

GURPS Space 2108, Biotech & Cybertech

Biotech

The Biotech rules are based on GURPS Biotech but only the options listed below are available. Biotech options are only available in character generation and represent genetic engineering before birth. The \$ cost is taken from the characters wealth advantage (B16), or from taking 'Owned by the Company' disadvantage. This means the character was genetically created by a corporation who have control over what they do. This is a 30pt disadvantage. This may include the addition of a booby trapped Cortex bomb (-15pts). This will kill the character instantly if detonated.

Biotech is part of the character and therefore damage heals with them.

Biotech Option	Effect	Pts Cost	\$ Cost (1000s)	Notes
Enhanced St	+1/+2/+3/+4	+5/+10/+15/+25	125/250/500/1000	Any attribute enhanced by Biotech cannot then be developed after character generation.
Enhanced Dx	+1/+2/+3	+5/+10/+15	125/250/500	Any attribute enhanced by Biotech cannot then be developed after character generation.
Enhanced Iq	~	~	~	Not available at this TL. BioT 31
Enhanced Ht	+1/+2	+5/+10	125/250	Any attribute enhanced by Biotech cannot then be developed after character generation.
Enhanced Eyes	Standard	+0	+35	Per pair
	Acute Vision	+1/Lvl	+90/120/200/300/400	
	Low-Light Vision	+5	+30	Halve darkness penalties
	Infravision	+7	+45	Thermal Vision
	Dark Vision	+12	+75	UV Vision
	Polarisation	+2	+5	Flash/Glare Protection
Enhanced Ears	Standard	+0	+20	Per pair
	Acute Hearing	+1/Lvl	+15	
	Volume Cutout	+2	+10	Noise Cancellation
Disease Resistant	+8 vs Disease	+2	+25	
Poison Resistant	+3 vs Poison	+2	+50	
Filter Lungs	See CI56	+1	+15	Filter normal smoke and toxins
Decreased Life Support	50% less food, water and air	+5	+50	
Oxygen Storage	1hr internal air	+7	+40	
Longevity	See B21	+2	+10	
Very Rapid Healing	See CI31	+5	+40	
Very Fit	See CI31	+5	+35	
Improved G-Tolerance	0.3g Improvement	+2	+20	
Temperature Tolerance	1-10	+1/Lvl	+10/Lvl	Normal human range is 35°F – 90°F (2°C – 32°C) ¹ . Each point allows the comfort zone to be expanded by Ht degrees in Fahrenheit either way. CI30.
Extra Fatigue	1-5	+1/Lvl	+10/Lvl	
No Degeneration	Skeleton	+1	+10	No bone degeneration in Zero-G
Extra HP	1-5	+2/Lvl	+25/Lvl	
High Pain Threshold	See B20	+2	+10	
Deep Sleeper	See CI23	+0	+10	
Less Sleep IV	Only need 4 hrs	+6	+25	

¹ Deep Space is -459°F / -270°C.

Biotech Option	Effect	Pts Cost	\$ Cost (1000s)	Notes
Increased Speed	1-2	+10/Lvl	+200/Lvl	
Combat Reflexes	See B20	+5	+50	
Retractable Claws	Swing/Cut +2	+15	+20	Made of bone. +1 Climbing
Sex Appeal	See B64	+0	+5/+10/+15	

Cybertech

The Cybertech rules are based on GURPS Cyberpunk, but this book is now very dated. The options available are listed below.

Cybertech items cannot be healed, only repaired.

The costs (pts & \$) for the Cybertech listed below assume it has been blended to look real. If the Cybertech can be detected as such on close examination then reduce the costs by 50% (round up for points). If it is blatantly obvious it is Cybertech then reduce the costs by 80%. The exceptions to this are the full cyborg option and the exoskeleton – see the natural / unnatural details below.

Cybertech Option	Effect	Pts Cost	\$ Cost (1000s)	Notes
Cyber Hand (Each)	+1 Dx / St 12 (Hand)	+4	+12	
	+2 Dx / St 12 (Hand)	+5	+120	
	+2 Dx / St 13 (Hand)	+6	+600	
Cyber Arm (Each)	+1 Dx / St 14 (Arm)	+6	+25	
... includes hand	+2 Dx / St 14 (Arm)	+8	+250	
	+2 Dx / St 15 (Arm)	+10	+1250	
Cyber Legs	+25% Move & Dodge	+5	+25	+2 Kick damage as well
	+50% Move & Dodge	+10	+50	
	+75% Move & Dodge	+15	+100	
	+100% Move & Dodge	+20	+200	
Limb Armour	+1 DR	+0	+2	+1 PD for every 3pts of DR purchased. Max PD 6.
	... (<i>Unnatural</i> only)			
Weapon Mount	Mount wpn in limb	+0	+2/lb	
Hidden Compartment	2lb	+0	+1	
Full Cyborg	<i>Natural</i> (PD0 / DR0)	+120	+5000	Doesn't need to eat, breathe or sleep – re-charged once per month for 4 hours. Immune to poison or disease. St x50%. ¼ St and Dx development cost. Ht 15 – cannot be healed, only repaired.
	<i>Unnatural</i>	+60	+1000	
	... Torso (PD6 / DR 55)			
	... Limbs (PD4 / DR 40)			
	... Hnds/Ft (PD4 / DR 25)			
	... Head (PD5 / DR 35)			
	<i>Unnatural</i>	-15	+0	Required disadvantage
	... Social Stigma			
	Both are either	-30	+0	Required disadvantage. Choose one.
	... Enemy (The Company)			
	... Owned By The Company			
Enhanced Eyes	Standard	+0	+35	Per pair
	Acute Vision	+1/Lvl	+45/60/100/150/200	
	Low-Light Vision	+5	+15	Halve darkness penalties
	Infravision	+7	+15	Thermal Vision
	Dark Vision	+12	+20	UV Vision
	Polarisation	+2	+5	Flash/Glare Protection
	Bug Detector	+5	+20	See radio frequencies
	Optic Readout	+2	+5	
	Microscopic Vision	+2/Lvl	+10/Lvl	Each level doubles magnification
	Camera/Video	+0	+1	
	Weapon Link (+2/+3/+4/+5)	+7	+10/+15/+20/+25	

Cybertech Option	Effect	Pts Cost	\$ Cost (1000s)	Notes
Enhanced Ears	Standard	+0	+20	Per pair
	Acute Hearing	+1/Lvl	+15	
	Volume Cutout	+2	+10	Noise Cancellation
	Parabolic Hearing	+4/Lvl	+5/Lvl	See table for range
	Comms Reception	+2	+20	
	Subsonics	+2	+10	
	Ultrasonics	+2	+10	
Biomonitor	+2 to receiving first aid etc.	+1	+5	
Bionic Reconstruction	+5 Hp and +5 Hard to Kill	+10	+50	Hardened bones and redundant organs. Medical treatment also requires Electronics (Medical).
Cortex Bomb	Dies instantly	-15	+0.5	Booby trapped.
Elastic Face	+5 Disguise (take 5 mins)	+15	+100	Eludes facial recognition
Biorepair System	+1 to +5 Hp	+2/Lvl	+10/Lvl	Can combine with Bionic Reconstruction
Exoskeleton	<i>Natural</i>	+8/DR	+60/DR	+1 PD per 3 DR (max PD6)
	<i>Unnatural</i>	+4/DR	+20/DR	
	... Air Sealed	+0	+125	Protect from vacuum, gas and temperature. Also prevents DNA deposits.
Gills	Breath air or water	+5	+5	
Oxygen Storage	Internal air (1hr/2hr/4hr)	+1/+2/+8	+7/hr	If impaling damage is taken to the organs the character takes 3d dmg.
Gyrobalance	Perfect balance	+10	+25	No Dx roll on ropes or ledges, +4 vs knockdown. +1 Acrobatics or Piloting.
Reflective Skin	<i>Unnatural</i> (PD1 / DR1 per lvl vs beam attacks)	+2/lvl	+20/lvl	
Comms Broadcast		+2	+15	
Computer Jack	Interface directly with computer systems	+2	+15	Either wired or wireless (100 yds)
Claws, Small	+2 dmg, +1 Climb	+7	+4	Retractable, hard plastic
Claws, Large (6"+)	Thr/Imp or Swng/Cut, +1 Cl.	+20	+8	Retractable, hard plastic
Poison Reservoir	50 Doses for claws (above)	+5	+1	
Stinger (Mouth)	Injects poison or drug from bit or kiss. 2 doses	+5	+2	
Weapon Implant	Wpn implanted into body	+2	+8/lb of wn	

Parabolic Hearing Ranges

Sound Level (decibels)	Example	Normal (yards)	Lvl 1 ×2	Lvl 2 ×4	Lvl 3 ×8	Lvl 4 ×16	Lvl 5 ×32
10	Leaves Rustling	¼	½	1	2	4	8
20	Quiet Conversation	½	1	2	4	8	16
30	Normal Conversation	1	2	4	8	16	32
40	Light Traffic	2	4	8	16	32	64
50	Loud Conversation	4	8	16	32	64	128
60	Noisy Office	8	16	32	64	128	256
70	Normal Traffic	16	32	64	128	256	512
80	"Quiet" Rock Band	32	64	128	256	512	1024
90	Thunder, Heavy Traffic	64	128	256	512	1024	2048
100	Jet Plane At Takeoff	128	256	512	1024	2048	4096
110	Very Loud Rock Band	256	512	1024	2048	4096	8192
120	Metallica At 50 Hexes	512	1024	2048	4096	8192	16384