Races

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Insilico races not only elaborate on the type of characters you can play but also expands on the statistical advantages one might have over another. While there is no one superior race to play each have their own strength and weaknesses in regards to what they are capable of. Each race begins with their own unique set of traits, health and skills that reflect their diversity in game play. Races are meant to be played as is and not meant to be cross bred, they're no mutant-fabricant hybrids. Please feel free to choose one of the beginner races from the following.

Human- Humans haven't changed much over the course of a few centuries. They are adaptive, genetically, ideological, and socially diverse, and comprise the vast majority of this future civilization. Even in the face of radical technological innovation, humanity still clings to its own definition. For all their strengths and weaknesses, they remain the same…for better or worse.

Skills: Intuition 10%

Traits: Begins with Neural net standard, +1 willpower

Statistics: Health +5, Mental +5, Movement 12, recovery: 1d10 points a day (up to 5 times)

Mutant- All species have members that manifest divergent or abnormal genetic variations. Humans are no different. While most mutations are minor and isolated to single individuals, some have managed to become dominate traits in small, isolated populations. Particularly on the Earth's surface, where radiation causes a higher rate of mutation among a smaller gene pool, it is not uncommon to come across entire families displaying the same abnormal characteristics. [Mutant in InSilico does not mean X-Men. Mutants simply express obvious physiological differences than "normal" humans do. This could be differences in pigmentation, hair cover, skin texture, number of finger or toes. Rarely are mutations biologically beneficial.]]

Skills: Sneaking 25%

Traits: Begins with 25 salvage, +10 starter points, -5% charisma

Statistics: Health +2, Mental +5, Movement 10, +10 armor (e), recovery: 1d10 points every 2 hours (up to 5 times)

Clones - Copies of human beings who either through their own means have decided to duplicate their genetic code or have had it done against their will. Clones represent a way to cheat death and allow the rich to extend their lives through cloning contracts provided by the AGIS corporation. Throughout Insilico and beyond AGIS provides the means for those with the resources to ensure they live on. While clones

are merely copies the actual amount of memories they retain from one copy to the next varies.

Skills: Language 25%

Traits: Begins with Neural net standard, Silver clone contract

Statistics: Health +5, Mental +5, Movement 13, +20% AGIS rep, recovery: 1d10 points a day (up to 5 times)

Fabricants - Are biological androids. With continued development in the fields of robotics and artificial intelligence, it has become possible to create increasingly more human-like machines and programs. In turn, this has led to increased scrutiny and security measures put in place by the corporations to ensure that sentient AIs do not slip beyond their control. Those AIs that have developed self-determination beyond the limitations of their original programming are deemed "rogue" and promptly destroyed.

Skills: Acrobatics 25%

Traits: Begins with Neural net standard, +10 initiative, +5% agility

Statistics: Health +10, Mental +5, Movement 16, +10 armor (m), +25% AGIS rep, recovery: 1d10 points an hour (up to 5 times)

Cyborg/Augment- The distinction between human and machine has become blurred as some have chosen (or been forced) to incorporate the technological into their physiology. These enhanced capacities have lead to a growing hostility between Augments and their "baseline" human kin. Even corporations that profit from cybernetic development have been forced to impose limitations in order to maintain control and keep the peace. A scale has been introduced to identify and classify augmented individuals: Grey's Scale(add hyperlink)

Skills: Jury Rig 25%

Traits: Begins with Neural net standard, +5% strength

Statistics: Health +10, Mental +5, Movement 10, +5 armor (k), recovery: 1d10 points every 2 hours (up to 5 times)

Robots & Machines - Robots are completely machine, tasked with the daunting work that humans can not or will not do. Their brain is a processor and their frame is completely inorganic. Usually robots are assigned to some kind of task by their owner and will continue to carry it out until they are successful or

the task is cancelled. Robots are highly specialized in certain ways (such as being a fluent speaker) and lacking in others (strength being reduced). There is one universal type of communication that all robots use. Most robots also posses their own unique communication method. While a robot may simulate emotions or recognize them through programming they have no true empathy in the strictest human sense. As such they remain cold, calculating machines with no aspirations or desires outside of their own programming.

Skills: Repair 25%

Traits: Begins with Neural net advanced, -5% charisma, can be fully augmented

Statistics: Health +10, Mental +10, Movement 8, +10 armor (k), recovery: 1d10 points an hour (up to 5 times)

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