

GURPS[®]

Fourth Edition

BIO-TECH[™]



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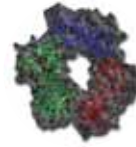
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INTRODUCTION

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.

ABOUT THE AUTHORS

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:

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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.

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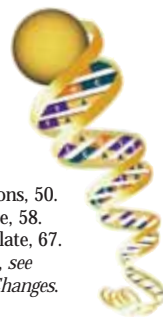
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