

MERCURIAL SCAVENGER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	10	20	15	15	10	20	15
Morph Bonus	5	5	5				
Total	15	25	20	15	10	20	15

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
5	6	30	60	6	30	45	60 (70)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Engineering	COG	50	5	55
Academics: Materials Science	COG	50	5	55
Academics: Physics	COG	50	5	55
Art: Ink Painting	INT	45	5	50
Climbing	SOM	30		30
Demolitions	COG	40	5	45
Exotic Ranged: Ink Attack	COO	35	5	40
Free Fall	REF	45		45
Hardware: Electronics	COG	40	5	45
Hardware: Industrial	COG	40	5	45
Infiltration	COO	50	5	55
Interests: Post-Fall Earth	COG	40	5	45
Interests: Ruined Habitats	COG	55	5	60
Interests: Spaceship Models	COG	40	5	45
Interfacing	COG	30	5	35
Investigation	INT	35	5	40
Kinetic Weapons	COO	50	5	55
Language: Native Japanese	INT	80	5	85
Networking: Autonomists	SAV	30		30
Networking: Criminal	SAV	40		40
Networking: Ecologists	SAV	40		40
Networking: Firewall	SAV	30		30
Networking: Hypercorps	SAV	30		30
Palming	COO	40	5	45
Perception	INT	45	5	50
Pilot: Aircraft	REF	35		35
Pilot: Spacecraft	REF	45		45
Profession: Appraisal	COG	40	5	45
Profession: Salvage Ops	COG	60	5	65
Scrounging	INT	60	5	65
Swimming	SOM	50		50
Unarmed Combat	SOM	50		50

You may be an "uplift," but you find it hard not to feel sorry for these modified monkeys around you who have to get by with half as many limbs, gaping sensory blind spots, and brittle bones that are constantly breaking. Any favors they did by uplifting octopus-kind were rendered moot when they succeeded in despoiling and abandoning the home planet you all shared. Nevertheless, you find all the ruins

and derelict habitats left behind by transhumanity to be fascinating to explore, so you spend much of your time combing through spacecraft hulls and shattered stations, looking for curiosities and lost treasures. Such activities tend to take you close to Earth as well, where you support the efforts of those who hope to take the planet back. Your ultimate dream is to someday swim in the oceans of your ancestors. ■



Background: **Uplift (Octopus)**
 Faction: **Mercurial**
 Morph: **Octomorph**
 Motivations: **+Exploration +Reclaiming Earth +Uplift Rights**

TRAITS

Ego: Ambidextrous (x 2) ■
Morph: Limber (Level 2) ■

REP

@-rep: 30
c-rep: 20
e-rep: 40
g-rep: 40
i-rep: 20

EQUIPMENT

Armor: Crash Suit [3/4 or 4/6] with Chameleon Coating ■
Primary Weapon: Kinetic Pistol with 100 rounds standard ammo ■
Starting Credit: 400 ■

Implants: Basic Biomods, Basic Mesh Inserts, Chameleon Skin, Cortical Stack, Direction Sense, Echolocation, Electrical Sense, Enhanced Vision, Grip Pads, Medichines, Oracles, Radiation Sense ■

Gear: Backup Insurance (1 month), Breadcrumb Positioning System, Disassembly Tools, Mobile Lab, Muse, Nano-detector, Radio Booster, Shelter dome, Specimen Container, Superthermite Charge, Tactical Network Software, Vacsuit (Standard), X-Ray Emitter ■

Advantages: 8 Arms, Beak Attack (1d10 DV, use Unarmed Combat skill), Ink Attack (blinding), 360-degree Vision ■

"Maybe it's the kind of trap that would catch a knuckle-dragging monkey, but my superior physiology was able to easily squeeze out of it."