

TRANSHUMAN SPACE

PERSONNEL FILESTM



Written by Phil Masters

Edited by Andrew Hackard

Illustrated by Ramón Pérez



GURPS System Design ■ Steve Jackson

Managing Editor ■ Andrew Hackard

GURPS Line Editor ■ Sean Punch

Transhuman Space Line Editor ■ David Pulver

Project Administrator ■ Monique Chapman

GURPS Errata Coordinator ■ Andy Vetromile

Art Director ■ Mia Sherman

Page Design ■ Philip Reed

Production Artist ■ Wayne Barrett

Print Buyer ■ Monica Stephens

Sales Manager ■ Ross Jepson

Playtesters: George A. Boyett, Frederick Brackin,
Michael Curran, Peter Dell'Orto, and Hunter Johnson

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ISBN 1-55634-679-4

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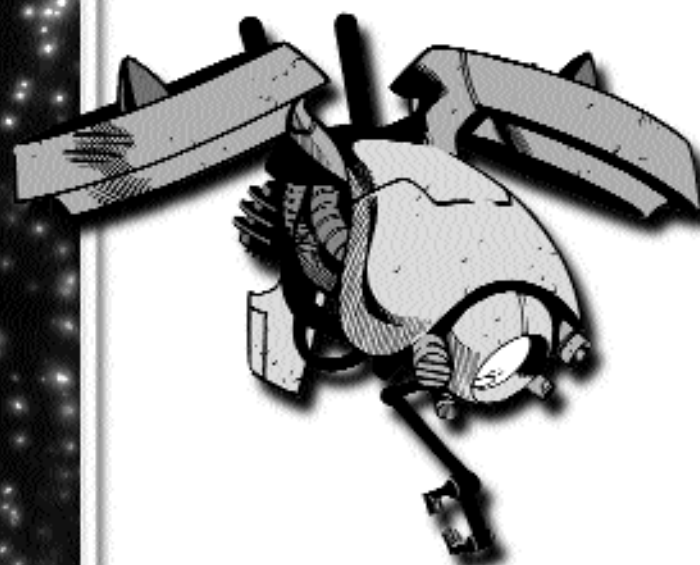
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CHARACTERS

The main section of this book presents a number of personalities of the *Transhuman Space* world, placed into groups by their value in character points. These may be used “as is,” for instant PC or NPC parties, or the individual characters may be used on their own.

BARRYMORE CONSULTANCY

Helena Barrymore and her associates are more-or-less normal PCs in *Transhuman Space*; they are all roughly 100 points. As investigators, they have a number of unique advantages . . .

HELENA BARRYMORE 90 POINTS

Centenarian business consultant – or detective?

Age 105; 5’5”; 85 lbs. A stick-thin, sharp-featured Caucasian woman of indeterminate age, with ash-blond hair and a texture to her skin which hints at her years.

ST 9 [-10]; **DX** 11 [10]; **IQ** 15 [60]; **HT** 12/10 [20].

Speed 5.25; Move 5.
Dodge 5.

Advantages: Ally (Programmed) (Cortez-Ghao “Adroit,” see p. 57; 15 or less) [9]; Comfortable Wealth [10]; Contacts (Cape Town police detective; skill 15; 9 or less) [2]; Contacts (Mid-ranking Ithemba executive; skill 15; 12 or less) [8]; Cool [1]; Immunity to Disease (Permanent carcinophage nanomods; Limitation: Affects cancers instead of disease, -70%) [3];

Independent Income [5]; Panimmunity 2 (Permanent Immune Machine nanomods) [5]; Reputation +1 (As a capable problem-solver; in the Cape Town commercial world) [1]; Slow Regeneration (Permanent DNA repair nanomods; Limitation: Only heals radiation, -60%) [4].

Disadvantages: Age (105) [-45]; Pacifism (Self-defense only) [-15]; Reputation -2 (Prone to interfere; Among Cape Town police detectives; 7 or less) [-1]; Reduced Hit Points -2 [-10]; Skinny [-5]; Sense of Duty (To old friends and colleagues) [-5].

Quirks: Doesn’t drive a car (prefers taxis and trains); Loves a good mystery; Regards mind and body as largely inseparable; Still thinks of herself as a Westerner, but actually feels most at home in Africa; Thinks that money is more for spending than for saving. [-5]



EILARD Gamma 150 POINTS

An independent digital mind with a ship to run.

Age 9 (but with older legacy code). Eilard's VR/telepresence avatar takes the form of a weathered bronze statue of a man, modeled on Rodin's "Thinker."

ST - [-]; **DX** 12 [20]; **IQ** 12 [20]; **HT** 12 [0].
Speed 6.0.

Advantages: Citizen SAI-8 [115]; Language Talent +1 [2]; Patron (University of Toulouse team; 9 or less) [10].

Disadvantages: Duty (To creators; 12 or less; not life-threatening) [-5]; Hidebound [-5]; Intolerance (Leaders of large groups) [-5]; Nosy [-1]; Mainframe (High-capacity; includes Machine Body) [-9]; Reputation -3 (For amazing rudeness; Among space industry executives; 10 or less) [-2]; Uncongenial [-1].



"I can handle this. Do continue with those things which require your special talents as biological organisms."

Quirks: Bone-dry sense of irony; Enthusiastic sculpture lover (often talks about how he learned about body language from these things); Gains emotional satisfaction from piloting a ship; Has a strong image of himself as "male," but no interest in biological sex as such; Strong dislike for formal hierarchies. [-5]

Skills: Appreciate Beauty (Figurative sculpture)-7/13 [1/2]; Area Knowledge (Earth Orbital Space)-12 [1]; Astrogration-12 [2]; Electronics Operation (Communications)-12 [2]; Electronics Operation (Sensors)-12 [2]; Gunner (Beams)-13* [1]; Mechanic (Fusion Drives & Reactors)-10 [1/2]; Piloting (High-Performance Spacecraft)-13 [4].

* Includes bonus for IQ.

Languages: English-12 [1]; French (native)-13 [0]; German-12 [1]; Mandarin-11 [1/2]; Spanish-11 [1/2].

Software (stored on own computer): 3D social telepresence (\$200); Language skill sets: Cantonese-14, Japanese-14 (\$400); Mugshot (\$100); Other skill sets: Computer Programming-13, Psychology-13, Research-14 (\$600); VR database (lifelike customized copy of the Musée Rodin, customized avatar, 10 assorted standard avatars for "visitors") (\$10,030); VR manager (\$500). Spare cash: \$4,170. (Eilard's VR "mansion" is paid for out of his "home equity," most of the rest of which is tied up in bonds to provide for future upgrade or maintenance needs and to ensure his restoration in the case of his physical destruction.)