

The Cornucopia Machines included a wide range of different genetic templates for a number of different species, with sufficient study many of the templates were successfully reverse-engineered for the majority of mammal species.

Species are statted similarly to variant morphs using the morph creation rules detailed in *Transhuman*, though as they're not premium models there is no mark-up for a variant. A species may be added onto any humanoid biomorph or pod morph as well as some synthmorphs.

As a general rule, most species have one Enhanced Sense, 0 to +40 in any of the allowed skills (Climbing, Flight, Free Fall, Freerunning, Infiltration, Intimidation, or Swimming), the Small or Large size traits if applicable (and associated Durability/Somatics adjustments), and a natural weapon. For some species additional biomods or Aptitude bonuses may be appropriate.

As most morphs are in the "High" or "Expensive" price category and "High" covers the range from 1,500-9,999 credits, credit costs under +/-5,000 won't affect price category.

Bunny Species:

Implants: Enhanced Hearing (0.5CP)

Skills: Freerunning +20 (10CP)

Durability: Maximum 30

Aptitude Max: SOM 25

Traits: Small Size (0), Natural Weapon (claws, 1d10+1 DV, AP-1, 1CP)

"Real" CP Cost: 11.5-DUR change

Adjusted CP Cost: "Real" x 0.25, rounded to nearest 5

Final CP Cost: +5 if base DUR<42, -5 if base DUR>42

Credit Cost: Final CPx 1,000

Fox Species:

Implants: Enhanced Smell (0.5CP)

Skills: Freerunning +10, Infiltration +10 (10CP)

Durability: Maximum 30

Aptitude Max: SOM 25

Traits: Small Size (0), Natural Weapon (bite, 1d10+1 DV, AP-1, 1CP)

"Real" CP Cost: 11.5-DUR change

Adjusted CP Cost: "Real" x 0.25, rounded to nearest 5

Final CP Cost: +5 if base DUR<42, -5 if base DUR>42

Credit Cost: Final CPx 1,000

Wolf Species:

Implants: Enhanced Smell (0.5CP)

Skills: None.

Durability: As base morph

Aptitude Max: As base morph

Traits: Natural Weapon (bite, 1d10+1 DV, AP-1, 1CP)

"Real" CP Cost: 1.5

Adjusted CP Cost: .375

Final CP Cost: Negligible.

Elephant Species:

Implants: Enhanced Hearing (.5CP), Prehensile Trunk (.5CP)

Skills: Intimidation +20 (10CP)

Durability: Worth +20 Real CP

Aptitudes: +10 SOM (85CP)

Traits: Exceptional Aptitude (SOM, 20CP), Natural Weapon (tusks, 3d10 DV, AP-5, 10CP)

"Real" CP Cost: 146

Adjusted CP Cost: 36.5

Final CP Cost: 40

Credit Cost: 40,000

Transhumanity's Fate: Given the higher degree of abstraction employed by the FATE Core system most of the time a species may be represented simply by writing one or both of a morph's aspects as related to the species. I.e. *Quick Little Bunny* or *Sly Fox*.

Character Sheets:

Judy Hopps:

Base Ruleset:

Character Packages: Re-instantiated Military Casualty 5, Hypercorp 1, Investigator 3, Async Adept

Aptitudes: Cognition 15, Coordination 15(20 Morph), Intuition 25, Reflexes 20, Savvy 10, Somatics 10, Will 15

Moxie 3, Trauma Threshold 6, Lucidity 30, Insanity Rating 60, Wound Threshold 6, Durability 30, Damage Resistance 45, Initiative 90, Speed 1, Damage Bonus 1

Motivations: -Indentured Servitude, +Personal Development, +Techno-Progressivism

Skills:

Academics (Economics) COG15+ 30 = 45

Academics (Law): COG15+ 35 = 50

Beam Weapons COO15+ 54 = 65 (Morph: 70)

Climbing: SOM10+ 30 +40

Club SOM10+ 50 = 60

Control WIL15+ 20 = 35

Fray: REF20+ 25 = 45 (Psi: 55)

Freerunning SOM10+ 39 = 49 (Morph: 69)

Gunnery INT25+ 30 = 55

Infosec COG15+ 40 = 55
Interest (Botany) COG15+ 54 = 65
Investigation INT25+ 54 = 70
Kinesics SAV10+ 30 = 40 (Psi: 50)
Kinetic Weapons COO15+ 20 = 35 (Morph: 40)
Language (Lapine, Native) INT25+ 70 = 78 (Psi: 98)
Language (Zooperoanto) INT25+ 44 = 65 (Psi: 85)
Language (ZSL) INT25+ 30 = 55 (Psi: 75)
Networking (Law Enforcement) SAV10+ 20 = 30
Perception INT25+ 35 = 60
Persuasion SAV10+ 30 = 40
Pilot (Groundcraft) REF20+ 15 = 35
Profession (Forensics) COG15+ 54 = 65
Profession (Police Procedures) COG15+ 40 = 55
Protocol SAV10+ 40 = 50
Research COG15+ 40 = 55
Sense INT25+ 20 = 45
Unarmed Combat SOM10+ 40 = 50

Rep:

@-rep: 15

C-rep: 60

G-rep: 35

Ego Traits:

Edited Memories

Mental Disorders: Body Dysmorphia, Cosmic Anxiety

Psi Level 2

Psi-Sleights:

Psi-Chi: Grok, Predictive Boost, Pattern Recognition, Superior Kinesics

Psi-Gamma: Deep Scanning, Implant Memory, Mindlink

20 CP=20,000 credits

Morph: Splicer (Rabbit)

CP: 15

Implants: Access Jacks (250), Basic Biomods, Basic Mesh Inserts, Cortical Stack, Enhanced Hearing, Medicines (250), Nanophages (1000)

Traits: Small size, Unique Look

Durability: 30

Wound Threshold: 6

Advantages: COO+5, Freerunning+20

Gear: Particle Bolter (5000), Standard Smartfabric Vacsuit (5000), Fake Ego ID (5000), Anonymous Account (1000), Facial/Image Recognition (250), TacNet (1000), Tracking software (1000), Shock Gloves (250), Vibroblade (250)

FATE:

High Concept: *Hero Cop*

Trouble: *Strange New World*

Freestyle Aspects: *Wools-MacLion Infectee, Nick was more than a partner.*

Skills:

+4 Great: Investigate

+3 Good: Athletics, Will

+2 Fair: CivRep, Fight, Kinesics, Notice

+1 Average: Credit, Infiltrate, Pilot, Provoke, Rapport, Shoot, Somatics

Ego Stunts: Freerunning, Non-Lethal Techniques, Psi-Chi (Pattern Recognition, Predictive Boost, Superior Kinesics), Thought Browse.

Morph: Splicer

Morph Aspects: *Reconstructed Hopps, Quick Like a Bunny*

Traits: Essential Biomorph Traits

Stunts: Medichines

Durability: Average, 3 stress boxes

Final Refresh: +1

Nick Wilde:

Base Rules:

Character Packages: Re-Instantiated Civilian 1, Scum 3, Con Artist 5, Networker

Aptitudes: Cognition 15, Coordination 15 (Morph 20), Intuition 15 (Morph 20), Reflexes 15, Savvy 25 (Morph 30), Somatics 10, Will 15

Moxie 3, Trauma Threshold 6, Lucidity 30, Insanity Rating 60, Wound Threshold 6, Durability 30, Damage Resistance 45, Initiative 60 (70), Speed 1, Damage Bonus 1

Motivations: -Bioconservatism, +Morphological Freedom, +Wealth

Moxie +2

Skills:

Academics (Psychology) COG15+ 40 = 55

Art (XP) INT15+ 50 = 63 (Morph 68)

Deception SAV25+ 54 = 70 (Morph 75)

Disguise INT15+ 40 = 55

Fray REF15+ 20 = 30

Freefall REF15+ 40 = 55

Freerunning SOM10+ 40 = 50 (Morph 60)

Impersonation SAV25+ 40 = 63 (Morph 68)

Infiltration COO15 (Morph: 30)
Infosec COG15+ 30 = 45
Interest (Black Markets) COG15+ 40 = 55
Interest (Morph prices) COG15+ 30 = 45
Interfacing COG15+ 15 = 30
Kinesics SAV25+ 40 = 63 (Morph 68)
Kinetic Weapons COO15+ 35 = 50 (Morph 55)
Language (Zoooperanto, Native) INT15+ 70 = 72 (Morph 77)
Language (Vulpine) INT15+ 55 = 65 (Morph 70)
Language (ZSL) INT15+ 30 = 45 (Morph 50)
Medicine (Biosculpting) COG15+ 30 = 45
Networking (Autonomists) SAV25+ 50 = 68 (Morph 73)
Networking (Criminals) SAV25+ 30 = 55 (Morph 60)
Networking (Firewall) SAV25+ 30 = 55 (Morph 60)
Networking (Hypercorps) SAV25+ 30 = 55 (Morph 60)
Palming COO15+ 40 = 55 (Morph 60)
Perception INT15+ 20 = 35 (Morph 40)
Persuasion SAV25+ 50 = 68 (Morph 73)
Pilot (Groundcraft) REF15+ 10 = 25
Profession (Con Schemes) COG15+ 54 = 65
Profession (Police Procedures) COG15+ 30 = 45

Rep:

@-rep 75

C-rep 40

F-rep 15

G-rep 50

I-rep 20

Ego Traits:

Adaptability (10)

First Impression (10)

Edited Memories (-10)

Enemy (-10)

Mental Disorder (PTSD -10)

12 CP = 12,000 credits

Morph: Pleasure Pod (Fox)

CP: 25

Implants: Access Jacks (250), Basic Biomods, Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Cyberbrain, Enhanced Pheromones, Enhanced Smell, Medichines (250), Mnemonic Augmentation, Puppet Sock, Sex Switch, Skinflex (1000)

Traits: Small size

Durability: 30

Wound Threshold: 6

Advantages: COO+5, INT+5, SAV+5, Freerunning+10, Infiltration+10

Gear: Light railgun pistol (1000), 100 AP rounds (250), Flex Cutter (250), Fake Ego ID (5000), Anonymous Accounts (1000), Sniffer (1000), Spoof (1000), TacNet (1000)

FATE:

High Concept: *Once a Hustler, Always a Hustler*

Trouble: *Memory's not what it used to*

Freestyle Aspects: *Judy means... something, Never deal with Nine Lives*

Skills:

+4 Great: Deceive

+3 Good: Cover, CivRep

+2 Fair: Credit, Infiltrate, Provoke, Rapport

+1 Average: Athletics, EyeRep, Infosec, Kinesics, Notice, Shoot, Will

Ego Stunts: Bodyhopper, Digital Ghost, First Impression, Ego Plasticity

Morph: Pleasure Pod

Morph Aspects: *Fleshdoll, Sly Fox*

Traits: Essential Pod Traits, Social (Sex Switch_

Stunts: Attraction

Durability: Average, 3 stress boxes

Final Refresh: +1

Most scientists studying the Exsurgence virus think they can discern a definite purpose for most strains, which typically amounts to "creating minions or sleeper agents" in enough different ways that the opposition is kept on their toes. The Bootstrap strain, however, has attracted more wild guesses as to its purpose than any since Watts-MacLeod.

This strain is unique in that it doesn't affect transhumans, uplifts, or AGIs, but rather non-sapient animals, either unmodified or "smart" variants. Already sapient beings can carry the virus, but it doesn't seem to affect them at all, though most cases have also been infected by another strain.

The first recorded occurrence of the Bootstrap virus was carried by an Exsurgent zookeeper working in a wealthy hypercorp executive's private menagerie habitat. He infected several of the animals before Firewall intervened, most of the information on the virus comes from the records of the other zookeepers and observations made by the Sentinel team that investigated. The zoo habitat was nuked after the Sentinels submitted their report.

Some hypothesize that the Bootstrap strain is intended simply to sow chaos in wild areas or habitats dependent on smart animals. Others think it's supposed to produce a new set of infectees following the extinction of the primary sophont species. Some conspiracy theorists even believe that it was developed by one of the scientists at Fortean to accelerate uplift of new species.

Bootstrap

Vector: Biological pathogen, Nanoplague.

Infection: By exchange of bodily fluids.

Stage 1

Timeframe: Infection to 5 hours.

Stress: SV 1d10-2 per hour.

Infected animals display erratic and highly aggressive behavior during this phase. Screeching, gnawing at bindings, biting every living thing in sight, the lattermost behavior also tends to spread the virus.

Stage 2

Timeframe: End of Stage 1 to six months.

Stress: SV 1d10 per month.

During this stage of infection animals tend to become timid and reclusive. Their brains begin to form quantum entanglements and fields similar to those in asyncs, causing them to gain +1 COG every month. The changes in the subject's brain are extremely stressful, by the end of the stage the animal gains at least one mental disorder, regardless of the amount of stress and traumas sustained.

Stage 3

Timeframe: six to twelve months.

Stress: SV 1d10-2 per month.

The massively accelerated mockery of uplift complete, the victim's body restructures itself so that it can more effectively function as a sapient being. Bones in the forepaws and hips gradually warp into hands and a humanoid "bowl" pelvis for bipedalism, and the larynx becomes much more complex to the point where "bootstrapped" animals can learn to speak transhuman languages. They can also be infected by other strains of the Exsurgence virus at this point, suffering a -20 penalty to resist infection similar to asyncs. There have also been numerous reports of animals at this stage and later displaying psi-sleights, though it remains unverified whether the Bootstrap strain or subsequent infection by Watts-MacLeod was responsible.