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.

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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 Morphs

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

Pods

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.

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

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

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).

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.

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 (-2 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 Limbs 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. Avian biomorphs and pods gain the Non-Mammalian Biochemistry trait and all Avian morphs gain the Exotic Morph (Neo-Avian) trait.

New Rules

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 is treated as a morph trait in terms of how it is purchased, but does not count against the trait limits. 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.

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 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)
Expensive + (Minimum X00,000)	40	+(20*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.

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), 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).