

No Mindscape Consciousness

The Mindscape is a data storage medium and not a consciousness. While organic and synthetic minds access the Mindscape and control virtual avatars there, they have discrete physical existences (brains, for want of a better word), required for the phenomenon of consciousness to emerge. The situation is complicated by the existence of **sentinels** and other autonomous Mindscape helper routines, which possess a high degree of artificial intelligence but which are not conscious. The distinction is vital: **Mindscape nodes** are physical installations housing synthetic sentiences which manage and monitor Mindscape communication, but the Mindscape is the virtual space where communication takes place and where information is stored.

Table 8-1: Tech Index

Tech Index	Score	Title
T0	-5	Post-Animal
T1	-4	Stone Age
T2	-3	Metal Age
T3	-2	Age of Enlightenment
T4	-1	Industrial Age
T5	+0	Computer Age
T6	+1	Age of Genurgy
T7	+2	First Age of Space
T8	+3	Age of Ubiquitous Intelligence
T9	+4	Second Age of Space (Commonality standard)
T10	+5	Age of 3-Space (Commonality maximum)
T11	+6	Interdimensional Age (theorised next step in Commonality evolution)
T+	(etc)	(Theoretical higher levels)

No Persistence of Identity

Individual identity is a phenomenon which emerges from a consciousness localised in a physical “brain” — however you define that brain (some are quite large...); it’s likely quantum-level phenomena play a crucial role. This means that while Mindscape comms may permit the thoughtcasting of memories and even personality matrix facsimiles in the form of **thanograms**, it’s not possible to transfer individual entities from one physical brain to another. For this reason **eidolons** (page XX) are always imperfect copies of their thanogram sources, separate individuals and in no way a continuation of the original entity. When a brain housing a mind is destroyed, that mind dies; any subsequent copies are different individuals.

No Matter Transport — but Matter Creation

Less a technical issue than one of persistence of identity, matter transport is destructive of the original, merely creating a copy at the destination (with sufficient energy, originals need not even be destroyed). New 3-space technologies provide more reliable instantaneous travel.

Nevertheless, matter transport research has led to breakthroughs in mass / energy conversion. A **makepoint** (M/EC-Point) duplicates or creates matter, given sufficient energy; even with a ZIP plant, however, quantities are small. For larger amounts of material, physical mining and extraction is still more economically feasible, but for food and air replenishment on starships and space habitats, ammunition creation in weapons, and medical product synthesis, makepoints provide enormous advantages.

See also “Commerce and Industry in a Culture of ZIP Cells and Makepoints” on page XX.

TECH INDEX

Technological sophistication in the Commonality is measured on the **tech index** scale, used to quantify a character’s exposure to technology and the technological sophistication of a world, society, or item. Tech indices have a **score** on the ladder (page XX), used for game mechanical effects like the difficulty of repairing or making devices (page XX).

ENHANCEMENTS

Enhancements are **extras** (page XX) representing technological modifications to your character. You can buy them using aspects, refresh, or skill points from your **extras budget**, character creation points, or advancement points earned during play.

There are four types of enhancement:

- **Genurgic Mods:** Modifications to your body;
- **Improvements:** Enhancements to your equipment;
- **Mechanical:** Enhancements to the functions of robots, starships, and other mechanicals;
- **Virtual:** Enhancements operating purely or principally in the Mindscape.

In addition, **hypertech** (page XX) represents equipment replicating functions of enhancements; and **natural abilities** (page XX) represent evolved capabilities of life forms.

The enhancements below are examples only. They're mostly self-explanatory, representing technological implementations of the special abilities in **Chapter 7: Extras**. If not, full descriptions are given below. You're encouraged to create new enhancements using the technological paradigms above and the principles in **Chapter 21: Alien Life**.

Genurgic Mods

Genurgic mods directly reconfigure a subject's genurgic makeup, affecting physical changes. They become available from tech index T6. Any organic being may use genurgy, including organic synthetics and cyborgs. Inorganic synthetics like mechanicals and installations (page XX) use **mechanical enhancements** instead (page XX).

Table 8-2: Genurgic Mods lists the mods commonly available in the Commonality; most are provided by the Chembu Genurgy corporacy (page XX).

Control Indices and Illegality

Enhancements may break laws on certain worlds, particularly those involving weaponry. Where appropriate, an enhancement has a **control index** (page XX), indicating the control index of a world at which the enhancement becomes controlled (ie illegal or otherwise restricted). At that control index and above, characters may not freely purchase the enhancement, but require a **permission** (often an occupation permission). Characters with affected enhancements must conceal them or face legal and security challenges, including Bureaucracy and other conflicts.

The lower an enhancement's control index, the more tightly controlled it is; the higher, the more freely available.

AGGRESSOR IMPLANT

Costs 1 aspect, 2 stunts

Combines Mindscape skill chip enhancement with hormonal regulators to increase aggressiveness. Gain a +2 bonus to Unarmed and Melee Combat attacks. As an aspect it improves your reflexes, but can make you fly into a rage.

BIOELECTRIC FIELD IMPLANT

Costs 1-6 stunts + Draining flaw

Your metabolism generates a powerful energy field protecting you from attacks and providing a defend bonus and possibly absorbing consequences. It's very draining, and can be compelled to leave you weakened.

The Draining Flaw

Mods with the Draining flaw can be compelled to represent fatigue, malfunctions, or your character becoming incapacitated after use, perhaps even incurring a consequence. It may be offset by the Metabolic Booster mod.



Table 8-2: Genurgic Mods

Name	Special Ability	Halo	Tech Index	Control Index	Cost
Absorption Field	Absorb Energy		T7	+2	1A, 1S
Accelerated Healing	Regeneration		T6	+3	1A
Adaptation Implant	Adaptation		T7	+3	1A
Aggressor Implant	See below	Y	T8	+0	1A, 2S
Attack Enhancement	Multi-Attack		T6	+2	1A, 1S, +SP
Artificial Nervous System	Hyperagility		T6	+3	1A, 1S
Assisted Leap	Leap		T6	+3	1S
Augmented Resistance	Energy Resistant		T7	+2	1S
Autotrophic Enhancement	Autotroph		T7	+4	1A
Bioelectric Field Implant	Force Field (see below)		T7-10	+1	1-6S + flaw
Chameleon Field	Mimic		T6	+0	1A
Cosmetic Enhancer	See below		T6	+3	1A
Damping Field	Drain Energy (Electricity, etc)		T7	-2	1A
Defence Chip	See below	Y	T8	-1	1-2S
Dispersed Control Enhancement	Dispersion	Y	T8	-1	1S
Empathic Lace	See below	Y	T9	+3	1S
Energy Fold	Particle Energy Control	Y	T9	-1	1A, 1S
Enhanced Constitution	Health Bonus		T6	+3	2S
Enhanced Musculature	Strength Bonus		T6	+3	2S
Enhanced Reflexes	Reaction Bonus		T6	+3	1S
Enhanced Speed	Speed Bonus		T6	+3	1S
Extendable Limb	Extend Limb		T7	+3	1S
Extended Lifespan	See below		T8	+4	1A, 1S
Gills	Adaptation (Underwater / Amphibious)		T6	+5	1A
Glide Membrane	Glide		T6	+3	1A
Howl Emitter	Howl		T6	+0	1S
Metabolic Booster	See below		T7	+2	1A
Mindscape Implant	See below	Y	T6	+3	1A

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Name	Special Ability	Halo	Tech Index	Control Index	Cost
Nanocells	Contact Control		T8	+1	1S
Neural Disruption Field	Mental Blast	Y	T8	-1	1+SP
Neurosynthetic Extensors	Hyperintelligence	Y	T8	+3	1A, 3S
Nootropic Gland	Mental Resistance		T7	+3	1S
Paralysing Touch	Paralyse		T6	-1	1S
Pheromone Synthesis	Pheromone Cloud		T6	+2	1A, 1S
Rejuve	See below		T7	+3	1A, 1S
Respirocytes	See below		T8	+4	1A
Sensory Enhancement	Hypersense		T6	+3	1A, 1S
Shell Plating	Armoured		T6	+0	1S
Scale Change (Larger or Smaller)	Body Scale Change		T6	+4	1A, 1S
Skill Chip	See below	Y	T8	var	1S
Special Ops Chip	See below	Y	T6	special	1A
Subdermal Holoprojector	Image Projection	Y	T7	+3	1A, 1S
Subdermal PMI	See below	Y	T8	+2	1S
Subdermal Projector	Project Energy (specify type, plus whether Ranged or Melee)		T7	-1	2S + flaw
Subdermal Snare	Snare		T7	+0	2S
Subdermal Weave	See below		T6	+2	1S
Suction Glands	Expert Climber		T6	+3	1S
Synaptic Enhancer	Increased Skill Cap	Y	T8	+3	1A, 1S
Synthetic Musculature	Hyperstrength		T8	+3	1A, 2S
Tentacles	Constrict, Tentacles		T6	+4	1A, 2S
Transdermal Reinforcement	See below		T7	+1	1S
Vampire Implant	Drain Energy (Life Drain)		T7	-1	1A
Variable Physiology	Density Control		T9	+3	1A
Variform Body Plan	Variform		T9	+3	1A
Variform Physiognomy	See below		T9	+3	1A
Venom Injector	Poison		T6	-2	1S
Wings	Flight		T6	+3	3S + Draining flaw