	COG	C00	INT	REF	SAV	SOM	WIL
Base	10	20	15	20	10	15	15
Morph Bonus	10	5		5	5	10	
Total	20	25	15	25	15	25	15

							ST	ATS
мох	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	8	40	60	70 (80)	1 (2)

## SKILLS

APTBASEMORPH BONUSTOTALAcademics: Military ScienceCOG601070Academics: PhilosophyCOG601070Beam WeaponsCOO60565ClimbingSOM351045ClubsSOM501060FrayREF65570Free FallREF50555GunneryINT4545Hardware: ArmorerCOG5060Interests: LiteratureCOG5010Interests: Military HistoryCOG5510Interests: Military HistoryCOG5565Language: Native TurkishINT8080Language: GermanINT6060Language: GermanINT4545Medicine: ParamedicCOG401050Networking: HypercorpsSAV50555Profession: Military OpsCOG551065Profession: Security OpsCOG551065Profession: Security OpsCOG551065Profession: Squad LogisticsCOG551065Spray WeaponsCOO35540ScroungingINT25530						
Academics: Military Science COG 60 10 70   Academics: Philosophy COG 60 10 70   Beam Weapons COO 60 5 65   Climbing SOM 35 10 45   Clubs SOM 50 10 60   Fray REF 65 5 70   Free Fall REF 50 5 55   Free Fall REF 50 5 55   Gunnery INT 45 45   Hardware: Armorer COG 50 5 55   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Intimidation SAV 35 5 40   Kinetic Weapons COO 60 5 65   Language: English INT 80 80 80   Language: German INT 50		ΔΡΤ	RASE		τοται	
Academics: Philosophy COG 60 10 70   Beam Weapons COO 60 5 65   Clubs SOM 35 10 45   Clubs SOM 50 10 60   Fray REF 65 5 70   Free Fall REF 50 5 55   Free Fall REF 50 5 55   Gunnery INT 45 45   Hardware: Armorer COG 50 60   Infiltration COO 50 5 55   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Language: Native Turkish INT 80 80 80   Language: Reglish INT 60 60 55 55   Language: German INT 45 45 45 45 45 45 45 50	Academics: Military Science					
Beam Weapons CO0 60 5 65   Climbing SOM 35 10 45   Clubs SOM 50 10 60   Fray REF 65 5 70   Free Fall REF 50 5 55   Free Fall REF 50 5 55   Gunnery INT 45 45 45   Hardware: Armorer COG 50 60 60   Infiltration COO 50 5 55   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Language: Native Turkish INT 80 80 80   Language: Reglish INT 60 60 55 55   Language: German INT 45 45 45 45   Medicine: Paramedic COG 40 10 50 55				10		
Climbing SOM 35 10 45   Clubs SOM 50 10 60   Fray REF 65 5 70   Free Fall REF 50 5 55   Free Fall REF 50 5 55   Gunnery INT 45 10 55   Gunnery INT 45 45   Hardware: Armorer COG 50 60   Infiltration COO 50 5 55   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Intimidation SAV 35 5 40   Kinetic Weapons COO 60 5 65   Language: Native Turkish INT 80 80 10 50   Language: German INT 45 45 45 45   Medicine: Paramedic COG 40			60	5		
Clubs SOM 50 10 60   Fray REF 65 5 70   Free Fall REF 50 5 55   Free Fall REF 50 5 55   Freerunning SOM 45 10 55   Gunnery INT 45 45 45   Hardware: Armorer COG 50 5 55   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Interests: Military History COG 55 10 65   Interests: Military History COG 55 10 65   Language: Native Turkish INT 80 80 80   Language: Reglish INT 60 60 56   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Perception INT				10		
Fray REF 65 5 70   Free Fall REF 50 5 55   Freerunning SOM 45 10 55   Gunnery INT 45 45   Hardware: Armorer COG 50 60   Infiltration COO 50 5 55   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Interests: Military History COG 55 40   Kinetic Weapons COO 60 5 65   Language: Native Turkish INT 80 80   Language: Reglish INT 60 60 50   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Perception INT 50 55 55   Perception INT 50 55 50		SOM	50	10		
Free Fall REF 50 5 55   Freerunning SOM 45 10 55   Gunnery INT 45 45   Hardware: Armorer COG 50 60   Infiltration COO 50 55   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Interests: Military History COG 55 10 65   Interests: Military History COO 60 5 65   Language: Native Turkish INT 80 80   Language: Native Turkish INT 60 60   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 55 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35 <td>Fray</td> <td>REF</td> <td>65</td> <td>5</td> <td>70</td>	Fray	REF	65	5	70	
Gunnery INT 45 45   Hardware: Armorer COG 50 60   Infiltration COO 50 5   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Interests: Military History COG 55 10 65   Interests: Military History COG 55 10 65   Interests: Military History COG 60 5 65   Language: Native Turkish INT 80 80 80   Language: Native Turkish INT 60 60 60   Language: Reglish INT 60 60 60   Language: German INT 45 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft<		REF	50	5	55	
Gunnery INT 45 45   Hardware: Armorer COG 50 60   Infiltration COO 50 5   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Interests: Military History COG 60 5 65   Language: Native Turkish INT 80 80   Language: Native Turkish INT 80 80   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30	Freerunning	SOM	45	10	55	
Infiltration COO 50 5 55   Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Interests: Military History COG 55 10 65   Interests: Military History COG 55 10 65   Interests: Military History COG 55 40   Kinetic Weapons COO 60 5 65   Language: Native Turkish INT 80 80   Language: Reglish INT 60 60 60   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 50 10 65   Profession:		INT	45			
Interests: Literature COG 50 10 60   Interests: Military History COG 55 10 65   Interests: Military History COG 55 10 65   Intimidation SAV 35 5 40   Kinetic Weapons COO 60 5 65   Language: Native Turkish INT 80 80   Language: English INT 60 60   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 50 10 65   Profession: Security Ops COG 50 10 65   Seeker Weapons COO 55 10 65   Spray Weapons	Hardware: Armorer	COG	50		60	
Interests: Military History COG 55 10 65   Intimidation SAV 35 5 40   Kinetic Weapons COO 60 5 65   Language: Native Turkish INT 80 80   Language: Native Turkish INT 60 60   Language: Cerman INT 60 60   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 55 10 65   Profession: Squad Logistics COG 55 10 65   Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Infiltration	C00	50	5	55	
Intimidation SAV 35 5 40   Kinetic Weapons COO 60 5 65   Language: Native Turkish INT 80 80   Language: Native Turkish INT 80 60   Language: Cerman INT 60 60   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 50 10 65   Profession: Squad Logistics COG 55 10 65   Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Interests: Literature	COG	50	10	60	
Kinetic WeaponsCOO60565Language: Native TurkishINT8080Language: EnglishINT6060Language: GermanINT4545Medicine: ParamedicCOG401050Networking: HypercorpsSAV50555PerceptionINT505050Pilot: GroundcraftREF30535Profession: Military OpsCOG551065Profession: Squad LogisticsCOG551065Spray WeaponsCOO35540	Interests: Military History	COG	55	10	65	
Language: Native TurkishINT8080Language: EnglishINT6060Language: GermanINT4545Medicine: ParamedicCOG401050Networking: HypercorpsSAV50555PerceptionINT505050Pilot: GroundcraftREF30535Profession: Military OpsCOG551065Profession: Squad LogisticsCOG551065Seeker WeaponsCOO35540	Intimidation	SAV	35	5	40	
Language: English INT 60 60   Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 55 10 65   Profession: Security Ops COG 55 10 65   Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Kinetic Weapons	C00	60	5	65	
Language: German INT 45 45   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 55 10 65   Profession: Security Ops COG 55 10 65   Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Language: Native Turkish	INT	80		80	
Medicine: Paramedic COG 40 10 50   Medicine: Paramedic COG 40 10 50   Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 55 10 65   Profession: Security Ops COG 55 10 65   Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Language: English	INT	60		60	
Networking: Hypercorps SAV 50 5 55   Perception INT 50 50 50   Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 55 10 65   Profession: Security Ops COG 55 10 60   Profession: Squad Logistics COG 55 10 65   Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Language: German	INT	45		45	
PerceptionINT5050Pilot: GroundcraftREF30535Profession: Military OpsCOG551065Profession: Security OpsCOG501060Profession: Squad LogisticsCOG551065Seeker WeaponsCOO60565Spray WeaponsCOO35540	Medicine: Paramedic	COG	40	10	50	
Pilot: Groundcraft REF 30 5 35   Profession: Military Ops COG 55 10 65   Profession: Security Ops COG 50 10 60   Profession: Squad Logistics COG 55 10 65   Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Networking: Hypercorps	SAV	50	5	55	
Profession: Military Ops COG 55 10 65   Profession: Security Ops COG 50 10 60   Profession: Squad Logistics COG 55 10 65   Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Perception	INT	50		50	
Profession: Security OpsCOG501060Profession: Squad LogisticsCOG551065Seeker WeaponsCOO60565Spray WeaponsCOO35540	Pilot: Groundcraft	REF	30	5	35	
Profession: Squad LogisticsCOG551065Seeker WeaponsCOO60565Spray WeaponsCOO35540	Profession: Military Ops	COG	55	10	65	
Seeker Weapons COO 60 5 65   Spray Weapons COO 35 5 40	Profession: Security Ops	COG	50	10	60	
Spray Weapons COO 35 5 40	Profession: Squad Logistics	COG	55	10	65	
	Seeker Weapons		60	5	65	
Scrounging INT 25 5 30	Spray Weapons		35	5	40	
			25	5	30	
Throwing Weapons COO 40 5 45		C00	40	5	45	
Unarmed Combat SOM 60 10 70	Unarmed Combat	SOM	60	10	70	

Background: Lunar Colonist Faction: Ultimate Morph: Remade Motivations: +Immortality +Individualism +Personal Development

### TRAITS

Ego: Brave ■ Morph: Uncanny Valley ■

#### REP

c-rep: 50

#### EQUIPMENT

Armor: Body Armor (Heavy) with Refractive Glazing [16/13] ■ Primary Weapon: Railgun SMG (100 rounds regular ammo, 100 rounds AP ammo) ■ Starting Credit: 4,450 ■ Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Clean Metabolism, Cortical Stack, Eidetic Memory, Enhanced Respiration, Enhanced Vision, Hand Laser, Medichines, Neurachem (Level 1), Temperature Tolerance, Toxin Filters, T-Ray Emitter ■ Gear: Backup Insurance (1 month) HE Granadae (10)

(1 month), HE Grenades (10), Muse, Particle Beam Bolter, Tactical Network Software, Vibroblade ■ You are a warrior-philosopher, embracing an ascetic lifestyle for your own personal growth. You decry the hedonism and greed of the inner system and the collectivism and anarchy of the autonomists, but you're more than willing to take their pay so that they may kill each other. You follow your own path, however, and when you cease to learn from an experience or increase your own personal capabilities you will move on to the next. You mostly find employment in the inner system, where various social cliques and hypercorps favor ultimates like yourself, knowing they are less likely to be tempted or subverted by rivals. In the end it doesn't matter who pays the credit; you'll take from them, learn from them, and be here long after they've destroyed themselves with their petty intrigues and flawed ideologies. ■

# REMADE

The remade are completely redesigned humans: humans 2.0. Their cardiovascular systems are stronger, the digestive tract has been sanitized and restructured to eliminate flaws, and they have otherwise been optimized for good health, smarts, and longevity with numerous transgenic mods. The remade are popular with the ultimates faction. The remade look close to human, but are different in very noticeable and sometimes eerie ways: taller, lack of hair, slightly larger craniums, wider eyes, smaller noses, smaller teeth, and elongated digits.

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Clean Metabolism, Cortical Stack, Eidetic Memory, Enhanced Respiration, Temperature Tolerance, Toxin Filters Movement Rate: 4/20 Aptitude Maximum: 40

Durability: 40 Wound Threshold: 8 Advantages: +10 COG, +5 SAV, +10 SOM, +5 to two other aptitudes of the player's choice Disadvantages: Uncanny Valley trait CP Cost: 60 Credit Cost:

Expensive (minimum 40,000+)



- **Scent.In.Hell:** The remade models available on the open market are not the ones currently used by high-ranking ultimates. Those top dogs use models that are two or three generations ahead of those put into distribution. Those state-of-the-art designs almost never leave the main ultimate habs, like Xiphos. On certain deployments where the entire group is ultimates, you may see the next model that is likely to hit the market in a few months, which helps hype the expectations.
- **Sequencer:** The remade models released by other manufacturers are generally equivalent quality to the current ultimate stock.
- **Parallax:** Lots of criminal types like to snag a remade for their top muscle. Most people see remade and they assume the ego inside is an ultimate and therefore not to be fucked with. Most real ultimates aren't going to dirty their hands playing bruiser for a cut-rate Dragon Head.