

G U R P S[®]

STEAM TECH[™]

A COMPENDIUM OF MARVELLOUS
DEVICES FOR THE AGE OF STEAM

COMPILED BY
WILLIAM H. STODDARD

STEVE JACKSON GAMES



A CORNUCOPIA

OF ADVANCED EQUIPAGE

FOR THE DISCERNING

ADVENTURER

A new gadget book, especially for the Age of Steam! Over 200 new devices and scientific discoveries are listed, including:

- Weapons, from simple hand-held sticks to energy projectors, in sizes to fit a lady's purse or a battleship's turret.
- Vehicles for land, sea, air, space, and time.
- A wealth of clockworks, analytical engines, automata, and mechanical men.
- Personal gear and large-scale apparatus for survival, protection, medical treatment, scientific experimentation, and other purposes.
- New basic technologies including power sources, computation, data storage, and artificial sense organs.
- Plus chapters on drugs and chemicals and on exotic lifeforms.

If the *GURPS Steampunk* chapters on technology whetted your appetite, *GURPS Steam-Tech* is the banquet you've waited for!



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GURPS Basic Set, Third Edition Revised and *GURPS Compendium I: Character Creation* are required to use this supplement in a *GURPS* campaign. *GURPS Psionics, Robots, and Vehicles* will be useful in many campaigns. The historical and technological material can be used with any rules system. *GURPS Steam-Tech* can be used as campaign support for *GURPS Steampunk* and *GURPS Castle Falkenstein*.

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GURPS®

STEAM-TECH™

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DEVICES FOR THE AGE OF STEAM

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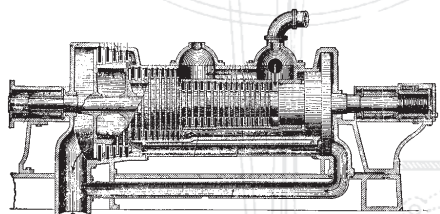
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STEVE JACKSON GAMES

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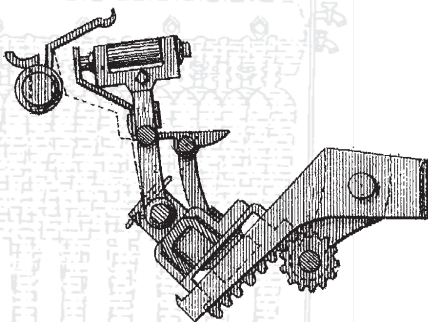
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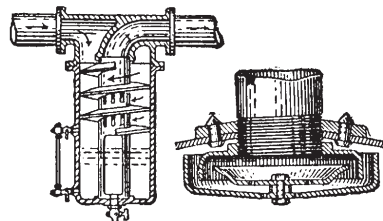


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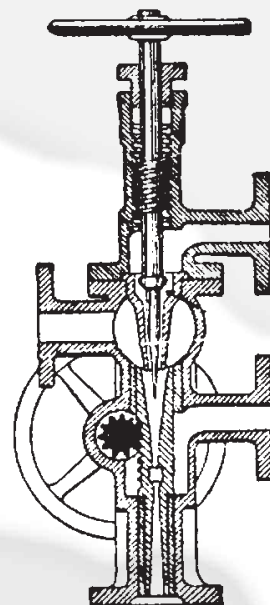
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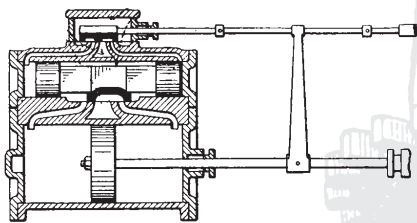
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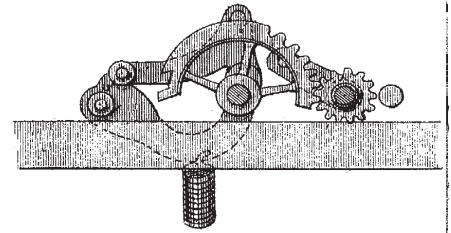
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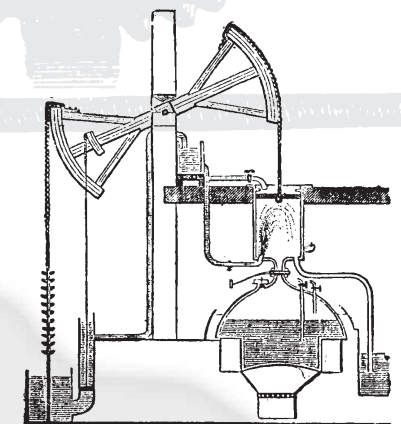


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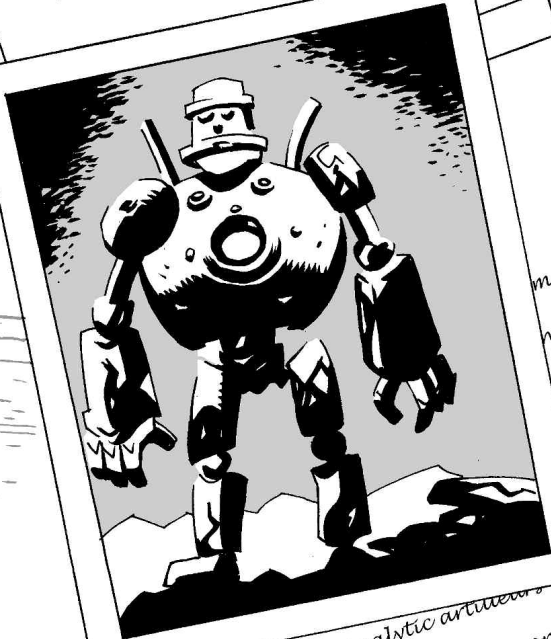
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INTRODUCTION

WAREHOUSE XXIII

Only the Best



	Price	Qty	Total
		100	
		25	
		30	
		12	
		18	
		50	
		100	
		12	
		100	

smoke
shes
eaters
de rifles
rocane

Analytic artiller...

Bomb-carrying ornithopter

Automaton

Eisensoldaten

Zeppelins

Bank of Ruritania

Cheque for the sum of
20 000 Pounds Sterling



The bourgeoisie, during its rule of scarce one hundred years, has created more massive and more colossal productive forces than have all previous generations together. Subjection of Nature's forces to man, machinery, application of chemistry to industry and agriculture, steam-navigation, railways, electric telegraphs, clearing of whole continents for cultivation, canalisation of rivers, whole populations conjured out of the ground – what earlier century had even a presentiment that such productive forces slumbered in the lap of social labor?

– Karl Marx and Friedrich Engels, The Communist Manifesto

ABOUT GURPS

Steve Jackson Games is committed to full support of *GURPS* players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

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Gamer and Store Finder (gamerfinder.sjgames.com): Connect with other people and places playing our games. Add yourself to our database so they can find you as well!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We’ve added them to many *GURPS* book web pages, with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for *GURPS* releases are at sjgames.com/errata/gurps.

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 *GURPS Basic Set* – e.g., p. B144 refers to page 144 of *Basic Set*. AT refers to *Atlantis*, BE to *Bestiary*, CI to *Compendium I*, CII to *Compendium II*, HT to *High-Tech*, LT to *Low-Tech*, P to *Psionics*, RO to *Robots*, STM to *Steampunk*, TT to *Time Travel*, UT to *Ultra-Tech*, VE to *Vehicles*. See *GURPS Compendium I*, p. 181, or sjgames.com/gurps/abbrevs.html for a full list of abbreviations for *GURPS* titles.

Marvelous inventions are one of the big attractions of steampunk, and *GURPS Steampunk* provided a sample of them. If those just whetted your appetite . . . here’s a feast.

GURPS Steam-Tech is a “tech” book, a catalog of gadgets – but gadgets specific to the Age of Steam, in both its historical and fictional versions. Its inspirations range from real 19th-century technology to the wildest visions of Mary Shelley, Jules Verne, and H.G. Wells. Between these pages is a Great Exhibition to rival the one Prince Albert sponsored in 1851 at the Crystal Palace, filled with weapons, vehicles, analytical engines, miscellaneous equipment, and even drugs, chemicals, and living creatures.

GMs can use this book to help define the technology of a steampunk campaign. Players can look here for inventions to work on, or to start the campaign with. And several of the technologies presented here offer springboards for further creations.

All these devices are designed for compatibility with other *GURPS* publications, especially *GURPS Robots* and *GURPS Vehicles*. If you want to design airships or mechanical men incorporating weapons, power systems, or analytical engines from this book or *GURPS Steampunk*, go ahead! A good steampunk world can never have too many gadgets.



ABOUT THE COMPILER

William H. Stoddard is the author of the award-winning *GURPS Steampunk*, a co-author of *GURPS Low-Tech*, and a contributor to several other *GURPS* volumes. He has been playing roleplaying games since 1975, when he attended his first science fiction convention and walked in on a session of *Dungeons and Dragons*. He works as a developmental editor for a large scientific publisher, where his job responsibilities include researching obscure questions, a skill that helped a lot with *GURPS Steam-Tech*. He lives in San Diego in an apartment furnished mainly with bookshelves. In his spare time, he edits the Libertarian Futurist Society’s quarterly newsletter, *Prometheus*.

This book offers a selection from the Age of Steam's technological advances. The discriminating scientist, inventor, or adventurer will find devices to support a variety of projects, from probing the secrets of life to battling invasions from other planets. Complete statistics are provided on every device. In various cases, this includes some or all of the following:

Complexity: The functional sophistication of a clockwork device, automaton, or analytical engine. Ranges between -2 (clocks and adding machines) and 6 (analytical engines capable of full sentence).

Holdout Modifier: An indication of the difficulty of concealing a portable device on one's person.

Legality Class (LC): For combat equipment, especially weapons, an indication of how much the right to possess a given item is restricted (see p. B249). Note that 19th-century societies often have low control ratings for weapons.

Dimensions: Typically the height, width, and length of the device, in that order; if different dimensions are given they will be specified.

Power: The power consumed by the operation of the device, if it is not self-powered.

Weight: The weight of the device in pounds.

Volume: The volume of the device in cubic feet.

Cost: The cost of buying or making the device, in 19th-century U.S. dollars (see p. B16 or pp. STM48-50). This is a list price for a factory-built model.

Vehicles, weapons, and automata may have much more detailed performance specifications, including speed, range, damage, damage resistance, and special functions. Living beings have animal statistics (see p. BE4) or racial templates; mechanical men have design specifications equivalent to racial templates.

TECH LEVELS

Another important piece of information about these devices and inventions is their *tech level* (or *TL*). This measures the level of knowledge that is needed to produce a device. Nearly all the devices in this volume are from one of the following TLs:

4 Renaissance and Colonial: the era of the full-rigged sailing ship, gunpowder, and the printing press.

(4+1) "Clockpunk": Renaissance and Colonial anticipations of future technology comparable to that of the Age of Steam, but differing both in detail and in basic assumptions.

5 Industrial Revolution: the real Age of Steam, with steam engines, iron- or steel-framed buildings and vehicles, and the telegraph and telephone.

(5+1) Steampunk: Technological extrapolations from the Age of Steam's achievements, such as Charles Babbage's analytical engine or Nikola Tesla's beamed electrical power. Early science fictional devices based on improvements in existing technology rather than radical new scientific theories, such as Jules Verne's aeronefs and submarines, also belong here. Often comparable to TL6 (1900-1950) but unfamiliar in detail.

(5+n) Advanced steampunk: Technological speculations of early science fiction writers, including their visions of the remote future.

Such notations as "TL(5+1)" indicate a divergent path of technological advance branching off from the Age of Steam. TL(5+1) is equivalent to TL6 overall. Except in parahistorical settings, it can just as well be called TL6. Similarly, TL(4+1) can be considered a variant TL5, and TL(5+n) a variant TL7 or higher.

If the campaign setting is TL5, devices at TL4, TL(4+1), or TL5 are 5-point Inventions (see p. STM44); devices at TL(5+1) are 15-point Inventions; devices at TL(5+n) are 50-point Inventions. If the campaign setting is TL(5+1), new TL(5+1) devices become 5-point Inventions; other point values do not change.

REAL AND UNREAL INVENTIONS

From these definitions, devices labeled TL4 or TL5 should be real inventions; devices labeled TL(4+1), TL(5+1), or TL(5+n) should be fanciful. But it's not that simple. Real inventions of the early 20th century that fit the 19th century's technological idiom, such as airships, are classified as TL(5+1); devices that apply real 19th-century technology in cinematic ways, such as the lunar shell (p. STM83), are classified as TL5.

For the curious, here's a list of real, historical inventions and devices:

Camera Obscura	ancient world
Anas Mechanica Arcana	1739
Condenser	1745/1746
Voder	1779
Charcoal Pills	before 1800
Compressed Gas Tank	before 1800
Racing and Pleasure Yacht	before 1800
<i>Nautilus</i>	1801
Punched Cards	1805
Safety Lamp	1815/1897
Limelight	1816
Colonial Train	1825
Induction Coil Lamp	1851
Tempest Prognosticator	1851
Pneumatic Dispatch Terminal	1853
Steam Launch	1858
<i>Aereon</i> Airship	1863
Anti-garrote Collar	1863
Listerian Antiseptic Aerator	1865
Water-Drop Electrostatic Generator	1867
Vegetable Compound	1875
<i>Resurgam</i>	1880
Photographic Gun	1881
Artificial Silk	1884
Collapsible Bustle	1888

Dewar Flask	1892
Formaldehyde	1893
Cinematograph	1895
Portable Fire Escape	1895
Military Bicycle	late 19th century
Bakelite	1907
Piltown Man	1911
Howitzer	1914
Long Range Cannon	1918
Xenon	1951

FAMILIARITY PENALTIES

Because TL(5+1) diverges from standard TL6, scientists and engineers from standard TL6 receive unfamiliarity penalties (-2; see p. B43) in working with it, and vice versa. But use common sense in applying these. Sulfanilamide is classified as TL(5+1), but it was also a TL6 medication; no penalty should apply to the skills of Chemistry/TL6 or Physician/TL6 for working with it.

VARIANT PRICES

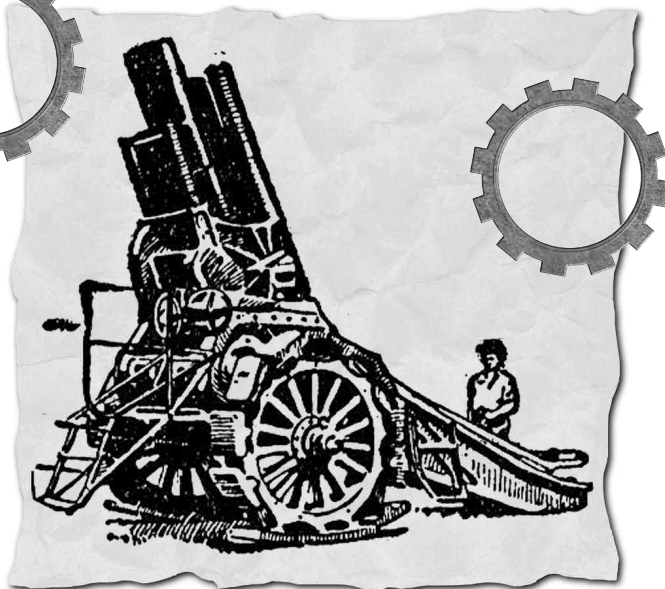
Under certain circumstances, devices may be purchased at other than list price.

A limited-production device (one with extensive customization, or so large that it is normally produced one at a time) costs twice list price.

A home-built device costs 20% of list price for parts and materials. The builder must also supply labor and workshop facilities.

Building a device from salvaged parts calls for a Scrounging roll; reduce the price of the parts by 10% per point of success, maximum 50%.

A used device in good condition typically costs 50% of list price. Buyers willing to repair a device may find lower prices, down as far as 10% of list.



UHRWERKMAGIE OF INGOLSTADT

Uhrwerkmagie of Ingolstadt is the corporate presence of an eccentric Bavarian mastermind devoted to unusual technologies, especially those of the TL(5+n) variety. It is through Uhrwerkmagie that the mysterious Herr Doktor unleashes Infernal Devices and Weird Discoveries on an unsuspecting world. It has a single office and research facility, located unobtrusively on the Gundekarstrasse in Ingolstadt. Despite this, it deals with factors, import/exporters, scientists, and academic institutions worldwide. (Exception: Uhrwerkmagie will not deal with Prussian nationals or organizations. No exceptions.)

It also employs freelance investigators (read “industrial spies”), provides corporate grants to needy academics, and donates impressive – if outré – technological products to charities, in lieu of cash. Uhrwerkmagie will offer employment, money, or patent royalties (good source of Independent Income) to any practitioner of Weird Science that it finds out about. However, if rebuffed, it can become hostile – to the point of theft, assault, arson, or exuberant demolitions.

Speculation on the nature of Uhrwerkmagie rages: Is it a shell company, used to launder alchemically created heavy metals? Or a holding corporation with extensive interests in the steam, calculation engine, etheric, and materials science industries? Or simply a source of income to underwrite the Herr Doktor’s experiments?

Uhrwerkmagie can serve as either Patron or Enemy for adventurers. As a Patron, it can provide wondrous toys for field testing and will pay well for captured strange technology or weird materials. As an Enemy, it will provide the same devices to zealous R&D agents, verifying their utility outside the laboratory.

ADVENTURE SEED: ORPHANNAHRUNG

The Herr Doktor is studying the long-term effects of feeding a new synthetic formulation of élan vital to human beings. This could spark outbreaks of malnutrition, mutations, disease, Magery, psionic powers, or even super powers!

VULCAN GUN

TL5

*The Scientific Method of Crowd Control:
The Vulcan Gun!
Safe – Fast – Precise – and Affordable!*

When truncheons are too little force – and bullets are too much – the Vulcan Gun is the answer you need! Its vulcanized rubber bullets will take the fight out of rioters, without causing permanent injury, and without risking the lives of police officers or private guards.

Testimonials available on request from police forces across the United States and Europe!

The Vulcan gun resembles a rifle, but has a comparatively short, heavy barrel: .79 caliber and 15" long. It fires vulcanized rubber bullets, the source of its name. These inflict normal damage for the purposes of knock-back but *halve* actual damage after DR is subtracted. Because of their low speed and high surface area, DR protects at *double value* (indicated by the armor divisor of 0.5) with a minimum DR of 1 for ordinary flesh. The usual wound channel modifier for large caliber ammunition does not apply. A drum magazine holds 12 rounds of ammunition.

Malf 16, Damage cr. 3d (0.5), SS 14, Acc 6, 1/2D 22, Max 190, RoF 3~, Shots 12, ST 10, Rcl. -1, Holdout -4, LC 5. 13 lbs., \$41; 0.048 lb./round, \$0.005/round.

CARBIDE RIFLE

TL(5+1)

... We have been testing these calcium carbide powered rifles. They are a little slow to bring into action, since they have to be loaded with powdered carbide and water. Once the pressure of the acetylene gas builds up, however, they keep firing magazine after magazine of lead slugs without appreciable fouling. They have proven quite reliable. I recommend that we issue a contract with Flanheim Arms to produce as many more of these for us as they can before the launch date of the Mars expedition. The savings in cargo space and weight make them well worth the price ...

– Excerpt from a memorandum to the War Office

The Flanheim Arms Carbide Rifle is a .45 caliber pump action repeating rifle that fires lead slugs propelled at high speed by an acetylene and air mixture. The acetylene is produced by the reaction of water with calcium carbide. A fixed box magazine contains 14 cast lead slugs. Cycling the pump handgrip loads a slug into the barrel. Pulling the trigger injects acetylene behind the slug and then releases the hammer. The

hammer strikes a quartz crystal, producing the electric spark that fires the round.

Malf 16, Damage Cr. 7d-1+, SS 14, Acc 10, 1/2D 650, Max 4,400, RoF 3~, Shots 14, ST 12, Rcl. -2, Holdout -5, LC 2. 13 lbs., \$120; 0.048 lb./round, \$0.01/round.

Note: The + indicates that wounding damage, after DR is subtracted, is multiplied by 1.5.



CLOCKWORK CARBINE TL(5+1)

Agents' reports indicate that the most unexpected victories by the Austrian Army in Italy against its Piedmontese foes were attained due to the employment of the new Skoda .38-40 Clockwork Carbine. This appears to be a variety of portable Gatling gun, useful especially at close quarters. To our knowledge, the Admiralty has directed its attaché to purchase a consignment for testing on behalf of the Royal Marines.

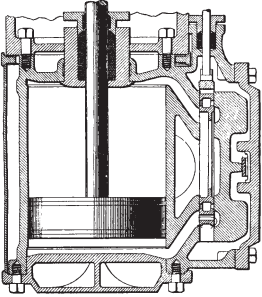
Like most steampunk variations of the submachine gun, the Skoda clockwork carbine uses external power to drive the loading mechanism – in this case, clockwork. Thick and stubby, the gun has the appearance of a Drilling, but what look like the top twin barrels are in fact tube magazines feeding it its 20 rounds. Because of the time required to load the rounds singly, soldiers carry preloaded 14" metal tubes much like modern clips. The Skoda can also take a 50-round gravity-fed hopper magazine (2 lbs., \$2), but this setup is wildly unreliable (lower Malf to 13). Export versions of the weapon also take .32-20 (2d) and .40-44 (3d+, Shots change to 16+1) rounds. A box mounted forward of the trigger contains the clockwork, with the detachable wind-up crank stored in the stock. It needs to be wound for 30 seconds every 100 rounds. Drilling a hole through the clockwork casing and inserting a pin causes the weapon to fire 3-round bursts, but the pin needs to be manually removed and reinserted after every burst. This modification is not standard and not recommended by the manufacturer.

Malf 15, Damage Cr. 3d-2, SS 13, Acc 6, 1/2D 300, Max 2,200, RoF 6, Shots 20+1, ST 12, Rcl. -2, Holdout -5, LC 1. 10 lbs., \$60; 0.22 lb./round, \$0.1/round.

PERSONAL WEAPONS

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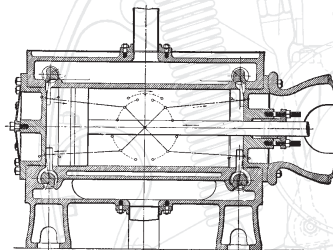
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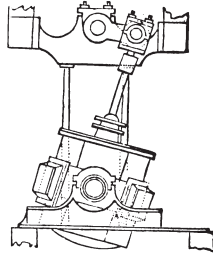
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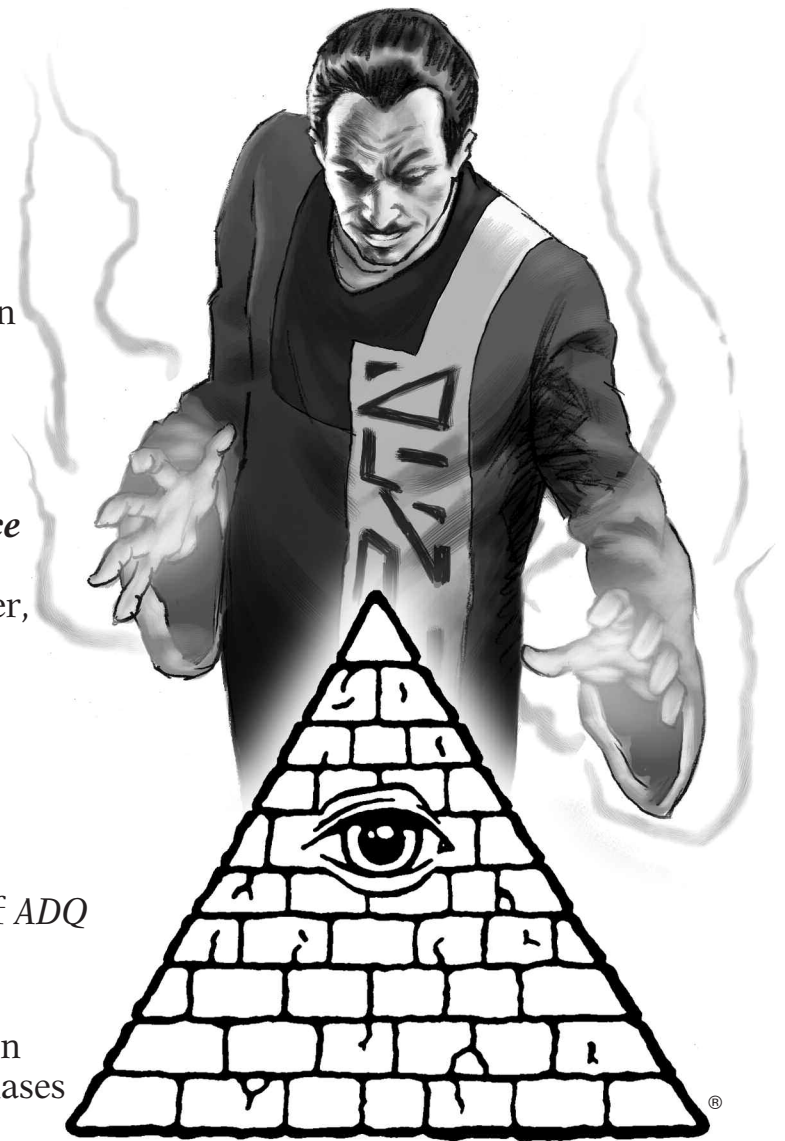


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