

CONTENTS

INTRODUCTION 4	Steampunk Biotech 33	<i>Beyond the Probable</i> 65
<i>About the Authors</i> 4	<i>Biotech Development Pathways</i> 33	Racial Point Cost 65
About GURPS 4	Horror Biotech 35	Life's Price Tag 65
1. BIOTECHNOLOGY 5	<i>Different Biologies</i> 35	GENGINEERED HUMAN
BASIC PRINCIPLES 6	2. HUMAN GENETIC	RACIAL TEMPLATES 66
<i>Mendelian Heredity</i> 6	ENGINEERING 36	Genetic Upgrades 66
DNA SEQUENCING 7	GENGINEERING AT CONCEPTION 36	<i>Homo superior</i> Parahumans 67
<i>The Human Genome Project</i> 8	Eugenic Germline Gengineering 36	<i>Genetic Mixing</i> 68
DNA Testing Procedures 8	Germline Gengineering	Pantropic Parahumans 70
SELECTIVE BREEDING 10	for Species Modification 37	Specialists and Slaves 72
GENETIC ENGINEERING 11	<i>Genetic Engineering</i>	3. MAN'S BEST FRIENDS . . . 75
Genetic Engineering Procedures 12	<i>and Other Species</i> 37	PROCESSED BIOPRODUCTS 75
Gene Cloning 12	<i>Alien Hybrids</i> 38	BIOLOGICAL CONTROL 76
Germline Gengineering 13	Objectives of	Control Using Extant Species 76
<i>Horizontal Gene Transfer</i> 13	Human Gengineering 38	Engineered Control Species 76
Self-Modifying Genetic Code 14	<i>Why Make Übermenschen?</i> 39	Control Using Microorganisms 76
Genetic Surgery 14	Hidden Dangers 40	Environmental Control 77
Genetic Reconstruction 14	<i>Nature Versus Nurture</i> 40	PLANT TECHNOLOGY 77
Biotech Facilities 15	Designing Variant Humans 41	Propagation 77
<i>Bioengineering Equipment</i> 15	<i>Experimental Procedures</i> 41	Hydroponics 78
Genetic Engineering in Play 17	GENGINEERED TRAITS 42	GENGINEERED PLANTS 78
REPRODUCTIVE TECHNOLOGY 19	Brain Modifications 42	Biotech Foodstuffs 78
Birth Control 19	Cardiovascular Modifications 44	Crop Modifications 78
Fertility Treatments 19	Cosmetic and Minor	Plants as Materials Producers 80
Surrogate Motherhood 20	Transgenic Modifications 44	Plant Bioweapons 80
Growth Tanks 20	Digestive and	Rapid-Growth Plants 80
<i>Stem Cells</i> 22	Filtration Modifications 46	Zoogenetic Plants 81
CLONING 22	Glandular Modifications 47	GENGINEERED FUNGI 81
The History of Cloning 22	Immune System Modifications 49	GENGINEERED INSECTS 82
Clones and Uniqueness 23	Lifespan and Self-Repair	Helpful Insects 82
Utility of Post-Embryonic Cloning 24	Modifications 50	Insect Bioweapons 82
<i>Risks of Cloning</i> 24	Morphological Changes 51	Sample Engineered Insects 84
BIOMETRICS 24	Musculo-Skeletal Modifications 53	GENGINEERED ANIMALS 84
ARTIFICIAL LIFE 26	Nervous System Modifications 54	<i>Levels of Sapience</i> 85
Tissue Engineering 26	Respiratory Modifications 55	Creating Biomodified Animals 86
Mimicking Biology 26	Sensory Modifications 56	Animal Modifications 87
<i>Lifebanks and Genome Libraries</i> 27	Sexual and Reproductive	Sample Engineered Animals 88
BIOMATERIALS 28	Modifications 58	Non-Sapient Animals 93
Biomimetics 28	<i>Sex Ratios</i> 58	Industrial and Research Animals 93
Biotronics 28	Transformations 60	Symbiotic Parasites 94
VARIANT BIOTECH 30	Unintended Disadvantages 61	BIOGADGETS 95
Magical Biotech 30	<i>Bioroid Modifications</i> 61	<i>Care and Feeding of Biogadgets</i> 95
<i>Imprinting</i> 30	Size Modification 62	Emulating Existing Technology 95
	Other Features 64	



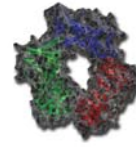
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Creating New Gadgets	96		
Sample Biogadgets	96		
BIOVEHICLES	96		
Designing Biovehicles.	96		
Spacecraft (Bioships)	98		
Airships (Bioblimps)	99		
Water Vehicles (Biosubs)	100		
Other Considerations	100		
BIOBUILDINGS	101		
<i>Gaia: Planet-Sized Organisms.</i>	101		
4. MICROORGANISMS	102		
TYPES OF MICROORGANISMS	102		
<i>The Domains of Life</i>	103		
INDUSTRIAL AND			
COMMERCIAL MICROBES	104		
<i>Purchasing Microorganisms</i>	105		
Energy and Fuel Production	105		
Mining and Refining	106		
Corrosion Control	106		
Pollution Control	106		
Domestic Bacteria	107		
Targeted Microbes	107		
Microbial Construction	108		
<i>Economic Impact of</i>			
<i>Biological Manufacturing</i>	108		
Bioelectronics	108		
Sucrochemicals	109		
Terraforming	109		
ZOOGLOEAL ORGANISMS	110		
<i>Biofilm Growth</i>	110		
Biofilms	111		
<i>Giant Blobs!</i>	111		
GERM WARFARE	112		
<i>Ecological Warfare</i>	112		
Biological Agents	112		
<i>Cleanup.</i>	114		
Enhanced Germs	114		
Target-Seeking Pathogens	115		
Designer Plagues	116		
Germ Delivery	116		
<i>Sample New Bacterium:</i>			
<i>Oedipus-5</i>	116		
<i>Germ Warfare and Terrorism</i>	117		
Anti-Germ Warfare	117		
Anti-Material Bacteria	118		
MEDICAL APPLICATIONS	119		
Fighting Disease	119		
Protein Factories	120		
Encapsulated Cell Implants	120		
Symbiotic Bacteria	120		
5. MEDICAL			
TECHNOLOGY	122		
FIRST AID	123		
Stabilization	123		
Shock	125		
DIAGNOSIS	125		
<i>Medical Treatment</i>	125		
Vital Signs	126		
Laboratory Tests	127		
Medical Imaging	127		
<i>Exploratory Surgery</i>	127		
Monoclonal Antibodies	129		
NON-INVASIVE PROCEDURES	130		
Blood Transfusion	130		
<i>Blood Types</i>	130		
Non-Surgical Treatments	131		
<i>"Do You Have Insurance?"</i>	134		
SURGERY AND LIFE SUPPORT	135		
Anesthesia	135		
Life Support	136		
Surgical Procedures	136		
<i>Exploring Inner Space</i>	137		
<i>Cinematic Surgery</i>	138		
Recovery	139		
Autopsy	139		
<i>How Fast Does a Body Decay?</i>	140		
MEDICAL TRANSPLANTS	141		
Acquiring Organs	141		
Rejection and			
Immunosuppression	141		
<i>Telemedicine</i>	142		
Types of Transplants	142		
NEUROLOGICAL PROCEDURES	143		
PRESERVATION	144		
Cryonic Preservation	144		
<i>Nonhuman</i>			
<i>Cryonic Suspension</i>	145		
Suspended Animation	146		
Nanostasis	147		
Temporal Stasis	147		
6. DRUGS AND NANO	148		
CHEMICAL DRUGS	148		
Therapeutic Drugs	149		
<i>Drug Allergies</i>	150		
<i>Storage and Handling of</i>			
<i>Drugs and Nano</i>	153		
Capability-Enhancing Drugs	154		
<i>Xenodrugs</i>	156		
Espionage Drugs	157		
Lifestyle Drugs	157		
Longevity Drugs	158		
<i>Name That Drug!</i>	159		
Pharmacogenomic Drugs	160		
Psi Drugs	160		
<i>Designing Drugs</i>	160		
Magical and Mystical Drugs	161		
NANODRUGS	161		
Transformational Nano	162		
NANOSYMBIONTS	164		
DRUG AND NANO			
DELIVERY METHODS	167		
7. BIOMODS	168		
ELECTIVE SURGERY	168		
Acquiring Biomods	169		
Bodysculpting	169		
Biomod Transplants	173		
Polykeratin Grafts	177		
Xenotransplants	178		
Neuromods	179		
Genetic Surgery Biomods	181		
<i>The Genetics of Aging</i>	183		
PROTEUS NANOVIRUS	184		
Growing Nanovirus	185		
Types of Proteus Virus	185		
METAMORPHOSIS VIRUS	187		
Proteus Virus Options	190		
<i>Nanowarfare</i>	191		
8. CHARACTERS AND			
SOCIETY	192		
BIOTECH CORPORATIONS	192		
MEDICAL FACILITIES	193		
Hospitals	193		
<i>The Medical Rescue Campaign</i>	193		
Bodysculpt Clinics	194		
BIOETHICS	194		
Trade in Body Parts	194		
<i>Black Market Organs</i>	195		
Playing God	195		
<i>Cloning and Religion</i>	196		
<i>Fetus Farming</i>	197		
Eugenics	197		
DNA Profiling and			
Identification	198		
Genetic Testing	199		
Bioroids, Parahumans,			
and Uplifts	199		
<i>Defining Who is Human</i>	200		
Immortality	200		
Messing with the Environment	201		
<i>Bio Law</i>	201		
CHARACTER TEMPLATES	202		
Activist	202		
Bioengineer or Gengineer	203		
Biotech Executive	204		
Ecological Engineer or Ecoteur	204		
Epidemiologist	205		
Forensic Pathologist	206		
Nurse	207		
Organlegger	207		
Physician	208		
Senior Citizen	210		
Jobs	210		
ADVANTAGES, DISADVANTAGES			
AND SKILLS	210		
<i>New Features</i>	212		
<i>New Meta-Traits</i>	213		
MODIFIERS	214		
New Enhancements	214		
Limitations	215		
New Limitations	215		
<i>About Our Commentators</i>	216		
9. BIOTECH SETTINGS	217		
ALEXANDER ATHANATOS	217		
History	218		
<i>Anthropithekos</i>	219		
The Empire	220		
MAP: THE EMPIRE OF			
ALEXANDER THE GREAT	220		
MAP: ALEXANDRIA	221		
Technology	221		
<i>Alexander Athanatos in</i>			
<i>Infinite Worlds</i>	222		
Organizations	222		
<i>Alexander Phantasia</i>	223		
Characters	223		
<i>Adventure Seeds</i>	224		
DRACONIS	224		
The Fleet	224		
<i>The Sigma Draconis System</i>	225		
Technology	225		
<i>Bioshuttle</i>	226		
Settling In	228		
Organizations	229		
Characters	229		
<i>Adventure Seeds</i>	229		
Variants	230		
GLOSSARY	231		
BIBLIOGRAPHY	234		
INDEX	238		



INTRODUCTION

Genetic engineering and other biomedical technology are starting to change the world in ways we can only begin to guess at.

Can we resist the temptation to tinker with our genes when the potential rewards include immortality? Will exotic wonder drugs soon be produced in cows and goats? Could natural or artificial plagues wipe us out, or will biotech conquer disease or transform us into posthuman superbeings? And just how do genetic engineering and cloning work, anyhow?

GURPS Bio-Tech explores these and other questions, examining the promise and perils of medical and biotechnologies real and imagined, and their effects on characters and societies. The answers may surprise you . . .

Using This Book

Biotechnology breeds its own jargon. While most technical terms are explained as they are introduced, if you run into an obscure term, check the Glossary (p. 231).

Fictional quotes introduce many sections of this book. Capsule biographies of our “commentators” appear in Chapter 8 (p. 216).

PUBLICATION HISTORY

This is the second edition of *GURPS Bio-Tech*; it has been revised to the *GURPS Fourth Edition* rules and expanded to cover medicine, drugs, magic, and new technologies. Some variant races and wonder drugs were introduced in *GURPS Space* (by William Barton and Steve Jackson). The biological android (bioroid) and proteus virus rules originated in *GURPS Robots* (David Pulver). The first edition of *GURPS Bio-Tech* (by David Pulver) was 144 pages long and focused on modern and future technology. Some of its fictional vignettes established ideas that would later be expanded in the *Transhuman Space* series. In turn, a few biotech and variant races in this edition are derived from material introduced in *Transhuman Space* (David Pulver) and its supplements *Deep Beyond* (David Pulver), *Fifth Wave* (Jon F. Zeigler), and *Under Pressure* (David Morgan-Mar, Kenneth Peters, and Constantine Thomas). The biotech spells are based on those in David Pulver’s *Bio-Tech Designer Notes* in *Pyramid*. The medical care flowchart and some advanced medicine rules are adapted from a *Pyramid* article by Eric Funk.

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David L. Pulver is a freelance writer and game designer who lives in Victoria, Canada. He has written or co-authored numerous *GURPS* books, including *GURPS Basic Set Fourth Edition*, *Transhuman Space*, and the original *Bio-Tech*.

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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:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers the *d20* system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new *GURPS* books!

New supplements and adventures. *GURPS* continues to grow, and we’ll be happy to let you know what’s new. For a current catalog, send us a legal-sized SASE, or just visit www.warehouse23.com.

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss *GURPS* with SJ Games staff and fellow gamers, come to our forums at forums.sjgames.com. The *GURPS Bio-Tech* web page is www.sjgames.com/gurps/books/bio-tech/.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the books that interest you! Go to the book’s web page and look for the “Bibliography” link.

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.