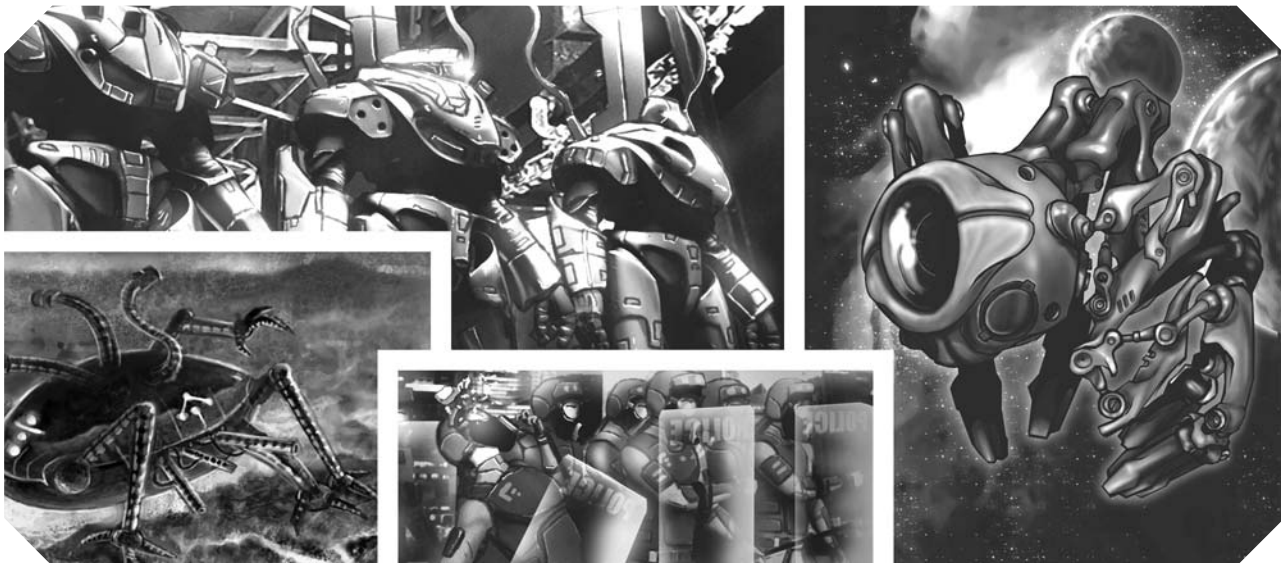


GURPS[®]

Fourth Edition

**TRANSHUMAN
SPACE**

CHANGING TIMES[™]



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An e23 Sourcebook for GURPS[®]

STEVE JACKSON GAMES

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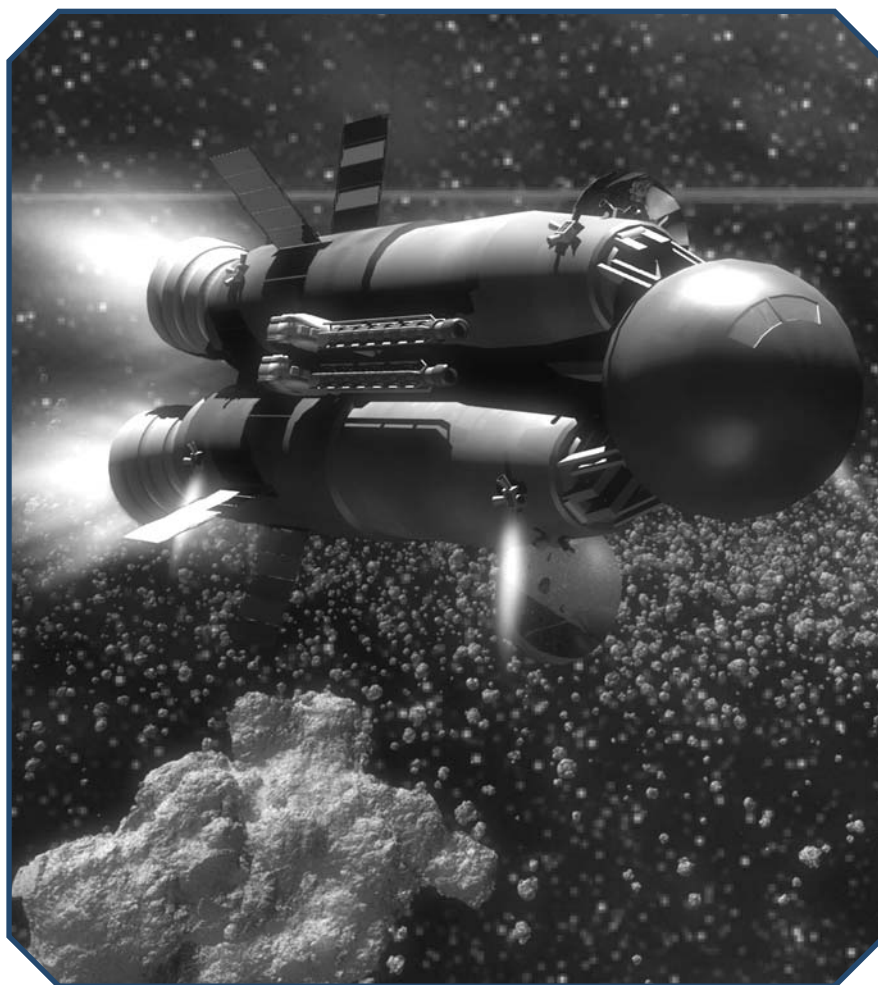
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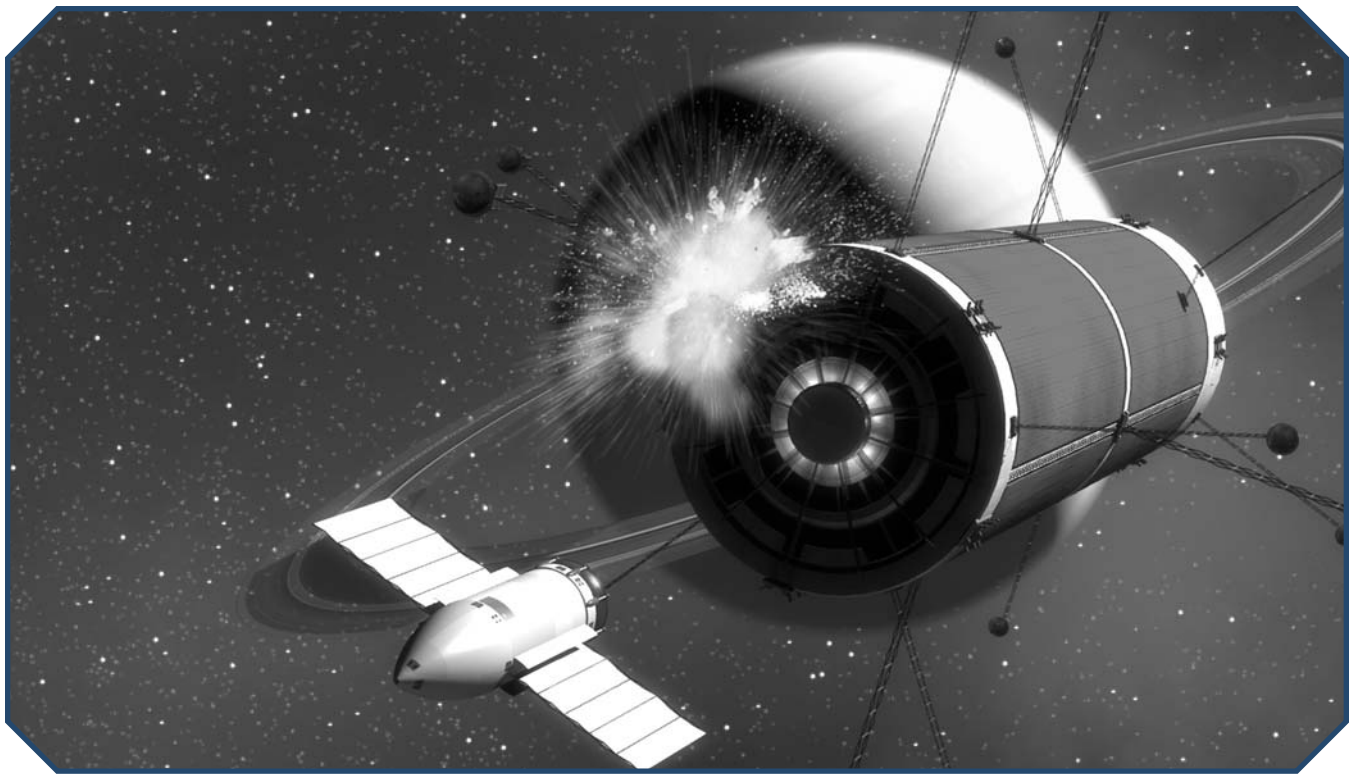
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Transhuman Space: A Summary for New Players

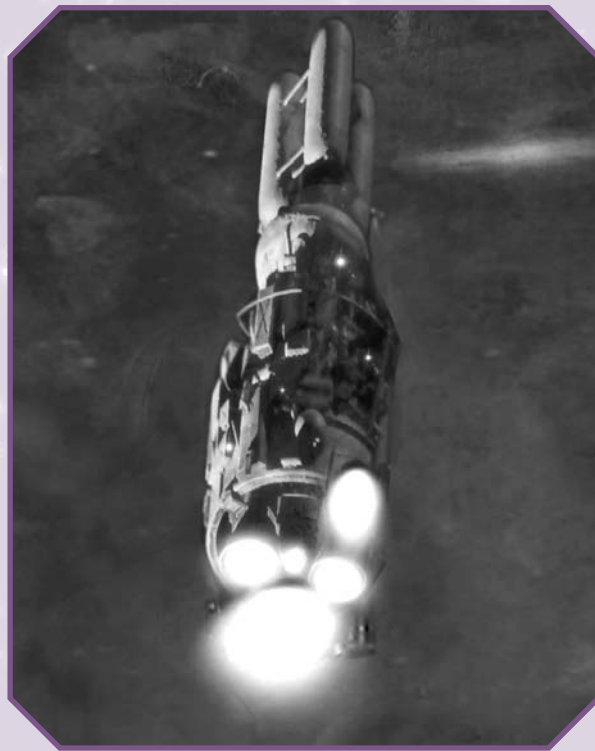
The year is 2100; the future is in the balance. *Transhuman Space* takes, broadly speaking, an optimistic view. There has been no global nuclear war, no great catastrophe; pollution and global warming, while by no means ended, have been more or less brought under control; resources mostly meet needs.

But this isn't a utopia either. There are still wars, tyrannies, and gross inequalities, and privacy is hard to find. Indeed, new sciences have created new evils.

Biotechnology

Most people, in advanced areas at least, have had all clear genetic problems eliminated in the womb, and many are enhanced, some to the point where they are no longer strictly *Homo sapiens*. Advanced medical treatments can largely eliminate disease (for a price), and lifespans are growing longer – though true immortality remains a dream.

Bioroids are synthetic beings, mostly created as servants and lacking some human complexity – but they still think and feel. Biotechnology can also “uplift” other species to near-human intelligence, create exotic farm animals and pets, and synthesize drugs which can modify the human mind to order.



Engineering

Computers in 2100 are powerful and cheap, though not super-human; processors are embedded in almost every piece of technology. They are controlled by *infomorphs*, most of which are artificial intelligences ranging from nonsapient “NAIs” – clever talking user interfaces – through low-sapient “LAIs” – versatile, self-motivated, but not-quite-human minds – to fully sapient “SAIs.” It's also possible to scan a human brain to create a *ghost*, an apparently perfect

infomorph model, but as this destroys the brain, opinions are divided over whether it's a path to immortality or an expensive form of suicide. *Cybershells*, the machine bodies which infomorphs inhabit and control, range from industrial machinery and weapon systems, through beautiful “cyberdolls,” to “wearables” and even implants within human bodies.

Nanotechnology (micro-scale engineering) is currently limited to “wet nano” – pseudo-biological creations which manipulate organic processes.” Dry nano,” capable of manipulating any matter on an atomic scale, is a hopeful research topic. Portable *3D printers* can manufacture complex objects to order, while *microbots* are insect-sized robots which work in collaborative swarms.

Space

Fusion-powered ships can cross the solar system in a few months. Indeed, *fusion power* is one key to humanity's wealth, but it depends on helium-3, a rare isotope which must be mined from the surface of the moon or the atmosphere of Saturn. This is one of the major reasons for the growth of space flight. Meanwhile, a Chinese-dominated colony on Mars is terraforming the planet while modifying humanity to live there, and space navies, criminals, and bizarre ideologies are expanding through the void. Earth orbit is downright crowded, and may grow even more so when the space elevator currently under construction is complete.

Memetics

Memetics is a young science of the mind. It sees “memes” (ideas and thought-patterns) as propagating like genes, using minds as their hosts, mutating and adapting as they go. Some people dismiss memetics as either seriously unreliable or, worse, deeply amoral and manipulative. Memetics isn't magic mind control; rather, it raises the ancient arts of propaganda, rhetoric, and teaching to new heights. Populations are increasingly seen as a memetic battleground for radicals, politicians, and pranksters.

The World Powers

There are several Great Powers. *China* is the largest, though more advanced in some areas than others; the *E.U.* (European Union), a loose but expanding confederation, is perhaps the most advanced. The *USA* is still a force to be reckoned with, controlling helium mining on Saturn, but increasingly divided socially.

The *TSA* (Transpacific Socialist Alliance) is a relatively weak confederation driven by a “nanosocialist” ideology which promotes the redistribution of information. It is a major concern in world politics, having fought a war with China in the 2080s and triggered the formation of the *PRA* (Pacific Rim Alliance) as a counterbalance. *India* also has the power to make itself heard, as does the *Islamic Caliphate*, a high-minded theocratic alliance.

The Waves

Technology determines much about the state of human society. The first great “wave” was defined by agriculture, and the second by the Industrial Revolution; by the end of the 20th century, humanity was riding the third, powered by digital computing. In the 21st century, most of the world experienced a Fourth Wave, based on genetic technology; now, it seems, a Fifth Wave is rising, based on a combination of nanotechnology, memetics, and artificial intelligence.” Fifth Wave” societies are the wealthiest on the planet, but no one can be quite sure where they are heading.

INTRODUCTION

A face-to-face meeting with Gao Yanghou is never a comfortable experience. It doesn't help that you can never know whether it's really him or just one of the Swarm – his sculpted hatchet-men. Though it probably doesn't actually make much difference, especially if the rumors are true about the shadows running in their implants.

This time, I was meeting – whoever it was I was meeting – in a warehouse on the edge of the Anglo quarter of New Shanghai. The choice of venue might have been his idea of a joke, but I try not to assume too much about the sense of humor of the man who runs the Triads in the capital of Rust China.

He stood five meters away from me, and handed a package to one of his lesser flunkies. The man scurried over and handed it to me. It was a blank in augmented reality, no ID chips, but when I opened it up, my wearable decided that the logos and canister design gave it an 80%-plus chance of being genuine. I gave it 100%; Gao doesn't play stupid games.

"From the Belt?" I asked.

"Fresh down the elevator this morning," he said. "The latest Omokage refinement." I wondered if this meant that Gao had settled his differences with Xie Feng out on Hesheng – but that was another subject not to be discussed.

"Your price?" I asked.

"You know of the bioroid known as Sally Xan?" he replied, and my wearable woke up.

"Not a good job to take," it murmured to me, "Xan's a Triad-made bioroid, but America/Mars got hold of her. She's a Commonwealth agent these days."

I tried not to smile. Things were suddenly turning interesting.

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.



This supplement is designed to help you run games in the **Transhuman Space** setting. It consists of a guide to GMing and playing in the setting, and an extensive set of notes on updating **Transhuman Space** material to **GURPS, Fourth Edition**.

While this book might be considered a "GM's Guide to **Transhuman Space**," there is little or nothing here that will have to be kept from players. Instead, it answers the question, "What do I do with this setting?"

Read on, and find out.

ABOUT THE AUTHOR

Phil Masters is a British games writer, previously responsible for a number of **GURPS** and other RPG supplements, including **Personnel Files** and a chapter of **High Frontier** for **Transhuman Space**; he was also co-author of **GURPS Banestorm** and **GURPS Powers** for **GURPS 4e**, and many other books. He's trying to change with the times himself, but not always succeeding. His website is at www.philm.demon.co.uk.

memetic games, the motivations and risks are rather different – and while these aren't usually obviously violent, the occasional episode featuring would-be assassins, deranged stalkers, or armed revolutionaries can fulfill players' urges to just go out and shoot something. Such games also tend to imply social and legal controls on "useful" equipment; politicians and businessmen aren't supposed to go around armed to the teeth, and even their bodyguards are usually supposed to be *discreet*.

It should also be noted that merely being filthy rich has never stopped human beings from wanting *more*. The players may have to adjust to this, especially with the word "Wealthy" appearing on every character sheet, but the idea of rich businessmen still on the lookout for opportunities is hardly new.

TRACKING CHARACTER CAPABILITIES

Transhuman Space GMs should take care to remain familiar with the PCs' abilities – first, because these are likely to be quite extensive, and something which the GM forgets might short-circuit a plot, and second, because NPC Ally infomorphs and suchlike ought to know about such things, perhaps reminding the PCs of their options at times. This can be as simple as keeping up-to-date copies of all the PCs' character sheets on file at all times (along with sheets for all their allies), and probably also keeping a "quick reference sheet" with notes on

specific skills, resources, and advantages. A log of campaign events and useful acquaintances made can also be handy. This is especially important in a "Mutable Point Totals" campaign (below).

Given that some PCs may have multiple infomorph Allies, keeping track of all *their* abilities, and using them to best effect, may become something of a heavy load. Strictly speaking, this *is* the GM's job; Allies are NPCs, and shouldn't become mere puppets of the players. However, Minions – especially those with programmed loyalty and limited initiative – *are*, to a large extent, subservient extensions of the PC's will, so letting players run them is not only easier for the GM, but not too unbalancing.

Watch out for evidence that the PCs aren't looking after their cybershells properly. Any with the Maintenance disadvantage will suffer immediate and specific problems if not treated properly, but even those without can suffer *minor* (but cumulative) problems if not occasionally checked over and allowed to update their anti-virus protections and purge their memory space. Physically maltreated cybershells can also break down if they suffer extremes of temperature (beyond the limits defined by their model template), have to run on poor-quality fuel, or whatever. In addition, if they, come under attack, they may show the marks even if they aren't actually damaged; a chipped and scruffy cybershell may attract adverse attention in polite society, and one with bullet scars will raise eyebrows when it next goes in for maintenance.

Mutable Point Totals

One approach to **Transhuman Space** games is to treat character points as an administrative record-keeping score, rather than a means of rewarding character advancement. *Starting* point value is a measure of the campaign's initial power level, but is expected to go up and down a lot in the course of events. Whenever a character does something that would cost points, like an infomorph character buying an extra body, simply increase his point total. Whenever something happens that would cost him points, like losing an Ally, decrease his total.

An example:

Tanith Tokamura Hecate starts out as a 200-point character. She's a Tennin parahuman working for a Vacuum Cleaner orbital salvage operation, while moonlighting as bounty hunter. Tanith has two Allies: Jim, an NAI infomorph in a wearable interface, and Bob, another, high-end NAI residing in a tech spider cybershell. She also has a partner, Grimalkin – a free Felicia bioroid – who is another PC.

In Tanith and Grimalkin's first adventure, a troubleshooting expedition to a secret research station turns nasty, and Tanith's tech spider is eaten by devourer cyberswarms! Medical bills for the team's injuries (Tanith is badly injured by nanoburn gas) use up the rest of their resources, and Tanith can not afford to replace her tech spider (although its NAI is backed up somewhere). She earned 2 bonus character points, but lost a 45-point Ally/Minion; she's now a 157-point character.

In Tanith's second adventure, she and Grimalkin rescue a kidnapped slinky idol from xoxnappers, earning a \$15,000 reward. Tanith spends some of it to buy a Guardians perm nanomod (2 points). She also earns 5 bonus character points, which she puts toward skills. Tanith is now a 164-point character.

In the group's third adventure, they continue their bounty hunting, tracking down Jill the Ripper, a cyberdoll sex worker possessed by the shadow of a notorious serial killer. They capture it, but Tanith loses her right hand to the cyberdoll's razor-sharp katana! She now has the One Hand [-15] disadvantage, but the GM awards her 4 character points, bringing her to 153 points. Tanith also retrieves the disabled cyberdoll, planning to repair it eventually – if she does, it might become a new Ally, but until then it's deactivated and not worth any points.

This approach has a great deal going for it, but requires a little care from the GM to avoid accusations of favoritism or increasingly unbalanced parties. There's no need to hose a player just because he's been lucky in recent adventures, but if someone has fallen way behind the others in terms of points, that's a sign that he might be due a stroke of luck soon – and if someone gets *way* ahead, then fate, or more reasonably, smart enemies, *may* mark him down as a target. Also, to prevent players from "gaming" this system during character creation, the GM may wish to rule that accessible starting wealth must mostly be spent before the first adventure begins, and can't go toward anything that would add to the character's point value.

IQ 0 in GURPS

The Minimal Software template gives a “character” a fixed IQ of 0. As the *GURPS Basic Set* explains, this indicates the total absence of any mind; the “character” is no more sapient than a rock or a tree. Hence, it cannot learn skills or possess any mental traits, including many advantages and disadvantages.

(A similar being with IQ 1 or 2 might well have a *lower* point value, thanks to the addition of mental disadvantages. This represents the fact that a totally mindless object can’t get itself into trouble of its own volition, whereas a low IQ creature can have just enough self-will to act on its disadvantages and suffer the consequences. IQ 1+ creatures are also susceptible to fright checks, Influence rolls, mind control, and so on, whereas IQ 0 means that there’s no mind to be influenced; the IQ 0 “character” doesn’t have to buy this immunity, any more than it can take those disadvantages.)

Reprogrammable is an exception to this, being explicitly permitted to IQ 0 beings; it’s not so much a mental trait as a physical feature of the being’s brain. (Duty, on the other hand, is prohibited, as it implies the possibility of deliberately refusing a task and suffering punishment in consequence.) In the *Transhuman Space* setting, a mindless cybershell can also have *some* essentially social disadvantages, and two are included in the template. Firstly, such beings are automatically treated as Dead Broke; some cybershells in some places (with AIs controlling them) can and do own property, but not this one. And

secondly, the cybershell automatically has Social Stigma (Subjugated), representing the fact that people will treat it as a mere object; they *probably* won’t damage it gratuitously, but nor will they think twice about letting it come to harm if human lives are at stake, or in the course of a non-lethal conflict with the owner.

However, IQ 0 doesn’t imply low Status in this setting. Strictly speaking, the “character” doesn’t have a social status at all; it’s a *thing*, regarded with no personal respect or contempt, but leaving Status at (effectively) 0 represents this adequately. (Logically, a machine might also have a low Cost of Living – but GMs can always throw in routine maintenance costs, which the owner must pay.) IQ 0 cybershells might have other social disadvantages, but these must be specifically approved on a case-by-case basis, and will usually be associated with the cybershell rather than the software installed. For example, some heavily-armed military cybershells may have Social Stigma (Monster) – they’re scary death machines.

A normal character who falls to IQ 0 as a result of aging dies. This does *not* mean that IQ 0 is equivalent to “dead”; rather, the effect is a “marker” for loss of neurological functions associated with death of old age. (Someone temporarily reduced to IQ 0 by an Affliction doesn’t die either.) An IQ 0 being isn’t automatically Unaging (and can certainly suffer aging effects based on other attributes), but it doesn’t have to worry about neurological failure.

prefer to preserve backwards compatibility with the old version can switch the two disadvantages without changing the cost.

The Automaton meta-trait also gives it Incurious, replacing Staid in the earlier version. Some sophisticated NAIs may be permitted to “buy this off” (probably taking Staid in its place); programmers seek to make even the most basic AIs take some active interest in their surroundings.

A NAI is regarded as a nonperson virtually everywhere in 2100 – hence the Social Stigma. Few NAIs are capable of grasping this fact, and one that somehow “escaped” would be regarded as dangerously unstable corrupted software and probably hunted down for deletion by the former owner and the authorities. This Social Stigma replaces the Status -4 disadvantage in the 3e template; for one thing, Status doesn’t generally run that low in 4e games, and for another, a NAI, like an IQ 0 dumb machine, doesn’t really have Status at all – it’s treated as a *thing*.

Variants

The above represents a Complexity 4 NAI. For each +1 to Complexity (up to Complexity 10), add +1 to the template’s IQ and 20 points to its cost. (For example, a NAI-7 has IQ+1 in its template and costs 89 points.)

Low-Sapient AI (LAI)

p. TS119: 82 points

Attribute Modifiers: IQ-1 [-20].

Advantages: AI [32]; Enhanced Time Sense [45]; Extra Life (Copy, -20%; Requires Body, -20%) [15]; Fearlessness 2 [4]; Possession (Digital, -40%) [60]; Unaging (IQ only, -75%) [4]; Visualization (Reliable, +4, +20%) [12].

Disadvantages: Dead Broke [-25]; Hidebound [-5]; Honesty (9) [-15]; Low Empathy [-20]; Social Stigma (Valuable Property) [-10].

Quirks: Attentive; Broad-Minded; Staid [-3].

Racial Skills: Computer Operation/TL10 (E) IQ+3 [8]-12.

Features: Complexity 6 program; Taboo Trait (Mental Instability).

Notes: LAIs are regarded as property in most places; hence the Social Stigma. They do have a few limited rights, in custom if not in law, because they are generally recognized as possessing self-awareness and personalities, and hence are classed here as Valuable Property rather than Subjugated. Most are comfortable with this situation; as with NAIs, one that “went rogue” would be in a far more precarious position. In the Caliphate, they are subject to special laws and customs, for historical reasons; for a LAI based there, change the Social Stigma to Minority Group. (Such a LAI might also buy off the

VEHICLES

Vehicles now tend to have significantly lower HP totals – and also, because of the new treatment of lifting ability, lower ST. In fact, ST and HP are usually set to the same value. (See *Purchasing Vehicle ST*, p. 34, for more on this.) Where vehicles have detailed statistics available – for example, as a product of the *In the Well* and *Under Pressure* modular design systems – some of these can be converted to 4e attributes. In other cases, new details just have to be estimated. Use the following guidelines:

ST/HP: Find Empty Weight (on Earth) in pounds, take the cube root, multiply by 4, and round off.

Hnd: This can only be estimated, but given the use of smart materials and refined computer controls in *Transhuman Space*, it should generally be one or two higher than the value for a comparable TL7/8 vehicle on p. B464-5. Hence, wheeled civilian designs will usually have +1 or +2, fast surface watercraft will have +2 or +3, and light to medium aircraft (which benefit especially strongly from these advances) around +2.

SR: Equal to the vehicle's old SR in its normal environment.

HT: Use the HT determined by the vehicle design system when available. Ordinary vehicles usually have a base HT 10.

Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations
Air Car	34	+2/3	12	4/200	0.7	0.4	+3	1+3	5	1,600	\$100K	G4W
Off-Road Vehicle	74	+1/4	12	3/45	5.17	2.05	+3	1+3	8	2,100	\$79K	G6W
Smartcar	48	+2/4	12	3/70	1.63	0.8	+2	1+3	8	1,800	\$24K	G4W
Personal Aircraft	104	+2/6	10	11/803	15.3	6.50	+6	2+6	5	4,600	\$5.5M	G3WWi
Light Martian Rover	57	+1/5	12	2/33	2.42	0.95	+2	2	10	1,100	\$65K	G4W
Heavy Martian Rover	85	+1/5	12	2/33	7.72	2.97	+3	2+4	10	780	\$125K	G6W
Hydrofoil Yacht	183	+2/6*	8	6/60	88.8	41	+7	2+8	5	8,600	\$843K	g
Patrol Submarine	271	0/7	6	3/18	182.2	26.5	+6	3	605	620	\$3.3M	s

* Becomes +1/7 when not planing on hydrofoils.

(The air car is described on p. TS193; the off-road vehicle, smartcar, and personal aircraft are from *Fifth Wave*, pp. 130-132; the Martian rovers are from *In the Well*, p. 101; the hydrofoil yacht and patrol submarine are from *Under Pressure*, pp. 126-129.)

Note that listed Occupancy does *not* include computers with infomorphs installed, though in many cases they act as crew – in fact, as drivers – most of the time.

Spacecraft

The existing *Transhuman Space* spacecraft construction and combat rules can be used as they stand in 4e games; use the weapons damage listed in the 3e books for that purpose, rather than taking anything from this chapter. (Fortunately, spaceships are unlikely to be significantly damaged by much other than other ships' weapons.) Vehicle and weapons design and combat systems for 4e will become available, and will be compatible with *Transhuman Space* concepts, but designs will largely have to be recreated from scratch – no quick or simple conversion system can be offered here.

SM values for ships will be much the same in the new system, which may be useful for perception and so on; take the highest value for a cylinder, and add +2 for a sphere and any ship whose largest and smallest dimensions are within 25% of each other, or +1 if its second largest dimension is at least 30% of the largest.

Especially flimsy, inherently overloaded, or ill-engineered designs have less, while redundant systems (e.g. a twin-engine aircraft that can fly safely on one engine), internal compartmentalization, built-in damage control, etc., raise HT by a point or two. In *Transhuman Space*, smart materials and AI-monitored systems permit quite a lot of such high-reliability engineering.

Move: Acceleration and Top Speed in yards/second are half Accel and Speed in mph.; round up.

SM: Derived from the largest dimension and general form; see p. B19. Alternatively, see the component SM values generated by the design system used, especially if attackers attempt to target specific locations.

Range: For simplicity, multiply the time at full power that the fuel tank provides by the top speed. (Realistically, more cautious driving speeds *could* extend range, but few journeys achieve optimum fuel economy.)

Note that all of the above are approximations. Some converted vehicles:

Bioship Template

The bioship template on p. 22 of *Spacecraft of the Solar System* converts to 4e as follows:

Advantages: Doesn't Breathe [20]; High Pain Threshold [10]; Injury Tolerance (No Neck) [5]; Internal Hearing [4]; Internal Sight [10]; Internal Speech [5]; Internal Taste and Smell [1]; Pressure Support 2 [10]; Resistant to Acceleration (+8) [2]; Temperature Tolerance 20 [20]; Vacuum Support [5].

Perks: Sanitized Metabolism [1].

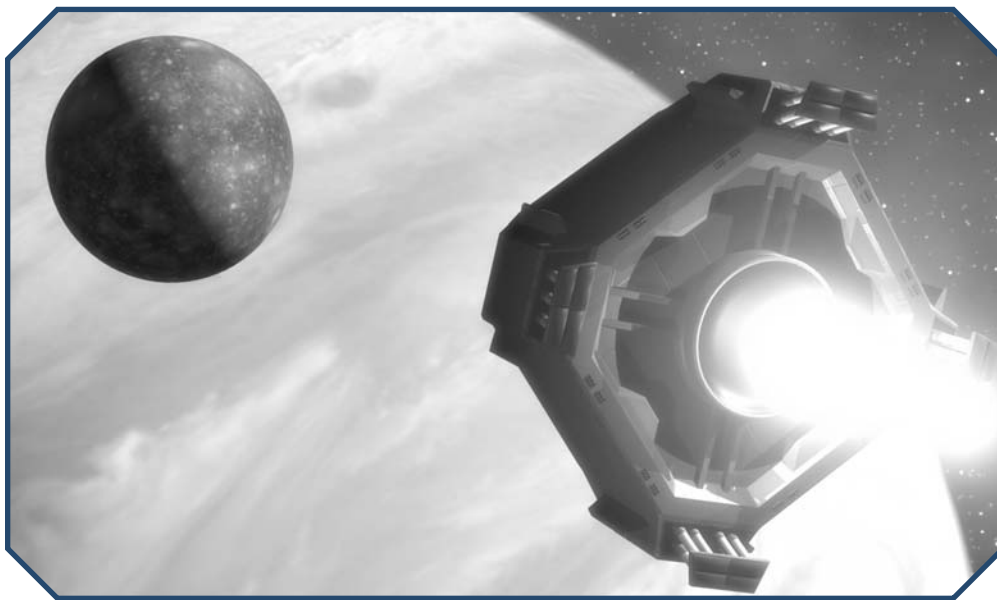
Disadvantages: Bioroid Body [-9]; No Manipulators [-50]; No Legs (Aerial) [0].

Total cost for this template is 34 points.

A bioship will usually have a high SM and accordingly high ST; it *must* purchase the Flight advantage in some form. The advantages of Internal Hearing, Sight, Speech, and Taste and Smell simply represent the bioship's ability to use these senses and abilities *inside* its own body. See *GURPS Bio-Tech* for more on this subject.

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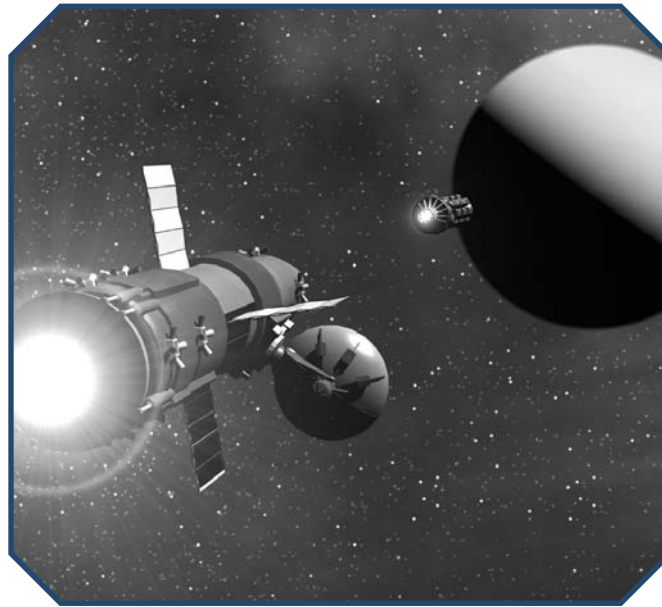
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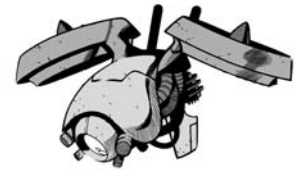
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