

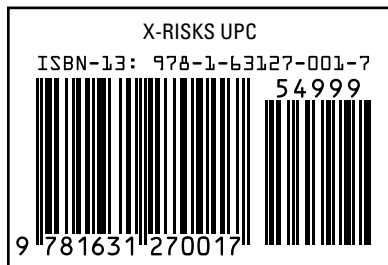
ECLIPSE PHASE

X-RISKS

ISBN: 978-1-63127-001-7 MSRP: \$49.99 PAGES: 192 [Color, Hardcover] CATALOG #: PS+21203
 RELEASE: October 2016 PRINTING: 1st

Eclipse Phase is the post-apocalyptic game of transhuman conspiracy and horror. Technology allows the re-shaping of bodies and minds, but also creates opportunities for oppression and puts the capability for mass destruction in the hands of everyone. Other threats lurk in the devastated habitats of the Fall, dangers both familiar and alien.

Eclipse Phase is critically-acclaimed and award-winning: Gold ENnies for Writing and Silver for Best Cover Art and Product of the year, and the 2010 Origins Awards RPG of the Year.



COMPATIBILITY:

- This sourcebook requires the *Eclipse Phase* core rulebook

SELLING POINTS:

- Catalogs and ranks existential risks—risks that threaten the entirety of transhumanity.
- Part “monster manual,” part sourcebook on extinction threats.
- Covers Alien Conflict, Biological Agents, Gamma Ray Burst, Mega-Engineering, Nanoplagues and Nanotechnology, Space Elevator Destruction, Transhuman Faction Warfare, and Unforeseen Threats.
- Details 50 aliens, machines, virus-transformed monsters, and other critters, many of them new to *Eclipse Phase*, with detailed descriptions and stats.
- Stellar art and production values from the team at Posthuman Studios, including cover art from fan-favorite Mark Molnar.

TARGET MARKET:

- *Eclipse Phase* and other sci-fi gamemasters looking for threats and “monsters.”
- *Eclipse Phase* players in Firewall-centric campaigns.

UP-SELLS & CROSS-SELLS:

- *Eclipse Phase* [PS+21000]—core rulebook.
- *Transhuman* [PS+21001]—more character creation options and advice for optimizing.
- *Firewall* [PS+21102]—details about the organization that maintains the Threat Recognition Guide.

