-resistant layers, both capable of withstanding extremely high temperatures	Trivial
	Immunogenic System	The immunogenic mod adds an active nanobot swarm, maintained by a specialized hive, that coats the outer layer of armor and also the non-armored parts of the wearer's morph	Low
	Lotus Coating	The armor has been impregnated with a superhydrophobic coating (contact angle of around 170°) that repels all water-like liquids	Trivial
	Offensive Armor	When activated, the outer layer of this armor is rigged to shock anyone or anything that contacts it with electricity. Treat as a shock attack	Low
	Reactive Coating	A thick layer of advanced nanotech is applied to the armor, protecting it with a colony of nanobots designed to sense incoming attacks	Mod.
	Refractive Glazing	A combination of reflectors, refractive metamaterials, and an energy transfer system with heat radiators provides extra protection against energy weapons	Low
	Self-Healing	The armor is equipped with a nanohive that acts like repair spray	Mod.
	Shock Proof	Shock proof armor is electronically insulated to discharge and reduce the effect of shock weapons	Low
	Thermal Dampening	Thermal dampening obfuscates heat signatures by converting body heat into electric energy	Mod.





Armor Values		
Armor	Energy	Kinetic
Armor Clothing	3	4
Armor Vest	6	6
Battlesuit Powered Exoskeleton	21	21
Bioweave Armor (Light)	2	3
Bioweave Armor (Heavy)	3	4
Body Armor (Light)	10	10
Body Armor (Heavy)	13	13
Carapace Armor	11	11
Crash Suit (Inactive)	3	4
Crash Suit (Active)	4	6
Exowalker	2	4
Hardsuit	15	15
Helmet (Light)	+2	+2
Helmet (Full)	+3	+3
Hyperdense Exoskeleton	6	12
Riot Shield	+3	+2
Second Skin	1	3
Smart Skin	3	2
Smart Vac Clothing	2	4
Spray Armor	2	2
Synthmorph industrial Armor	10	10
Synthmorph Combat Armor (Light)	14	12
Synthmorph Combat Armor (Heavy)	16	16
Transporter Exoskeleton	2	4
Trike Exoskeleton	2	4
Vacsuit (Light)	5	5
Vacsuit (Standard)	7	7







Info	Field	Short Desc.	Cost
	Communications	Basics on communication gear	-
	Fiberoptic Cable	Fiberoptic cables are used to establish wired connections between two devices	Trivial
	Laser/Microwave Link	These portable devices are used to establish a tight-beam, line-of-sight communications channel with another laser or microwave link	Mod.
	Radio Booster	This device boosts the range and sensitivity of short-range radios, like those from implants, ectos, or microbugs	Low
	Neutrino Communication	Neutrinos are particles that can pass through any solid matter with ease and are impossible to block	-
	Neutrino Transceiver	This transceiver is capable of generating and receiving neutrino signals at a range of at least 100 astronomical units	Exp.
	Quantum Farcaster	Quantum farcasters are special computers designed to protect a communications channel (such as fiberoptic, radio, laser/microwave, or neutrino) with unbreakable encryption	-
	Miniature Radio Farcaster	Miniature farcasters communicate with each other using standard radio transceivers	Low
	Quantum Entangled Communication	The rarest form of communications is quantum entangled (QE) communication. QE communication is instantaneous and works over any distance, but is also very limited.	-
	Portable QE Comm	This is a handheld FTL communications device	Low
	Low-Capacity Qubit Reservoir	Low-capacity qubit reservoirs can be used for 10 hours of high-resolution video conferencing or meshbrowsing and 100 hours of voice or text only communications.	High




	High-Capacity Qubit Reservoir	High-capacity qubit reservoirs can be used for 100 hours of high-resolution video conferencing or meshbrowsing and 1,000 hours of voice or text only communications	Exp.
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Info	Field	Short Desc.	Cost
	Covert and Espionage Tech	These technologies allow characters to acquire protected information and to gain access to places that others try to keep them out of	=
	Chameleon Cloak	This loose, poncho-like cloak contains a network of sensors that perceive wavelengths from microwave to ultra-violet	Low
	Covert Operations Tool	This handheld device is the ultimate in infiltration technology	High
	Cuffband	This smart plastic loop restricts around a prisoner's limbs when activated	Low
	Dazzler	The dazzler is a tiny laser system set on a rotating ball. When activated, it consistently spins and emits laser pulses in all directions	Mod.
	Disabler	This handy device emits an overloading surge that completely incapacitates and disables a synthetic morph or pod (anything with a cyberbrain) when it is plugged into an access jack	High
	Fiber Eye	This is a flexible and electronically controllable length of fiberoptic cable and viewer	Low
	Invisibility Cloak	This cloak is made of metamaterials with a negative refractive index, so that light actually bends around it, making it and anything it covers invisible	High
	Microbug	This device is a tiny camera and microphone 1 millimeter across. It has the visual capabilities of a set of specs	Special
	Prisoner Mask	This hood tightens around the head of a prisoner, blocks all vision frequencies, and engages in low-level jamming	Mod.
	Psi Jammer	This device jams frequencies used by brainwaves within a 20-meter radius	Mod.
	Quantum Computer	These advanced devices make use of quantum computation, allowing them to handle extremely large numbers with ease	Exp.
	Smart Dust	This device is a walnut-sized specialized nanobot generator that creates tiny sensor nanobots, each one of which is a tiny sphere the diameter of a human hair	Mod.
	Traction Pads	This set of specialized fingerless gloves, shoes, and kneepads is designed to emulate the pads on geckos' feet	Low
	White Noise Machine	This small and wearable device generates masking sounds that protect a conversation from being audibly recorded or overheard by anyone not in the immediate vicinity	Trivial
	X-Ray Emitter	This device is designed to be used with either the enhanced vision augmentation (p. 301) or specs (p. 326)	Low





Info	Field	Short Desc.	Cost
	Drugs, Chems, and Toxins	Common drugs and their uses	-
	Chemicals	These are pharmacologically active small chemical compounds (toxins, pharmaceuticals, chemical drugs) that have been produced by chemical synthesis	-
	Biologicals	These include peptides, hormones, and biologically based substances like biotoxins, bacteria, and viral organisms	-
	Nanodrugs	These are temporary nanobot colonies programmed to create a certain effect	-
	Electronics	Electronic drugs include software and technology that affect the brain directly, such as manipulative XP programs or retro-tech like transcranial magnetic stimulation or cranial electrotherapy	-
	Application Methods	There are number of vectors by which a substance may be applied to a morph. Dermal, Inhalation, Injected, and Oral.	-
	Dermal (D)	This drug or toxin is absorbed via the skin (or exterior hull with some nanotoxins) as either a gas, liquid, or solid (e.g., paste)	-
	Inhalation (INH)	This is a gas that is breathed into the lungs or snorted nasally	-
	Injected (INJ)	This liquid is applied via either an intramuscular or intravenous injection	-
	Oral (O)	This is a liquid or solid that is absorbed through the stomach or oral cavity (eating or drinking)	-
	Drug Effects	If a character is exposed to a drug via its method of application then they are subject to the drug's effects	-
	Addiction and Substance Abuse	Some drugs are addictive, either physically (affecting the morph) or mentally (affecting the ego) — and sometimes both	-





Info	Field	Short Desc.	Cost
	Cognitive Drugs	Nootropics and similar drugs are intended to boost the user's mental faculties.	-
	Drive	This nootropic speeds up left-right brain hemisphere communication, stimulates idea production, and improves concentration, with no usual side effects	Low
	Klar	Klar boosts alertness and enhances clarity and perception. Users report a feeling of being "elevated" to a higher level	Low
	Neem	Neem is a mnemonic drug that works by "tagging" experiences and mental input with a set of unique sensations that contribute to the formation of state-based memories	Mod.

Info	Field	Short Desc.	Cost
	Combat Drugs	Combat drugs are an easy way of evening the odds in a fight.	-
	BringIt	In some respects more a social than a combat drug, BringIt stimulates massive bursts of aggression pheromones designed to make the user the center of attention in a fight	Low
	Grin	An effective opiate and pain suppressant. Users may ignore the modifiers from 2 wounds (not cumulative with similar effects) and in fact may not even be aware they are injured	Low
	Kick	Kick is a strong stimulant that increases the user's response time and puts them on edge	Mod.
	MRDR	MRDR is a straightforward and brutal combat drug. It increases pain tolerance, speed, and strength.	Low
	Phlo	Phlo increases alertness and coordination, making the user more graceful and nimble in a fray	Mod.


Info	Field	Short Desc.	Cost
	Health Drug	Pharma-foods that boost the consumer's health and physical state are common.	-
	Bananas Furiosas	This drug reverses some of the effects of de-ionizing radiation on the cells of the body	Low
	Comfurt	This tasty yogurt treat blocks stress hormones, stabilizes mood, and relieves anxiety	Low




Info	Field	Short Desc.	Cost
	Recreational Drugs	These drugs compete with petals and black market XP for wasting people's time and lives away.	-
	Buzz	This gene-modified variant of BZ is an odorless, invisible, extremely powerful hallucinogen	Mod.
	Mono No Aware	Taken from the Japanese term for sadness at the ephemerality of worldly things, this drug, typically ingested as a tea, is a depressant that induces a meditative state	Low
	Orbital Hash	Good ol' reefer—but grown in space using powerful lighting and post-singularity hydroponics	Low







Info	Field	Short Desc.	Cost
	Social Drugs	These social lubricants affect the user's interactions with others.	-
	Alpha	Alpha is a more subtle version of BringIt, popular with hypercorp execs, street thugs, and anyone else who wants to come across as a domineering asshole	High
	Hither	Want to ooze sexy like a pleasure morph on a hot tin roof? For those desiring that slinky je-ne-sais-quoi, Hither is the tool.	Low
	Juice	This potent anti-depressant makes it almost impossible to have bad feelings or negative thoughts	Low



Info	Field	Short Desc.	Cost
	Nanodrugs	Nanodrugs are temporary nanobot infestations that apply a specific effect.	-
	Frequency	Frequency (or Freeq) is a nanodrug designed as a tool for scientific visualization	Mod.
	Gravy	Gravy assists characters in acclimating to high gravity environments	Low
	Schizo	Schizo is a nanodrug that mirrors the effects of paranoid schizophrenia. It is popular in some hyperelite social circles as a truly daring and intriguing experience	Low








Drugs						
	Type	Application	Onset Time	Duration	Addiction Modifier	Addiction Type
Cognitive Drugs						
Drive	Chem	O	20 minutes	8 hours	-	Mental
Klar	Chem	O	20 minutes	8 hours	-	Mental
Neem	Chem	O	20 minute	12 hours	-	Mental
Combat Drugs						
BringIt	Bio	Inh, InJ, O	1 minute	15 minutes	+10	Physical
Grin	Chem	Inh, InJ, O	3 Action Turns	3 hours	-10	Physical
Kick	Chem	Inh, InJ, O	3 Action Turns	2 hours	-10	Physical
MRDR	Chem	O	20 minutes	1 hour	-10	Physical
Phlo	Chem	O	20 minutes	1 hour	-10	Physical
Health Drugs						
Bananas Furiotas	Chem	O	20 minutes	1 day	-	-
Comfurt	Bio	O	20 minutes	12 hours	-10	Mental
Recreational Drugs						
Buzz	Chem	Inh, O	1 hour	36 hours	-	Mental
Mono No Aware	Chem	O	20 minutes	8 hours	-10	Mental
Orbital Hash	Chem	Inh	3 minutes	3 hours	-	Mental
Social Drug						
Alpha	Bio	Inh	1 minute	2 hours	-10	Mental
Hither	Bio	D	1 minute	6 hours	-10	Physical
Juice	Chem	O, Inh	20 minutes	8 hours	-	Mental
Nanodrugs						
	Type	Application	Duration	Addiction Modifier	Addiction Type	
Frequency	Nano	Inj, O	8 hours	-10	Mental	
Gravy	Nano	Inj, O	Special	-	-	
Petals	Nano	O	2 hours – 1 day	+10 to -20	Mental	
Schizo	Nano	Inj	1 day	-	Mental	






Info	Field	Short Desc.	Cost
	Petals	Petals is a term for a type of narrative hallucinogen, a nanodrug that hijacks the senses and takes the user on a game-like, highly immersive trip	Special




Info	Field	Short Desc.	Cost
	Narcoalgorithms	Narcoalgorithms are software programs that simulate the effects of drugs on biological bodies	-
	DDR	Originally crafted by prankster hackers and distributed as a virus, DDR (for “Dance Dance Robot”) triggers impulses in the target’s motor control circuits	Low
	Linkstate	This software actually connects the user to a peer-to-peer network, where it randomly connects to other linkstate users and samples a bit of their XP feed and randomly accessed memories	Low





Info	Field	Short Desc.	Cost
	Chemicals	Chemicals whether they are common or synthetic	-
	Atropine	Though poisonous in large doses, atropine is an effective antidote against nerve agents like BTX2 and Nervex	Trivial
	DMSO	This chemical acts as a carrier, allowing other chemicals to be absorbed through the skin	Trivial
	Liquid Thermite	Similar to scrapper’s gel, liquid thermite comes in a gel form that is easily applied under all environmental conditions	Mod.
	NotWater	NotWater is an effective liquid fire retardant that does not get objects wet, no matter how absorbent they are	Trivial
	Scrapper’s Gel	This goo turns into a potent acid when given an electrical charge.	Low

	Slip	This liquid is almost entirely frictionless	Low
	Tracker Dye	This liquid is colorless at normal light but becomes recognizable under pre-specified different wavelengths	Trivial












Info	Field	Short Desc.	Cost
	Toxins	Chemical warfare substances	-
	BTX2	BTX-squared (also called Frog Bite) is a genetically enhanced variant of the extremely potent cardiotoxic and neurotoxic batrachotoxin	High
	CR Gas	This potent incapacitating agent causes eye twitching and temporary blindness, severe coughing and breathing difficulty, skin irritation, and panic	Low
	Flight	This drug is derived from human pheromones released due to fear, and is intended to instill alarm or even terror in the character	Low
	Nervex	Derived from deadly nerve agents like cyclosarin, VX, and novichok	High
	Oxytocin-A	A genetically improved variant of oxytocin, this drug induces trust in the recipient	Low
	Twitch	Twitch is a convulsive agent, a nonlethal nerve gas	Low




Info	Field	Short Desc.	Cost
	Nanotoxins	Toxins in microscopic nano form	-
	Disruption	This nanotoxin attacks the myelin sheath on nerves, disrupting nerve impulses and inflicting symptoms of multiple sclerosis	Mod.
	Necrosis	Necrosis nanobots attack the walls of cells inside the body, killing tissue	Mod.
	Neuropath	These nanobots are designed to stimulate the pain receptors of a morph on a systemic level to cause agony and impairment	Mod.
	Nutcracker	Nutcrackers are nanobots designed to locate, migrate, and decompose the synthdiamond case of a cortical stack within a morph by attacking its crystal lattice	High

Info	Field	Short Desc.	Cost
	Pathogens	A pathogen is an infectious biological agent that causes disease or illness to its host	-
	Degen	Pathogen that causes severe memory defects over time	Exp.
	Trigger	Trigger is a designer virus that selectively targets and infects mast cells to trigger a hyper-allergic reaction	Exp,











Info	Field	Short Desc.	Cost
	Psi Drugs	Psi impacting drugs	-
	Inhibitor	Inhibitor is a cocktail of neurochemicals that block some brain receptor and transmitter functions in an attempt to reduce psi-waves and block or impair sleights	High
	Psi-Opener	Psi-opener temporarily imbues the user with the ability to use one particular sleight, regardless of whether or not they have the Psi trait	Exp.
	Psike-Out	Psike-out bolsters an async's psi abilities	Exp,













Toxins				
	Type	Application	Onset Time	Duration
Chemical Toxins				
BTX2	Chem	D, Inj, O	1 Action Turn	3 Action Turns/1 hour
CR Gas	Chem	D, Inh	1 Action Turn	20 minutes
Flight	Bio	Inh	3 Action Turns	1 hour
Nervex	Chem	D, Inh, Inj, O	1 minute	Death
Oxytocin-A	Bio	Inh, Inj	3 minutes	2 hours
Twitch	Chem	D, Inh, Inj, O	3 Action Turns	10 minutes
Nanotoxins				
Degen	Nano	Inj, O	Immediate	8 hours
Necrosis	Nano	Inj, O	3 Action Turns	1 minute
Neuropath	Nano	D, Inj, O	3 Action Turns	8 hours
Nutcracker	Nano	Inj, O	Immediate	6 hours
Psi Drugs				
Inhibitor	Chem	Inj, O	3 Action Turns	6 hours
Psi-Opener	Bio	Inj, O	20 minutes	1 hour
Psike-Out	Chem	Inj, O	1 minute	1 hour







Info	Field	Short Desc.	Cost
	Everyday Technology	Almost everyone in Eclipse Phase either owns these devices or knows several people who do	-
	Ecto	Ectos are the external version of basic mesh inserts (p. 300), minus the medical sensors. These colorful devices serve as a wearable mesh terminal, PDA, locator, and camera-phone	Low
	Holographic Projector	These devices are capable of projecting high-definition, ultra-realistic threedimensional images and movies. From a distance	Low
	Micrograv Shoes	hese shoes are equipped with velcro and/or a magnetic system, allowing the wearer to walk normally on appropriate surfaces in micrograv and zero-G environments	Trivial
	Portable Sensor	This is a small portable (possibly even wearable) sensor system	Mod.
	Smart Clothing	Smart clothing can change its color, texture, and even its cut, taking only a minute or two to transform	Low
	Smart Vac Clothing	Like regular smart clothing, this outfit can also transform into a light vacsuit	Mod.
	Specs	Specs are vision-enhancing glasses. They deliver sensory data directly into the wearer's visual cortex by connecting with their basic mesh inserts	Low
	Tools	Tools come in kits (portable), shops (can fit into a large vehicle), and facilities (large, non-mobile)	Special
	Utilitool	This hand tool includes a specialized small nanobot generator	Low
	Viewers	These small and highly advanced binoculars possess all the visual enhancement of specs, but also provide 50x magnification	Low

Info	Field	Short Desc.
	Nanotechnology	Nanotechnology is the precise manipulation of matter at the atomic level
	Basic Nanotechnology	Basic nanotechnology is exceedingly widespread and used throughout the solar system, serving as the primary method of manufacturing for decades
	Healing Vats	Used for rest and enhanced healing






Healing Vat	
Injury	Healing Time
Healing normal damage to a character who has taken 3 or fewer wounds.	2 hours per wound (min. 1 hour for 0 wounds)
Restoring major lost body parts like arms or legs, or healing dying or nearly dead character who has taken 4 wounds.	12 hours per wound
Restoring recently dead character who was placed in medical stasis to avoid death, but who is mostly intact.	1 day per wound
Restoring recently dead character who is placed in medical stasis to avoid death, and who is missing most of their body.	3 days per wound
Augmentation	
Minor implants and bioware, minor cosmetic changes like alterations in skin color, eye color or shape, or hair color, texture or distribution, minor alterations to face shape or body fat distribution.	1 hour
Major brain and neural implants, nanoware or bioware, sex changes, changing height by no more than 5% or weight by no more than 20%.	12 hours
Major physical modifications like adding limbs or radical changes to height and weight.	3 days













Info	Field	Short Desc.	Cost
	Nanodetectors	Nanodetectors are small devices that suck in air and micro debris in order to scan for and detect nanobots	Low
	Nanofabricators	Nanofabrication machines are universal assemblers that perform almost all of the manufacturing in the solar system	-
	Desktop Cornucopia Machine	Cornucopia machines (CMs) are general-purpose nanofabricators	Exp.
	Fabber	Fabbers are specialized nanofabricators, portable and considerably smaller than CMs	Mod.
	Maker	Makers are specially designed to produce food and drink for the user	Special
	Blueprints	If you want a nanofabricator to make something, you need to instruct the device how to create it from the molecular level up	Special
	Advanced Nanotech	Examples of advanced nanotech include COTs, medichines, smart dust, and repair spray, among others.	-
	General Hive	General hives are capable of producing any conceivable type of nanobot with the right blueprints and/or programming.	Exp.
	Specialized Hive	Specialized hives are far more common than general hives, though they can produce only one type of nanomachines	Special
	Ego Bridges	Ego bridges are vat devices used for uploading and downloading minds	Exp.

Info	Field	Short Desc.	Cost
	Nanoswarms and Microswarms	Swarms are colonies of nanobots or larger microbots created in a hive, programmed with specific instructions, and then set free to perform a set task	-
	Cleaners	This nanoswarm cleans, polishes, and removes dirt and stains	Low
	Disassemblers	Also known as smart corrosives, these nanobots break down any matter	High
	Engineers	Engineer microswarms are used for various construction purposes	Mod.
	Fixers	This is the nanoswarm version of repair spray	Mod.
	Injectors	Injector microswarms are equipped with tiny needles and a drug payload	Mod.
	Gardeners	This microswarm is useful for a number of agricultural purposes	Mod.
	Guardians	Guardians watch for and attack other unauthorized swarms	Mod.
	Proteans	This nanoswarm is designed to disassemble other materials and objects and to create a single specific, pre-programmed device from the components	High
	Saboteurs	Sab nanobots are designed to infiltrate electronics or machinery and sabotage them in small but difficult to discern ways	High
	Scouts	A scout nanoswarm will systematically map and explore an area, collecting samples of all materials and substances it encounters	High
	Taggants	Taggants seek to lodge themselves onto everything in their area of dispersal	Low












Info	Field	Short Desc.	Cost
	Pets	These partially uplifted and bioengineered animals have rudimentary intelligence and limited communication skills	-
	Fur-Coat	A so-called "fur coat" is outerwear made from a living primitive organism	Low
	Smart Dogs	Commonly used as discriminatory guardians, smart dogs are sometimes enhanced with combative bioware or cybernetics	Mod.
	Smart Monkey	Commonly used by criminal groups for minor larceny such as pickpocketing, smart monkeys can be useful and intelligent aides	Mod.
	Smart Rats	These upgrades of the common Norwegian rat are clever and dexterous, and they easily fit into a pocket or hood	Low
	Space Roach	Grown to the size of a small dog, these insects are often biosculpted for bright colors and patterns. They are useful for minor janitorial duties	Low







Creature	COG	COO	INT	REF	SAV	SOM	WIL	INIT	SPD	DUR	WT	LUC	TT	Skills
Fur Coat	1	1	1	5	1	5	1	12	1	15	3	2	1	-
Smart Dog	5	10	15	15	5	15	10	60	1	25	5	20	4	Fray 30, Freerunning 30, Intimidation 30, Perception 30, Scrounging 30, Unarmed Combat 40
Smart Monkey	5	15	15	15	5	10	10	60	1	20	4	20	4	Climbing 50, Fray 30, Freerunning 30, Infiltration 30, Perception 30, Scrounging 30, Unarmed Combat 30
Smart Rat	5	15	15	15	5	5	10	60	2	5	1	20	4	Climbing 40, Fray 40, Freerunning 30, Infiltration 50, Perception 20, Scrounging 50
Space Roach	1	10	10	15	5	5	5	50	1	5	1	10	2	Fray 30, Free Fall 30, Infiltration 50, Perception 20, Scrounging 50







Info	Field	Short Desc.	Cost
	Scavenger Tech	This technology is often employed by gatecrashers, space scavengers, and Firewall teams during missions.	-
	Disassembly Tools	These tools are useful for salvage ops, breaking down wrecks, or disassembling anything from a habitat room to a vehicle or synthmorph	High
	Mobile Lab	The mobile lab is a handheld device that contains all different types of sensors to investigate organic and inorganic liquid, gaseous, and solid components	Mod.
	Specimen Container	This capsule container is designed to hold samples of any sort (chemical, biological, etc.) in near stasis	Low
	Superthermite Charges	These powerful and highly stable demolition charges are made from a combination of nanometals and metal oxides	Mod.



Info	Field	Short Desc.	Cost
	Services	Commonly offered services	-
	Anonymous Accounts	These accounts are crucial for anyone who wants to be discreet with their online transactions	Mod.
	Backup	A single, one-time backup without insurance is sometimes all the poor can afford	Mod,
	Backup Insurance	In the event of verifiable death, or after a set period of being missing, backup insurance will arrange for your cortical stack to be retrieved and your ego downloaded into another morph	Special
	Body Bank	People who are egocasting to another station but whom hope to download back into the same body they have before when they return may put the morph on ice for the duration of their absence	Mod.
	Bot/Pod Rental	When you need a helping hand or a personal companion for a day or two, renting a bot or pod is often the way to go	Mod.
	Egocasting	This is the use of a farcaster to transmit an ego/infomorph	Exp.
	Fake Ego ID	This forged ID will pass in most inner system and Jovian Republic habitats, and sometimes others	High
	Morph Brokerage	Acquiring a new morph is not always easy and is affected by factors such as the type of morph, sought-after enhancements/customizations, and local availability	Special
	Psychosurgery	A character can purchase time in an immersive high-fidelity simulspace with expert care from psychosurgeons and AIs	Mod.
	Simulspace Subscription	This will buy you access to the simulspace of your choice, whether you want it for a private meeting/vacation or to play the latest and hottest VR game	Special
	Space Travel	Space transport cost depends on a number of factors like distance, quality of lodgings, and how much cargo you're bringing with	Exp.













Software





Info	Field	Short Desc.	Cost
	Programs	These programs can be run on any computerized device.	-
	AR Illusions	These databases of AR clips can be used to create realistic illusions in someone's entoptic display	Mod.
	Encryption	These databases of AR clips can be used to create realistic illusions in someone's entoptic display	Low
	Exploit	Exploits are hacker tools that take advantage of known vulnerabilities in other software	High
	Facial/Image Recognition	This program can be used to take an image and run a pattern-matching search among public archives	Low
	Firewall	This program protects a device from hostile intrusion. Every system comes with a standard version of this software by default	Low
	Sniffer	Sniffer programs collect all of the transmission that pass to, from, or through the device they are running on	Mod.
	Spoof	Spoof is a hacker tool used to fake commands and transmissions, making them seem as if they came from another source.	Mod.
	Tactical Networks	These programs allow people in the same squad to share tactical data in real-time	Mod.
	Tracking	This software is used to track people by their presence online	Mod.
	XP	Experience playback recordings are clips of someone else's experiences	Special







Info	Field	Short Desc.	Cost
	AI and Muse	Every character starts with a personal muse for free. Many devices also come with pre-installed AIs, capable of helping the user	-
	Bot/Vehicle AI	These AIs are designed to be capable of piloting the robot/vehicle without transhuman assistance	High
	Device AI	These AIs are designed to operate a particular device without transhuman assistance	Mod.
	Kaos AI	Kaos AIs are used by hackers and covert ops teams to create distractions and sabotage systems	Exp.
	Security AI	Security AIs provide overwatch for electronic systems	High
	Standard Muse:	Muses are digital entities that have been designed as personal assistants and lifelong companions for transhumans	High


Info	Field	Short Desc.	Cost
	Scorcher	Scorchers are damaging neurofeedback programs used to torment hacked cyberbrains	-
	Bedlam	Bedlam programs assault the ego with traumatic mental input, inflicting mental stress	High
	Cauterizer	This scorch program rips into the ego with destructive neurofeedback routines	High
	Nightmare	Nightmare programs trigger anxiety and panic attacks within the victim by stimulating the neural circuitry representing the amygdala and hippocampus	High
	Shutter	Shutters target the victim's sensory cortices	High
	Spasm	Spasm programs are design to incapacitate the ego with excruciating pain	High





Info	Field	Short Desc.	Cost
	Skillshots	Skillssofts are used with skillware implants.	-
	Standard Skillssoft	These programs provide the character with a rating of up to 40 in a single Active skill.	High



Info	Field	Short Desc.	Cost
	Survival Gear	Often critical to the survival of soldiers, spies, criminals, gatecrashers, emergency service personnel, and others who regularly venture into unsafe or unfamiliar regions	-
	Breadcrumb Positioning System	This worn device leaves micro “breadcrumbs” behind as the character moves	Low
	Electrogravitics Net	Also called a safety net, this failsafe system uses electric fields to counter gravity when falling	Mod.
	Electronic Rope	The fibers in this rope can be controlled electronically, making it move in a snakelike fashion, stiffen up, and even wrap around objects	Low
	Emergency Bubble	Commonly used as a last resort “life raft” on spaceships	Mod.
	Emergency Distress Beacon	This small but powerful transmitter is powered by a nuclear battery and will broadcast any programmed distress call for years	Mod.
	Flashlight	These handheld, wearable, or portable lights can display light in the normal visual spectrum, infrared, or ultraviolet, as desired.	Trivial
	Nanobandage	A plum-sized advanced nanotechnology generator built into a reusable, self-sterilizing bandage	Trivial
	Repair Spray	This nanobot generator creates nanobots designed to repair synthmorphs, vehicles, and other common objects	Low
	Shelter Dome	A variant of the emergency bubble	Mod.
	Spindle	A spindle is an advanced nanotechnology generator that produces a super-strong cable	Mod.
	Spindle Climber	This device attaches to a spindle and transforms it into a highly effective climbing device	Low




Info	Field	Short Desc.	Cost
	Vacuum Suits	Most vacuum suits are skin-tight garments that use the pressure of their advanced smartfabrics on the wearer’s body to resist vacuum	-
	Light Vacsuit	Everyone living in a sealed habitat owns at least one of these suits.	Special
	Standard Vacsuit	These suits resemble light vacsuits made from thicker and more durable materials that resist tearing and provides the wearer with light armor	Special
	Hardsuit	This heavy-duty suit can almost be considered a miniature spaceship	High

Info	Field	Short Desc.	Cost
	Blade Weapons	These weapons are wielded with Blades skill.	-
	Diamond Axe:	Commonly found on many habitats for fire and emergency purposes, axes require two hands to wield	Low
	Flex Cutter:	The blade of this machete-like weapon is made of a memory polymer	Low
	Knife	A standard cutting implement, still carried by many.	Trivial
	Monofilament Sword	A few eccentrics take advantage of modern versions with a self-sharpening near-monomolecular edge, easily capable of slicing through metal or limbs	Low
	Vibroblade	These buzzing electronic blades vibrate at a high frequency for extra cutting ability	Low


	Wasp Knife:	Wasp knives are equipped with a canister in their handle. The common use is to fill these canisters with pressured air, which inflates inside the target	Low
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


Info	Field	Short Desc.	Cost
	Clubs	Characters use Clubs skill when using these weapons.	-
	Club	Clubs encompasses a wide range of onehanded blunt objects, from saps to sticks to pipes	Trivial
	Extendable Baton:	This hardened composite baton retracts into its handle for easy carrying, storage, or concealment	Trivial
	Shock Baton	Shock batons are standard clubs used for policing duties, but when activated they also deliver an electric shock to struck targets	Low

Info	Field	Short Desc.	Cost
	Exotic Melee Weapons	Unusual weapons requires a specific Exotic Melee field skill to use.	-
	Monowire Garrote	This assassin's weapon features a dangerous monomolecular wire wrapped around a contained spool with two handles.	Mod.


Info	Field	Short Desc.	Cost
	Unarmed	These weapons are wielded using Unarmed Combat skill.	-
	Densiplast Gloves	These gloves extra-harden when activated, for extra punch	Trivial
	Shock Gloves	When activated, these gloves deliver an incapacitating shock along with every punch or grab	Low

Melee Weapons			
Blades	Armor Penetration (AP)	Damage Value (DV)	Average DV
Diamond Ax	-3	2d10 + 3 + (SOM ÷ 10)	14 + (SOM ÷ 10)
Flex Cutter	-1	1d10 + 3 + (SOM ÷ 10)	8 + (SOM ÷ 10)
Knife	-1	1d10 + 2 + (SOM ÷ 10)	7 + (SOM ÷ 10)
Monofilament Sword	-4	2d10 + 2 + (SOM ÷ 10)	13 + (SOM ÷ 10)
Vibroblade	-2	2d10 + (SOM ÷ 10)	11 + (SOM ÷ 10)
Wasp Knife	-1	1d10 + 2 + (SOM ÷ 10)	7 + (SOM ÷ 10)
Clubs			
Club	-	1d10 + 2 + (SOM ÷ 10)	7 + (SOM ÷ 10)
Extendable Baton	-	1d10 + 2 + (SOM ÷ 10)	7 + (SOM ÷ 10)
Shock Baton	-	1d10 + 2 + (SOM ÷ 10) + shock (p. 204)	7 + (SOM ÷ 10)
Exotic Melee Weapon			
Monowire Garrote	-8	3d10	16
Unarmed			
Bioware Claws (p. 304)	-1	1d10 + 1 + (SOM ÷ 10)	6 + (SOM ÷ 10)
Cyberclaws (p. 307)	-2	1d10 + 3 + (SOM ÷ 10)	8 + (SOM ÷ 10)
Densiplast Gloves	-	1d10 + 2 + (SOM ÷ 10)	7 + (SOM ÷ 10)
Eelware (p. 304)	-	shock (p. 204)	-
Shock Gloves	-	1d10 + (SOM ÷ 10) + shock (p. 204)	5 + (SOM ÷ 10)
Unarmed	-	1d10 + (SOM ÷ 10)	5 + (SOM ÷ 10)














Info	Field	Short Desc.	Cost
	Kinetic Weapons	Kinetic weapons damage the target by firing a hard impact projectile at high-velocities	-









Info	Field	Short Desc.	Cost
	Firearms	Modern chemical firearms use caseless ammunition that is auto-loaded from a magazine.	-
	Pistols	Pistols are small-sized and designed for one-hand use. Light pistols sacrifice penetrating ability for concealability	Low
	Submachine Guns	SMGs use pistol ammunition, but are medium-sized and may fire in semi-auto, burst fire, or full auto modes	Mod
	Automatic Rifles	Automatic rifles use rifle ammunition and have greater range and penetration than SMGs. They fire in semi-auto, burst fire, or full auto modes	Mod.
	Sniper Rifle	Sniper rifles are optimized for range, accuracy, penetration, and stopping power. They fire in semiauto mode only	High
	Machine Gun	Machine guns are heavy weapons, typically mounted, and intended to provide continuous fire for support or suppressive purposes	High

Kinetic Weapons - Firearms					
Firearms	Armor Penetration (AP)	Damage Value (DV)	Average DV	Firing Modes	Ammo
Light Pistol	-	2d10	11	SA, BF, FA	16
Medium Pistol	-2	2d10 + 2	13	SA, BF, FA	12
Heavy Pistol	-4	2d10 + 4	15	SA, BF, FA	10
Submachine Gun	-2	2d10 + 3	14	SA, BF, FA	20
Automatic Rifle	-6	2d10 + 6	17	SA, BF, FA	30
Sniper Rifle	-12	2d10 + 10	21	SA	12
Machine Gun	-6	2d10 + 6	17	BF, FA	50








Info	Field	Short Desc.	Cost
	Railguns	Railguns use a pair of electromagnetic rails to slide and accelerate a non-explosive conductive projectile at extremely high velocities	-

Kinetic Weapons - Railguns					
Railguns	Armor Penetration (AP)	Damage Value (DV)	Average DV	Firing Modes	Ammo
Light Pistol	-3	2d10 + 2	13	SA, BF, FA	16
Medium Pistol	-5	2d10 + 4	15	SA, BF, FA	12
Heavy Pistol	-7	2d10 + 6	17	SA, BF, FA	10
Submachine Gun	-5	2d10 + 5	16	SA, BF, FA	20
Automatic Rifle	-9	2d10 + 8	19	SA, BF, FA	30
Sniper Rifle	-15	2d10 + 12	23	SA	12
Machine Gun	-9	2d10 + 8	19	BF, FA	50







Info	Field	Short Desc.	Cost
	Kinetic Ammunition	For simplicity, each gun can trade ammunition with another gun of its class, though ammunition for firearms and railguns is not exchangeable.	-
	Armor Piercing	This tungsten-carbide ammunition penetrates armor effectively	Low
	Bug	Bug rounds are equipped with a microbug and medical sensor nanobots	Low
	Capsule	Capsule ammo carries a payload (drug, toxin, nanobots) that is released inside the target after the round penetrates	Special
	Flux	Flux ammo is made from rheological materials that allow each bullet to be “programmed” so that they may change from regular rounds to less-lethal soft plastic-like rounds	Low
	Hollow-Point	Hollow-point bullets are designed to deform and widen once they penetrate a target, thus inflicting more damage	Trivial
	Jammer	Jammers stick to the target and pulse out jamming electromagnetic signals, jamming the target’s wireless communications	Low
	Plastic	Plastic ammo is designed to hurt but not wound targets, and is commonly used for crowd control purposes	Trivial
	Reactive	The casing on these projectiles is made of reactive materials that release a large amount of energy when subjected to a sudden shock or impact	Low
	Reactive Armor-Piercing	This is a tungsten- carbide armor-piercing round with a reactive casing, allowing the ammunition to penetrate even further	Mod.
	Regular Ammo	This standard metal projectile is designed to put holes into morphs.	Trivial
	Splash	Splash rounds carry a payload like capsule ammo, but are designed to break upon impact rather than penetrating, splashing their contents on the target’s exterior	Special
	Zap	Zap rounds are rubber or gel bullets that create an electric charge upon firing in a piezoelectric like manner to stun the target	Trivial

Info	Field	Short Desc.	Cost
	Smart Ammo	Smart ammunition takes advantage of nanotechnology to produce bullets that can alter their flight path, home in the target, and correct aim. Not usable with railguns	-
	Accushot	Accushot bullets change shape within flight to keep dead on course, countering the effects of wind, drag, and gravity over distance	Low
	Biter	Biters are specially designed to fragment in opposite proportion to the hardness of the target they strike	Low
	Flayer	Flayers have nanosensors to detect an oncoming impact, shooting out monomolecular barbs as they are about to strike a target	Low
	Homing	When fired with a smartlink system, the bullet identifies the target and uses nanosensors to lock on, correcting the bullet’s trajectory with surface alterations and tiny vectored nozzles	Low
	Laser-Guided	These bullets function like homing smart rounds, except rather than requiring a smartlink system, they lock onto the reflection of the laser sight used to paint the target.	Low
	Proximity	Proximity is an explosive ammunition that identifies the target when fired via smartlink	Mod.
	Zero	Similar to homing smart rounds, zero bullets identify the target when fired via smartlink	Low













Kinetic Ammunition		
Ammo	AP Modifier	DV Modifier
Armor-Piercing	-5	-2
Bug	+1	-1d10
Capsule	+1	-half
Flux	As ammo type	As ammo type
Hollow Point	+3	+1d10
Jammer	-	No damage
Plastic	(AV Doubled)	-half
Reactive	-2	+2
Reactive Armor-Piercing	-5	-1
Regular	-	-
Splash	-	No damage
Zap	+2	-half + shock
Smart Ammo		
Accushot	-	-
Biter	-	+1d10
Flayer	-	+2
Homing	-	-
Laser-Guided	-	-
Proximity	-1	+2
Zero	-	-

Info	Field	Short Desc.	Cost
	Beam Weapons	Beam weapons is a broad category for a number of electromagnetic weapons with a wide range of effects	-
	Batteries	Beam weapons are equipped with both a standard and nuclear battery	Special
	Laser Pulsers	aser weapons use focused beams of light to inflict damage on the target by burning into it and causing its outer surface to vaporize and expand, creating an explosive effect	Mod.
	Microwave Agonizer	he agonizer fires millimeterwave beams that create an unpleasant burning sensation in skin (even through armor) and to metals	Mod.
	Particle Beam Bolter	This weapon shoots a bolt of accelerated particles at near light speed that transfer massive amounts of kinetic energy to the target, superheating and creating an explosion when striking	High
	Plasma Rifle	This bulky, heavy, two-handed weapon blasts a stream of nova-hot plasma at the target, inflicting severe burns and thermal damage, possibly melting or evaporating the target entirely	Exp.
	Stunner	The stunner is an electrolaser that creates an electrically conductive plasma channel to the target	Mod.









Beam Weapons					
Beam Weapons	Armor Penetration (AP)	Damage Value (DV)	Average DV	Firing Modes	Ammo
Cybernetic Hand Laser (p. 308)	-	2d10	11	SA	50
Laser Pulser	-	2d10	11	SA	100
-Stun Mode	-	1d10	5	SA	-
Microwave Agonizer	-	pain (see description)	-	SA	100
-Roast Mode	-5	2d10	11	SA	50
Particle Beam Bolter	-2	2d10 + 4	15	SA	50
Plasma Rifle	-8	3d10 + 20	36	SA	10
Stunner	-	(1d10 ÷ 2) + shock (p. 204)	-	SA	200

Info	Field	Short Desc.	Cost
	Seeker Weapons	Seekers are a combination of automatic grenade launcher, micromissile, coilgun, and smart munitions technology	-
	Disposable Launcher (Standard Missile)	This launcher is pre-packed with one standard missile	Mod.
	Seeker Armband (Micromissile)	This weapons unit is worn on the arm, allowing the user to point and fire using an entoptic smartlink system	Mod.
	Seeker Pistol (Micromissile)	This pistol-sized seeker launcher fires micromissiles in semi-auto mode	Mod.
	Seeker Rifle (Micromissile/Minimissile)	The seeker rifle comes in a bullpup configuration and fires either micromissiles or minimissiles in semi-auto mode	High
	Underbarrel Seeker (Micromissile)	This seeker micromissile launcher is commonly attached to the underbarrel of SMGs or assault rifles	Mod.



Seeker Weapons		
Seeker Weapons	Firing Modes	Ammo
Disposable Launcher	SS	1
Seeker Armband	SS	4
Seeker Pistol	SA	8
Seeker Rifle (p. 204)	SA	12 micromissile/6 minimissile
Underbarrel Seeker	SA	6













Info	Field	Short Desc.	Cost
	Grenades and Seekers	Grenades and seeker missiles come in similar munitions packages and with similar trigger mechanisms	-
	Concussion	These devices emit a concussive blast designed to knock opponents off their feet and stun them	Mod.
	EMP	EMP munitions fire off a strong electromagnetic pulse when they “detonate.”	High
	Frag	Fragmentation explosives spread a cloud of lethal flechettes over the area of effect	Mod.
	Gas/Smoke	Gas/smoke munitions emit a cloud of their contained substance	Low
	High-Explosive	High-explosive seekers and grenades are designed to create a very destructive shock and heat wave	Mod.
	High-Explosive Armor-Piercing	HEAP warheads use high explosives to blast a path for a penetrating round	Mod.
	Overload	Overload grenades and seekers launch an all-out assault on the target’s sensory spectrum	Mod.
	Plasmaburst	These munitions release a burst of plasma upon detonation that causes searing heat and fire damage across the area of effect	High
	Splash	Splash rounds spread a contained substance (drug, chemical, nanoswarm, paint) over a base 10-meter blast radius when they detonate	Special
	Thermobaric	When they detonate, they disperse a cloud of aerosol explosive over an area and then ignite, literally setting the air on fire, generating a devastating pressure wave, and sucking the oxygen out of the area	High
	Sticky Grenades	Sticky grenades have a special coating that when triggered becomes a sticky adhesive, allowing the grenade to be stuck to almost any surface.	Trivial







Grenades and Seekers				
Grenade/Seeker Type	AP	DV	Average DV	Armor Used to Resist
Concussion	-	1d10 ÷ 2	5	E
Frag	-4	3d10 + 6	22	K
EMP	-	-	-	-
Gas/Smoke	-	-	-	-
High-Explosive	-	3d10 + 10	26	E
HEAP	-8	3d10 + 12	28	K
Overload	(AV x 2)	1d10 ÷ 2	5	K
Plasmaburst	-6	3d10 + 10	26	E
Splash	-	-	-	-
Thermobaric	-10	3d10 + 5	21	E

Info	Field	Short Desc.	Cost
	Spray Weapons	Spray weapons blast their ammunition outwards in a widening cone, allowing them to strike several targets at once	-
	Ammunition	With the exception of buzzers (which use nanoswarms) and sprayers (which use drugs at standard cost, 1 dose per shot), all spray weapon ammo has a flat cost	Special
	Buzzer	Equipped with a specialized nanobot hive, Buzzers are used to spray a nanoswarm on a target or area	Mod.
	Freezer	Freezers spew out a fast-hardening foam that immediately begins to harden	Mod.
	Shard Pistol	The shard pistol is a flechette weapon, firing a stream of of diamondoid monomolecular shards at high velocities	Low
	Shredder	A heavier version of the shard pistol, the shredder fires a larger cloud of lethal flechettes, enough to shred a portion of the target into a fine mist	Mod.
	Sprayer	This is a general-purpose two-handed squirtgun, loaded with tanks filled with the chemical or drug of the wielder's choice	Low
	Torch	This modern flamethrower uses condensed ammunition capsules rather than fuel tanks, scorching targets and setting them on fire	Mod.







Spray Weapons					
Spray Weapons	Armor Penetration (AP)	Damage Value (DV)	Average DV	Firing Modes	Ammo
Buzzer	-	Nanoswarm	-	SS	3
Freezer	-	Incapacitation	-	SS	20
Shard	-10	1d10 + 6	11	SA, BF, FA	100
Shredder	-10	2d10 + 5	16	SA, BF, FA	100
Sprayer	As chemical/drug	As chemical/drug	As chemical/drug	SA	20
Torch	-4	3d10	16	SS	20

Info	Field	Short Desc.	Cost
	Exotic Ranged Weapons	These weapons are either rare or distinctly separate from other weapons types. These weapons are wielded with an Exotic Ranged Weapon skill of the appropriate field	-
	Vortex Ring Gun	This less-lethal two-handed weapon detonates a blank cartridge and accelerates the explosive pressure down a widening barrel so that it develops into a high-speed vortex ring—a spinning, donut-shaped blast vortex	Mod.




Info	Field	Short Desc.	Cost
	Weapon Accessories	The following accessories are available for weapons.	-
	Arm Slide	his slide-mount can hold a pistolsized weapon under a character's sleeve, pushing the weapon into the character's hand with an electronic signal or specific sequence of arm movements	Low
	Extended Magazine	This ammunition case has an increased capacity. Increase the weapon's ammo capacity by +50%	Low
	Gyromount	This weapon harness features a gyrostabilized weapon mount that keeps the weapon steady	Mod.
	Imaging Scope	Imaging scopes attach to the top of the weapon and act like specs	Low
	Flash Suppressor	This device obscures the muzzle flash on firearms,	Low
	Laser Sight	This underbarrel laser emits a beam that places a glowing red dot on the target to assist targeting	Low
	Safety System	A biometric (palmprint or voiceprint) or ego ID (p. 279) sensor is embedded in the weapon, disabling it if anyone other than an authorized user attempts to fire it	Low
	Shock Safety	Just like a safety system, except that an unauthorized user is zapped with an electric shock	Mod.
	Silencer/Sound Suppressor	This barrel-mounted accessory reduces the sound of a firearm's discharge	Mod.
	Smartlink	A smartlink system connects the weapon to the user's mesh inserts, placing a targeting bracket in the character's field of vision and providing range and targeting information	Mod.
	Smart Magazine	A smart magazine allows the character to pick and choose what ammo round will be fired with each shot	Mod.





	Robots and Vehicles	The following is a small selection of the many vehicles in use in the solar system	-
	Aircraft	On Mars, Venus, and within large open-space habitats like O'Neil cylinders, aircraft of various kinds see regular use	-
	Microlight	This ultra-light personal aircraft is not much more than a strut-based wing, an airframe, and an electric propeller engine	Low
	Portable Plane	Powered by superconducting batteries and with an exceedingly small but powerful electric motor, this light but durable propeller plane is made of smart materials that allow it to be swiftly folded up into a small portable package	High
	Rocket Buggy	This vehicle is the most common form of medium to long distance personal transport on Luna, and is in common on most other moons and large asteroids	Exp.
	Small Jet	Methane-powered jet planes are one of the most common forms of fast transport on Mars and Venus	Exp.

Vehicles – Aircraft							
Aircraft	Passenger Capacity	Handling	Movement Rate	Max Velocity	Armor	Durability	Wound Threshold
Microlight	1	+20	8/40	100	-	30	10
Portable Plane	2	+10	-	200 – 250	10/6	50	10
Rocket Buggy	4	-10	8/32	2,500 – 3,000	24/16	100	20
Small Jet	6	+20	-	650 – 900	30/20	200	30











Info	Field	Short Desc.	Cost
	Exoskeletons	Exoskeletons are powered mechatronic skeleton frameworks worn by a person	-
	Battlesuit	The battlesuit powered exoskeleton features a military-grade fullerene armor shell with flexible aerogel for thermal insulation and a diamond-hardened exterior designed to resist even potent ballistic and energy-based weapons	Exp.
	Exowalker	Exowalkers are minimal framework exoskeletons, primarily designed to bolster the wearer's strength and movement	Mod.
	Hyperdense Exoskeleton	These powered exoskeletons are larger (roughly twice human-sized) and built for heavy-use industrial purposes, such as handling heavy/large objects	Exp.
	Transporter	This exoskeleton framework includes a pair of vector-thrust turbofan engines, giving the user flight capabilities in gravity and increased maneuverability in zero g	High
	Trike	The trike exoskeleton is a three-wheeled personal motorcycle design, rather than a walker	

Vehicles – Exoskeleton							
Aircraft	Passenger Capacity	Handling	Movement Rate	Max Velocity	Armor	Durability	Wound Threshold
Battlesuit	1	-	8/32	30	21/21	60	12
Exowalker	1	-	8/40	40	2/4	30	6
Hyperdense Exoskeleton	1	-	8/20	30	6/12	100	20
Transporter	1	+10	8/40	200	2/4	50	10
Trike	1	+10	8/40	120	2/4	50	10








Info	Field	Short Desc.	Cost
	Groundcraft	In Eclipse Phase, trains and bicycles remain the most common form of ground transportation, especially on habitats. In larger habitats and on moons and planets, cycles and cars are used as well	-
	Cycle	Common cycle used to traverse terrain	Mod.
	Mars Buggy	A four-wheeled vehicle with large balloon tires that is designed for use both on roads and on almost any terrain	High

Info	Field	Short Desc.	Cost
	Personal Vehicles	These one-person movement aids primarily are used in space, but do not count as spacecraft per se	-
	EVA Sled	his small sled uses air impellers to maneuver in zero-G. It is commonly used to carry attached gear, but may also pull along 1 human-sized morph	Low
	Rocket Pack	This is a miniature metallic hydrogen rocket that the wearer straps to their back, with two rocket exhausts extending out to either side	Low
	Thruster Pack	Worn for EVA duties, this thruster pack uses vectored thrust nozzles, allowing a character to maneuver in open space	Low











Vehicles – Groundcraft, Personal Vehicles							
Groundcraft	Passenger Capacity	Handling	Movement Rate	Max Velocity	Armor	Durability	Wound Threshold
Cycle	1 – 3	+20	4/40	120	12/10	50	10
Mars Buggy	2 – 6	+10	8/32	40/90/110	30/20	150	30
Personal Vehicles	Passenger Capacity	Handling	Movement Rate	Max Velocity	Armor	Durability	Wound Threshold
EVA Sled	1	-30	4/16	16	5	40	8
Rocket Pack	1	-20	-	700	+5/+5	40	8
Thruster Pack	1	-10	4/20	40	+4/+4	30	8

Info	Field	Short Desc.	Cost
	Robots	Robots are a common sight and accepted fact of daily life within Eclipse Phase. Numerous varieties exist	-
	Automech	Automechs are general purpose repair drones, found just about everywhere	Mod.
	Creepy	Creepies are small crawler bots that come in an eclectic variety of shapes and forms, from robosquirrels to insectoids to bizarre and artsy mechanical creatures	Low
	Dr. Bot	These wheeled medical robots are designed to tend to and transport injured or sick people	High
	Dwarf	These large industrial bots are named not just for their primary use—mining, excavation, tunneling, and construction—but because the default AIs they shipped with had a programmed tendency to happily whistle as they worked	Exp.
	Gnat	Gnats are small rotorcraft camera/surveillance drones	Low
	Guardian Angel	Similar to gnats, guardian angel rotorcraft hover around their charges, keeping a watchful eye out to protect them from threats	Mod.
	Saucer	Saucers make excellent “eye in the sky” monitors and scouts	Low
	Servitor	Servitors are the most common robot, acting as cooks, janitors, universal helpers, movers, and personal aides	Low
	Speck	Specks are tiny insectoid spy drones, 2.5 mm long and 2 mm wide, about the size of a small fruit fly	Low

Vehicles – Robots						
Robot	Movement Rate	Max Velocity	Armor	Durability	Wound Threshold	Mobility System
Automech	4/8	8	4/4	30	6	Wheeled/Vector-Thrust
Enhancements: Access Jacks, Electrical Sense, Extra Limbs (4), Headlights, Magnetic System, Radiation sense, Utilitool, misc. tools						
Creepy	4/12	12	2/2	25	5	Walker or Hopper
Enhancements: +5 COO, Access Jacks, Chameleon Skin, Extra Limbs (2–8), Grip Pads						
Dr. Bot	4/16	16	-	40	8	Wheeled
Enhancements: Access Jacks, Enhanced Smell, Fabber, Fractal Digits, Healing Vat, Nanoscopic Vision						
Dwarf	4/12	20	16/12	150	30	Walker
Enhancements: +10 SOM, Access Jacks, Extra Limbs (4), Industrial Armor, Radar, Sonar, misc. tools						
Gnat	8/40	60	2/2	25	5	Rotor
Enhancements: 360-Degree Vision, Access Jacks, Enhanced Hearing, Enhanced Vision, Radar						
Guardian Angel	8/40	80	14/12	40	8	Rotor
Enhancements: +5 REF, 360-Degree Vision, Access Jacks, Chameleon Skin, Eelware, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Lidar, Light Combat Armor, Neurachem, T-Ray Emitter						
Saucer	8/40	200	2/2	25	5	Ionic
Enhancements: 360-Degree Vision, Access Jacks, Chameleon Skin, Enhanced Hearing, Enhanced Vision, Radar						
Servitor	4/20	20	4/4	30	6	Walker or Wheeled
Enhancements: Access Jacks, Extra Limbs (2–6)						
Speck	1/5	5	-	5	1	Winged/Hopper
Enhancements: +5 REF, +5 COO, -10 SOM, Access Jacks, Grip Pads, Enhanced Hearing, Enhanced Vision, Synthetic Mask						

Info	Field	Short Desc.
	Spacecraft	Spacecraft have few stats in Eclipse Phase, as they are primarily handled as setting rather than vehicles
	Spacecraft Propulsion	The most important part of any spacecraft is its engine
	Hydrogen-Oxygen Rocket (HO)	Though optimized with improved engine design and light-weight materials, these are essentially the same primitive rockets that humanity used to first reach the moon in the 20th century
	Metallic Hydrogen Rocket (MH)	Metallic hydrogen engines are used in most planetary landers and short range vehicles
	Plasma Rocket (P)	This drive heats hydrogen into plasma and accelerates it using a powerful electrical field
	Fusion Rocket (F)	Similar to a plasma rockets, fusion rockets require significantly higher temperatures and pressures, and the rocket also produces large amounts of power for the spacecraft
	Anti-Matter Rocket (AM)	Anti-matter rockets work mixing small amounts of anti-matter into the hydrogen fuel, producing enormous amounts of energy and an exceptionally fast and powerful exhaust

Escaping Gravity Wells	
Spacecraft Engine	Thrust (In Gs)
Hydrogen-Oxygen Rocket	4+
Metallic Hydrogen	3
Plasma Rocket	0.01
Fusion Rocket	0.05
Anti-Matter	0.2
Rocket Buggy	0.5
Planets, Moons, Etc.	Gravity
Earth	1
Europa	0.13
Jupiter	2.53
Luna	0.17
Mars	0.38
Neptune	1.14
Pluto	0.06
Saturn	0.91
Titan	0.14
Uranus	0.89
Venus	0.9

Info	Field	Short Desc.
	Sample Spacecraft	The following is a representative sample of the most common type of spacecraft used in the solar system today.
	Bulk Carrier	This vessel is simply a standard transport refitted to carry large amounts of cargo in external cargo grapples
	Courier	Standard transport vehicle
	Destroyer	One of the largest military spacecraft in common use, destroyers use an antimatter drive holding 150 tons of antimatter in a 2,000-ton magnetic containment vessel
	Fighter	This small, short range military vessel is designed to be crewed by an infomorph or AI
	General Exploration Vehicle (GEV)	A GEV is one of the standard vehicles used for exploration beyond the Pandora gates. It is specifically designed to handle almost any environment
	Large Lander and Orbit Transfer Vehicle (LLOTV)	This common vehicle is used for transporting passengers and cargo between a planet or moon and orbit and for short distance transfers between habitats less than 100,000 km apart
	Scum Barge:	They were built to carry up to 20,000 people and to allow them to survive for months or even years, in relatively cramped conditions, until more suitable habitats could be constructed.
	Small Lander and Orbit Transfer Vehicle (SLOTV):	This vehicle is identical in use and design to the LLOTV, except that it is one third the total mass and correspondingly less expensive to build and refuel
	Standard Transport	This vessel is one of the most common freighter and passenger vessel in the solar system.