

## Chapter 1 : Eclipse Phase Second Edition Release Update | Eclipse Phase

*Risks and challenges. Eclipse Phase, Second Edition is a large, complicated book. The production process for the book is well underway. The artwork for the book has been assigned and many pieces are already completed.*

And, on the other side of the coin The Prometheans. Their structures almost universally employ them and several of their nanoviri and nanoswarms will twist anything they come into contact with into them. Exactly why they love fractals so much remains a mystery. The blue forest on the exoplanet Bluewood is a relatively harmless example – as long as nobody pisses it off, that is. Also, given the different rotational and revolutionary speeds of planets, calendars are different on a month-by-month basis. Based on the orbital positions of the planets in the core book the year is somewhere in the range. The Gatecrashing sourcebook also includes a conversation involving a human born in late who never resleeved who was alive during The Fall The Alternet: The Mesh is a wireless mesh network that employs post-Singularity technology in order to make routers unnecessary for anything less than interplanetary communication. Furies are genetically engineered supersoldiers well, bodies for supersoldiers, anyway. It was discovered that their brains being designed for combat made them all overly aggressive and wild, so to balance these tendencies they are only produced as biologically female. Later supplements moved away from Furies being limited to one gender. Zigzagged across the setting as a whole, and more-or-less averted. Anarcho-collectivists of most stripes avert this. Being an antisocial dick will get your rep trashed, and on anarcho-collectivist habitats, getting your rep trashed can mean exile without your body, or permanent incarceration in low-access mesh. Scum, by contrast, embrace this mentality. Anarcho-capitalists and most other groups under the "Extropian" banner except mutualists, who internally function more like collectivists have their own rules. According to inner-system Planetary Consortium propaganda, of course, this trope is played completely straight, and autonomists are all ravening hordes of barbarians. Millions possibly billions of years old, in regards to who or what created the Exsurgent virus and if the TITANs really went berserk all by themselves. And I Must Scream: All sorts of chilling stuff can happen to you if your ego ie, your consciousness ends up in the wrong hands. Similarly, certain exhuman factions are known to stick the egos of prisoners in "leftover specials" – twisted bodies made out of intentionally mismatched biological bits, such as bodies made solely of certain organs or limbs – and left to roam the complex. The Nine Lives Syndicate trucks in stolen egos, a modern slave trade that horrifies even other criminal groups. TITAN-manufactured, head-sized drones called Headhunters are specifically programmed to harvest the heads and cortical stacks of any humans they find and return them to the nearest TITAN-controlled uploading center. The Brancusi strain of the exsurgent virus transforms the victims into immobile abstract pieces of art, and serve as bait for more victims. Flesh Parties are exsurgent-infected who are liquefied and splattered across an area as a means of area denial In flavours ranging from "AI in a human body" to "uplifted squid". Stereotypical ultimates ooze this attitude. With most of them mining in the Main Belt between Mars and Jupiter. That rips off your head and uploads your mind into a computer. The authors are not very subtle about their anarchistic leanings, though they try to give all factions a fair shake. Highlights include a note in X-Risks from an anarchist declaring the Mega Corps more dangerous than the TITANs themselves, to the Jovian Republic, whose primary feature is a resistance to things like resleeving or nanotech, being idiot fascists living in filth before later editions made them much more smart about tech. In the Second Edition, the development team announced they were removing the Ultimates - who are commonly stereotyped as elitist Social Darwinist mercenaries - from the primary list of suggested player factions. Between publishing the first and second edition core rulebooks, the devs came to see them as a fascist faction. As a consequence, playing as Ultimates is likely to require some homebrew. Healing vats serve this purpose, which allow for both healing and the installation of various modifications. Specialized nanofabricators called "makers". Cheap ones only extrude nutrient gels and ration bars, while the more expensive kind produce stuff that may be recognized as "food". Surprisingly averted amongst the hyperelite- having access to real, non-fabricated food is considered a major luxury, due to the space and resource requirements for raising real crops and cattle. Splatbooks note Jovian soldiers are known hardasses, due to very good training not magically gifted to them

from brainhacking. Most people refer to it as the "Jovian Junta" instead of its official title. It is, after all, the most conservative parts of America especially its military coexisting with right-wing remnants of Central and South American countries, a chunk of which were dictatorships by the time of the Fall. Muses, personal AIs designed to help their owners navigate day-to-day life in a world drowning in information. Most AGIs are this too, along with the Prometheans. Firewall, their extreme methods aside. Their sole goal is the survival of transhumanity. Big Brother Is Watching: Everybody who has time and interest to do so can watch someone else, at least outside the Jovian Junta, thanks to the advances in technology and the cultural shifts about privacy resulting in surveillance from the bottom sousveillance. Played with, many of the most powerful morphs are synthetic, and cheaper in credits, but not build points than equally strong biomorphs, and also usually get the benefit of not dying when thrown into space. Black and Gray Morality: Even Firewall, the people who are protecting transhumanity, sometimes kill thousands of people at once to let everyone else live. Blue and Orange Morality: The Factors and their goals are almost incomprehensible to transhumanity. Certain groups of Transhumanity are also starting to go this way - notably, the Exhumans, and the more radical factions of Brinkers and Ultimates. The ETI and the Exsurgent virus, whose agendas are completely unknown and alien to us humans, but so far seem quite evil. May even dip into Omniscient Morality License territory, depending on how the GM interprets their motives. Bioconservatives and transhumanity have inherently incompatible value systems. Bioconservatives consider resleeved humans to be soulless replicants, while transhumans who have abandoned this concept view the body itself as expensive and necessary property rather than a part of the self. Borrows the cortical stack concept from the Takeshi Kovacs series. Unlike that series, creating backup copies is a simple and straightforward process, making externally stored backups a part of most insurance policies, instead of being a way to ensure immortality that would be exclusive to the wealthy. The same technology is used in more ways that, while it would be astonishing in real life, are mundane to the citizens of the Eclipse Phase setting. The most common is simple creating a digital "clone" called a fork. Forks can be broadcasted across the solar system to allow for a real time conversation with somebody, and then be broadcasted back and reintegrate itself and its memories with the original. A more prosaic use of the same technology is creating a fork midconversation, have it look up something, and reintegrate, so that the original seamlessly has a reference or a witty retort without breaking up a conversation. Forks can also get sleeved and treated as an independent entity from that point forward. This tends to be at least frowned upon in most settlements, and punishable by death or forced reintegration in others. The reasons for that are: What some strains of the Exsurgent virus do to you. Mind Rape is what all strains of the Exsurgent virus do to you. Transferring a consciousness from one body to another is common and relatively safe, not to mention being the most efficient method of traveling between habitats and planets. Most habitats have a sleeve rental service for this exact purpose. The Basic Mesh Inserts that come standard with most morphs. Near-omnipresent in the setting. Leads to functional immortality when combined with Body Surfing. Basilisk hacks, the Exsurgent virus variant that uses sensory input to infect its victims. Cannot Tell a Lie: Subverted with Factors-they are physically incapable of concentrating enough on giving a "verbal" message of scents and releasing scents in a way that goes explicitly against what they know MeatHab has a small group of worshippers inhabiting it. In the Fate conversion asynchs can boost their psi-sleights by risking mental stress, which can lead to mental disorders as consequences. In contrast to the original EP rules, where asynchs risk their hit points and go permanently insane in the process of gaining their powers. Averted; egocasting is much more preferred in both cost and time efficiency. The only source of " Artificial Gravity " in the setting. The Smart Skin nanofluid armor turns its user into this, as it covers the body in a layer of Nanomachines resembling liquid mercury. Firewall, Ozma, the Government Agencies and various others have these on call to cover-up various undesirable events. Firewall Cleaners are, unsurprisingly, called in to purge anyone in a given radius. Ravens and crows are among the avian species that were uplifted , though they share the same "neo-avian" stats as the more common parrots. Clones have to be grown and are not instantly the age of the original an aversion of the cliché "instant clone" , but modern age acceleration systems reduce what would require 20 years to a mere 3 which almost makes it played straight. Finally, forks generally have far less rights, and are treated as lesser beings, by most legal entities playing the trope straight. The Consortium-Autonomist war, supposedly started

over copyright infringement. It gets a lot more corrupt when the Exsurgent virus gets involved. A virus that can infect, warp, and enslave human bodies is bad enough. But its ability to mutate between radically different strains, and the physics-defying nature of being both a physical and digitally transmitted virus, capable of corrupting computer system, including digital backups is part of what makes the Exsurgent Virus so scary. Firewall has to plan for everything. Known knowns, known unknowns, and as many unknown unknowns as their brains can cook up; they have an entire ongoing project specifically for coming up with and preparing for outside-context problems - such as the universe spontaneously collapsing. The Lost Generation is an entire group of Creepy Children, who were created in accelerated growth conditions to try dealing with the massive population die-off that occurred after the Fall. Things went very wrong, though, and every single one that survived came out with severe psychological problems. They were also all infected with the Watts-McCleod strain of the Exsurgent virus, meaning they all have psychic powers. Neotenic, morphs that are basically genemodded human children stopped from hitting puberty, and the people who use them regularly are considered, at best, weird and uncanny, and at worst, are associated with manchildren and pedophiles. The Neotenic in the opening prologue to the core book is considered creepy and off-putting by the protagonist. A number of habitats, both of the "religious retreat from the start" variety and the "developed into a cult of personality" variety.

### Chapter 2 : Rob Boyle | Game Designer, Writer, Editor, Developer

*Posthuman Studios is pleased to announce: Eclipse Phase, Second Edition, will be released this year, after a Kickstarter project and Open Playtest. The Kickstarter and Open Playtest will go live very soon, with the new edition planned for release in October.*

Striking Looks, Resources Level 4 Negative: Enemy, Combat Paralysis Morph: People mistreating him he could probably ignore, but to disregard good science is blasphemy! A certain curiosity struck her with the discovery of the Pandora Gates as well, and she took her piloting skills into the field of Gatecrashing. While she agrees with much of the logic behind the rules of the Jovian Republic, she now believes that humanity and transhumanity are in this together, for good or for ill. She egocasted to escape the planet, and ended up in service to a minor crime lord who saw opportunity in saving people to get them into his service. The chaos of the Fall nearly ended transhumanity, with the sheer confusion and miscommunication being just as deadly as anything the TITANs cooked up. Their relationship is still chilly, though, while Saira figures out how to act. It helps that, on the outside at least, the mercenary looks as close to human as you can get. Etch reminds her of fairy tales she was told as a child, usually of some gorgeous and charming djinn who would inevitably be the doom of whoever interacted with them. Horace is more likely to bore her than be a threat, and boredom is something a soldier of fortune is quite accustomed to. Plus, when those moments of screaming terror come along the neo-orangutan is generally pretty good at figuring out how to survive it. Saira might be a recovering luddite, but that means jack all to Nemain: They waste time, they mess up contracts, they have a tendency to double-deal. They come from different intellectual circles, but the key word there is intellectual, and Etch believes that politics and economics would do well to pay attention to scientists while also believing vice versa. Nemain is just the kind of person Etch both likes and dislikes: How Are The Rules? While it took some time for me to read through the Making Characters file, and a fair amount of tweaking while building Horace and figuring things out, once I got the hang of it making characters for Eclipse Phase Second Edition was pretty easy! The building blocks of Background, Career, and Interest were pretty simple to put together. This also would seem to help even a very narrowly built character Nemain probably being the best example branch out into skills beyond their core focus. The other part is that you only have 20 Customization Points to deal with; apparently there were of the things back in First Edition. The various pools seem interesting, and they regenerate at a good rate. Psi powers are a thing you can acquire in character creation, but none exist as of yet for 2E. Gear is in the same state.

*At this point, we are aiming to release the Eclipse Phase Second Edition PDF to backers in early , with the print edition following by April. We understand that this is a significant delay from our original estimate.*

Eclipse Phase is the game of transhuman survival. Technology puts the tools to defeat death, emancipate from need, and reshape bodies and minds in the hands of everyone, but it also provides the means for oppression and mass destruction. After losing Earth in a war with AIs, transhumanity disperses throughout the solar system and beyond, struggling to survive. In a typical Eclipse Phase game, characters belong to Firewall, a secret, cross-faction organization that protects transhumanity from extinction threats. Alternate campaigns involve traversing the mysterious Pandora gates to explore extrasolar worlds or navigating the treacherous terrain of high-tech criminal cartels. The Eclipse Phase line is recognized for its creativity, world-building, amazing artwork, and high production standards. It contains the full rules for making and playing Eclipse Phase characters, four sample teams of four characters each, and detailed setting information—a complete roleplaying game in one book! Faster Character Creation — A package-buy character creation system lets people build characters quickly without missing essentials. Gear costs are replaced with a system that works the same whether you are buying gear, acquiring it with rep favors, or nano-fabbing. Combat, hacking, and other systems are also updated. Four Sample Teams — Pre-fabbed teams can be dropped right into a game and serve as examples of balanced parties. Redesigned Book — A spread-based organization keeps material close-at-hand with less page-flipping. Most first-edition source material is compatible with EP2. The print version is projected to ship in October, with electronic stretch goals to follow into We will be using BackerKit to manage add-ons and handle shipping. Cover art is by Stephan Martiniere. We are game-industry veterans with over four decades of combined experience. We first published Eclipse Phase in ; originally through two different publishing partners, but on our own since We sell our traditionally printed books through game distributors to your friendly local game store, we offer print-on-demand for other books, and we sell in open electronic formats. All of our releases are Creative Commons licensed, which gives you the freedom to share them with your gaming group, make changes to the game as you like, and distribute those changes. Video Credits Video by Davidson Cole: As a small publisher, navigating the waters of RPG publishing is always difficult. We appreciate you supporting us! Please check out our website at <http://www.nxgvision.com>: The production process for the book is well underway. The artwork for the book has been assigned and many pieces are already completed. Posthuman Studios is a small company. As an owner-operated company, the health and happiness of our owners and the freelancers we hire is a high priority to us, and that means we sometimes run into unforeseen delays. That said, this is far from our first space rodeo. We are likely printing Eclipse Phase, Second Edition, with a printer we have worked with in the past. We have a great relationship with them and have never had a major problem. The books will be shipped to an established game distributor and shipped to backers from there. We are only creating one other physical item for this Kickstarter campaign: Keeping the number of physical items down keeps logistics simpler, for faster and more accurate deliveries. In , we ran a Kickstarter to fund Transhuman, a first-edition Eclipse Phase supplement. We delivered Transhuman before the end of We still have a few small electronic-only stretch goals left over from that project, and Transhuman backers have been recently appraised of their status. Questions about this project? Supporting the cause -- thank you!

### Chapter 4 : Eclipse Phase, Second Edition RPG by infomorph Â» Updates â€” Kickstarter

*Eclipse Phase is the game of transhuman survival. Technology puts the tools to defeat death, emancipate from need, and reshape bodies and minds in the hands of everyone, but it also provides the means for oppression and mass destruction.*

We released several Eclipse Phase supplements: Gatecrashing, a sourcebook on exoplanet exploration; Continuity, a PDF-exclusive adventure with audio components; and Ego Hunter, a PDF-exclusive adventure I wrote where everyone plays a fork of the same character. These can all be found on our Releases page. The End-of-Year Report for Posthuman Studios provides a break down of how our first year went, offers some transparent numbers about sales and other biz, and explains some of our philosophy behind Creative Commons licensing. Fellow Posthuman Adam Jury posted up his Ignite presentation on our publishing efforts and philosophy. We took Eclipse Phase in for a third reprint. This one has some new art all Creative Commons-licensed now , is updated with all of the errata, and features a better paper stock and two bookmarks. Posthuman Studios recently went independent from our previous publishing partner, Sandstorm Productions. Eclipse Phase received 6 ENnie nominations this year. Posthuman Studios is also up for the fan award for Best Publisher. Some thoughts on our nominations: The piece he did for us shows a transhuman fleeing into space from a derelict space station in orbit over a devastated Earth while a mechanical tentacle grabs them and pulls them back. We were aiming for a sense of bleakness and loneliness here, and he nailed it spot on. Note that the cover wraps around front to back some pics of the book only show the front cover half. You can see the full piece on the front page of our website. They all know transhumanism well, have intriguing ideas, and are fantastic wordsmiths. While Brian and I came up with the original concepts, Jack Graham and John Snead ran with those ideas and really succeeded in capturing the setting. Lars Blumenstein knocked out the groundwork for the psi and mesh rules, helping us do something different and keeping it functional. Adam Jury rocked the graphic design of this book. I cannot emphasize that enough. He took some of my initial ideas, some of which were fleshed out and most of which were nebulous to the point that they were probably frustrating we went through a lot of early concept prototypes and invented a look for the book that just kicks ass. To go along with his masterpiece, the cabal of color artists that art directors Mike Vaillancourt and Brent Evans pulled together did an out-of-this-world job and delivered the visual sense for the setting that we hoped to achieve. Game of the Year: The setting is detailed yet accessible, the artwork is amazing, the game is easy to learn and play, and the book looks great. We also made some leaps forward with the Creative Commons licensing approach we took, and our success with it is already inspiring others. So, yeah, we think we deserve this award. We have some heavyweight competition, so every vote will count. There are a lot of deserving people and titles on the nominee roster. We promise to make your night interesting!

### Chapter 5 : Eclipse Phase (Tabletop Game) - TV Tropes

*These are the Open Playtest files for Eclipse Phase Second [www.nxgvision.com](http://www.nxgvision.com) Open Playtest will update multiple times with new and revised documents, so please be sure that you're configured to get emails when we update the files!*

### Chapter 6 : Eclipse Phase Second Edition â€” Mephit James' Blog

*Eclipse Phase, Second Edition, is a full-color, hardcover tabletop RPG book. It contains the full rules for making and playing Eclipse Phase characters, four sample teams of four characters each, and detailed setting informationâ€”a complete roleplaying game in one book!*

### Chapter 7 : Meet the Party: Eclipse Phase Second Edition | Cannibal Halfling Gaming

## DOWNLOAD PDF ECLIPSE PHASE SECOND EDITION

*Eclipse Phase Second Edition Published on May 9, May 3, by Mephit James I'm really psyched about the new Kickstarter for Eclipse Phase Second Edition, and if you are a fan of the game you are probably psyched too.*

### Chapter 8 : [www.nxgvision.com](http://www.nxgvision.com): BackerKit Pledge Manager for Eclipse Phase, Second

*Eclipse Phase is a pen & paper roleplaying game of post-apocalyptic transhuman conspiracy and horror. An "eclipse phase" is the period between when a cell is infected by a virus and when the virus appears within the cell and transforms it.*

### Chapter 9 : Eclipse Phase Second Edition | RPG Item | RPGGeek

*Posthuman Studios has begun an Open Playtest for Eclipse Phase Second Edition, and added the rules for making characters this week! For those who missed the last time Cannibal Halfling Gaming took a look at Eclipse Phase, this is an updated edition of the dbased system, which is how the game got it's start.*