PS+21000

ECLIPSE PHASE

ECLIPSE PHASE CORE RULEBOOK

ISBN: 978-0-9845835-0-8   **MSRP:** $49.99   **PAGES:** 400 [Color, Hardcover]   **CATALOG #:** PS+21000
RELEASE: Available   **PRINTING:** 4th

Eclipse Phase, developed by Rob Boyle, is critically-acclaimed and award-winning, receiving a Gold ENnie for Writing, Silver ENnies for Best Cover Art and Product of the Year, and the 2010 Origins Award for Best RPG.

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.

In this harsh setting, the players participate in a cross-faction conspiracy called Firewall that seeks to protect transhumanity from threats both internal and external. Along the way, they may find themselves hunting for prized technology in a gutted habitat falling from orbit, risking the hellish landscapes of a ruined Earth, or following the trail of a terrorist through militarized stations and isolationist habitats. Players may even find themselves stepping through a Pandora Gate, a wormhole to distant stars and the alien secrets beyond....

NEW IN THE THIRD AND FOURTH PRINTINGS
- Updated contents—corrections, new art, improved layout.
- Sturdy on the shelf—better paper stock means *Eclipse Phase* won't get lost in the crowd.
- Dual bookmarks—red and blue cloth bookmarks to keep your places!

FOR PLAYERS
- Play a role in a secretive and dangerous conspiracy that seeks to save transhumanity.
- Switch your body at will, from genetically modified transhumans to synthetic robotic shells, optimizing your character for specific missions.
- Backup your character's mind and be restored from backup in case of death—a built-in system of "save points" and functional immortality.

FOR GAMEMASTERS
- A setting custom-built for numerous scenario types, from faction-based intrigues to high-tech dungeon-crawls, from mind-scarring mysteries todangerous exploration of alien worlds via wormhole gates.
- An eclectic assortment of intriguing factions, from techno-anarchists to future-chasing hypercorps, from soul-trading criminals to uplifted animals.
- A range of NPC antagonists to choose from, including rogue AIs, extreme posthuman factions, standoffish aliens with their own agenda, and transhumans infected and transformed by the virulent Exsurgent virus.

THE SYSTEM
- *Eclipse Phase* uses a d100/percentile system, with some twists. It's fast and simple; streamlined so players can dive into the world and action.
- Characters are skill-based, with no classes, so players can customize their team roles and specialize in fields of their choosing.

CREATIVE COMMONS
- The text of *Eclipse Phase*—the rules and setting—is available under the Creative Commons Attribution-Noncommercial-Share Alike 3.0 Unported License.
- This gives fans the ability to create and share free *Eclipse Phase* material. Whether it's homebrew adventures or hacks and remixes of the *Eclipse Phase* rules—go for it!

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