

MOBILE SCIENTIST

APTITUDES

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

STATS

MOX	TT	LUC	IR	WT	DUR	DR	INIT	SPD
3	6	30	60	6	30	45	70	1

SKILLS

	APT	BASE	MORPH BONUS	TOTAL
Academics: Astrobiology	COG	55	5	60
Academics: Genetics	COG	65	5	70
Academics: Xen anatomy	COG	60	5	65
Animal Handling	SAV	30		30
Beam Weapons	COO	45	5	50
Climbing	SOM	30	5	25
Fray	REF	45		45
Free Fall	REF	25		25
Infosec	COG	50	5	55
Interests: Haute Nosh Food	COG	60	5	65
Interests: Uplift Agenda	COG	65	5	70
Interfacing	COG	60	5	65
Kinesics	SAV	50		50
Language: Dutch (Native)	INT	85	5	90
Language: French	INT	60	5	65
Medicine: Gene Therapy	COG	40	5	40
Navigation	INT	30	5	35
Networking: Autonomists	SAV	50		50
Networking: Ecologists	SAV	25		25
Networking: Firewall	SAV	25		25
Networking: Hypercorp	SAV	45		45
Networking: Scientists	SAV	65		65
Perception	INT	60	5	65
Persuasion	SAV	25		25
Pilot: Aircraft	REF	40	5	45
Profession: Bioengineering	COG	55	5	60
Profession: Lecturing	COG	60	5	65
Programming	COG	55	5	60
Protocol	SAV	60		60
Research	COG	70	5	75
Unarmed Combat	SOM	30	5	35

Background: **Uplift**

Faction: **Venusian**

Morph: **Neo-Hominid**

Motivations: **+Exploration +Transparency +Uplift Rights**

TRAITS

Ego: Psi Defense Level 2 ■

REP

@-rep: 45

c-rep: 45

e-rep: 55

i-rep: 55

r-rep: 60

EQUIPMENT

Armor: None [0/0] ■

Primary Weapon: None ■

Starting Credit: 5,250 ■

Enhancements: Access Jacks,

Basic Mesh Inserts, Cortical

Stack, Cyberbrain, Electrical

Sense, Enhanced Vision, Lidar,

Magnetic System, Mental Speed,

Mnemonic Augmentation,

Nanoscopic Vision, Radar, Swarm

Composition, T-Ray Emitter ■

Gear: Automech, Backup

Insurance (1 month), EMP

Grenade, Exploit Software,

Fake Ego ID, Guardian Bot,

Guardians Nanoswarm,

Saboteur Nanoswarm, Servitor

Bot, Sniffer Software, SpooF

Software, Tactical Network

Software, Tracking Software ■

Contrary to your colleagues, who spend most of their time in labs and habitats, squabbling about theories, data, and equations, you are looking for the “hands-on” experience out in the field. While you support the Morningstar Constellation and especially encourage the growing reputation of its scientific communities, you are rarely physically there as you want to study in a diverse array of environments. Following the spirit of Earth’s earliest researchers and scientists like Darwin, who visited remote places on Earth to observe and analyze the evolutions of species, you have a knack for practical science. Since you are able to take your lab with you using modern technology, you have never seen field work as an obstacle. Maybe it is residual hominid instinct, the “call of the wild,” which is why you have not become the stereotypical egg-head. ■

“Hubble said: ‘Equipped with his five senses, man explores the universe around him and calls the adventure Science.’ So don’t spend your time in boring labs. It’s worth the ride.”

NEO-HOMINID

(BONOBOS, CHIMPS, ORANGUTANS)

Neo-hominids include both uplifted chimpanzees, bonobos, and orangutans. All feature enhanced intelligence and bipedal frames. They walk upright, though some (particularly neo-orangutans) are known to knuckle-walk or switch to all fours when injured or in times of stress. All are great climbers, and their prehensile feet help both with climbing and maneuvering in microgravity environments. They retain the body hair of their forebears, though it is a common cultural practice to dye, stylize, or otherwise manipulate their hair in certain communities. Transgenic vocal systems allow them to speak as humans do.

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Prehensile Feet

Movement Rate: 4/20

Aptitude Maximum: 25

Durability: 30

Wound Threshold: 6

Advantages: +5 COO, +5 INT, +5 SOM, +5 to one other aptitude of the player's choice, +10 Climbing skill

Notes: Non-Human Biochemistry trait

CP Cost: 25

Credit Cost: Expensive

Callosum: Even though some body banks lump the neo-hominid species together, it's worth knowing that they don't all feel the same.

Skinwalker: Bonobo neural architecture and natural hormonal levels are not for the inexperienced. If you're new to the morph, you may want to request the special cocktail of hormones that brings their responses more in line with human norms. If you think you want to go "full bonobo," then step down off the inhibitors over a period of days; don't try to cold turkey it.

Sun Bu'er: While chimps are probably the most numerous and bonobos the most notorious, the oranges often get overlooked. Truth is, all the neo-orang uplifts I've ever known are totally mellow gals and guys. Having sleeved into an orang on a skeleton crew mining op once, I can see why. The morph is just so smooth and easy, the closest I can come to it in my spicer is when I'm doing tai chi; it just flows. You're powerful but not obvious about it.

