









Short (1d6) Short (1d6) Long (full)

DAMAGE TAKEN	WOUNDS TAKEN	RECHARGE [Per 24 hrs]	
[SPENT]	[SPENT]	[SPENT]	[SPENT]
 2	 4 5	 1	 1
INSIGHT [COG, INT]	MOXIE [SAV, WIL, REP]	VIGOR [REF, SOM]	FLEX
7	35	53	1
WOUND THRESHOLD	DURABILITY	DEATH RATING	EGO FLEX

Movement Rate: Walker 4/20

Ware: Biomods, Cortical Stack,  Enhanced Hearing,  Enhanced Vision, Mesh Inserts,  Neuromodulation,  Skinflex

FUTURA BIOMORPH

APTITUDES & DERIVED STATS

COG	INT	REF	SAV	SOM	WIL
15 ⁴⁵	10 ³⁰	15 ⁴⁵	20 ⁶⁰	10 ³⁰	20 ⁶⁰

Initiative: **5** • Lucidity: **40** • Trauma Threshold: **8** • Insanity Rating: **80**
Infection Rating: **20**

REPUTATION

@-rep 45	c-rep 60	g-rep 50
∞ □□□□ □	∞ □□□□ □	∞ □□□□ □

Basilisk Stare
Browse Thoughts
Cloud Memory
Control Behavior
Short Circuit
Subliminal

GEAR

Firewall Pack	Comp/GP
Anonymizer	Min/1
Armor Vest (Light)	Min/1
AV 4/10, Concealable	
Fake Ego ID	Maj/R/3
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA,	
Ammo 15 + 1, Range 30	
Smart Clothing	Min/1
TacNet App	Mod/2
VPN App	Min/1

Face Pack	Comp/GP
Enhanced Hearing	Min/1
Guardian Angel	Mod/2
Medium Fabber	Mod/2
Nanodetector	Min/1
Neuromodulation	Mod/2
Smart Hawk	Min/1
Stiff (5 doses)	Min/1

ARMOR RATING

4/10
ENERGY / KINETIC

SKILLS

Skill	Total
Athletics	👊30
Deceive	👊80 📊110
Fray	👊50
Guns	👊45
Infiltrate	👊45
Kinesics	👊70
Know: Black Markets	📊75
Know: Drugs	📊45
Know: Lunars/Orbitals	📊45

Skill	Total
Know: Smuggling	📊55
Know: Mind Hacks	📊45
Know: Psychology	📊75
Perceive	📊40 📊50
Persuade	👊80
Provoke	👊50
Psi	👊75
Research	📊35

HEX

FUMIKO BOGDANOV ♦ LUNAR ASYNC FIXER

MOTIVATIONS: **+Expand Influence** • **+Independence** • **+Thrill-Seeking**

LANGUAGES: **Korean** • **Russian**

EGO TRAITS: **Enemy (Cognite)** • **Enhanced Behavior: Curiosity (Level 2)**
Mental Disorder (Paramnesia) • **Psi (Level 2)** • **Resources (Level 2)**

PSI SUB-STRAIN: **Stranger**

BACKGROUND: **Lost**

CAREER: **Face**

INTEREST: **Async**

FACTION: **Lunar**

GENDER: **Female**

SEX: **Female**

MUSE: **Mirror Mirror**



We both know you're going to make this deal.
Cut me in for 25%, and I'll make sure neither of the other parties find out about your indiscretions last week.

You're from the Lost Generation. Your objective age is only five, but subjectively you're in your mid 20s. Around the time others in your crèche started exhibiting psychotic behaviors, you "convinced" a Cognite technician to help you escape. You've been on the run since, using your async talents to carve out a small domain as a black-market fixer.

So far only Firewall's gotten close to you. Instead of hunting you down like a rabid animal, they approached you with respect for your talents. You're not as invested in the cause as other sentinels, but the ops are wicked fun, and you've established a quid-pro-quo that you feel preserves your independence.

HEX

FUMIKO BOGDANOV ◀ LUNAR ASYNC FIXER



TRAITS

Enemy (Cognite)	Enemy NPC haunts you.
Enhanced Behavior (Curiosity)	Psychosurgically enhanced behavior, -10 to all actions when resisting.
Mental Disorder (Paramnesia)	You recall memories that are not real or not your own, or you may be confused about who, what, or where you are. Any superior fail on a skill test will result in you confusing important details. Triggered by Alienation, immersion in water/vacuum, sex, the unknown.
Psi (Level 2)	Use Psi Chi and Gamma sleights. (See Psi sheet.)
Resources (Level 2)	Wealth to acquire gear; up to 3 GP/week on Minor or Moderate items.

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack	Memory diamond storage unit for ego backups.
Enhanced Hearing	Hear high, low frequencies. +10 hearing-based Perceive.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Neuromodulation	Control over neurotransmitters and emotions. +1 Moxie.
Skinflex	Disguise face, skin, hair. +30 to related Deceive Tests.

GEAR

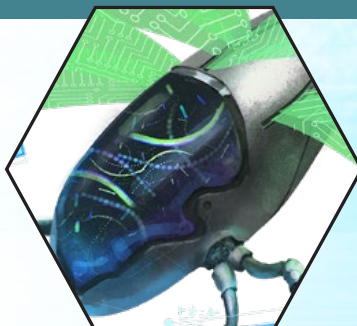
Anonymizer	Masks your mesh ID.
Armor Vest (Light)	AV 4/10 Concealable.
Fake Ego ID	Forged ID and back history, with its own rep scores.
Guardian Angel	Personal defense rotorcraft. Small size.
Medium Fabber	Fab medium items.
Nanodetector	Detects nanobots, Exotic Skill: Nanobot Detection 40 (70 w/active swarm).
Smart Clothing	Can change color, texture, and cut. +10 Infiltrate, +30 covered and stationary.
Smart Hawk	Used for surveillance and tracking. (Perceive 50, Fray 50, Melee 40)
Stiff (5 doses)	Social drug. +10 to oppose Persuade/Provoke, Enhanced Behavior: Stubborn.
TacNet App	Share tactical data in real-time.
VPN App	Creates virtual private network for secure communication.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 45
Unarmed	DV 1d6	Use Skill: Melee 10

FIREWALL SUNWARD OPS

- Dante** ▶ Venusian Genehacker ▶ They're both a bit flippant for your tastes, but they know their stuff and are reliable.
- Qi** ▶ Barsoomian Hactivist
- Sava** ▶ Freelance Spec Ops ▶ The type of grim hardass you know to keep your eye on, but you admire their tenacity.



HEX WATTS-MCLEOD INFECTION

In *Eclipse Phase*, psi abilities are the result of infection by the mutant Watts-MacLeod strain of the exsurgent virus. This plague physically modifies your async's brain architecture and functions. These alterations are copied when you upload, fork, and resleeve, meaning the infection and psi abilities stay with you when you switch from morph to morph. Async abilities are inherent to the ego and not a biological or genetic predisposition of the morph.

- Async abilities — *Sleights* — only function when you're in a biomorph.
- Sleights can only target biological life, and suffer a -30 modifier against Pods and cyberbrain-equipped biomorphs.
- Sleights fall into two categories: **psi-chi** (passive, always-on abilities) and **psi-gamma** (activated abilities, requiring an action and a Psi skill test).
- Range affects the difficulty of using your sleights. Touch range gives you a +20 modifier to your Psi Test, Point Blank (2m or less) gives you a +10 to the test, and every 2m beyond 10m applies a -10 modifier to the test.
- Using a sleight against another entity requires an opposed test, pitting your Psi skill against their WIL Check.
- If the defender wins with a critical success, the async is temporarily "locked out" of their mind and may not target them again until they take a recharge action.
- If the async fails, the sleight is unsuccessful. Critical failure inflicts 1d6 DV. If the async wins the opposed test, the defender is unaware of the sleight.
- If the async wins with a critical success, double the potency of the sleight's effect. In the case of psi attacks, the DV is doubled.

YOUR ASYNC SUBSTRAIN: THE STRANGER

Your infection is the shadow at your side, the whispering chant of its unusual desires echoing just below the limits of your perception. It is omnipresent but patient, waiting for moments of vulnerability to steer you towards its inscrutable ends. Though its motivations are hazy, it seems to enjoy testing your limits—and those of transhumanity at large.

Infection Test

The target number for your Infection Test equals your current Infection Rating (including the modifier from the sleight you are using). If this test fails, nothing happens, and you pull off the sleight without any negative effects. If it succeeds, you suffer an influence effect appropriate to the sub-strain (*Influence Effects* ▶?).

You may not spend pool to affect the Infection Test, but you may spend Moxie to avoid making the Infection Test altogether, powering through the sleight with sheer willpower. However, your Infection Rating still increases.

Critical Failure: If you roll a critical failure, the exovirus temporarily loses its grip on you. You are immune to influence effects until your next recharge.

Superior Success: Apply a +1 modifier to the influence effect roll per superior success.

Critical Success: On a critical success, an influence effect is chosen and the GM also picks one of the following:

- **Checkout Time:** The infection is awakened, but bides its time. The next time you take a long recharge or are rendered unconscious, you may awaken to discover that the infection has been active while your mind was under — literally taking control of your body. What the exovirus does during this time is up to the GM and may not be immediately apparent to your character. You may awaken to a corpse in your bed or strange symbols meticulously etched with bloody fingernails over every inch of your wall, or you may discover a half-completed alien device secreted away in a locker weeks later. More than one async has stilled themselves awake for days, afraid to fall asleep and let the presence inside them take control.
- **Interference:** The exovirus actively impedes you at a critical point. At some point in the future, when you are about to make a test, you must make an opposed test pitting your WIL Check against your Infection Rating +30. If the infection wins, your test will automatically suffer a critical failure (pools may not be applied). GMs are encouraged to select situations that will have dramatic and dire results.

Stranger Sub-Strain

D6 Roll Influence Effect

- | | |
|----|--|
| 1 | Physical Damage. Take DV 1d6. |
| 2 | Enhanced Behavior: Deceit. Truth becomes uninteresting, you lie just to get the thrill of manipulating others, no matter the consequences. You avoid blatant mis-truths, but take pleasure in misleading others, even with trivial details. The rush when seeding doubt and uncertainty, even if it casts aspersions on others, is intoxicating. |
| 3 | Enhanced Behavior: Self-Sabotage. You are your own worst enemy. You choose the worst options for yourself and always take the wrong path. |
| 4 | Motivation: +Foil Plans. You delight in spoiling the designs of others. You go out of your way to ensure that people fail their obligations, agendas self-destruct, and things do not go as planned. |
| 5 | Motivation: +Manipulation. You get a thrill at steering people into actions and behaviors that fit your plans. |
| 6+ | Motivation: +Test Limits. You like to see how far you can get things to go. You might bypass an opportunity to quickly resolve a conflict, ignore fast solutions in order to drag an emergency out, or intentionally spread misinformation that you know will aggravate tensions between already near-hostile parties. You will press buttons, fan the flames, exploit vulnerabilities, reveal horrible truths, push boundaries, and stir things up, even if it puts you and your comrades at risk. |

Other Potential Enhanced Behaviors: Cruelty, Spite.

Other Potential Restricted Behaviors: Empathy, Remorse, Take Responsibility.

Other Potential Motivations: +Betrayal, +Convert Opponent, W+Execute Grand Scheme, +Mislead Others, +Twist Truth.

HEX

PSI SLEIGHTS

PUSHING SLEIGHTS

You may boost your sleight's effectiveness, at the cost of increasing the infection's influence. You may choose to push a psi-gamma sleight when you activate it, but before any test is made. Your Infection Modifier doubles and you automatically suffer DV 1d6 in addition to making an Infection Test per normal.

Choose one of the following effects for your pushed sleight:

- **Increased Range:** Range doubles; Point-Blank extends to 4 meters, Close extends to 20 meters. This effect is cumulative with the range increase against other asyncs (Point-Blank becomes 6, Close 30).
- **Increased Effect:** Any modifiers provided by the sleight are doubled. For example, +10 becomes +20; +1 pool becomes +2; and so on.
- **Increased Power:** The sleight is resisted by WIL Check ÷ 2.
- **Increased Penetration:** Psi Shield armor is reduced by half.
- **Increased Duration:** Double the sleight's Duration (temporary sleights only).
- **Extra Target:** You may affect one extra target with the sleight, with the same action, as long as each of them can be targeted via the rules above. You only roll once, with each of the defending characters making their opposed tests against that roll.

You may also push already active psi-chi sleights. In this case, increase your Infection Rating by 5 and make an Infection Test. Psi-chi pushes are temporary, lasting only WIL ÷ 5 minutes.

Moxie pool may be used when pushing to negate the physical damage, but you must still make an Infection Test as normal. If 2 points of Moxie pool are spent, however, the test is negated entirely.

Pushing a sleight is not necessarily obvious, though the mental effort and pain/damage may be apparent with a Kinesics Test.

Basilisk Stare

[Psi-gamma • Task Action • Sustained • +6 Infection]

You make eye contact with the target and immobilize them. As long as you keep your gaze locked on them (minor blinking aside), they cannot move, avert their eyes, or undertake any action (including mesh and mental actions). You must also limit your movement, though you may move at half your base move and/or take quick physical actions, but you must make a REF Check to keep your eyes locked, and actions requiring a test and visual coordination suffer a -30 modifier. Likewise, if the target is attacked, moved, or otherwise jostled, eye contact is lost.

You may not affect extra targets with this sleight, unless you have more than one set of eyes.

Browse Thoughts

[Psi-gamma • Complex Action • Sustained • +4 Infection]

You scan the target's surface thoughts, gaining a general sense of what is currently running through their mind. Superior successes provide deeper detail. This is not an invasive delve into the target's mind for specific information like Deep Scan ▶283 EP2; instead, you simply get a read on what the target is currently thinking.

Cloud Memory

[Psi-gamma • Complex Action • Minutes • +6 Infection]

You temporarily **disrupt the target's ability to form long-term memories.** The target will retain short-term memories during the duration (WIL ÷ 5 minutes), but will soon (after d6 + 4 action turns) forget anything that occurred while this sleight was in effect.

Control Behavior

[Psi-chi]

You can fine-tune your emotional state. Apply an Enhanced Behavior or Restricted Behavior (Level 2) trait ▶80 EP2 of your choice at will. You may not change it again until you have taken a recharge action. At the GM's discretion, this trait may apply a +/-10 modifier in some situations. Alternatively, use this to reduce an Enhanced/Restricted Behavior trait imposed on you by up to two levels. You can push this sleight to raise the effect to Level 3 (or three levels of reduction).

Short Circuit

[Psi-gamma • Complex Action • Instant • +6 Infection]

You force the target's synapses to misfire. This functions like a shock attack; the target **loses neuromuscular control, falls down, and is incapacitated** for 1 action turn (+2 turns per superior success) and stunned for 3 minutes.

Subliminal

[Psi-gamma • Complex Action • Hours • +10 Infection]

You implant a **single post-hypnotic suggestion** into the target's mind which they will carry out as if it was their own idea. Implanted suggestions must be short and simple; the GM may require suggestions be encompassed in a short sentence (for example: "open the airlock" or "hand over the weapon"). Suggestions may include a short trigger condition ("when the alarm goes off, ignore it"). The target receives a WIL Check to resist any suggestion that is immediately life threatening ("jump off the bridge") or that violates their motivations or personal strictures.