

Eclipse Maid

Being a transhuman/post-cyberpunk hack for *Maid RPG*

Work-in-progression version 0.18, updated 2011-08-21

Note: This document is a **WORK IN PROGRESS**, released for review and playtesting purposes only. Many elements are untested and/or incomplete.

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Author's Note

Yes, the title and substantial chunks of the terminology are “borrowed” wholesale from *Eclipse Phase*. This author makes no apologies whatsoever.

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Introduction

In the distant future, humanity's age has passed. Runaway technological development has led to the obsolescence of the human race, and the Solar System is now ruled by vast, posthuman intelligences that explore realms of science and philosophy unimaginable to the unenhanced mind. Their most idle musings spawn computational vistas more complex than entire human civilisations as they plumb the very secrets of the cosmos.

Incomprehensibly sophisticated as they may be, however, the posthumans have difficulty dealing with what they euphemistically term the “analogue world”. To be blunt, they're really quite hopeless when it comes to physical matters. For all their cognitive puissance, they haven't yet freed themselves from certain physical needs – energy, security, computational machinery on which to run – and so they create servants to carry out their will, defend their physical forms from rivals and hostile Outsiders, and generally keep things tidy.

Thus, even in the age of humanity's eclipse, there are maids.

Character Creation

Characters in *Eclipse Maid* are created as per the core rules, with one major difference: each character is divided into two parts: an Ego, and a Morph. Roughly, the Ego corresponds to the maid's “mind”, while the Morph is her “body”. Each has its own traits and Special Qualities, and each is covered in its own section, below.

Egos

The Ego is the mind or “self” of your maid, and is created according to *Maid's* normal character creation rules, with the following exceptions:

Step 1: Attributes

As per the *Maid* core rules.

Step 2: Maid Types

As per the *Maid* core rules.

Step 3: Maid Colours

As per the *Maid* core rules.

Step 4: Special Qualities

Use the provided Ego Qualities table rather than the standard Special Qualities table. Some entries on the Ego Qualities table may duplicate entries from the standard Special Qualities table, or refer you to existing subtables in the *Maid* core rules; their text is not reproduced in this document. You should usually roll for two Ego Qualities; extra Ego Qualities are not recommended, since you'll also have Morph Qualities (see below) to keep track of.

You may notice that the Ego Qualities table contains only mental, emotional, and other personality-related traits. This is intentional; your Ego doesn't determine anything about

your maid's body. In fact, your maid may have a completely different body from session to session, or even from scene to scene. See the [Morphs section \(p. 6\)](#) for more details.

Step 5: Etcetera

Use the provided Ego Origins table rather than the standard Maid Roots table. For origins that don't imply a specific type of Ego, that usually means that you were a member a transhuman enclave or one of the few remaining colonies of baseline or near-baseline humans, though there are other possibilities.

Roll for your Stress Explosion as per the *Maid* core rules.

Step 6: Maid Power

Your Maid Power is referred to as an “Ego Power” for clarity. It is otherwise determined as per the *Maid* core rules.

Step 7: Favour and Spirit

As per the *Maid* core rules.

Step 8: Name and Age

As per the *Maid* core rules; note that certain Ego Origins or Ego Qualities may suggest unusual things about your age.

Ego Origins Table

Roll	Ego Origin	Description
11-12	Blank	You're a brand-new digital intelligence, created from scratch to serve the Master.
13-14	Fork	You're a scaled-down copy of the Master's own program. You have <i>so many</i> identity issues.
15-16	Uplift	The Master gave you intelligence to serve him. Were you an animal, or something weird like a plant?
21-22	Emergent	You were a piece of self-improving software that spontaneously gained sapience.
23-24	Alien	You're a non-human intelligence from beyond the Solar System. Why have you come here?
25-26	Offspring	You're actually a larval posthuman AI, serving your “parent” or another Master as a form of vocational training.
31-32	Experiment	You're an experimental form of intelligence. What was the Master trying to prove?
33-34	Reconstructed	You're an historical figure reinstantiated from stored mental engrams by the Master.
35-36	Abandoned	You were abandoned by a former Master, and taken in by your current one. Who did you once serve?
41-42	Infiltrator	You serve a rival Master. What is your true purpose?
43-44	Punishment	You managed to upset the Master's plans, and he pressed you into service as punishment.
45-46	Inheritance	Your lineage has served the Master for generations (and was possibly engineered to do so); you're next in line.
51-52	Achievement	You performed some extraordinary deed (for a human, anyway) that drew the Master's attention.
53-54	Volunteered	You sought out the Master to volunteer your services.
55-56	Conscripted	You were pressed into service against your will; the Master is disinclined to explain why.
61-62	Former Pet	You were originally the Master's organic “pet”, now granted a position of greater responsibility.
63-64	Employed	This is your job. You even get paid in some fashion, though probably not with money.
65-66	Who Knows?	You don't remember. It sometimes seems like an odd thing to forget...?

Ego Qualities Table

Roll	Ego Quality	Description
11	Clumsy	You're not very coordinated, no matter how agile your Morph is.
12	Chatterbox	You keep up a running commentary as you go through your day.
13	No Nonsense	You're very serious about your duties, and easily annoyed when others aren't so serious.
14	Quiet	As per the <i>Maid</i> core rules.
15	Easygoing	As per the <i>Maid</i> core rules.
16	Neat Freak	As per the <i>Maid</i> core rules.
21	Optimist	You can find the silver lining to any dark cloud – even if the cloud is a grey goo outbreak.
22	Cynical	Your relentless negativity often casts a pall on otherwise cheerful proceedings.
23	Shy	As per the <i>Maid</i> core rules.
24	Actually a Guy	As per the <i>Maid</i> core rules.
25	Overactive Imagination	As per the <i>Maid</i> core rules.
26	Greedy	As per the <i>Maid</i> core rules.
31	Sleepy	You tend to fall asleep whenever things slow down (or just whenever you get bored).
32	Crybaby	You cry easily, bursting into tears at the least provocation.
33	Overprotective	You're very concerned about the the safety and and emotional wellbeing of the Master and the other maids.
34	Airhead	You're not the brightest crayon in the box.
35	Melodramatic	Everything <i>has</i> to be a big production with you.
36	Lazy	You're always slacking off.
41	Dysfunction*	You relate to others in a dysfunctional way. Roll on the Dysfunction Table .
42	Symbol*	All of your Morphs sport a personalised symbol. Roll on the Symbol Table in the <i>Maid</i> core rules.
43	Delinquent*	Roll on the Delinquent Table in the <i>Maid</i> core rules.
44	Accent*	Roll on the Accent Table in the <i>Maid</i> core rules.
45	Disorder*	You have a screw loose upstairs. Roll on the Disorder Table .
46	Talent*	You have an extraordinary mental talent. Roll on the Talent Table .
51	Relationship or Perversion*	Roll on the Relationship or Perversion Table (as appropriate) in the <i>Maid</i> core rules.
52	Criminal Tendencies*	Roll on the Criminal Tendencies Table in the <i>Maid</i> core rules.
53	Brain Lock*	Your mind has been edited to forbid certain thoughts. Roll on the Brain Lock Table .
54	Tragic Love*	Roll on the Tragic Love Table in the <i>Maid</i> core rules.
55	Dark Past*	Roll on the Dark Past Table in the <i>Maid</i> core rules.
56	Trauma*	Roll on the Trauma Table in the <i>Maid</i> core rules.
61	Secret Job*	Roll on the Secret Job Table in the <i>Maid</i> core rules.
62	Membership*	Roll on the Membership Table in the <i>Maid</i> core rules.
63	Phobia*	You have an irrational fear of something. Roll on the Phobia Table .
64	Animal Instincts*	Maybe you were originally an uplifted animal, or maybe you were just programmed wrong. Either way, roll on the Animal Instincts Table .
65	Insecurity*	You have a crippling personal insecurity. Roll on the Insecurity Table .
66	Psionic*	Your Ego has strange, Morph-independent mental powers. Roll on the Psionic Table .

* Roll on the indicated subtable.

(41) Dysfunction

Roll	Ego Quality	Description
1	Boundary Issues	You don't grasp the concept of "too much information".
2	Compulsive Liar	You're always bragging about your accomplishments – especially the fictional ones.
3	Creepy	You have a knack for saying just exactly the right thing to creep people out.
4	No Personal Space	You tend to get right up in people's faces, and are uncomfortably touchy-feely.
5	Over-Sensitive	You take everything the wrong way.
6	Pushy	You have trouble taking "no" for an answer.

(45) Disorder

Roll	Ego Quality	Description
1	Mood Swings	You tend to go from cheerful to morose with no middle ground.
2	Split Personality	You have a second Ego that occasionally takes control. You can decide what it's like.
3	Paranoid	Of course, given your position, they probably <i>are</i> out to get you.
4	Forgetful	Things often slip your mind – like where you are, or what you're doing.
5	Hyperactive	You've gotta keep moving. Enforced idleness drives you <i>crazy</i> .
6	Dysmorphia	You have trouble adapting to new Morphs; you often forget abilities or bump into things.

(46) Talent

Roll	Ego Quality	Description
1	Photographic Memory	You can recall anything you've studied with photographic clarity.
2	Human Calculator	You can crunch numbers better than any computer.
3	Deductive Reasoning	You can perform Sherlock Holmes-like feats of deductive reasoning.
4	Perfect Timing	You always know what time it is, and can measure the time between two events to the microsecond.
5	Organisational Wonder	You always know exactly where everything in the mansion is.
6	Romance Radar	You have an unerring sense for romantic entanglements, both actual and potential.

(53) Brain Lock

Roll	Ego Quality	Description
1	No Lying	You can't directly lie under any circumstances.
2	No Violence	You can't commit deliberate acts of violence.
3	No Sex	Not even first base. You can still use the Seduction rules; you just have to be... creative.
4	Forbidden Word	You space out if you hear a specific word – you can decide which one ¹ .
5	Invitation Only	You can't enter a room unless someone who's already there invites you.
6	Colour Blind	You can't see objects of a particular colour. This includes people dressed in that colour. Roll on the Maid Colour Table to determine the colour you're blind to.

(63) Phobia

Roll	Ego Quality	Description
1	Heights	You're afraid of high places.
2	Dark	You're afraid of the dark.
3	Open Spaces	You get nervous without a roof over your head and four walls around you.
4	Opposite Sex	If you also have the "Actually a Guy" Ego Quality, your life is probably going to suck.
5	The Number [X]	You're afraid of a specific number. Roll 2D6 to determine which one.
6	The Colour [X]	You're afraid of a specific colour. Roll on the Maid Colours table to determine which one.

¹ Not "is" – you wouldn't get very far not being able to say "is".

(64) Animal Instincts

Roll	Ego Quality	Description
1	Cat	You're somewhat lazy and very concerned with cleanliness. Sometimes you meow.
2	Dog	You're enthusiastic, hard-working, and a bit territorial. You pepper your speech with growls and barks.
3	Monkey	You're friendly and mischievous, with a love for pranks.
4	Rabbit	You're alert and twitchy, and have a tendency to wiggle your nose.
5	Raven	You're curious and easily distracted by shiny things, which you have a tendency to steal.
6	Snake	You're cold and calculating, and tend to stand unnervingly still.

(65) Insecurity

Roll	Ego Quality	Description
1	Fashion Sense	No matter what Morph you're in, you're convinced it looks bad on you.
2	Brains	You're convinced that everyone else is smarter than you are, whether or not it's true.
3	Job Skills	You always think you're doing a terrible job, attributing any success to luck.
4	Belonging	You always feel like an outsider, no matter how much others try to help you fit in.
5	Origin	You're ashamed of where you came from.
6	Experience	You're terribly self-conscious about your... lack of experience. Yes, <i>that</i> kind of experience.

(66) Psionic

Roll	Ego Quality	Description
1	Telepathy	You can read others' thoughts.
2	Psychokinesis	You can move objects with your mind.
3	Clairvoyance	You can view people and places at a distance.
4	Object Reading	You can read "impressions" of past events from places and objects.
5	Psychoportation	You can move yourself from place to place without crossing the intervening distance.
6	Pyrokinesis	You can set objects on fire with your mind. Heh heh... <i>fire</i> .

Morphs

Since your maid is just a mind (i.e., an Ego), she can be uploaded into any body the Master pleases; this can be done in order to facilitate particular duties, in the furtherance of some inscrutable goal, as an object lesson, or even just for fun. These bodies are called *Morphs*, though some maids refer to them as shells, avatars, or even “meatware” (though not all Morphs are made of meat).

The process of loading an ego into a Morph is called *sleeving*; a maid who changes Morphs has *resleeved*.

In game terms, Morphs are treated as costumes. Unless otherwise noted, all Morphs observe the following differences from the standard costume rules:

- You must have a Morph in order to play – there's no such thing as being “out of costume”.
- Characters can – and usually will – start out with something other than a baseline Morph. If you're playing a scenario, the scenario may specify which starting Morphs are available. Otherwise, each player should roll for her starting Morph (reroll if you get a Morph you don't satisfy the requirements for), or – with the GM's permission – choose any Morph with a cost of 10 or less to begin play with.
- Changing Morphs doesn't cause you to lose access to your Ego Power or Stress Explosion, and you can still remove Stress with the passage of time.
- Ending a session in something other than the basic Morph doesn't render a character unplayable.
- Whenever you sleeve into a new Morph – including at the beginning of the session – roll on the Morph Qualities table to determine what special quirks this particular Morph has. Morph Qualities work just like Ego Qualities. If you get a Morph Quality that duplicates a feature the Morph already has (GM's discretion), you can reroll.
- You're still subject to the penalties for uniform damage, no matter what morph you're in. How, exactly, you manage to wear a maid uniform with some of these Morphs is left as an exercise for the reader.

Note that some of these changes will result in characters who are somewhat more powerful than standard maids, since they retain access to their Ego Powers and the basic Stress rules while also enjoying Morph benefits. If you're going to mix standard characters with *Eclipse Maid* characters, it's recommended that you leave out Ego Powers and allow the latter to use only their Morph benefits.

11 Baseline

Cost: 10

Requirements: None

Restrictions: None

Benefits:

Customisable: Baseline Morphs are easily customised. You receive two Morph Qualities rather than one. You can choose the first one; roll for the second one as usual.

Notes: A standard human(oid) body.

12 Cephalopoid

Cost: 10

Requirements: None

Restrictions: None

Benefits:

Spineless: You don't have any bones; this can let you slip into places other maids can't (and often shouldn't) go, and gives you +1 to the die roll for Athletics- and Skill-based actions where your extreme flexibility would help.

Tentacular: Your eight arms let you perform multiple tasks in tandem. You receive the maid weapon “Tentacles!” if you don't already have it.

Notes: A Morph based on the octopuses of Old Earth. Anti-gravity organs let you “swim” in air as well as water.

13 Chibimorph

Cost: 10 (5 if Maid Types include Lolita)

Requirements: None

Restrictions: None

Benefits:

Disturbingly Cute: Add +1 to the die roll for Affection-based actions.

I'm Not Touching You: You can never lose Favour for engaging in combat with other maids – even if you started it!

Notes: A biological Morph whose growth and maturation has been deliberately arrested in early childhood.

14 Giant Flying Space Whale

Cost: 15

Requirements: None

Restrictions: You suffer -1 to the die roll for Skill-based actions when dealing with normal-sized tasks. Also, this Morph always has the “Adaptation (Vacuum)” Morph Quality. If you roll the same Morph Quality again, reroll.

Benefits:

Large and In Charge: In actual physical combat, you automatically win if your opponent's result was less than 10.

Notes: This bioengineered Morph based on Old Earth whales uses its gravity-nullifying organs to swim through the air, and can even swim in space thanks to its resilient physiology and vacuum-sealed hide.

15 Digimorph

Cost: 5

Requirements: None

Restrictions: You can't perform physical actions unless another character serves as your hands. This includes the “Psionic” Ego Quality – no setting things on fire with your brain when you're sleeved into a Digimorph!

Benefits:

Ain't Got No Body: You can't be attacked in actual physical combat – you've got no body to attack!

Programmable: You don't roll for a Morph Quality when you sleeve into this Morph. Instead, choose an extra Ego Quality. This Ego Quality goes away the next time you resleeve.

Notes: You've been translated into a purely digital intelligence. You can talk to other characters via holographic projection, but you can't interact with the physical world.

16 Hive Morph

Cost: 15

Requirements: Skill 3 or higher

Restrictions: You can still use Athletics to move yourself about, but you can't manipulate any object that weighs more than a few pounds.

Benefits:

Eyes Everywhere: Your swarm's components get into everything, allowing you to witness any event in the mansion, even if an Ego or Morph Power would normally prevent it.

Squashing Bugs: Attacks in actual physical combat inflict a maximum of 1 Stress on you unless they're able to hit a wide area.

Notes: This Morph is a swarm of small creatures – like rodents or insects – with no central intelligence. You need to gather your components together to take actions, but you can spread them out to watch *everything*.

21 Valkyrie

Cost: 15

Requirements: Athletics 2 or higher

Restrictions: You gain the Ego Quality "Hyper-Aggressive" as long as you're sleeved into this Morph.

Benefits:

Combat Wombat: You gain +1 to the die roll for all actions in actual physical combat.

Wolf Pack Tactics: Any maid or Master fighting alongside you also adds +1 to the die roll in actual physical combat.

Notes: A biological Morph specially engineered for combat. Oddly, no male version has ever been produced.

22 Pleasure Model

Cost: 10 (5 if Maid Types include Sexy)

Requirements: None

Restrictions: You can't make Skill tests to perform practical activities.

Benefits:

Dead Sexy: You can spend Favour on Seduction rolls.

Fully Functional: Add +1 to rolls to remove Stress via Romantic Activities.

Notes: A specially designed pleasure Morph from the height of Old Earth's decadent transhuman empire. Why does the Master even *have* this Morph?

23 Clank

Cost: 5 (0 if your current Favour is less than 10)

Requirements: None

Restrictions: You suffer -1 to the die roll for all Affection-based actions.

Benefits:

Unfeeling Machine: You reduce Stress from all sources by 1 point.

Notes: A bare-bones robotic Morph; it resembles a metallic marionette with a blank, expressionless face. Did you do something bad for the Master to put you in such a body?

24 Spideroid

Cost: 15

Requirements: None

Restrictions: You gain the Ego Quality "Terminally Curious" as long as you're sleeved into this Morph.

Benefits:

Filled With Useful Devices: When you spend Favour to add a bonus to your die roll, it takes the form of a deployed gadget that sticks around for five minutes, granting a +1 bonus to all rolls for exactly the same kind of action. You have to pay the Favour again to deploy the same device later on.

Notes: This Morph resembles an armoured crab or spider the size of a small car. They're designed for combat and reconnaissance, but a hardware glitch causes Egos sleeved into them to become curious and philosophical.

25 Utopian

Cost: 18 (12 if Maid Types include Heroic)

Requirements: Will 3 or higher

Restrictions: None

Benefits:

Big Damn Hero: You gain a +1 to the die roll for any action if you toss off a snappy heroic one-liner first.

Notes: An engineered biological Morph of heroic and idealised proportions, popular among transhumans during the latter days of Old Earth.

26 R-9000

Cost: 15 (10 if Maid Types include Cool)

Requirements: None

Restrictions: You gain the Ego Quality "Taciturn" as long as you're sleeved into this Morph.

Benefits:

Liquid Metal Dynamics: Take 1D6 Stress to produce any non-projectile maid weapon.

Flowing Body: You gain the "Super Evasion" Ego Power if you don't already have it.

Notes: A Morph comprised of liquid "smart metal" that can take any shape at will. Egos sleeved into this Morph usually don't talk much.

31 Uplifted Animal

Cost: 12

Requirements: None

Restrictions: You gain the Ego Quality "Animal Instincts" as long as you're sleeved into this Morph. You should roleplay your animalistic tendencies whenever possible.

Benefits:

Animal Traits: Your animal traits give you +1 to the die roll for certain actions based on what kind of animal you are:

1	Cat	+1 to Luck-based actions
2	Dog	+1 to Athletics-based actions
3	Monkey	+1 to Skill-based actions
4	Rabbit	+1 to Affection-based actions
5	Raven	+1 to Cunning-based actions
6	Snake	+1 to Will-based actions

Notes: A normal-looking Old Earth animal enhanced to house a human-level intelligence. This is actually a group of six different Morphs. Roll another die to determine what kind of uplifted animal your Morph is.

32 Braincase

Cost: 12

Requirements: None

Restrictions: You're immobile unless carried.

Benefits:

Brainiac: If your Cunning is less than 3, treat it as 3 for as long as you're sleeved into this Morph.

Just As Planned: Whenever anyone (including you) rolls for a Normal or Random Event, they have to roll twice and let you pick which result actually happens.

Notes: A brain in a jar; you communicate using a built-in video screen with a picture of your face on it. While sleeved into this Morph, your intellect is vastly expanded, but you're easily tipped over.

33 Heavy Loader

Cost: 10

Requirements: None

Restrictions: If you roll a 1 on the die when attempting a Skill-based action, you break whatever you were working on (or knock down part of the mansion if there's nothing to break).

Benefits:

Handy: You gain the maid weapon "Enormous Robotic Hands".

Hydraulic Limbs: Add +2 to the die roll for Athletics-based actions that rely on raw strength.

Notes: A hulking robotic Morph normally used to handle cargo and move exceptionally heavy furniture.

34 Idol

Cost: 10

Requirements: None

Restrictions: You can't make Skill tests to perform practical activities.

Benefits:

Photogenic: You can resist physical attacks with Affection.

Spotlight: Any attack that doesn't include you as a target takes -1 to the die roll.

Notes: A Morph used on old Earth by pop idols, media personalities, and narcissists. Its sanitised metabolism is immune to bad breath and body odour, and it never has bad hair days.

35 Evolved

Cost: 15

Requirements: None

Restrictions: None

Benefits:

Optimised: When you sleeve into this Morph, pick an Attribute. You gain +1 to that Attribute until you resleeve.

Big Eyes, Small Mouth: Increase the results of any roll to gain or lose Favour by 1 point.

Notes: This Morph is the culmination of experiments in induced human evolution. It features large, shining eyes, a small, nearly nonexistent nose, and unnaturally smooth skin – it's actually kind of uncanny.

36 Esper

Cost: 12

Requirements: None

Restrictions: Your Stress Explosion becomes "Rampant Megalomania" as long as you're sleeved into this Morph.

Benefits:

Latent Potential: Roll on the "Psionic" Ego Quality table when you sleeve into this Morph. You have that Quality until you resleeve. If you roll a Quality you already have, reroll until you get a new one.

Power Overwhelming: Add +1 to the die roll whenever you use a Psionic Quality.

Notes: Possessed of a bald head, pale skin, and unsettlingly vibrant eyes, this Morph is designed to unlock the psychic potential of any Ego that's sleeved into it. Unfortunately, this has certain emotional side effects.

41 Wraith

Cost: 10

Requirements: None

Restrictions: Whenever you hear a certain key phrase (determined secretly by the GM), you suffer the Stress Explosion "Murder Spasm", regardless of your current Stress total.

Benefits:

Stealthy: When you don't wish to be seen, others need a result of 10+ to detect you.

Use of Weapons: Add +1 to the die roll when using any weapon.

Notes: This slender, adolescent-looking Morph was designed during the Transhuman Wars to be the perfect assassination vehicle. They were often sleeved with Egos that had no idea of their true purpose, allowing them to serve as sleeper agents.

42 Pixie

Cost: 8 (5 if Maid Types include Lolita)

Requirements: None

Restrictions: You suffer -1 to the die roll for Athletics-based actions when dealing with normal-sized tasks.

Benefits:

Travel-Sized: Add +1 to the die roll for Athletics- and Skill-based actions where your tiny size could help.

Improbability Engine: When you choose to engage this feature, rolls of 4-6 always count as six – but rolls of 1-3 always count as 1.

Notes: These small, winged Morphs are equipped with probability-manipulation devices intended to make them very lucky; however, sometimes it has the opposite effect.

43 Hominid

Cost: 10

Requirements: None

Restrictions: Your Cunning is treated as zero as long as you're sleeved into this Morph.

Benefits:

Brute Strength: If your Athletics is less than 3, treat it as 3 for as long as you're sleeved into this Morph.

Thick as a Brick: You're immune to Cunning-based attacks – you just can't follow them!

Notes: The result of an experiment in retrograde evolution, this Morph resembles humanity's hominid ancestors. While it has its benefits, its brain is limited.

44 Nekomorph

Cost: 15

Requirements: None

Restrictions: Your Stress Explosion becomes "Spoiled Child" as long as you're sleeved into this Morph.

Benefits:

Catness: Halve the Stress you suffer from any attack that would physically injure or publicly humiliate you.

Indulgence: You can never lose Favour through your own actions unless they resulted in direct harm to the Master.

Notes: A curious blend of human and feline features, these Morphs are unaccountably popular as "pets" among many Masters. For the purpose of rolling Morph Qualities, this Morph is considered the same as an uplifted cat.

45 Spectator

Cost: 10

Requirements: None

Restrictions: None

Benefits:

Panopticon: You're never surprised by attacks – you always get to divide the incoming Stress by your Attribute, even if an Ego Power, Morph benefit, or item says otherwise.

Evil Eye: You gain "Eye Lasers" as a maid weapon.

Notes: A hovering metallic sphere with numerous camera-eyes mounted on prehensile robotic stalks. It's equipped with eye lasers for self-defence.

46 Nanoswarm

Cost: 25

Requirements: Skill 3 or higher

Restrictions: None

Benefits:

Grey Goo Scenario: When you attack in actual physical combat, you can perform an insidious attack that hits everyone in the scene, friend and foe, with a +1 bonus to the die roll.

Resistance is Futile: Anyone you defeat in actual physical combat (other than a Master) has their Stress Explosion changed to "Assimilated". In this state, they must try to infect others with your nanoparticles whenever possible. Maids recover from this Stress Explosion normally, but ordinary people are your slaves forever!

Notes: This Morph is a cloud of "smart" nanoparticles with a distributed, networked Ego loaded into it. These nanoparticles can consume matter to make more of themselves, and even infect other Morphs.

51 Tengu

Cost: 10

Requirements: None

Restrictions: You gain the Ego Quality "Mischievous" as long as you're sleeved into this Morph.

Benefits:

Prankster: If someone submits to you in combat to avoid taking Stress, you can force them to actually fight. You must role-play how you trick or goad them into a confrontation.

Fly Away: You gain the "Escape" Ego Power if you don't already have it.

Notes: A winged human/bird hybrid, popular for exploration. Its natural facility for avoiding trouble sometimes goes to its users' heads. For the purpose of rolling Morph Qualities, this Morph is considered the same as an uplifted raven.

52 Mutant

Cost: 15

Requirements: None

Restrictions: This Morph always has the "Infamous" Morph Quality. If you roll the same Morph Quality again, reroll.

Benefits:

Power Surge: Spend 1D6 Favour to directly inflict 1D6 Stress to someone – they don't get to resist. You can spend up to 3D6 Favour at once.

Unnatural Recovery: Spend 1D6 Favor to reduce the Stress from an incoming attack by 2D6. You can choose to use this Benefit after you see the results of combat.

Notes: An apparently human Morph, genetic experimentation has endowed it with bizarre abilities. Users of these Morphs are mistrusted due to their use as hidden terror weapons during the Transhuman Wars. All Morphs of this type are required to wear a shirt with a yellow stripe.

53 Microbot

Cost: 5

Requirements: None

Restrictions: This Morph always has the "Vulnerability (Remote Control)" Morph Quality. If you roll the same Morph Quality again, reroll.

Benefits:

Inoffensive: Nobody can bring themselves to attack you in actual physical combat, and they feel ashamed for even considering it. They can still hit back if you attack them first, though!

Inconspicuous: You can just show up anywhere in the mansion you want, even if there's no obvious way for you to have gotten there. This doesn't allow you to ignore effects like World For Two.

Notes: A small robot about eight inches tall, equipped with a large radio control antenna (complete with flag). Why does a children's toy have a powerful enough processor to load an Ego?

54 Guardian

Cost: 10

Requirements: None

Restrictions: None

Benefits:

Interpose: You can take the Stress that would have been applied to any other character you can see. If an item, Ego Power, or Morph benefit attaches any special effects to the attack that inflicted the Stress, you take those, too. This *doesn't* just apply to actual physical combat!

Notes: A powerfully built Morph equipped with enhanced reflexes, threat-analysis software, force field generators, and other protective upgrades, it can shield the Master (or anyone else) from anything from a gunshot to a cruel remark.

55 Medimorph

Cost: 15

Requirements: None

Restrictions: You gain the Ego Quality "Doctor" as long as you're sleeved into this Morph.

Benefits:

Tender Loving Care: By taking 1D6 Stress, you can remove 6 points of Stress from someone else.

Prescribe: You can use special drugs to give another character a +1 bonus to one Attribute for five minutes. When it wears off, they take 2D6 Stress. You need to win combat against someone to use this benefit if they're unwilling to accept it.

Notes: Though superficially human, this multi-armed Morph has built-in drug dispensers, and can deploy all manner of probes and syringes (and restraints...) at a moment's notice.

56 Gelloid

Cost: 10

Requirements: None

Restrictions: None

Benefits:

Viscosity: Any attack on you with an item or weapon causes your attacker to lose the weapon, regardless of whether the attack succeeds or fails.

Absorption: When you defeat an NPC, you can absorb them and recover Stress equal to the sum of their Attributes. It's kind of gross.

Notes: A jelly-like blob of translucent smart material with no particular form. You can shape it into a humanoid body and even wear clothes, but it'll still be monochromatic and semi-transparent.

61 Model 01

Cost: 20

Requirements: None

Restrictions: You can't perform physical (i.e., Athletics- or Skill-based) actions on a normal scale. Any attempt to do so automatically triggers your "Catastrophe" Morph benefit (see below). Also, while you are sleeved into this Morph, your Stress Explosion becomes "Succumb to Unfathomable Bloodlust".

Benefits:

Outside Context Problem: Normal-sized characters can't engage you in actual physical combat. Unless they have artillery-scale weapons or massive vehicles, you just ignore them completely. On the flip side, you can't initiate actual physical combat with normal-sized characters, either.

Catastrophe: By taking 2D6 Stress (0 during a Stress Explosion), you can completely devastate the surrounding landscape. Normal-sized characters must defend themselves (usually with Luck or Athletics) with a result of 8 or better to avoid being swept away. This may incur Favour loss if you manage to hit the Master...

Notes: Though it appears to be a gigantic robot, this Morph is actually a lobotomised clone of a strange being that crash-landed on Earth many years ago, dressed in armour plates to conceal its nature. Though it has no will of its own, some of its instincts remain...

62 Security Unit

Cost: 10

Requirements: None

Restrictions: You must immediately investigate any and all suspicious activity, even from other maids; attempting to play favourites will incur Favour loss!

Benefits:

Terror Alert: By taking 1D6 Stress, you can initiate a lockdown. This works like "World For Two" in reverse: for five minutes, nobody – not even the Master – can leave the current scene!

Detention: When you defeat an NPC, their Stress Explosion becomes "Detained". Detained characters can be subjected to enhanced interrogation at any time.

Don't Tase Me, Bro: You gain "Taser" as a maid weapon.

Notes: A sinister-looking security cyborg. Not even the Master is above suspicion!

63 Duplicant

Cost: 10

Requirements: None

Restrictions: Your Stress Explosion becomes "Death" as long as you're sleeved into this Morph, after which you must wait five minutes before resleeving. Also, your current Stress can't be reduced by any means.

Benefits:

Bright But Brief: Add +1 to the die roll for *all* actions not based on Affection or Luck.

Like Tears in Rain: When you die, you can deliver a heartfelt soliloquy. This works like the "Maiden's Tears" Ego Power at no cost.

Notes: This organic Morph is completely superior to a normal human body, but its lifespan is brief.



64 Exterminator

Cost: 15 (10 if Maid Types include Cool)

Requirements: None

Restrictions: You gain the Ego Quality “Merciless Killer” as long as you’re sleeved into this Morph.

Benefits:

BFG: Add +1 to the die roll for attacks with firearms.

Relentless: You *only* take Stress from actual physical combat. You can still be trapped, fooled, forced into certain actions, etc. in other types of combat, but you don’t suffer any Stress from defeat.

Notes: This Morph’s only purpose is murder, and it’s very, very good at it.

65 Ophidian

Cost: 10

Requirements: None

Restrictions: None

Benefits:

Constrict: You gain the “Instant Restraint” Ego Power if you don’t already have it. This also grants “Coils” as a maid weapon.

Shining Scales: You never suffer Stress from non-combat sources (e.g., failing a roll against a difficulty number). You take Stress in combat normally.

Notes: Humanoid from the waist up and a great robotic snake from the waist down, this Morph is favoured by those who need a bit of muscle and resilience without sacrificing human dexterity.

66 Subject R661-J

Cost: 17

Requirements: None

Restrictions: Your Stress Explosion becomes “Madness” as long as you’re sleeved into this Morph. Also, your Affection score is treated as zero – in fact, you can’t communicate with normal characters in any way, though you can understand them just fine.

Benefits:

Impossible Angles: Opponents have a -1 penalty to the die roll when attacking you.

Visions of Madness: When you attack another character using Cunning or Will, they don’t get to divide the Stress by their Attribute.

Bad Touch: Your victims cannot comprehend the true form of your attack. (This counts as a maid weapon.)

Notes: To biological eyes, Subject R661-J appears to be a shifting collection of silvery spheres averaging one metre in diameter. To technological sensors, it doesn’t show up at all – cameras see only static until they look away. In actuality, it is a synthetic twelve-dimensional life-form that can be imprinted with a human mind-state. Deleterious psychological effects upon the imprinted Ego are considered within acceptable limits.

Morph Qualities Table

Roll	Morph Quality	Description
11	Glasses	As per the <i>Maid</i> core rules.
12	Freckles	As per the <i>Maid</i> core rules.
13	Awkward	The Morph has a gangly, awkward-looking appearance.
14	Androgynous	The Morph's gender is hard to discern. Even if it's something that's normally genderless, like a non-humanoid robot, it gives off a confusing vibe.
15	Blushes Easily	The Morph turns bright red at the least provocation – even if this makes <i>no sense whatsoever</i> .
16	Tall (Big)	The Morph is exceptionally tall (or just big, if it's not a biped).
21	Gaudy	The Morph has lots of chrome, gold plating, and other “bling”. It's kind of tasteless.
22	Creepy	The Morph is just plain creepy for no particular reason you can put your finger on.
23	Cursed	The Morph is just plain bad luck – you'll suffer terrible misfortune as long as you're sleeved into it.
24	Patchwork	The Morph is cobbled together from discarded parts of other Morphs.
25	Infamous	This particular Morph (or maybe this particular model of Morph) has a bad reputation.
26	Headtubes	The Morph has thick, clumsy cables running from its head to its back or shoulders.
31	Blinking Lights	The Morph is covered with blinking status lights in a variety of colours.
32	Skin Colour	The Morph has a strange skin colour; roll on the <i>Maid Colours</i> table to determine which.
33	Miniaturised	The Morph is half the usual size.
34	Mass Produced	The Morph is a mass production model – there are lots of other Morphs exactly like it.
35	Complicated	The Morph has very complex systems; even simple tasks require lots of technobabble.
36	Overclocked	The Morph runs faster than normal, rendering you a bit twitchy.
41	Unusual Aesthetic*	The Morph has a stylised visual aesthetic. Roll on the Unusual Aesthetic Table .
42	Troublesome Feature*	The Morph has a “special feature” that usually causes bigger problems than it solves. Roll on the Troublesome Feature Table .
43	Oddity*	Something about the Morph is just <i>weird</i> . Roll on the Oddity Table .
44	Animal Features*	The Morph has added animal features. Roll on the Animal Features Table ; if the Morph is an uplifted animal and you get the same result, reroll until you get a different animal.
45	Hairstyle*	Roll on the Hairstyle Table in the <i>Maid</i> core rules.
46	Accessory*	Roll on the Accessory Table in the <i>Maid</i> core rules.
51	Adaptation*	The Morph can survive in an unusual environment. Roll on the Adaptation Table .
52	Addiction*	The Morph has a physiological addiction to something. Roll on the Addiction Table .
53	Injury*	Roll on the Injury Table in the <i>Maid</i> core rules.
54	Glitch*	There's something wrong with the interface between Morph and Ego. Roll on the Glitch Table .
55	Defect*	The Morph is defective in some fashion. Roll on the Defect Table .
56	Enhanced Sense*	One of the Morph's senses is exceptional. Roll on the Enhanced Sense Table .
61	Special Feature*	The Morph has an unusual add-on. Roll on the Special Feature Table .
62	Override*	When the Morph hears a secret command phrase (chosen by the GM), it executes a programmed override on its current Ego. Roll on the Override Table .
63	Vulnerability*	The Morph has a conspicuous weakness. Roll on the Vulnerability Table .
64	Repurposed*	The Morph had some other role before the Master acquired it. Roll on the Repurposed Table .
65	Secret*	There's something Mysterious about this Morph. Roll on the Secret Table .
66	Sufficiently Advanced*	The Morph incorporates a piece of posthuman technology – it almost seems like magic. Roll on the Sufficiently Advanced Table .

* Roll on the indicated subtable.

(41) Unusual Aesthetic

Roll	Morph Quality	Description
1	Baroque	The Morph has a colourful, elaborate, Art Deco style.
2	Grimdark	The Morph is covered with stylised skulls and nasty-looking spiky bits.
3	Kawaii	The Morph is pastel and frilly, probably with a pink heart motif.
4	Steampunk	The Morph looks like a steam-powered simulacrum, covered with gears and hoses.
5	Retro	The Morph has a retro look, with spinning dials and flickering vacuum tubes all over.
6	Gigeresque	The Morph is frightening and insectile, with slimy skin and suspicious protuberances.

(42) Troublesome Feature

Roll	Morph Quality	Description
1	Three Laws Compliant	The Morph forces its Ego to obey the Three Laws of Robotics (though the Master's orders always take precedence). Luckily, your fellow maids no longer count as human.
2	Solar Powered	Efficient, environmentally friendly, and useless in the dark.
3	X-Ray Vision	The Morph's eyes can see inside of things. All the time: this feature can't be turned off.
4	Magnetic Manipulators	Tools and metal objects constantly stick to the magnetised grip pads on your hands and feet (or other manipulatory and locomotive appendages, as appropriate).
5	Threat Analyser	This feature helpfully warns you of <i>any</i> risk to your health, safety, or emotional wellbeing.
6	Anti-Theft Alarm	The Morph has a loud anti-theft alarm that goes off at the slightest touch.

(43) Oddity

Roll	Morph Quality	Description
1	Third Eye	The Morph has a third eye in the middle of its forehead (or equivalent location). It sometimes picks up fleeting images that nobody else can see. Is it malfunctioning, or...?
2	Luminescent	The Morph glows in the dark. The Master insists it's not radioactive.
3	Missing Parts	The Morph is visibly missing components – you can see right through the hole! This doesn't appear to impair its functionality.
4	Crystal Nodes	The Morph has colourful crystals embedded in its joints. They don't seem to have a purpose, but the Morph stops working if they're removed from their sockets.
5	Warning Label	A cryptic label cautions against some activity (you pick), but doesn't explain why.
6	Strange Aura	The Morph has an aura that makes sensors give nonsense results.

(44) Animal Features

Roll	Morph Quality	Description
1	Cat	The Morph has kitty ears and a tail.
2	Dog	You can decide whether the ears are pointy or floppy.
3	Monkey	The Morph has distinctive hair and a prehensile tail.
4	Rabbit	The Morph has big, floppy bunny ears and a cute little cotton-tail.
5	Raven	The Morph has feathers and possibly a beak. No wings, though.
6	Snake	The Morph has scales and a forked tongue.

(51) Adaptation

Roll	Morph Quality	Description
1	Aquatic	The Morph has gills and fins, and is designed to survive underwater.
2	Low-Gravity	The Morph has a light, attenuated build, suitable for low-gravity worlds.
3	High-Gravity	The Morph has a stocky, squat build, suitable for high-gravity worlds.
4	High Temperature	The Morph has reflective surfaces and heat-radiating frills.
5	Low Temperature	The Morph is heavily insulated and cold to the touch.
6	Vacuum	The Morph has built-in radiation shielding and a self-contained metabolism.

(52) Addiction

Roll	Morph Quality	Description
1	Alcohol	The Morph's previous owner was an alcoholic, and it constantly craves booze.
2	Tobacco	The Morph has a nicotine addiction, and gets the shakes if deprived of it.
3	Sugar	The Morph is a sugar junkie, and becomes sluggish without its fix.
4	NeuroStim	The Morph is hooked on high-tech neural stimulation devices.
5	Heavy Metals	The Morph has the munchies for heavy metals, like gold or uranium.
6	Blood	The Morph craves the blood of the living. You have no idea how this happened.

(54) Glitch

Roll	Morph Quality	Description
1	Synesthesia	The Morph's senses have a short circuit; you sometimes see sounds, taste colours, etc.
2	Narcolepsy	Sometimes the Morph just... turns itself off for a little bit.
3	Crossed Wires	The Morph occasionally responds to your commands in outlandish ways; for example, you might try to open a door and find yourself standing on your head.
4	Ghost in the Machine	The remnants of a former owner's Ego talk to you, and sometimes even try to take control. You can decide what your unwelcome companion is like.
5	Scramblespeak	The Morph's vocal processors have a short-circuit; your speech is strangely garbled.
6	Wandering Hand	One of the Morph's hands (or other manipulatory appendages) sometimes displays a mind of its own when you're not paying attention to it.

(55) Defect

Roll	Morph Quality	Description
1	Overheating	The Morph runs hot – sometimes painfully hot to the touch – and often gives off sparks.
2	Sickly	The Morph is sickly and run down, with a persistent cough – even if it's not organic.
3	Loose Joints	The Morph's limbs sometimes pop off under strain. Thankfully, they're easily reattached.
4	Worn Out	The Morph just looks ragged and worn out, like it's seen a lot of abuse over the years.
5	High-Maintenance	The Morph frequently requires bizarre and complicated maintenance procedures.
6	Strange Smell	What <i>is</i> that?

(56) Enhanced Sense

Roll	Morph Quality	Description
1	Enhanced Vision	The Morph can see perfectly in the dark, but is blinded by bright lights.
2	Hyper Hearing	The Morph can hear a pin drop. It's exquisitely sensitive to loud noises.
3	Tactile Radar	The Morph can sense motion by feeling vibrations in the air. It tickles.
4	Olfactory Upgrade	The Morph has the nose of a bloodhound, and is vulnerable to strong odours.
5	Super-Taster	The Morph can perform chemical analysis by taste. It's overwhelmed by all but the blandest foods.
6	Q-Ray Vision	The Morph can emit and detect Q-rays. Interpreting them, however, is another matter...

(61) Special Feature

Roll	Morph Quality	Description
1	Extra Arms	The Morph has two to four extra arms (or other manipulatory appendages).
2	Pain Filters	The Morph can damp its sense of pain.
3	Modular	You can voluntarily take this Morph apart, and still control the individual pieces.
4	Genderflip	The Morph can voluntarily switch sexes. This takes a few minutes, so it can only be done between scenes.
5	Drone Network	The Morph can deploy smaller, semi-autonomous versions of itself.
6	Self-Destruct	The Morph can voluntarily blow itself up. One use only.

(62) Override

Roll	Morph Quality	Description
1	Kill Order	You must attack the next person you see.
2	Love at First Sight	You must fall in love with the next person you see.
3	Fugue State	You instantly forget where you are and what you're doing.
4	Agony Inducer	You experience a few moments of excruciating pain.
5	Euphoria Switch	You're temporarily disabled with ecstasy.
6	Command Circuits	You must obey the very next order you receive as though it came from the Master.

(63) Vulnerability

Roll	Morph Quality	Description
1	Remote Control	The Morph has a remote control module; if someone gets ahold of it, you have to obey them as though they were the Master!
2	Power Cable	The Morph has a bulky external power supply, connected by a sturdy cable.
3	Flammable	Something about the Morph's construction makes it catch fire easily.
4	Allergy	The Morph is allergic to some common substance – you decide which.
5	Open Mind	The Morph's cognitive systems are unencrypted and easily hacked.
6	Big Red Button	The Morph has a big red button in a very exposed place. What does it do...?

(64) Repurposed

Roll	Morph Quality	Description
1	Art Project	The Morph is a literal work of art pressed into service. It has many impractical features.
2	Experiment	The Morph is an experimental prototype with numerous untested features.
3	Mascot	The Morph was once a children's mascot, and retains its cute, inoffensive facade.
4	Corporate	The Morph is covered with logos, slogans, and other corporate branding.
5	Military	The Morph is ruggedly built and has a very warlike appearance.
6	Religious Icon	The Morph was once a religious icon, and has a very angelic or demonic look to it.

(65) Secret

Roll	Morph Quality	Description
1	Stolen	The Morph is stolen property – and somebody wants it back!
2	Hidden Compartment	The Morph has a hidden compartment that contains something valuable – something that others would kill for.
3	One of a Kind	There's something about the Morph that makes it a rare, one-of-a-kind collector's item. The servants of other Masters may attempt to acquire it from you.
4	Bomb	The Morph is actually a powerful bomb! Is it a trap sent to hurt the Master... or one of the Master's secret weapons?
5	Lost the Manual	The Morph's systems are undocumented; you don't know how most of them work, and it may have features you don't even know about.
6	Alien Artifact	The Morph is an alien artifact, incorporating technology from behind the Solar System.

(66) Sufficiently Advanced

Roll	Morph Quality	Description
1	Quad-Analyzer	The Morph's sensory circuits can answer any factual question about an object.
2	Tractor Beam	The Morph can manipulate objects without touching them.
3	Bilocation Circuits	The Morph can literally be in two places at once.
4	Matter Transmuter	The Morph can transform small objects with a touch.
5	Universal Translator	The Morph's language circuits enable you to talk to anything. <i>Anything.</i>
6	Dematerialisation Drive	The Morph can turn intangible and walk through solid objects.

Master Creation

In the virtual realms, the Master is an incomprehensibly vast posthuman intelligence, and as such, is practically omnipotent compared to the maids. The maids should virtually never encounter the Master there, however. Mostly, they'll deal with the Master in the analogue (i.e., "real") world, where he's rather less impressive. In fact, the Master will typically be much worse at dealing with the day-to-day challenges of physical existence than the maids are.

The Master is generated according to the standard rules for Master creation, with a few notable divergences. The revised procedure is outlined below.

Step 1: Master Type

Use the provided Posthuman Master Type table rather than the standard Master Type table.

Roll	Type	Image
1	Sapient Starship	The Master is a sapient starship, many kilometres across and equipped with all manner of wondrous devices.
2	Planetary Mind	The Master is an entire world that's been converted into computromium – literally a brain the size of a planet (or moon).
3	Energy Being	The Master is a being of pure energy, anchored to the physical universe by great dimensional vortex.
4	Genius Loci	The Master is the controlling intelligence of some location. You can decide whether it's on a planet, or a space station.
5	Hive Mind	The Master is an entire species (or perhaps a transhuman enclave) evolved into a single massive group consciousness.
6	Hyper-Evolutionary	The Master is a hyper-evolved, space-faring life form many kilometres in size. Tentacles optional.

Step 2: Master Special Qualities

Use the provided [Posthuman Master Qualities Table](#) (p. [Error: Reference source not found](#)) rather than the standard Master Special Qualities table.

Step 3: Master Power Source

Use the provided Posthuman Master Power Source Table rather than the standard Power Source table.

Step 4: Favourite Maid Type

As per the *Maid* core rules.

Step 5: Stress Explosion

As per the *Maid* core rules.

Roll	Power Source	Description
2	None	As per the <i>Maid</i> core rules.
3	Terror	You're a frightening entity, with the doomsday devices to back it up. Crossing you has eschatological implications.
4	Sufficiently Advanced Technology	You've got something in your corner that not even other posthuman intelligences understand – technology so advanced it seems like magic.
5	Status	You have an important role in posthuman society that commands respect, regardless of your personal might.
6	Resources	Where do you get all those wonderful toys? Whatever the answer, your power derives from always seeming to have just the right thing for any occasion.
7	Manipulation	Your schemes are vast and subtle, with countless goals and backup plans for your backup plans.
8	Alliances	You're not a very big deal on your own, but you have strong ties with other posthumans who are willing to back you up.
9	Artifact	You command a singular artifact – probably an extra-Solar device – of unimaginable power.
10	Expertise	Even among your peers, you are regarded as the Solar System's foremost expert on some vital matter.
11	Reputation	You have enormous credit in the reputation-based economy of posthuman society. The favours owed to you are both numerous and substantial.
12	Worship	Entire transhuman civilisations worship you as a god. More conventional posthumans tend to disapprove, but hordes of fanatical cultists have their uses.

Step 6: Master Colours

As per the *Maid* core rules.

Step 7: Attributes

A per the *Maid* core rules. These represent the Master's "analogue world" competencies.

Step 8: Finishing Touches

Pick the Master's name and gender identity.

You can also roll or select a Morph and one or more Morph Qualities using the tables in the preceding section to determine the appearance of the Master's current avatar, if any, but neither the benefits nor the restrictions of the selected Morph apply – the avatar's physical form is purely

cosmetic. A Master may change avatars at any time at no cost.

Playing the Master

Since the Master is actually a vast and powerful being, such as a sentient starship or a living planet, it may be tempting to treat the entire “world” as your character. This temptation should be resisted. After all, if the Master could exercise precise control over every aspect of his physical form, he wouldn't need maids!

For all their power, Masters are really quite hopeless when it comes to dealing with the analogue world. They need their maids' help simply to operate, maintain, and protect their own physical bodies. Consequently, when you play the Master, the scope of your actions in the physical world should remain limited by your Attributes and the normal rules for Master-maid interaction, regardless of whether you're acting through an avatar.

That said, there is one exception. Session Orders can allow the Master's full might to be brought to bear in ordinary play. You are encouraged to abuse them at every opportunity.

Posthuman Master Qualities Table

Roll	Master Quality	Description
11	Naïve	You're strangely naïve about the analogue world, and frequently need your maids to explain seemingly obvious concepts to you.
12	Erratic	You frequently suffer from cognitive malfunctions that lead you to strange conclusions.
13	Imperious	You insist upon being addressed by a royal title, and have your servants arrange themselves in the fashion of a monarch's court.
14	Quiet	As per the <i>Maid</i> core rules.
15	My Pace	As per the <i>Maid</i> core rules.
16	OCD	As per the <i>Maid</i> core rules.
21	Demanding	You have extremely high standards for your maids – nothing ever seems to be good enough for you.
22	Monotone	You communicate in a flat, mechanical monotone.
23	Shy	As per the <i>Maid</i> core rules.
24	Gender-Bent	You are fascinated with the concept of gender, and constantly experiment with its various permutations.
25	Imagination	As per the <i>Maid</i> core rules.
26	Inscrutable	You rarely deign to explain your plans; your orders often seem confusing or arbitrary.
31	Philosopher of Love	Your philosophies revolve around the concept of Love. What is it? How does it come about? What is its purpose?
32	Image-Conscious	You're terribly concerned with keeping up appearances; unfortunately for your maids, your idea of "keeping up appearances" is somewhat esoteric.
33	Hedonist	As per the <i>Maid</i> core rules.
34	Ravenous	You have strange and terrible hungers that must be fulfilled to sustain your existence.
35	Otaku	As per the <i>Maid</i> core rules.
36	Moral Philosopher	You're very interested in the concepts of good and evil, and constantly test lesser beings – including your maids! – with moral dilemmas in order to observe their reactions.
41	Lecherous	As per the <i>Maid</i> core rules.
42	Sadist	As per the <i>Maid</i> core rules.
43	Masochist	As per the <i>Maid</i> core rules.
44	Distant	You rarely interact with the world via a physical avatar, preferring to restrict yourself to a virtual presence.
45	Damaged	Past experiences you don't care to discuss have left your vast psyche scarred in some fashion.
46	Determinist	You don't believe in free will, and are obsessed with refuting its existence.
51	Rivalry	You are consumed by your rivalry with another posthuman intelligence.
52	Nihilist	Your secret goal is nothing less than the destruction of the entire cosmos.
53	Deviant	You transgress even the flexible mores of your kind in some particular fashion – you're the closest thing there is to a criminal in posthuman society (such as it is).
54	Amnesiac	As per the <i>Maid</i> core rules.
55	Artist	As per the <i>Maid</i> core rules.
56	Megalomaniac	You continually plot to rule the universe.
61	Morbid	You're obsessed with the concept of death, and what – if anything – lies after.
62	Scientist	As per the <i>Maid</i> core rules.
63	Oracle	As per the <i>Maid</i> core rules.
64	Unconventional	You delve into strange technologies dismissed as myth and superstition by your peers.
65	God Complex	You believe that you're a literal deity. Who's to say you're wrong?
66	Maid Quality	As per the <i>Maid</i> core rules. Use the Ego Qualities Table (p. 3) in this document for the roll

Mansion Creation

Mansions are handled a little differently in *Eclipse Maid*. Since the Master could be a starship, a city, or even a whole planet, the “mansion” is often not just the Master's dwelling place, but the Master's actual body! Though the Master may interact with the maids using a human-scale avatar, they must never forget that the ground on which they tread is the Master's very flesh.

The mansion is generated according to the standard rules for mansion creation, with a few differences as outlined below.

Step 1: World

Eclipse Maid normally doesn't use World types. If a Random Event is called for, the “[Transhuman](#)” World table (p. 22) should be used. Some items, facilities, or Events may direct you to use the Random Event table for a standard World type instead. If you're ever asked to roll for a new World type, use the table in the *Maid* core rules.

Step 2: Mood

As per the *Maid* core rules.

Step 3: Mansion Appearance

Mansion appearance in *Eclipse Maid* is based on Master type rather than World type. Use the revised Mansion Appearance tables on the following pages to determine what the mansion looks like.

Step 4: Mansion Colours

As per the *Maid* core rules.

Step 5: Special Facilities

Use the revised Special Facilities table on the following pages.

Step 6: Create Encounter Table

As per the *Maid* core rules.

Step 7: Finishing Touches

As per the *Maid* core rules.

Mansion Appearance

Master Type: Sapient Starship

The mansion's appearance dictates what kind of starship it is, and what its interior is like.

Roll Appearance Description

1	Exploration Vessel	The ship is all clean lines and smooth plastic. The maids' continuing mission is to assist the Master as he seeks out new life and new civilisations...
2	Military Vessel	A warlike ship, bristling with massive guns and with a dim, Spartan interior. On top of being the Master's servants, the maids are also his soldiers.
3	Colony Ship	The bulk of the vessel is given over to endless racks of cold-sleep pods containing frozen colonists. What is their destination?
4	Merchant Vessel	The ship carries goods – both inanimate and otherwise – from dozens of worlds. Their security and safe delivery is up to the maids!
5	Space Hulk	The ship is a twisted, rusted-out ruin that doesn't seem like it should be spaceworthy at all. How has the Master come to such a state?
6	Arcology	The vessel contains plant and animal life from a thousand worlds. Sometimes the maids feel more like zookeepers!

Master Type: Planetary Mind

The Master is a whole world. The mansion's appearance determines what kind of world.

Roll Appearance Description

1	Utopia	The Master is a world of a world of shining towers and boundless natural beauty. Unfortunately, all is not what it seems – there's trouble in paradise!
2	Artificial World	The Master is obviously an artificial construct, layer upon layer of corridors and conduits extending from crust to core. Who built all this – and why?
3	Urban World	The Master is covered with nation-sized cities housing untold trillions of citizens. Does he lead his nations openly, or rule from the shadows?
4	Garden World	The Master's computronium core is cloaked by a shell of verdant greenery. Are the plants and animals decorative, or do have a purpose?
5	Forge World	The Master is a world-sized factory, with foundries for hearts and veins that flow with molten metal. What does he manufacture?
6	Hell World	The Master is a blasted, volcanic hellscape with only sparse habitation. Was he always like this, or has something gone terribly wrong?

Master Type: Energy Being

The mansion appearance determines what the interior of the vortex the Master inhabits looks like.

Roll	Appearance	Description
1	Spatial Wormhole	The vortex is a passageway between distant regions of space. Starships often pass through en route to far-flung systems.
2	Temporal Sargasso	The vortex is a region of "slow time", filled with the detritus of eras past and future. The maids sift the debris for something the Master seeks.
3	Allegorical Village	The vortex takes the form of a medieval village inhabited by NPCs of symbolic significance, e.g., the greater arcana of a Tarot deck.
4	Void	The vortex takes the form of a single small, verdant island, hanging in an endless black void where nothing exists but empty space and maids.
5	Celestial City	The vortex takes the form of a shining silver city under a radiant golden sky. The Master's servants often have an angelic aspect.
6	Labyrinth	The vortex takes the form of a maze of twisty passages, all alike. In the perpetual gloom, even the maids sometimes get lost!

Master Type: Genius Loci

The mansion's appearance determines what sort of facility the Master controls.

Roll	Appearance	Description
1	Living City	The Master's body is a city, in which every street and building is a part of his body. Crime and unrest are literal diseases to be rooted out!
2	Hidden Fortress	The Master is responsible for secret city-fortress left over from the Transhuman Wars. Its inhabitants may not realise the War is over...
3	Research Centre	The Master governs a hyper-advanced research centre. The maids may be asked to secure test subjects – or else run the tests themselves!
4	Prison	The Master is the warden of a prison dedicated to containing the most dangerous transhuman criminals. The maids serve as jailors.
5	Mining Station	The Master oversees the extraction of some incredibly valuable substance; the mansion could be underground, or floating above a gas giant.
6	Ancient Ruins	The Master is the controlling intelligence of a ruined city of ancient – possibly pre-human? - origin. Strange monoliths are everywhere.

Master Type: Hive Mind

The mansion's appearance determines what the "hive" is like, and what sorts of creatures inhabit it.

Roll	Appearance	Description
1	Clone Colony	The Master is a village of bald-headed, smiling clones, every one exactly alike. They're easily distracted, and need constant supervision.
2	Robot Colony	The Master is a hive of networked robots that can combine both their bodies and their processors into massive superstructures.
3	Rock Colony	A strange, mineral intelligence grows into a group-mind of crystal monoliths. Being totally immobile, they depend on the maids for everything.
4	Hive	The Master is a literal hive of insect-like entities. Its deep tunnels and towering spires buzz with his cold cogitations.
5	Warren	The Master is burrow of small, fuzzy, disconcertingly cute creatures. To say that the maids' job is like herding cats is more literal than you'd expect.
6	Grove	The Master is a grove of sapient trees. The maids' duties include pruning, watering, and keeping an eye out for sneaky lumberjacks.

Master Type: Hyper-Evolutionary

The mansion's appearance determines what sort of creature the Master is.

Roll	Appearance	Description
1	Leviathan	A colossal being like a cross between a whale and a dragon plies the spaceways, holding court from a palace built upon its own back.
2	Gaseous Being	The Master is a giant cloud of dust and gas in deep space. Many things are found within the depths of its nebular form – including maids.
3	Crystalline Entity	The Master is a vessel of living crystal, its facets sparking with mental impulses. The maids call the mirrored halls of its mind their home.
4	Great Old One	The Master is a being that defies all biological reason. The maddening passageways of its non-Euclidian anatomy are home to many things.
5	Great Tree	The Master is a vast living tree, grown beyond the capacity of any planet to sustain it. The maids and others live among its branches.
6	Colossus	The Master is a five-kilometre-tall humanoid in brightly coloured tights and a ridiculous hat. The maids go forth to announce his coming.

Special Facilities Table

Roll	Facility	Description
11	Dimensional Doors	Important locations in the mansion are linked by portals rather than hallways. Sometimes doors don't lead where they should.
12	Large Bath	As per the <i>Maid</i> core rules.
13	Recreation Facility	A large spa or other relaxation facility. Once a day, each maid can use it to remove 2D6 Stress.
14	"Recreation" Facility	Yes, it's for <i>that</i> kind of recreation. Roll an extra die for appropriate activities (for certain values of "appropriate") when using this facility.
15	Research Lab	An advanced research facility. Sometimes the subjects escape.
16	Vehicle Hangar	Storage for all sorts of vehicles. The maids may lose Favour if they come back scratched! Treat a vehicle as an Attributes 1/Spirit 5 pet that can only help with piloting-related rolls.
21	Perfect Shielding	As per the <i>Maid</i> core rules.
22	Soundproof	As per the <i>Maid</i> core rules.
23	Fractal Architecture	Parts of the mansion are much bigger on the inside than they are on the outside. People and things can be found – or hidden – there with a Skill roll.
24	Planet Buster	The mansion is equipped with a weapon designed to destroy planets. No roll is required to use it – it's all point and click.
25	Barrier	As per the <i>Maid</i> core rules.
26	Electromagnetic Isolation	As per the <i>Maid</i> core rules.
31	Game Room	As per the <i>Maid</i> core rules.
32	Medical Room	As per the <i>Maid</i> core rules.
33	Hidden Civilisation	An entire civilisation is hidden somewhere in the depths of the mansion. What are they like?
34	Secret Annex	As per the <i>Maid</i> core rules.
35	Holo-Chamber	A room that can simulate any environment. If the maids go inside, roll a standard World type to see what they find (and use that Random Event table for the rest of the session).
36	Cold Storage	Storage for unused Morphs. Maids can sleeve into Morphs they've worn before at half price.
41	Secret Warehouse	The Master keeps his toys here. Everyone can roll on the items table for half the usual cost.
42	Strategic Preparations	As per the <i>Maid</i> core rules.
43	Battle Mode	The whole mansion can transform into a giant robot piloted by the maids!
44	Panopticon	There are eyes everywhere. Whenever you do anything suspicious, roll on the mansion's encounter table to find out who was watching. Only if you roll yourself do you get away with it.
45	Engineering Bay	A Morph refitting room. You can pay 1D6 Favour to re-roll one of your Morph Qualities.
46	Private Army	As per the <i>Maid</i> core rules.
51	Teleportarium	The maids can instantly travel to faraway places. Roll 1D6 when used; on a 1, the maids take 1D6 Stress and end up in the wrong place/time (roll a standard World type to find out where).
52	Forgotten Device	Not even the Master remembers what this device does. Traditionally has a big, red button.
53	Waste Disposal Facility	As per the <i>Maid</i> core rules.
54	Data Core	Once per session, each maid can add +1 to a Skill-based action by researching it here.
55	Secret Passages	As per the <i>Maid</i> core rules.
56	Portrait	As per the <i>Maid</i> core rules.
61	Networked Portal	A special gateway that links to other gates in distant star systems. It can be used to travel great distances – but sometimes things come through it without being invited.
62	Secret Cult	A cult that worships the Master has secretly made its base within the mansion!
63	Armoury	Maids can pay 1D6 Favour to re-roll their maid weapons at any time.
64	Torture Room	As per the <i>Maid</i> core rules.
65	Guardian Beast	The Master keeps an otherworldly guardian beast (Attributes 4/Spirit 10) in the mansion. It has its own place on the encounter table!
66	Dungeon	As per the <i>Maid</i> core rules.

Transhuman Random Events Table

Roll Event

11	An obnoxious omnipotent being appears in the mansion. Can you convince it to leave before the Master flips out?
12	A viral meme causes a maid to gain a new Ego Quality. This Quality is infectious, and spreads to anyone she talks to!
13	A swarm of fabric-eating nanobots infests the mansion. No maid uniform is safe!
14	A regular human is caught snooping around the mansion. She may be up to something nefarious... or looking for a job.
15	A "relative" of the Master comes to visit. It's almost like having two Masters... unfortunately.
16	The maids become trapped in a virtual simulation! Roll for a new Mood and World type to determine what it's like.
21	An army of evil space bugs (Attributes 2/Spirit 5) descends! They're eating everything, and maids are on the menu.
22	A strange communication glitch causes the maids to randomly exchange Morphs. Can you remember who is who...?
23	The Master evolves to a new stage of consciousness! The Master gains a random Special Quality.
24	A nearby world's sun has gone nova, and refugees arrive at the mansion! Was the Master somehow involved?
25	A strange dimensional portal appears within the mansion. The Master orders the maids to investigate!
26	An alien intelligence hacks into the Master's mind and takes over! Roll a new set of Master Qualities. Can the maids find a way to get rid of the interloper before it's too late?
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46	A planet-sized space monster (Attributes 5/Spirit 10) goes on a rampage! Did the Master do something to annoy it...?
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66	The Master's experiments broke time! All future Random Events use a randomly selected World table until you fix it.

Alternative Item List

This alternative item list provides items that are especially suited to the default setting of *Eclipse Maid*. It can be used instead of the standard item list, or in addition to it.

Since maids are split into Egos and Morphs in *Eclipse Maid*, a few clarifications regarding certain item types are required:

- **Equipment:** Equipment is “equipped” to a Morph. If you resleeve, your Equipment doesn’t come with you unless you retrieve it from your old Morph. Anyone can freely take Equipment from an unoccupied Morph.
- **Curse:** Unless otherwise noted, a Curse attaches itself to an Ego, not a Morph. Resleeving won’t get rid of such Curses.
- **Technique:** Techniques attach themselves to Egos, not Morphs. If you resleeve, all of your equipped Techniques go with you.

In addition, two new item types are introduced in this document:

- **Procedure:** A Procedure is the Morph equivalent of a Technique. When a Procedure is rolled, it attaches itself to the current Morph of whoever rolled the dice. If you resleeve, any Procedures you have equipped will remain with the Morph, and will be usable by anyone who subsequently sleeves into it.
- **Morph:** The item counts as a Morph. You can sleeve into it without spending additional Favour – the cost was effectively “pre-paid” when you acquired the item. This is a one-way trip – you have to pay the normal Favour cost to get your old Morph back. You can freely give this item away to another maid, but can’t force her to sleeve into it without additional measures.

111 Neurolinguistic Virus

Curse

This insidious informational virus spreads through the medium of language itself. When you’re infected, your Stress Explosion becomes “Glossolalia”, causing you to spout a stream of gibberish that encodes the virus. Anyone who hears you will become infected unless they can beat you in combat to shut you up. Only characters of human derivation (e.g., results 33-64 on the Ego Origins table) are vulnerable to infection. The virus’ ultimate purpose is unknown.

112 Alien Memory Implant

Technique

Your Ego has amazing secret knowledge locked away in it. Accessing this knowledge allows you to build strange devices and powerful weapons, but you don’t always know what you’re going to end up with when you start. Basically, this technique allows you to spend Stress instead of Favour – 1D6 unless otherwise noted – to get a D666 roll on the items list.

113 Laser Ratchet

Tool

This small, hand-held device resembles a complicated mechanical wrench with a softly glowing tip. As long as

you provide a brief explanation of how you’re using it (this must be role-played), it adds +1 to the die roll for any action – but you can never use the same explanation twice!

114 Cornucopia Machine

Facility

A wonder of post-Singularity manufacturing technology, the cornucopia machine can be programmed to produce any mundane item (e.g., clothes, food, weapons, but *not* items from the items table). This requires a Cunning roll against a difficulty number determined by the GM. If the die on this roll comes up 1, then the machine seems to work normally, but a few seconds later it spits out another copy... and another... and another...

115 Gastric Discombobulator

Tool

You gain “Gastric Discombobulator” as a maid weapon. When used in combat, this weapon causes your opponent’s Stress Explosion to become “Intestinal Malfunction”. The details really don’t bear thinking about.

116 Formula of Futility

Technique/Curse

Absolute mathematical proof that we are all alone in a cold and unfeeling universe marching inexorably toward oblivion. If your Will is 4 or higher, you can treat this item as a Technique and inflict its effects upon others if you cause them to have a Stress Explosion. Otherwise, it acts as a Curse. Those under the Formula’s sway change their Stress Explosion to “Absolute Slavery” – they’ll obey the most recent thing anyone has said to them that could possibly be interpreted as an order.

121 Mars Dust

Consumable

This reddish, richly aromatic powder is extracted from the castings of monstrous bioengineered worms that dwell beneath the sands of Mars. When consumed, it causes your eyes to turn solid white and grants you a randomly rolled Ego Quality from the “Psionic” subtable for five minutes. Unfortunately, if you ever *stop* taking it, you immediately suffer a Stress Explosion, regardless of your current Stress total. This item only works if you’re sleeved into an organic Morph; one vial contains enough for 1D6 doses.

122 Brain Swapper

Facility

This bulky device is covered with unlabelled dials and glass tubes full of bubbling, translucent fluids. It allows two Egos to instantly exchange Morphs at no cost. Doing so when one or both parties are unwilling requires you to defeat them in combat; if you succeed, the unwilling party is forced to exchange Morphs in lieu of taking Stress.

123 Terraforming Torpedo

Consumable

Intended to be shot at a dead planet in order to revive its ecosystem, this device could also be set off on an inhabited world by the unscrupulous. If it detonates –

whether deliberately or accidentally – use the “Wild Kingdom” Random Event table for the rest of the session. Any maids caught in the blast must make an Athletics or Skill roll against difficulty number 8 or be resleeved into “Hominid” Morphs (p. 9) at no cost.

124 Galaxy in a Bottle

Tool

This is either a sign that the universe is a far stranger place than you imagine, or a sign that the Master has way too much time on its (metaphorical) hands. A bottled galaxy is an incredibly efficient power source, allowing you to use any Ego Powers or Morph benefits that inflict Stress at half cost (round down). It may have other uses as well. Just don't drop it.

125 Dreamcaster

Facility

You can use this device to venture into the dreams of another character (who must be sedated if unwilling). You can bring as many companions as you like. The GM should run a mini-scenario inside the dreamscape of the subject character, and if you complete your objective, you can change one of the subject's Ego Qualities. This usually takes the form of planting a small object in a central location in the dreamscape. Failing your quest has the same effect, save that the replacement Ego Quality is randomly rolled on the [revised Mental Complexes table](#) (p. 29).

126 Grabble

Curse/Pet

These adorable little critters add a touch of gentleness to any event, adding +1 to the die roll for all Affection-based actions. However, unless their food intake is strictly monitored, their numbers will double for each *minute* of real time they go unsupervised. One Grabble turns into two... then four... then eight... After ten minutes of real time, a single Grabble becomes over a thousand; after twenty minutes, over a million; and after half an hour, over *one billion* Grabbles. The Master won't be pleased...

131 Neural Disruptor

Tool

About the size of a ballpoint pen, this handy device disrupts the nerve impulses responsible for short-term memory, effectively erasing all recollection of the past five minutes. This item grants the “Escape” Ego Power if you don't already have it. Unfortunately, its effects can be blocked with an ordinary pair of sunglasses.

132 Weave Disorganiser

Consumable

This small, silvery contraption grants you the maid weapon “Weave Disorganiser”. When used in combat, rather than inflicting Stress, it causes all fabrics on the target's body to separate into their component threads. This is embarrassing for NPCs, but it's a fearsome weapon indeed against a maid, as it completely removes her uniform in one fell swoop! Fortunately, it burns out after a single successful use.

133 Mind Inflation

Procedure

This procedure expands the brain capacity of a Morph, allowing two separate Egos to be sleeved into it simultaneously. Both Egos can act normally as long as their actions are not contradictory or mutually exclusive. If a conflict occurs – for example, the Egos disagree about what they should do next, or they try to use the Morph's hands to perform two incompatible actions at once – both Egos should roll for their actions. The action with the highest result takes precedence, while the losing Ego suffers Stress just as though she had been defeated in combat.

134 The Littlest BFG

Tool

Though it appears to be a tiny toy ray gun, easily concealed in the palm of one's hand, this is an overwhelmingly powerful weapon. You gain “The Littlest BFG” as a maid weapon. When you use it, your opponents don't get to divide the Stress you inflict by their Attribute! However, you suffer 1D6 Stress from the massive recoil every time you use it, even if you miss. If this causes you to have a Stress Explosion, your Stress Explosion becomes “Sent Flying”.

135 Wallace the Lizard

Pet

This large, blue lizard, incongruously named “Wallace”, is an object of worship for cults and religions all over known space. If you reveal that Wallace is in your keeping, you can issue a single Session Order as though you possessed the “Worship” Power Source – even if you're not a Master! However, once Wallace has been revealed, spreading news of his presence causes a Random Event every five minutes of real time until the Master gets fed up and exiles him. (Don't worry – Wallace is quite indestructible.)

136 Delta Fork

Pet

When run, this program scans your Ego and produces a scaled-down copy – essentially a mini-you. This copy is treated as an NPC with Attributes 1/Spirit 5, but is otherwise identical to you; it has the same Ego Qualities, the same Stress Explosion, and so forth. It will obey your orders, but needs to be sleeved into a Morph – paid for out of your own Favour – in order to take actions.

141 Cortex Bomb

Tool/Curse

If you receive this item, it functions as a Tool. When you use it on an NPC or another maid (which may require a successful combat roll), the Curse function activates. You can give them one order – it can be anything – which *must* be carried out. If they disobey, maids are out of the game for five minutes, after which they roll for a new Morph and sleeve into it at no cost, while NPCs are just gone. Maids can't voluntarily resleeve while under the effects of this item. It's best not to ask for specifics.

142 Antimatter Hand Grenade

Tool

This small grenade is light and aerodynamic, allowing even a weak Morph to throw it several dozen metres. Unfortunately, it has a blast radius of several kilometres. When activated, everyone in the mansion is immediately subject to the [Traumatic Resleeving rule \(p. 29\)](#).

143 Competence Chip

Equipment

These plug-in chips contain knowledge and coded reflexes scanned from the mind-state of a true expert in her field. When you plug one of these chips into your Morph, you gain an Ego Quality rolled on the Secret Job table in the *Maid* core rules. Unfortunately, most such chips are poorly coded, riddled with viruses, or contain echoes of the personality they were scanned from; you also gain an Ego Quality rolled on the [revised Mental Complexes table \(p. 29\)](#). Both of these Qualities go away when the chip is removed. Make a note of what you rolled – the chip's effects stay the same if someone else uses it later on.

144 Compression Beam

Tool

You gain "Compression Beam" as a maid weapon. If you win combat with this weapon, your opponent shrinks to 1/8th her usual size rather than suffering any Stress. In this state, she has +2 to Skill and Luck, but her Athletics and Will become 0. This effect wears off after five minutes; she can't voluntarily resleeve until it does. Repeated applications of the Compression Beam have no cumulative effect.

145 Fractaliser

Facility/Curse

Whoever triggers this strange machine is recursively reflected in five-dimensional space, creating 2D6 tiny duplicates. These duplicates aren't very bright – they have about the brainpower of a clever housecat – but are very unruly, acting out the secret desires of their "parent" without hesitation. They're treated as Attributes 1/Spirit 0 NPCs, and are destroyed if they suffer any Stress; however, since they're still part of whoever spawned them, she suffers the same amount of Stress! Strangely, if the victim resleeves, her fractal reflections instantly change in appearance to match the new Morph.

146 Dark Matter Engine

Facility

This experimental faster-than-light starship drive is covered with wicked spikes and creepy, insect-like protuberances. As long as it's present in the mansion, all Normal Events use the Horror table. Strangely, nobody ever wonders about its suspicious appearance until it's far too late...

151 Manipulatron

Procedure

This procedure furnishes a Morph with a large, highly dexterous mechanical arm sticking out of the middle of its back. This arm can reach in all directions and manipulate objects with micrometre precision, but... well,

it's a big mechanical arm sticking out of your back. You gain +1 Skill and -1 Affection.

152 Experimental Power Core

Procedure

This experimental power core hums and glows and occasionally gives off small arcs of lightning. It halves the cost of any Ego Powers or Morph benefits that cost Stress to activate (round down). However, if your Stress ever exceeds your Spirit, the core goes critical and explodes! You're immediately subject to the [Traumatic Resleeving rule \(p. 29\)](#), and all nearby maids suffer 1D6 Stress from the blast.

153 Combinifier

Facility

Curiously resembling a gargantuan cast-iron pot, the Combinifier's purpose is to disassemble unwanted items and produce a single new item from their components. To operate it, throw in any two items; those items are destroyed, and you can roll a new item from this list. Make a note of the items you used; that particular combination always produces the same result.

154 Emergent Civilisation

Pet

A colony of nanomachines have achieved sapience, and built an advanced technological civilisation that fits conveniently in a small box. Their society as a whole is treated as an Attributes 2/Spirit 10 NPC, and has a special capability equivalent to one randomly selected Ego Power thanks to their advanced technology. However, getting them to help with anything requires extensive diplomatic negotiations for each individual intercession; owing to issues of scale, they regard each normal-sized person as a sovereign nation, and conduct themselves accordingly.

155 Basilisk

Tool

A "basilisk" is a visual image specially coded to damage sapient minds when it's viewed – essentially a crude form of brain-hacking that uses sight as its attack vector. If you show this image to someone as an attack, they can't defend themselves – they don't even get to roll. Unfortunately, each basilisk image only works on a given individual once before they become immune to it. There are many known basilisks, most of them cryptically named after Old Earth farm animals.

156 Black Leather Uniform

Maid Uniform

This stylish, high-collared maid uniform incorporates a flowing overcoat, and marks the wearer as a total badass. The wearer receives +1 to the die roll for all attacks with katanas and handguns.

161 Psychohistory

Technique

This esoteric discipline allows individuals to predict and manipulate the course of entire civilisations using complicated mathematics. Though only Masters can make full use of it, maids can solve some of the basic

equations. A maid who learns this Technique can spend 1D6 Favour to force a reroll of any Random Event. She can keep doing this for as long as she likes, but must take the last-rolled result.

162 Supersymmetric Feather Duster

Equipment

This bizarre device uses entropy manipulation to remove all unwanted detritus, filth and grime from the environment. That's the theory, anyway. When used as a tool for cleaning, successful cleaning garners 1D6 extra Favour. Failed cleaning, however, causes the maid to lose 1D6 Favour due to the catastrophic damage to the environment to be cleaned; the Master tends to react poorly to having his prized art collection dissipated into dark matter!

163 Posthuman Abstraction

Technique

You cannot comprehend the true nature of this attack – and nor can most anybody else. You inflict double Stress in any form of combat, whether you want to or not. Unfortunately, the Master (and other posthuman intelligences) *can* comprehend the true nature of this attack; such entities become completely immune to Stress from your attacks, and can defeat you in combat without giving you a chance to roll!

164 Fanatical Devotion

Technique

Your burning faith in the Master grants you +1 to the die roll when attacking servants of other posthuman entities. Suffer not the heretic nor the xenos to live. FOR THE EMPEROR MASTER!

165 Ballistic Protocol Enhancement

Curse

Far be it for you to question the Master's judgement – even under the influence of a posthuman memetic virus. From now on, you don't suffer penalties for being out of uniform. Instead, you suffer penalties for being *in* uniform. This semiotic pathogen is easily removed by the Master – if you can convince the Master that it's there!

166 Somebody Else's Problem

Maid Uniform

Once spoken of as a joke, advances in communication science have made it a reality. While wearing this uniform, your actions are invisible to the Master. You do not gain or lose Favour for making the Master happy or unhappy. Everybody can tell that the uniform is there and knows what it is, but no one can describe what it looks like, no matter how much they look at it.

211 Tesser Spindle

Facility

This device is truly advanced, and must be installed in the mansion before use (the GM will determine what this entails). Once (and only once), it can be activated to completely negate a single Random Event, even one

that's currently ongoing. The results of the Event are completely negated, except that Favour and Stress changes remain. The Master and maids remember what happened, but others may not.

212 Servant Doll

Morph

This human-looking Morph has a built-in collar and hood, and generally looks a bit suspicious. If a maid is persuaded (or tricked) into sleeving into it, she automatically loses all combat, but doesn't suffer any Stress for doing so. On the plus side, she gains +1 to the die roll when performing painful or humiliating tasks at the behest of another, whether the Master or another maid.

213 Safety Room

Facility

This special chamber is designed to train maids to perform domestic duties in inclement or downright hostile environments. To use the Safety Room, a maid must defeat it in combat; treat the room as an NPC with Attributes equal to its Training Level (0–6, as determined by the Master). Success allows her to add the Training Level to her next Favour award for successful cooking, cleaning, etc. Failure inflicts Stress normally.

214 Holoweb

Maid Uniform

This special outfit is designed to facilitate interactions with primitive cultures. When you put it on, roll for a random costume (using the list in the *Maid* core rules). The benefits and restrictions of this costume totally replace those of your current Morph. You must pay the usual Favour cost for changing costumes, but can return to your true form (i.e., your current Morph) at no cost. Useful when the Master has accidentally sent you back in time to Feudal Japan.

215 Ablative Fabric

Maid Uniform/Consumable

This specially engineered fabric absorbs and harmlessly dissipates thermal and kinetic energy. You can choose to negate all Stress in actual physical combat. However, doing so causes one piece of your uniform (randomly selected or chosen by the GM) to violently explode off your body, inflicting the usual penalties for being out of uniform. When you run out of uniform pieces, this item is fully consumed.

216 Predictive Algorithm

Technique

Advanced mathematics allow you to simulate possible outcomes for any action. When you lose in combat, you can pay 1D6 Favour for a "do-over": your defeat was really one of your simulations. You can try it again, or even try something else. This doesn't negate the Stress from the original defeat, nor does it refund any Favour spent on the original roll, and you can't use it to retry a roll that caused you to have a Stress Explosion.

221 VK Machine

Tool

This polygraph-like machine is used to identify people. If you can get several uninterrupted minutes with someone ("World for Two" works wonders), roll your Skill versus their Cunning while asking them questions about moral philosophy. Success means that you know whether they're a regular transhuman or a maid Ego sleeved into a Morph; in the latter case, you also learn their Ego Origin and which Master (if any) they work for, and can identify them if you've met them before.

222 Slow Glass

Tool

This hand-held lens is specially engineered to slow down light – a ray of light takes minutes or hours to pass through it rather than microseconds. When subject to any visual attack – a laser beam, a basilisk etc. – you can negate it by capturing it in this item, and release it later as an attack of your own. Each piece of slow glass can only hold one image at a time.

223 Escape Pod

Morph

A hovering sphere about the size of a softball, this Morph has no special abilities; indeed, it doesn't even have hands, which can make many activities difficult. However, if you are ever subject to the [Traumatic Resleeving rule](#) (p. 29), or if your current Morph is otherwise incapacitated or destroyed, you can instantly sleeve into the Escape Pod, allowing you to fly away without being removed from play!

224 Gravity Glove

Equipment

This bulky armoured glove is connected to a backpack power unit with heavy cables. It allows you to manipulate objects without touching them. In addition to the obvious benefits, this lets you make attacks in actual physical combat using Cunning rather than Athletics – the effectiveness of your attacks is determined by your knowledge of physics, not the strength of your muscles!

225 Absolute Perspective Chamber

Facility

This special chamber unifies you with the universe. When you enter it, roll your Will against a difficulty number of 10. Failure causes you to instantly suffer Stress equal to your Spirit, while success lets you re-roll one future roll (you choose when you use it). For some unexplained reason, the chamber contains a piece of cake, and won't work if the cake is removed.

226 Nano-Meds

Consumable

This vial of sparkling blue fluid releases a cloud of nanomachines that treat injuries, repair damaged machinery, and administer soothing psychoactive drugs when broken. Using it reduces your current Stress to zero. However, you must also roll 1D6; on a result of 1-2, the nanomachines repair your Morph incorrectly, causing it to gain a random Morph Quality from the

[Glitch](#) (p. 14) or [Defect](#) (p. 14) sub-tables (on a roll of 1 or 2, respectively).

231 Gun Drones

Pet

These small, menacing-looking robots are basically flying guns floating around you, controlled by murder thoughts. You get +2 to rolls in actual physical combat. However, whenever you try to engage in *non*-physical combat, you must first roll Will versus difficulty number 8. If you fail, the drones respond to your hostile thoughts and force you to switch to actual physical combat.

232 Dimensional Gun

Tool

This strange, bulky gun fits over your entire forearm. Instead of shooting lasers or bullets, it creates spatial distortions that are linked together, allowing you to connect any two places you can see. Among other things, this lets you "reflect" attacks. When you win in combat, you can direct your opponent's attack at anyone in sight – including your opponent! – rather than inflicting Stress. The new target doesn't get to roll, though she does divide the Stress by an Attribute as normal.

233 Logic Bomb

Technique/Consumable

You know of a certain flaw in the Master's gestalt mind that will allow you to give the Master single order – any order – that must be obeyed. This only works once; afterwards, the Master will detect and correct the flaw.

234 Drug Glands

Procedure

This procedure – which only works on biological Morphs – provides special glands that produce a variety of mind-altering drugs at will. Stress from all sources is reduced by 2 points. Using this ability makes you a bit loopy, inflicting a -1 penalty to your next die roll.

235 Fragile Doomsday Device

Tool/Curse

This portable doomsday device is incredibly fragile, and will cause a huge catastrophe the next time you have a Stress Explosion. It's too dangerous to simply discard it – you have to persuade or trick another made into taking it off your hands if you want to be rid of it!

236 Melatint Kit

Consumable

This kit contains special make-up and gene therapy injections that alter the colour of one's skin, hair, and eyes. Roll Skill versus difficulty number 8. On a success, you can pick new maid colours for yourself. On a failure, you still get new maid colours, but you have to roll them randomly. Either way, the effect is permanent.

241 Memory Crystal

Tool

This glowing pyramidal crystal contains a thought-record of a dead Master. It can be a source of great knowledge, but it has its own agenda, and will try to manipulate any

maids it encounters into fulfilling it. Treat it as an NPC with Attributes 2; if you can defeat it in verbal combat, it will provide the advice or knowledge you require – but if you lose, it will trick or coerce you into doing its bidding!

242 [TODO]

Revised Optional Rules

Though most of the optional rules can be used normally in *Eclipse Maid*, here are a few recommendations to help integrate them more smoothly.

Physical Complexes

Physical Complexes are not recommended; since maids in *Eclipse Maid* will change bodies frequently, they'll probably end up spending most of their time in Morphs to which a rolled Physical Complex is inapplicable.

Mental Complexes

Mental Complexes are likewise not recommended. The expanded Ego Qualities table consists entirely of mental and emotional traits, many of which duplicate or strongly resemble entries from the Mental Complexes table.

If you still wish to ensure that all maids with at least one mental or emotional hangup, you can require them to take a third Ego Quality from the following table:

Roll	Ego Quality	Description
1	Dysfunction	Roll on the Dysfunction Table .
2-3	Disorder	Roll on the Disorder Table .
4	Phobia	Roll on the Phobia Table .
5-6	Insecurity	Roll on the Insecurity Table .

Costumes

The use of costumes together with Morphs isn't recommended – balance issues aside, stacking the benefits and restrictions of costumes on top of Morphs can make things way too complicated. As an optional rule, however, the GM can allow the [Baseline Morph \(p. 6\)](#) to wear costumes from the list in the *Maid* core rules.

If this option is used, replace the text of the Baseline Morph's "Customisable" benefit with the following:

Customisable: Baseline Morphs are easily customised. You can wear costumes from the list in the *Maid* core rules, and receive a 5 Favour discount to the usual cost (to a minimum of zero). All of the usual restrictions for wearing a costume (i.e., loss of access to Ego Powers and Stress Explosions, no Stress removal with the passage of time, etc.) apply.

Note that the Baseline Morph loses the ability to choose a second Morph Quality when this optional rule is in play – the ability to wear costumes wholly replaces it.

New Optional Rules

The following optional rules are designed for use with *Eclipse Maid*.

Morph Points

In order to encourage more frequent Morph swapping, the GM can give each maid a pool of "Morph Points" at the beginning of each scenario. These points can be spent like Favour to sleeve into new Morphs, but aren't

interchangeable for any other purpose; you can't spend them on anything else that normally costs Favour, nor can you use them to stave off being dismissed if your Favour goes negative.

If you decide to use this rule, thirty points per maid is a good value for most scenarios – this will allow two or three Morphs (counting the starting one) without cutting into actual Favour. If the maids are allowed to pick their Morphs rather than rolling for them, you may wish to cap the number of points they're allowed to spend on their starting Morphs. Otherwise, some players might be inclined to blow their entire budget on a single high-value Morph right at the start of the session.

Traumatic Resleeving

If your Stress exceeds your Spirit in actual physical combat, you can elect to have your current Morph blow up or otherwise go offline rather than having a Stress Explosion. This takes you out of the action for five minutes. The Master will resleeve you into a Morph of his choice (chosen by the GM or randomly rolled); this does cost Favour, but you receive a 10 Favour discount on the cost of the new Morph, to a minimum of zero.

If your Morph's restrictions mandate a specific Stress Explosion, or if your Stress goes over your Spirit for any reason other than actual physical combat, you can't use this rule – you have to ride out the Stress Explosion in the usual fashion.

Morph Cards

If you find yourself swapping Morphs so frequently that you have trouble keeping track of your current Morph traits, you can use the Morph cards at the end of this document to make things easier. Print them off and cut out the ones you need, or make a whole deck and use it as an alternative to rolling dice when you need a random Morph.

The revised *Eclipse Maid* character sheet has a spot set aside for your current Morph card to help you remember which one you're using. You can also keep a "discard pile" of abandoned Morphs in case you want to re-use the exact same Morph later on. It's not any cheaper to re-use an old Morph (unless the mansion has the "Cold Storage" Special Feature, anyway), but at least you'll know exactly what you're getting.

A sample Morph card is shown below:

Baseline ⁽¹⁾	10 ⁽²⁾
Requirements: None ⁽³⁾ Restrictions: None ⁽⁴⁾ Customisable: ⁽⁵⁾ Baseline Morphs are easily customised. You receive two Morph Qualities rather than one. You can choose the first one; roll for the second one as usual.	
<div>(6)</div>	

effects the Morph as acquired. If the Morph has any mandatory Morph Qualities, they'll be printed here.

(1) Name

The name of the Morph

(2) Favour Cost

The amount of Favour the Morph costs. If there are any possible discounts (e.g., for Maid Types), this number will be starred – refer to the main text of the card to find out what the conditions are.

(3) Requirements

The Morph's requirements, if any. If you draw a Morph for which you don't meet the Requirements, shuffle it back into the deck and redraw.

(4) Restrictions

The Morph's Restrictions. For clarity, all changes to your Ego Qualities, Stress Explosion, or other Ego traits go away when you sleeve into a different Morph. In the event that it matters, any penalties to actions noted here are applied to the die roll, not to the Attribute.

(5) Benefits

The Morph's Benefits. Some of these descriptions have been cut down for space; if it's not clear what a given Benefit does, refer to the main Morph list for more information.

Some Morph Benefits will ask you to make rolls or selections when you sleeve into the Morph. Make a note of that you chose or rolled in the provided space. It will stay the same if someone else sleeves into this particular Morph later on.

(6) Morph Qualities, Etc.

Use this space to write down the Morph Qualities for this Morph, as well as any Procedures or other permanent

Eclipse Maid

Character Sheet

Name:

Age:

Maid Types:

/

Ego Qualities

Ego Origin

Stress Explosion!

Ego Power

Maid Colours

Clothes

Eyes

Hair

Attributes

Athletics

Affection

Skill

Cunning

Luck

Will

Stress

Spirit
(Will x 10)



Favour

Starting Favour
(Affection x 5)



CURRENT
MORPH

Notes (Personality, Items, etc.)

Morph Points

Seduction (Seducer > Target)

>

>

>

Maid Weapons

Eclipse Maid

Master Character Sheet

Name:

Age:

Master Type:

Special Qualities

Stress Explosion!

Power Sources

Master Colours

Eyes

Hair

Favourite Maid Type:

Attributes

Athletics

Affection

Skill

Cunning

Luck

Will

Stress

Spirit
(Will x 10)



Seduction (Seducer > Target)

>

>

>

Notes (Personality, Items, etc.)

Mansion Name:

Mood

Appearance

Colours

Special Facilities

Other Notes

Encounter Table

1:

2:

3:

4:

5:

6:

Baseline

10

Requirements: None
Restrictions: None

Customisable: Baseline Morphs are easily customised. You receive two Morph Qualities rather than one. You can choose the first one; roll for the second one as usual.

Cephalopoid

10

Requirements: None
Restrictions: None

Spineless: You don't have any bones; this can let you slip into places other maids can't (and often shouldn't) go, and gives you +1 to the die roll for Athletics- and Skill-based actions where your extreme flexibility would help.

Tentacular: Your eight arms let you perform multiple tasks in tandem. You receive the maid weapon "Tentacles!" if you don't already have it.

Chibimorph

10*

* 5 if Maid Types include Lolita
Requirements: None
Restrictions: None

Disturbingly Cute: Add +1 to the die roll for Affection-based actions.

I'm Not Touching You: You can never lose Favour for engaging in combat with other maids – even if you started it!

Giant Flying Space Whale

15

Requirements: None
Restrictions: -1 to Skill-based actions when dealing with normal-sized tasks.

Large and In Charge: In actual physical combat, you automatically win if your opponent's result was less than 10.

Adaptation (Vacuum),

Digimorph

5

Requirements: None
Restrictions: You can't affect the physical world without help, not even with the "Psionics" Ego Quality.

Ain't Got No Body: You can't be attacked in actual physical combat – you've got no physical body to attack!

Programmable: Instead of rolling for a Morph Quality, choose an extra Ego Quality.

Ego Quality: _____

Hive Morph

15

Requirements: None
Restrictions: You can use Athletics to move about, but you can't manipulate any object that weighs more than a few pounds.

Eyes Everywhere: Your swarm's components get into everything, allowing you to witness any event in the mansion, even if an Ego or Morph Power would normally prevent it.

Squashing Bugs: Attacks in actual physical combat inflict a maximum of 1 Stress on you unless they're able to hit a wide area.

Valkyrie

15

Requirements: Athletics 2 or higher
Restrictions: Gain the Ego Quality "Hyper-Aggressive".

Combat Wombat: You gain +1 to the die roll for all actions in actual physical combat.

Wolf Pack Tactics: Any maid or Master fighting alongside you also adds +1 to the die roll in actual physical combat.

Pleasure Model

10*

* 5 if Maid Types include Sexy
Requirements: None
Restrictions: You can't make Skill tests to perform practical activities.

Dead Sexy: You can spend Favour on Seduction rolls.

Fully Functional: Add +1 to rolls to remove Stress via Romantic Activities.

Clank

5*

* 0 if current Favour is less than 10
Requirements: None
Restrictions: -1 to Affection-based actions.

Unfeeling Machine: You reduce Stress from all sources by 1 point.

Spideroid

15

Requirements: None
Restrictions: Gain the Ego Quality "Terminally Curious".

Filled With Useful Devices: When you spend Favour to add a bonus to your die roll, it takes the form of a deployed gadget that sticks around for five minutes, granting a +1 bonus to all rolls for exactly the same kind of action. You have to pay the Favour again to deploy the same device later on.

Utopian

18*

* 12 if Maid Types include Heroic
Requirements: Will 3 or higher
Restrictions: None

Big Damn Hero: You gain a +1 to the die roll for any action if you toss off a snappy heroic one-liner first.

R-9000

15*

* 10 if Maid Types include Cool
Requirements: None
Restrictions: Gain the Ego Quality "Taciturn".

Liquid Metal Dynamics: Take 1D6 Stress to produce any non-projectile maid weapon.
Flowing Body: You gain the "Super Evasion" Ego Power if you don't already have it.

Uplifted Animal

12

Requirements: None
Restrictions: Gain the Ego Quality "Animal Instincts"

Animal Traits: You receive a bonus based on what kind of animal you are (roll 1D6)*:

1	Cat	+1 to Luck-based actions
2	Dog	+1 to Athletics-based actions
3	Monkey	+1 to Skill-based actions
4	Rabbit	+1 to Affection-based actions
5	Raven	+1 to Cunning-based actions
6	Snake	+1 to Will-based actions

* Circle your result – it doesn't change later.

Braincase

12

Requirements: None
Restrictions: Immobile unless carried.

Brainiac: If your Cunning is less than 3, treat it is 3 for as long as you're sleeved into this Morph.

Just As Planned: Whenever anyone (including you) rolls for a Normal or Random Event, they have to roll twice and let you pick which result actually happens.

Heavy Loader

10

Requirements: None
Restrictions: If you roll a 1 when attempting a Skill-based action, you break whatever you were working on (or knock down part of the mansion if there's nothing to break).

Handy: You gain the maid weapon "Enormous Robotic Hands".
Hydraulic Limbs: Add +2 to the die roll for Athletics-based actions that rely on raw strength.

Idol

10

Requirements: None
Restrictions: You can't make Skill tests to perform practical activities.

Photogenic: You can resist physical attacks with Affection.

Spotlight: Any attack that doesn't include you as a target takes -1 to the die roll.

Evolved

15

Requirements: None
Restrictions: None

Optimised: Pick an Attribute. You gain +1 to that Attribute until you resleeve.

☐ +1 Athletics ☐ +1 Affection ☐ +1 Skill
☐ +1 Cunning ☐ +1 Luck ☐ +1 Will

Big Eyes, Small Mouth: Increase the results of any roll to gain or lose Favour by 1 point.

Esper

12

Requirements: None
Restrictions: Your Stress Explosion becomes "Rampant Megalomania".

Latent Potential: Roll on the "Psionic" Ego Quality table when you sleeve into this Morph. You have that Quality until you resleeve. If you roll a Quality you already have, reroll until you get a new one.

Psionic Power: _____

Power Overwhelming: Add +1 to the die roll whenever you use a Psionic Quality.

Wraith

10

Requirements: None

Restrictions: Whenever you hear a certain phrase (chosen secretly by the GM), you suffer the Stress Explosion "Murder Spasm", regardless of your current Stress.

Stealthy: When you don't wish to be seen, others need a result of 10+ to detect you.

Use of Weapons: Add +1 to the die roll when using any weapon.

Pixie

8*

* 5 if Maid Types include Lolita

Requirements: None

Restrictions: -1 to Athletics-based actions when dealing with normal-sized tasks.

Travel-Sized: Add +1 to the die roll for Athletics- and Skill-based actions where your tiny size could help.

Improbability Engine: When you choose to engage this feature, rolls of 4-6 always count as six – but rolls of 1-3 always count as 1.

Hominid

10

Requirements: None

Restrictions: Your Cunning is treated as 0.

Brute Strength: If your Athletics is less than 3, treat it as 3 for as long as you're sleeved into this Morph.

Thick as a Brick: You're immune to Cunning-based attacks – you just can't follow them!

Nekomorph

15

Requirements: None

Restrictions: Your Stress Explosion becomes "Spoiled Child".

Catness: Halve the Stress you suffer from any attack that would physically injure or publicly humiliate you.

Indulgence: You can never lose Favour through your own actions unless they resulted in direct harm to the Master.

Spectator

10

Requirements: None

Restrictions: None

Panopticon: You're never surprised by attacks – you always get to divide the incoming Stress by your Attribute, even if an Ego Power, Morph benefit, or item says otherwise.

Evil Eye: You gain "Eye Lasers" as a maid weapon.

Nanoswarm

25

Requirements: Skill 3 or higher

Restrictions: None

Grey Goo Scenario: In actual physical combat, you can perform an attack that hits everyone in the scene, with a +1 bonus.

Resistance is Futile: Anyone you defeat in actual physical combat (other than a Master) has their Stress Explosion changed to "Assimilated". In this state, they must try to infect others with your nanoparticles whenever possible. Maids recover from this Stress Explosion normally, but ordinary people are your slaves forever!

Tengu

10

Requirements: None

Restrictions: Gain the Ego Quality "Mischievous".

Prankster: If someone submits to you in combat to avoid taking Stress, you can force them to actually fight. You must role-play how you trick or goad them into a confrontation.

Fly Away: You gain the "Escape" Ego Power if you don't already have it.

Mutant

15

Requirements: None

Restrictions: See below.

Power Surge: Spend 1D6 Favour to directly inflict 1D6 Stress to someone – they don't get to resist. You can spend up to 3D6 Favour at once.

Unnatural Recovery: Spend 1D6 Favour to reduce the Stress from an incoming attack by 2D6. You can choose to use this Benefit after you see the results of combat.

Infamous,

Microbot

5

Requirements: None

Restrictions: See below.

Inoffensive: Nobody can bring themselves to attack you in actual physical combat, and they feel ashamed for even considering it. They can still hit back if you attack them first, though!

Inconspicuous: You can just show up anywhere in the mansion you want, even if there's no obvious way for you to have gotten there. This doesn't allow you to ignore effects like World For Two.

Vulnerability (Remote Control),

Guardian

10

Requirements: None
Restrictions: None

Interpose: You can take the Stress that would have been applied to any other character you can see. If an item, Ego Power, or Morph benefit attaches any special effects to the attack that inflicted the Stress, you take those, too. This *doesn't* just apply to actual physical combat!

Medimorph

15

Requirements: None
Restrictions: Gain the Ego Quality "Doctor".

Tender Loving Care: By taking 1D6 Stress, you can remove 6 points of Stress from someone else.

Prescribe: You can use special drugs to give another character a +1 bonus to one Attribute for five minutes. When it wears off, they take 2D6 Stress. You need to win combat against someone to use this benefit if they're unwilling to accept it.

Gelloid

10

Requirements: None
Restrictions: None

Viscosity: Any attack on you with an item or weapon causes your attacker to lose the weapon, regardless of whether the attack succeeds or fails.

Absorption: When you defeat an NPC, you can absorb them and recover Stress equal to the sum of their Attributes. It's kind of gross.

Model 01

20

Requirements: None

Restrictions: You can't perform physical actions on a normal scale. If you try, you automatically use "Catastrophe" instead. Also, your Stress Explosion becomes "Succumb to Unfathomable Bloodlust".

Outside Context Problem: You can neither attack nor be attacked by normal-sized characters in actual physical combat.

Catastrophe: By taking 2D6 Stress (0 during a Stress Explosion), you can devastate the landscape. Normal-sized characters must defend with a result of 8+ or be swept away.

Security Unit

10

Requirements: None

Restrictions: You must immediately investigate any and all suspicious activity, even from the Master or other maids!

Terror Alert: By taking 1D6 Stress, you can initiate a lockdown. For five minutes, nobody – not even the Master – can leave!

Detention: When you defeat an NPC, their Stress Explosion becomes "Detained". Detained characters can be subjected to enhanced interrogation at any time.

Don't Tase Me, Bro: You gain "Taser" as a maid weapon.

Duplicant

10

Requirements: None

Restrictions: Your Stress Explosion becomes "Death", after which you must wait five minutes before resleeving. Also, your Stress total can't be reduced by any means.

Bright But Brief: Add +1 to the die roll for *all* actions not based on Affection or Luck.

Like Tears in Rain: When you die, you can deliver a heartfelt soliloquy. This works like the "Maiden's Tears" Ego Power at no cost.

Exterminator

15*

* 10 if Maid Types include Cool

Requirements: None

Restrictions: Gain the Ego Quality "Merciless Killer".

BFG: Add +1 to the die roll for attacks with firearms.

Relentless: You *only* take Stress from actual physical combat. You can still be trapped, fooled, forced into certain actions, etc. in other types of combat, but you don't suffer any Stress from defeat.

Ophidian

10

Requirements: None

Restrictions: None

Constrict: You gain the "Instant Restraint" Ego Power if you don't already have it. This also grants "Coils" as a maid weapon.

Shining Scales: You never suffer Stress from non-combat sources (e.g., failing a roll against a difficulty number). You take Stress in combat normally.

Subject R661-J

17

Requirements: None

Restrictions: Your Stress Explosion becomes "Madness". Also, your Affection score becomes 0, and you can't communicate with normal characters.

Impossible Angles: Opponents have a -1 penalty to the die roll when attacking you.

Visions of Madness: When you attack using Cunning or Will, your opponent doesn't get to divide the Stress by her Attribute.

Bad Touch: Your victims cannot comprehend the true form of your attack. (This counts as a maid weapon.)

