Eclipse Phase

This is material for the Eclipse Phase RPG.

Deus Ex: Human Revolution

A list of implants and software capable of replicating the feats seen in the Deus Ex: Human Revolution trailers.

- Enhanced vision
- Chameleon skin (combined with smart clothing)
- Cyberlimb Plus (arms)
- T-Ray Emitter
- Implanted monofilament swords
- Implanted fragmentation grenade system (bursts outward around the user)

Flexbot Army

Imagine a collection of flexbot shells - modular, made out of smart materials, able to mimic existing objects, link together, and branch out into other things.

A swarm of robots, about the size of a dog, each with a turreted railgun or other weapon - combining into a

ground car or other vehicle for transportation - then separating into component pieces and integrating themselves with the local architecture to blend in. A well-furnished apartment in reality being an arsenal of flexbot shells.

Forks and Merges

An infomorph is defined as a self-contained piece of software which accurately simulates the functions of the human brain at the neural level. The mind is then considered to be an "emergent property" of this neural network. A recorded mind is the data which allows infomorph software to function.

Forks are created when neural structures are abstracted out of this network and placed into lower-resolution simulation engines. Either the entire network is extracted and coarsened, or a single part of the overall network is extracted at full resolution and has its missing components stubbed in. For example, a human's skills and proficiencies can be connected to software which provide a simplistic motivation and guidance for using them. Essentially these forks are provided with "psychological prostheses".

A merge is an attempt to reconcile two conflicting directions in the evolution of such a neural network. Brain structures are "averaged" together where necessary, and functional tests against a variety of simulated scenarios are run to verify that the resulting merge is truly the product of both its "parents". Merged egos which exhibit behaviors classifiable as mental derangement are considered failures - unless, presumably, the parent egos also exhibited the same derangements.

A major challenge for successful merges is the necessity of rationalization. Human beings act in certain ways, dictated by past behavior, personality, circumstances and so forth. However, they must also see their behaviors as the rational outcome of a decision-making process. An ego which attempts to merge with a fork whose behaviors are considerably at odds with its own standards is forced into a situation where it cannot rationalize actions it now believes itself to have taken.

Memetic Shibboleths

A memetic shibboleth is a challenge-response authentication mechanism which tests for the presence of a set of memes in the subject's ego.

An example of a memetic shibboleth from real-world politics would be phrases like "law and order", used as a code word for racial suppression. A specific scenario is constructed from a pool of pre-encoded entities and presented to the subject. If the subject supplies a response which demonstrates an awareness of the desired memes, authentication is granted.

Memetic shibboleths are simple to penetrate for an experienced infiltrator with a good knowledge of the target's meme pool, but they will tend to block casual trespassers.

New Psychosurgery Techniques

Surrogation: the subject's memories of some key figure are substituted for someone else. For example, a man

who has fond memories of a coworker might have that coworker replaced in his memories by another character of the surgeon's choosing. The goal is to trigger an emotional reaction to the replacement. The surgical subject must already know the replacement character for this technique to be effective. SV penalty: low to medium. Consequences of failure: the subject receives a strong sense of deja vu around the replacement character, or may fall into a psychotic condition.

New Software

Autokinesics - given video input containing a biomorph or synthmorph of interest, this program analyzes body language, voice stress, and a host of other factors to give a read on the subject's emotional state. It provides a Kinesics skill of 40. A professional programmer with Kinesics (or with the cooperation of someone who has it) may improve the quality of this program like gear (see "Elite Exploits", p. 246), up to 60. [**High**]

Gun Kata - this program runs on the mesh inserts of a biomorph or synthmorph and requires that the morph be equipped with skillwires. The program receives visual and tactical input from any available source to construct a prediction map of bullets or other weapons that will be fired at the user. It then interfaces with skillwires, blocking action or movement that would place the user along likely trajectories of fire. The program will project blocked zones into the user's AR experience. The user may use his full Fray skill to dodge ranged attacks, but Complex Actions that aren't full defense are penalized by -20 as the program itself stops him from placing himself in possible danger. [**High**]

Labyrinth - this program needs sufficient information to establish a lock on someone - their mesh ID and current location (see "Physical Tracking", p. 251). Thereafter, the program will project likely destinations and travel time to interesting or sensitive locations in the general area - security zones, airlocks or hangars, private quarters, and anywhere else the subject could cause trouble or escape surveillance. When connected to a tactical network, it can direct team members to cut off the individual (if possible) or identify potential obstacles (security doors that could be closed remotely, for example). [**Low**]

Skillsoft Extraction - this program takes a delta fork and extracts a single Active skill from its memory in the form of a skillsoft. Overseeing this process is a Task Action with a base time of 12 hours. Successful extraction calls for a Psychosurgery check. [**Moderate**]

Polymorphic Gestalts

Teams with tactical networking software, a puppet sock slaved to a ghostrider module, and access to their teammates' beta forks may let the betas temporarily take control of their bodies in a coordinated fashion. Each team member hosts his own beta fork and ties its sensorium to the aggregate data from the tactical network. On command, the beta is replicated to everyone else's ghostrider and 'drops into' their senses and body.

This allows teams with specialized members (infantry, pilot, heavy weapons expert, martial artist, spy, etc.) to share expertise for the duration of a specific incident. For example, a mixed team comes under fire. Their best tactical judgement indicates that a firefight can accomplish their goals, so the beta fork of their combat specialist in each team member takes over the team and coordinates the team's actions via tactical networking.

Long-term or extended use of a polymorphic gestalt puts its members at risk for psychological problems. Most teams will perform exercises to familiarize themselves with each others' morphs, but the experience of continually losing control of your body to a variety of other egos (and usually in stressful situations) can rapidly threaten one's stability. The GM may call for Alienation Tests or simply assign Stress to the participants in a gestalt.

Resleeving Examples

Doc is a Mercurial infomorph with INT 20, SOM 15 and WIL 15.

Doc wants to resleeve into a Menton biomorph. To do so, he must make three tests: Integration, Continuity, and Alienation. His modifiers are as follows:

- Adaptability 2 (+20)
- Character is an AGI resleeving into a physical body (-10)

If Doc has sleeved into a Menton before, he would receive another modifier: Character has previously used this type of morph (+10).

The total rating is (SOM * 3) + 20 - 10, or 55. Experience with Mentons raises his rating to 65 - about two thirds of the time, he'll integrate without difficulty.

The Alienation test is made against (INT * 3) + 20 - 10, or 70.

An upload-to-resleeve results in 0 stress to begin with, and a Continuity test roll against (WIL * 3) or 45, with every 10 points above or below modifying this value.

Resleeving to an infomorph carries these modifiers:

- Adaptability 2 (+20)
- Familiarity (+30)
- Character's original morph (+20)

Success is virtually guaranteed in all cases.

Tuning Defense

Combat in Eclipse Phase runs the risk of being bloody, brutal and short. With the relative ease of resurrection, many people find this quite acceptable. For those that don't, consider the following two alternatives:

1. Fray/1.5, rather than Fray/2, is your effective skill for dodging ranged attacks.
2. Freerunning acts as a complementary skill for ranged defense, while the appropriate melee-combat skill (depending on what you're wielding) complements Fray for melee defense.

The first of these rules is a straightforward buff to defense against guns. If your combats are proving too immediately lethal because of firearms, consider this option.

The second rule is intended to give well-rounded combat characters more of an edge. It should extend the duration of melee combat between two skilled fighters, and give characters with an athletic bent more survival when dodging guns.

Wonderland

Wonderland is a distributed computing initiative. It consists of a series of servers housed aboard a series of automated ships which mesh with nearby habitats' computers, each housing a series of simulspaces and acting as the home for thousands of free infomorphs. They can be thought of as an infomorph equivalent to scum barges.

Wonderland consists of a series of entertainment simulspaces for families, mixed with more unusual or outlandish simulations. They are known to pay a high price for XP from gatecrashers in particular, using this to extrapolate details of outlandish new fantasy worlds.

The infomorphs who live aboard the Wonderland servers cater to client interests, acting as mascots at virtual theme parks, partners in all manners of online activities, or overseers of these activities.

Wonderland is planning to construct an actual physical theme park on Mars. Wonderland's infomorphs have been promised a migration path to real morphs once construction is completed.

Aside from these public-facing activities, Wonderland offers to play host to infugees of all types. If they cannot guarantee an infomorph full-time instantiation due to resource constraints, they will sometimes work out a time-sharing arrangement with other such infomorphs. Regardless, the truly desperate can accept offline storage and a promise of re-instantiation within a year.