Through much of history, the personality has been integral with the body and never independent of it. Technology has made it possible to free the personality from the body.
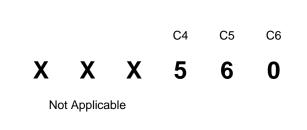
Personalities can be recorded, edited, enhanced, and implanted in new bodies.

The basic technology that allows the recording of personalities in turn allows a wide variety of personality manipulations. Recorded personalities can be overlaid on others for a variety of purposes including mindwipes, life insurance, temporary skills, and recreational personalities.

THE ELEMENTS OF THE PERSONALITY

Char	Details
C4	Intelligence
C5	Education or Training or Instinct
C6	Social Standing or Charisma or Caste
CS	Sanity
	A set of Skills or Knowledges or Talents
	A set of unique Memories
	A sense of self (one's identity).
Added When A Personality Becomes An Applet:	
	IFFN Tags. Priority = 1D. Expiration = 1D.

IDENTIFYING THE ISOLATED PERSONALITY

			C4	C5	C6
X	**X**	**X**	**5**	**6**	**0**

Not Applicable

Manufacturing standards and brand reputation are important for skill wafers. QREBS applies.

Skill Wafer. A skill wafer contains a single skill (it's a personality edited down to a single skill). Overlaid on a subject, it grants him the ability to use that skill.

Recreational Wafer. A recreational wafer contains an interesting personality (primarily its memories). The user experiences those memories, and in the process makes them his own, even after the originals fade.

Occupation Wafer. Temporary local needs can be filled by standardized Occupation Wafers: they overlay the skills required for an occupation (as well as some characteristics and a "loyal" identity). The Sanity risk is considered slight when balanced against the needs of society. Typical occupations include Enforcer, Emergency Doctor, Militia, Damage Control Expert. A person under an Occupation wafer is referred to as: "He's been Programmed Police," or "He's Programmed EMT."

TYPICAL WAFER

The typical wafer is about Size= 1; easily inserted into the Wafer Slot present on most computers.

Wafer Jacks. Some individuals have Wafer Jacks: a small implanted sensor capable of reading a Wafer held near it (there is no slot or break in the skin).

WAFER TECHNOLOGY

Wafer Technology encompasses recording, editing, and implanting personalities. Standard Wafer Technology is available at TL-13.

Recording. Most medical facilities have the ability to record personalities. The process is non-invasive and painless.

More sophisticated systems can record personalities from dead (recently dead) brains.

Editing. A Personality can be edited to **remove** or reduce any of its elements. Elements from other Personalities can be **added** (spliced) into a Personality.

Applet Conversion. The raw Personality Recording is relatively useless. After conversion to an Applet, the Personality can be used overlaid or implanted on subjects.

Overlay. A Personality can be overlaid on a person; the elements of the Recorded Personality which are present suppress corresponding current elements. All other original elements remain.

Overlay is not without its dangers: Check San every Day.

An Overlay is **temporary**; it fades after the Expiration period in Days (usually upon awakening the next morning).

Implant. A person's own Personality can be permanently implanted. If edited, the elements of the Recorded Personality which are present suppress corresponding current elements. All other original elements remain.

Jacked In. A Personality (as an Applet) can be inserted into a Computer. A person can establish a feedback loop with his Recorded Personality within a Computer and monitor its activities. The resulting effect is that the person feels like he is in the computer (the term is **jacked in**).

When the person disconnects, the Personality continues in the computer until it expires.

SOME RESTRICTIONS

Wafer Technology has a variety of restrictions.

Genetic Profile. Personalities are best overlaid on an individual of the same Genetic Profile. If overlaid on a different Genetic Profile, Check San daily for each Genetic Profile difference.

Element=0. If an Element is edited to Zero, it suppresses the current non-zero Element. This technique is the basis for Mindwipe.

Element Removed. If an Element is removed; the current Element remains in force.