

# Personal Muse

See Eclipse Phase Sourcebook Page 264

Player Name:

Muse Name:

## Description

### INT 20

Academics: Psychology	60
Hardware: Electronics	30
Infosec	30
Interfacing	40
Professional: Accounting	60
Programming	20
Research	30
Perception	30
Knowledge:	40
Knowledge:	40
Knowledge:	40



### Your muse can:

- Make Research tests to find information for you
- Falsify or fluctuate your mesh ID
- Scan news feeds and mesh updates for keyword alerts
- Monitor your mesh inserts/ecto/PAN and slaved devices for intrusion
- Teleoperate and command robots
- Launch countermeasures against intruders
- Monitor your rep scores and alert you to drastic changes
- Automatically provide feedback for other people's rep scores
- Run audio input through an online, real-time language translation system
- Put you in privacy mode and/or proactively stealth your wireless signal
- Track people for you
- Anticipate your needs and act accordingly, pre-empting your requests

### Roleplaying Muses

Muses should not be viewed as a mere tool for getting extra skills, but as an opportunity to enhance roleplaying. Though typical muse AIs are not complete intelligences (though they can be, see Infomorphs as Muses), their personality matrix is often quite sophisticated and they are very good at adapting to their user's personality quirks. On the other hand, they share the same Real World Naiveté (p. 151) as AGI characters when it comes to understanding all the facets of transhuman behavior, social interaction, body language, or emotion. Their personalities are more non-human, abstract, alien, and less passionate than transhuman life forms, often leading to conceptual misunderstandings and miscommunications. Likewise, their creative capacities are limited, instead bolstered by an ability to calculate odds, run simulations and evaluate outcomes, and make predictions based on previous experiences.

Depending on the user's stance towards sentient programs, muses can be viewed as intelligent toys, followers, servants, slaves, friends, or pets, which should somehow be reflected in game play. Most transhumans have also acquired a tendency to bond with a muse mentally due to its omnipresence and devotion to the user (like bonding to a child or puppy that then grows to be an adult). Therefore the subversion or even destruction of a muse personality is sometimes even equated with rape or murder.

Notes