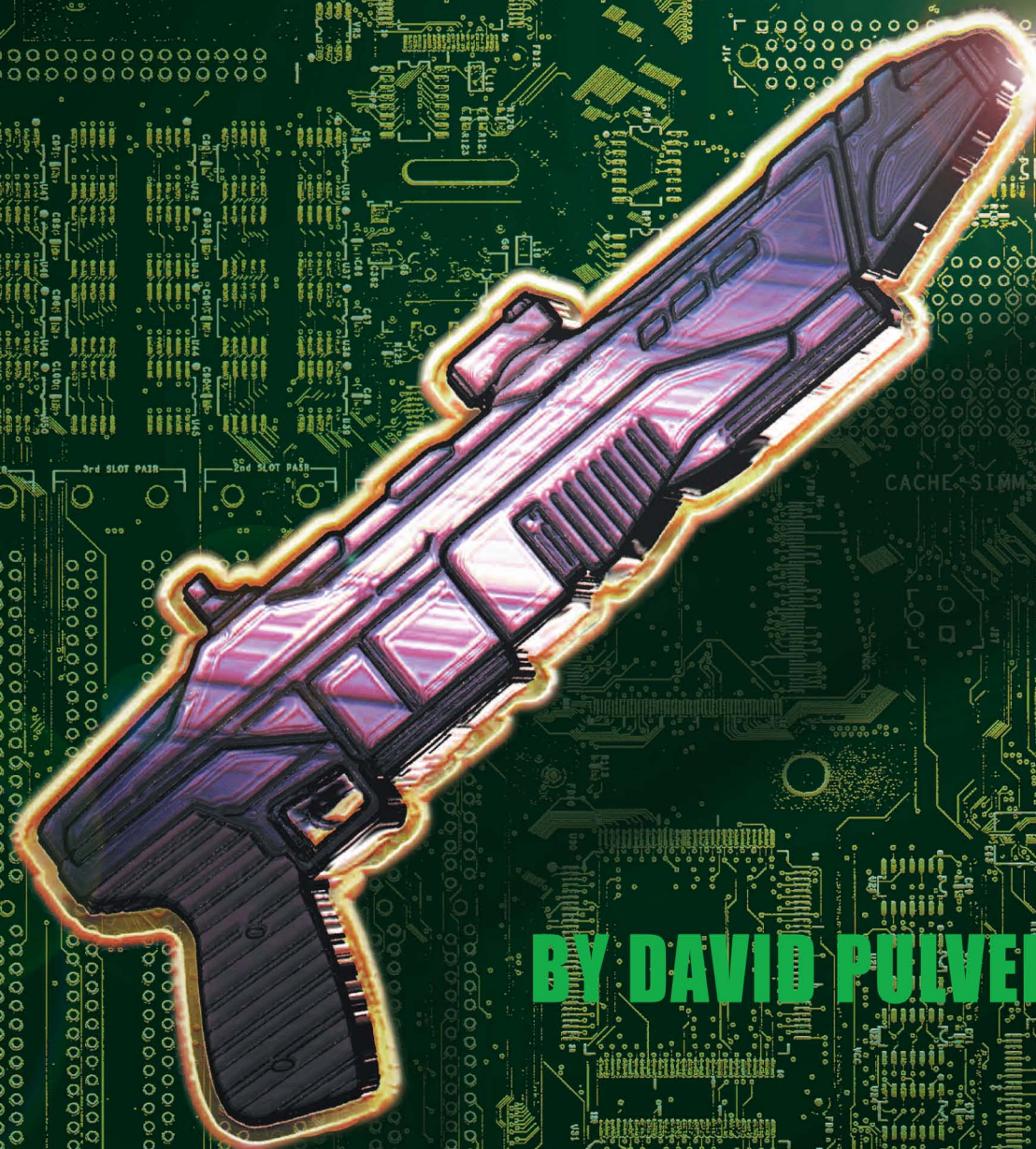


G U R P S<sup>®</sup>

# ULTRA-TECH 2

HARD-CORE, HARD-WIRED HARDWARE



BY DAVID PULVER

STEVE JACKSON GAMES

# HARD-CORE HARDWARE

*GURPS Ultra-Tech 2* features 128 pages of new gadgets and technologies for use with *GURPS Space*, *GURPS Supers* and *GURPS Cyberpunk* campaigns. Inside you'll find:

*Deadly new weapons* – from gatling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also included are extra options for existing weapons: folding stocks, power cartridges, chemical lasers, electrothermal guns and more!

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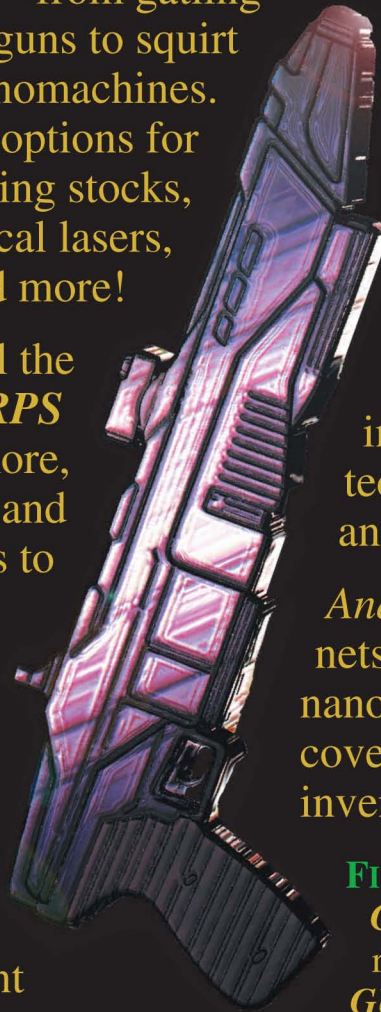
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**FIRST EDITION – PUBLISHED AUGUST 1997**  
*GURPS Basic Set*, Third Edition is required to use this supplement in a *GURPS* campaign. *GURPS Ultra-Tech* and *Compendium I* are also recommended. The futuristic equipment described here can be adapted for any game system.



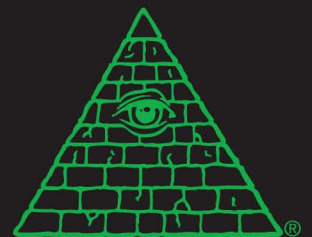
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**EDITED BY GENE SEABOLT**  
**COVER BY BRUCE POPKY**  
**ILLUSTRATED BY DAN SMITH**



**STEVE JACKSON GAMES**

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BY DAVID L. PULVER

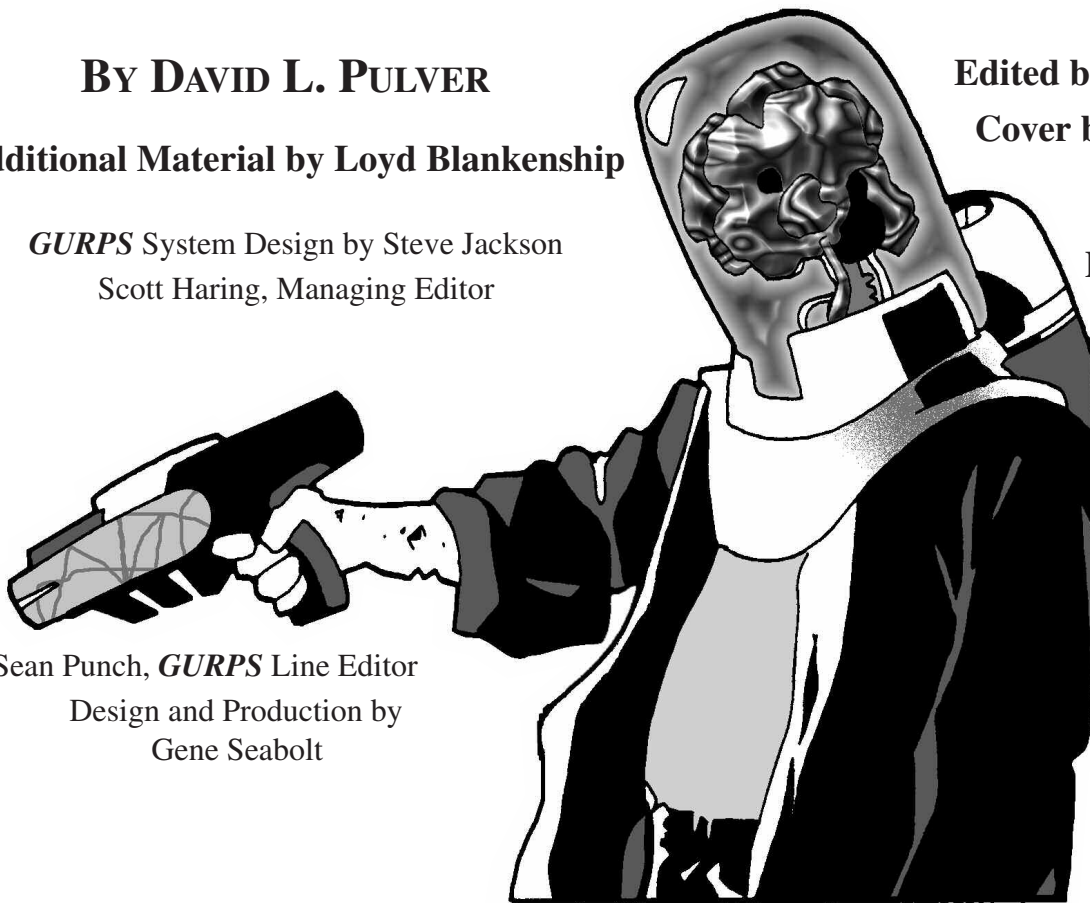
Additional Material by Loyd Blankenship

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Scott Haring, Managing Editor

Edited by Gene Seabolt

Cover by Bruce Popky

Illustrated by  
Dan Smith,  
Denis Loubet and  
Gene Seabolt



Sean Punch, *GURPS* Line Editor

Design and Production by  
Gene Seabolt

Page Layout and  
Typography by  
Gene Seabolt  
Print Buying by  
Monica Stephens  
Art Direction by  
Carol M. Burrell  
Gene Seabolt,  
Sales Manager

*Playtesters:* Charles Bennett, Ed Bradley, Grover C. Browning, Christopher M. Dicy, Steve Dickie, Andrew Flowers, John L. Freiler, Hunter Johnson, Jonathan Lang, Elizabeth McCoy, Jason Miller, Walter Milliken, John Nowak, Bolie Williams IV, Donald Wood and Jonathan Woodward

*Gadget Submissions and Comments:* Jeff Bergeron, Richard Blum, C.J. Carella, Tim Carroll, Peter Donald, John L. Freiler, Troy Leiman, Scott Maykrantz, Onno Meyer, Elizabeth McCoy, Jason Miller, Onno Meyer, Walter Milliken, John Nowak, Troy Leaman and Tim Pulver

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# STEVE JACKSON GAMES

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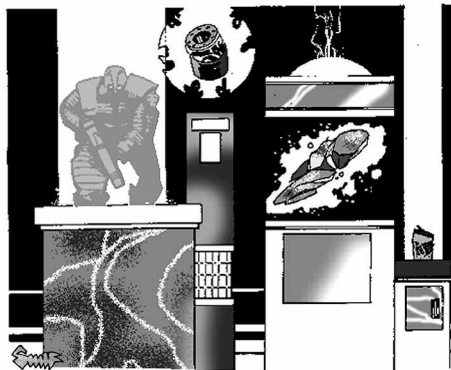
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## ABOUT GURPS

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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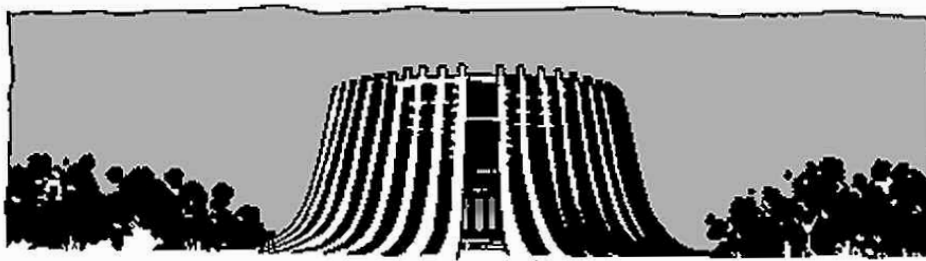
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### Page References

Rules and statistics in this book refer to *GURPS Basic Set, Third Edition, Revised*. Any page reference that begins with a B refers to the *Basic Set* – e.g., p. B102 means page 102 of the *GURPS Basic Set*. UT refers to *GURPS Ultra-Tech, Revised Edition*, S to *Space*, RO to *Robots*, CI to *Compendium I* and CII to *Compendium II*.

Only *Basic Set* and this book are required to play. *GURPS Space* and *Ultra-Tech* might be handy.



# INTRODUCTION

This is a sequel to *Ultra-Tech Revised Edition*. Like its parent, it's a sourcebook for *GURPS Space*, *Supers* and *Cyberpunk* campaigns, or any other setting that requires exotic technology.

We've tried to be a bit more generic this time around. For example, you'll find suggestions for alternative versions of several baseline technologies, such as lasers, blasters and force fields, along with discussions on setting up alternative technology paths.

The toys in *Ultra-Tech 2* are sorted by Tech Level and function. Each chapter describes a general class of technologies. Smaller subsections organize gadgets from their lowest to highest Tech Level, just as in the *Ultra-Tech Revised Edition*.

## About the Author

David L. Pulver once lived in various places around the world, but is currently lurking in Kingston, Ontario (that's in Canada). He's been designing and writing professionally since 1989. The original *Ultra-Tech* was his first book.

Disassembler glop has half the burst radius of normal chemical rounds; if that reduces burst radius to less than a hex (e.g., in the case of a gyro or shotgun round), it means that it only affects a target that was directly hit. Anyone in the affected area is covered with sticky nanoglop. The effect is the same as a disassembler nanocloud, but the greater density of the nanoglop doubles damage! The glop persists for only 15 seconds. If it misses it splatters on the ground and begins eating through that. Disassembler nanoglop costs the same as disassembler clouds.

## Replicating Disassemblers (TL12+)

Disassembler nano can be designed to self-replicate, containing the necessary assembler machines that transform whatever it devours into more nano. As long as it has solid or liquid matter to feed it, the gaseous cloud or glop (or any portion of it that becomes separated) will gradually expand, doubling in size every hour as it turns the “gray goo” it leaves behind into more nanomachines. If insufficient matter is available, the rate of growth will slow. The disassemblers may be programmed with a maximum number of replications, or may be designed to allow unlimited growth.

Replicating disassemblers are 100 times as expensive, and unless they are fairly benign (e.g., eating only waste products, for instance) are always Legality Class -1.

## Nanostat Clouds (TL11+)

Nanomachines can be designed to be lighter than air (simply by filling them with hard vacuum and adding a tiny air turbine for station-keeping). A nanostat cloud can remain in one place indefinitely rather than dispersing. They cost 10 times as much as an ordinary cloud; cost per hex or door (if a stationary barrier) is 30 times the cost of a dose. Several “hexes” can be stacked to make a vertical barrier; each is 6’ high.

*Smart Nanostats* (TL13+) contain sophisticated volitional computers. They scan their targets with a radar or ladar signal: if the target has a transponder (\$100, TL8+), bio-beacon, homing implant or implant communicator that will give off a pre-programmed “friendly” ID code, they will not attack. Nanostat clouds can receive code updates via laser communicator if the update includes a proper command code. This is not the same as the transponder code, and usually is highly classified. Smart nanostat clouds cost 20 times as much as an ordinary nanocloud (60 times as much for a barrier hex, doorway, etc.).

## INJECTED NANO-WEAPONS

Nanomachines can be injected into the bloodstream via hypos, drugged needles (p. UT50), etc. to wreak havoc. All but splatter also are available as contact poisons at five times cost.

## Nanoburn (TL9+)

See p. 69; effects of injection match those of the gas.

## Shrike Nano (TL10+)

Shrike nanomachines track down and eliminate defending guardian nano (p. 93), clearing the way for other intruder nanomachines.

Each minute that shrike nanomachines are in the body, roll a contest of skill between shrike nano and the guardians. If the

guardian nano win, one dose of shrike nano is killed. If the shrike nano wins, one dose of guardian nano in the target’s body is killed. Otherwise, they are still fighting.

Shrike nano have a skill equal to their TL. Skill can be effectively upgraded by doubling the number of doses the subject is injected with. Each doubling adds +1 to skill.

If a user is impatient, shrike can be used simultaneously with other forms of invasive nano. Just hope the shrike kills the guardian nano before they destroy the invaders.

Shrike nano cost \$500 per dose and are Legality Class 1.

## Splatter (TL10+)

This can be loaded into drugged needle or hypos, but not into chemical rounds. Each “dose” contains myriads of cell-sized robot microbombs. After entering the body of a living being, they will circulate through the blood stream. Upon command, they will explode. The result rips apart the victim’s arterial system. Damage is 1d for every minute they had to spread through the body before they exploded, to a maximum of 30d. Multiple doses will increase the damage, e.g., three doses do 3d per minute to a maximum of 90d.

Splatter comes in either pre-set timed or remote-control versions. Remote versions are triggered by receiving a specific coded radio pulse; frequency varies by the model number.

Guardian nano (p. 93) may be able to hunt down the splatter nanomachines before they detonate. Roll a Quick Contest of Skill each minute. Splatter and guardian skills are equal to their TL. Each time the guardian nano win a contest, detonation damage reduces by -1 per die. If they win six contests, the splatter nano are exterminated. The splatter may detonate before the guardian nano get a chance to extinguish them. For instance, suppose a dose of splatter is set to go off after five minutes. The guardian nano get five contests of skill. They win three and lose or draw two. That means that damage becomes -3 per die, or 5d-15 instead of 5d.

Splatter costs \$500 per dose and is Legality Class 1.

## Dominator Nano (TL13+)

These are invader nanomachines that reconfigure the deep structures in the subject’s brain, altering his personality.

A dose of dominator nano must be designed to deliver (or erase) a specific mental disadvantage or set of disadvantages.

The victim must make a HT-6 roll (for a countermeasure, see *Guardian Nano* on p. 93) to resist. If the roll fails, within six hours he will gain (or lose) the programmed disadvantages. Nano with a longer time delay can also be designed. Effects are permanent (but can be cancelled by other nano, psych implants, etc.). The attack has no effect if the user already has that disadvantage (or if he doesn’t have a disadvantage that is to be erased).

Dominator nano costs \$1,000 times the combined value of the disadvantages (a -5 point disadvantage would cost \$5,000). At double cost, dominator nano can reverse the changes they have wrought after a specified duration has passed.

Dominator nano designed to *erase* disadvantages society finds offensive or add those it considers desirable (this may vary depending on the society) are Legality Class 3, and may be available to licensed physicians. Other types of dominator nano are LC 1.

## Sin (TL8+)

Sin is a hot designer drug, popular with barflies and party goers. It acts as an antidepressant, aphrodisiac and uninhibitor without causing a hangover. While under the influence of Sin, a user adds the Compulsive Carousing, Lecherousness and Overconfidence disadvantages. However, taking more doses than HT×3 in a two-week period results in severe mental instability. After this threshold is crossed, the GM rolls 3d for each dose taken. On a 6 or less, the user not only experiences the effects of the above disadvantages but also gets Bloodlust, Sadism and Paranoia.

Sin comes in pill or injectable form. Each dose requires 15 minutes to take effect as a pill or 10 seconds if injected. Its effects last 1d hours. A dose costs \$25. Sin is highly addictive (-5 on withdrawal rolls) and counts as a -15-point addiction.

## Slammer (TL8+)

Slammer is a violent, psychoactive combat drug. It is generally an illegal street drug, but some military or security forces make limited use of it. Slammer comes in inhaled powder, injected or pill form. A pill takes 15 minutes to take effect, injection takes 10 seconds, while the powder takes three minutes.

For 10 minutes, a Slammer user gains the advantages of High Pain Threshold and Combat Reflexes but suffers from a -2 IQ and Bloodlust. Each dose costs \$4. Slammer is totally addictive (-10 to withdrawal). It is a -15-point addiction.

## Synthetic Endorphins (TL8+)

This is a *very* powerful synthetic version of a natural brain opiate; other drugs, like Sin and Lotus, are often derived from synthetic endorphins – but this is the raw stuff.

It is used as a pleasure drug and painkiller. Synthetic endorphins are psychologically addictive but have few harmful side effects unless an overdose is taken. A dose takes effect in 2 seconds. It sends a massive jolt of pleasure into the brain and acts as a super painkiller, eliminating all penalties for low HT, fatigue or shock. The dreamy bliss the user feels also gives him a -2 on IQ and -1 on DX (which also applies to all DX-based skills). The effects last for 30-HT minutes.

Multiple doses of synthetic endorphins add an extra 30-HT minutes to the duration. The drug is extremely addictive. After each use, a Will+2 roll is required (at -1 per dose taken). Failure means the user must spend the next 1d hours trying to find a second dose; if he does, he'll become an addict.

If more than HT/3 doses are taken at any one time (i.e., before previous doses have worn off), the user must make a HT roll. Failure means he falls into a coma, and will die in HT×5 minutes. At TL7+, a First Aid-4 or Physician roll (one attempt per 5 minutes) can revive the patient. An endorphin addict has a penalty of -5 on withdrawal rolls; the drug is a -20-point addiction. Synthetic endorphins are \$20 per dose.

## Ursaline (TL8+)

This drug prevents atrophy of bone tissue and muscles in low gravity. It is safe and relatively inexpensive. A dose provides 2 weeks of protection and costs \$50.

## Wideawake (TL8+)

This drug time-releases carefully controlled doses of stimulants that prevent sleep, without causing many side effects.

A dose of the drug prevents the user from falling asleep for 60+3d hours and eliminates all fatigue accumulated due to lack of sleep. After that period wears off, the user suffers 2d+3 fatigue that can only be eliminated by sleeping for a long period (recover one fatigue per two hours of sleep). If the fatigue suffered would reduce ST to less than 0, ignore the excess, but the user *will* sleep immediately and cannot be awakened until *all* accumulated fatigue wears off.

Taking more doses extends the wakefulness by 2d hours, but adds 5 to the final fatigue loss, per dose. A Wideawake user is at +3 to HT resist sleep gas, sleep poison, Morphazine or any sleep-based spells or psionics. Anyone who has been awake for more than 48 hours thanks to Wideawake will be at -1 to IQ and all IQ-based skills due to its cumulative effects. The penalty increases by a further -1 every 24 hours: -2 after 72 hours, -3 after 96 hours, and so on. This non-addictive drug only comes in pill form, and costs \$20 per dose.

## Zen (TL8+)

Zen is a neurotransmitter that enhances the ability of the human mind to concentrate on a specific task. The user is so focused that pain, fatigue and other distractions don't register at all. A user on Zen has a +3 bonus when working on lengthy and tedious tasks, which may be anything from research to tracking prey through a jungle. The user may ignore other important tasks while so obsessed: -5 to notice distractions while the user is busy. Zen comes in pill form and takes a minute to take effect. Its effects last an hour. It costs \$100 a dose. It is moderately addictive; if more than four doses are taken in the same week, roll vs. HT+2 to avoid addiction. Addiction to Zen is a -10-point disadvantage.

## Brainpop (TL9+)

This mind-expanding psychochemical enhances the creative faculties. This gives a +1 bonus on any imaginative or creative task, such as artistic composition or invention.

Users risk becoming lost in a dream world: a failed Will roll causes an incapacitating "bad trip," nightmarish hallucinations (Fright Check at -5) and delusions. If attempting creative work while under the influence, he might produce something (make a second Will roll to do so), but if so, it will be tainted or twisted by his visions, which may be good or bad.

Brainpop's effects last for two hours per dose taken; multiple doses extend the duration but give a cumulative -2 on the Will roll. It is available in pill (takes effect in 1 minute) or injection form (takes effect immediately). It is easy to become addicted to Brainpop: a Will+3 roll is required to avoid this after taking each dose, with multiple doses requiring multiple rolls. Addiction is worth -5 points. Brainpop costs \$20 per dose in pill or injectable form.

## Sobriety Pill (TL9+)

This drug nullifies the effects of alcohol within 20-HT minutes of use. The user must make a HT roll or suffer one fatigue. It comes in pill form only, and costs \$2 per dose.

with an intestinal recycler needs only one meal daily instead of the usual three at TL9-10, or only one meal every two days at TL11+. (Excretion also reduces proportionately.) See p. B128 for details on food requirements. \$20,000 (and 10 points).

## Hypertough Skeleton (TL11+)

Nanomachines are used to impregnate and reinforce the user's skeleton with carbon fibers, transforming his bones into structures with the strength of metal. The nanomachines also permanently take over the function of the cyborg's bone marrow in producing blood cells.

The brain is protected at DR 60 against all attacks, unless they pass through the eye socket. On attacks to the torso or limbs, he takes half damage from any cutting or crushing blow (but not from bullets), rounding damage taken up.

The cyborg's limbs, hands and feet can no longer be crippled by any other form of "blunt" crushing attack, such as a punch, club or fall. They can still be crippled by bullets, cuts, beams or other damage that tears, burns or otherwise mangles flesh and muscle, but it's more difficult. The damage required to cripple a limb, hand or foot is doubled: a hand or foot requires more than 2/3 HT and an arm or leg more than HT.

The cyborg's weight does not increase. While the hypertough bones do not show up on metal detectors, X-rays and other advanced sensors likely will detect them. A hypertough skeleton costs \$100,000 (and 75 points).

## COMPLEX IMPLANTS

These are spliced into the user's nervous system, and can usually be mentally controlled. They 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 one point of DX; other effects (such as physical disadvantages, or an unreliable, breakdown prone or rejected implant) may be substituted at GM discretion. Hiring someone to do the operation costs 20% of the implant's cost.

## Bodyshell (TL8+)

Someone with this modification has his entire body covered with composite armor. It incorporates pressure and temperature receptors to allow the character to continue to feel even through the armor – the nerve work required is why it counts as a complex implant.

A bodyshell is normally unnatural: it does not resemble ordinary skin in the slightest. To make the armor concealable, it can be coated with realistic-seeming synthetic flesh at triple cost, or plastiflesh that looks real but feels false at two times cost. Bodyshell DR is cumulative with other bionic or implant DR.

TL	Max DR	Cost per DR
8	15	\$30,000
9	25	\$18,000
10	40	\$12,000
11	60	\$7,500
12	100	\$4,500
13+	150	\$3,000

*Max DR:* This is the maximum DR that a body shell can give the character. The shell replaces fat tissue and so does not increase weight. Add 10% to max DR for Fat or 5% for Overweight characters; subtract 10% for Skinny characters! Those with full cyborg bodies can have double the max DR.

*Passive Defense:* A bodyshell adds to passive defense: PD 1 per 3 DR, up to a maximum of PD 6. PD is not cumulative with other armor or implants; use that of the outer layer only.

*Cost per DR:* This is per point of DR. At double cost, the user can have a *laminated* bodyshell, made of carefully designed layers of special composites, synthetics and metals. This provides doubled DR against shaped-charge explosion attacks. Halve the cost to armor a full cyborg body!

*Points:* A body shell costs 3 character points per point of DR and 25 character points per point of PD. Add +33% to point cost of DR (that is, 4 per point) if it is laminated. There is no point-cost reduction *per se* for armor that appears unnatural. Depending on society's attitude and the shape of the armor, it can justify a Social Stigma or reduced Appearance, or count as an Unnatural Feature (p. CI85).

*Partial Armor:* To armor an arm, divide cost by nine. To armor a leg or the head, divide cost by six. To armor the torso only, divide by three. Round to the nearest whole number.

See *Bioplastic Dermal Armor* (p. 107) for an alternative form of bodyshell.

## Contact Lens Implants (TL8+)

Electronic contact lenses containing microcircuitry can be surgically implanted. The lenses are powered by body heat and chipped into the optic nerve.

They usually resemble mirrored or dark contact lenses; they are too thick to look "normal," but are not unattractive. A modification to the tear duct allows it to clean the lens; the lens material absorbs the tears.

The thick, microcircuitry-impregnated lenses give PD 1, DR 1 to the eyes, but any hit penetrating DR will shatter the material; the resulting plastic shards do 1d-3 damage directly to the *brain* (damage quadrupled as usual), bypassing all DR.

Cost is for a *pair* of implanted contact lenses.

*Anti-Glare:* Automatically adjusts for bright light, provides +4 to HT to resist bright light. Costs \$300 (and 5 points).

*Clock:* This is a digital clock in the upper corner of the eye. It can be reset with a pattern of blinks and squints (useful if changing time zones), or wake the wearer up as a visual alarm clock (by using light pulses). It gives the user the advantage Absolute Timing. Costs \$200 (and 5 points).

*Infrared:* Gives the user the Infravision advantage (p. B237 and CI58). Costs \$600 (and 15 points).

*Light Amp.:* Amplifies light levels, giving the user the Night Vision advantage. This costs \$600 (and 10 points).

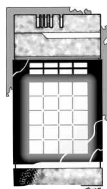
An implant lens can have more than one function, but cannot combine infrared and light intensifier until TL9+. Switching on or off infrared requires a specific pattern of blinks and takes one second to adjust.

Surgically implanted contacts are about twice as expensive as ordinary contacts, thanks to the neural connections. Surgically implanted lenses that do nothing except correct vision and protect the eyes are \$100 simple implants.



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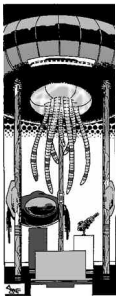


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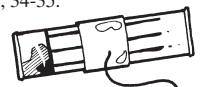


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