Skinthetic Beowulf morph

The Beowulf is a wolf biomorph. They look like a great white or grey-pelted wolf with a shoulder height of 85 cm, length 160 cm and weighing 40 kg. While the body is entirely canid, the brain is human-compatible and intended for a transhuman ego. It can be used to house a guardian AI, but is also well suited for bodyguards, athletes and people with a taste for the exotic.

Real wolves lack colour vision, but Skinthetic added cones to the morph eyes to have a standard vision. However, purists can turn off colour vision and reallocate the cones for enhanced night vision. While the wolf form lacks digits, the morph has wrist-mounted tools that allow some fine manipulation.

A variant, the Fenris, has been developed for use on Mars, equipped with enhanced breathing, respirocytes and extended temperature tolerance. Testers report that running freely across the desert is an amazing experience.

Implants: Basic biomods, basic mesh inserts, cortical stack, enhanced hearing and smell, low-light vision, temperature tolerance, wrist/mounted tools (Fenris: enhanced respiration, respirocytes)

Aptitude maximum: 30

Durability: 40

Wound threshold: 8

Advantages: Bite attack (1d10+2+ (SOM/10) DV, AP -1, use Unarmed Combat), claw attack (1d10 + (SOM/10) DV, use Unarmed combat), +10 REF, +5 SOM, +5 to aptitude of choice, +10 Freerunning skill. The tail gives the same +10 bonus for balance as a prehensile tail.

Disadvantages: Lacks opposable digits, Social stigma (animal).

CP Cost: 40 (Fenris 45)

Credit Cost: Expensive (40,000)