Ned's Morph Overhaul

So I heard you're dropping by the Sodov next week. Le's been cooking up some new morphs, as they have a tendency to do when they've got free time. The Smiths aren't on speaking terms with them since an amusing shape-shifting morph experiment incident (more on that later), so he's been looking for a new test subject.

Since you'll need to sleeve into something when you arrive, I'll ask Le about the back catalog. Some of the things in there are untested, but I'll see if I can get you something that's not a lemon; a lot of his things pass basic tests but people prefer familiarity over being guinea pigs.

The nice thing is that you won't even have to worry about payment. Just fill out the questionnaire before you head back to Titan. What's a couple thousand hours of R&D between friends, anyway?

You'll be excited to see what we've got cooked up; there's all sorts of things that are just to die for.

— Your Friend, Pól

Ned's Morph Overhaul is an attempt to revamp Eclipse Phase's morphs, adding an overhauled and streamlined system for morph creation, a handy selection of pre-made morphs to enjoy, and a set of new rules to handle the differences between morphs in day-to-day life and in exceptional situations.

For those just looking for more content, NMO provides a handful of new morphs and augmentations. However, it also provides revamped rules to allow the morphological freedom of Eclipse Phase to be truly felt by players.

NMO is made by Squire Ned, and is released under the Creative Commons Attribution-Noncommercial-Share Alike 3.0 Unported License, and is based on Eclipse Phase by Posthuman Studios (released under the same license).

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Designing Morphs

Morph design has always been, from beginning to end, an involved process, but after the Fall there have been advances in morph design and fabrication. Argonaut software design packages have combined years of expertise with expert systems, allowing for people with a little bit of functional knowledge and access to large databases of morph design trends and techniques to create highly customized morphs. These are most popular among autonomists and, in particular, scum, due to the fact that they are often underwhelming compared to more mainstream morphs, and tend to fall within the scope of what other morphs have done.

On the other end of the spectrum, teams of a hundred or more egos often work together on crafting a morph that can extend transhuman capacities beyond the known boundaries of science, formulating new genes, organs, structures, and even materials for the sole purpose of creating a morph that can allow its user to undertake actions that would make an unaugmented human look like a defective product.

Designing a morph is still a lengthy process. Synthmorphs and pods can be iterated relatively quickly, meaning that the versions that hit market are the result of a long trial and error process. In addition, the reuse of hardware in different morphs means that the same models of cyberbrain, internal power supply, and other general components may be used in a number of different synthmorphs and pods, reducing the time needed to develop morphs.

Synthmorphs can be manufactured on a time scale ranging from hours to weeks; this makes them cheaply and readily available, but also allows for rapid iteration. Pods are slightly more difficult, as some components are vat-grown, but they can be grown in weeks to months, especially where a greater proportion of cybernetic components are used.

On the other hand, working with biomorphs is more difficult. Every genetic pattern for a final production run needs to be tested for viability, then the forced growth of the morphs takes place. Since important physical components like the brain require simulated years worth of development, this has a time limitation; few biomorphs can be produced in less than a year and a half.

In addition, it is generally accepted that morphs have a variety of different variants available, so that there can be cosmetic differences between users. Morphs with built-in shape changing functionality often forgo this inherent variation, but there is demand for biomorphs with compatible enough genetics to be capable of reproduction with another morph of the same type. In some cases, this takes place through an exowomb, which automatically selects characteristics of the parent morphs, but there has been a resurgence of demand for traditional family structures in some Venusian, Lunar, and Martian environments, which has led to a number of high-end morphs having functional reproductive systems and genetic compatibility, with enough diversity between morphs to ensure that offspring look distinct.

Accepting some defects can decrease the required time for morphs to be completed; many scum pods are made using piecemeal components, sorted with a varying degree of tolerance and taken from defective or damaged morphs that were not viable for use. This means that the turn-around time on a scum pod might be as short as a couple weeks, even though the time to manufacture one entirely from scratch would be much longer. Biomorphs can be subjected to greater growth acceleration, though this often produces deformations or damage to morphs' genetic code, which requires expensive tailored retroviral treatment.

Once a biomorph has been prototyped, an extensive series of tests must be performed to ensure that no simulated errors have occurred. First and second generation morphs of a particular pattern may already be in mass production, but most errors caught in testing can be patched out of morphs,

Accelerated Growth

So it looks like Skinthetic's been growing morphs much quicker than they should be able to. It's no secret that they have overlapping projects, but there's something funny with their exalts. I had someone steal some of their records, and it looks like they've been able to cut the development time dramatically. That six-month release window is the whole biomorph manufacturing time. They don't seem to be having the normal issues with accelerated growth, either. —JC

especially if caught early in the process. Sometimes morphs known as "zero generation" morphs are used instead of a single prototype; these are produced in a batch large enough to justify commercial interests, but small enough to be affordable if they fail. These prototypes may be snown off as advertising for later generations of the morph, though if they have many flaws they will typically be used for testing and then recycled or placed into storage.

A few designers have access genetic expression simulators, which allow them to essentially prototype biomorphs in digital form prior to growing any in an exowomb. Most of these are in large corporate research laboratories and universities, though argonauts control a couple. Most of the information presented by these is more useful for a biologist than it is for a morph designer, but can identify critical flaws in morphs' metabolisms.

Once a morph has been created, there are typically a few processes that go into later designs. Genetic rights management, an intellectual property protection scheme, is frowned upon by most consumers. If a biomorph will be produced in large enough production runs to offset the cost of adding in GRM measures and the discount that most buyers demand when confronted with a morph that will break down on them, many manufacturers will ship their morphs with GRM to entice poorer consumers and lock them into a morph (while simultaneously making a recurring profit for themselves.

The GRM process is rarely attempted with morphs in early R&D. The propensity of flawed GRM to result in a failed morph makes it difficult to implement alongside standard testing, making it a second R&D cycle on an extant morph design. This same trait makes morphs with GRM difficult to pirate, as appropriate exowomb conditions and GRM treatment packages must be found at the same time, and developing morphs are more susceptible to critical GRM-induced failures.

The Morph Emporium

Shopping for morphs is often a lengthy process in AF 10. While farcasters and those being reinstantiated often have little say in the morphs that they select, those planning to change morph often spend weeks or months determining which morphs are right for them. Buyers of synthmorphs and pods may have them custom-designed and assembled over the course of a couple weeks, though the nature of a biomorph prohibits this due to the length associated with growing a body this way.

New Morph Traits

Positive Traits

Fall Friendly (10 CP): These morphs have been designed for collisions with hard, immovable objects. A morph with the Fall Friendly trait is less susceptible to damage, able to fall four meters before taking any damage at all, and treating collisions at running speeds as if they occurred at walking speeds, reducing the damage to both parties. Falls further than four meters begin counting distance for damage's sake at the fifth meter (for 1d10 damage at 5-6 meters, 2d10 at 7-9, and so forth).

Flexible Nervous System (10 CP): This trait makes it easier to sleeve into a morph; it confers a +10 bonus to Alienation and Integration tests.

Immobile (-5 CP): This morph lacks any locomotion system, and is not designed to have any added to it. Few morphs with this quality are designed for transhuman egos, but it is not unheard of for some performance artist or sadistic engineer to create a morph with this quality. Even if a means of locomotion were to be added after the fact, this morph lacks the appropriate neural structures (or digital analogues) to engage with any moving parts except those in the morph when it was created.

Limbless (-5 CP): This morph does not have any integrated articulated systems beyond its basic locomotion. It may be able to have some effects on the world, depending on the type of morph, but it cannot interact with most physical interfaces. While uncommon, the increased digitization of control interfaces has made these morphs more usable in recent years. This functions similarly to Swarm Composition, but the morph can have still carry gear internally or on external racks, be equipped with armor, and they do not gain the other traits of swarms. Limbless morphs may only be equipped with weapons if they have a weapon mount, and cannot participate in melee combat except by ramming.

Unlike Immobile morphs, limbless morphs tend to have the appropriate neural structures to support limbs, and extra limbs may be purchased, though there is a -10 penalty to all COO- and SOM-based actions taken with these limbs, as limbless morphs lack logical places for these features to be added.

Neutral Traits

Exotic Morph (Type): This trait has no cost. It reflects the baseline physiology of a morph to determine the effects that a morph has on Integration and Alienation tests for individual characters. For instance, the neo-avian morph would have the Exotic Form (Neo-Avian) trait, which prevents neo-avians from taking a -30 penalty for it. The type of morph is equivalent to a standard morph common for a background, such as Neo-Avian or Neo-Neanderthal.

Amorphic: These morphs do not have any particular shape or form, and as such follow special rules. Their Wound Threshold is halved, but they increase their Death Rating by their Durability. Amorphic morphs must have Medichines, to allow them to self-repair. Amorphic morphs do not have dedicated limbs, but they may create pseudopods—generally only one can be used for fine manipulation, while others can be used to manipulate things in a more general fashion, though the Ambidexterity trait increases this.

Amorphic morphs may not purchase any armor enhancements (except for Bioweave Armor, which Amorphic synthmorphs may purchase) or enhancements which add movement modes. In addition, augmentations which require large structures (such as specialized organs or structural expansions like weapon mounts) are problematic and are easily lost or damaged. For more detail, see Playing Amorphic Morphs.

AMCS Traits

These traits are intended for use in the AMCS system to allow a more accurate reflection of the diversity of morphs. Unlike typical Morph Traits, AMCS traits are not listed separately on the finished morph's statistics block; rather they have specific effects on how the morph functions.

Movement

AMCS movement traits permit fine-tuning of morphs' locomotion in ways that provide more flexibility and exotic functionality. Movement traits may be purchased for any movement system that a morph as part of Step 4.1 of AMCS, but movement traits purchased as an augmentation require an additional 10 MP purchase to be made "natural" to the morph so that they can be modified. This limitation applies to the free Synthmorph movement system.

Naturalized (10 MP): Movement rates granted by a personal augmentation, rather than as part of a morph's design (step 4.1 of AMCS), may not be upgraded unless the Naturalized improvement has been purchased for them.

Speedy (4 MP): This trait adjusts a morph's movement rate. When purchased, the trait increases the walking speed of that particular type of movement by 1 meter and adds 25 percent of the original speed to that running speed. This trait may be purchased up to four times for each natural movement method a morph has.

Example: Le's concept neo-avian spinoff, the Blurbird, is built to maximize its speed. From a starting point of 8/40, Le increases its speed four times, to 9/50, 10/60, 11/70, and 12/80. Now the Blurbird is a truly fast morph.

Slow (-4 MP): This trait adjusts a morph's movement rate. When purchased, the trait decreases the walk speed of a morph by 1 meter and lowers the morph's running speed by 25 percent of its original speed. This trait may only be purchased twice on any given morph.

The Snail, in order to live up to its name, is designed to be slow. Its 4/16 Snake movement is decreased twice with Slow, dropping to 3/12 and again to 2/8.

Aquatic (5 MP): A biomorph with this trait has been heavily modified for use in the water. If it has the Swimming movement type, the movement speed for its Swimming is increased to 4/20. This applies before bonuses/penalties from Speedy or Slow are applied.

Immobile (-10 MP): This morph has no mode of transportation, though it may be able to latch on to other things. The morph cannot have any movement method applied during morph creation.

Form

Form modifications are used for morphs that cater to exotic audiences. They come with special modifications to a morph that change key factors of the morph.

Octomorph (0 CP): This morph gains the 8 Arms Advantage (if it does not already have it), or eight Extra Limb (Arm) modules as free augmentations that do not count against morph limits. Biomorphs and pods gain the Non-Mammalian Biochemistry trait, and a synthmorph's maximum intrinsic armor rating is limited to 8/8. Octopi uplifts do not suffer the exotic morph alienation/integration penalty when using this morph (though they still suffer synthmorph penalties if appropriate). They suffer a -0/8 penalty to their Walker speed rating. Octomorph-patterned morphs gain the Exotic Morph (Octomorph) trait.

Avian (0 CP): Avian morphs are designed with neo-avian sensibilities and needs in mind. They have form factors and neural patterns in line with neo-avian norms, removing any The Avian trait does not necessarily impart functional wings and flight, but confers a +10 bonus to the Flight skill and Ultraviolet Vision. Avian biomorphs and pods gain the Non-Mammalian Biochemistry trait and all Avian morphs gain the Exotic Morph (Neo-Avian) trait.

Amorphic (5 CP): This morph gains the Amorphic trait as well as the Exotic Morph (Amorphic) trait. Biomorphs and pods gain the Alien Biochemistry trait (even though this trait is usually limited only to pods).

Quadruped (0 CP): Lacking distinctive arms, though typically having manipulator digits on their fingers, quadrupeds have a flat form factor. They gain a +0/8 bonus to their Walker movement rate, but must purchase the Extra Limbs augmentation to have arms capable of holding gear while they move. These morphs also gain the Exotic Morph (Quadruped) trait.

New Morphs

These morphs were made using the AMCS, which is an alternative to the Morph Creation System in Transhuman.

Biomorphs

Amorphic: Looking like a ball of goo, the amorphic is not always obviously a transhuman. Weighing about a hundred-fifty pounds (with varying density depending on the

design), amorphic morphs are mostly seen on scum barges or places where there is enough gravity to provide clean cohesion.

The amorphic morph was first designed around the Fall; scholars dispute whether it came about before, during, or after the Fall, but it certainly wasn't seen many places until AF 2. Early models were unpleasant, but later models improved the distributed storage.

— If you'll pardon me saying so, these are just schlocky. - Viràg

— There are urban legends that some of these spontaneously formed egos, sort of like uplifts. - Lev

Enhancements: Basic Biomorphs, Cortical Stack, Basic Mesh Inserts, Medichines, Clean Metabolism, Enhanced Vision, Enhanced Smell, Toxin Filter, Mnemonic Augmentation, Respirocytes, Nanophages, Oracles

Mobility System: Amorphic 4/16

Aptitude Maximum: 30

Durability: 50 (55 with Respirocytes)

Wound Threshold: 5

Advantages: Amorphic Form, +5 to one aptitude of user's choice.

Disadvantages: Amorphic Form

CP Cost: 15

Credit Cost: Expensive (Minimum 30,000)

Notes: Death Rating 135, Exotic Form (Amorph), Alien Biochemistry

Chiron: Named after the mythical centaur Chiron, mentor to a host of Greek heroes, the Chiron is a gatecrasher or reclaimer's dream. They're one of the rarest morphs around, but they include a full package of all the things that one would want for going into hostile terrestrial environments. Designed for combat command roles, the Chiron is intended as a replacement for a vehicle when space is limited; each morph comes with a complimentary kit of webbing and heavy body armor for the non-human part of the morph.

- These things are so expensive, you could fit out a whole team in other morphs for a fraction of the cost. - Amadi

- That's kind of the point; the Chiron is the morph you give the guy leading the group who you can't afford to have die. I know a guy on Luna who sold a "gatecrashing" package: five Theseus, one Chiron, and a covert trip to Earth. Cost about a million credits a pop. - Virag

Enhancements: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Bioweave Armor (Light), Direction Sense, Emergency Farcaster, Enhanced Vision, Medichines, Nanophages, Oxygen Reserve, Radiation Sense, T-Ray Emitter, Vacuum Sealing, Toxin Filters, High-G Adaptation, Muscle Augmentation, Neurachem 2, Echolocation, Enhanced Hearing, Eidetic Memory, Math Boosts, Reflex Boosters, Hardened Skeleton, Respirocytes, Digestive Symbiotes, Extra Limbs (2 Arms)

Mobility System: Walker 8/56

Aptitude Maximum: 35

Speed Modifier: +2 (+3 with Neurachem Level 2)

Durability: 80 (95 with Respirocytes, Hardened Skeleton, and High-G Adaptation)

Wound Threshold: 19

Advantages: SOM +10 (+25 with High-G Adaptation, Muscle Augmentation, and Hardened Skeleton), REF +10 (Reflex Boosters), +5 COO, +5 COG, +5 to one aptitude of user's choice, Armor 2/3 (Light Bioweave)

CP Cost: 105

Credit Cost: Expensive (Minimum 130,000)

Pods

Basilisk: Rumored to come from Fortea, the Basilisk has impressive stealth capabilities. It is also capable of surviving in space. While it has fine manipulators, it is difficult to carry something while moving in a Basilisk, since it is a quadruped, and any gear must be secured using a harness or strap before the user moves. It makes up for this limitation by including multiple nanotoxin glands and cyberclaws, which a skilled user can deploy very quickly.

— Usually used for security pods, or scaring guests when they drop by customs. - Amadi

— They're less useful against synthmorphs, but don't be fooled; both the Neuropath and the Nutcracker will work on anything. - Lev

Enhancements: Basic Biomods, Basic Mesh Inserts, Cyberbrain, Puppet Sock, Access Jacks, Mnemonic Augmentation, Cortical Stack, Implanted Nanotoxins (Neuropath), Implanted Nanotoxins (Necrosis), Implanted Nanotoxins (Nutcracker), Enhanced Vision, Echolocation, Enhanced Hearing, Enhanced Smell, Polarization Vision, Electrical Sense, Cyberclaws, Carapace Armor, Chameleon Skin, Clean Metabolism, Respirocytes, Vacuum Sealing, Medichines

Mobility System: Walker 4/28

Aptitude Maximum: 30

Durability: 50 (55 with Respirocytes)

Wound Threshold: 11

Advantages: +10 SOM, +5 INT, Cyberclaws (AP -3, 1d10+2+ SOM ÷ 10), Armor 11/11

Disadvantages: Quadruped, Social Stigma (Pod)

CP Cost: 45

Credit Cost: Expensive (Minimum 70,000)

Notes: Exotic Morph (Quadruped)

Blurbird: Constructed for blinding speed at the cost of other functionality, the Blurbird is a scum barge's idea of what a Neo-Avian should be like. Cheaply but reliably made, they are more frequently used as a temporary morph for racing rather than a long-term morph, though they have caught on. Only a couple feet long, they often come in bright colors and have bioluminescence added to make it easier to watch them in races.

— One of my favorite creations. Of course, some people say that we should've called them streakbirds, since many have become that when they fly too low. -Le

Enhancements: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Puppet Sock, Mnemonic Augmentation, Enhanced Vision, Polarization Vision, Medichines, Light Bioweave Armor, Mental Speed, Neurachem (Level 2).

Mobility System: Walker 4/20, Winged 6/80

Aptitude Maximum: 30

Speed Modifier: +1/+2 (Neurachem Level 2)

Durability: 30

Wound Threshold: 6

Advantages: +5 COO, +5 REF, Flight +20

Disadvantages: Social Stigma (Pod)

CP Cost: 40

Credit Cost: Expensive (Minimum 40,000)

Notes: Non-Mammalian Biochemistry, Exotic Morph (Avian)

Centaur: Catering to gatecrashers and outdoorsmen, the Centaur is a product of Fortea. Actually relatively low-end, it failed to garner major support, but has its followers among a handful of users, primarily Martian outdoors enthusiasts.

— The centaur's decent, but it's a novelty. It's hard to adapt to, and while they fit in the budget they just don't have what gatecrashers need. Outdoorsmen and mercenaries have taken a liking to them because they're fast and decently durable, but they're still a crummy pod. - Pól

Enhancements: Basic Biomods, Basic Mesh Inserts, Cyberbrain, Puppet Sock, Access Jacks, Mnemonic Augmentation, Extra Limb (2 Arms), Medichines, Respirocytes, Clean Metabolism

Mobility System: Walker 6/42

Aptitude Maximum: 30

Durability: 40 (45 after Respirocytes)

Wound Threshold: 9

Advantages: +5 to one aptitude of user's choice, +10 Freerunning

Disadvantages: Social Stigma (Pod)

CP Cost: 15

Credit Cost: Expensive (Minimum 15,000)

Synthmorphs

Omni-Oct: Built for cheap tourist thrills and the absolutely impoverished neo-octomorph, the Omni-Oct is so bad it can't even use the word "Octopus" in its most of its marketing campaigns (many of which involve a transcephalopod revolution evoking red-and-yellow Communist imagery). Derived from theme park drones, the Omni-Oct is to the octomorph what a case is to an Exalt: a cheap replacement.

— Everything about this morph is just. . . crappy. Even the faux-60's Communist propaganda campaigns are bad. Someone shoot the jokers who made this. -Virag

Mobility System: Walker 4/12

Enhancements: Basic Mesh Inserts, Cortical Stack, Cyberbrain, Mnemonic Augmentation, Puppet Sock, 360-degree Vision, Chemical Sniffer, Extra Limbs (8 Arms).

Aptitude Maximum: 20

Durability: 35

Wound Threshold: 7

Advantages: +5 to one aptitude of user's choice, Armor (4/4)

Disadvantages: Social Stigma (Clanking Masses)

CP Cost: 5

Credit Cost: High

Notes: Exotic Morph (Octomorph)

Eradicator: The Eradicator is based off of a series of popular Pre-Fall movies that were produced over the course of centuries. Partly to avoid litigation, and partly to add functionality, features from multiple variants of the characteristic morph were included. A lawsuit determined that the likenesses of dead politicians were permissible for use in morphs, meaning that many of these morphs look suspiciously like an Austrian bodybuilder.

— One note is that the synthetic mask and the weapon mount were not cooperative with each other. The weapon mount is usually in the left arm, and while you can use the hand independently of it, you need to burn through the mask to shoot. On the upside, most people prefer a battle-damaged chic look. - Smith

— Changing the mounted weapon is a pain, too. I usually use a phased plasma rifle in the forty-watt range, which works for just about every situation, really. - Grigor

Enhancements: Cyberbrain, Access Jacks, Basic Mesh Inserts, Puppet Sock, Mnemonic Augmentation, Cortical Stack, Medichines, Reflex Booster, Weapon Mount, Synthetic Mask, Heavy Combat Armor.

Mobility System: Walker 4/20

Aptitude Maximum: 30

Speed Modifier: +1 (Reflex Booster)

Durability: 80

Wound Threshold: 16

Advantages: +5 COO,+10 Ref (Reflex Booster), +10 SOM, Armor 16/16 (32/32 with Heavy Combat Armor)

CP Cost: 60

Credit Cost: Expensive (Minimum 75,000)

Notes: Weapon mount requires deployment to fire without damage to synthetic mask (makes morph's nature obvious).

Coriolanus: Inspired by Shakespeare, this massive morph is capable of standing its own on almost any battlefield in the solar system. While its exact origin is unknown (pirate specifications were leaked out over an autonomist mesh), the Coriolanus is a terrifying, if difficult to manufacture, morph that can turn a single user into a meaningful battlefield presence.

— Can I have one? - Smith

Enhancements: Cyberbrain, Access Jacks, Basic Mesh Inserts, Puppet Sock, Mnemonic Augmentation, Cortical Stack, 360 Degree Vision, Enhanced Vision, Echolocation, Enhanced Hearing, Polarization Vision,, Anti-Glare, T-Ray Emitter, Medichines, Nanophages, Oracles, Structural Enhancement, Heavy Combat Armor, Lidar, Radar, Weapon Mount (Articulated, 4), Hardened Skeleton, Reflex Booster, Neurachem 2

Mobility System: Tracked (4/16), Thrust Vector (8/40)

Aptitude Maximum: 30

Speed Modifier: +2/+3 (Neurachem Level 2, Reflex Booster)

Durability: 150 (165 with Structural Enhancement and Hardened Skeleton)

Wound Threshold: 30 (33 with Structural Enhancement and Hardened Skeleton)

Advantages: +5 (+10 with Hardened Skeleton) to SOM, +10 to COO, +10 (+20 with Reflex Booster) to REF, Armor 16/16 (32/32 with Heavy Combat Armor)

CP Cost: 115

Credit Cost: Expensive (Minimum 150,000)

Notes: Large Size trait

Mercury: An alternative to the amorphic meant for combat use, the Mercury is faster, meaner, and shinier than its organic counterpart.

— These are actually easier to sleeve into than their amorphic counterparts; the cyberbrain is a standard format, while the exotic neurochemistry of the standard amorphic is difficult to adjust to. - Le

Enhancements: Basic Mesh Inserts, Cyberbrain, Puppet Sock, Access Jacks, Mnemonic Augmentation, Cortical Stack, Medichines, Enhanced Vision, Chemical Sniffer, 360-degree Vision, Lidar, Nanoscopic Vision, Radar, Fractal Digits, Bioweave Armor (Heavy), Chameleon Skin, Polarization Vision, Anti-Glare, Reflex Booster, Neurachem 1

Mobility System: Amorphic 4/16

Aptitude Maximum: 30

Speed Modifier: +2 (Reflex Booster, Neurachem 1)

Durability: 80

Wound Threshold: 8

Advantages: Amorphic Form, +5 to one aptitude of user's choice, Armor (2/2).

Disadvantages: Amorphic Form

CP Cost: 50

Credit Cost: Expensive (Minimum 70,000)

Notes: Death Rating 240, Exotic Form (Amorph)

Orb: Designed by an AGI to emulate the feeling of being in simulspace while in real space, the Orb is designed to facilitate "stream of consciousness" motion by flying around. It's pretty affordable, and decently fast, though you'll have to deal with the fact that they're noisy.

— Popular among AGI and people who want to fit in, actually. Although they're not a particularly capable morph, orbs look a lot like autonomous drones. When you retract the limbs in and roll around, they're pretty darn quiet, too. -Virag

Enhancements: Cyberbrain, Basic Mesh Inserts, Cortical Stack, Puppet Sock, Access Jacks, Mnemonic Enhancement, Telescoping Limbs, Magnetic System

Mobility System: Roller 8/32, Thrust Vector 8/40

Aptitude Maximum: 25

Durability: 25

Wound Threshold: 5

Advantages: +5 to one aptitude of user's choice, Armor 2/2

Disadvantages: Social Stigma (Clanking Masses)

CP Cost: 5

Credit Cost: High

New Rules

New Morph Rules

Playing Amorphic Morphs

Amorphic morphs are built without a set pattern, generally resembling a dewdrop when in an "idle" state. These morphs are similar to morphs with a swarm composition; however, due to their more cohesive bond they are forced to maintain a single body. Amorphic morphs have a greatly decreased Wound Threshold, but are much more difficult to kill than a standard morph, and recover very quickly from injuries. Being knocked unconscious is an affair that lasts for minutes or seconds for most amorphic morphs. Unless burned or actively destroyed, the gel of the amorphic form can be reassembled, and while small quantities may be insufficient to support a transhuman ego, sub-processes can allow the amorph to meld back together intelligently using radio or chemical tracking.

Amorphic biomorphs tend to be made from organic systems with ongoing chemical processes. These have the Alien Biochemistry trait by default, while synthetic amorphs tend to be a solid material with a distributed cyberbrain matrix. As with most living things, amorphic biomorphs have distinctive DNA and smell profiles.

About 50 percent of an amorphic morph is backup memory and storage, allowing them to be heavily damaged, and any organ functions are distributed throughout the morph. Most amorphic morphs use a chemical memory storage system with a unique fingerprint, making them possible to track but functioning very well as encrypted memory.

Amorphic morphs have a 4/16 movement rate, which can vary between walker, hopper, and snake movement types as needed. The minimum diameter that a morph of this type can fit through is relatively small, and if separated the morph can usually disassemble. Amorphic synthmorphs have a maximum inherent armor of 6/6.

Amorphs heal wounds before healing durability, and heal wounds as if they were a single lost point of durability. At the GM's discretion, Amorphs that have suffer more than four wounds at once may lose augmentations that are not able to be distributed equally throughout the body, either simply by having them knocked loose or via destruction of the augmentation itself.

Alternate Morph Creation System

The Alternate Morph Creation System (AMCS) is an expansion and modification of the rules included in *Transhuman*. Its focus is to create a system that encourages the creation of morphs that are similar to those already existing in Eclipse Phase while also incorporating more exotic designs within the context of a fully functional system. It eschews some of the designs of the original system in favor of streamlining the process of creating a morph, and includes less confusing terminology, which should eliminate some of the confusion that accompanies the standard system.

The AMCS uses two resources: Morph Points and K Creds. Morph Points (MP) are used to calculate the final CP and credit cost of the morph, while K Creds are used to calculate the cost of building a morph (each represents ~1000 credits, though the final total is adjusted based on the morph's MP). AMCS takes place across six steps (with a few substeps for certain types of morphs), and fractional MP and K Cred costs should be rounded up at the end of each step/substep.

Step 1: Select Morph Type

Morphs can be designed to be a biomorph, pod, or synthmorph.

Biomorphs have no adjusted MP cost, but have a +5 k cred adjustment. They receive basic biomods, basic mesh inserts, and a cortical stack for free as augmentations (unless an appropriate negative trait is purchased for the morph).

Pods have no adjusted MP or k cred cost. They receive basic biomods, basic mesh inserts, and a cyberbrain for free. They also receive the Social Stigma (Pod) trait, which they do not gain MP for.

Synthmorphs have a 10 MP cost, but do not increase k cred cost for a morph. They receive basic mesh inserts and a cyberbrain for free, and gain the increased Death Rating, Environmental Durability, Pain Filter, and Shock Immunity that comes with being a synthmorph. Medium and larger Synthmorphs also receive a damage bonus in melee combat.

Morph Types		
Type	**MP Cost**	**K Cred Cost**
Biomorph	0	5
Pod	0	0
Synthmorph	10	0

Le wants to create a prototype Neo-Avian morph with a focus on speed. He decides that a pod is best, as he has limited time to finish his design, but doesn't want to sacrifice the look and feel of a real bird.

Step 2: Size and Durability

Morphs can be small, normal, large or very large sized. Each size has its own base durability, which can be increased further by purchasing no more than two Durability Packages for small, medium, and large morphs, and up to three Durability Packages for very large morphs. Very large morphs gain the cheapest Durability Package they select for free. If a morph's selected packages add up to more than its maximum Durability, the excess Durability is lost.

Morph Size		
Size	Base DUR	Maximum DUR
Small	15	30
Medium	20	80
Large	50	150
Very Large	70	200

Durability Packages			
Durability Package	Eligible Sizes	MP/K Cred Cost	
5	All	5	0
15	All	10	5
25	Medium+	15	10
35	Medium+	25	15
45	Medium+	35	20
55	Large+	40	25
65	Very Large	45	30

Le's settled on a concept for his Blurbird, and it's going to be a Small morph. Durability is important, as it is built around going quickly, so he purchases a 15-point Durability Package, increasing its cost to 10/5.

Step 2.1: Synthmorph Inherent Armor

Synthmorphs have integrated armor as part of their nature. This comes at seven different levels, some of which have associated size requirements. This inherent armor stacks with worn armor or robotic enhancements, and does not limit their use.

Synthmorph Armor			
Type	Rating	MP Cost	Minimum Size
Unarmored	2/2	0	Small
Small	4/4	4	Small
Light	6/6	8	Small
Basic	8/8	12	Small
Industrial	10/10	14	Medium
Security	12/12	18	Medium
Combat	16/16	25	Medium

The Blurbird is a pod, and is not eligible for Synthmorph armor.

Step 3: Aptitudes

Morphs start with an Aptitude Maximum of 30. Increasing the Aptitude Maximum by 5 costs 10 MP, and can be done twice to a maximum Aptitude Maximum of 40. Decreasing the Aptitude Maximum by 5 gives a 10 MP credit to the morph, which can also be done twice to a minimum Aptitude Maximum of 20.

At this point, Aptitude Bonuses should be selected. All morphs gain a +5 Aptitude Bonus to one particular aptitude (chosen at this step), though additional bonuses can be purchased. No more than four Aptitude Bonuses can be purchased for a morph, and of these no more than two can be selected by the end user. The free pre-set aptitude bonus should be converted to a +5 user-selected aptitude bonus if it is the only aptitude bonus given to a morph (this incurs no cost).

Aptitude Bonuses		
Type	**MP Cost**	**Limit**
Pre-set +5	10	2*
Pre-set +10	25	1
User Select +5	20	2**
User Select + 10	30	1**
* The free +5 does not count against this limit. ** A total of two user selected aptitude bonuses may be purchased.		

Le wants the Blurbird to be fast, but it doesn't need a huge aptitude maximum. He lowers the Aptitude Maximum to 25, lowering the morph's cost to 0/5, allocates the first bonus to Reflexes and buys a +5 bonus to Coordination, raising the cost of the morph to 10/5.

Step 3.1: Skill Bonuses

Not all morphs provide skill bonuses, but some morphs provide a bonus to Climbing, Flight, Free Fall, Freerunning, Infiltration, Intimidation, or Swimming.

Skill Bonuses		
Type	**MP Cost**	**K Cred Cost**
First +5	2	0
First +10	4	0
Later +5	3	0
Later + 10	6	1

The Blurbird is fast, and as such Le gives it a +10 to Flight by making it more responsive in the air. This brings the Blurbird's cost to 14/5.

Step 4: Built in Augmentations

Next comes the purchase of augmentations. Morphs may be built with a number of modifications out of the box; there is no distinction made between augmentations except for their cost and their eligibility for morphs (typically based on size or biomorph/synthmorph exclusivity). While a theoretically infinite amount of augmentations may be purchased for a morph, prices for each new augmentation triple for both MP and K Creds after the tenth augmentation of that cost category has been purchased for a morph.

Basic biomods, mesh inserts, a cortical stack, and cyberbrains (and their associated benefits) do not have any associated cost and do not count toward the number of augmentations that can be purchased at the normal cost. Synthmorphs also get a free Low or Trivial cost movement system. Biomorphs and pods get Walker (4/20) as their default movement, and may add more with appropriate augmentations.

Augmentation Cost Table		
Cost Category	**MP Cost**	**K Cred Cost**
Trivial	0.5	0
Low	1	0
Moderate	2	1
High	5	3
Expensive (Minimum X0,000)	15	+(5*X)

Le needs the Blurbird to be able to fly around well, so he adds Enhanced Vision and Polarization Vision (both low cost augmentations). He also adds medichines and light bioweave armor (so that the morph can patch itself up after accidents), and Mental Speed, to help the user keep track of their surroundings, following that up with a Level 2 Neurachem system so that the user can adjust course more frequently. This means that the morph has four low-cost augmentations, one high-cost augmentation, and one expensive augmentation, for a total cost of 38/13. It also gets access jacks, basic mesh inserts, a cortical stack, and a cyberbrain for free.

Step 4.1 Exotic Movement Ratings in Non-Synthmorphs

Most biomorphs and pods receive a standard movement rating of Walker (4/20) when they are made, but there are examples of these morphs being built around more exotic physiology; bipedal and quadrupedal systems are standard for most morphs, but morphs based on avian designs are common, and morphs built with more exotic components, such as frog legs or snake-like bottoms, have seen popularity among hyperelites and scum, as well as in places where walking just isn't the best option. Some movement types have a reduced cost if they are the only movement type available to a morph (modes gained by purchased augmentations count with regards to losing the exclusivity discount).

Available Biomorph/Pod Movement Types		
Type	Base Speed	MP Cost
Walker	4/20	5 (0 if exclusive)
Winged*	8/40	10
Snake	4/16	5 (0 if exclusive)
Swimming	2/10	5 (0 if exclusive)
Hopper	4/20	5

*Add the Wings augmentation for free; do not count it toward augmentation limit. Movement types purchased with MP are automatically naturalized.

The Blurbird has the Walker movement type and the Winged movement type, for a combined cost of 15 MP, raising the morph's cost to 53/13.

Step 5: Select Traits

Traits may be purchased for morphs. The cost of a positive trait is equal to its normal CP cost in MP, while the cost decrease offered by a negative trait is equal to its CP cost in MP. The only limitation on selecting traits for morphs is that they must be applicable to the type of morph, and the Social Stigma (Pod) and Social Stigma (Clanking Masses) traits may not be purchased for morphs that would get them automatically in step 5.1. Synthmorphs with a total MP and K Cred cost of greater than 60 combined may purchase Clanking Masses.

In addition, special AMCS traits can be found in the AMCS Traits section. These permit morphs to be further customized with special abilities and features for more unique flavors. Most AMCS traits provide advantages or subtle changes that aren't represented by a Morph Trait.

The Blurbird gets 4 Speedy improvements to its Flight movement rate, at a combined cost of 16 MP, and purchases the Fall Friendly trait, which costs 10 MP. This brings the cost of the morph to 83/13. Le also applies the Avian form trait, adding Non-Mammalian Biochemistry and the Exotic Morph (Neo-Avian) trait, as well as a +10 to the morph's Flight skill bonus. He already has Enhanced Vision on the Blurbird, so he skips the inferior Ultraviolet Vision enhancement.

Step 5.1: Automatic Traits

At this point, add the Social Stigma (Pod) morph to Pods, and the Social Stigma (Clanking Masses) trait to synthmorphs with a total combined MP cost and K Creds cost of less than 60. These traits do not count against the limit of traits, nor do they give the usual MP bonuses.

As a pod, the Blurbird gains the Social Stigma (Pod) trait. This does not reduce its cost.

Step 6: Calculate CP and Credit Cost

The CP cost of a Morph is equal to half of its MP, rounding up. The Credit Cost is calculated as a third of the Morph's MP (rounded down, then decreased or increased to the nearest multiple of five), plus the K Cred cost of the morph, multiplied by a thousand and rounded into the appropriate category (with minimum costs every 10,000 credits for Expensive and Expensive + morphs).

For sake of stylistic compatibility with Eclipse Phase's standard morphs, it may be desirable to round CP cost to the nearest multiple of five.

The Blurbird has a calculated CP cost of 41, which gets rounded to 40. Its K Cred cost is Expensive (Minimum 40,000).

AMCS Build Transcriptions

Omni-Oct: A knock-off Octomorph intended to be a case analogue.

Step 1: Synthmorph (10/0)

Step 2: Medium (Durability 35) [20/5]

Step 2.1: Intrinsic Armor 4/4 [24/5]

Step 3: Aptitude Maximum 20, +5 to any [4/5]

Step 3.1: Skip

Step 4: Cyberbrain, Access Jacks, Basic Mesh Inserts, Mnemonic Augmentation, Cortical Stack (Freebies), Walker 4/20 (Synthmorph freebie), 360-degree vision (1/0), Chemical Sniffer (2/1) [7/6]

Step 4.1: N/A

Step 5: Octomorph (0 MP): Gain Extra Limbs (8 Arms), Exotic Morph (Octomorph), reduce Walker to 4/12.

Step 5.1: Add Social Stigma (Clanking Masses)

Step 6: CP Cost: 5 (rounded up); Credit Cost High (rounded down)

Eradicator: Everyone's favorite humanoid combat synthmorph.

Step 1: Synthmorph (10/0)

Step 2: Medium (Durability 80) [50/25]

Step 2.1: Intrinsic Armor 16/16 [75/25]

Step 3: Aptitude Maximum 30, COO +5, SOM +10 [100/25]

Step 3.1: Skip

Step 4: Cyberbrain, Access Jacks, Basic Mesh Inserts, Mnemonic Augmentation, Cortical Stack (Freebies), Walker 4/20 (Synthmorph Freebie), Medichines (1/0), Reflex Booster (15/5), Weapon Mount: Left Arm (1/0), Synthetic Mask (2/1), Heavy Combat Armor (5/3). [124/34]

Step 4.1: N/A

Step 5: Skip

Step 5.1: N/A

Step 6: CP Cost: 60 (rounded down); Credit Cost Expensive (Minimum 75,000)

Coriolanus: *This Coriolanus is grown from man to dragon: he has wings; he's more than a creeping thing.*

Step 1: Synthmorph (10/0)

Step 2: Large (150 DUR) [85/45]

Step 2.1: Intrinsic Armor 16/16 [110/45]

Step 3: Aptitude Maximum 30, +5 to SOM, +10 to COO, +10 to REF [160/45]

Step 3.1: Skip

Step 4: Cyberbrain, Access Jacks, Basic Mesh Inserts, Puppet Sock, Mnemonic Augmentation, Cortical Stack (Freebies), Tracked 4/16 (Synthmorph Freebie), Thrust Vector (2/1), 360 Degree Vision (1/0), Enhanced Vision (1/0), Echolocation (1/0) Enhanced Hearing (1/0) Polarization Vision (1/0), Anti-Glare (1/0), T-Ray Emitter (1/0), Medichines (1/0), Nanophages (2/1), Oracles (2/1), Structural Enhancement (2/1), Heavy Combat Armor (5/3), Lidar (1/0), Radar (1/0), Weapon Mount Articulated x 4 (8/4), Hardened Skeleton (5/3), Reflex Booster (15/5), Neurachem 2 (15/5) 226/73

Step 4.1: N/A

Step 5: Skip

Step 5.1: N/A

Step 6: CP Cost: 115 (rounded up); Credit Cost: Expensive (minimum 150k) (rounded up)

Amorphic: Great for mercenaries.

Step 1: Biomorph (0/5)

Step 2: Medium (Durability 50) [20/15]

Step 2.1: N/A

Step 3: Aptitude Maximum 30, +5 to any [20/15]

Step 3.1: Skip

Step 4: Basic Biomorphs, Cortical Stack, Basic Mesh Inserts (Freebies), Medichines (1/0), Clean Metabolism (2/1), Enhanced Vision (1/0), Enhanced Smell (1/0), Toxin Filter (2/1), Mnemonic Augmentation (1/0), Respirocytes (2/1), Nanophages (2/1), Oracles (2/1) [34/20]

Step 4.1: Skip

Step 5: Form: Amorphic (5/0) [39/20]

Step 5.1: N/A

Step 6: CP Cost: 15 (Rounded Down), Credit Cost: Expensive (Minimum 30,000) (Rounded Down)

Mercury: Basically a souped-up (geddit?) version of the amorphic.

Step 1: Synthmorph (10/0)

Step 2: Size Medium (Durability 80) [50/25]

Step 2.1: Intrinsic Armor 6/6 [58/25]

Step 3: Aptitude Maximum 30, +5 to Any [58/25]

Step 3.1: Skip

Step 4: Basic Mesh Inserts, Cyberbrain, Puppet Sock, Access Jacks, Mnemonic Augmentation, Cortical Stack (Freebies), Walker 4/20 (Synthmorph Freebie), Medichines (1/0), Enhanced Vision (1/0), Chemical Sniffer (2/1), 360-degree Vision (1/0), Lidar (1/0), Nanoscopic Vision (2/1), Radar (1/0), Fractal Digits (2/1), Bioweave Armor (Heavy) (2/1), Chameleon Skin (1/0), Polarization Vision (1/0), Anti-Glare (1/0), Reflex Booster (15/5), Neurachem 1 (5/3) [94/37]

Step 4.1: N/A

Step 5: Form: Amorphic (5/0) [99/37]

Step 5.1: N/A

Step 6: CP Cost: 50 (Rounded Up), Credit Cost: Expensive (Minimum 70,000) (Exact)

Basilisk: It may not have the gaze of death, but it packs a mean punch.

Step 1: Pod (0/0)

Step 2: Size Medium (Durability 50) [20/10]

Step 2.1: N/A

Step 3: Aptitude Maximum 30, +10 to SOM, +5 to INT [45/10]

Step 3.1: Intimidate +10 [49/10]

Step 4: Basic Biomods, Basic Mesh Inserts, Cyberbrain, Puppet Sock, Access Jacks, Mnemonic Augmentation, Cortical Stack (Freebies), Implanted Nanotoxins (Neuropath) (5/3), Implanted Nanotoxins (Necrosis) (5/3),93 Implanted Nanotoxins (Nutcracker) (15/5), Enhanced Vision (1/0), Echolocation (1/0), Enhanced Hearing (1/0), Enhanced Smell (1/0), Polarization Vision (1/0), Electrical Sense (1/0), Cyberclaw (1/0), Carapace Armor (2/1), Chameleon Skin (1/0), Clean Metabolism (2/1), Respirocytes (2/1), Vacuum Sealing (5/3), Medichines (1/0) [94/27]

Step 4.1: Skip

Step 5: Form: Quadruped (0 MP)

Step 5.1: Social Stigma (Pod)

Step 6: CP Cost: 45 (Rounded Down), Cred Cost: Expensive (Minimum 60,000) (Rounded Up)

Centaur: Four legs good, two arms better.

Step 1: Pod (0/0)

Step 2: Size Medium (Durability 40) [15/5]

Step 2.1: N/A

Step 3: Aptitude Maximum 30, +5 to Any [15/5]

Step 3.1: Freerunning +10 [19/5]

Step 4: Basic Biomods, Basic Mesh Inserts, Cyberbrain, Puppet Sock, Access Jacks, Mnemonic Augmentation (Freebies), Extra Limb (2 Arms) (1/0) + (1/0), Medichines (1/0), Respirocytes (2/1), Clean Metabolism (2/1) [26/7]

Step 4.1: Skip

Step 5: Form: Quadruped (0 MP), Walker: Speedy x 2 (8 MP) for Walker 6/42 [34/7]

Step 5.1: Social Stigma (Pod)

Step 6: 15 CP (Rounded Down), Expensive (Minimum 15,000) (Rounded Down)

Chiron: Lead heroes into battle with a biomorph designed for mobility and grace.

Step 1: Biomorph (0/10)

Step 2: Size Medium (Durability 80) [40/35]

Step 2.1: N/A

Step 3: Aptitude Maximum 35, +10 SOM, +5 COO, +5 COG, +5 to any [105/35]

Step 3.1: N/A

Step 4: Basic Biomods, Basic Mesh Inserts, Cortical Stack (Freebies), Bioweave Armor (Light) (1/0), Direction Sense (1/0), Emergency Farcaster (15/5), Enhanced Vision (1/0), Medichines (1/0), Nanophages (2/1), Oxygen Reserve (1/0), Radiation Sense (1/0), T-Ray Emitter (1/0), Vacuum Sealing (5/3), Toxin Filters (2/1), High-G Adaptation (2/1), Muscle Augmentation (5/3), Neurachem 2 (15/5), Echolocation (1/0), Enhanced Hearing (1/0), Eidetic Memory (1/0), Math Boosts (3/0), Reflex Boosters (15/3), Hardened Skeleton (5/3), Respirocytes (2/1), Digestive Symbiotes (3/0), Extra Limbs (2 Arms) (6/0) [195/61]

Step 5: Form: Quadruped (0 MP) Walker: Speedy x 4 (16 MP) for Walker 8/56 [211/61]

Step 5.1: N/A

Step 6: 105 CP (round down), Expensive (Minimum 130,000)

Orb: Mobile, fast, otherwise unassuming.

Step 1: Synthmorph (10/0)

Step 2: Small, Durability 20 (15/0)

Step 2.1: Armor 2/2

Step 3: Aptitude Maximum 25 (5/0)

Step 3.1: Skip

Step 4: Cyberbrain, Basic Mesh Inserts, Cortical Stack, Puppet Sock, Access Jacks, Mnemonic Enhancement (Freebies), Roller (Synthmorph Freebie), Thrust Vector (2/1), Telescoping Limbs (1/0), Magnetic System (1/0).

Step 4.1: N/A

Step 5: Skip

Step 5.1: Social Stigma (Clanking Masses)

Step 6: CP Cost: 5, Credit Cost: High

Morph Title: Description goes here.

— Funny text goes here.

Enhancements:

Mobility System:

Aptitude Maximum:

Speed Modifier:

Durability:

Wound Threshold:

Advantages:

Disadvantages:

CP Cost:

Credit Cost:

Notes: