

PYRAMID[®]



Issue 3/24 October '10

BIO-TECH

BIOMECHA

by David L. Pulver

MARTIAN TECH
by Ken Spencer

THE CHILDREN OF INZANAMI
by J. Edward Tremlett

**TERRA INCOGNITA:
ADLEMAN BANK**
by C.J. Miozzi

BETTER LIVING THROUGH PHARMACEUTICALS
by Steven Marsh

STEVE JACKSON GAMES

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Article Colors

Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (letters, humor, editorial, etc.)

Dark Blue: GURPS Features

Purple: Other Features

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IN THIS ISSUE

What could be more perfect than tailor-made body parts? The *Bio-Tech* issue of *Pyramid*, of course!

David Pulver, co-author of *GURPS Bio-Tech*, explores *Biomecha* – the ultimate in organic weaponry. These impossible constructs can be part of a setting or the focal point of a universe. With new templates, abilities, and campaign seeds, you'll be eager to get your very own biomech.

Some homes and equipment take a while to grow on you – sometimes literally! Such is the case with *Martian Tech*, the in-demand gear from the next world over. It's designed for the Roma Universalis alternate Earth (first seen in *Pyramid* #3/20: *Infinite Worlds*), but it's useful for anyone needing exotic animate tech.

What happens when the villain's lair *is* the villain? Will the living, breathing building that is *Terra Incognita: Adleman Bank* be able to recover from his psychosis before he really hurts someone?

Since humanity first chewed on bark to feel better, drugs have helped humanity easily overcome many disadvantages. But as everyone knows, even the best drugs can sometimes present their *own* challenges. *Better Living Through Pharmaceuticals* offers 10 new bio-tech chemicals that can change your life – sometimes in unexpected ways!

When bioengineering gets out of control, it can populate a universe with all kinds of strange creatures that no one would ever realize were once human. *The Children of Inzanami* are varied and scattered among the stars. This campaign background offers an excellent way to explain the existence of seemingly nonhuman races in a futuristic setting.

For a means of keeping track of bodily modifications (as well as cybernetics, fantasy accessories, and more), print out the *Biomod Location Sheet*. This sheet includes your choice of three different images on the front and easy-to-access canonical *GURPS* information about hit locations on the back.

Get some tips for getting rid of organic tech in *Odds and Ends*, celebrate life with the whimsy of *Murphy's Rules*, and ponder the ickiness of bio-technology with *Pyramid* editor Steven Marsh in *Random Thought Table*.

Most organic entities are more than the sum of their parts – and the same goes for *Pyramid*. Celebrate life!

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