

# STORY SEEDS

*Eclipse Phase* NPCs & Locales  
v1.2

*Inspired by the immensely useful *Sprawl Sites* book for *Shadowrun*, *Story Seeds* is a small experiment designed to see if a similar 'people and places' book might prove helpful for *Eclipse Phase* game masters. The NPCs and settings in *Story Seeds* are designed to be generic enough that they could be dropped into a wide variety of situations and mixed and matched as the game master sees fit.*



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## Arturo Camaretti

### Gatecrasher

*"There is nothing like it. When you step out of that weird sense of vertigo and realize you're on a new planet, in a new system, somewhere nobody from Earth has ever been, it's an incredible feeling."*

- *"The screw-up on Y315 was entirely avoidable. Chau ran the whole mission backwards."*
- *"Well sure I'm a celebrity."*
- *"Hey, everyone on that op was there by choice, and how was I to know about the Scrapers?"*

In the relatively small world of pro Gatecrashers, Camaretti stands out for his grandstanding. He's a charismatic, clever, and lucky rogue, and he commands top fees despite his ego.



#### Rep

c - 55  
e - 35  
r - 45

#### Motivation

+Fame  
+Thrill of Discovery  
+Wealth

#### Traits

Brave  
Enemy (GM discretion)

#### Morph

Olympian

#### Augmentation

Basic Biomods  
Basic Mesh Inserts  
Cortical Stack  
Enhanced Respiration  
Enhanced Vision  
Nanophages

#### Gear

Smart Vac Clothing 2/4  
Utilitool

COG	COO	INT	REF	SAV	SOM	WIL	MOX
25	25	30	30	25	30	20	3

INIT	SPD	LUC	TT	IR	DUR	WT	DR
12	1	40	8	80	40	8	60

#### Skills

45 Academics: Archaeology  
35 Academics: Xenoarchaeology  
60 Climbing  
55 Fray  
65 Kinetic Weapons  
55 Medicine: Paramedic  
65 Navigation  
50 Networking: Ecologists  
75 Networking: Hypercorp  
65 Networking: Scientists  
60 Perception  
85 Profession: Gatecrasher  
50 Unarmed Combat

#### Weapons

65 Light Pistol  
AP -  
2d10  
SA/BF/FA  
50 Unarmed  
1d10+3

## Ezekia Kayanza

### Repo

*"I don't want to hear your sob story. You made a contractual arrangement and now you're not holding up your end of the bargain. It's nothing personal. If you'd been smarter, I wouldn't be here."*

- *"You don't want to know the number of times I've heard that pathetic excuse."*
- *"No, it won't hurt at all."*
- *"Sis, my conscience is clean."*
- *"Everyone runs."*

If Ezekia is looking for you, it's because someone hired him to haul your leased morph back to its owner. He enjoys the thrill of hunting people down and gives little thought to the morality of his job.



### Rep

@ - 60  
c - 45  
g - 70

### Motivation

+Winning  
+Adrenaline Junkie  
+Holding Power Over Others

### Traits

Zero-G Nausea  
Addiction, Alcohol (Minor)

### Morph

Exalt

### Augmentation

Basic Biomods  
Basic Mesh Inserts  
Cortical Stack

### Gear

Armor Clothing 3/4  
Spindle  
Utilitool

<b>COG</b>	<b>COO</b>	<b>INT</b>	<b>REF</b>	<b>SAV</b>	<b>SOM</b>	<b>WIL</b>	<b>MOX</b>
30	15	25	20	25	15	20	2
<b>INIT</b>	<b>SPD</b>	<b>LUC</b>	<b>TT</b>	<b>IR</b>	<b>DUR</b>	<b>WT</b>	<b>DR</b>
9	1	40	8	80	35	7	52

### Skills

60 Blades  
75 Deception  
70 Disguise  
50 Flight  
55 Fray  
60 Impersonation  
55 Kinesics  
50 Kinetic Weapons  
70 Networking: Autonomists  
75 Networking: Criminal  
55 Networking: Hypercorp  
60 Perception  
70 Profession: Repo  
65 Unarmed Combat

### Weapons

65 **Knife**  
AP -1  
1d10+2+1  
50 **Medium Pistol**  
AP -2  
2d10+2  
SA/BF/FA  
50 **Unarmed**  
1d10+1

## Fahrani Maya Chandrawinata

### Magistrate

*"The law is not an abstraction. It is a system that defines how we as a people choose to live in harmony with one another. I am here because our system has failed us, and it needs to be corrected."*

- *"You think I don't know what happens here? Do not let my status and appearance fool you."*
- *"I work for no one but the people."*
- *"Have you become so jaded that you think the government is comprised only of crooks?"*

Magistrate Chandrawinata doesn't fit in here, but she doesn't care. After years of delivering justice from the bench, she has decided to learn about how it gets meted out in the nooks and crannies of society.



#### Rep

@ - 80  
c - 90  
g - 30

#### Motivation

+Administering Justice  
+Compassion for Others  
+Finding the Truth

#### Traits

Fast Learner  
First Impression

#### Morph

Splicer

#### Augmentation

Basic Biomods  
Basic Mesh Inserts  
Cortical Stack

#### Gear

Armor Clothing 3/4

COG	COO	INT	REF	SAV	SOM	WIL	MOX
25	15	20	20	20	20	25	1
INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	1	50	10	100	30	6	45

#### Skills

55 Academics: History  
75 Academics: Legal Theory  
60 Art: Writing  
40 Free Fall  
65 Interest: Criminal Gangs  
65 Investigation  
45 Kinesics  
65 Kinetic Weapons  
40 Networking: Autonomists  
45 Networking: Criminals  
65 Networking: Hypercorp  
40 Perception  
75 Persuasion  
85 Profession: Judge  
65 Protocol  
80 Research

## Freemium

Fixer

*"Maybe you don't understand the function I perform. The simple truth is that you don't know the necessary people, and you don't know how to make the deal work. I do. What's it worth to you?"*

- *"What do you mean by 'common decency'?"*
- *"Of course I can get it past the hab entry scanners. What kind of amateur do you think I am?"*
- *"I have three rules: Stay low, carry gold, and be ready to move on a moment's notice."*

Freemium has made a living out of brokering deals and solving problems. His activities skirt the law in some jurisdictions, but he has a reputation for getting things done professionally, with no drama.



### Rep

@ - 70  
c - 60  
g - 75

### Motivation

+Wealth  
+Discovering Others' Motivations  
+Getting the Job Done

### Traits

Common Sense  
Danger Sense  
Hyper Linguist  
Low Pain Tolerance (ego)

### Morph

Splicer

### Augmentation

Armor Clothing 3/4  
Basic Biomods  
Basic Mesh Inserts  
Cortical Stack  
CR Gas Immunity

### Gear

CR Gas Ampules (3 uses)  
Slip (3 uses)  
Smart Rat ("Nixon")  
Smart Vac Clothing 2/4  
Utilitool

COG	COO	INT	REF	SAV	SOM	WIL	MOX
25	20	25	20	25	20	15	4
INIT	SPD	LUC	TT	IR	DUR	WT	DR
9	1	30	6	60	30	6	45

### Skills

75 Academics: Psychology  
60 Climbing  
70 Deception  
65 Fray  
65 Infosec  
75 Investigation  
50 Kinesics  
45 Medicine: Paramedic  
75 Networking: Autonomists  
70 Networking: Criminal  
75 Networking: Hypercorp  
80 Perception  
85 Profession: Fixer  
60 Unarmed Combat

### Weapons

50 Unarmed  
1d10+2

## Lala

### Information Broker

*"I figured you'd wind up talking to me. I've had three different people tell me you were headed my way. You can try to rely on your own network, which is of limited use here, or you can go with a pro. That's me."*

- *"I know an info at TrellisCom security who says they're ramping up for something big."*
- *"Hold on. I'm getting a live feed on that."*
- *"Yeah, everyone thinks Frankie went off-world, but that's only because he wants it that way."*

Sometimes your network isn't enough. That's when hyperlocal info from a specialist comes in handy. Lala knows everything and everyone in the vicinity, and for a price she can give you the details you need.



#### Rep

@ - 45  
c - 30  
g - 30

#### Motivation

+Acquisition of Information  
+Leverage Over Others  
+Physical Security

#### Traits

Situational Awareness  
Striking Good Looks 1  
Combat Paralysis

#### Morph

Sylph

#### Augmentation

Basic Biomods  
Basic Mesh Inserts  
Clean Metabolism  
Cortical Stack  
Enhanced Pheromones

#### Gear

Smart Vac Clothing 2/4

COG	COO	INT	REF	SAV	SOM	WIL	MOX
30	25	30	25	30	20	20	3
INIT	SPD	LUC	TT	IR	DUR	WT	DR
11	1	40	8	80	35	7	52

#### Skills

70 Academics: Information Theory  
55 Academics: Information Systems  
45 Fray  
85 Infosec  
75 Interfacing  
75 Investigation  
60 Kinesics  
80 Networking: Autonomists  
75 Networking: Hypercorp  
50 Networking: Criminal  
70 Perception  
75 Profession: Information Broker  
50 Unarmed Combat

#### Weapons

50 Unarmed  
1d10+2

## Sister Corpus

### Cultist

*"Moan and wail and gnash your teeth about the destruction of Earth all you want, but the TITANS were right. We didn't deserve dominion over the Earth. They are our successors. Our time must come to an end."*

- *"My piety will save my essence, and I will be reborn in machine perfection."*
- *"See that one over there? His death is foretold."*
- *"Your show of bravado is admirable. Turn that vigor to something worthwhile. Join us!"*

One of the leaders of a small but committed cult of death worshippers, Sister Corpus preys on the vulnerable and weak-willed, promising them salvation in The One True Death.



### Rep

@ - 20  
c - 15

### Motivation

+Destruction of Transhumanity  
+Self-Destruction (long term)  
+Self-Preservation (short term)

### Traits

Allies  
Enemy (GM discretion)  
Immortality Blues  
Mental Disorder

### Morph

Splicer

### Augmentation

Basic Biomods  
Basic Mesh Inserts  
Cortical Stack

### Gear

Smart Vac Clothing 2/4

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	15	20	15	20	15	25	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	1	50	10	100	30	6	45

### Skills

65 Art: Theater Production  
65 Deception  
35 Fray  
40 Networking: Autonomists  
35 Networking: Hypercorp  
50 Perception

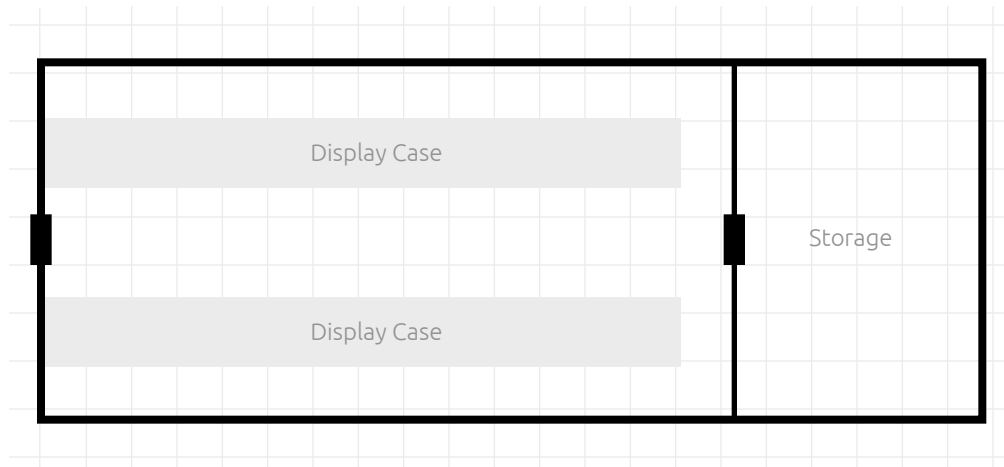
## Dib's

### Custom Weapons

The old maxim, "Peace through superior firepower" is writ in glowing red holographic letters over the entryway to this gleaming, upscale weapons boutique franchise. Dib is a brand fiction created by nameless owners. He is a survivor of many battles against the TITANS, and a stalwart crusader for liberty, justice, and obscene profits. His rugged Marlboro Man visage looks down from a giant mural at the back of the place.

Is Dib's owned by Jovian interests? Some say so, but given that you can get just about anything allowed by local law at Dib's, does anyone really care?

During normal business hours there are usually 3-12 customers present.



1 meter squares

### Potential Situations

- **Arturo Camaretti** is talking freely about an upcoming gatecrashing expedition as he fondles a pair of sleek ceramic/carbonfiber sound stunners.
- **Ezekia Kayanza** has his eyes on a massive sniper rifle that looks more like a cannon. "Yeah, I've got a Grade 6 weapons license. Let me see that thing," he tells the proprietor.
- **Magistrate Chandrawinata** seems taken aback by the way the colorful holographic weapons displays fetishize death and mayhem. She's struggling to maintain an impassive expression.
- **Freemium** is all business, rattling off a long list of weapons and ammo to a harried clerk.
- **Lala** is ostensibly browsing the latest holodisplays and the weapons cases, but she's actually checking out who is here and what they're doing.
- **Sister Corpus** is silent, like a ghost sliding softly around the place, looking at nothing but seeing everything. Is she taking an inventory, sizing up the people in the room, or both?

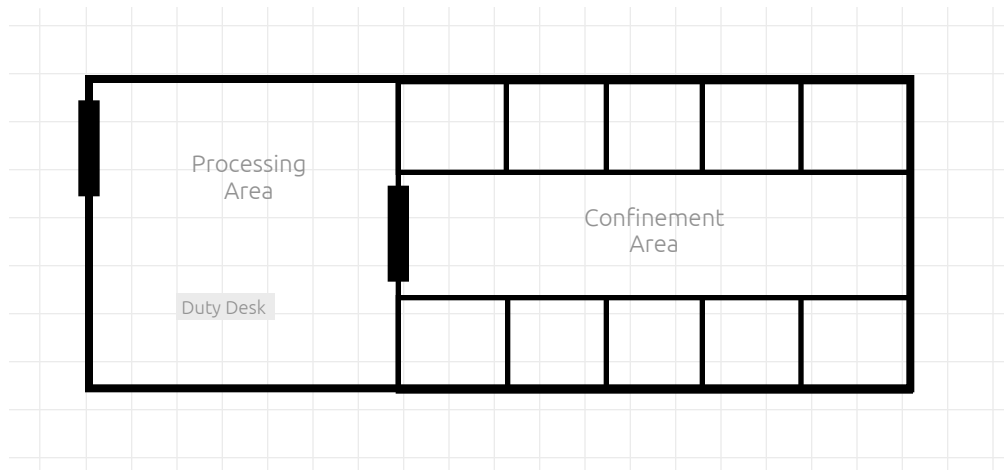


## Holding Area 13

### Miscreant Confinement

This lockdown facility could be the squalid, rarely-used back end of an anarchist collective; the clean, shiny, Musak-infested “security area” of a corporate stronghold; or the entry point to a government prison.

At any given time there are 2-6 guards and 1-4 visitors/miscreants in the Processing Area; the Confinement Area usually holds 0-5 miscreants.



*1 meter squares*

### Potential Situations

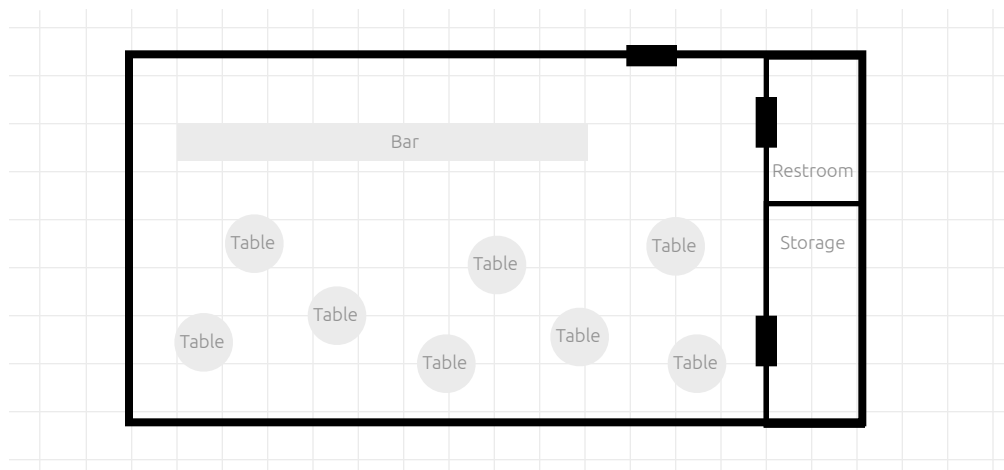
- **Arturo Camaretti** is recruiting newly-released miscreants. Something about a “tough mission.”
- **Ezekia Kayanza** grins as he hands over his latest catch to one of the guards. “Now, to whom do I speak as to payment?”
- **Magistrate Chandrawinata** is incognito, posing as the relative of a detainee. She’s getting agitated at the lack of civility demonstrated by the personnel running the place.
- **Freemium** looks like he’s been roused from sleep. He’s here to bail someone out, and is not happy about it.
- **Lala** appears to be enjoying her conversation with an Olympian guard, but as usual she’s just trying to gather information.
- **Sister Corpus** is being processed into the facility. Her weird, otherworldly calm is disturbing.

## The V-K Lounge

### Lowlife Refuge

The V-K, as locals call it, has been here forever. The owner staffs this cozy hole in the wall with three spindly servitor bots; they will call for security assistance if anything gets out of hand. People come here to have conversations away from prying eyes and to strike deals. It is well known that at the V-K you keep your nose in your own business, lest you get on someone's hit list.

There are usually 3-18 patrons in the lounge.



1 meter squares

### Potential Situations

- **Arturo Camaretti** is here celebrating his latest gatecrashing success, but has so thoroughly pissed off everyone who went with him that he is alone. He's in the mood for conversation.
- **Ezekia Kayanza** waits patiently for his latest target, a low-level hypercorp worker who has racked up a tremendous gambling debt. Kayanza is in a good mood; this should be an easy grab.
- **Magistrate Chandrawinata** sits in a corner, watching either Ezekia, Freemium, Sister Corpus, or someone else, and taking extensive mental notes.
- **Freemium** chats with a pair of furtive individuals who seem to think their discussion is very important.
- **Lala** is at one of the tables, laughing and chatting with three locals. In the background she has several spimes and a handful of metahuman contacts feeding her info about the player characters.
- **Sister Corpus** sits in a corner, watching the entire scene, looking like a spider deciding which fly to have for dinner.

# NOTES

## Version 1.2

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## Version 1.1

This version corrects some NPC aptitude scores that were too high for their morphs and alters the morph type for others to make them better fit their aptitude scores.

## Tools

All images were created using [Acorn](#) on a MacBook Air. The [Ubuntu font family](#) is available in Truetype/OpenType for free under an open license.

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