

GURPS[®]

Fourth Edition

ULTRA-TECH[™]



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STEVE JACKSON GAMES

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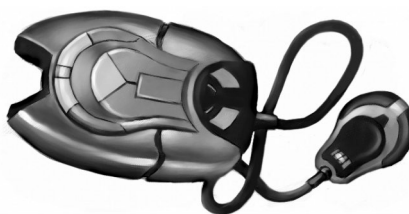
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INTRODUCTION

GURPS Ultra-Tech is a sourcebook of science-fiction gadgets and weapons. It's a resource for space, alternate future, techno-thriller, cyberpunk, or supers games – any setting that requires technology from tomorrow and beyond.

The equipment described within spans the “future” tech levels from TL9 (a few decades from now) to TL12 (the age of miracles). The emphasis is on personal gear of all sorts, from hyperspectral goggles and neutrino communicators to gamma-ray laser rifles and dreadnought battlesuits. *Ultra-Tech* also provides plenty of details on future medicine, but since *GURPS Bio-Tech* covered genetics, biomed, and drugs, this book emphasizes hard tech – cybernetics, ultra-tech medical equipment, neural interfaces, and mind uploading. As technology advances, the line between man and machine may become increasingly blurred. *Ultra-Tech* provides rules for establishing the capabilities and limitations of artificial intelligence, as well as templates for robotic or total cyborg bodies, from handy technical 'bots to shapeshifting nanomorphs.

Ultra-Tech is a catalog for players, and a resource for the GM. Ultra-technology can propel adventures into action, add color and atmosphere to a science-fiction setting, serve as the object of a quest, or power a villain's sinister design. There's no need to make every gadget in this book available at once – that can be overwhelming! It's up to the Game Master to decide exactly what gear to use . . . but to help out, we've provided a chapter of suggestions on integrating equipment into the game and establishing alternative technology paths so that the technology fits the campaign.

PUBLICATION HISTORY

This is the third edition of *GURPS Ultra-Tech*; it has been revised to the *GURPS Fourth Edition* rules. The oldest material included here dates back to the three chapters of equipment in the first edition of *GURPS Space* (by Steve Jackson and William A. Barton). This material was incorporated into *GURPS Ultra-Tech* (by David Pulver). *GURPS Ultra-Tech 2* added more gadgets, including some adapted from *GURPS Cyberpunk* (by Loyd Blankenship). Material in the present edition was also inspired by technology in *GURPS Psionics*, *GURPS Robots*, and *Transhuman Space*.

ABOUT THE AUTHORS

David L. Pulver lives in Victoria, British Columbia. He has been a science-fiction fan and avid gamer for most of his life. He is a co-author of the *GURPS Basic Set, Fourth Edition*, and has written or co-authored over 60 other gaming books, including *GURPS Bio-Tech*, *GURPS Robots*,

GURPS Psionics, BESM 2nd Edition, and *Transhuman Space*.

Kenneth L. Peters lives in Post Falls, Idaho. He is an anthropology buff and a sergeant in the United States Marine Corps Reserve. He is the author of *Transhuman Space: Spacecraft of the Solar System*, and a co-author of *Transhuman Space: Under Pressure* and several *Shadowrun* books.

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:

New supplements and adventures. *GURPS* continues to grow – see what's new at gurps.sjgames.com.

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

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

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.

CHAPTER ONE

ULTRA-TECHNOLOGY

The trouble with commanding the Imperial Secret Service's clandestine Galactic Operations Directorate, Colonel Erasmus reflected, was that whenever you had an unexpected caller, it was always bad news.



Today's visitor was Merlin, the AI who ran the psycho-history division. It didn't waste any time.

"I have some very bad news," said the Artificial Intelligence.

Colonel Erasmus forced a smile. "Of course you do." The AI's avatar, who seemed to get younger each time they met, shimmered before his desk. "I'm a little busy."

"You'll be busier. We have an evolving singularity in the local bubble." Merlin waved a hand, and a holographic projection of the Terran Sector materialized, extending across time and space. "Observe. The Bubble client states – here. And here . . ."

"An expansionist threat from the Thearchy of Buckminister?" Erasmus shook his head in disbelief.

"You've fried a circuit, Merlin. They're a safe-tech civilization, steadily regressing to retro-tech. If they invade, it'll be the Ludenburg Star Empire all over again." He smiled wistfully. "Infantry with auto-rifles and steel helmets, pouring out of hyperdrive ships . . . I even saw some horse cavalry. It was almost fun."

"This won't be. Your data is obsolete, Erasmus. The new synod's given its backing to the Accelerationist faction in the clergy – scientific progress now glorifies the Creator. I've plotted their cultural dynamism. Take a look at this."

Holographic equations appeared, hanging in the air. It had been a while since Erasmus had taken techno-sociology, but he could still decipher them. "A radical superscience culture in 40 years?"

"So I predict. They've got their own AIs now. Last month, they began experimenting with nanotechnology. Combine that with their existing FTL technology . . ."

"Apocalypse now. I get it. Unfortunately, all my operatives are a little busy."

"Anything important?"

"Preventing a nuclear war. Tracking down several grams of stolen antimatter. Finding a missing princess. The daily grind. I expect results soon."

"Tell them to hurry."

GURPS Ultra-Tech is a catalog of technologies and equipment from TL9 (extrapolations of existing developments) to TL12 (devices that verge on the miraculous). This chapter provides general background and rules for ultra-technology, along with guidelines for adjusting the availability of equipment in a campaign.

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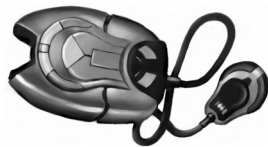
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