



# ECLIPSE PHASE



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## Savage Singularity

An Eclipse Phase conversion by Chris Guiney



## I. Getting Started

Hello, and welcome to the Singularity! If you're reading this, then you no doubt have gotten your hands on, or at least your eyes on, a copy of the award-winning tabletop RPG Eclipse Phase from Posthuman Studios. You're also, I'm going to go out on a limb here, really interested in figuring out how to take the fantastic universe of said RPG into the fast-and-furious style of gameplay that Savage Worlds brings to the table in likewise award-winning fashion. Well, you're in luck!

Like any good conversion, the key here is to make sure that you have the original material from both Posthuman Studios and Pinnacle Entertainment. The purpose of the conversion is to get the rules into the hands of folks who are looking to play in their preferred die-rolling schematic, not so much so that you have a way to get a top-notch RPG for free. Having said all that, there are a ton of ways to get your hands on Eclipse Phase, and all of them, including the fantastic array of supplements that I reference here and there, are available via fancy URL link over on their mysteriously-named websites <http://www.eclipsephase.com> and <http://www.peginc.com>. While you can certainly live with this conversion in addition to the quick start rules and free supplements, please do these guys a solid and buy at least one supplement, because it keeps the lights on and pays for them to come out with more fantastic stuff, show up at conventions and generally keeps us nerds off the streets.

So, grab the core books and this little guide and you're off to experience the Fast & Furious style of Savage Worlds in the Singularity that has become the trans-human universe after the Fall in Eclipse Phase. As you work through this document, you'll see references to the different supplements that Eclipse Phase have put out in their short lifespan to flesh out the universe. I recommend grabbing them from Posthuman Studios directly, or search your favorite online PDF repository for them (I recommend <http://rpg.drivethrustuff.com>) for almost everything you'll need on both Savage Worlds and Eclipse Phase fronts.

Finally, a personal statement of thanks if you are downloading this guide and find it useful. I absolutely love both the ruleset and universe that comes in the core rulebook for Eclipse Phase but am realistic about groups of people wanting to stick to the mechanics they know and use the universe as a plot point instead. I love the quality of work that went into Savage Worlds Deluxe and have enjoyed every single session we've ever played on their system, from Zombies in space with Necropolis 2350 to Cyberpunk with Interface Zero to steampunk goodness in Runepunk, and as such hoped to bring the vibrant, well-orchestrated Hard science-fiction universe of Eclipse Phase to the Savages out there...counting me among them! The golden rule of

roleplaying still stands here: Have Fun! If there is something missing from this document, feel free to add it and use it for your own good; you certainly won't hurt my feelings.

## 2. Character Generation

Making a character in Eclipse Phase is an in-depth process that is both rewarding as well as a game in and of itself, inspired and akin to character-driven systems like Luke Crane's fantastic Burning Wheel, MouseGuard and Burning Empires systems. Conversely in Savage Worlds, the emphasis is on lighter character creation to get the group diving right into the story, setting less "on-paper" rules for governing how your players will role-play their chosen personas. In doing this conversion, the focus will be on converting the statistic-driven parts related to the world of Eclipse Phase into Savage Worlds rules rather than the other way around, therefore most of what you need will be outlined here, with references to the 'Savage Worlds Deluxe' edition rulebook. I also recommend that aspiring GM's consider some additional materials if they want to dive deeper, such as Paul "Wiggy" Wade-Williams' fantastic 'Science Fiction World Builder Toolkit' and 'Science Fiction Gear Toolkit' books or the fantastic 'Interface Zero' Savage Worlds setting guide by Gunmetal Games. Without further ado, let's get those charters on the table!

### Step 1: Race

In Eclipse Phase, modern technology has made it possible to upload, store and re-download your brain itself (your Ego) into and out of bodies, called Morphs. Where the mechanics of Eclipse Phase focus on folding this specific distinction into all of the rules, Savage Worlds doesn't break down as cleanly and so character development as you are making your Ego primarily, with Morphs adding bonuses that you may see in other games as magic enchantments or otherwise. Additionally, unless you are playing an uplift, all of the rules for Savage Worlds character creation will assume that you are a Human (I do reserve the right to add rules for non-Humans and uplifts in the future!). That means you get one Edge for free. Please make sure you meet all of the requirements in the core books, as I will not limit or spell those out here.

### Step 2: Background

In the time of Eclipse Phase, how you came to be is almost as important as who you want to become. Aside from key plot points being affected, it helps your characters have a sense of past, especially when some of these characters are arguably several hundred years old mentally. Having a 200-year-old brain and starting off as a level one Vac-worker is harsh but, as you'll see, a reality in this universe. Please select one from the list below, noting the perks that are listed afterwards. Please refer to the core book for the Morph

restrictions, related social ramifications, and all other stat-agnostic modifications you need to make. In an effort to support the publishers of the core games, I haven't worked with their Creative Commons license to include much of that here, because I do feel like it is a disservice to the great work they did if you don't at least *consider* picking up a copy yourself. So, here is the list...make notes accordingly:

Drifter:

d4 Navigation, d4 Pilot:Spacecraft, d4 Networking[Field]

Fall Evacuee:

d4 Pilot[Groundcraft], d4 Networking[Field], +1 Bennie, Half Starting Credit (2,500)

HyperElite:

d4 Protocol, d6 Networking[HyperCorp], +10,000 Starting Credit (15,000)

Infolife:

d6 Interface[Computer] (Starting Programs at 1/2 cost), Only the InfoMorph body is allowed here

Isolate:

d6 in 2 starting skills of your choice

Lost:

d6 to 2 Knowledge skills, starts with d4 Arcane[Psionics] skill, must start with Futura morph and 2 Mental Disorder Hinderances from the EP book (for role-playing reference)

Lunar Colonist:

d4 Pilot[Groundcraft], d4 to one Technical[Field], Academic [Field] or Profession[Field] skill, d6 Network[HyperCorp]

Martian:

d4 Pilot[Groundcraft], d4 to one Technical[Field], Academic [Field] or Profession[Field], d4 Networking[HyperCorp]

Original Space Colonist:

d4 Pilot[Spacecraft] OR d4 Freefall, d4 to one Technical [Field], Academic[Field] or Profession[Field], d6 Networking [Field]

Re-Instantiated:

d4 Pilot[Groundcraft], d4 Networking[Field], +2 Bennies

Scumborn:

d4 Persuasion OR d4 Deception, d4 Scrounging, d6 Networking[Autonomists], d4 Networking[Criminal]

Uplift:

d4 Fray, d4 Perception, d4 in any 2 skills

### **Step 3: Faction**

In addition to where you came from, you'll want to define who your allegiances lie with. After the Fall, the alliances that many trans-humans forge helped them do everything from work to life and even survive. Like primal earth, the clan and clan affiliation are more important than ever as there are fewer and fewer places in the galaxy that a carbon-based life-form can survive. This comes out more in roleplaying than anything, but there are some perks and hinderances to each Faction. Please choose one from the



list below, taking into consideration background and info on these faction comes out more in the core material and is not presented here, so refer to the excellent sections on it for starting locations, reasons for your background, and the like. If you're playing any kind of criminal, make sure you pick a criminal faction to be a part of. While it has no bearing on the statistics, it does affect the way you will play your character and where they start, who they know, and the like. Here is the list:

Anarchist:

d4 skill of your choice, d8 Networking[Autonomists]

Argonaut:

d4 in any two Technical[Field], Academic[Field] or Profession [Field], d6 Networking[Scientists]

Barsoomian:

d4 Free-Running, d4 skill of your choice, d6 Networking [Autonomists]

Brinker:



d4 Pilot[Spacecraft], d4 skill of your choice, d6 Networking [Field]

Criminal:

d4 Intimidation, d8 Networking[Criminal]

Extropian:

d4 Persuasion, d6 Networking[Autonomists], d4 Networking [HyperCorp]

HyperCorp:

d4 Protocol, d6 Networking[HyperCorp], d4 Network[Field]

Jovian:

d4 in two weapon skills, d6 Networking[HyperCorp], d4 Fray

Lunar:

d4 Language[Field], d6 Networking[HyperCorp], d4 Networking[Economist]

Mercurial:

d4 in any two skills, d6 in Networking[Field]

Scum:

d4 Freefall, d6 Networking[Autonomists], d4 skill of choice

Socialite:

d4 Persuasion, d4 Protocol, d6 Networking[Media]

Titanian:

d4 in any two Academic[Field] or Technical[Field] skills, d6 Networking[Autonomists]

Ultimate:

d4 in any two skills, d6 Networking[Field]

Venusian:

d4 Pilot[Aircraft], d4 skill of your choice, d6 Networking [Field]

Finally, make sure you pick a motivation. For fans of the core game and mechanics, Motivation is the special sauce that makes Eclipse Phase tick at the very primal level. There are several examples in the core book, so make sure you check them out.

### **Step 4: Attributes**

In standard Savage Worlds fashion, stats are doled out very simply to get you into the game faster. You start with a d4 in each of the five stats: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 additional points to spend on raising those up. In Eclipse phase, you will spend a good portion of your life in a purchased physical body called a 'Morph'. Due to this, I am modifying the rules slightly: you may not take higher than a d10 in Strength, Agility or Vigor. Feel free to distribute all the other points accordingly, but no higher than the base score in Strength and only a slight raise in Agility. My rationale for this is that a person's strength comes from their body, while agility is a function of both mental acuity and muscle control, so tying these to your character when you are without a physical body for most of your life seems fair. For those of you who argue that the other stats will be higher, it stands to reason that they should be due to the nature of nano-technology, advanced learning and the near-immortal nature of the digital mind. So, spend your points (nothing above a d12 per the core Savage Worlds rules, please!) and get ready for the skills.

### **Step 5: Skills**

Skills are assigned just like the core Savage Worlds rules: you get 15 points to throw around on skills, making sure you've already jotted down the skills and raises you were afforded with your Background and Faction selections. Remember, you can spend 1 point to start out a skill or raise it by a die type, but it costs 2 points to raise a skill up higher than it's linked attribute. Also, consider saving some points for a Morph (described later) as you will use skill points to pick your starting Morph. As always in Savage Worlds, you can take Hindrances too gain more skill points or Edges, so bear that in mind also. And really, use a pencil, not a pen.

I like the skills in Eclipse Phase, so to make it easier for a GM to work with the universal settings in the Eclipse Phase core books, I am including the skills that you can use here and their analogue in the Savage Worlds core book, with linked attribute. Since this is a conversion, feel free to mess with this as you see fit, especially if you are using some of the better Savage Worlds licensed sci-fi settings like 'Interface Zero', 'Necropolis 2350' or 'Slipstream'.

In the following section, skills are listed like this:

*Skill Name[Field] (Linked Attribute): SW Skill Analogue*

This is done so you can refer to the core rules for the Savage Worlds skill if needed. I add this in here because every group has a rules lawyer, or at least knows one. So point them at this paragraph and say "fine, read this while the rest of us enjoy ROLEPLAYING." Without further ado, here is the Skill List. We'll talk about Psi and Psi powers later, but there is one skill for it.

Academics[Field] (Smarts): Knowledge  
Animal Handling[Field] (Smarts): Knowledge / Specialization  
Art[Field] (Smarts): Knowledge / Specialization  
Beam Weapons (Agility): Shooting / Specialization  
Blades (Agility): Fighting / Specialization  
Climbing (Strength): Climbing  
Clubs (Agility): Fighting / Specialization  
Control (Spirit): Guts / Spirit  
Deception (Spirit): Persuasion  
Demolitions[Field] (Smarts): Fighting  
Disguise (Spirit): Persuasion  
Exotic Melee Weapon[Field] (Agility): Shooting / Specialization  
Exotic Ranged Weapon[Field] (Agility): Shooting / Specialization  
Flight (Agility): Swimming  
Fray (Agility): Advanced Dodge. Use this instead of Dodge or Parry.  
Freefall (Agility): Swimming  
Freerunning (Agility): Swimming  
Gunnery (Agility): Shooting  
Hardware[Field] (Smarts): Repair  
Impersonation (Spirit): Persuasion  
Infiltration (Agility): Stealth  
Infosec (Smarts): Knowledge  
Interest[Field] (Smarts): Streetwise  
Interfacing (Smarts): Knowledge  
Intimidation (Spirit): Intimidation  
Investigation (Smarts): Investigation  
Kinesics (Smarts): Knowledge  
Kinetic Weapons (Agility): Shooting  
Language[Field] (Smarts): Knowledge / Specialization  
Medicine[Field] (Smarts): Healing  
Navigation[Field] (Smarts): Knowledge / Specialization  
Networking[Field] (Smarts): Streetwise  
Palming (Agility): Stealth  
Perception (Smarts): Notice  
Persuasion (Spirit): Persuasion  
Pilot[Field] (Agility): Driving / Piloting  
Profession[Field] (Smarts): Knowledge / Specialization  
Programming (Smarts): Knowledge  
Protocol (Smarts): Knowledge  
Psionics (Smarts): Arcane Knowledge Psionics  
Psychosurgery (Smarts): Knowledge  
Research[Field] (Smarts): Knowledge / Specialization  
Scrounging (Smarts): Streetwise  
Seeker Weapons (Agility): Shooting / Specialization  
Sense (Smarts): Notice  
Spray Weapons (Agility): Shooting / Specialization  
Swimming (Agility): Swimming  
Throwing Weapons (Agility): Throwing / Specialization  
Unarmed Combat[Field] (Agility): Fighting / Specialization

## **Step Six: Secondary Statistics**

Like Eclipse Phase core rules, Savage Worlds does some math for you based on your attributes to derive some key values. Make sure that you are keeping track of all of your stats and attributes in two rows as the Morph you will acquire through your life in the singularity will affect them periodically. There is a Savage Singularity Character Sheet at the end of this document so feel free to use that!

### Charisma:

Always starts at 0 unless Edges, Hinderances or your Morph affect it.

### Pace:

Your pace is entirely determined by your Morph. WHILE the pace statistics are not listed here, you can find them in the Eclipse Phase rulebooks under the individual Morph stat blocks.

### Parry:

$2 + 1/2$  your fighting die type is the core rule, but here we do it slightly differently. Parry will be determined by which weapon you are using, so refer to that weapon type. If you are using a ranged weapon, you may use Fray as the fighting die. For example, Steven has an unarmed value of d6, so his Parry in hand-to-hand is 5. He pulls a beam weapon, of which he has a die type of d8, so his chance to use that weapon to block a blow is  $6 (d8/.5 + 2)$ . Finally, Stuart has a Fray stat of d8, so he can attempt to dodge out of the way of a shot using the parry element of  $4 (D8 / .5 / .5 + 2)$  or he can use Fray to block a thug whacking him with a pipe at  $6 (d8/.5 + 2)$ . Again, feel free to modify this rule as you see fit. I wanted to bring a bit of the flavor seen in the excellent core combat system of Eclipse Phase to the faster pacing of Savage Worlds, so feel free to take it or leave it.

### Toughness:

This is  $2 + 1/2$  of your Vigor die. Most times your Vigor is augmented by your Morph. This is the rule that will more than likely cause the highest "Fat Beard" response from the Savage World community because it's totally non-sequitur. You need toughness to affect Savage Worlds combat, and the Morphs do that, but having Character creation without bot Vigor and Strength would not only be fast, it would be boring and all characters would end up being nothing more than their Morphs. Therefore, I decided to make this arbitrary decision to keep the game fun while preserving the best of both systems. Again, feel free to modify it as you see fit.

## **Step 7: Edges & Hindrances**

It wouldn't be Savage Worlds without Edges and Hinderances, so this section is designed to tell you what will and won't work in the Eclipse Phase universe. In short, most arcane and supernatural elements are not part of the cannon, save for Psi abilities tied to the Watts-MacLeod virus or other variants of Exurgent viruses, so we'll be brief here. Per the rules of Savage Worlds character generation, you get one free Edge to start with. If you take Hindrances, you can get more things like additional edges, more skill points or extra credit.

From the core Savage Worlds Deluxe book, you may take any Edges you wish unless they are in the following list of restricted edges:

Arcane Background  
Arcane Resistance  
Noble  
Adept  
Gadgeteer  
Holy/Unholy Warrior  
Wizard  
Woodsman  
All Weird Science Edges

Likewise on Hinderances, you can take any from the core book save for anything related to physical stamina or stature...you'll see those come out later when you get into your Morphs.

If you're taking a character with the Psi trait, you may use the core book's rules regarding Powers, Power Points and the like provided that you stick to Psionics as a base. In a future version of this conversion set I may take a swing at converting the actual Psi chapter into a properly Savaged experience.

As such, there are a few custom Edges and Hinderances that I wanted to add that are key to the Eclipse Phase universe. They are listed below and can be regarded along with the

Identity Crisis Novice, d6 Smarts or lower  
You have no idea who you are most of the time.

Immortality Blues Novice  
You're burned out on being alive. Half Moxie and XP.

Implant Rejection, Novice  
All implants you get break completely and are not repairable on critical failures.

Modified Behavior, Novice  
You have to do a task no matter what as you have been trained. Work with the GM to determine what.

No Cortical Stack, Novice  
Game over, man. Game over. Do not pass Go. Do not collect 200 credits.

Social Stigma, Novice (Morph Trait)  
All rolls for social interaction suffer a -2 penalty unless conversing with your own kind.

Uncanny Valley, Novice (Morph Trait)  
All rolls for social interaction suffer -1 penalty unless you make a successful Spirit roll first.



core Savage Worlds Edges and Hinderances in Character creation. These are all creation Edges or Hinderances, so don't bother taking them later unless the GM lets you for some plot point and are detailed in the Traits chapter in the Eclipse Phase core rulebook.

### **New Edges**

Adaptability Novice, d6 Vigor  
Makes Re-sleeving easier. Die Raise on Vigor roles to sleeve (see sleeving section later).

Eidetic Memory Novice, d8 Smarts  
Character can recall any piece of data they have heard, even if the player didn't write it down. If they see something, they retain the details of it forever.

Exceptional Aptitude Novice, d10 Spirit  
The character may raise the Aptitude Maximum on any Morph that they are in by one Die Type.

### **New Hinderances**

Edited Memories Novice  
There is something missing from your backup, and when you were re-instated you have no idea it's gone.

### **Step 8: Morphs**

In the core Eclipse Phase experience, starting Morphs are sold on a sliding scale. To accommodate that in this system, we'll use a variant on the Skills system as described above. Morphs in the following section are given a starting cost in skill points. Some are free (such as Splicers and Flats) while others are quite pricey (such as Exalts and Neo-Avians). You may use any skill points you wish towards upgrading your starting morph, or you can take hinderances (again, non-physical ones) to gain enough points to get a higher-quality morph; the choice is up to you! Remember to check with your GM before you start a character as some scenarios trend towards your Ego being morph-less or cast into a specific kind of morph for no cost (such as a Military Action or Mining work on Mercury).

Morphs are listed as follows:

*Morph Name [COST]: Toughness Bonus, Aptitude Max, Any Bonuses*

Aptitude Maximums are a very solid part of Eclipse Phase and they belong in the universe almost as much as the morphs themselves. The way it works, the AM is essentially the highest die type you can have while in that morph,

regardless of it's stat. For example, Devin has a STR of d10 but is cased in a flat morph (with an AM of d6!) so he can't roll higher than a d6 for any Strength roll even if he wanted to unless he had an Edge or skill that assisted him in doing so!

Like the sections before it, the following stat blocks are only for Savage Worlds-related items. Each Morph in the Eclipse Phase universe has it's own set of unique traits, drawbacks and the like, primarily handled through role playing or general understanding. Remember, the goal of a fan-made conversion is to get your group up and running in the universe using a rules system you all understand already. If you want the full experience that Posthuman Studios has put into each aspect of the game, consider porting your characters over to full core characters and giving it a whirl.

### **Core Rulebook Morphs:**

#### A. Biomorphs

Flats [0]: AM d6  
Splicers [0]: AM d10, CHOICE+1  
Exalts [1]: AM d10, AGL+1, CHOICE+1  
Mentons [1]: AM d10, SMT+2, AGL+1, CHOICE+1  
Olympians [1]: AM d10, AGL+1, STR+1, VIG+1  
Sylphs [1]: AM d10, AGL+1, SMT+2, CHOICE+1  
Bouncers [1]: AM d10, AGL+1, SPR+1, VIG+1  
Furies [1]: +2 Tough, AM d10, STR+1, AGL+1, VIG+2  
Futuras [1]: AM d10, AGL+1, VIG+1, SPR+1  
Ghosts [2]: +1 Tough, AM d10, STR+2, AGL+2, CHOICE+1  
Hibernoids [1]: AM d8, AGL+1  
Neotenics [1]: AM d10, STR+1, AGL+1, CHOICE+1, Small Size  
Remade [3]: +1 Tough, AM Max, STR+2, AGL+2, CHOICE+2  
Rusters [1]: AM d8, VIG+1, CHOICE+1  
Neo-Avians [2]: AM d8, AGL+1, VIG+2, CHOICE+1, Flier  
Neo-Hominids [1]: AM d8, STR+1, VIG+1, SPR+1, CHOICE+1  
Octomorphs [2]: +1 Tough, AM d10, STR+1, AGL+1, CHOICE+1, +d Climbing, +2d Climbing, 8 arms

#### B. Pods

Pleasure pods [0]: AM d10, AGL+1, SPR+1, CHOICE+1  
Worker pods [0]: AM d10, VIG+1, CHOICE+1  
Novacrab [2]: +4 Tough, AM d10, STR+2, AGL+2, CHOICE+1, 10 Legs

#### C. Synthetic Morphs

Case [0]: AM d6, CHOICE -1, Lemon Trait  
Synth [0]: AM d10, VIG+1, CHOICE+1  
Arachnoids [1]: +1 Tough, AM d10, AGL+2, 8 Legs  
Dragonfly [1]: +1 Tough, AM d8, STR+1, Small Size  
Flexbot [1]: AM d8, AGL+1, Small Size  
Reaper [3]: +4 Tough, AM MAX, STR+2, AGL+2, 4 Limbs, Combat  
Slitheroids [1]: +2 Tough, AM d10, AGL+1, VIG+1, CHOICE+1, Snake  
Swarmanoid [3]: AM d10, AGL+2, Swarm

#### D. Infomorphs

Infomorph [0]: AM MAX, SMT+3

### **Sunward Morphs:**

#### A. Biomorphs

Lunar Flier [1]: AM d8, AGL+1, SPR+1, CHOICE+1, Flier  
Martian Alpinist [1]: +1 Tough, AM d8, CHOICE+1, +d Free-Falling  
Neanderthal [1]: AM d10, STR+1, VIG+2, CHOICE+2  
Salamander [1]: AM d10, AGL+1, Coronal Adaptation  
Surya [1]: +2 Tough, AM d10, STR+1, AGL+1, VIG+1, Very Large, Coronal Adaptation  
Venusian Glider [1]: AM d10, AGL+1, STR+1, CHOICE+1, Flier

#### B. Synth Morphs

Q Morph [3]: +4 Tough, AM d10, STR+1, CHOICE+1, 8 Limbs  
Steel Morph [1]: +1 Tough, AM d10, STR+1, AGL+1, VIG+1  
Steel Morph (Masked) [1]: +1 Tough, AM d10, STR+1, AGL+1, VIG+1  
Steel Morph (Liquid Silver) [3]: +1 Tough, AM d10, STR+1, AGL+1, VIG+1, Shapeshifter  
Sundiver [2]: +3 Tough, AM d10, AGL+2, Coronal Adapted, +d Freefall

### **Gatecrashing Morphs:**

#### A. Biomorphs

Aquanaut [1]: +1 Tough, AM d10, SRT+1, AGL+1, CHOICE+1  
Crasher [3]: +3 Tough, AM d10, STR+2, SMT+1, AGL+1, 2x CHOICE+1  
Dverger [3]: +2 Tough, AM d12, AGL+2, CHOICE+1

#### B. Pods

Digger [0]: AM d10, SMT+1, CHOICE+1  
Ripwing [1]: +1 Tough, AM d10, SMT+1, AGL+1, Flies  
Scurrer [1]: AM d8, SPR+1, AGL+1, SMT+1, +D Freerunning, 6 Limbs  
Whiplash [1]: +1 Tough, AM d10, SPR+1, VIG+1, 2x CHOICE+1, +d to Disarm Actions

#### C. Synth Morphs

Kite [1]: +1 Tough, AM d8, CHOICE+1, Small Size  
Spare [0]: +1 Tough, AM d6  
Ku Fu [2]: +2 Tough, AM d10, SMT+1, AGL+1

### **Panopticon Morphs:**

#### A. Biomorphs

Neo-Beluga [1]: AM d8, SMT+1, Large Size  
Neo-Dolphin [1]: AM d10, SMT+1, AGL+1, CHOICE+1  
Neo-Hominid (Gorilla) [1]: +1 Tough, AM d10, SMT+1, SPR+1, VIG+2  
Neo-Orca [2]: +3 Tough, AM d10, SMT+1, AGL+2, CHOICE+2, Very Large Size, Water Only  
Neo-Pig [0]: AM d8, SPR+1, CHOICE+1  
Neo-Porpoise [1]: AM d8, SMT+1, AGL+1, SPR+1, Water Only  
Neo-Whale [1]: +3 Tough, AM d8, SMT+1, AGL+1, SPR+1, CHOICE+1, Very Large Size, Water Only

#### B. Pods

Chickcharnie [1]: +1 Tough, AM d8, SMT+1, AGL+1, VIG+1  
Hypergibbon [1]: AM d10, SMT+1, AGL+1, +d Climbing, +d Free-running, Small Size  
Shaper [1]: +1 Tough, AM d10, SMT+1, AGL+1

### C. Synth Morphs

Gargoyle [1]: +2 Tough, AM d10, SMT+1, CHOICE+1

Skulker [1]: +1 Tough, AM d12, Swarm

Takko [2]: +1 Tough, AM d10, SMT+1, AGL+1

### Step 9: Starting Cash and Other Gear

For starters, each character gets 5,000 credits for buying things per the core rulebook, using core prices, unless otherwise stated. Prices and lists are related to the books they come from, so make sure you grab copies and keep them handy. The greatest rule of thumb here is that prices are flexible and inventory will vary based on what the missions are and where you happen to be...there are not usually weapons and armor merchants just sitting around waiting to sell you stuff. With that, you're done! Give your trans-human a name, maybe a picture and a figure flat, and get on with your adventure!

### 3. Rep & Social Networks

Reputation and Social Networks are pretty critical in Eclipse Phase, and for the purposes of this conversion they are treated like skill roles against the Network you are trying to tap for information. It was a conscious decision not to roll in the rules for calling in favors and decrementing Rep, primarily because we couldn't figure out how to do it. Maybe a future edition of the conversion will cover it. In any case, refer to the Core rules for the different networks and Rep designators.

### 4. Gear

As stated before, gear is all sold at standard credit and Rep rates per the Core book. For gear that has an effect on the character, and most of it does, those effects can affect the roleplaying without needing to muck with statistics or target difficulty numbers. In cases where there is a designated modifier to a specific stat or skill, bump the stat up by a die type for every 15 points, like so:

00-15: d4

15-30: d6

30-45: d8

45-60: d10

60-75: d12

75-90: d12+2

90-100: d12+4

With regard to armor, Eclipse Phase uses a dual number system. In most cases, you'll see it listed as (x/x) after the gear listing. For Savage Worlds, this equates to a Toughness bonus, divide the FIRST number by 2 and apply that bonus. If an armor rating is (2/2), then your toughness bonus is +1, while an (8/8) will grant you +4.

With weapons, this conversion is going to take a simple approach and say all weapons are simple d8 variants on the weapon stat. For example, the core book has the following listed for a melee weapon:

*Diamond Axe: Damage 2d10 / (SOM/10)*

We'll simplify this to the following in Savage Worlds:

*Diamond Axe: 2d8 + Strength Bonus (If Applicable)*

For ranged weapons, similar stats apply. A heavy pistol does 2d10 damage in the core rules, while here we'll have it do 2d8 (similar to pistol values in other systems of Savage Worlds). If the damage value calls for reduction or division, like 2d10/2, do the same only with d8s and make it 2d8/2, rounding up.

### 5. PSI Skills

As mentioned previously, PSI is handled in very specific ways in Eclipse Phase. If you choose to take the Arcane Background[Psionics] edge, follow the Savage Worlds rules for Power Points and casting durations for Psionic-specific powers. A future release will go into this further. I also recommend checking out the Gunmetal Games Psionics supplement for 'Interface Zero' as it has the closest analogue to this universe on paper and repeating a lot of it here would be a copyright violation!

### 6. Hacking and the MESH

Since Savage Worlds is geared towards a faster, more quick-thinking kind of play, Hacking can be distilled down into making the proper Interface[Field] role and then gaining access to things. Simply follow the MESH rules in the Eclipse Phase book, substituting the new Savage Worlds skill checks for those found there.

### 7. Sleeving and Far-casting

One slight change we are making is in response to Morph sleeving. When you sleeve, make a Vigor roll. Depending on the raises and levels of failure given by the target number, consult the following list, slightly modified from the core rules:

Critical Failure: AM = d4 in your Morph until re-sleeved  
Roll of 2 or 3: AM = i die type less than Morph's for 2 days  
Failure: STR and VIG are down 1 die type for 2 days  
Success: STR and VIG rolls take -2 for a day  
1 Raise: No ill effects!  
2 Raises: Perfect SLeeve! +1 Bennie for this session.

### 8. Wrapping up

I hope you find this guide useful in at least getting started in the Eclipse Phase Universe! Feel free to shoot me any comments in the forums and the like, bearing in mind that I have a day job and may not make edits as readily as necessary! As always, thanks to my gaming crew for helping play-test this out!





## Savage Singularity: Eclipse Phase for Savage Worlds

Character Profile	
Name	
Concept	Bennies
Rank	XP

Health
<b>Wounds!</b> [-1] [-2] [-3] <b>Inc!</b> [-3] [-2] [-1] <b>Fatigue!</b>
Perm. Injuries

Skills		
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level
Name	Attr	Level

Networking Skills & Circles		
Skill Circle	Attr	Level
Skill Circle	Attr	Level
Skill Circle	Attr	Level
Skill Circle	Attr	Level
Skill Circle	Attr	Level

Weapons		
Name	Damage	Range
Name	Damage	Range
Name	Damage	Range

Gear

Name

Attributes		
Agility	Base	Morph
Smarts	Base	Morph
Spirit	Base	Morph
Strength	Base	Morph
Vigor	Base	Morph

Derived Attributes		
Pace	Base	Modifier
Parry	Base	Modifier
Toughness	Base	Modifier
Charisma	Base	Modifier

Edges

Hindrances

Ego
Background
Faction
Motivation
Real Age

Morph
Type
Bonuses

Implants & Muses