


DAMAGE TAKEN


[SPENT]


1
INSIGHT
[COG, INT]

8
WOUND THRESHOLD

WOUNDS TAKEN

[SPENT]


1
MOXIE
[SAV, WIL, REP]


40
DURABILITY

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


RECHARGE [Per 24 hrs]

[SPENT]

[SPENT]


3
VIGOR
[REF, SOM]

60
DEATH RATING


23
FLEX

1
EGO FLEX

Movement Rate: Walker 4/20

Ware: Biomods, Cortical Stack,  Direction Sense,  Enhanced Vision, Mesh Inserts

OLYMPIAN

BIOMORPH

APTITUDES & DERIVED STATS

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


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

REPUTATION

i-rep 25	r-rep 50	x-rep 40
∞ □ □ □ □ □	∞ □ □ □ □ □	∞ □ □ □ □ □

GEAR

Gatecrashing Pack	Comp/GP
Autocook	Min/1
Electronic Rope	Min/1
Medium Pistol Firearm	Min/R/1
DV 2d10, SA/BF/FA, Ammo 15 * 1, Range 30	
Healing Spray	Min/1
Portable Solararchive	Min/1
Standard Vacsuit	Maj/3
AV 8/6	
TacNet App	Mod/2

Additional Gear 	Comp/GP
Healing Spray	Min/1

Explorer Pack	Comp/GP
Breadcrumb System	Min/1
Direction Sense	Min/1
Enhanced Vision	Mod/2
Mission Recorder	Min/1
Pressure Tent	Mod/2
Saucer	Min/1
Viewers	Mod/2

ARMOR RATING

8/6

ENERGY / KINETIC

SKILLS

Skill	Total
Know: Astrobiology	75
Know: Ecology	75
Know: First Contact Ops	55
Know: Gatecrashing	75
Medicine: Paramedic	45
Perceive	50
 60	
Pilot: Nautical	60
Psi	60
Survival	65

WHISPER

IAN MACKINTOSH-BURNING SKY

ASYNC SCIENTIST EXPLORER

MOTIVATIONS: +Argonaut Interests • +Discovery • +Personal Development
LANGUAGES: English • Mohawk
EGO TRAITS: Mental Disorder: Alien Behavioral Disorder • Psi (Level 2)
PSI SUB-STRAIN: Xenomorph
BACKGROUND: Colonist
CAREER: Explorer
INTEREST: Async
FACTION: Argonaut
GENDER: Male
SEX: Male
MUSE: Shout

PSI SLEIGHTS

Ego Sense
Grok
Inner Spark
Pain
Sense Infection
Xeno-Empathy



This pictograph clearly indicates that those pretty butterfly-bird things like to implant parasitic eggs in their victims' scalps, so we might want to check your head again.

You are part Canadian settler, part First Nations Iroquois. You studied biology and ecology in school, but things were bad on Earth, however, so you signed up with an argonaut colony on Europa to study the life found in its subcrustal ocean. You watched the Fall from afar. When the gates were discovered, you couldn't resist the lure of alien life and new worlds. Sometime after your twentieth mission, the gates started whispering to you. You also developed interesting abilities and urges. On one exoplanet, this helped you identify a new alien creature as an exsurgent before things got nasty, which led to a recruitment visit from Firewall.

WHISPER

IAN MACKINTOSH-BURNING SKY

ASYNC SCIENTIST EXPLORER



TRAITS

Alien Behavioral Disorder	WIL Check or be compelled to exhibit alien behavior. Triggered by Alienation, exsurgents, the unknown
Psi (Level 2)	Use Psi Chi and Gamma sleights. (See Psi sheet)

WARE

Biomods	Standard genetic tweaks for health, faster healing, immunities, and more.
Cortical Stack	Memory diamond storage unit for ego backups.
Mesh Inserts	Cranial computer with wireless transceiver, muse home, and medical sensors.
Direction Sense	Innate sense of direction and distance.
Enhanced Vision	Tetrachromatic vision, better focus. +10 ¹ vision Perceive.

GEAR

Autocook	Fab food and drink only.
Electronic Rope	Controllable rope.
Portable Solarchive	Enable Research Tests related to one Know skill while isolated from mesh.
Standard Vacsuit	Protects from vacuum, 48 hours air, AV 8/6 ¹
TacNet App	Share tactical data in real-time.
Breadcrumb System	Leaves mote trail for meshing/positioning.
Mission Recorder	Backs up all mission data.
Pressure Tent	Self-erecting shelter for 4, built-in breather.
Saucer	Spinning disc recon drone. Small size.
Viewers	Long-range specs. 50x magnification, directional microphone. +10 Perceive.
Healing Spray (2)	Heals 1d10 damage per hour for 12 hours.

ATTACKS

Medium Pistol	DV 2d10, SA/BF/FA, Ammo 15 + 1, Range 30	Use Skill: Guns 50
Unarmed	DV 1d6	Use Skill: Melee 15 (defaulting to SOM)

GATECRASHING OPS

- Astika** ▶ Survival Engineer & Xeno-Archeologist ▶ is less experienced, but competent and chill.
- Jinx** ▶ Uplift Recon Specialist ▶ You're good friends with her; she's comfortable with your strangeness.
- Shrike** ▶ Security Contractor & Drone Operator ▶ You respect her professionally, but she's kind of intense on a personal level.



WHISPER

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 XENOMORPH

An alien presence lives inside of you. Your instinctual responses are different from those of your original phenotype and you occasionally find yourself acting in ways more fitting to a physiology different from yours. When the infection expresses itself strongly, these omnipresent urges seem quite normal, but the transhumans around you seem more and more bizarre and alien.

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.

Xenomorph Sub-Strain

D6 Roll Influence Effect

- | | |
|----|---|
| 1 | Physical Damage. Take DV 1d6. |
| 2 | Enhanced Behavior: Non-verbal Communication. Words become less important. You prefer conveying intent by posture, expressions, threat displays, and similar physical emotive cues. |
| 3 | Enhanced Behavior: Cliquishness. You are rude, mistrustful, and hostile to outsiders, but supportive to your pack. |
| 4 | Motivation: +Transform Environment. You'd prefer an environment conducive to the alien presence within you. So you create one or establish a nest. This may require complete darkness, burrowing underground, warmth (> 100 F/38 C), cold (< 0 F/-17 C), or submerging an area in water or a similar liquid. This favored environment may always remain the same or it may change randomly or according to conditions. |
| 5 | Motivation: +Control Territory. You must free an area you control from outside threats. You may be inclined to stock provisions, set traps, and otherwise protect your space from intruders. |
| 6+ | Motivation: +Express True Form. You are no longer satisfied to dwell in inferior physical forms. You will go to great lengths to modify yourself, whether sophisticated or crude. |

Other Potential Enhanced Behaviors: Arousal, Gluttony, Grooming, Socialize.

Other Potential Motivations: +Eat the Weak, +Establish Colony, +Hibernate, +Molt, +Play with Prey, +Protect Tribe.

WHISPER

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 asyns (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.

Ego Sense [Psi-gamma • Complex Action • 5 Turn Duration • +2 Infection]

You detect the presence and location (rough direction from yourself) of other sentient and biological life forms (i.e., egos and animals) within Close range. Each life form makes an opposed test against your roll. You suffer modifiers for size, the same as for ranged attacks. Superior successes provide additional details: approximate size, exact distance, type of creature, etc. If the target moves during the duration (WIL ÷ 5 action turns), you will have a rough idea of their speed and bearing.

Grok [Psi-chi]

You intuitively understand how to use an unfamiliar object, vehicle, or device, no matter how alien, advanced, or bizarre. You may make a COG Check to determine how to activate or use it, simply by looking at and handling it. This sleight does not provide any understanding of the principles or technologies involved — you simply grasp how to make it work. This sleight is only effective with unfamiliar devices, it provides no bonus when using devices with which you are familiar.

Inner Spark [Psi-chi]

You have an inner well of energy, making it easier to recuperate. You recover +1 pool points during short recharges.

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

You activate the target's nerve endings and clusters, inflicting a painful burning sensation. Treat as a pain effect 216; the target must take their next action to flee away from the async or area at full movement.

Sense Infection [Psi-gamma • Complex • Instant • +2 Infection]

You detect whether the target is infected with a biological nanovirus or nanoplague strain of the exsurgent virus — or if they are an async. You know only whether or not the target is infected; superior successes may provide gut feelings about the target's specific strain and its effects. GM note: under no circumstances should you provide the name of the strain — focus on its nature.

Xeno-Empathy [Psi-chi]

You have an intuitive understanding of non-human, non-terrestrial organisms (animal analogues). You can make a SAV Check to acquire insight into the creature's ecological niche, motivations, needs, and likely behavioral responses (if non-sapient) or mental/emotional state (if sapient).