

CONTENTS

A Summary for New Players 4
 INTRODUCTION 5
 ABOUT THE AUTHOR 5
 ABOUT **GURPS** 5

The Waves. 18
 Ubiquitous Computing 19
 Microbots 19
 Nanotech. 19
A Game of Ideas 20

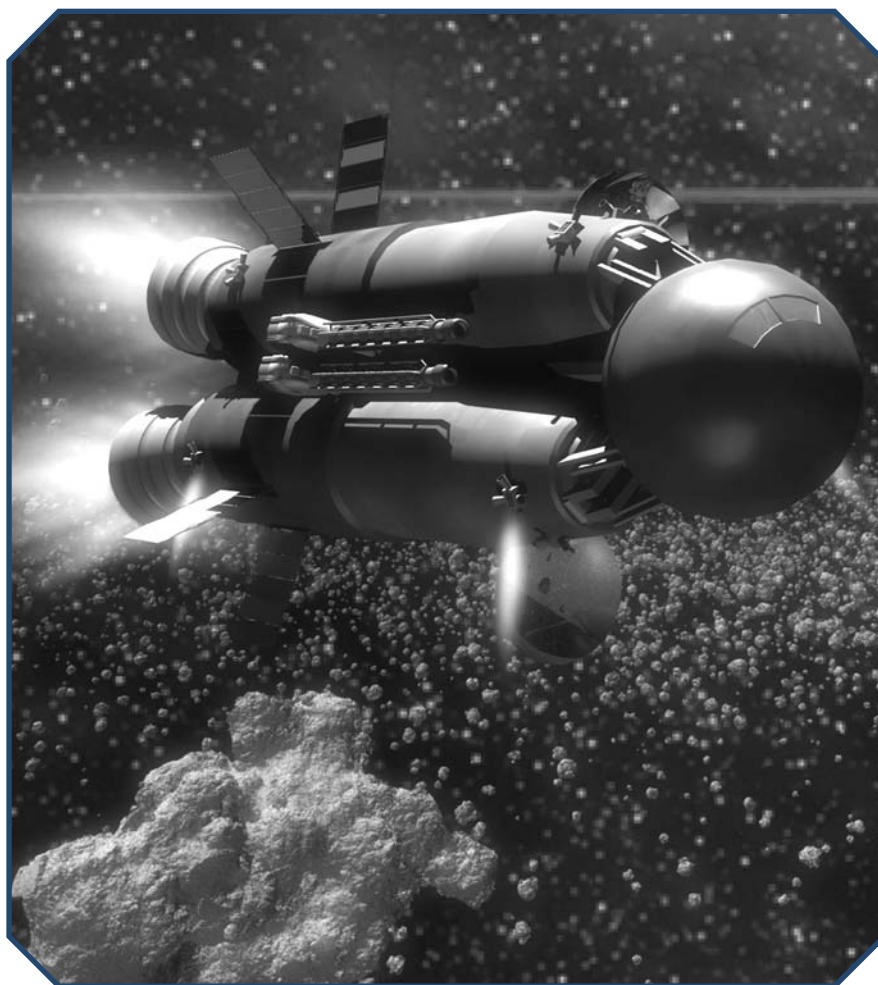
Biotech 20
 Artificial Life. 20
 Memetics. 20
 THE STATE OF EARTH 21
 The Power Blocs 21

1. TRANSHUMAN SPACE

CAMPAIGNS. 6
 CONCEPTS 6
 The Baseline Wave. 6
 Waves and 4e Tech Levels. 6
 Crossing Waves 7
 Less Advantages at Home. 8
 Campaign Focus 9
 Campaign Moods: Excitement
 and Terror. 10
 Campaign Moods: Satire
 and Comedy. 12
 Gritty vs. Cinematic 13
 APPROPRIATE CHARACTERS 14
 Mandatory Features. 14
 Character Legality 14
 Team Building 14
 Weird Options 15
 RUNNING GAMES 15
 “Our Servants Will Do
 That For Us” 15
 Gathering Information 15
 Combat 15
 Adventures in
 (Relative) Safety? 16
 Exceptional Wealth 16
 Tracking Character
 Capabilities 17
 Mutable Point Totals. 17

2. A GM’s VIEW

OF 2100 18
 TECHNOLOGY AND SOCIETY 18



GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
 Indexer ■ THOMAS WEIGEL
 Page Design ■ PHIL REED and
 JUSTIN DE WITT

Production Manager ■ MONICA STEPHENS
 Art Director ■ WILL SCHOONOVER
 Production Artist ■ ALEX FERNANDEZ
 Print Buyer ■ MONICA STEPHENS

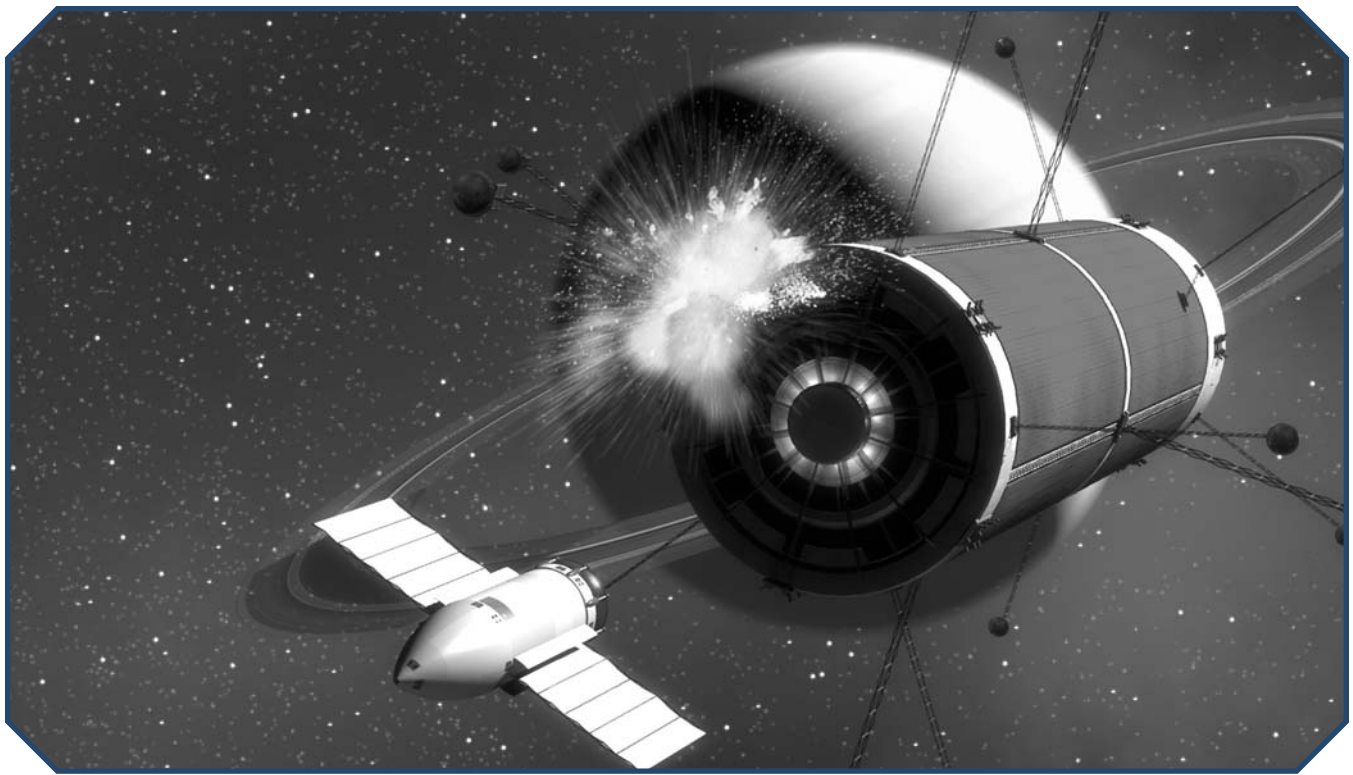
Marketing Director ■ PAUL CHAPMAN
 Sales Manager ■ ROSS JEPSON
 Errata Coordinator ■ ANDY VETROMILE
GURPS FAQ Maintainer ■
 STÉPHANE THÉRIAULT

Lead Playtester: Jeff Wilson

Playtesters: Frederick Brackin, Roger Burton West, Ze'Manel Cunha, Eric Funk, Anthony Jackson, Rev. Pee Kitty, Jonathan Lang, Brett Pasinella, Bill Seney, Antoni Ten

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Changing Times*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. Some art copyright © 2006 JupiterImages. **GURPS Changing Times** is copyright © 2006 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.



Memes at War 21
Reasons to Travel 22

LIFE OFF EARTH 23
 The Practicalities of
 Space Flight 23
 Opportunities in Orbit 24
 Mars 24
The Olympus Project 24
 Mercury and Venus 25
 The Outer System 25

EMPLOYERS AND
 EMPLOYMENT 26
 Law Enforcement 26
Private Investigations 26
 Intelligence Work 27
Software Agents 28
Dangerous Masters 28
 Military Organizations 29
 Working for Industry 29
Conspiracy 2100 29
*Enforcing Intellectual
 Property* 30

CAMPAIGN IDEAS 30
 African Hearts,
 Transhuman Minds 30
 Orbital Storm 31
 Bringer of War 31
 Ts and Cs 31
Time Travel to 2100 32
 Caught in the
 Communal Web 32
 Peruvian Gothic 32

3. **GURPS 4E UPDATE:**
 CHARACTERS 33
 CHARACTER DESIGN 33
 Attributes and Secondary
 Characteristics 33
*Vehicle ST and Other
 Attributes* 34
 Cultural Backgrounds 34
Disadvantage Limits 34
Character Points 35
 Wealth, Status, and
 Cost of Living 36
Fifth Wave Characters 36
*Transhuman Space
 Status Table* 37
*What Cost of Living
 Gets You in 2100* 38
 Advantages and Perks 38
"Vessel" Cybershells 39
Talents for 2100 40
 Perks 41
 Disadvantages and Quirks 41
*Bioroid Social Stigmas
 and Wealth* 43
 Meta-Traits 43
 Features 43
 Skills 44
New Features 44
Brain Hacking 45
Computer Intrusion Under 4e 46
Memetics as a Wildcard Skill 46
Memetic Operations 47
 Memetics 47

TEMPLATES 48
 Humans 48
 Human Genetic Upgrades 48
 Parahumans and Bioroids 48
 Uplifted Animals 49
 Infomorphs 50
IQ 0 in GURPS 51
 Indomitable Ais and
 "Machine Empathy" 52
Terminology: Sapience 52
 Cybershells 53
 Bioshells 59

CONVERTING EXISTING
 CAMPAIGNS 59

4. **GURPS 4E UPDATE:**
 TECHNOLOGY 60
 WEAPONS AND EQUIPMENT 60
 Software 60
 Communications Implants 61
 Sensors 61
 Weaponry 61
Weapon Tables 62
 Medical Treatments 64

VEHICLES 67
Bioship Templates 67

APPENDIX: OFF-THE-SHELF
 ALLIES 68

INDEX 71

Transhuman Space: A Summary for New Players

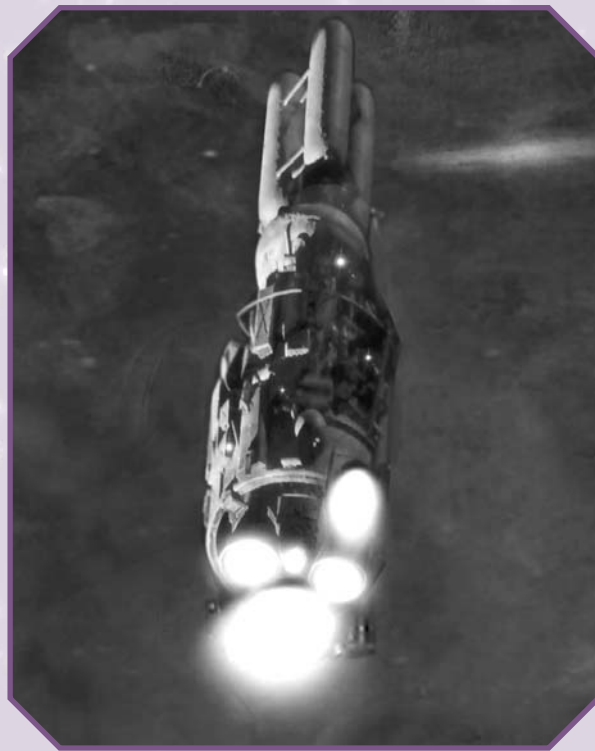
The year is 2100; the future is in the balance. *Transhuman Space* takes, broadly speaking, an optimistic view. There has been no global nuclear war, no great catastrophe; pollution and global warming, while by no means ended, have been more or less brought under control; resources mostly meet needs.

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:

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.

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support not available anywhere else! Just head over to e23.sjgames.com.

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 Changing Times** web page can be found at www.sjgames.com/gurps/books/changingtimes/.

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.



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?"

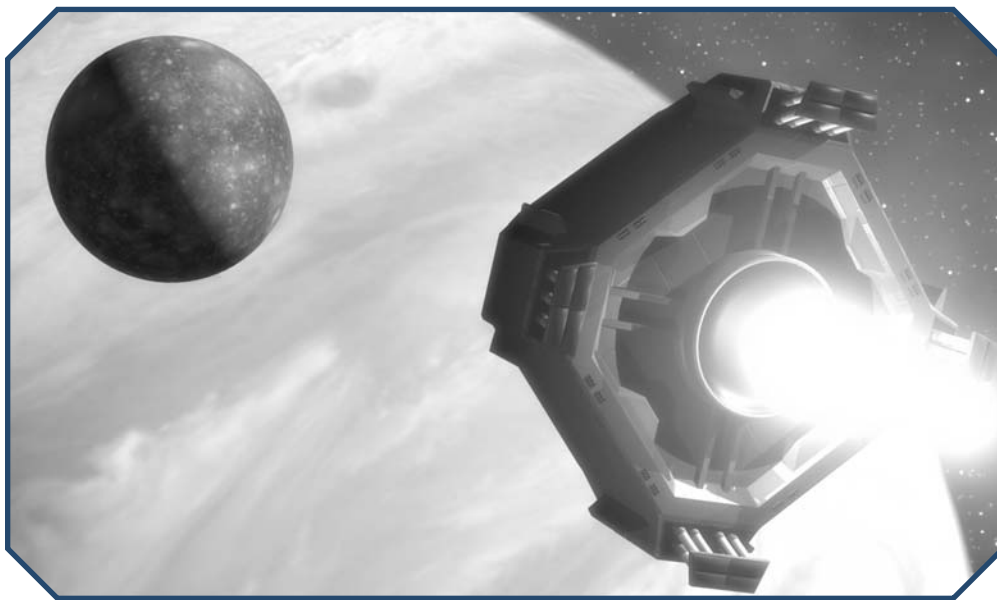
Read on, and find out.

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.

INDEX

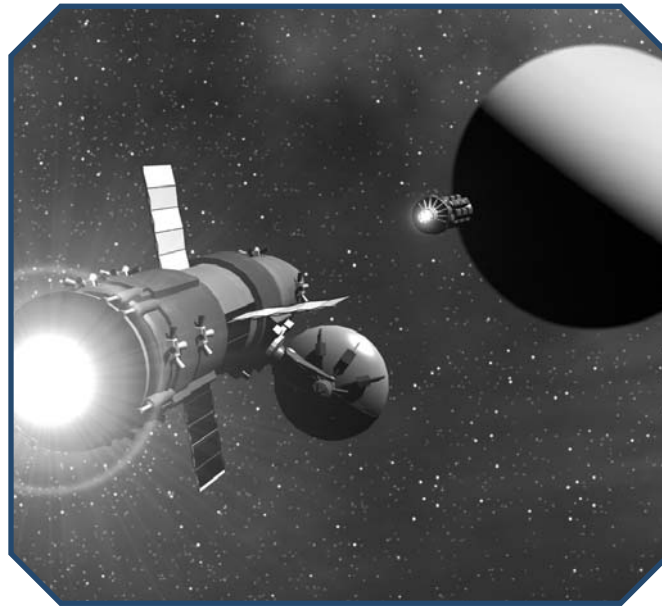
- Advantages, 38-41; *perks*, 41; *see also* *Attributes and Secondary Characteristics*, *Disadvantages and Quirks*, *Skills*.
- Adventure seeds, 24, 30-32.
- Aerobatics skill in Zero-G, 45.
- Affliction advantage, 38-39.
- Afghanistan, 7, 21.
- Africa, 8, 24, 28, 30.
- AI, 14, 52, 60-61; *legality in Europe*, 14; *machine empathy*, 52; *see also* *Infomorphs*.
- Alcoholism disadvantage, 41.
- Allies advantage, 15, 39, 68-70; *off-the-shelf*, 68-70; *servants who do everything*, 15.
- Alpha upgrade template, 48.
- Ammunition, 64.
- Andraste biomod, 64.
- Andro-womb biomod, 65.
- Animal handling skill, 45.
- Aquaculture skill, 45.
- AquaDude nanosymbiont, 66.
- Aquamorph template, 48.
- Arachnoxenology skill, 46; *see also* *Expert Skill*.
- Area knowledge skill, 47.
- Ares Conspiracy, 29.
- Armenia, 7.
- Armor, 64.
- Armory skill, 44.
- Artery cleaners nanosymbiont, 66.
- Artificial life, 20.
- Asteroid Belt, 11, 25.
- Astropus template, 49-50.
- Attributes and secondary characteristics, 33-34, 51, 67; *see also* *Advantages*, *Disadvantages and Quirks*, *Skills*.
- Augmented reality, 18-19.
- Author, 5.
- Avatar Klusterkorp, 29.
- Backups, 39-40.
- Bacteriophages nanosymbiont, 66.
- Basic Move, 33; *see also* *Attributes and Secondary Characteristics*.
- Basic Speed, 33; *see also* *Attributes and Secondary Characteristics*.
- Beam weapons skills, 44.
- Binding advantage, 38-39.
- Bio-booster biomod, 64.
- Biomods, 64-65.
- Bioroids, 4, 14, 38, 43, 48-49; *bioroid body advantage*, 38; *legality*, 14; *meta-trait*, 43; *social stigma and wealth*, 43; *templates*, 48-49.
- Bioshell template, 59.
- Bioship template, 67.
- Biotech, 4, 20.
- Birth control Proteus nanovirus, 66.
- Boosted heart biomod, 64.
- Born spacer talent, 40.
- Brain boosters nanosymbiont, 66.
- Brain hacking skill, 44-45.
- Built-in weaponry, 38-39.
- Burma, 21-22.
- Bush robot template, 53-54.
- Business campaigns, 11-12.
- Buzzbot template, 54.
- Caicos islands, 31.
- Callisto, 25.
- Cambodia, 7.
- Cameroon, 7.
- Campaigns, 4, 6, 8-10, 12-13, 15, 24, 26-27, 29-32, 59; *adventure seeds*, 24, 30-32; *baseline wave*, 6; *corporate*, 29; *existing*, 59; *focus*, 9-10; *ideas for*, 30-32; *intelligence work*, 27; *law enforcement*, 26; *low resources and high technology*, 8; *moods*, 10, 12; *private investigation*, 26; *soap opera*, 12-13; *summary of setting*, 4; *wildness quotient*, 13.
- Carcinophages nanosymbiont, 66.
- Central America, 21.
- Central Asia, 21.
- Challenges, 15-17, 22; *combat*, 15-16; *exceptional wealth*, 16-17; *information*, 15; *keeping track of characters*, 17; *mortality*, 15-16; *safe adventures*, 16; *servants who do everything*, 15; *telepresence*, 22.
- Characters, 14-15, 17, 33-59; *attributes*, 33; *control rating*, 14; *cultural background*, 34-35; *legality*, 14; *points*, 17, 35, 59; *tracking their abilities*, 17; *wealth and status*, 36; *weird options*, 15.
- Charlesfoster-M ally, 68.
- China, 7-8; *see also* *Mars*.
- Ciao Chu, 30; *see also* *Organizations*.
- Cinematic and gritty campaigns, 13.
- Citizen AI template, 52.
- Clockwork souls customer cyberdoll template, 55.



- Colombia, 22; *see also Crime*.
- Colonization campaigns, 11.
- Columbia Aerospace, 29.
- Columbia, 31.
- Combat naga template, 57.
- Combat, 9, 15-16; *campaigns*, 9; *infomorphs and*, 16.
- Comedy campaigns, 12.
- Compartmentalized mind advantage, 39.
- Computer hacking skill, 46; *see also Computers*.
- Computer wizard talent, 40.
- Computers, 4, 19, 46; *intrusion*, 46; *ubiquitous*, 19; *see also Web*.
- Concealed bioroid body meta-trait, 43; *see also Bioroids*.
- Connoisseur skill, 45, 47.
- Conspiracies, 29.
- Control Rating, 14; *see also Legality*.
- Corporations, 29-31; *see also Organizations*.
- Cortez-Ghao "Faraday" ally, 68.
- Costs, 23, 36-38, 60-70; *AI*, 60; *of living*, 36-38; *space travel*, 23; *see also Status, Wealth*.
- Crime, 10, 19, 27; *campaigns*, 10; *see also Legality, Law Enforcement*.
- Cry baby nanodrug, 66.
- Cryobot template, 54.
- Cryptanalysis skill, 44; *see also Computers*.
- Cultural backgrounds and familiarity, 34-35; *see also Languages*.
- Current affairs skill, 45, 47; *see also Memetics*.
- Cyberdoc template, 54.
- Cyberdoll template, 55.
- Cybershells, 43, 53-58; *meta-trait*, 43; *templates*, 53-58.
- Damage resistance advantage, 39.
- Dependency disadvantage, 42.
- Detect advantage, 39.
- Dexterity, 33; *see also Attributes and Secondary Characteristics*.
- Disadvantages and Quirks, 34, 41-43; *see also Advantages, Attributes and Secondary Characteristics, Skills*.
- DNA repair nanosymbiont, 66.
- Domestibot template, 58.
- Downlinks, 61.
- Duncanites, 31.
- Early maturation feature, 44.
- Earth, 21-24; *hot spots*, 21; *memetic conflicts*, 21-22; *orbit*, 24.
- Ecuador, 7.
- EDI "Bhisti" ally, 68-69.
- Electrical disadvantage, 42.
- Electroreceptors nanosymbiont, 66.
- Elevator, 24-25.
- Emergent intelligence AI template, 52-53; *see also AI, Legality*.
- Employment, 26-30, 37.
- Engineering, 4.
- Equipment, 36, 60-67; *armor*, 64; *communication implants*, 61; *legality class*, 60; *medical treatments*, 64-67; *sensors*, 61; *software*, 60-61; *using points to buy*, 36; *vehicles*, 67; *weapons*, 61-64.
- Esperante Enterprises, 30.
- Eunuch biomod, 65.
- Europa, 10, 25, 29; *Defense Force*, 29; *horror campaigns and*, 10.
- Europe, 7-8, 14, 27; *AI*, 14; *intelligence agencies*, 27.
- Executive Decisions Inc., 29.
- Exogenesis, 11.
- Expert skill, 45-47.
- Exploration and research campaigns, 11.
- Extra life advantage, 39-40; *see also Backups, Infomorphs*.
- Far Reaches, 25.
- Fatigue, 33; *see also Attributes and Secondary Characteristics*.
- Features, 14, 43-44; *mandatory*, 14.
- Felicia template, 48-49.
- Fifth Wave, 8, 18, 36-37; *see also Waves*.
- Fisheyes biomod, 65.
- Flesh pockets, 38, 64; *advantage*, 38; *biomod*, 64.
- Floater template, 48.
- Fourth Wave, 7, 18, 37; *see also Waves*.
- Fragment mind emulation template, 53; *see also Infomorphs*.
- Free Mars movement, 24; *see also Mars*.
- French Foreign Legion, 29; *see also Legality*.
- Frontier campaigns, 11.
- Future shock, 6-7, 19; *see also Waves*.
- Game of ideas, 20.
- Genetic rights management, 12.
- GenTech BR-Secretarial ally, 69.
- GenTech Pacifica, 30.
- Gestalt intelligence AI template, 53; *see also AI*.
- Ghana, 7.
- Ghost mind emulation template, 53; *see also Infomorphs*.
- Gritty and cinematic campaigns, 13.
- Guan di biomod, 65.
- Guardians nanosymbiont, 66.
- Gypsy AI template, 53; *see also AI, Legality*.
- Haut-Zaire, 7, 21-22; *see also Hot Spots*.
- Health, 33, 34, 67; *vehicles*, 34, 67; *see also Attributes and Secondary Characteristics*.
- Hit points, 33; *see also Attributes and Secondary Characteristics*.
- Horror campaigns, 10.
- Hot spots, 21, 23; *choosing sides*, 23.
- Human templates, 48.
- Humaniform templates, 55.
- Immune machines nanosymbiont, 66.
- Incubus template, 49.
- Infiltration android template, 55.
- Infomorphs, 4, 9, 28, 32, 36, 39-40, 50-53; *backups*, 39-40; *campaigns*, 32; *combat and*, 9; *intelligence campaigns and*, 28; *sapience*, 52; *templates*, 50-53; *wealth*, 36; *see also AI*.
- Information control, 15.
- Innate attack advantage, 38-39.
- Intellectual property, 30.
- Intelligence work, 27-28, 31.
- Intelligence, 33, 51; *see also Attributes and Secondary Characteristics*.
- Investigative campaigns, 9, 19, 30-31.
- Io, 25.
- Ishtar upgrade template, 48.
- Islandia, 32.
- Janssen-Nord "Parker" ally, 69-70.
- Jupiter, 25.
- K-10A postcanine template, 50.
- Kazakhstan, 21-22.
- Kenya, 7-8.
- Kyrgyzstan, 7.
- Lactonarcotic bioreactors biomod, 65.
- Lame (wearable) disadvantage, 42.
- Languages, 34.
- Laser weapons, 63.

Lateral line nanosymbiont, 66.
 Law enforcement, 26-27, 30; *intellectual property*, 30; *see also Crime, Legality*.
 Legality, 12, 14, 29-30, 60; *characters*, 14, 29; *equipment*, 60; *European AI*, 14; *French Foreign Legion*, 29; *genetic rights management*, 12; *intellectual property*, 30; *xoxes*, 14; *see also Crime, Law Enforcement*.
 Limited endurance disadvantage, 42.
 Liver upgrade biomod, 64.
 Locations, 4, 7-11, 14, 21-25, 27-31.
 Low-pressure lungs, 38, 44; *advantage*, 38; *feature*, 44.
 Low-sapient AI (LAI) template, 51-52; *see also AI*.
 Luna, 24.
 Lung cleaners nanosymbiont, 66.
 Machine body advantage, 38.
 Machine empathy advantage, 52; *see also AI*.
 Macroframe template, 55.
 MAD weapons, 63.
 Mainframe template, 55.
 Maintenance disadvantage, 42-43.
 Mars, 9, 11, 24-25, 31, 38, 43; *campaigns*, 11, 25; *Mars-adapted advantage*, 38; *Mars-adapted meta-trait*, 43.
 Marwari Digital, 29-30.
 Medical treatments, 23, 64-67; *in space*, 23; *see also Biomods, Biotech, Nanodrugs*.
 Memetics, 4, 9-11, 20-22, 31, 40, 45-47; *combat campaigns and*, 10; *Earth conflicts*, 21-22; *investigative campaigns and*, 9; *political*

campaigns and, 11; *skill*, 46; *talent*, 40, 47; *war and*, 21-22, 31; *see also Expert Skill*.
 Mercury, 25.
 Meta-traits, 43.
 Metabolic regulators nanosymbiont, 66.
 Metanoia-series upgrade template, 48.
 Metatron nanodrug, 66.
 Microbots, 4, 19.
 Microframe template, 55.
 Microgravity biochemistry nanosymbiont, 66.
 Micromanipulators advantage, 38.



Military organizations, 29.
 Minimal software template, 50; *see also Infomorphs*.
 Mistaken identity disadvantage, 42, 53.
 Mobile helmet template, 56.
 Modular abilities advantage, 40.
 Moon, 24.
 Morality, 23.
 Mortality, 15-16.
 Motion capture mannequin template, 55.
 Myelin replacement biomod, 65.

Nanodrugs, 65-66; *see also Nanosymbionts, Nanotech*.
 Nanodynamics, 30.
 Nanosan Umweltsysteme AG, 30.
 Nanosocialism, 22, 30, 32.
 Nanosymbionts, 66; *see also Nanodrugs, Nanotech*.
 Nanotech, 4, 19; *see also Nanodrugs, Nanosymbionts*.
 Nations and places, 4, 7-11, 14, 21-25, 27-31.
 Natural diver talent, 40.
 Nepenthe nanodrug, 66.

NERV drug regimen biomod, 65.
 Nerve boosters nanosymbiont, 66.
 New players, 4.
 Newshawk template, 54.
 Newshawk/7-6 ally, 69.
 Nicaragua, 32.
 Nigeria, 7.
 No degeneration in Zero-G advantage, 38; *see also Space*.
 No genetic defects feature, 43-44.
 No legs (portable) disadvantage, 42.

No mental instability feature, 44.
 No physical changes feature, 44.
 No self-awareness feature, 44.
 No-shock glands biomod, 64.
 Noisy disadvantage, 43.
 Nonsapient AI (NAI) template, 50-51; *see also AI*.
 North America, 8.
 Numb disadvantage, 43.
 Nyx template, 49.
 Ocean depths, 11.
 Oceanography skill, 45-46.
 Off Earth, 8-9, 23, 36; *wealth*, 36.
 Off-the-shelf allies, 68-70.
 Olympus Project, 24, 30.
 Organization types, 26+29; *dangerous masters*, 28; *intelligence agencies*, 28; *law enforcement*, 26-27; *military*, 29; *see also Organizations*.
 Organizations, 29-31; *see also Organization Types*.
 Orphan AI template, 52; *see also AI, Legality*.
 Outer System, 25.
 Pacific Rim Alliance, 28.
 Parahuman templates, 48-49.
 Payload advantage, 40.
 Perception, 33; *see also Attributes and Secondary Characteristics*.
 Perflubron blood biomod, 65.
 Perflubron transfusion biomod, 65.
 Perks, 41; *see also Advantages*.
 Phil Masters, 5.
 Philosophical exploration campaigns, 10.
 Phobia disadvantage, 42.
 Picaresque campaigns, 12; *see also Travel*.
 Piloting skill, 44.

- Political campaigns, 11, 21, 24, 32; *Earth power blocs*, 21; *Mars power blocs*, 24.
- Polypede template, 56.
- Pop culture maven talent, 40.
- Pop culture skill, 45; *see also Memetics*.
- Pore cleaners nanosymbiont, 66.
- Possession advantage, 40.
- Prehensile toes advantage, 38.
- Prehensile tongue biomod, 65.
- Private investigate, 26; *see also Investigative Campaigns*.
- Propaganda skill, 47, *see also Memetics*.
- Proteus nanovirus, 66-67.
- Psychology skill, 46-47; *see also Memetics*.
- Public speaking skill, 47; *see also Memetics*.
- Puppet advantage, 41.
- Puppeteer implant template, 58.
- Quadrupedal retromorphosis biomod, 65.
- Quirks, *see Disadvantages and Quirks*.
- RATS template, 56-57.
- Reduced consumption advantage, 41.
- Reproductive control advantage, 38.
- Reprogrammable disadvantage, 51.
- Reprogrammable duty disadvantage, 42.
- Research skill, 47.
- Respirocytes nanosymbiont, 66.
- Retinal enhancement biomod, 65.
- Rosario-Klein P55-J ally, 69.
- Sapience, 52; *see also AI, Legality, Infomorphs*.
- Sapient AI (SAI) template, 52-53; *see also AI, Sapience*.
- Satire campaigns, 12.
- Saturn, 25.
- Sea shepherd template, 48.
- Securibot template, 58.
- Seihin Corporation, 31; *see also Organizations*.
- Sensors, 61.
- Sessile disadvantage, 42.
- Shadow mind emulation template, 53; *see also Infomorphs*.
- Siduri upgrade template, 48.
- Signal lag, 8.
- Sitcom and soap opera campaigns, 12-13, 32.
- Skills, 44-47; *see also Advantages, Attributes and Secondary Characteristics, Disadvantages and Quirks*.
- Skin transformation Proteus nanovirus, 66.
- Slinks, 61.
- Snakebot template, 57.
- Soap opera and sitcom campaigns, 12-13, 32.
- Social stigma disadvantage, 42-43; *bioroid*, 43.
- Sociology skill, 47; *see also Memetics*.
- Software, 28, 60-61; *intelligence agents*, 28; *see also AI, Infomorphs*.
- Solar Express, 30.
- South Africa 8, 28, 30.
- South Sudan, 7.
- Space, 4, 8, 23, 67; *flight*, 23; *medical treatments*, 23; *signal lag*, 8; *spacecraft*, 67.
- Speed swimming skill, 45.
- Status, 36-38, 43; *see also Costs, Wealth*.
- Sterile disadvantage, 42.
- Street campaigns, 10.
- Street scenery, 18-19.
- Strength, 33-34, 67; *vehicles*, 34, 67; *see also Attributes and Secondary Characteristics*.
- Stun weapons, 63.
- Taboo traits, 43-44; *see also Features*.
- Talents, 40.
- Team building, 14-15.
- Tech level, 6-7, 34; *crossing between*, 7; *waves and*, 6.
- Tech-spider template, 58.
- Technological edge, 7.
- Technology and society, 18, 27.
- Telecommunication advantage, 41.
- Templates, 48-59, 67; *bioship*, 67; *bioshells*, 59; *cybershells*, 53-58; *human upgrades*, 48; *infomorphs*, 50-53; *parahuman and bioroid*, 48-49; *uplifted animals*, 49-50.
- Tennin template, 49.
- Tenzan THI-200bis ally, 70.
- Teralogos Consortium, 30; *see also Organizations*.
- Terraforming skill, 46; *see also Expert Skill*.
- Testicle tuck biomod, 65.
- The Belt, 11, 25.
- Third Wave, 6, 18.
- Thriller campaigns, 10.
- Tianyi template, 49.
- Time Corps, 32.
- Time travel, 32.
- Tooth cleaners nanosymbiont, 66.
- Transhuman Space Status Table, 37.
- Travel, 12, 22-23; *picaresque campaigns*, 12.
- TSA, 30-32.
- Ubiquitous computing, 19.
- UCAV template, 57.
- Uplifted animal bioroid advantage, 38.
- Upslinks, 61.
- USA, 7, 27; *see also Mars*.
- Uzbekistan, 21.
- Vacuum Cleaners, 24, 41; *see also Earth*.
- Vehicles, 34, 67.
- Venus flytrap biomod, 65.
- Venus, 25.
- Vessel advantage, 38-39.
- Viking template, 49.
- Virtual interface implant template, 57-58.
- Virus hunters nanosymbiont, 66.
- Visualization advantage, 41.
- Volkspider template, 58.
- Wages, 37; *see also Costs, Status, Wealth*.
- Waves, 4, 6-8, 18-19; *4e tech levels and*, 6; *baseline*, 6; *crossing between*, 7.
- Wealth, 16-17, 36-37, 43; *wages* 37; *see also Costs, Status*.
- Weapons, 61-64; *advantages*, 38-39; *ammunition and options*, 64; *armor*, 64; *laser effects*, 63; *MAD effects*, 63; *stun*, 63; *tables* 62-63.
- Wearable virtual interface template, 58.
- Web, 8-9, 11; *see also Computers, Infomorphs*.
- Whirling claws o' death biomod, 65.
- Will, 33; *see also Attributes and Secondary Characteristics*.

