

BRINKER GENEHACKER

APTITUDES

	COG	COO	INT	REF	SAV	SOM	WIL
Base	20	15	15	15	15	10	20
Morph Bonus	10	5	5				5
Total	30	20	20	15	15	10	25

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	8 (10)	40 (50)	80 (100)	7	35	53	60 (70)	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Biology	COG	70	10	80
Academics: Genetics	COG	70	10	80
Academics: Nanotechnology	COG	60	10	70
Art: Bodysculpting	INT	45	5	50
Beam Weapons	COO	45	5	50
Deception	SAV	30		30
Fray	REF	40		40
Free Fall	REF	55		55
Hardware: Aerospace	COG	40	10	50
Interests: Black Market Drugs	COG	40	10	50
Interests: Genetics Research	COG	60	10	70
Interests: Morph Designs	COG	55	10	65
Interfacing	COG	20	10	30
Kinesics	SAV	40	10	40
Language: Native Arabic	INT	85	5	90
Language: English	INT	40	5	45
Medicine: General Practice	COG	55	10	65
Medicine: Gene Therapy	COG	65	10	75
Medicine: Nanomedicine	COG	60	10	70
Medicine: Trauma Surgery	COG	50	10	60
Networking: Autonomists	SAV	35		35
Networking: Criminal	SAV	45		45
Networking: Scientists	SAV	55		55
Perception	INT	45	5	50
Pilot: Spacecraft	REF	25		25
Profession: Lab Technician	COG	50	10	60
Profession: Medical Care	COG	55	10	65
Programming	COG	60	10	70
Psychosurgery	INT	55	5	60
Research	COG	45	10	55
Scrounging	INT	50	5	55

Some might consider you a mad scientist, but they simply lack the vision and moral flexibility to understand the meaning of your work. You are not just a scientist—you are an artist, dedicated to defining the shapes and abilities of transhumans as they transition to the posthuman. Because your work is sometimes controversial, you prefer the brinker lifestyle, working in isolation where you are not restricted by laws or customs.

There are some who find your work intriguing or valuable, of course, and so you have acquired influential backers. In truth, you are an expert when it comes to designing and manipulating biomorphs, and so your services are sometimes in demand when it comes to explaining unusual and exotic transformations. Your patrons, of course, sometimes call on your expertise from time to time in exchange for bankrolling your work. ■

Background: **Isolate**
 Faction: **Brinker**
 Morph: **Menton**
 Motivations: **+Artistic Expression (Morph Design)**
+Morphological Freedom +Research (Neogenetics)

TRAITS

Ego: Black Mark (Lunars, Level 1), Patron (Gerontocrat), Psi Defense ■

REP

@-rep: 30
c-rep: 20
g-rep: 30
r-rep: 60

EQUIPMENT

Armor: Armor Clothing [3/4] ■
Primary Weapon: Stunner ■

Starting Credit: 1,900 ■

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Eidetic Memory, Ghost rider Module, Hyper-Linguist, Math Boost, Medichines, Multi-Tasking ■

Gear: Backup Insurance (1 month), Dr. Bot, Drive (5 doses), Ego Bridge, Fabber, Frequency (2 doses), Guardian Angel Bot, Muse, Nanobandages ■

“It’s alive! It’s alive! Wait—no—well, it was alive. Let’s try that again.”



MENTON



Mentons are genetically modified to increase cognitive abilities, particularly learning ability, creativity, attentiveness, and memory. Rumors exist of super-enhanced mentons with more extreme intelligence mods, but brain-hacking is notoriously difficult, and many attempts to redesign mental faculties result in impaired functioning, instability, or insanity.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Hyper Linguist, Math Boost

Movement Rate: 4/20

Aptitude Maximum: 30

Durability: 35

Wound Threshold: 7

Advantages: +10 COG, +5 INT, +5 WIL, +5 to one aptitude of the player's choice

CP Cost: 40

Credit Cost: Expensive

Sun Bu'er: I wore one of these for about a year. I still lost things all the time, misread social cues, and walked into traffic while daydreaming. Smarts are no substitute for common sense.

Psychscaper: A ten-year study on people who sleeved mentons and then resleeved to a morph without intelligence mods has shown a strong correlation with depression and substance abuse.

Sequencer: Once you go brainiac, you can't go back.

