



SINGAPORE SLING

AN e23 ADVENTURE
FOR TRANSHUMAN SPACE® FROM
STEVE JACKSON GAMES
FOR 3 TO 6 PLAYERS

By David Morgan-Mar
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Singapore Sling is an adventure for the *Transhuman Space* setting in the year 2100. It is a suitable introductory adventure for players new to the setting, and is also easy to insert into established campaigns that fit the general themes of investigation, political intrigue, industrial espionage, or memetic warfare. This adventure requires access to the *GURPS Basic Set, Third Edition*, *GURPS Compendium I*, the *Transhuman Space* core book, and *Fifth Wave*. *Fifth Wave* is necessary because the adventure uses NPCs, a major location, and some organizations detailed in that book.

ADVENTURE STYLE AND SUITABLE CHARACTERS

As written, *Singapore Sling* is more focused on role-playing than action-oriented skill resolution. The players will need to piece together the plot as they investigate, deciding which leads to follow up and with whom they should talk next. With the latter half of the adventure set in Singapore, a state with a very strict weapon control policy, gung-ho weapon-toting adventurers may feel somewhat out of place. Martial artists will be much more at home, but combat skills will not necessarily be needed.

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ABOUT TRANSHUMAN SPACE

The *Transhuman Space* series presents a unique hard-science and high-biotech universe for roleplaying. Set in the Solar System in the year 2100, it is a setting rich in adventure, mystery, and ideological conflict. The core book is *Transhuman Space* (TS), which presents an overview of the setting. Other books available include *Fifth Wave* (FW) (focusing on Earth), *In the Well* (ITW) (Mars and the inner system), and *Under Pressure* (UP) (aquatic environments).

ABOUT THE AUTHOR

David Morgan-Mar lives in Sydney, Australia. He is co-author of *Transhuman Space: Under Pressure* and has contributed to several *GURPS* books. He is also responsible for the strangely popular *Irregular Webcomic!*

If the group prefers fast action and combat to investigation and roleplaying, *Singapore Sling* can be converted by increasing the pace of the story, reducing the research scenes to rapid GM-delivered information – or making some of them physical infiltration and espionage rather than web research – and throwing in a few extra combat encounters. A couple of such encounters are described in the boxes *Saving Sera Panelli* (p. 9) and *Casing Cathay Media* (p. 10).

On the other hand, the heroes may attempt to achieve their goals mostly by web research and computer hacking. The GM should review the computer access and intrusion rules on pp. FW124-130 if he anticipates the players taking this route.

Character Types

The adventure suits a group with skill sets ranging from News Hound (p. TS112) and Public Eye (p. FW113) to Investigator (p. TS112) and Troubleshooter (p. FW114). Note that many news hounds and public eyes work at these jobs part time, so such freelancers may have additional skills and responsibilities associated with their “day jobs.” Argus Society members (p. FW84) would be particularly appropriate, and the GM can specify this as a campaign background if desired.

Because of the wide disparity in point values possible in *Transhuman Space* campaigns, it is not possible to specify a narrow range suitable for PCs in this adventure. Characters ranging from 100 to

400 points can find enough challenges to keep them occupied. The GM should set point values for character creation based on the guidelines on p. TS110. Characters in the 100-200 point range should be humans or genetic upgrade humans. From 200-400 points the best characters are transhumans with racial or model templates accounting for 50-75% of the points. A good alternative is allowing players to choose a race or model template for free and then adding 100 points with up to -45 points in additional disadvantages and quirks. Digital intelligences in bioshells or cybershells are also appropriate for the adventure. The GM should prohibit access to expensive and ultra-capable shells such as bush robots or RATS – most of which are beyond the suggested 400-point limit anyway.

If a player is willing to experiment with some of the more intriguing aspects of posthuman roleplaying, he might consider playing a completely digital persona, such as a digital intelligence loaded into a VII and carried within another character’s skull. Such a “person” will have opportunities to interact in virtual spaces and take part in much of the roleplaying. For the latter half of the adventure, where more physical action is required, he may either continue to research or take action in the digital realm, or he could download into a rented cybershell and join the other characters in performing physical tasks.

Useful skills for characters include Area Knowledge (South-East Asia), Computer Hacking, Diplomacy, Disguise, Economics, Electronics Operation (Security Systems), Fast Talk, Forgery, History, Intelligence Analysis, Judo, Karate, Lockpicking, Memetics, Psychology, Research, Stealth, Streetwise, and martial arts skills.

The adventure is written assuming the PCs have AI allies who routinely assist them in filtering through the mass of media and communications that they are subject to every day. Such AIs are not necessary – investigators could do all the hard work themselves – but they should be encouraged to get into the spirit of Fifth Wave roleplaying.

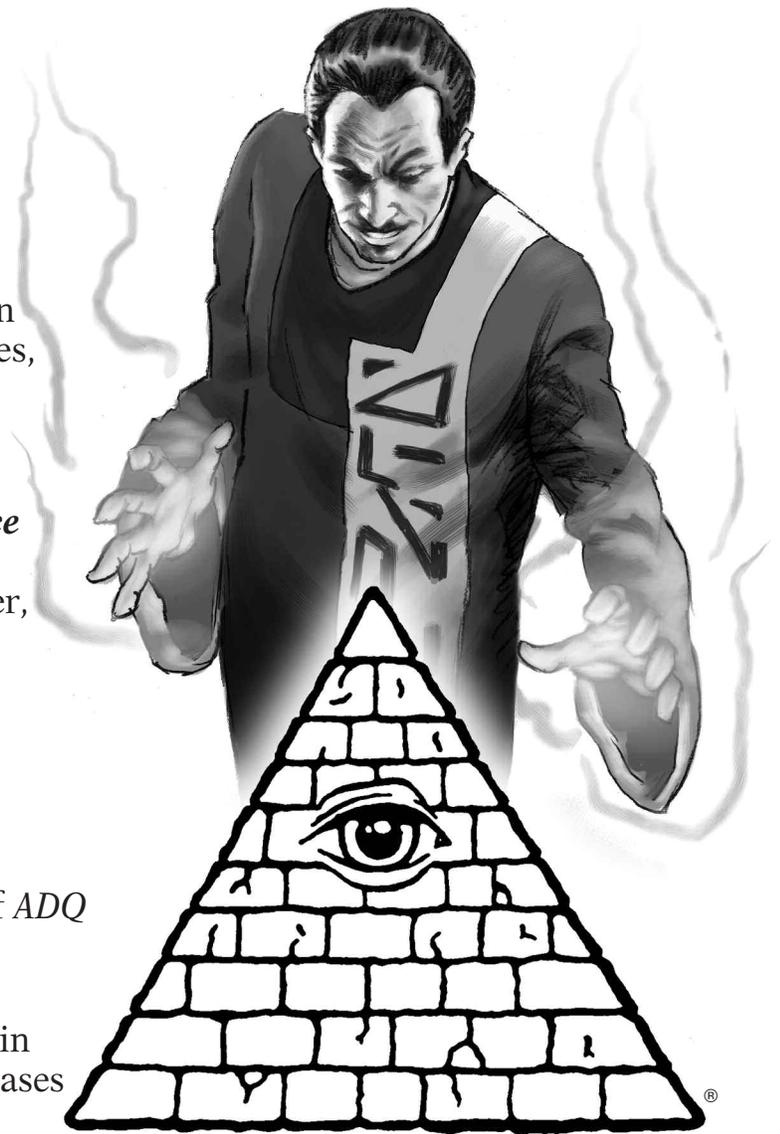
Introducing New Players to Transhuman Space

The *Transhuman Space* setting is broad and complex, and can be overwhelming for new players. *Singapore Sling* is designed to be a relatively gentle introduction to the new ideas of this world. The following suggestions may help the players to assimilate some of the unfamiliar concepts as they play through the adventure.

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