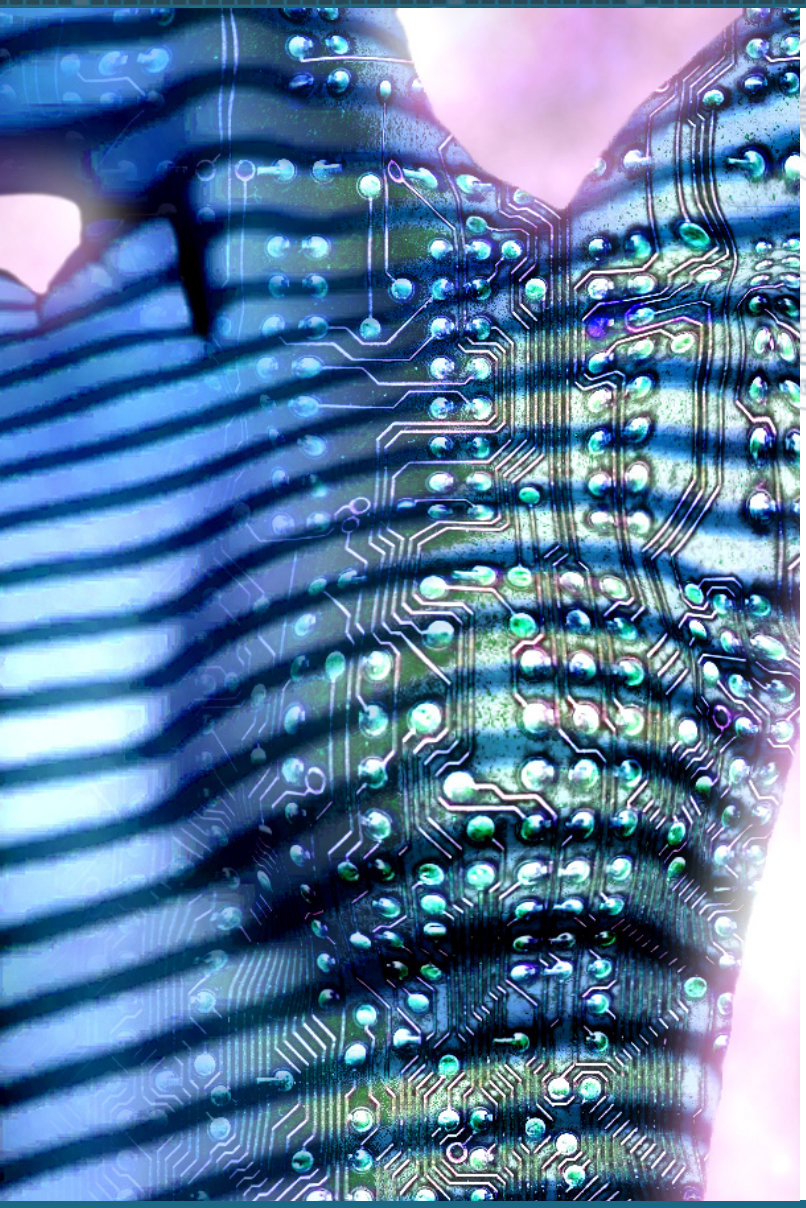
The Eye Fanzine

For the ECLIPSE PHASE Roleplaying Game



//ROOT DIRECTORY//

Eclipse Phase vs. *Mass Effect*—Biotics

by Martin Swan

Psi-Biotics

Psi-biotics is handled in much the same way as normal psi abilities, with only a few changes. First, to be able to learn psi-biotic sleights a character must first have the biotic conditioning trait, which itself has the prerequisite that the character have psi(2). Unlike normal psi sleights which the average transhuman brain is capable of rationalizing to prevent stress damage, psi-biotic sleights have crossed into the alien and trigger something within the transhuman mind that reminds them that something is wrong. Due to this, anytime an async uses a psi-biotic sleight, observers who have not been hardened to biotic use (as per the hardening rules on page 214 of Eclipse Phase) suffer from 1d10/5 mental stress damage. During the conditioning that allows a psi user to use biotics they themselves become hardened to this stress without losing the moxie point they normally would.

The conditioning biotic users go through allows them to learn biotic sleights, however in order to make use of them without causing substantial physical damage to their own bodies they must be sleeved into a biomorph implanted with specialist technology known as biotic implants. If they are sleeved into a biomorph that lacks these biotic implants they take an additional 1d10/2 strain damage any time they use a biotic sleight, and all skill rolls made using those sleights suffer from a -30 modifier. The implants themselves are still an experimental technology, and rely on a wholy biological brain, and so they are incompatible with pod and synth morphs.

New Psi-Biotic Sleights

Barrier (Biotic)

Psi Type: Active	Action: Complex
Range: Self	Duration: Sustained
Strain Mod: Special	Skill: None

The async can use this sleight to generate a field of increased kinetic friction around their body, greatly reducing the damage caused by high speed kinetic weapons. At the beginning of the duration of this sleight, the async may decide the number of kinetic armor points they want to generate. Each point of armor added increases the strain modifier by +1. This armor is cumulative with any worn or implanted armor, and does not count as an extra layer when determining encumbrance.

Charge (Biotic)

Psi Type: Active	Action: Quick
Range: Self	Duration: Sustained
Strain Mod: +1	Skill: None

While sustaining this sleight an async gains a noted increase in their movement speed, moving with unnatural agility and finesse. During the sustained duration of this sleight the async has a movement speed increase of +2/20, as well as a +20 modifier to any free running and fray tests.

Imbue Ammo (Biotic)

Psi Type: Active	Action: Quick
Range: Self	Duration: Sustained
Strain Mod: +0	Skill: None

Imbue ammo allows an async to weave a portion of their own psi abilities into their weapons, enhancing the armor penetrating qualities when attacking opponents with them. Whenever an async makes an attack and hits their target while sustaining this sleight, that attack gains an extra -5 armor piercing that stacks with any it would normally have. This sleight only effects melee weapons or kinetic weapons fired at a target within 5m.

Leap (Biotic)

Psi Type: Active	Active: Automatic
Range: Self	Duration: Instant
Strain Mod: +1	Skill: None

The async focuses their power below their own feet, propelling themselves through the air with more force than they could ever otherwise produce using

their own strength. The async makes a jump as if they were running, even if standing still, adding an extra 5 meters to the distance and an extra 3 meters to height. The async takes no falling damage from this jump. The async can also use this sleight while falling to reduce the damage taken by 2d10.

Stasis (Biotic)

Psi Type: Active	Action: Complex
Range: Touch	Duration: Temp (Action Turns)
Strain Mod: +1	Skill: Psi Assault

The async entangles enemies in bindings created from their mind, restricting their opponent's movements and impeding their actions. A successful touch attack completely immobilizes an enemy, freezing them in place and making them unable to act during their own action phases. Instead of acting, the target may attempt a (SOM * 2) test to escape from these bonds on each of their action phases, otherwise they are trapped for the duration of this sleight.

Throw (Biotic)

Psi Type: Active	Action: Complex
Range: Close	Duration: Instant
Strain Mod: +2	Skill: Psi Assault

The async may throw a target a great distance, smashing them into walls and objects. The async makes an opposed test against the target, rolling Psi Assault vs. (SOM * 2), to throw the target (Implant level per 10MoS) meters. If the target is thrown into another object using this sleight both the target and the object take (1d10 kinetic damage per meter) / 2. Increase the damage by +5 if an Excellent Success is scored on the Psi Assault roll.

New Gear

B-Implant Level 1
The entry level biotic implant that has been used in the majority of hypercorporate tests into the emergent field of Psi manipulation, this particular implant only gives the async access to their mental conditioning, offering little other protection against the mental strain caused by using any advanced biotic sleights.

Cost: Expensive (Rare)

B-Implant Level 2
Of better quality than the Level 1 biotic implant, this newly developed model has performed admirably in control tests, and users have reported that the technologies used seem to relieve some of the strain caused by using biotic sleights. When using any sleight labeled biotic this implant reduces the strain inflicted by 1.

Cost: Expensive (Minimum 30,000, This implant is not available at character generation, Exceptionally Rare)

B-Implant Level 3
The very latest of the three developed biotic implants, the Level 3 model has only recently been considered moderately safe for implantation and as such is found in very few subjects. Those experiments that have made use of it however have reported incredible results, with users suffering greatly reduced mental strain when making use of their biotic sleights. When using any sleight labeled biotic this implant reduces the strain inflicted by 3.

Cost: Expensive (Minimum 50,000, This implant is not available at character generation, Near Unique)

New Traits

Biotic Conditioning (Ego Trait)
The characters ego has been specially conditioned to be capable of making use of psi-biotic abilities when combined with newly developed biotic implants. Due to the severe mental strain induced by this conditioning the character also suffers from 2 permanent mental derangements, either picked from the list on Page 211 Core or decided upon between the player and their GM. Unlike normal mental derangements, which are temporary at worst, these derangements cannot be treated by psychosurgery without removing the biotic conditioning that they stem from. NOTE: This trait is only available to characters who have already been infected with psi(2).

Cost: 15 CP/Expensive (Minimum 100,000) during play. ❑

Green and Black

by Costán Sequeiros

You open your eyes and all is black. The stink of afterbirth and oil hangs on the air. Before you, a green triangle forms, floating in the air, shining with the letters 'RGC' at its apex; the symbol of the Re-Gen Corporation. Your eyes hurt as they adapt to the dark, but the meaning is clear: you are dead. Well, were dead. Now you are back to life. How did you die? Was it painful? Your thoughts refuse to form.

Slowly, light fills the chamber, giving your new eyes time to adapt. The triangle, you see, is painted on the wall. Feels like your eyes haven't worked in ages, and maybe it is so. Your body feels strange all over, as if you had been beaten, but somehow you know the body is in perfect condition **…** it's just not your body. Or maybe it is a memory trying to find its way back to you. You do remember the alley back in the industrial core of Extropia, but what happened there? Can't focus still, maybe this body has been mothballed too long.

Doctor Hassan enters into your line of sight, using an identical body to every doctor in every RGC facility. "Corporate policy", they call it, to make people feel like they know where they are and overcome the confusion easier. But your confusion is still in place.

He transmits directly to your Augmented Reality over the local radio traffic. *«Are you feeling well Mr. Troit? Our tests confirm your morph is in perfect health.»*

You recall your life as the name hits the back of your memory and drags it from its slumber. It's almost painful to have so many things come back so sharply. You recall your two wives, Ji and Alice, and your little Daniel which you three raise with all your care. Your sense of touch returns in a flash of hot needles. You realize heavy straps across your chest, arms and legs hold you against the bed. The bed rotates slowly to face a mirror: but what you see isn't you.

«We try to match clients with morphs as closely as possible to their previous bodies. You should get used to your new face within a few weeks. If you would prefer, we can resleeve you as soon as one more to your liking is available.» A flash of tiny text flickers in the corner of your vision; the legal disclaimer— some fees apply.

"What day is it?" You croak, though you know there are more pressing concerns. Your voice is weak, and your mouth feels like a dry sponge. Your tongue feels like sandpaper.

«Two days after your arrival. 27th of August, ten AF. And it's about six in the afternoon. Your muse will be activated as soon as you leave the room, and she'll fill you in with any personal details.»

"How did I **…** how did I end up here? I can't remember." You can't say "die", it just won't come out.

«It's in your contract, clause 27BO. "In the event of catastrophic or possibly psychologically harmful death, I request voluntary psychosurgery to delete and repress any potentially harmful memories, at the sole discretion of RGC. I authorize RGC to withdraw a one-time fee for the costs of this surgery."» The resleeving document appears in the corner of your vision, the relevant text highlighted and glowing. *«Your file says this is your first time. It's always hard.»*

"But, what if something important happened during the time you've erased? How will I know if it was an accident, or something more sinister? How will I**…**"

The doctor's firm, Arabic voice interrupts. *«That's in police hands, Mr. Troit. Don't worry. They have a copy of those memories for their investigation. I see you have full security and protection coverage. I'm sure they will investigate any discrepancies fully and report their findings. Please, try to stand.»* The straps pop loose and swing out in the microgravity.

You roll out of the bed with difficulty and take a step forward, still trying to digest everything. But

your feet don't work as they should and you are launched across the room in the low gravity. This body is strange. It doesn't react as you're used to and it feels uncomfortable to even think. You bounce roughly off the "ceiling" of the room, catch yourself against a handle and try to compose yourself. The dizziness only lasts a few seconds, but the urge to vomit lingers. The world spins, as though you were drunk, or as if your feet were way too big for you. Uncomfortable questions about your own identity rise in you, as you realize how far this body is from the one you were born into. The one you always had. The one that was you.

Dr. Hassan must have noticed something in you, or maybe everybody thinks the same questions. *«You are doing well. Follow along please, at your own pace.»* He leaves into the next room with a strange smile. You follow the best you can, handhold by handhold, struggling against this alien body. You enter a clean, white chamber with the characteristic smells of a resleeving facility; cold flesh, denatured alcohol and glycol.

::Hey Eddie! It's been a while!:: The cheerful voice of Erika, your muse, fills your head as you cross the threshold and she instantly returns to life.

::Erika, you don't know how good it is to hear you.:: Just hearing her voice in your head seems to wash the pressure away. It feels like returning home after a long day's work. It feels safe. You hadn't noticed until now how heavy the silence had weighed until now that it is broken again. Dear Erika, your best friend without a doubt, the one that knows it all and has always been there with you. With renewed energy, you pull yourself down to the floor, still holding onto the door frame for support.

«You are doing better, Mr. Troit. Do you have any further questions?»

"No. No, thank you, doctor."

«Excellent. I have posted my card to you, if you have any questions or issues whatsoever. Your muse has been updated with a diagnostics program, and will be monitoring and reporting your health. Give yourself two weeks before you are fully returned to health. Until then, avoid any strenuous exercise, manually operating vehicles or heavy machinery, and using any narcoalgorithms.»

You nod, content to leave the details to Erika.

«Well, if all is correct, Mr. Troit, could you please sign to confirm that services were rendered as expected?»

Erika displays a digital form hovering before you. A ghostly white, as you have configured all mesh objects, it floats before you waiting for your digital signature. Erika confirms that all is correct with a small revision by her lawyer programs and you sign it without a second glance. Dr Hassan nods as he receives the signed version back.

«If you want some advice, Mr. Troit, don't give it too much thought. It's always disorienting the first time. Just go and live your life, meet your friends, and throw a party to introduce your new body. And in a couple of nights, you will wake up and feel like everything is in place. This is just the adjustment time, all of us have gone through it. It's normal, and nothing to worry about.»

Dr. Hassan's smile widens, but doesn't bring much comfort. Maybe he's just too tired, but it seems a bit forced. You leave uneasy and head back into the bustling tubes of Extropia, your city for many years now. A few days in this state?

And then your visual range starts to fill with the news elements and social posts you've missed out on, all sorted, filtered and summarized, care of Erika, while the first notes of 'Graceful in the Stars' fills your mind. Low, but powerful, they gather momentum as the song advances in your head. An old favorite, it always calms you. And, slowly, you sink back into the day-to-day, with so much to do and so little time to think. ❑

Flexbots and You

by Martin Swan

So some people have voiced an opinion that the flexbots as presented in the Core rulebook are lacking, and that they could be improved by adding some definition to their rules. Being the happy home brewer that I am, I decided to take up that challenge and write up some rules. The following is the result and is a modification to the Modular Design enhancement along with some new flexbot variants to replace those in the Core.

Modular Design (Enhancement Modification)
This morph is designed to lock together with similar modular morphs in different formational patterns to create larger gestalt morphs. When united with other modules, the group is treated as a single morph, with shared capabilities. Morphs with this enhancement can combine with any other morph of the same type as well as any variants of that morph, as long as all components also have this enhancement.

When two or more morphs join together using this enhancement and there is only a single ego involved the process is simply a matter of working out the resulting gestalt morph's vital statistics using the method described below. When two or more morphs join together and there are multiple egos involved the resulting gestalt morph also gains the Multiple Personality implant at no cost and control of the gestalt morph is determined using the rules provided for this implant on page 301 Core. However the ego controlling the gestalt gains no extra mental/mesh actions from this implant (Read Below). The GM should keep track of which morph each ego resided in before the gestalt was formed as when it is disassembled each ego is automatically returned to that morph.

When multiple morphs combine together the resulting gestalt uses a mix of its components abilities and statistics. The gestalt is considered to be equipped with any implant or enhancement any of its component morphs are equipped with, as well as being capable of using any mobility systems its component morphs are capable of. When there is a difference in the speed of a mobility system in the component morphs always use the fastest.

The gestalt's speed aptitude is always the lowest speed present in the component morphs. Any implants that give an ego extra actions during an action phase have no effect, instead a gestalt gains actions by the combination with other morphs. Whenever an additional morph is added to a gestalt after the first the ego controlling it gains an extra mental/mesh action every action phase. A gestalt may only gain a maximum of +3 mental/mesh actions every action phase via these means.

Durability is calculated by adding together the durability of each of the component morphs, while

An example gestalt morph made using this modified enhancement. This gestalt is made up of a single core, commander and bombardier, and two scout flexbots.

Flexbot (Gestalt) (Synthetic)

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Chameleon Skin, Direction Sense, Enhanced Vision, Fractal Digits, Mental Speed, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Shape Adjusting, Weapon Mount (Concealed/Articulated, Built-in Seeker Rifle)

Mobility System: Walker (6/24), Hover (8/40), Vector Thrust (6/30)

Aptitude Maximum: 40

Durability: 170

Wound Threshold: 8

Advantages: Armor 10/10, +5 SOM, +10 REF, +5 COG, +5 COO, +5 to one aptitude of the players choice

the gestalt's wound threshold is equal to the highest wound threshold of its component morphs. Death rating is recalculated according to the gestalt's new durability rating. If the gestalt is damaged and disassembles without repairing itself, all damage is shared equally through the component morphs. This sharing of damage can never outright destroy a morph, it is always left with a durability at least 1 below its death rating. Wounds are applied to each component morph in full.

A gestalt morph's advantages are determined by a new statistic line that only appears in morphs with this enhancement. This new line is labeled gestalt advantages in the morphs descriptive text. When a component morph links up with another of its type, these gestalt advantages are applied to the resultant gestalt morph, while the components normal advantages are dropped. Any aptitude bonuses provided using gestalt advantages may not exceed +15 for each aptitude, and they remain limited by the highest aptitude maximum provided by any one of the gestalt's component morphs. Other benefits such as armor or skill bonuses do not stack, and the highest rated bonus is always the only one applied.

Cost: High

New Morphs

These new flexbot morphs are designed to make the most use out of the modified rules definitions.

Flexbot Core Variant (Synthetic)

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

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

Aptitude Maximum: 30

Durability: 25

Wound Threshold: 5

Advantages: Armor 4/4, +5 to one aptitude of the players choice

Optional Rules

Recalculating a gestalt's aptitudes and bonuses during a session can be time consuming and difficult work. If this is a problem for your game consider enforcing a house rule that a gestalt can only recombine during downtime. Although it reduces the flexibility of a gestalt morph closer to that of a normal morph, it is a speedy fix to also reduce headaches.

Because of the obvious size increase caused by multiple morphs combining together into a gestalt a GM may want to consider enforcing a house rule that if 3 or more (adjusted accordingly to individual morph size by the GM) combine together the gestalt gains the Large (+10 to hit in combat) negative trait, while if 6 or more (adjusted accordingly to individual morph size by the GM) combine together the gestalt gains the Very Large (+30 to hit in combat) negative trait.

Gestalt Advantages: +5 to one aptitude of the players choice

CP Cost: 25

Credit Cost: High

Flexbot Shield Variant (Synthetic)

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

Mobility System: Walker (4/14), Hover (6/30)

Aptitude Maximum: 30

Durability: 40

Wound Threshold: 8

Advantages: Armor 10/10, +5 SOM

Gestalt Advantages: Armor 10/10, +5 SOM

CP Cost: 40

Credit Cost: Expensive

Flexbot Scout Variant (Synthetic)

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Chameleon Skin, Direction Sense, Enhanced Vision, Fractal Digits, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Oracles, Shape Adjusting

Mobility System: Walker (6/24), Hover (8/40), Vector Thrust (6/30)

Aptitude Maximum: 30

Durability: 20

Wound Threshold: 4

Advantages: Armor 4/4, +5 REF

Gestalt Advantages: +5 REF

CP Cost: 30

Credit Cost: High

Flexbot Commander Variant (Synthetic)

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

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

Aptitude Maximum: 40

Durability: 30

Wound Threshold: 6

Advantages: Armor 4/4, +5 COG

Gestalt Advantages: +5 COG

CP Cost: 40

Credit Cost: Expensive

Flexbot Bombardier Variant (Synthetic)

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Fractal Digits, Mnemonic Augmentation, Modular Design, Nanoscopic Vision, Shape Adjusting, Weapon Mount (Concealed/Articulated)

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

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: Armor 8/8, +5 COO

Gestalt Advantages: +5 COO

CP Cost: 45

Credit Cost: Expensive ❑

Modification to the Rep System

by Costán Sequeiros

Contribution: Martin Swan

These additional rules are designed as an addition to the basic reputation rules already written in the core Eclipse Phase rulebook. The intention is to add depth and modify the workings of the mechanics to represent three different things: First, that it is easier to earn reputation for low rep individuals than it is for high rep ones. Second, that it is harder to lose reputation due to failing trivial tasks, and third that it is harder to maintain a high rep than it is a lower one. To do this, we have to make use of the already present concept of Rep levels, which are central to the system.

Earning Rep

Each time a player earns rep for performing favors or accomplishing tasks, he earns an amount of rep equal to the gain minus his rep level with that network. Because of this, people with high reputations tend not to earn rep for doing small favors which everyone naturally considers below their status and which are too easy for them to achieve to warrant merit.

For example, Eduard does a Moderate Favor for an @-rep friend of a friend, and earns 6 rep points. His @-rep is 25, and so his rep level is 2, so he actually only earns (6-2) 4 @-rep.

Losing Rep

Just as it is harder to earn rep the better known you are, it is also harder to lose it by failing to perform trivial favors. After all, the more people know you the less a single persons opinion matters. Just like performing small favors won't give someone with a high reputation any more rep points, not doing them won't make him lose them as most people will think that he is too important to be bothered with such trivial things.

To represent this, each time a player loses rep for not performing a favor or fails at a task, he only loses a number of rep points equal to the rep points lost minus his current (rep level - 1). This is a little lower than the modifiers applied to gaining reputation to represent the fact that it is generally easier to lose rep than it is to gain it.

For example, Eduard later on is asked by an @-rep friend to help him with a Trivial favor, but he doesn't want to have to spend time away from an important task that he is already busy with. He turns the friend down and would normally lose 1 rep point, but because he has a rep level of 2 he loses 1 less rep point than he normally would, in this case - none. Because of this his rep score with the the @-rep network actually stays stable.

Keeping Rep

With time, rep fades away as people forget the character's past actions or they get drowned out in the gossip and news of other peoples actions. Because of this, on the first day of the every month (or a set period of time arbitrarily set by the gamemaster), every rep score the character has is lowered by an amount depending on where he lives.

Rep Levels

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

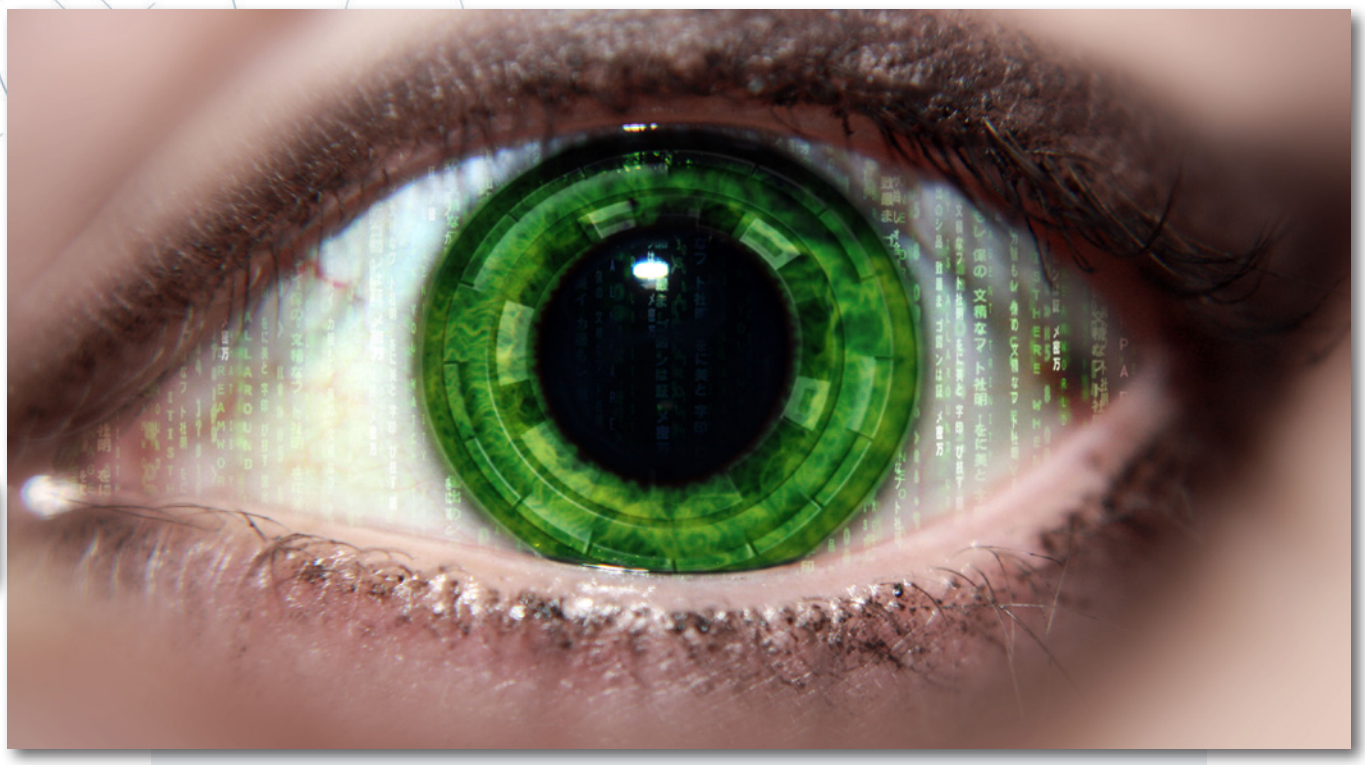
If the character lives in a transitional economic system (Mars, for example), every rep score drops by 1. This represents the fact that these sorts of habitats generally rely on other sort of payments, especially credits, and people adjust their opinions of others not only due to their rep but also their bankroll. This is offset by the fact that rep gains in these economies are generally lower than in the new economy, which tends to keep the system balanced. Of course, people living in this system also have to pay for rent and food and most other necessities in credits, so although reputation is generally easier to maintain here it is also much less used.

If the character lives in a new economic system (in the Autonomist Alliance, for example), his rep scores go down an amount equal to his current rep level in each of them. This represents the fact that people expect important people to be doing important things continuously and demand more of them than they can really cover. This also takes into account the general loss of rep an individual receives from his enemies and the people he crosses in day to day life.

Of course, a GM can rule out that certain reps don't follow this rule due to their specific natures. A good example of this would be i-rep, as other members of Firewall aren't expecting everyone to be working all the time in important or dangerous missions. Because of this some reputation networks may be exempt from this monthly drop.

Objective

With these three mechanics added to the basic rep system what we get is a much more mobile rep value that rises and lowers over time, according to the player's actions and the expectations society has of them. It also gives them a constant reason to be looking for things to do if they don't want to lose rep while not constantly worrying about being unable to perform minor tasks for anyone who asks. ❑



The First Autonomous Odoist Habitat

by Ivan Flis

//To: EcoWave
//From: Khünbish neOdo
//Location: Odoist Habitat One, Jupiter Trojans
//Subject: Odoist Preservationist Cookbook - Preface
//Rep score: 80

I have never seen the sundown on Earth. I have never dug my toes into the beaches of the Mediterranean Sea. I have never listened to the night sounds of the Amazon, the movement and trashing of life in its folds. I have never wet my feet in the currents of Yangtze River. I have never. And probably, I never will.

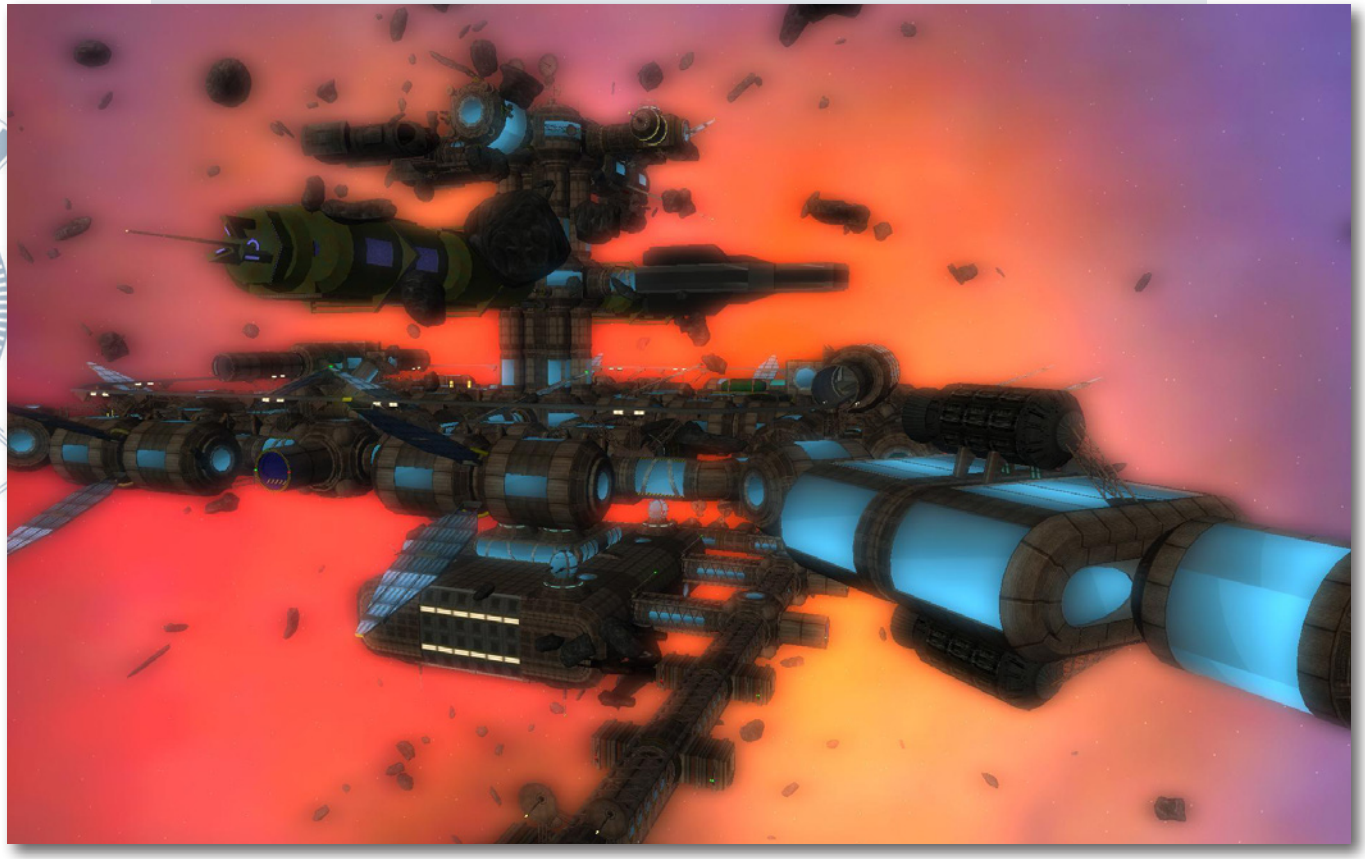
You might ask - who really gives a fuck? Who cares for what you've missed or for your petty theatrics. Well, I care.

We've destroyed the planet that gave birth to us. Humanity was a tumor growing on Earth's face - transhumanity was and still is a Siamese twin grown from that tumor, that suckled on its host and left it a dry husk after it was done. We are a plague. You speak about TITANs, about the atrocities of the Fall? We were the Fall for everything else that lived on Earth. Birds felt the Fall when our crude plants churned out CO2 in the atmosphere. Trees felt the Fall when the acid rains returned it to the ground. The fish, the plankton, the whales felt the Fall when our oil spills covered the oceans. And this is just what humanity has done. When the TITAN swarms swallowed whole cities, devoured millions of transhumans - it was only the last nail in the millennium old coffin that we were making for Earth. She was a battered old thing when the tactical nukes detonated, the antimatter warheads dug craters in her face. It was only the headshot, after centuries of torture.

Now, again, some of you might ask - why should I give a fuck? Well, you don't have to actually. The Planetary Consortium is doing that for you. They're saying, leave Earth to the petty reclaimers and the nostalgics. Turn your gleeful face to new territory to claim - Mars is waiting, Venus is waiting, Titan, Europa and the thousands and thousands of planets are waiting on the other side of the Pandora Gates and are just under our fingertips. We can colonize. Build. Terraform. Multiply. Expand. Devour. Gorge. Plant. Seed. Modify. Use. Destroy. Interestingly, nobody notices what terraform actually means. It means to create in the likeness of Terra, our Mother. To do to other planets what we've done to her. And I, neOdo, from the anarchist unlawful pits of vile agree in this with the Planetary Consortium - forget Earth. But also, forget Mars. Forget Venus. Forget Titan. Forget Europa. Forget the thousands of planets on the other side of the Gates.

Don't devour another planet. Not now, that the Siamise twin called transhumanity has the capability to dwell among the lifeless stars. We can create and multiply here, in the dead of space. We can grow, as the tumor, the virus, the plague, that we are among the stars; and leave the diversity of life to yet again claim the planets that could give birth to another Amazon, Mediterranean, Yangtze River, whale or ant. Leave the planets. Leave. The. Planets.

[Download the whole Odoist Cookbook. Spread it around, because Mars and all the other places need it.]



General

Full Name: The First Autonomous Odoist Habitat

Structural Type: OH1 is a cluster habitat, encompassing fourteen joined asteroids.

Location: Located in the Trojans, 40,000km from Locus.

Size: The actual number of transhumans living in OH1 is unknown, but the space limitation is 10,000 residents and an ecosystem carrying capacity of 15,000 biomorphs.

Internal environment/habitat function

Founded 12 BF by the mythical 'Odo', the habitat is the first fully autonomous freehold of the Odoist movement. The habitat's ecosystem and life support are the most famous work of the 'free-water' approach to habitat engineering. It's a zero-g habitat, maintaining what is called 'central trunks' - huge organisms bio-engineered from Earth's trees which act as 'hearts' of the system, branching their 'fingers' throughout the habitat's corridors. These 'fingers' are a cross between branches and root of Earth trees, used for everything from growing fruit to gathering the free-floating liquids.

Unlike other zero-g habitats, the 'free-water' approach does not try to contain moisture loss and spillage. All free floating liquid is gathered by the network of fingers and 'blobs', zero-g adapted jellyfish which freely swim through the habitat. This results in an atmosphere highly saturated with moisture, and the forming of 'bubble-ponds' throughout the habitat - and almost 100% efficiency of the internal recycling system through the near fully-autonomous ecosystem. The habitat eco-engineers act as macro-scale bonsai artists, creating new modifications of the trunks (for production of fruit, vegetables, oxygen, etc.) and oversee the growth of fingers through new nodes and freeways of the cluster. The ecosystem is not limited to hydroponic or aeroponic farms but spans the whole habitat.

Faction

The Odoist movement was based and developed from a late 20th century utopian novel, The Dispossessed. It took root on OH1 and expanded exponentially. The founders, an anarchist-philosopher who took the name Odo, and her partner, an ecosystem designer Ozren Ralić, created the habitat and its system as a cooperation of their philosophies. Ozren was the habitat engineer, giving birth to the 'free-water' ecosystem design school, while Odo was the social engineer tasked with creating a functional society.

OH1 is a locus of eco-anarchist and preservationist currents, seeing transhumanity's presence in alien ecosystems, or their own original ecosystems on Earth, as violence. They argue that since transhumanity has the ability to create their own habitats and artificial ecosystems, planets should be preserved from transhuman meddling such as those on Earth which proved to be disastrous.

The idea of private property is obsolete, but is not forbidden. Individuals who insist on outdated old economy models or private property usually lose rep from their primitive outlooks. The critical jobs relating to habitat functionality (life support maintenance, habitat security, etc.) are regulated and any shortage of volunteers is resolved through a lottery system operated by the station's central AI. Individuals may decline randomly-assigned duties, but rejection without cause usually results in rep loss. Usually, only the dullest or most dangerous jobs requires the AI to run a lottery, since individuals normally volunteer based on their interests and existing skill-sets. There are no significant regulations on non-critical jobs.

There's no habitat security force, but the society may spontaneously react to perceived, serious anti-social behavior, usually resulting in termination or expulsion. Immigration control duties are determined by the volunteer lottery system. Bio-weapons, seed AIs or similarly dangerous items are prohibited, but this often times is left to the discretion of the immigration officers.

OH1, other than being a center of prominent names in hab ecosystem design, is also the haven of a number of eco-terrorist and anti-Junta anarchists. Attacks on Mars habitats, Europan aquatic habitats and Junta facilities have been committed by local anarchists.

Leadership and Members

Odo, the founder of the habitat, was ego-assassinated just after the Fall by hypercorp hunters, due to her involvement in inner system sabotage attacks, and organization of inner-system anarchist cells. She was infected with an early generation ego-hunter virus, which lay dormant until she made backups of her ego. It then corrupted the backups and the currently instantiated ego. All her egos were lost except for a single gamma fork. The gamma fork is still kept in the OH1 mesh, as a local historical monument. Ozren Ralić (her partner and co-founder of the habitat) retreated to the mesh and has spent the last eight years exclusively as an infomorph.

Odo-terrorist

An eco-terrorist cell based on OH1 has begun organizing an attack on planet-side Martian habitats involving atomics. Firewall agents should neutralize the threat by any means necessary…but that won't prove to be an easy task considering that the eco-terrorists are high rep individuals and very respected in the Odoist movement. In the end, the conflict might result in the destruction of the whole hab - a typical Firewall sacrifice of thousands to save millions.

Locus

A researcher taken in the Squid Abductions has escaped from his captors and found refuge somewhere in Locus. If he manages to return to Europa and tell his story he could prove to be an extremely destabilizing factor in Outer System political balance. Can the Firewall sentinels catch him before he manages to leave Locus? And if they can, is it really necessary to kill him?

Ozren Ralić, a legendary name in ecosystem designer networks and co-founder of OH1. He retreated from holding a morph when his partner, Odo, was ego-assassinated, but is still active in public Odoist networks and acts as a guardian to Odo's gamma-fork. He holds VR lectures bi-annually, which normally attract several hundred physical attendees including many from the Inner System habitats and thousands of virtual students.

Khünbish neOdo (her first name meaning 'Not a Human Being' in Mongolian) is the only child of the co-founders of OH1. A student of her father's ecosystem design approach, she is one of the leading figures in the field on OH1 and Locus. Despite her expertise, she is better known in anarchist networks as one of the minds behind the famous Grisham Station bombing in which an Ecologene research station in Mars orbit was completely obliterated. Ecologene reportedly lost millions in equipment and backup-less research data and specimens, however most of the staff successfully escaped. She also participated in the 'Squid Abductions' of prominent Europa bioscience researchers, who have not yet been recovered. She participated in a number of zero-raids on Jovian Junta facilities organized by various anarchist networks to free zero-slaves. She is secretly a Firewall sentinel, working under the name of Siva.

Blue, a young anarchist-philosopher who continued where Odo stopped. He advocates against terrorism, arguing that the attacks planned by OH residents must be stopped by other citizens. A strong proponent of nonviolence, his ideas haven't gotten much traction in OH1 but he's accumulated numerous supporters on Locus. He normally uses an eel morph, or 'jellyeater'. Created from spliced eel genome and designed by local eel uplifts, these zero-g eels are a common sight in OH1, feeding on flocks of jellyfish.

Economy

OH1 is a fully integrated rep economy, with @-rep, e-rep and r-rep being the most commonly used.

Attitude to Outsiders

OH1 is completely open to visiting outsiders, including known criminals. There is no immigration regulation up to the carrying capacity of the ecosystem, which is currently 15,000 biomorphs. In practice, hypercorp and Jovian Republic intelligence assets and provocateurs and other volatile elements are monitored or effectively banned by local terrorist groups and other interested parties. Due to the close proximity of Locus, habitat residents are used to a large number of new faces just 'passing through'.

Inspired by *The Dispossessed* by Ursula K. LeGuin ❑

Kiyo (Biomorph)

by Marc Huete

The Kiyo is designed for short-range, deep-space operations. Physiologically it resembles a 'European' dragon. Its body is fifteen meters long, and protected by heavy, reflective black scales. It has two dorsal wings, each ten meters long, and two ventral wings, each eight meters long, each of which serve as sensor booms and provide propulsion exhaust for maneuvering. The head of the morph holds four long tongues for fine manipulation. Its four legs can grasp the hulls of larger ships or perform other heavy work. The morph uses a hindbrain, which permits for graceful, intuitive movement despite its size, although users confirm the morph sometimes has a 'mind of its own'.

The real coup with the Kiyo was its implementation of an alternate food cycle. It consumes hydrogen-oxygen rocket fuel, which it uses to maintain its metabolism and burns for maneuvering. It is capable of limited maneuvering in a light atmosphere with its wings, but relies on controlled burns for thrust.

There are several versions of Kiyo in existence. Initially designed at Titan AU as a proof-of-concept of a biological deep-space ecology, the blueprints were 'borrowed' and modified by gene-hackers on the Scum ship Members Only for more practical purposes.

The Titan AU project team led by Dr. Mei Shultz views the unauthorized release of the Kiyo blueprints as theft and has released several specialized viruses intended to cause metabolic arrest. However, most of Dr. Shultz's recent work has been on their deep-space plant life projects which would convert any amount of EM radiation into ionization to collect dust or to attach itself to space debris, and convert that into fuel.

The Members Only lost their first Kiyo due to failed modifications, but have grown two additional ones, one of which serves as a mural for the largest documented tattoo on a functional biomorph featuring koi and star charts and serves as a figurehead for the habitat. Several XPs of space combat featuring Kiyos have become instant hits on the market. The Members Only have released full blueprints for the Kiyo, although it's believed they've withheld aspects of its phenotype which permit its full growth and functionality.

In its current version, the morph is too expensive to reasonably compete with drones for most roles. However, for habitats with the facilities necessary to construct one, a Kiyo performs well with cargo, construction and combat duties, and is more resistant to EM interference and electronic warfare than drones. It is one of the only biomorphs capable of

functioning in deep space, limited primarily by availability of fuel.

Most notably, Kiyos have advertising value and an inherent psychological impact. It is rumored that Medusa and Cognite have both begun limited trials with Kiyo derivatives, perhaps owing to their ability to effectively leverage async capabilities while sleeved in a combat biomorph. Kiyos are considered equivalent to military hardware within the Planetary Consortium with no records of private ownership.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Hindbrain, Carapace Armor, Claws, Hibernation, Wings, Prehensile Tongues, Gas Jet System, Grip Pads, Respirocytes, Vacuum Sealing

Mobility System: Thrust Vector (12/60)

Aptitude Maximum: 30 (40 SOM)

Speed Modifier: +1

Durability: 120

Wound Threshold: 24

Advantages: +5 REF, +10 SOM, Special Diet, Claw Attack (DV 2d10), Carapace Armor (11/11)

Disadvantages: Large target (+10 to hit in combat)

CP Cost: 100

Credit Cost: Expensive (Minimum 60,000) ❑

Custom Biomorph Design Rules

by Martin Swan

Morphs are one of the unique mechanics to the Eclipse Phase game system. Even with the range of canon morphs available, customizing morphs is a fun tool for players and GMs alike. These rules are for designing custom morphs. They improve upon the previously published design rules to include more options and granularity, and to address pods and synthmorphs. They may not be used for designing or modifying infomorphs.

Some canon morphs do not perfectly match the values generated here. Their cost has been adjusted for balance or color reasons. GMs should be cautious about permitting player-generated morphs. Implants and advantages cost significantly less when included as part of a morph instead of aftermarket upgrades, so player-generated morphs may be unbalancing to a campaign. Morph attributes can be modified by odd numbers, but it is recommended aptitudes, advantages, disadvantages and CP costs be handled in multiples of 5.

Terminology
MP stands for Morph Points, a tally of the value morph's modifications

CP stands for Customization Points (EP, p. 123)

Custom Morph
Before beginning, the designer should establish a name and concept for this morph. A believable morph is built for a specific purpose, and won't have modifications that diverge from that goal. This will also help GMs validate that a player-designed morph is reasonable.

As an example, we will design the Octomorph sleeve (EP, p. 142) to illustrate the process.

Octomorphs are uplifted octopi sleeves. They retain all the physical traits of a common octopus.

1 Baseline

Every morph is based off of a baseline sleeve. Essentially a Flat, this default sleeve has the following aptitudes and statistics:

Baseline Morph

Implants: None

Mobility System: Walker (4/20)

Aptitude Maximum: 20

Durability: 30

Wound Threshold: 6

Advantages: None

Disadvantages: None

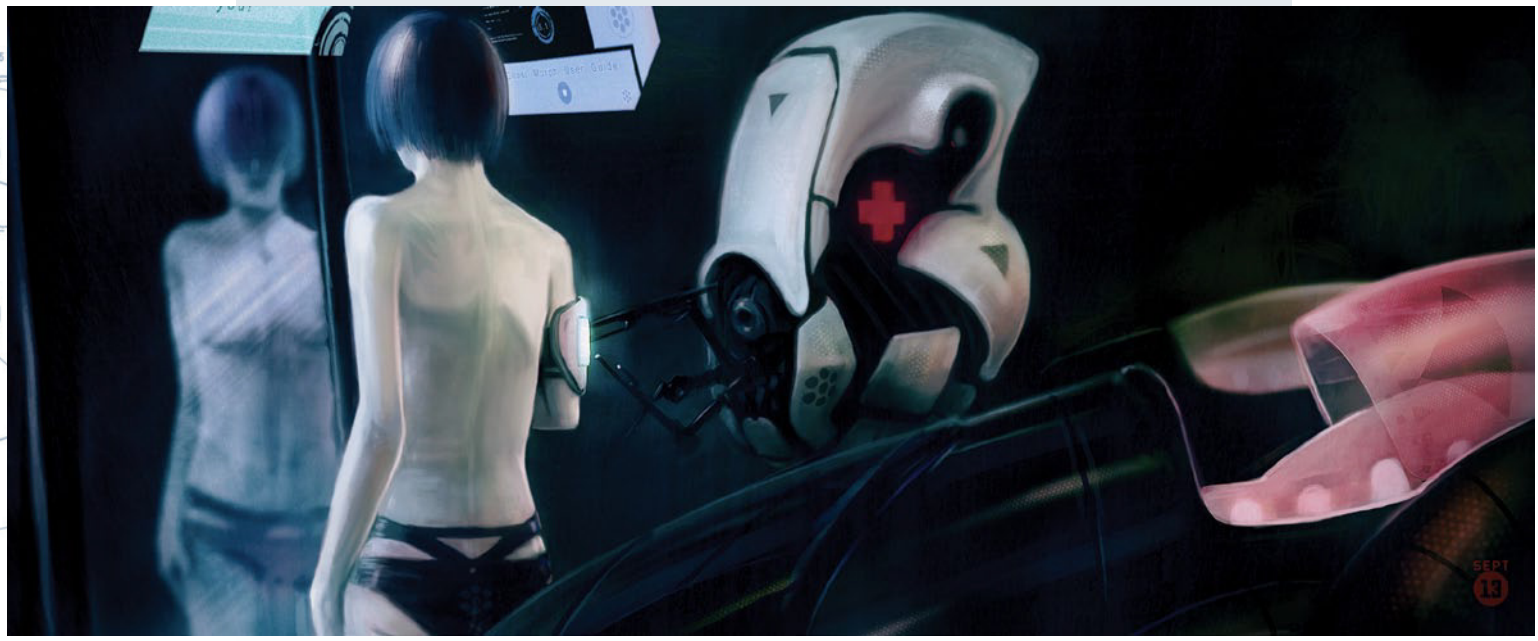
CP Cost: 0

Credit Cost: High

2 Bioware, Cyberware and Nanoware Implants

Implants and enhancements are added to the baseline morph. Each implant and enhancement has an MP cost based on the implant's CP cost. The MP costs of implants are listed below. Each item added adds its MP cost to a running total for the morph.

Implant Costs
Basic Implant Package: Free (Includes Basic Mesh Inserts and a Cortical Stack for all morphs. Biomorphs receive Basic Biomods. Pods and Synthmorphs receive a Cyberbrain and Mnemonic Augmentation. Synthmorphs also receive Access



Jacks.)

Trivial Cost Implant: Free

Low Cost Implant: +1.5MP

Moderate Cost Implant: +3.3MP

High Cost Implant: +20MP

Expensive Cost Implant: +20MP

Synthmorphs only may add robotic mobility system implants (EP, p.310) at one cost category lower than listed (for example, the Ionic system (High Cost) would cost 3.3 MP, not 20 MP). All mobility systems have a default speed of (4/20).

The octomorph has the Basic Implant Package and Chameleon Skin. Chameleon Skin is a low-cost implant, so it costs 1.5 MP.

3 Walking and Running Speed

Every morph starts with a basic walker system, but may have purchased additional mobility systems or implants. By default, the speed for all mobility systems and implants is (4/20). That speed may be adjusted using the costs below. Changes to walking and running speed are applied individually to each mobility system.

Mobility System Costs

Modify Walking Speed by 2: +/-1 MP (Also modifies running speed by 8.)

Modify Running Speed by 10: +/-1MP

Our Octomorph still moves at the default rate of 4/20, so the tally remains at 1.5 MP. Should we decide to increase that to 8/60, it would cost 2 MP to increase walking speed from 4 to 8. That would automatically increase running speed from 20 to 36. It would cost an additional 2 MP to increase running speed from 36 to 56, for a total additional cost of 2 MP. Appropriate rounding finalizes that as 8/60 costing 3MP.

4 Aptitude Maximum

The default value is 20. Each point added or subtracted increases or decreases the MP tally by 1. Morphs may increase the Aptitude Maximum for specific aptitudes, like the neo-avian biomorph (EP, p. 141) at a cost of 1 MP per additional 5 points. This should be used primarily as a storytelling tool to add definition to a morph. Aptitude maximums should not go above 40 or below 5.

The Octomorph has an aptitude maximum of 30, which is standard for biomorphs. This costs 10 MP, bringing the tally up to 11.5 MP.

Durability

The default value is 30. Each point of Durability added or subtracted has a value of 1 MP. Wound Threshold equals the morph's modified Durability divided by 5 (rounded up). Durability should not go below 5.

The Octomorph is not especially tough, so its Durability is not modified from the default of 30. No additional MPs are spent.

Advantages and Disadvantages

Advantage/Disadvantage Costs
Each advantage and disadvantage has a corresponding MP value. The list below includes the most common selection. Players and GMs are encouraged to create their own to better flesh out their morphs. Disadvantages and penalties always reduce the MP tally, while Advantages and bonuses always increase them.

Aptitude Bonuses/Penalty of 1: +/-1MP. Suggested upper limit of +/-15.

Skill Bonus/Penalty of 1: +/-0.5MP. Suggested upper limit of +/-30.

Positive Morph traits: An MP cost equal to one half the CP cost of the trait (EP, p.145).

Negative Morph traits: An MP bonus equal to one quarter the CP cost of the trait (EP, p.148).

Increase Natural Armor by 1/1: 1MP. Suggested upper limit of +10. Biomorphs and Pods with natural armor may not also have armor implants/enhancements. Armor is limited by durability (EP, p.194).

Trait equivalent to an implant: cost of that implant (refer to step 2).

Extra limbs (any number): 3 MP. Suggested upper limit of 10 additional limbs.

Increase Natural Speed Bonus by 1: 10MP. Suggested upper limit of +1

Small Target (child-sized, -10 to hit in combat): 2MP

Large Target (size of a car, +10 to hit in combat): -2MP

Larger Target (size of a shipping container, +20 to hit in combat): -3MP

Very Large Target (side of a barn, +30 to hit in combat): -5MP

Attack Damage Costs
The cost of adding a Natural Attack is determined by the strength of the attack, modified by any additional specialized traits. The following list details the most common examples.

Weak Attack (1d10DV): 1MP

Moderate Attack (1d10+2DV): 3MP

Strong Attack (2d10): 5MP

Extreme Attack (3d10DV): 10MP

Special Attack Traits Costs
The list below includes the most common selection of special attack modifiers.

Blinding: 1MP

Ranged (0-10m): 1MP

Accurate (+10 to attack rolls): 1MP

Knockback (+10 to knockback rolls caused by wounding): 1MP

Armor Piercing: 1MP/AP

The Octomorph has a bonus to COO, INT, and one other aptitude, for a total of 15 additional aptitude points, and 15MP.

It has a bonus to Swimming and Climbing for a total of 40 additional skill points, and 20MP.

It has the trait 360-degree vision, equivalent to the robotic enhancement, a low-cost implant. That adds 1.5MP.

It has 8 additional limbs, for 3MP.

It has one weak attack for 1MP, and one ranged, blinding attack for 2MP.

It has the Limber(2) trait for 20CP, costing 5MP.

The total costs for advantages is 47.5MP. Added to the current tally, the total tally of the Octomorph is 59MP.

7 Apply Special Modifiers

Synthmorphs cost an extra 5MP. Uplift morphs receive a -5MP bonus.

The Octomorph is an uplift. The MP tally is reduced to 54MP.

8 Determine Final Costs

A morph's CP cost is equal to the MP tally rounded down to the nearest 5. A morph's Credit Cost is determined by comparing the CP cost against the threshold table below.

Morph Credit Price
CP Cost Below 0, Credit Cost: Moderate

CP Cost of 0 to 20, Credit Cost: High

CP Cost of 25 to 35, Credit Cost: Expensive

CP Cost of 40 to 65, Credit Cost: Expensive(40,000)

CP Cost of 70 to 95, Credit Cost: Expensive(50,000)

CP Cost of 100+, Credit Cost: Expensive(100,000)

Rarity penalties may be applied to the morph's Credit Cost to reduce its CP Cost. Rarity does not change the actual Credit Cost, but does add penalties to any networking attemps to acquire that morph during game play. Rarity penalties are applied after Credit Cost is calculated.

Morph is Rare (Scarce): -5CP

Morph is Extremely Rare: -10CP

If the final CP cost is 0 or below, set the CP at 5.

The Octomorph has an MP tally of 54. That rounds down to 50CP, making it an expensive morph (40,000 credits).

9 Gamemaster Approval

Morph must receive gamemaster approval before play. Gamemasters should be cautious about permitting player-designed morphs to avoid abuse. Gamemasters should tweak morphs as appropriate to bring them in line with their concept, create color, maintain balance, and to fit them into their game world. It is recommended that any questionable modifications be removed from the morph but permitted as after-market purchases.❑

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