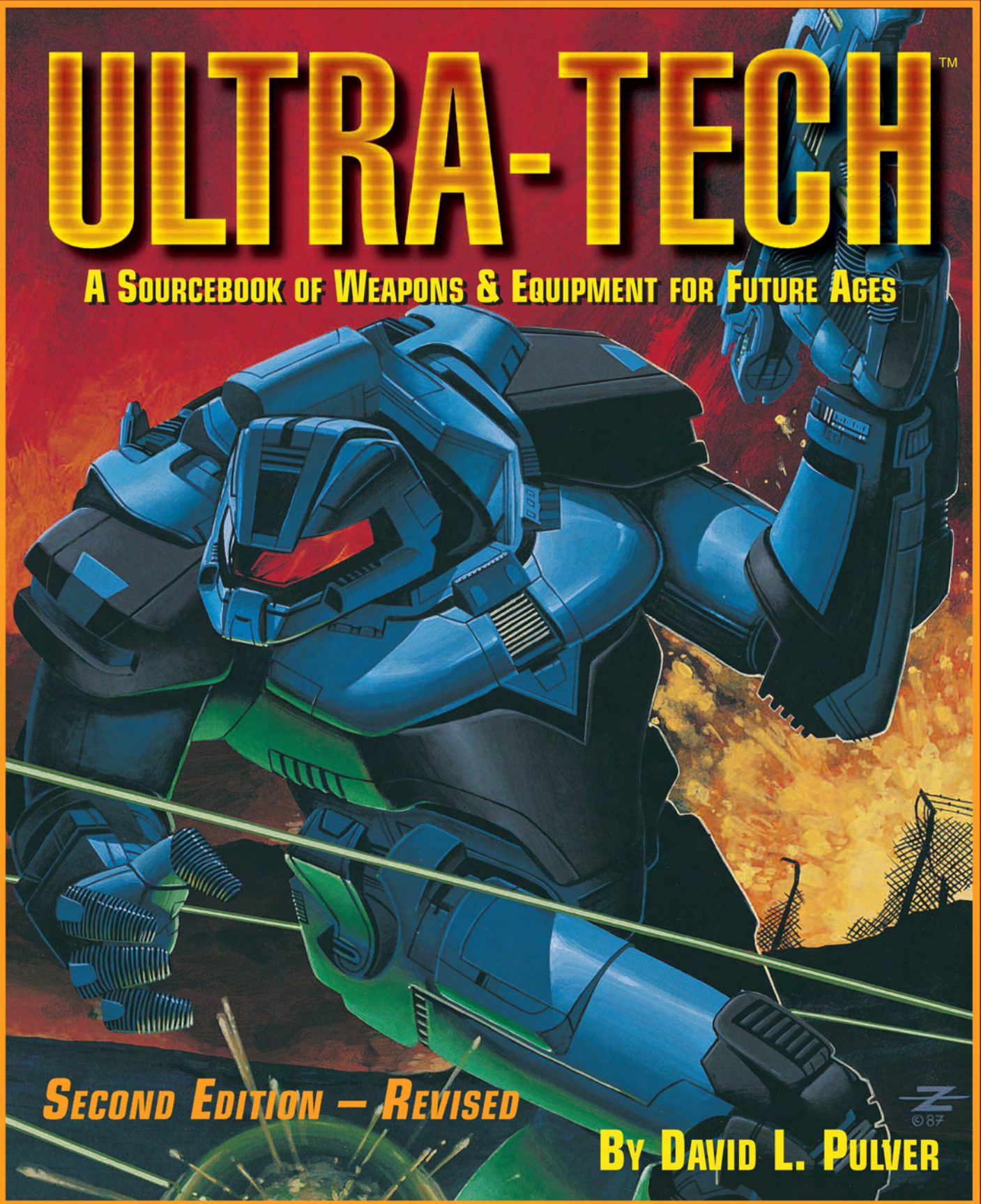


G U R P S<sup>®</sup>

# ULTRA-TECH<sup>™</sup>

A SOURCEBOOK OF WEAPONS & EQUIPMENT FOR FUTURE AGES



*SECOND EDITION — REVISED*

By DAVID L. PULVER



STEVE JACKSON GAMES



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*GURPS Ultra-Tech* is a sourcebook for science fiction technology, from the 21st century to the farthest reaches of the future. From the vacuum of interstellar space, to the murderous intrigue of the court of the Galactic Emperor, to the lowest dives of the asteroids, an adventurer is no better than his gear.

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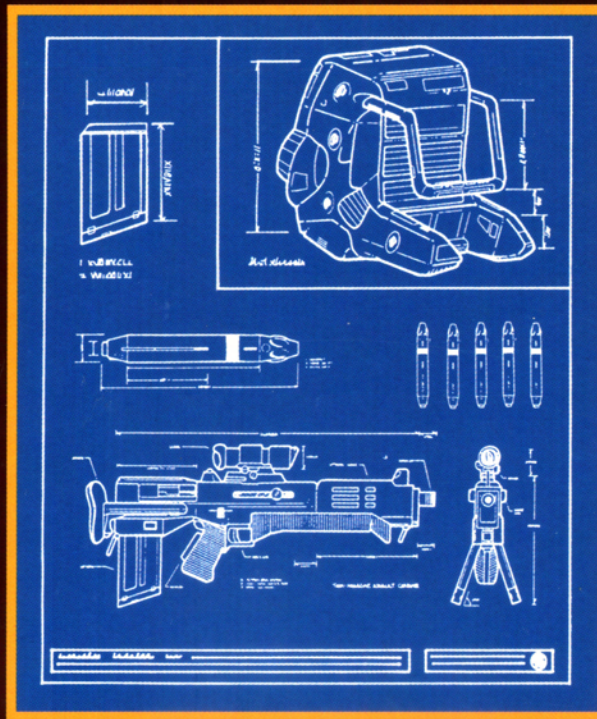
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**Written by David L. Pulver**  
**Edited by Sean Punch,**  
**Loyd Blankenship and Michael Hurst**  
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# STEVE JACKSON GAMES

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G U R P S<sup>®</sup>

# ULTRA-TECH

**A Sourcebook of Weapons & Equipment for Future Ages  
Second Edition • Revised**

**By David L. Pulver**

**Additional Material by William A. Barton, Loyd Blankenship, Michael Hurst,  
Steve Jackson and Walter Milliken**



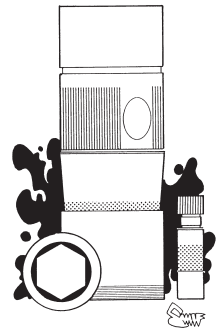
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# INTRODUCTION

*Ultra-Tech* is the *GURPS* sourcebook of science fiction technology. It begins where *GURPS High-Tech* left off, and covers the future from TL8 (near future) to TL16 (science fantasy).

The emphasis of *GURPS Ultra-Tech* is on the personal. The gadgets are powerful, but they expand the possibilities of character interaction rather than replacing it with bolts of scientific lightning. However impressive the hardware, it remains a tool, to serve the mind and hand (or paw, tentacle, flipper or pseudopod).

A word about futuristic combat . . . This book contains many powerful weapons, and some very tough defenses. If a combat-centered adventure is planned, GMs should take care to balance weapons with armor. Legality class is a good guide to this. In social situations, no one wears armor, and only the smallest holdout weapons will be carried. If slumming in a shady startown, concealable armor like monocrys or a biosuit should be worn, along with a heavy pistol or powered blade; anything more will attract the attention of the local constabulary. Military weapons and armor are best restricted to military operations!

But *Ultra-Tech* is more than just a book of weapons and useful gadgets for adventurers. Many of the technologies described could potentially change the way ordinary people live. Flying grav belts might transform society as automobiles did. What if no one had to fear death, because his mind was on tape? Are clones people? In the book, we have tried to give a glimpse of some of the more dramatic domestic possibilities of future technology.

*Ultra-Tech* was designed for *GURPS Space*, but it can be handy for other campaigns. In particular, *GURPS Uplift* GMs can use it as an inspiration for alien technology (almost anything could be in the Galactics' Library) while *GURPS Supers* roleplayers will find it a valuable source of gadgets for technologically-inclined supers, visiting aliens or powerful organizations.

## USING THIS BOOK

In *GURPS Ultra-Tech*, technological innovations are sorted by function, with each chapter describing a general class of technologies. For instance, Chapter 5, The Armory, covers the weapons of the ultra-tech battlefield. These chapters, in turn, may contain one or more subsections – again, arranged by function. For example, within Chapter 5, we have Ranged Weapons, Melee Weapons, Weapon Accessories and so on. Finally, the innovations in each subsection are arranged first in order of ascending TL (that at which the device first appears), and then in alphabetical order.

For quick reference, tables listing weight, cost, legality class, TL and page references can be found in the Appendix.

## ABOUT THE AUTHOR

David L. Pulver grew up in Canada, England and New Zealand. He has been a science fiction fan for most of his life, an avid gamer since 1978, and a frequent playtester for SJ Games and the BTRC. He began freelance writing in 1988, and has been published in *White Wolf* and *Challenge* magazines. His published work includes *GURPS Psionics*, *GURPS Vehicles*, *GURPS Robots*, *Aliens and Artifacts* (ICE), *Glory of Rome* (TSR) and *Indiana Jones and the Rising Sun* (West End Games). He presently lives in Kingston, Ontario.

## ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our online magazine includes new rules and articles for *GURPS*. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And Pyramid subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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*GURPSnet.* Much of the online discussion of *GURPS* happens on GURPSnet. To join, send mail to [majordomo@io.com](mailto:majordomo@io.com) with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to: [www.io.com/GURPSnet/www](http://www.io.com/GURPSnet/www).

The *Ultra-Tech* web page is located at [www.sjgames.com/gurps/books/Ultra-Tech](http://www.sjgames.com/gurps/books/Ultra-Tech).

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition, Revised*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition, Revised*.



## SONIC SHURIKEN (TL10+)

Used by assassins and commandos, a sonic shuriken appears to be a one-inch disk of plastic. When activated and thrown (one action, using the Shuriken (P/H) skill or Throwing-2), it sprouts six three-inch “blades” of coherent sound. Damage is 1d+3(5), cutting. Due to its small power source, the sonic blades only last for a second, but this is enough time for it to hit its target. It has SS 8, Acc 1, ½D ST/2 (for accuracy only), Max ST.

For an extra \$50, a sonic shuriken may be fitted to spray a drug, poison or virus along the blade-axes (two doses are required). If the shuriken penetrates armor, it delivers the drug or poison.

A sonic shuriken uses an A cell, which is completely drained after one use. It is reusable if its power cell is replaced. Because they use only A cells and are so easy to conceal (+5 to Holdout), these are favored assassin’s weapons. A radscanner is at -8 to detect a sonic shuriken.

Weight is ½ pound and cost is \$400. It is Legality Class 2.

## X-RAY LASERS (TL10+)

X-ray lasers fire coherent beams of X-rays rather than visible light. They are the prime military weapons from TL10 to TL13. An X-ray laser easily cuts through reflex armor (which provides no extra PD or DR) and is more effective against other armor as well. *Halve* the DR of any armor or force screen against an X-ray laser. Smoke, weather, prismatic aerosols or other factors that hinder normal lasers are totally ineffective.

An X-ray laser uses up power twice as fast as normal lasers and costs twice as much. These changes are reflected on the TL10 X-ray lasers in the weapon tables. Since normal lasers were introduced two TLs earlier doubling in power supply and quartering in cost as well as gaining damage (see *Improvements at Higher TLs*, p. 10), X-ray lasers are actually cheaper than lasers were at TL8, with the same number of shots! Of course, an X-ray weapon has only half as many shots and is twice as expensive as the TL10 versions of a normal laser.

X-ray weapons are otherwise identical to standard laser types (military laser carbine, dino laser, and so on – see p. 47) and use the same rules for laser autofire, hotshotting, etc. X-ray laser crystals are not available until TL13.

## ECSTASY WEAPONS (TL11+)

Neural weapons – nerve guns, neuronics handcuffs, and neuralashes – can also be designed to stimulate the pleasure centers of the target’s brain. The effects are identical, except the victim is overcome with ecstasy instead of agony, and High/Low Pain Threshold has no effect. The weapon is otherwise identical. Pleasure lovers may become addicted to ecstasy weapons. If an individual is affected by an ecstasy weapon more than three



times in a single day, he must make a Will+2 roll or become addicted if he later encounters an ecstasy machine (see p. 95).

Neural-pleasure devices cost \$200 more than regular neural weapons, and are usually the same legality class. Adding a pleasure setting to a neuralash or nerve gun costs \$500 and adds ½ pound of weight.

## ELECTRON PISTOL (TL11+)

The electron pistol is a specialized police sidearm, an evolutionary development of the tried-and-true blaster pistol. Using the same laser beam as a guide-path, the weapon fires either a particle or electrical bolt, enabling it to function as either a powerful blaster or an electro-laser.

The weapon has three settings. On “blast” the electron pistol fires a blaster bolt which can penetrate reflex armor or energy cloth on a good roll. The next

two settings, “kill” and “stun,” function exactly like a standard electrolaser (see p. 52): use electrolaser pistol SS, Acc, damage, RoF and ranges. Switching settings takes one turn.

With an electron pistol, an officer need only have a single weapon drawn in order to stun an unarmored opponent, or stop a vehicle or armored enemy. Police departments and Patrol officers regularly carry them; so do many military officers. It has only half as many shots as a normal TL11 blaster, but is both more powerful and more versatile. It is a less deadly weapon than an autofiring X-ray laser pistol, but also a more controlled one.

## Modifications

Most police weapons are fitted with sophisticated anti-theft systems to prevent them falling into the hands of criminals. The system costs an extra \$1,000, and is tied into the weapon’s computer. A miniature biosensor in the weapon’s handgrip automatically scans the genetic pattern of the holder. If that pattern matches one in its memory (either the weapon’s owner, or sometimes any member of the local Patrol division or police department) the weapon will fire. If not, the weapon will lock its firing circuits and begin a destruct sequence; depending on the programming, the weapon may or may not warn its holder!

To abort the destruct sequence, the unrecognized holder must give the weapon’s computer a verbal authorization code. If the correct code is not given in ten seconds the gun self-destructs, doing 6d×4 explosion damage.

With the correct code (a single word and number combination, e.g., Wolf 323) the weapon can be reprogrammed to accept the biopattern of the holder. Each code is unique to each weapon, and codes are kept on file in the police department or Patrol office and changed regularly. Depending on department policy, authorization codes may or may not be known to the officer who owns the weapon. Special codes are also possible (e.g., one to delete biopatterns, or one which causes the weapon to destroy itself immediately when fired).



# IMPLANTS (TL9+)

*Implants* are devices surgically inserted into the user. Unlike bionics, they supplement rather than replace existing limbs or organs. *Simple* implants may be inert, operated by an internal microprocessor, voice-activated or remote controlled. *Complex* implants are cybernetically spliced into the user's nervous system, and are mentally controlled.

## Installing Implants

*Simple* implants require a roll against Surgery+3 for the operation, take 30 minutes, and require two hours to heal afterwards before the implant can be used. Any automedic can easily insert a simple implant. Implant communicators (see p. 36) are simple implants. Hiring someone to perform the operation costs 10% of the implant's cost.

*Complex* implants require a successful Surgery *and* Electronics (Bionics) roll. The operation takes three hours, plus a day in bed to recuperate. Failure destroys the implant; critical failure causes neurological injury, resulting in a loss of 1 point of DX; other effects (such as physical disadvantages or a dangerously malfunctioning implant) may be substituted at the GM's discretion. Hiring someone to do the operation costs 20% of the implant's cost.



## Detecting and Removing Implants

Unless noted, implants are not visible. A diagnostic table, medscanner or X-ray scanner can detect implants on a successful Electronics Operation (Sensors) or Diagnosis roll. Implants can be removed in the same fashion they are installed. Some "black" implants are booby trapped, designed to cause unpleasant effects (explosions, or something more subtle) if the Surgery roll is failed. A successful Diagnosis roll, usually at a -5, is required to discover if a given implant has been booby trapped.

## Campaign Effects of Implants

Most simple implants are for convenience. An implanted, voice-activated communicator is easier to use than a pocket phone. Weapon implants are used for concealment: an opponent may look clumsy and unarmed, but if he's got a laser pistol implanted in his forearm, a smart battle computer in his brain and subdermal armor, he's trouble.

Even at low TLs, implants tend to blur the line between a person and his gadgetry, making a man's abilities less important than his neurosurgeon's. Of course, not everyone will want implants. A spy may find an implanted gun or blade gives him the edge sometimes, but if it's spotted when he's walking through customs, it will require surgery to remove. If he's captured and his captors find his implant communicator, they may be less than gentle about removing it.

# LEGAL IMPLANTS

## ADVANCED IMPLANT COMMUNICATOR (TL9+)

At TL9 an implant communicator (see p. 36) is also available as a complex implant. It has ten times the range, and a vision circuit linked to the user's optic nerve. This enables the user to control frequencies cybernetically (no master module is needed) and to receive – but not send – visual signals (appearing across the top of his field of vision). He must still subvocalize to communicate. Cost is \$1,200 (and optionally, 15 character points).

## BIONIC GILL (TL9+)

This implant allows the user to breathe underwater. It only works in fluids containing oxygen in a concentration as high as terrestrial water. It uses one C cell, which provides power for 24 hours. The battery can be changed by the user without surgery, and can be disguised from a casual search. While the gill is operating, the user cannot breathe air; he will start to suffocate if removed from water. Turning off the gill and resuming air breathing takes three seconds while liquid is expelled from the lungs. The giller is at -5 to ST and DX for this time. A bionic gill is a complex implant. Cost is \$5,000 (and optionally, 10 character points).

## FLESH HOLSTER (TL9+)

Technically this is legal, since it doesn't *have* to be used for a gun or contraband, but most police officers or customs inspectors would be very unhappy to discover even an empty one. A flesh holster is a hollowed-out and sealed cavity with a plastiskin flap. A flesh holster is almost impossible to find (Holdout-20) even with a full-body search. The contents can be spotted with an appropriate scanner. Any object small enough to fit inside (the GM determines if it is too large) is also Holdout-20. A doctor specifically searching for a flesh holster starts at Physician-6 or Surgeon-6, and improves his skill by 1 level for each ten minutes, to a maximum of Physician-1 or Surgeon-1.

This is a simple implant, costing \$500 (and optionally, 2 character points) per pound of storage capacity if located in the stomach area, or \$800 (and optionally, 5 character points) per pound of storage capacity if located in an arm or a leg.

## RECORDER IMPLANT (TL9+)

Spliced directly into the optic and auditory nerves, this implant records everything the user sees and hears on a standard computer minidisk. The disk can be removed through a socket in the skull, recording two hours of TV-quality footage per gig. There are two types: passive (simple) and active (complex). Passive systems record constantly until filled; active implants may be mentally accessed by the user, turned on and off, paused, erased or recorded over. Note that an active recorder is still basically a handy movie camera, not an eidetic memory! A user could "film" a book or computer screen, but would still have to go back and "reread" the replay at normal speed. Optionally, GMs may charge 15 character points for active implants. Both types run for one year on an AA cell. Cost is \$1,000 for a passive implant, \$5,000 for an active one.



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*Note:* not all weapons and equipment are listed. For a complete listing of all weapons and equipment, see the tables, pp. 119-126.

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