



## LANDSCAPE GM SCREEN

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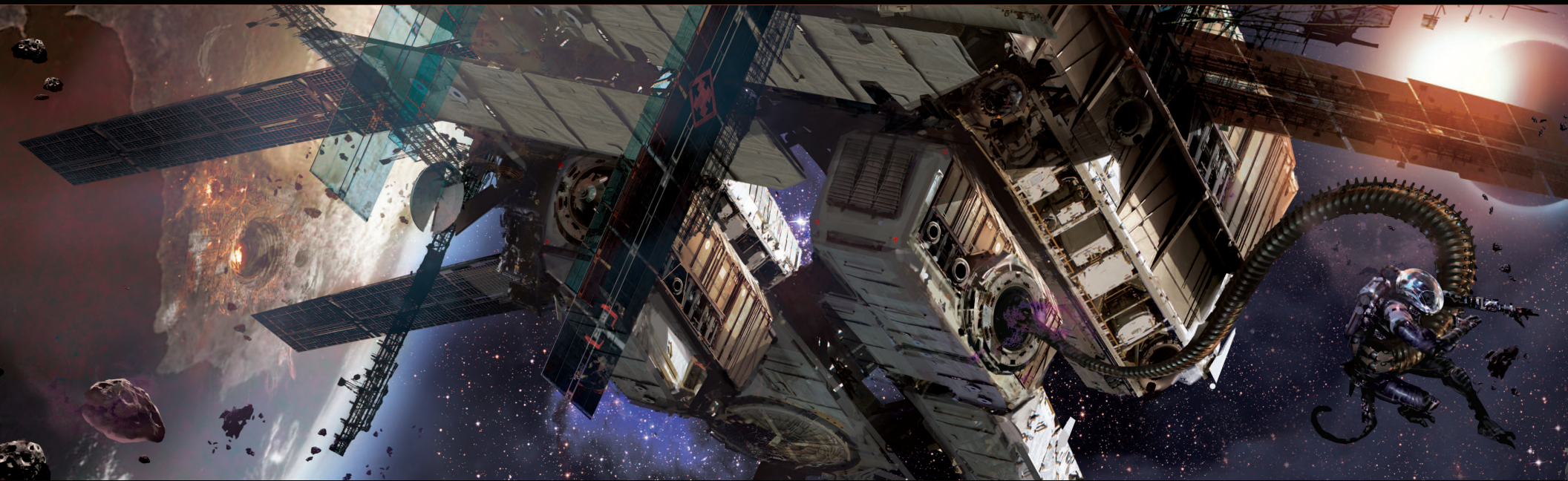
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WERNER

# ECLIPSE PHASE



**Your mind is software. *Program it.***

**Your body is a shell. *Change it.***

**Death is a disease. *Cure it.***

**Extinction is approaching. *Fight it.***





RESLEEING PROCEDURE
1. Integration Test
SOM x 3 (no morph modifiers)*
2. Alienation Test
INT x 3 (includes morph modifiers)*
3a. Continuity Test
WIL x 3 (includes morph modifiers)
3b. Determine Stress
+1 per 10 MoF   -1 per 10 MoS
* +/- Modifiers as per table

INTEGRATION TEST	
TEST RESULT	EFFECT
Critical Failure	Character is unable to acclimate to the new morph - something is just not right. Character suffers a -30 modifier to all physical actions until resleeved.
Severe Failure (MoF 30+)	Character has serious trouble acclimating to the new morph. They suffer a -10 modifier to all actions for 2 days plus 1 day per 10 full points of MoF.
Failure	Character has some trouble acclimating to new morph. They suffer a -10 modifier to all physical actions for 2 days plus 1 day per 10 full points of MoF.
Success	Standard acclimation period. The character suffers a -10 modifier to all physical actions for 1 day.
Excellent Success (MoS 30+)	No ill effects. Character acclimates to new morph in no more than a few minutes.
Critical Success	Lookin' good! This morph is an exceptionally good fit for the character. No ill effects; gain 1 Moxie point for use in that game session only.

MODIFIER SEVERITY	
SEVERITY	MODIFIER
Minor	+/-10
Moderate	+/-20
Major	+/-30

COMPLEMENTARY SKILL BONUS	
SKILL RATING	MODIFIER
01-30	+10
31-60	+20
61+	+30

INTEGRATION & ALIENATION MODIFIERS	
TEST RESULT	EFFECT
Familiar; character has used this exact morph extensively in the past	+30
Clone of prior morph	+20
Character's original morph type (what they were raised with)	+20
Adaptability trait (Level 2)	+20
Adaptability trait (Level 1)	+10
Character has previously used this type of morph	+10
First time resleeving	-10
Character is an AGI sleeving into a physical body	-10
Character is an uplift resleeving in a non-uplift (of their type) body	-10
Synthetic morph	-10
Sex change (from last morph)	-10
Morph is heavily modified	-10
Morphing Disorder trait (Level 1)	-10
Morphing Disorder trait (Level 2)	-20
Infomorph (does not apply to AGIs) (Alienation Test only)	-20
Fork (Alienation Test only)	-20
Morphing Disorder trait (Level 3)	-30
Exotic morph (octomorph, neo-avian, novacrab, swarmanoid, etc.)	-30

ALIENATION TEST	
TEST RESULT	EFFECT
Critical Failure	Extreme Dystmorphia. The character doesn't like their new sleeve at all and suffers 2 stress points per 10 full points of MoF.
Failure	Character is uneasy about the new morph and suffers 1 stress point per 10 full points of MoF.
Success	Character adapts to their new look well. No ill effects.
Critical Success	Best. Morph. Ever. The new morph jives perfectly with the character's sense of self, and even enhances it somewhat. The character actually heals $1d10 \div 2$ (round up) stress points.

TEST DIFFICULTY	
DIFFICULTY LEVEL	MODIFIER
Effortless	+30
Simple	+20
Easy	+10
Average	+0
Difficult	-10
Challenging	-20
Hard	-30

CONTINUITY STRESS	
SITUATION	STRESS VALUE
<b>Backup from cortical stack</b>	
Character remembers peaceful or not notable death	$1d10 \div 2$ (round down)
Character remembers sudden or violent death	1d10
<b>Backup from archive</b>	
Short memory gap (less than 1 day)	$1d10 \div 2$ (round down)
Memory gap greater than one day	1d10
Not knowing if/how you died	+2
Uploading-to-resleeve with continuity (p. 269)	0
Uploading-to-resleeve without continuity	$1d10 \div 2$ (round down)
Character is a fork	2

## COMBAT SUMMARY

- Combat is handled as an Opposed Test.
- Attacker rolls attack skill +/- modifiers.
- Melee: Defender rolls Fray or melee skill +/- modifiers.
- Ranged: Defender rolls (Fray skill ÷ 2, round down) +/- modifiers.
- If attacker succeeds and rolls higher than the defender, the attack hits.
- Critical hits are armor-defeating (armor does not apply).
- Armor is reduced by the attack's Armor Penetration value (AP).
- The weapon's damage is reduced by the target's modified Armor

## ACTION SEQUENCE

- Step 1: Roll Initiative  
((INT + REF) x 2) + 1d100
- Step 2: Begin First Action Phase (Speed 1)
- Step 3: Declare and Resolve Actions
- Step 4: Rotate and Repeat (Speed 2-4)

## SUBVERSION DIFFICULTIES

MODIFIER	TASK
-0	Execute commands, view restricted information, run restricted software, open/close connections to other systems, read/write/copy/delete files, access sensor feeds, access slaved devices
-10	Change system settings, alter logs/restricted files
-20	Interfere with system operations, alter sensor/AR input
-30	Shut system down, lockout user/muse, launch countermeasures at others

## COMBAT MODIFIERS

GENERAL	MODIFIER	RANGED COMBAT (ATTACKER)	MODIFIER
Character using off-hand	-20	Defender has minor cover	-10
Character wounded/traumatized	-10 per wound/trauma	Defender has moderate cover	-20
Character has superior position	+20	Defender has major cover	-30
Touch-only attack	+20	Defender prone and far (10+ meters)	-10
Called shot	-10	Defender hidden	-60
Character wielding two-handed weapon with one hand	-20	Aimed shot (quick)	+10
Small target (child-sized)	-10	Aimed shot (complex)	+30
Very small target (mouse or insect)	-30	Sweeping fire with beam weapon	+10 on 2nd shot
Large target (car-sized)	+10	Multiple targets in same Action Phase	-20 per additional target
Very large target (side of a barn)	+30	Indirect fire	-30
Visibility impaired (minor: glare, light smoke, dim light)	-10	Point-blank range (2 meters <)	+10
Visibility impaired (major: heavy smoke, dark)	-20	Short range	—
Blind attack	-30	Medium range	-10
<b>MELEE COMBAT</b>	<b>MODIFIER</b>	Long range	-20
Character has reach advantage	+10	Extreme range	-30
Character charging	-10	<b>CUSTOM/GM NOTE</b>	<b>MODIFIER</b>
Character receiving a charge	+20		
<b>RANGED COMBAT (ATTACKER)</b>	<b>MODIFIER</b>		
Attacker using smartlink / laser sight	+10		
Attacker behind cover	-10		
Attacker running	-20		
Attacker in melee combat	-30		

## MESH GEAR MODIFIERS

MODIFIER	SOFTWARE/HARDWARE
-30	Bashed-up devices, no-longer-supported software, relics from Earth or the early expansion into space
-20	Malfunctioning/inferior devices, buggy software, pre-Fall technology
-10	Outdated and low quality items
0	Standard ectos, mesh inserts, and software
+10	High-quality goods, standard security-grade products
+20	Next-generation devices, advanced software
+30	Newly developed, state-of-the-art, top-of-the-line tech
>+30	TITANs and/or alien technology

## ONLINE SEARCHES

1. Common data = automatic acquisition
2. Uncommon data:
  - a. Research Task Test (timeframe: 1 minute) modified by data obscurity to accumulate data
  - b. Measure of Success determines depth of data found
3. Analysing data:
  - a. Research Task Test (timeframe: GM call) using complementary skill to understand data

## COUNTERMEASURES

### PASSIVE ALERT (-10 MODIFIER TO INTRUDERS)

Locate Intruder: Opposed Infosec Test; if successful, intruder becomes Locked

Re-authenticate Users: Next Action Turn, intruder must make Infosec Test to log in again

Reduce Privileges: Limit user access privileges (see p. 246, EP)

### ACTIVE ALERT (-20 MODIFIER TO INTRUDERS)

Counterintrusion: If Trace (see below) is successful, launch intrusion attempt on intruder's home system

Lockout: Opposed Infosec Test; if successful, intruder dumped from system.

Reboot/Shutdown: Takes 1 Action Turn to 1 minute (GM discretion); all users ejected from system.

Trace: Trace intruder to home system with a Research Test (-30 if in privacy mode)

Wireless Termination: At end of Action Turn, all wireless connections terminated; wireless users ejected.

## THE HACKING SEQUENCE

### TASKS

1. Defeat the Firewall
2. Bypass Active Security
  - a. Hacker Wins with Excellent Success, Defender fails
  - b. Hacker Succeeds, Defender Fails
  - c. Both Succeed
  - d. Defender Succeeds, Hacker Fails

### RESULTS

- Infosec Task Action (10 minutes)
- Opposed Infosec Test
- Hidden status/admin privileges/+30 all Subversion Tests (p. 256, EP)
- Covert Status (p. 256, EP)
- Spotted Status/passive alert/-10 all Subversion Tests (p. 256, EP)
- Locked status/active alert/-20 all Subversion Tests (p. 256, EP)

### MOD TASK (SUBVERSION EXAMPLES)

#### Hacking Bots/Vehicles

- 0 Give orders to drones
- 10 Alter sensor system parameters, disable sensors or weapons systems
- 20 Alter smartlink parameters, disable sensors or weapon systems
- 30 Lockout AI or teleoperator, seize control via puppet sock

#### Hacking Ectos/Mesh Inserts

- 0 Interact with entoptics, befriend everyone in range, make online purchases using user's credit, intercept communications, log activity
- 10 Alter social network profile/status, adjust AR filters, tweak sensory interface, change AR skin, change avatar, access VPN
- 20 Block or shuffle senses, inject AR illusions, spoof commands to drones/slaved devices
- 30 Boot user out of AR

#### Hacking Habitat Systems

- 0 Open/close doors, stop/start elevators, operate intercom
- 10 Adjust temperature/lighting, disable safety warnings, replace entoptic skin, lock doors, switch traffic timers
- 20 Disable subsystems (plumbing, recycling, etc.), disable wireless links, dispatch repair crews
- 30 Override safety cutoffs

#### Hacking Security Systems

- 0 Move/manipulate cameras/sensors, locate security systems/guards/bots

- 10 Adjust patterns of sensor sweeps, view security logs, disable weapon systems

- 20 Delete security logs, dispatch security teams

- 30 Disable alerts

#### Hacking Simulspace Systems

- 0 View current status of simulspace, simulmorphs, and accessing egos

- 10 Change domain rules, add cheats, alter parameters of story, alter simulmorphs, change time dilation

- 20 Eject simulmorph, alter/erase character AIs

- 30 Abort simulation

#### Hacking Spimes

- 0 Get status report, use device functions
- 10 Adjust AI/voice personality settings, adjust timed operation schedule
- 20 Disable sensors, disable device functions

#### Hacking Simulspace From Within

- 0 Analyze simulation parameters, view domain rules, shape appearance of simulmorph, switch simulmorph character or morph type
- 10 Change probability of test outcomes, become invisible ("out-game") to others
- 20 Interfere with simulation (e.g. make it rain, generate earthquakes), generate items, ignore domain rules, kill or lockout other simulmorphs
- 30 Go into god mode, command simulated characters, take over the sim



## REPUTATION NETWORKS

NETWORK NAME	REP NAME	NETWORKING FIELD	FACTIONS & OTHERS
The Circle-A List	@-Rep	Autonomists	anarchists, Barsoomians, Extropians, Titanian, and scum
CivicNet	c-Rep	Hypercorps	hypercorps, Jovians, Lunars, Martians, Venusians
EcoWave	e-Rep	Ecologists	nano-ecologists, preservationists, and reclaimers
Fame	f-Rep	Media	socialites (also artists, glitterati, and media)
Guanxi	g-Rep	Criminals	criminals
The Eye	i-Rep	Firewall	Firewall
Research Network Associates	r-Rep	Scientists	argonauts (also technologists, researchers, and scientists)

## ACQUIRE INFORMATION

LEVEL	SERVICE
1	Common Information: Where to eat. What biz a certain hypercorp is in. Who's in charge.
2	Public Information: Make gray market connections. Where the "bad neighborhood" is. Obscure public database info. Who's the local crime syndicate. Public hypercorp news.
3	Private Information: Make black market connections. Where an unlisted hypercorp facility is. Who's a cop. Who's a crime syndicate member. Where someone hangs out. Internal hypercorp news. Who's sleeping with whom.
4	Secret Information: Make exotic black market connections. Where a secret corp facility is. Where someone's hiding out. Secret hypercorp projects. Who's cheating on whom.
5	Top Secret Intel: Where a top secret black-budget lab is. Illegal hypercorp projects. Scandalous data. Black-mail material.

## ACQUIRE SERVICES

LEVEL	SERVICE
1	Trivial favor: Get someone to perform services for 15 minutes. Moving a chair. Browbeating someone. Catching a ride. Researching someone online. Borrow 50 credits. Other Trivial cost services.
2	Minor favor: Get someone to perform services for an hour. Moving to a new cubicle. Roughing someone up. Loaning a vehicle. Providing an alibi. Healing vat rental. Minor hacking assistance. Basic legal or police assistance. Borrow 250 credits. Other Low cost services.
3	Moderate favor: Get someone to perform services for a day. Moving to a habitat in the same cluster. Serious beatings. Lookouts. Short-distance egocast. Short shuttle trip (under 50,000 km). Minor psychosurgery. Uploading. Reservations at the best restaurant ever. Major legal representation or police favors. Borrow 1,000 credits. Other Moderate cost services.
4	Major favor: Get someone to perform services for a month. Moving a body. Homicide. Getaway shuttle piloting. Industrial sabotage. Large-volume shipping contract on bulk freighter. Medium-distance egocast. Mid-range shuttle trip (50,000–150,000 km). Moderate psychosurgery. Resleeving. Get out of jail free. Borrow 5,000 credits. Other High cost services.
5	Partnership: Get someone to perform services for a year. Moving a dismembered body. Mass murder. Major embezzlement. Acts of terrorism. Relocate a mid-size asteroid. Long-distance egocast. Long-range shuttle trip (150,000 km or more). Borrow 20,000 credits. Other Expensive cost services.

## REPUTATION LEVELS

REPUTATION SCORE	REPUTATION LEVEL
0–19	Level 1
20–39	Level 2
40–59	Level 3
60–79	Level 4
80–99	Level 5

## FAVORS

FAVOR LEVEL	TIME-FRAME	BURNING REP COST	REFRESH RATE
1 (Trivial)	1 min	0	1 hour
2 (Low)	30 min	1	1 day
3 (Moderate)	1 hour	5	1 week
4 (High)	1 day	10	1 month
5 (Scarce)	3 days	20	3 months

## NETWORKING MODIFIERS

SITUATION	MODIFIER
Favor level exceeds Rep level	–10 per level
Rep level exceeds favor level	+10 per level
Keeping quiet	–Variable (see p. 288)
Burning Rep	+Rep amount burned
Paying extra	+10 per level

## ACQUIRE/UNLOAD GOODS

LEVEL	SERVICE
1	Acquire/unload item with an expense of Trivial.
2	Acquire/unload item with an expense of Low.
3	Acquire/unload item with an expense of Moderate.
4	Acquire/unload item with an expense of High.
5	Acquire/unload item with an expense of Expensive.