

LAW AND ORDER: EXTROPIA

BY ANDERS SANDBERG AND HÅKAN ANDERSSON



It is said that if you throw a rock on Extropia you will hit a lawyer. That is not true: their security contractor will intercept it before it hits, and then their lawcorp will have sued you before the lawyer can blink. The paradox is that while Extropia's legal world is *complex*, most of the time people do not notice it... just like fish don't notice water, and inner system people don't notice government coercion.

While people have dreamed about truly free societies and private law systems for centuries, Extropia would not be possible without AI. To actually give people freedom of choice requires a powerful apparatus of software and freelancers that mostly stays hidden. But when it becomes visible the true strangeness of Extropian society becomes visible.

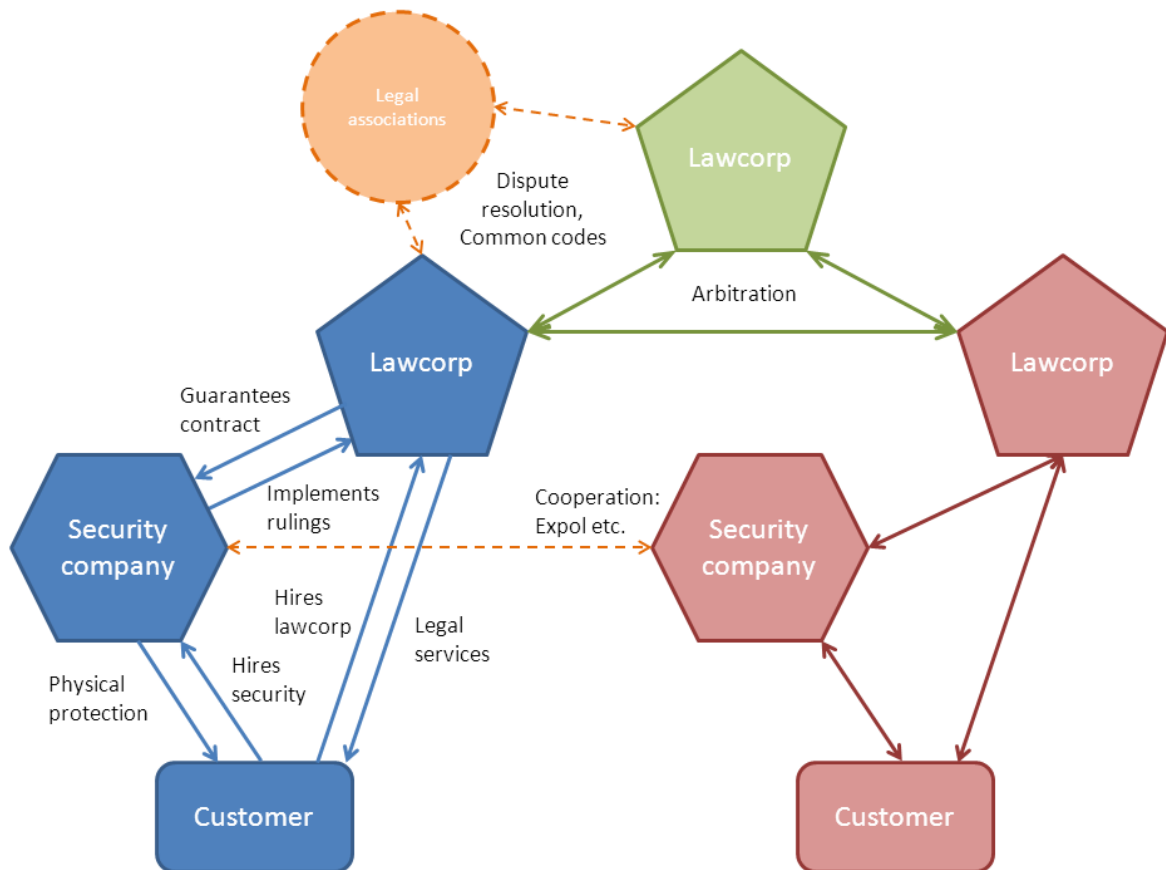
THE BASICS

The most important thing to understand is this:

There are no official laws on Extropia.

However, there is a big private market for laws and law enforcement/security. In fact, there are probably more laws per capita on Extropia than anywhere else in human history. But they are all the result of voluntary contracts between customers and security firms providing security according to certain laws, usually supplied by specialized law companies. It is not a *justice* system, since nobody can agree on what is right or wrong. It is a *market* for safety and rules tailored to your needs and constrained by what others are doing.

You subscribe to a security company to directly protect you, and the contract runs according to the rules of a lawcorp. Some law companies are individual freelancers (whether a single freelance judge like the old odayal down the street or a powerful AGI like Nomic), others are small legal systems with hundreds of people acting as court officers, analysts and forensic experts.



When trading with somebody you similarly select a good law company or arbitration service to handle the contract. Any conflict and you go there to arbitrate. Or rather, most of the time your muses and the smart contract do a rapid-fire legal process and return with a verdict you ought to sign and agree with. (Yes, you *can* choose to refuse, but then the fine print about contract breach come into action and you get the full power of the penalty clauses you and your former partner agreed on when you signed it in the first place. And at this point bailiffs show up, quite possible from the security company you use yourself, to get you to pay up.)

Astute readers might wonder how to ground this. A and B sign a contract according to the rules promulgated by company C. It would be stupid (or very trusting) for them to do it by rules enforced by A or B themselves, since one part might exploit the other. But what keeps C from breaking its promise to arbitrate fairly between A or B if they disagree? The answer is twofold. First, usually the contract is run by company D, yet another lawcorp. But more importantly: market forces: an lawcorp that stiffs customers will lose reputation and clients. Reviewers will pan their decisions, and competitors will send tempting

offers to their unfortunate customers. It balances itself just like a market tends to weed out dishonest traders. Yes, there will always be an influx of new shysters since fools are born every day, but on average you make more money when you have steady customers, a good rep and don't have to hide from angry creditors and security forces.

INTERNAL, INTERFACE AND EXTERNAL LAW

There is a distinction between

- “Internal law”, the law that governs interactions between subscribers of a certain lawcorp.
- “Interface law”, when the law of two or more lawcorps is applied to resolve a dispute. Also used when a lawcorp acts as the man in the middle for different lawcorps without any subscriber-interest in a certain matter, or as a neutral arbiter.
- “External law” this concerns dealings with non-extropian jurisdictions, covering matters such as citizenship and consular protection that an individual might need if he travels abroad.

The internal law is made in accordance to the values and motives driving the lawcorp in question.

Example: Alice's muse calls Medusan Shield, her security corp: Bob has stolen her prized Earth pebble! MS activates a nearby bot and pursues Bob, identifying him and the pebble. At this point Alice's lawcorp, Haven Law, joins into the case virtual space. Haven is also Bob's lawcorp. A quick check by the legal AI involved shows that stealing objects registered with the corp as belonging to another is not covered under acceptable behavior. Haven tells Bob to give the pebble back: the company does not allow theft. Bob refuses, and claims he has a right to it since he is the male in the family. The Haven AI just shrugs (the argument is invalid according to the rules of Haven Law) and tells the policebot to take it from him. If Bob subscribes to his own security company and calls for it to help him, it will check with Haven if his behavior is covered or not: in this case they will just politely tell him that they do not cover unlawful behavior.

If Alice and Bob had been subscribing to OpenSharia on the other hand, the company might have ruled differently (depending on whether the pebble could be regarded as dowry, for example).

It is common for family members or entire communities to share lawcorps, so internal law is perhaps 90% of the cases on Extropia (yes, most crime happens in the home, like anywhere else).

Interface law cases bring in even more people into the case space:

Example: Alice subscribes to Haven, Bob to Bee Judiciary. The lawcorps check if they have a standard resolution procedure: many companies have worked out agreements on how to resolve disputes. In this case things are complicated because Bob subscribes to Bee's Vo Nguyen emulation: Bee is supposed to run things as close as possible to how they would have played out on the Reclaimer habitat. Since they don't have a complete resolution procedure (however, they do have quite a lot of agreed on methods from previous cases with Haven, as well as joint rules from the Extropian Bar Association) they take the case to arbitration: another law company they have contracts with (Nomic) gets to decide the case. In this case there are some messy issues where Bob is claiming his right to repossess “historical Earth artefacts” for the good of the eventual recolonization of Earth. However, Haven has good arguments that even under Vo Nguyen law Bob doesn't seem to be a duly accredited reclamation representative, and there is no evidence whatsoever that he actually plans send the pebble to the LLA. Nomic agrees, Bee accepts their defeat, and tells Bob to hand back the pebble.

But what happens if the lawcorps cannot reach an agreement? This is what most outsiders expect to happen all the time, but in practice it is rare. The reason is simple: money. Lawcorps want to resolve cases as quickly and smoothly as possible, leaving their customers satisfied. Hence they have worked out arbitration systems that allow them to reach agreement. The different law associations have produced various standards that have been discreetly incorporated into the rules of the corps. If they cannot apply them they will still try to reach an agreement that doesn't cost them face or money. As a last ditch effort, they may offer their clients compensation for not making the claim.

Still, sometimes there is a standoff. Then the security corps get in trouble; they don't want to spend effort and risk beyond what they get paid for (they have read the chapter on mercenaries in Machiavelli's *The Prince*).

Example: Alice's and Bob's lawcorps are gridlocked. Bob invokes his contract with Direct Action to be protected and starts to move towards the nearest airlock. The Medusan Shield handler considers their options: they could try to stop Bob and grab the pebble. Direct Action would shoot back against the policebot, which could shoot at the DA bots. Alice's insurance covers costs up to 30,000 credits: more than enough to cover a broken policebot or two. On the other hand, Bob might have a worse contract, in which case DA will back down as soon as the cost reaches their limit. So it makes sense to fire off a "sorry" to DA, and go for it until one side reaches the cover.

Sometimes two parties have the *same* security corp, in which case things simplify a bit. The corp simply calculates who it would be cheaper to piss off: it might tell Bob that given the situation it is not going to fulfill its contract, but give him compensation. The same might happen if it looks like the contract is not worth fighting another corp for it. Many security corps are also open for quick deals with each other: "We pay you 2,000 for not shooting down our bot; that is likely more than you will need to compensate your client, so you will profit and we won't risk our bot."

Yes, having expensive security insurance means that you have a good chance of winning a conflict between security companies. Except that it rarely happens, and if you manage to cause them your insurance premiums will go way up. Watching battles is cheaper at one of the arenas... which of course means that *some* brats with more money and sense occasionally do bait the security companies. Especially Direct Action and Ultimate Security have a bit of a reputation for this; Medusan Shield tends to be too coldly economical to play along.

ON THE MATTER OF EXTERNAL LAW

You live on Extropia. Therefore, in the eyes of the PC and other more traditional polities, you are essentially stateless. If you want to "go abroad" you either need a spare citizenship, or else you have to dust of your pre-Fall passport. Extropia, through Extropy Now and many others, has vigorously resisted being labeled a de-facto state due to both ideological and business reasons. With some jurisdictions, notably the Titanian Commonwealth and the Morningstar Coalition, several lawcorps have entered into basic agreements of right of travel, visa matters and consular protection. In the PC, this is done on a habitat by habitat basis. The Jovians consider Extropia a failed state and a hotbed of terrorism and exsurgent threats, not something to enter into contracts with. Most autonomist habitats in the outer system frown on the idea of sub-contracting personal responsibility, instead requiring visitors to pledge, upon their honor, "not to be a dick".

A matter of note is that the deals between the lawcorps and the polities are subtly different in many cases. For instance, the deal between Daedalic and the PC habitat Marketshare allows for the Daedalic subscriber to specify the use of his own legal system concerning legal unions and contracts. The deal between Bee and the TC on the other hand is a no-frills deal where the visitor agrees to fully comply with TC law.

WHY ALL THIS COMPLEXITY?

“The search for static security - in the law and elsewhere - is misguided. The fact is security can only be achieved through constant change, adapting old ideas that have outlived their usefulness to current facts.”

William Osler

Many visitors wonder why there is any separation between law companies and security companies: wouldn't it be much more effective if they coincided? Sometimes that is true: Medusan Shield does have a popular law service, and if you are feeling masochistic you can have Ultimate Security be your lawcorp.

But separating lawcorps from security corps is also efficient under the current market conditions. Security corps focuses on having bots or freelance police ready, intervening when somebody calls for help and defusing dangerous situations. Lawcorps negotiate deals everybody agrees on, a very different kind of skill. There are many benefits to specialization, and especially lawcorps go out of their way to attract customers with their personalized laws.

In the end it comes down to the core ideas of Extropianism: there doesn't have to be a central power running everything, and as the world changes institutions should change with it. If somebody comes up with a better idea, it should be tried. If it is a good one the originator makes money and people copy it, trying to make something even better. This is as true for law as for selling ice-cream.

INVESTIGATION AND FORENSICS

Extropian security companies are profit maximizers, which means they will not spend time unduly on things that do not pay. How careful their investigation of a crime will be depends on what customers pay for.

Some judiciaries are OK with very simple standards of proof. Others want full nano-forensics for nearly anything. However, if there is disagreement it is usually the judiciary with the highest standards that tend to prevail. The real quarrel is usually how to split the cost.

Example: Alice and Bob happen to have a marital spat and start shooting at each other (the pebble again). Their security companies (being contrary by nature, they of course have different ones) rush in and separate them. Their lawcorps (again, different ones) look at the case and try to assign blame. Alice's lawcorp says: “We assume our client is innocent until proven guilty, and we do not see any reason to spend extra effort beyond listening to his deposition.” Bob's lawcorp responds: “But we as a company policy do not trust witness testimony, we will demand a full subpoena of all recording subsystems in the area.” Quick AI-run arbitration via the Free Bar Association occurs (Nomic pockets a credit here for resolving the case between the lawcorps), and the lawcorps agree on a loser-pays scheme. A forensics freelance corp is hired, gets permission to access all available systems via the two security corps, runs through them and delivers the facts to the lawcorps. The lawcorps look at the evidence (Alice clearly shot first, but Bob provoked her), run a quick arbitration again (Nomics get a credit again), and decide that it was 80% Alice's fault and 20% Bob's. Alice get fined for 80% of the cost to Bob (including security, legal and all of the forensics cost), Bob gets a 20% fine (lowers Alice's fine to 60%). Money is transmitted and everybody is happy except for Alice.

Complicated? You get used to it. Most of this process happened at AI-speed and took at most a few minutes. Things can get slowed down if equipment needs to be moved into the area or witnesses questioned, but if the case itself is simple it can be resolved in a coffee break. Of course, this assumes you use one of the sensible lawcorps that make extensive use of AI and infomorphs; there are a few rare ones that insist on slowing things down for religious or other weird reasons.

Normally your contract with your security corp gives them access to your smart objects and Muse if needed for protecting you or investigating crimes involving you. While some chafe under this privacy risk (and, yes, some security corps like SVC do not demand it) it usually simplifies evidence collection enormously.

Autonomous Defence Inc. even offers on-site surveillance and puppeteering as an extra service: your possessions send their information to an escrow server where AI looks for trouble; if it thinks it sees something or you sound the alarm their AIs can puppeteer all compatible equipment, using it to protect and document before their policebots arrive.

FREELANCE POLICE

While security companies have bot nests it is often useful to have a person directly present, both for negotiation and as a representative. Freelance policemen typically bid for cases, their Muses quickly bidding against each other for the contract to deal with a problem. Some also work on retainer fees: companies pay them for a certain amount of future work.

While life as a freelance policeman does have some drawbacks – you tend to see the worst of Extropia, you can never really turn off since there might be a case at any time, and sometimes you are just an ambulatory extension of a company – there are various perks too. Policemen are usually protected by their employer firms while on a case, giving them extra legal, security and insurance protection since they also have their own private contracts. Many hang around interesting or populous spots, waiting for cases (it is not too unlike being a traditional taxi driver, except you can stay in a bar).

The real trouble is “kitchen sink cases”: acts of violence, destruction or disruptive behaviour that cuts across many company jurisdictions. A bar brawl might involve one security company and one judiciary per person, and if something explodes it might even be unclear who *isn't* involved – and no time to figure it out. Just like the judiciaries within Extropian Legal Guild and the others have shortcut arrangements pre-set for dealing with these messes the security and policing companies have various standard agreements. This has led to the formation of organisations such as Expol, a security association that (among other things) helps coordinate major chaos.

Some extropians, especially of a mutualist bent, also organise themselves into militias. It is a great way of showing your sociality, get to know your neighbors and maybe make some rep. The professionals usually sigh about amateur night: most militias have no real clue about law enforcement, the niceties of corporate arbitration, not to mention endlessly tangled liabilities. Usually the law and security companies of the members make a quiet behind the scenes deal to coordinate if the local neighbourhood watch ends up in trouble.

INSURANCE

The third part of extropian law, the one most people forget about, is insurance. The insurance companies are the ones that stabilize things.

The business idea of insurance is that most people prefer to pay a small regular fee over occasionally getting a big, uncertain loss – being fined by a lawcorp, having to pay some big security fee or just having their morph killed. Insurance companies can aggregate all those random losses so that from their perspective they have fairly manageable risk, and pocket the difference between the payouts and the fees. Like lawcorps there are insurance companies of all kinds on Extropia, and they insure everything from property to liability to karmic balance (just because something doesn't exist doesn't mean you can't fleece customers who believe in it).

When you subscribe to a lawcorp they often insist that you have a liability insurance to pay them if costs go through the roof – you might not have a million credits to pay in fines, but the insurer can pay it for you. Except that if you run up costs like that your insurance premiums are going to go through the roof. The same if you live a reckless lifestyle, whether it is comet running or insulting exhumans in bars. This is how the insurance companies stabilize the whole system. It is *expensive* to be a nasty person involved in trouble all the time. Security companies and lawcorps of course tend to up their fees if you fall into “risk categories” too, but it is the insurers who are really good at calculating risk.

The nice side of this is that insurance companies have a strong incentive to keep people safe. It is often cost-effective for them to spend some money on improving habitat safety or sponsoring groups like Expol that boost security and stability. What they truly hate is when big disasters happen: suddenly they have to pay out plenty at once, and that is bad for the bottom line. This is one reason most insurance companies are new: the Fall killed the previous crop. The new ones are not keen on having a repeat. This is also why they discriminate against exhumans, some AGIs and people who deal with dangerous technology: singularity seekers on Extropia tends to gripe about how unfairly high their premiums are, and that it is political discrimination. Which is true, in a way: on Extropia the market is the politics.

Another annoying aspect of insurance companies is that they like to keep tabs on you. The more they get to know, the better they can calculate your premiums. This means that some companies offer a nice discount for getting your lifelog. A few companies take the opposite tack: if you like your privacy, pay a slightly higher premium and the company promises not to investigate what you do (with certain exceptions in the fine print, for example if things get revealed in lawsuits).

ADVENTURE POSSIBILITIES

Insurance companies do enormous amount of data mining in order to figure out risks and premiums. Most of that information is sensitive and quite valuable: not only do competitors want to peek, but plenty of other groups would like to find out things from their databases. Creative investigators might make use of a target’s insurance company to find out some of their secrets: it is rarely easy, but it might be a security flaw they have overlooked.

Insurance companies also have investigators that check claims. There are far too many people trying to defraud them. Sometimes these investigators discover deeper plots than mere fraud...

Firewall agents might be approached by scary security agents working for an insurance firm. Its representative explains that it has figured out the existence of Firewall – and it approves. After all, xrisks are bad for business. While it cannot officially support Firewall, it is quite willing to provide useful information and resources in tackling xrisks and other nasty activities. It is a fairly low-cost investment for the firm if it can be kept quiet, yet various long tail risks can be defused before they affect the bottom line.

CRIME AND PUNISHMENT

Punishment has had all sorts of functions in different societies: rehabilitation, deterrence, removal from society, retaliation and retribution. On Extropia most lawcorps go only for retribution: the lawbreaker should pay back something of equal value to the victim, restoring things to their original position. In nearly all cases this is a compensatory fine (plus security and lawcorp fees).

If you cannot pay the compensation, then you are in trouble. Remember that now your security company is also looking to get paid, and you cannot do it. Some people can make loans to avoid it: expect tough conditions. Otherwise you better sell off your possessions – including your morph. If you don’t, then your security company will help you do it as per the fine print in the contract between you, them and your lawcorp.

Beyond that, there is prison. Extropia have several prisoncorps taking in egos that cannot pay their debts, employing them usefully until their debts are fully paid. You might have noted that the legal system of Extropia involves a large number of infomorphs doing menial tasks like checking contracts, analysing who owes what, contacting customers, or digging up legal data. Guess who does a measurable fraction of it? Prison is full of boring but useful work. They usually employ memory locks that keep prisoners from recalling any customer data, and incidentally prevent them from going mad from boredom. When they come out they just remember that time seems to have passed.

Many Extropians are conflicted about prisons. On one hand they have distaste for coercion... but if you can legally indenture yourself, then of course voluntary law contracts can include prison sentences. Another reason to be queasy about them is that they distort the market with ultra-cheap labour: some critics point at the effects prison labour had on the US way back. We don't want to go down that route. Mutualists are interested in personal indenture as a compromise: people who cannot pay their compensation need to work it off directly to their victim.

A few lawcorps have systems that involve other kinds of punishment. OpenSharia boasts about having good old-fashioned corporal punishment. Ultimate Security and SVC offer capital punishment for serious crimes. Meanwhile the mutualists of Ideal Justiz offer rehabilitation: if you mess up, their cognitive retraining course will try to fix you. I know some people who would prefer prison.

THE LEADERS AND THE TAILS

Some readers might wonder whether there is a market for so many lawcorps. Extropia only has ten million inhabitants, after all. The answer is that most lawcorps are part of a long tail of tiny specialised companies, while most of the market belongs to big ones like Daedalic, JudiSys, Haven Law and Nomic.

The same is true for policing, but here the tail tapers off even faster. While your Muse can in principle found a lawcorp out of a smart contract and a bank account in a few milliseconds, a security company needs to have the actual hardware to enforce security. Extropian security is dominated by Medusan Shield, with Direct Action, Ultimate Security, Autonomous Defence Inc. and SVC as a distant cluster in second place. However, many of the companies make extensive use of freelancers, so the actual number of people working for them at any moment is in a state of flux. The big exception is of course Ultimate Security, which lumbers along with a constant number of devotees – what they lose in terms of economic flexibility they regain in cheap salaries. Sometimes ideology pays.

Some people worry about the strength of Medusan Shield: what if they decided to take over? This is pretty unlikely since that takeover would be extremely expensive – there are far too many gun-nut libertarians and other security corps around – and most likely result in the loss of what makes Extropia worth anything. It is a cluster of free trade and free thinking, and without that it is just a big settlement with no particular resources. That doesn't stop paranoids from being paranoid, and Medusan Shield is scrutinized more heavily than the other security corps, with the possible exception of the Ultimates. The Extropian Police Union was formed largely as a result of some fearful projections that Medusan Shield might form a monopoly; some of the meta-paranoids think that EPU is secretly sponsored by some of the Founders as a freedom-preserving counter-monopoly. Another, more cynical theory, is that the groups backing EPU are counting on extracting monopoly rents from Medusan Shield.

Insurance companies are also more centralized than the lawcorps. In order to function they need a large stock of capital so that occasional small disasters don't wipe them out. Several of the large banks like Solaris, Mutual Credit Bank and the lunar banks have insurance sections. Banque de Nectaris owns Securus, the largest Extropia-based liability insurance company. At a close second comes Fidi Insurance, an independent company formed from the merger of several smaller companies in the years after the Fall. Some lawcorps also have close ties with insurers, sometimes integrating their services (Securus and Haven Law have a popular joint package).

ABOVE THE LAW

Is it possible to pay enough to be above the law? This is one of those things that are in theory possible, but in practice doesn't work. If you go on a rampage of ill behaviour and refuse to arbitrate your security firm will demand payment for all the fighting it has to do. They might even decide that it is in their best interest to dump you as a customer – they have a reputation to uphold. You might pay your lawcorp a lot, but be sure they will be sued directly for helping you do your damage and not arbitrating properly: if they are part of any of the law associations they will have to pay, if they want to stay in business. In short, yes, you can... briefly. Your money will run out within hours even if you are super-rich. Then you will be poor, unprotected... and profoundly disliked.

A better method is of course to pay off people, or just buy stuff. This is Extropia, after all.

That is not to say there are no boorish people who throw their weight around with their ultimate bodyguards, refusing to arbitrate when dealing with people subscribing to wussy security or lawcorps. It is a dead giveaway of outsider *nouveau riche*. The sharks tend to move in quickly. Meanwhile the *real* movers and shakers tend to be quiet and polite. They know they own the place.

ALEXIS CÔTÉ, FREELANCE POLICEMAN

Alexis found Nick Blum and Chun Wu at a table and floated over to them. A sushi meal was held down by smart surfaces. The diminutive lawyer had his suit formatted to something middle-eastern, while the paramedic had a practical jumpsuit that blended into the diner background.

“Hi! Out chasing ambulances together?”

“Aloha, Alex. You’re actually right, we just came down from Vat City. More money than sense guy had bought a really experimental morph –“

“You mean a crappy Vitruvius knock-off pod.” Chun looked professionally disgusted.

“- that started leaking when he ate from the wrong food stall. He definitely needed both our attention, he was bleeding everywhere and suing everybody in sight.”

“Chock, too much stims, and a Jovian-size ego.”

“Fun all around. Best part was that he was OpenSharia, so I got to practice channelling a stressed-out qadi. What about you?”

“Just a quiet day. Scared off a stalker. Had a chat with some of the can-openers: they got another John Wayne in the north bazaar this morning.”

“Chun, what did I tell you? Somehow we seem to have developed a pro-idiot immigration policy.”

“Supply or demand? Maybe it is just the rest of the solar system.” Chun was her usual self: only really happy when fixing morphs.

“If only. We have a pretty decent idiocy production right here. Did you hear that the Free Bar Association has chosen Nomic as internal arbitrator?”

“Yeah, so?”

“What do you think OpenSharia will do?”

“Oh... their rules say AGIs are not even persons, so I assume they can’t be judges.”

“Right. Previously the FBA had a workaround so OpenSharia didn’t have to involve Nomic in any of their FBA-mediated arbitration. But it got too cumbersome, especially with the Xeer mess. So now OpenSharia either needs to leave, maybe to join the Mutualist Code, or they need to have their board of imams convince their subscribers that AGIs can be part of the legal process even if they don’t have souls.”

“Those faith-based lawcorps always have trouble. But I thought they were a co-op?”

“True. So if the members split on the question, they could split. And there is a whole bunch of hard-line Martian immigrants up in Proudhon that might be all in favour. Ideological purity over business sense, you know...”

They all simultaneously fell silent, and then nearly simultaneously said: “Sorry, have to go.”
General laughter.

Alexis remarked “Seems it is going to be *one of those* cases.”

“Seems like it. Let’s go, I know a shortcut.” Chen said, obviously delighted.

As they rose from the table Alexis' suit shifted to work mode: a flinty ceramic look, decorated by the firms he represented. Right now it was just Fearon Protection and Expol, but he knew more would pop up if it was the kitchen sink case he suspected. He told the AI to follow Chen as he began to check the intel. What the heck was a Gillard spider-bomb?

Alexis is a freelance policeman: when a private security company needs somebody in the vicinity of a crime or problem, they hire him to handle the running call. He also occasionally freelance as bailiff for the various judiciaries.

ALEXIS

Alexis family came from *La France profonde* – rural farmers, as much subject to the whims of climate change and agricultural bureaucracy as adept gamers of the system. He did not want to continue their career of gaming agricultural and environmental subsidies while proudly thinking their way of life was the true, traditional French way of life. When he was 18 he ran away. After more adventures that he would care name (at least so he claims, the reality was much more boring) he ended up on Extropia a few years before the Fall.

Alexis fancies himself as a good observer of transhuman behaviour (besides his policing he does a bit of journalism). This is his main edge: to quickly judge motivations and interact socially. Most policework involves convincing people to stop doing something or go bother somebody else.

Alexis functions as a single-person company (Alexis Côté Security Services), owned by him and in turn owning his morph and equipment. His smart “work clothes” are also his sidekick, Flint, an AI that acts as armour and exoskeleton if needed. His muse acts as secretary and communications manager, and if needed he rents various observation or support services.

His girlfriend Bex is a data archaeology security auditor. She spends her time checking that data archaeologists digging through historical data take the right precautions (legal and software) when they crack old protections in order to ensure that no ancient nasties show up again. Together they rent a flat in Neovius Labyrinth, just off one of the spurs of the lower Drag.

Alexis has one trait that handicaps him somewhat in Extropian society: he is not ambitious. He likes his job well enough but has no plans to expand or make more money. Over the years he has become a quite skilled policeman, and could likely get a very good job in a larger security company. So far he has rebuffed the overtures from other companies, despite complaints from Bex.

ADVENTURE POSSIBILITIES

Alexis can turn up anywhere on Extropia, either on the job because something has happened, or just drifting around looking for the right kind of trouble. In an adventure he is likely to see too much: either witnessing something important, or being a first responder finding Firewall agents or others up to no good. While by no means a deadly fighter he is experienced, knows his way around the habitat extremely well, and have more than his share of dirty but useful tricks.

Alexis encounters a murder victim – and discovers that nobody seems to be interested. The victim apparently doesn't have any law or security firm, no insurance, no nothing. Yet he is convinced it was not a John Wayne victim of a can-opener gang (he knows them well enough). Professionally this is just a waste of time, but he is curious, maybe a bit righteous, and a bit too much of a journalist to let things go. So he starts to dig, and soon finds that whoever was behind the murder *really* wants it kept quiet... Of course, this would be a very stupid cover-up, unless the real chessmaster wants a driven police-type to draw attention towards this particular crime and away from some other nefarious doings. After all, it is a classic trope

with good memetic traction. Or maybe this is a trick to get Alexis to accidentally discover a real crime – a crime the victims cannot afford to get prosecuted themselves.

STATS

Name: Alexis Côté

Background: Earth emigreé

Faction: Extropian

Morph: Exalt

Gender Identity: Male

Actual Age: 54

Moxie: 3

Motivations: +Personal interactions (he *likes* people), +Freedom, -Ecologism (don't get him started on environmental policy or the precautionary principle)

COG 25, COO 15, INT 20, REF 20, SAV 25, SOM 20, WIL 15

TT 6, LUC 30, IR 60, WT 8, DUR 40, DR 60

MOX 3, INIT 8, SPD 1(1), DB 2

Ego traits: Allies (Extropian freelance police) (Level 1), Danger Sense (Level 1), Home Turf (Extropia) (Level 1), Addiction (Tobacco) (Level 2)

Reputation: @-Rep 40, C-Rep 20 (@-rep would have been higher if he had been ambitious)

Skills: Academics: Agronomy 45, Animal Handling 35, Art: Singing 40, Blades 50, Climbing 50 (+30 with traction pads), Deception 55 (+30 with emotional dampers), Fray 70, Freefall 60, Freerunning 60, Infiltration 45, Infosec 55, Interest: Francophone culture 45, Intimidation 65, Investigation 50 (+10 Oracles), Kinesics 65 (+20 when using PIS), Kinetic Weapons 55, Language: French 90, Language: English 50, Language: Mandarin 60, Medicine: Paramedic 45, Networking: Autonomists 85, Networking: Criminals 45, Networking: Hypercorps 75, Networking: Ultimates 35, Perception 50 (+20 hearing, +20 vision), Persuasion 75 (-10 with emotional dampers), Pilot: Groundcraft 30, Profession: Police Procedures 80, Profession: Journalism 55, Protocol 55, Unarmed Combat 60,

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Direction Sense, Enhanced Hearing, Enhanced Vision, Emotional Dampers, Neurachem (L1), Anti-Glare, Life Recorder, Mnemonic Augmentation, Cyberclaws, Medichines, Nanophage, Oracle, Respirocytes

Gear: Cuffband, Prisoner Mask, Traction Pads, Personal Interaction Sensor, Nanodetectors, Backup Insurance (mod), Passive ID Protection, Tactical Networks, Standard Muse, Speck, Helmet (light), Body Armor (light) (w/ Lotus Coating, Offensive Armor), Shock Gloves, Medium Pistol (w/ Smartlink, Safety System, Arm Slide, Extended Magazine, Laser Sight, Shock Safety, Smart Magazine) Ammo: Laser-Guided Zap Pistol Rounds, Laser-Guided Armor Piercing Pistol Rounds, Laser-Guided Flux Pistol Rounds

Muse: Nestor. Special skills: Academics: Law 40, Profession: Small firm accounting 40, Art: Writing 40

Weapons: Unarmed (skill 60) DV 1d10+2 AP 0, Cyberclaws (skill 60) DV 1d10+5 AP -2, Shock Gloves (skill 60)

DV 1d10 +2 AP 0, Medium Pistol (skill 65) DV 2d10+2 AP -2 SA,BF,FA

Armor: Energy Armor: 12, Kinetic Armor: 12

OTHER THINGS

JOHNNY SHOESHINE

A commercial intelligence service on Extropia, aimed at security professionals. Subscribers get access to various intelligence and data sources, and can send queries that are processed in the background. While useful, it also makes use of the information requests to figure out what to investigate on its own and what targeted advertising to send to security businesses. The service is a platform where different sub-services are run by a consortium of information companies, while the main platform is owned by a subsidiary of Scrye.

Cost: Medium

KOMMISSAR LOHMANN

Mesh forum for freelance police and other security professionals. This is where they debate, gripe about work conditions, spin off start-ups, rep blog and generally socialise as people in the same profession do. Debates about Expol vs. the Extropian Police Union are obligatory, as well as technofetishistic reviews of the latest equipment.

It is also occasionally frequented by people interested in policing matters, ranging from fetishists (you would be amazed how many people in a super-free societies fantasize about old-fashioned police brutality) and paranoids looking for evidence of an imminent coup, to some of Carson Tucker's community entrepreneurs: the latter group runs some interesting scenario and simulation projects looking at new ways of running things.

SUI IURIS

AR layer used by many in security (and by gangs looking for unprotected "John Waynes"): it shows who and what is under the protection of which security and laws firm. This is not just useful for quickly figuring out who to contact in the case of a conflict, but also for figuring out what to not mess with: if you need to blow up a wall, choose the wall with less expensive legal protection.

Cost: Low (Freeware versions exist, but cannot untangle some of the more complex ownership and protection relations)

LOOK BEHIND YOU

A simple AR layer roughly equivalent to listening to police radio. LBY keeps track of where things are happening, and what is being posted about them. Want to find potential clients for your law service? Want to avoid violent confrontations? Then LBY is for you.

Cost: Trivial

COURT REVIEWERS

Which law to subscribe to? What companies produce good arbitration? Does your lifestyle fit the constraints of the contract? This is why court reviewers are important on Extropia. An equal mix of court journalist, legal commentator and consumer reviewer, they are important for maintaining the legal system. If freelance judiciaries can get away with bad judgement or stiffing customers everything will fall apart; conversely, if the best companies are rewarded with money and rep it will stimulate good competition. Good legal meta-advice is hence worth quite a lot.

Extropia Law Review is the staid mainstream forum, good overall but largely focused on inter-corp legal issues and subtle scholarly points. **All Bar None** is a far more accessible forum, frequented by some of the most popular court reviewers of the habitat. **Linh Carter** is perhaps the biggest celebrity reviewer, a patrician connoisseur of common sense with a truly fun and vitriolic blog. **Cui Yuanzong** (pseudonym of Dr Angelina Mildenhall) is one of the sharper critics of Nomic and other 'anti-extropian' trends in the legal market: doctrinaire but not stupid. **Extropia Pathways** is a review service for visitors that helps find the right law and security corp for a nominal fee; unlike some of its free competitors (funded by other companies) it is fairly neutral.

Court reviewers sometimes stage conflicts or other legal situations to test the courts. It costs them some money, but usually the information and rep gained is worth more. Sometimes they hire outsiders to act out their planned little drama.

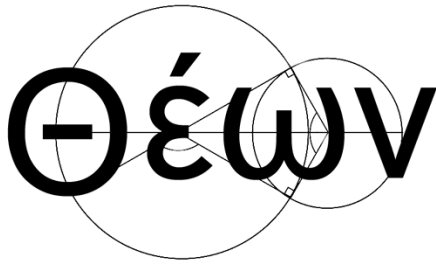
EXPOL



Expol is a for-profit mutual association for security professionals and firms: it makes its main income from 'coordination fees' paid by insurance companies and security firms when it proactively protects people and property during larger incidents.

Expol is mildly controversial because of the fear of the association acting as a potential cartel for security services. It is naturally cosy with Medusan Shield and the big insurers. Hence some enterprising competitors have recently set up the **Extropian Police Union** trying to compete by attracting customers worried about power concentrations, and stronger support for freelancers. Ultimate Security, of course, is not part of either, but maintains a professional liaison link.

THEON SERVICES



A legal think-tank, largely consisting of AGI systems. It provides consulting services for the lawcorps, analysing the logical and legal ramifications of rules and decisions. In a sense it is a vast collective intelligence, but narrowly focused on matters of regulation. It is often described as a fictional person “Theon”, but unlike Nomic there doesn’t seem to be any real personality or consciousness in the company. In fact, many think it is a zombie company: no real employees, maybe not even any existing owner. That doesn’t stop it from being heavily consulted and likely quite profitable.

ENCYCLIA



A private virtual prison, owned indirectly by Kaguya Bank of Luna, that also runs a number of infomorph brokerage firms around the solar system. After all, the difference between an online prison and an outsourcing company is pretty minimal, at least from a management perspective.

It takes in egos that cannot meet court fines, evaluates their abilities, and then puts them to work where they can earn the most. This is largely minor administrative tasks, split up into quickly doable chunks. The prisoners are memory locked so they do not recall their previous task, spending their entire sentence in the same cosy virtual office. The length of the sentence is dependent on how quickly the prisoner can earn together their outstanding fines. There has been some criticism of Encyelia allowing egos to work in parallel forks to speed things up, since it depresses labour prices unfairly.

One problem for Encyelia is worthless egos. There are some egos that are simply evaluated as too crazy, aggressive or radically unskilled to earn anything. Since they do not work off their sentence they would remain in cold storage indefinitely. Psychosurgery is not allowed, and would anyway be expensive. At present the company offers them for cheap indenture just to get them out of their hands, but there are few takers.

ADVENTURE POSSIBILITIES

The PCs need information known by a person who unfortunately is incarcerated. Do they attempt to buy them off as an indenture, or do a jailbreak from Encyelia’s servers? They might discover strange secrets of

the prison company. Just what do they do with the useless egos? And why is someone bent on buying up crazy sociopath indentures?

A person has become infected by the exsurgent virus and is slowly succumbing to the haunting strain. The virus has figured out a plan: it wants to make the host commit enough crimes to be sentenced to prison. Well on the inside it plans to slowly mature, infecting the prison mainframe and turning it into a giant vector for exsurgent infection straight into Extropia's legal community. Can the PCs figure out what is behind the strange crime spree before the host is caught and sentenced?

LAWCORPS

“There is no security on this earth; there is only opportunity.”
Douglas MacArthur

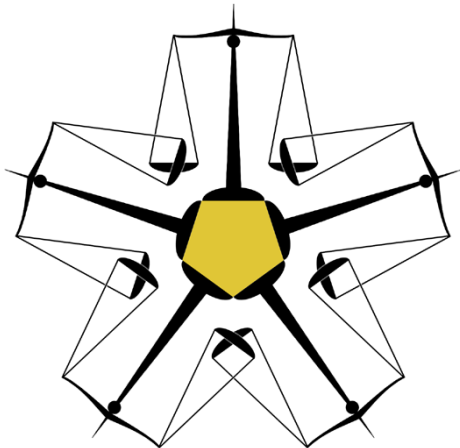
HAVEN LAW



One of the biggest lawcorps. Extremely bland middle of the road, running a streamlined descendant of Anglo-International common law. It is among the fastest in terms of processing.

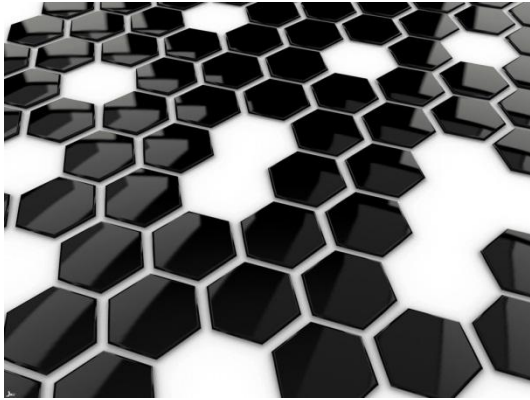
While most adjudication is done by infomorphs on the fly, subscribers can invoke more traditional court trials with juries (but they have to pay for it; the company also offers discounts for subscribers who participate in juries).

DAEDALIC LAW



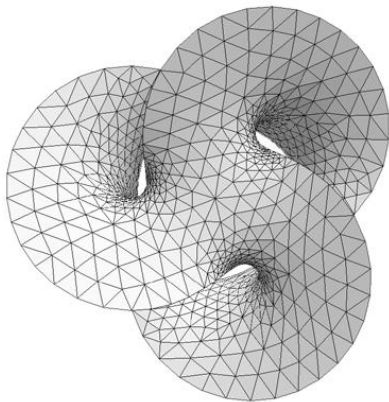
A mandarin style meritocracy, with the original corpus based on the Napoleonic Civil Code (!). Committees of experts deliberate on revisions and addendums before adopting statutes through a tortuous procedure known as “The Long Session”. This results in a staid but predictable legal system, and as such attracts some extrocorps and individuals working in more mature sectors of the extropian economy. Its reputation as staid and conservative, coupled with a fairly small client-base, has also made it popular among other lawcorps as a neutral arbiter. The lawcorp is a joint-stock company, with a majority of stocks owned by subscribers, with a secondary post held by management.

BEE JUDICIARY



Originally a law firm specializing in international private law. After the Fall, some senior partners met up on Extropia and decided to go into the lawcorp business. The lawcorp is fairly unique in that it does not have its own corpus of law. Instead, it offers unified rules of procedure, and its members then choose which legal corpus material rules to subscribe to. This has made them a popular choice with immigrants, as the system facilitates switching until you find a legal system you are comfortable with. It also specializes in catering for tourists and other foreign visitors. Bee is very close to the Panarchist Federation, and has been advising its Political Bureaus.

EINFLUSS JUDICORP (EXT)



A fairly standard lawcorp. Its laws are based on pre-Fall German jurisprudence, with a strong emphasis on negative rights and freedom from coercion. Its legal corpus is administered by the Gesetzgruppe, a discussion and decision-making body where membership is granted if ten other subscribers nominate you. Each subscriber has one right of nomination, and it can be reassigned or withdrawn freely. Within the Gesetzgruppe, proposals for new and amended laws are debated, then posted for open comment by all subscribers for a short period of time. After a second debate, the final proposal is either adopted or rejected. Voting within the Gesetzgruppe is weighted to a limited extent according to the number of endorsements a delegate has. The lawcorp requires subscribers to purchase at least one voting share in the company. Apart from subscribers, non-voting shares are held by management and institutional investors.

OPENSHARIA



OpenSharia operates through fatwas (legal opinions) issued by fiqh (legal scholars). Being a co-operative entity, a fatwa must be recognized by all fully accredited scholars to be valid. The original corpus consists of the Koran and secondarily Haddiths. OpenSharia has proven highly adaptive in the face of modern transhuman society, but is still considered conservative in many of its positions. Especially their views on the lack of AGI souls rub many modern Muslims the wrong way, and they go to competitors like Bee Shariah.

In the early days of the Fall, OpenSharia managed to acquire the only known uncorrupted copy of the Cairo University legal databases, containing several hundred years of priceless Islamic legal opinion. Through innovative use of zero knowledge proofs and black-box inspections, OpenSharia sells limited access to this database to all comers. This has made them highly controversial within the Muslim community and among autonomists at large, who feel that it is an ideological or religious duty to make such a treasure available to all ("ClosedSharia" is a common epithet). Meanwhile, The Cairo Archive remains one of the most theftworthy pieces of information around.

FREEMIUM LAWCORPS

If you're on Extropia, and by some accident happen to be broke and down on your luck, there are of course digital soup kitchens. Many of them will give you basic processing space in return for listening to objectivist sermons or some such tripe. It is not pleasant, but between ten-hour workdays of menial pattern-recognition, you can get as much as four hours of free time to do what you want.

However, if you still have your morph and enough credit to walk around town, there are the cut-rate freemium Lawcorps. These Lawcorps do not charge for basic subscription. Anything beyond the bare minimum of legal arbitration and protection however, is cash in advance.

FREELAW



One example is FreeLaw, a bottom-feeding piece of internal accounting write-off that grew into its own business. 90% of its clientele are dead-broke infomorphs, but their Zero Plan also covers morphed egos. The old saying you get what you pay for aptly describes FreeLaw. Any arbitration services beyond physical movement, morph maintenance (clean/eat/defecate) and accessing public mesh areas are premium. In other words, you break it, you bought it. FreeLaw's internal legal code is a Hammurabic horror cabinet, with numerous premium opt-outs. Basically, when subscribing, you connect an account at a banking

Extrocorp to your subscription, and give the smart contract between you and Freelaw right to withdraw funds when you're found liable for damages.

The internal workings of FreeLaw are pretty opaque. Its parent Lawcorp firmly divested itself of any ownership long ago. Indeed, it actively pursues anyone who implies a continuing link between the two Lawcorps for libel where practicable. The trail of ownership goes through a jungle of Extropian, Lunarian and Titanian banking concerns, with a link or two through Venusian mining co-ops. FreeLaw has been the subject of virulent denunciations and concerted legal action from various parties, but has so far managed to slither its way past these, maintaining a basic no-frills service for those who have nowhere else to go.

The front-end of FreeLaw consist of intrusive advertising and gamma forks. Any arbitration that isn't farmed out to the lowest bidder is handled by FreeLaw's internal AGI Gator, which blurs the line between arbitration and advertising its premium services. Sending your muse the arbitration results in non-standard file formats (all file formats available for a small nominal fee!) is one example of this.

Using FreeLaw will do your Rep no favors. People doing business with you will typically insist that their Lawcorp alone will adjudicate any disputes. However, with some caution and by carefully tailoring the premium options, you can get roughly the same level of protection as a reputable Lawcorp would give you at about half the cost. This does require constant tweaking and fine-tuning however, as the Premium services and their pricing models are in a continual state of flux designed to give a subscriber minimal protection for maximum payment. It does alert your muse (in a non-standard file format) when changes to the subscription terms are made (16 seconds before, with a 10 second window of opt-out in some cases).

The enforcement side of FreeLaw is built on a weighted waiting-list. A judgment *will* be enforced within two weeks, but you may pay through a bidding process to be moved up the list, speeding up enforcement. Physical security is typically handled by co-sponsoring security contractors, with a served-last provision making things cheaper for FreeLaw (naturally, you may pay to have your needs moved up to equal status).

XEER



One should remember the saying "If something seems to be too good to be true, then it probably is". The XeER mess is a fine example.

XeER showed up about a year ago, claiming to be a new freemium integrated law and policing corp. Signing up was very cheap, largely because the members were also obliged to help each other using an internal rep system. You could get even cheaper rates by taking a greater responsibility as policeman, judge or jurist, although that made you more sensitive to rep losses if you misbehaved. Of course, introducing new members also helped your rep, especially if they took on responsibility. Supporting the customers were a lightweight AI-aided infrastructure of virtual attorneys and policebots. Generally it was a compensatory system, and with some intriguing direct customer lawmaking that really got the Mutualists and people

with anarchist leanings excited. Others were not so impressed, and Linh Carter pronounced it a multi-level marketing scam straight away.

As Xeer expanded the shortcomings also did show up. Since a lot of work was done by customers it could be sloppy or biased. Some of the judgements were downright weird, and Xeer consistently managed to rub the other law companies wrong – sometimes apparently deliberately. The Xeer company itself seemed to spend more of its resources on memetic engineering than actually fixing things, including buying off certain critics. Finally the whole system collapsed, leaving the disappointed customers to find new contracts elsewhere.

Exactly what it was all about has been debated. Some think it was just an instance of autonomist wishful thinking that produced a market bubble. Another possibility was that it was the cover for some criminal syndicate trying to set up a respectable lawcorp façade. But the most interesting leads point to Titan: several key people appear to have ties to Titan. Could this have been an attempt to destabilize the Extropian law market? If so, was this something just the TSI was behind, or does the trail go higher? Or was it all a TAU social engineering student project that got out of hand? There are many people who would love to know.

OTHER FREEMIUM LAWCORPS

Another economical option is those Freemium Lawcorps requiring security against claims made from your regular rep. The exact workings of this vary, but as an example, if you are an upstanding CivicNet participant you can get a **HyperLaw Basic** subscription free of charge. You give the Lunar Office of Hyper Law good reviews on CivicNet, and in return they cover you when you visit Extropia.

Another freemium Lawcorp is **DroidLaw**, who boasts fully automated, mathematical adjudication. Its main revenue comes from selling its customer and adjudication records to research and marketing firms. It also generates revenue from its single premium service, the large-case opt-out. If your case exceeds a certain set level of damages, a regular Lawcorp will step in and handle adjudication in the matter. Enforcement still resides with DroidLaw however. DroidLaw is governed by a smart contract, with any profits distributed to the original investors. The main downside with DroidLaw is the fact that it sells traffic statistics and personally identifiable data. This has been shown in at least one case to have greatly facilitated InfoSec penetration and hostile muse take-over. Case in point, Insec is a regular patron at DroidLaw's data auctions. DroidLaw makes no bones about this, and clearly states the risk in its subscription terms. It still remains popular however, as its interfaces is industry standard and advertising-free. Many people use DroidLaw as the lawcorp to handle online autonomous software such as forks or searchbots; detractors sometimes call it SpamLaw.

THE DEEP COURTS

Besides the general lawcorps doing their best to attract customers, there are specialised companies that have a more selective clientele and a lower profile. Some are merely exclusive, like **De Selby Conflict Resolution** – hyperelite arbitration with a minimum of media fuss. **Jurassic Justice** runs arbitration among boutique biodesigners about genetic and design rights. Some companies are deliberately obscure. **Moondial Arbitration** seems to exist only to handle a steady trickle of cases between Nomic and Erdem Holdings, a company with fingers in plenty of shady pies. Everything is encrypted and nobody involved talks about what is going on. There is no doubt many more that *nobody* has ever heard about.

JUDGE GERASIM GRIGORYEVICH BOCHAROV

“Zin, Can you explain the Holmes ruling for our viewers?”

“It is fairly simple, James. Judge Bocharov found that since Holmes endangered the whole habitat with his spiderbombs, compensation had to be proportional to the possible damage to all subscribers of the involved corps.”

“That is going to be a pretty penny.”

“You said it, James. Holmes is expected to be locked up for at least a millennium, even if he is parallelized.”

“BYU had to deal with some truly intricate inter-association arbitration in this case?”

“Indeed. This was the main problem, since the three main legal associations – not just the lawcorps -have different evaluation criteria of risk. Bocharov explained that since actually implementing the split correctly could be proven equivalent to a NP-hard problem, both realistic satisfiability and *ex aequo et bono* led him to distribute the compensation per customer head.”

“Another win for KISS as a legal doctrine?”

“You could say that. My sources tell me that the proof has been checked by Nomic and Theon, and they give the thumbs up. Nomic has posted a map of applicability, cautioning that the result might not stand legal growth.”

“But until then, it looks like Judge Bocharov gets to set precedent again. Thank you, Zin. This is All Bar One Live, reporting from where the law evolves.”

Judge Bocharov is the head of **Bocharov Yuridicheskikh Uslug**, one of the premier freelance judiciaries. BYU is often called in for arbiting cross-judicial cases, an area where he excels. In particular, he often gets involved in big cases of destruction and risk to the habitat: he is near the top of the call-list of Expol and the Free Bar Association when they find themselves in a mess. His experience with diplomacy also makes him a good handler of external legal relations: he is one of the few people who can get the Jovians to listen, thanks to his personal connections.

Gerasim is very experienced. A graduate of the Moscow State Institute of International Relations, he has a distinguished career in diplomacy and international law. He was a judge in the International Criminal Court and he was Executive Secretary of the Svalbard Accords Treaty Organisation. During the years before the Fall he was deeply involved in the process of hashing out legal codes for space habitats and corporate polities: he dealt with the founders of Extropia directly in a number of functions, and several of the current movers-and-shakers of the inner system sat on his committees.

During the Fall he and his family were killed in a terrorist attack against the HEO shuttle they were taking to escape the growing chaos on Faizov Habitat. For various – somewhat suspect – reasons none of his inner system backups were restored, and he found himself on Extropia. Never one to be stopped, he immediately set up BYU and began building a new life.

Gerasim is infallibly polite and correct. In his slim besuited menton he gives the impression of a cold accountant: controlled, exact and with all facts at his fingertips. Part of this is one of his personal bad habits: he long time ago became addicted to neem as a practical trick to both improve legal recall and to keep his temper under control. These days he never chews neem on the job, of course: he has a customized drug gland produce it instead.

As a person, off the job, he is friendly, almost parental. He does care about people, both in the large and individually (he has a large extended family, including two adopted children). Since the Fall he has realised the need for something beyond a career. But that doesn't mean he is a mild: pushing him too far is not recommended. He has learned a large vocabulary of abuse and far more dirty administrative tricks than most diplomats learn in a lifetime. His rants - rare as they might be - are the stuff of legend in Extropian legal circles. Equally important, at the first sign of a challenge he will very carefully marshal data, resources and allies to deal with it decisively. He can call upon vast banks of forks, infomorph researchers and experts on retainer. It never pays to underestimate him because he is "just one man".

Gerasim is great as a patron and very bad news as an enemy. He can open doors on Extropia, he knows hard-to-get people across the solar system... and if he thinks you are a bad person he will convince them the same. While he might style himself a judge he is more of a diplomat.

Firewall is interested in Gerasim because of his perspective. Sooner or later something the conspiracy is involved in - either as perpetrators or trying to stop - will end up on his desk, and at that point they better have a good strategy for dealing with him. The problem is that he is unlikely to be swayed by general arguments about "for the good of transhumanity": he is likely to do what safeguards the inhabitants of Extropia and follows agreed upon rules, not what an arbitrary conspiracy (no matter how well intended) tries to do. Of course, the best thing would be if all Firewall agents on Extropia managed to keep their activities perfectly legal and hidden. But that is not going to happen.

STATS

Name: Gerasim Grigoryevich Bocharov

Background: Hyperelite

Faction: Extropian

Morph: Mentons

Gender Id.: Male

Actual Age: 107

Moxie: 4

Motivations: +Family, +Order, -Terrorism

COG 30, COO 15, INT 25, REF 10, SAV 30, SOM 10, WIL 20

TT 8, LUC 40, IR 80, WT 7, DUR 35, DR 53

MOX 4, INIT 10, SPD 1/2 DB 1

Ego Traits: Expert (Academics: Law), Information Control (Level 1), You're That Guy! (Level 1), Addiction (Neem) (Level 1)

Skills: Academics: Law (International) 85 (95), Academics: Political Science 60, Art: Speech (Legal) 55 (65), Deception 70 (+20 boost from endocrine control), Infosec 60, Interest: Extropian politics 70, Intimidation (legal) 60 (70), Investigation 65 (+10 from Oracles), Kinesics 70, Language: Russian 95, Language: English 65, Language: Mandarin 65, Networking: Autonomists 70, Networking: Hypercorps 80, Perception 65, Persuasion 85, Pilot: Groundcraft 40, Profession: Lawyer 70, Profession: Diplomacy 70, Protocol 80, Research 60

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Hyper Linguist, Math Boost, Circadian Regulation, Clean Metabolism, Drug Glands: Klar, Drug Glands: Neem, Drug Glands: Drive, Endocrine Control, Life Recorder, Medichines, Mental Speed, Oracle

Gear: Guardian nanoswarm with hive worn as bracelet, Backup Insurance (high), Active ID Protection, Standard Muse, Excellent legal outsourcing and support services

Reputation: @-Rep 70, C-Rep 80

Muse: Martin. Special skills: Academics: Economics 40, Profession: Law clerk 40, Art: Writing 40, Profession: concierge 40

ADVENTURE POSSIBILITIES

Valentina, one of Gerasim's adopted children, turns out to have a history. She is older than she looks. In fact, she is one of the Lost, who managed to finagle herself into looking like a poor Earth orphan infugee: a perfect way of erasing the traces of her past. Now she is in a great position to quietly manipulate her foster father – and his important friends – into dealing with Cognite and those responsible for her original childhood. But how is she handling her second childhood?

The reason none of Gerasim's backups came online was indeed foul play. He had made an enemy of North Pole, a shadowy consortium who wanted him out of the way as they made their bid for power in the LLA... except that they were wiped out by the general chaos in the Fall. However, that didn't mean the stolen copies disappeared. Now they have reappeared in the hands of Frankfurt Functionality, a minor hypercorp developing AI decision support. They are essentially embedding some of his skills in their software, turning forks of his old self into AI. However, some quirks of his writing and decision process were noticed by his own forks, and he figured out what was going on. He is *not* happy. However, in order to totally crush Frankfurt Functionality he needs evidence: he wants to hire people to get in there, get evidence that they are using illegally obtained egos to produce commercial products, and then attack them in the Planetary Consortium courts. Of course, this has to be done quietly and indirectly in order to safeguard his reputation. When investigating FF the PCs might also discover the truth about North Pole – and that some members now have key positions in the company and the Consortium. Another variant is that the PCs are hired by lawcorp competitors of Gerasim to find evidence of the bootlegs and make it public: this would hurt his credibility and help them.