

Synthetics

Synthetics are artificial life forms, from entirely mechanical to entirely biological, though the distinction is often blurred; the key is that synthetics are made, not born. Commonality synthetics are as intelligent as they need to be: intelligence is easily created, and synthetics with higher than human intelligence operate starships, space stations, habitats, and even entire worlds.

Your synthetic character is an **eidolon** (page XX), and has a personality derived from a **thanogram**, the memory and personality engram of a deceased individual stored in the Mindscape (see **Chapter 11: The Mindscape**). Eidolons are Commonality citizens; they're most definitely not the same person as the original whose thanogram they derive from, but are instead imperfect copies with many shared memories, new and unique individuals in their own right. Many eidolons revere their source personalities as "parental" figures, and some even display religious feelings.

Synthetics usually hail from the Commonality culture, although some neo-cultures support them. Rarely, synthetics may come from advanced lost colonies or rediscovered worlds.

Synthetics come in three types: **mechanicals**, **organics**, and **installations**.

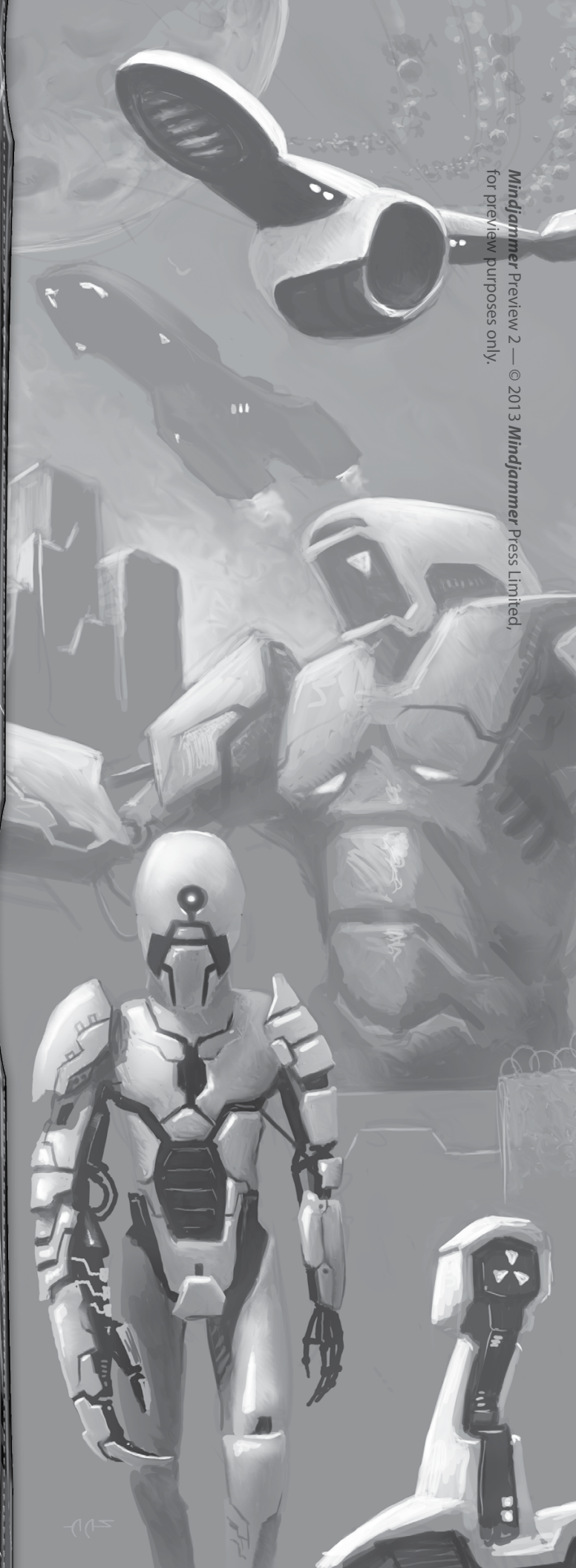
MECHANICALS

Mandatory spend: 1 aspect, 1 stunt

Mechanicals are predominantly or entirely composed of inorganic materials, powered by zero point cells. They look like the classic robot, although strictly speaking a mechanical is an eidolon and a robot is a basic. Generally humanoid or vehicle-shaped, mechanicals are employed

Basics

*Not all synthetics are eidolons. For less demanding roles, like sentient weapons, vehicles, industrial equipment, and the micro-sentiences in EECU credits, simple, mass-produced personalities known as **basics** are sufficient. Basics aren't Commonality citizens: they're "blank-born", created without memories, and effectively highly sophisticated machines. Basics begin rudimentary mental development after their inception dates, but rarely develop complex personalities, and are carefully screened for deviations from acceptable norms.*



Sentient Starships

Sentient starships are a major part of **Mindjammer**, and you can create them as player characters. The most famous sentient starships are the *Mindjammers*; sleek, sophisticated ships which constantly travel the Commonality's spacelanes, synchronising the *Mindscape* and carrying its traffic between worlds. With *Mindscape* instances of their own, they're telepathic starships!

Sentient starships aren't restricted to using only their physical starship bodies; using a remote control synthetic known as an **avatar**, a sentient starship may transfer a large part of its consciousness into an independent synthetic body, and embark on planetbound adventures! See "Creating Constructs" (page XX) for more.

Eidolon Crisis

Eidolons incurring mental stress can undergo **eidolon crisis**. This may also happen to basics whose personality development exceeds standard parameters. Eidolon crisis is a form of mental breakdown, with symptoms ranging from mild neurosis to dangerous psychosis.

An eidolon suffering a severe consequence as a result of mental stress damage undergoes eidolon crisis; a basic does so on a moderate consequence or above. The synthetic becomes unstable and unpredictable; at worst it suffers personality disintegration and violent psychotic episodes. Eidolon crisis consequences can be treated with the *Redaction* (Empathy) stunt (page XX) or the *Eidolon Engineer* (Technical) stunt (page XX).

See page XX for more on eidolon crisis and the **Eidolon Compliances** introduced to safeguard against it.

for ruggedness and endurance, and include attack droids, hazmat or industrial processing synthetics, and alien environment explorers.

Chronological Age: Not applicable except as descriptor. Mechanicals use the "Maintenance" rules (page XX).

Typical Occupations: ASI Trooper, Belter, Deep Space Explorer, Technician.

Typical Enhancements: Contact Control, *Mindscape* Instance.

Mandatory Extras: Extreme Environment Adaptation.

Genotype Aspects: You must take at least 1 genotype aspect.

Artificial Mechanical Life Form

You're not flesh and bone, but metal and circuits. This combines with your extreme environment adaptation.

Invoke: To be robust, go without rest, not require oxygen or normal life-support.

Compel: To have difficulty understanding humans and other organics, not detect changes to the environment which don't affect you.

ORGANICS

Mandatory spend: 2 aspects

The term "organic" is often used to refer to naturally-born sentient beings as well as synthetics, though thanks to in vitro reproduction in the Commonality the distinction isn't always clear. Properly speaking, organics are synthetics with a majority of organic components; they may have varying body plans, and are less rugged than mechanicals. They include multi-service synthetics such as domestics and sanitationals, and those tasked with interpersonal duties. Some ship's avatars choose organics for their housings.

Chronological Age: 30-50.

Apparent Age: Mature being.

Typical Occupations: CORESEC Enforcer, CORESPAN Operative, Synthetic Colony Administrator.

Typical Extras: Autotrophic Enhancement, Cosmetic Enhancer, Variform Body Plan.

Mandatory Extras: *Mindscape* Implant.

Genotype Aspects: You must take at least 1 genotype aspect.

Ghost in the Flesh

This shell is flesh and blood — but you're so much more.

Invoke: To draw on experience from your thanogram source, have weird physiological abilities, adapt to the situation.

Compel: To be weirdly inhuman, experience dysphoria, have difficulty empathising with natural or artificial lifeforms; get lost in memories not your own.

INSTALLATIONS

Mandatory spend: 2 aspects, 1 stunt

Installations are large-scale synthetics like starship sentiences, node minds (inhabiting global Mindscape instances, etc), and corpuses (operating buildings). Many installations are sufficiently advanced that they have additional **posthuman builds** (page XX).

Installations use construct skills and stunts from **Chapter 12: Constructs** instead of **Chapter 6: Skills and Stunts**. You also have an additional **systems stress track**, and take construct actions. See "Creating Constructs" (page XX) for more.

Chronological Age: Not applicable except as descriptor. Installations use the "Maintenance" rules (page XX).

Typical Occupations: Node Mind, Sentient Starship, Space Force Mediator.

Typical Enhancements: Avatar, Enhanced Neural Net, Variform Hull.

Mandatory Extras: Mindscape Instance.

Genotype Aspects: You must take at least 1 genotype aspect.

Exotic Transhuman Intelligence

You're so far beyond what most people consider alive that you're forging your own path. Who knows what you might become?

Invoke: To make a huge intuitive leap, make brilliant deductions, deal with concepts beyond the human norm.

Compel: To be unable to connect with humans and other organics or understand their motives, experience dysphoria from your thanogram memories.

Hominids (Homo Variens)

Hominids derive from human stock which through genurgy or genetic drift have become separate species or subspecies. They're the most numerous form of "alien" in **Mindjammer** — and certainly those which interact most with humans. Some are far removed from their human ancestors. Four hominid species — the Javawayn, Chembu, Hydragand-Dezimeer, and Viri — are introduced below; you can find others in **Chapter 24: The Darradine Rim**.

CHEMBU

Mandatory spend: 3 aspects, 1 stunt

The Chembu are genurgists — specialists in genurgic enhancement — and the managers of the Chembu Genurgy Corporacy (page XX). Their homeworld is an oceanworld inhabited by a bizarre organic global Mindscape-analogue, which welcomed the original colonists (after some horrific initial misunderstandings) into its

"mass mind". Known as the **Planetary Intelligence** or just **Chembu**, it's connected to the Mindscape, although its thoughts are too alien for most people.

Before the colonists' arrival, the Planetary Intelligence lived by genurgically modifying its environment. The Chembu hominids now have a symbiotic relationship with it, a phenomenon with significant philosophical ramifications. It has sensory, communication, and manipulative organs best described as "psionic", whose powers the Chembu have been unable to replicate.

The Chembu themselves are genurgically-enhanced waterworld dwellers. They appear "streamlined", with hairless, dolphin-line skin, lungs and gills, and other modifications. When creating a Chembu character, you may use your character aspects, skills, and stunts to buy genurgic enhancements as well as your extras budget.

Chronological Age: 40-60+.

Apparent Age: Mature adult.

Typical Occupations: Corporacy Mercantilist, Diplomat, Genurgist.

Typical Enhancements: Extended Lifespan.

Mandatory Extras: Gills, Mindscape Implant.

Flaw: *Weakness to Hot, Dry Conditions.*

Genotype Aspects: You must take at least 1 of these.

Commune With the Planetary Intelligence

Chembu is Mother, Chembu is Father, Chembu is All. No human can understand the all-encompassing love that is commune with the Planetary Intelligence.

Variforms

While naturally evolved life forms generally have stable body plans, perhaps changing shape slowly over their lifetimes, synthetics have no such restrictions. Mechanicals, organics, and installations (including starships) routinely possess the ability to reconfigure their physical shape to suit their current activity. This may mean becoming taller and shorter, wider and narrower, smaller and larger; or even transforming from, say, a combat mechanical blistering with weaponry to a sleek flyer with a full passenger component.

*See the Variform special ability (page XX), the Variform Body Plan and Variform Hull enhancements in **Chapter 8: Technology**, and the Malleable Body natural ability in **Chapter 21: Alien Life**.*

The Planetary Intelligence

The Planetary Intelligence is the most remarkable being ever encountered by humankind. The biosphere of the world of Chembu exhibits emergent properties which aren't reducible to its constituent organisms; in effect, the whole planet is a single organism, alive and conscious in ways which its constituents — including the genurgically modified Chembu hominids — cannot comprehend.

All organisms on Chembu are attuned to the emergence and maintenance of the Planetary Intelligence — every plant- and animal-analogue acts as though it was an organ or computing constituent contributing to the Intelligence's whole. Commonality scientists theorise that's exactly what they are — that, at some point in the distant past, the predecessors of the Planetary Intelligence reconfigured all life forms on their planet to act as nanomachine assemblies, giving birth to a single, planetwide organism.

It's teaching the Chembu how to do this. And it appears to have a sense of humour...

Invoke: To succeed at a recovery obstacle for a consequence caused by mental stress; resist coercion or intimidation; gain knowledge from the Planetary Intelligence (similar to **exomemory** — see page XX).

Compel: To be lost or susceptible to coercion or suggestion when out of contact with the Planetary Intelligence; be lost within or distracted by the Planetary Intelligence massmind.

The Individual Is Nothing: the Group Mind Is All

You may look like an individual, but you're not. There is only one Chembu.

Invoke: To gain strength from the knowledge that you're not alone; share knowledge, feelings, perceptions; communicate effortlessly with Chembu.

Compel: To have difficulty understanding individualism; act counter to your own individual interests if it benefits Chembu; be distracted by the Group Mind.

Nature Is to Be Improved Upon!

The Planetary Intelligence improved you; now it's your mission to improve the cosmos, one being at a time.

Invoke: To find and take advantage of flaws in a naturally evolved being; gain a bonus when creating, understanding, or repairing a genurgic modification.

Bioships

*The Chembu aren't the only "children" of the Planetary Intelligence. Since First Contact, the Planetary Intelligence has worked with the Commonality to create the **Bioship Fleet** — interstellar vessels comprising mechanical components mixed with organic material hybridised from human and Chembu stock.*

The bioships (page XX) are amongst the biggest of the Commonality's citizens: vast bio-mechanical vessels as much as ten kilometres long. The first bioship, Planet Seed 1, with an inception date of 77.244, is now over 115 years old. It's 10.5 kilometres from end to end, and still growing...

Compel: To act superior to lesser beings; stumble upon a flaw in yourself; point out a flaw in others, or attempt to fix it.

JAWAWAYN

Mandatory spend: 2 aspects, 2 stunts

The Jawawayn are low-gravity hominids with no known homeworld. Inhabitants of gigantic spacefaring vessels known as star cities, they have little experience of planetary life. They're short, emaciated humanoids with large heads, prehensile feet, and brittle bones, highly susceptible to blows, kinetic weapons, and standard gravity and above. Dwelling in 0.3G or less, they're known throughout the Commonality; even before the Expansionary Era they had a relativistic interstellar drive, now mostly updated with Commonality planing engines, although the more traditionalist star cities still travel slower-than-light. They journey throughout the Fringe and Core Worlds, providing excellent shipyards, luxury interstellar hotels, and "cruise ships". Jawawayn venturing briefly into environments higher than 0.3G use grav harnesses.

The Jawawayn operate the Jawawayn Industries corpocracy (page XX), manufacturing grav suspensors and hulls for zero-G habitats, starships, orbitals, and plateworlds.

Chronological Age: 30-50.

Apparent Age: Mature adult.

Typical Occupations: Corporacy Mercantilist, Negotiator, Starship Pilot.

Typical Enhancements: Avatar, Extended Lifespan, Pilot Skill Chip.

Mandatory Extras: Small*, Zero-G Adaptation.

Genotype Aspects: You may take 1 or more genotype aspects.