TransHuman™ Space

BROKEN DREAMS™

Written by Jamais Cascio

STEVE JACKSON GAMES

Stay and Fight . . .

On Earth in 2100, some are reaching for the stars . . . but others struggle just to survive. Much of the home world remains mired in war and intrigue, as powerful corporations and high-tech armies fight over resources, markets, and ideas. Cities on the edge of chaos are battlegrounds for covert operations and high-stakes diplomacy, and the developing nations see themselves falling farther and farther behind.

It is a world of ***Broken Dreams***.

This is a look at the darker side of the year 2100, with:

- Campaign sites: nations trapped in poverty, environmental-disaster areas, and hellholes run by insane dictators.
- Detailed descriptions of the two Great Powers that have chosen to stay out of step with the rest of the world . . . the Islamic Caliphate and the Transpacific Socialist Alliance.
- High-tech terrorism, rebellion, and crime, and rules for creating biological and chemical weapons.
- Dangerous genetic designs, obsolete cybertechnology, and police-state software . . . all part of daily life in ***Broken Dreams***.

GURPS Basic Set, Compendium I, and ***Transhuman Space*** are *required* to use this book in a ***GURPS*** campaign. ***GURPS Space*** may also be useful. The ideas in ***Broken Dreams*** can be used with *any* roleplaying system.

Written by Jamais Cascio Edited by Kimara Bernard
Cover by Aaron Campbell
Transhuman Space **designed by David Pulver**

POWERED BY GURPS

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TransHuman Space

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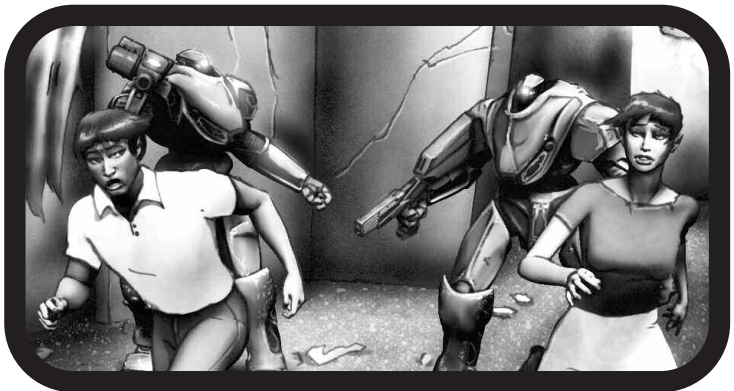

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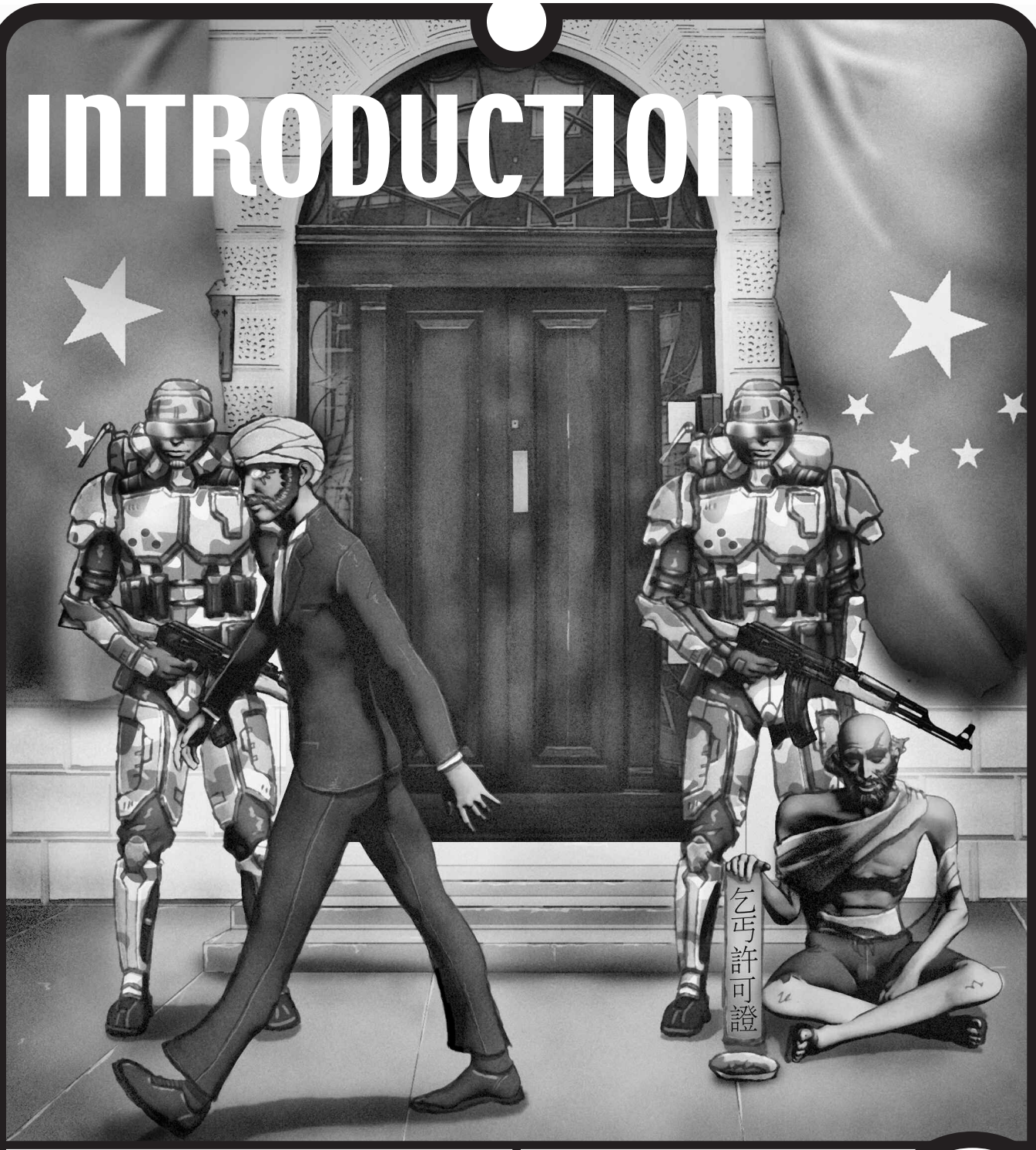
INTRODUCTION



Earth. Humanity's homeworld remains a showcase of both the best and the worst of mankind's deeds. While the countries at the cutting edge of technology and progress wrestle with the conquest of space and questions of identity, other nations face far more prosaic concerns – freedom, justice, and survival. ***Broken Dreams*** focuses on the parts of Earth where war, poverty, and environmental degradation still wreak havoc with human life. Issues of power and politics surface throughout, as many wonder whether the riches of the Fifth Wave world are built upon the backs of the poor.

Broken Dreams looks at what happens when emerging technologies and transcendent ideas are limited by resources or regulations. It also covers those regions where nations have chosen to forge their own path, sometimes in opposition to the demands of the dominant great powers. It's dark, but it's not a dystopia; even as they struggle, the people of 2100 still believe that they will succeed.

About Transhuman Space

The ***Transhuman Space*** series presents a unique hard-science and high-biotech universe for roleplaying. Set in the Solar System in the year 2100, it is a setting rich in adventure, mystery, and exploration of the possibilities of existence. The core book in the line is ***Transhuman Space,*** written by the series creator, David Pulver.

About the Author

Jamais Cascio is a writer and specialist in futurist scenarios mixing technology, politics, and business. He has been consulted by filmmakers, corporations, and government agencies from around the world, and his thoughts about the future have been featured in *Time*, *Wired*, and on National Public Radio. He is also an enthusiastic ***GURPS*** player, and was excited to have an opportunity to contribute to the ***Transhuman Space*** line. This is his first published game book. He lives in the San Francisco Bay area with his wife and three Macs.

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 include:

Pyramid (**www.sjgames.com/pyramid/**). Our online magazine includes new ***GURPS*** rules and articles. It also covers ***Dungeons and Dragons, Traveller, World of Darkness, Call of Cthulhu,*** and many more top games – and other Steve Jackson Games releases like ***In Nomine, Illuminati, Car Wars, Toon, Ogre Miniatures,*** and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. ***GURPS*** continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit **www.warehouse23.com**.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all ***GURPS*** releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at **www.sjgames.com** for errata, updates, Q&A, and much more. ***GURPS*** has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of ***GURPS.*** To join, point your web browser to **www.sjgames.com/mailman/listinfo/gurpsnet-l/**.

The ***Transhuman Space: Broken Dreams*** web page is at **www.sjgames.com/transhuman/brokendreams/**.

Page References

Rules and statistics in this book are specifically for the ***GURPS Basic Set,*** *Third Edition.* 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.* Page references that begin with CI indicate ***GURPS Compendium I.*** Other references are CII for ***GURPS Compendium II***, FW for ***Transhuman Space: Fifth Wave***, HT for ***GURPS High-Tech***, TS for ***Transhuman Space***, UT for ***GURPS Ultra-Tech***, UTT for ***GURPS Ultra-Tech 2***, VE for ***GURPS Vehicles***. The abbreviation for *this* book is BD. For a full list of abbreviations, see p. CI181 or the updated web list at **www.sjgames.com/gurps/abbrevs.html**.

TSA Member National Politics

Bangladesh: Multi-party democracy. The current government was originally elected in 2081, and re-elected in 2086, 2091, and 2096. Observers called these elections "essentially fair." TSA Web access is generally free.

Bolivia: Military authoritarianism. Unpopular with the rural majority, the nanosocialist government, which came to power in 2076, draws its authority largely from the urban population. While much of the country remains barely Second Wave, the cities are quickly adopting Third and Fourth Wave technologies. TSA Web access is restricted for rural populations, relatively free in the cities.

Burma: Military authoritarianism. The current government was installed in a military coup in 2079. The continued strong military presence is due to the ongoing conflict with Chinese-supported guerrillas. TSA Web access is tightly controlled.

Cambodia: Military authoritarianism. Cambodia is the most brutal dictatorship in the Alliance. The TSA Web is only available to party cadres.

Colombia: Single-party authoritarianism. The 2081 coup overthrew a mildly corrupt but popular government. Since the war, Colombia has focused on building up its support in the cities, following the Bolivian model. TSA Web access is controlled.

El Salvador: Multi-party democracy. Elected in 2088, the nanosocialist party has remained in power largely due to a coalition with two smaller parties (a bioliberation party and the Traditional Socialist party). Rumors of clandestine cooperation with the United States have brought threats from neighboring Guatemala. TSA Web access is completely open.

Guatemala: Military authoritarianism. A military coup in 2091 brought the current regime into power. Radical and assertive, it seeks to become the regional TSA leader. It has recently butted heads with Peru over Alliance military policy. TSA Web access is available to party cadres and trusted citizens.

Honduras: State of emergency. The nanosocialist party came to power in a free election in 2090, and was promptly set upon by U.S.-supported rebels. Guatemala and (to a lesser extent) Peru have provided military aid to the beleaguered regime, which promises a return to democracy by 2102 if the uprising is successfully defeated. TSA Web access is officially restricted, but is riddled with backdoors.

Indonesia: Single-party authoritarianism, local democracy. The nanosocialist party came to power in free election in 2062, but used various international crises as justifications for canceling national elections. Regional and local elections involve multiple candidates from the state party. TSA Web access is relatively free.

Laos: State of emergency. The nanosocialist party came to power in free election in 2080, but Laos has struggled to rebuild after the Pacific War, and has not held another election since the conflict. TSA Web access is officially open, but in practice restricted only to party cadres.

Madagascar: Multi-party democracy. Madagascar became a nominally nanosocialist state in 2086, and the subsequent elections have largely been competitions between rival hard-line and moderate nanosocialist parties (referred to sarcastically as "Reds" and "Whites"), with a few other parties winning local seats. Madagascar nanosocialism seems to annoy the SAC, so there is a strong populist element to its ongoing electoral power. TSA Web access is generally free.

Malaysia: Military authoritarianism. The 2067 coup brought in the current regime, whose power rests on a combination of military force and broad populism. Wealthy elites were driven out by the coup, and Malaysia now has one of the highest average standards of living in the region. TSA Web access is relatively free but rumored to be heavily monitored.

Nicaragua: Multi-party democracy. The current government was elected in 2086, lost power in 2090, and was returned to office in 2094 and again in 2098. Nicaragua is decidedly focused on internal development, going so far as to avoid participation in Alliance-wide military exercises. TSA Web access is generally free.

Peru: Single-party authoritarian, local "party guided" democracy. The Red Sword party came to power in a broadly popular revolution in the 2050s, and it remains well-supported in both rural and urban areas. The Peruvian party is both the most radical in its nanosocialism and the most populist in its message, and has won the affection of the populace with its noisy condemnations of the other TSA countries. TSA Web access is officially free, but heavily monitored.

Vietnam: Single-party authoritarianism. The communist government of Vietnam reorganized itself into a nanosocialist state in 2061, maintaining its central authority. The war with China in 2084 greatly increased the regime's popularity, however, as the populace fought its traditional rival. The government continues to use the populist theme during its slow reconstruction. TSA Web access is restricted to party cadres.

Great Power Intervention Forces

When the great powers move militarily, these are the units that usually get sent in first. Often specialists in covert and guerrilla operations, they move fast, hit hard, and get out. These groups are most likely to be deployed in "limited war" or "operations other than war" scenarios.

China: 3rd Special Warfare, 12th Special Warfare. Post-Pacific-War power struggles in China's top leadership led to a major reshuffling of special-operations organization. The 3rd Special Warfare battalion, which specializes in air and waterborne assaults and reconnaissance, remained under the control of the People's Liberation Army. The 12th, which focuses on infiltration behind enemy lines and command-control-communication-intelligence disruption, became part of the Ministry of Intelligence. Both groups rely primarily on bioroid units, although the 3rd tends to have more heavy combat cybershells than does the 12th. As of January, 2100, neither battalion is known to be currently undertaking operations.

E.U.: Combined Operations Force – Rangers. The degree of military integration between E.U. members remains a slightly controversial subject in Europe. Germany, France, and the U.K. retain highly effective independent militaries. When unity is needed, the Combined Operations Force serves as a coordinating structure for the various E.U. militaries. The COF – Rangers group comprises units from the British Special Air Service, French Groupe de Combat en Milieu Clos, German Kommando Spezialkraefte, and other E.U. special forces. European soldiers are primarily human/parahuman, with a large variety of cybershell units. As of January, 2100, COF – Ranger units are known to be operating in Uzbekistan.

Islamic Caliphate: Ghazi. Recruited from Caliphate national armies, Ghazi forces are well-trained, although equipment is somewhat less advanced than in other great-power intervention and special-operations groups. Ghazi units are particularly strong in counter-terrorism. As of January, 2100, the Ghazi is known to be operating in Uzbekistan and along the Caliphate's border with Iran.

PRA: Special Air Service TAG/OAT. Although all Pacific Rim Alliance members contribute to the collective defense, PRA special operations and intervention forces are largely based on Australian units. The Special Air Service Tactical Action Group/Offshore Assault Team squadrons specialize in infiltration and counterterrorism operations, and rely heavily on cutting-edge technology to make up for smaller numbers. Although the PRA does not reveal any information about SAS TAG/OAT, units are believed to be operating in an advisory capacity in the Philippines.

SAC: First Reconnaissance Brigade. First Recon is seeing a wave of popularity in the South African Coalition after both a series of successful interventions in Central Africa and a pseudodocumentary InVid called *Recce*, which chronicled the lives and battles of a First Recon squad. In 2092, the SAC Ministry of Defense became the first to require upgraded or parahuman genomes for all new special-operations recruits; over the subsequent decade, non-upgraded personnel were gently moved to other divisions. First Recon is not currently deployed, although there is much debate as to whether to send them into the war in Kivu.

TSA: Kesatuan Gurita (Indonesia), Fuerza de Operaciones Especiales (Peru). There is no substantive TSA-wide intervention force, although the two most-powerful Alliance members, Indonesia and Peru, use their own special-operations and intervention military divisions for Alliance-wide actions. Both are presently in use, despite the ongoing process of rebuilding after the Pacific War. Indonesia is believed to have deployed a limited number of KG units in support of the rebels in the Philippines, and Peru is known to have sent FOE soldiers to support the Honduran government.

U.S.: Unified Combat Applications Group. In the post-conflict analysis following the Andes War, the United States decided that it had too great a variety of special-operations forces, and that territorial disputes, struggles over funding, and a lack of compatibility between technical resources was the inevitable result. Critics claimed that the subsequent reorganization made matters worse, but by the 2080s the Unified Combat Applications Group was considered one of the best special-operations organizations on Earth. Over the last two decades UCAG has largely focused on spaceborne operations, but the civil war in Honduras, and the U.S. government's decision to support the anti-TSA rebels there, has increased UCAG's budget for Earthside operations. Aside from Honduras, there are no other known UCAG deployments on Earth as of January 2100.

Although conventional weapons are most commonly employed, weapons of mass destruction have been used in terror incidents. The last decade has seen an attempted nuclear weapon attack on Mars, the release of viral dystrophy in Taipei, and, most recently, the attempted release of nanotech weapons by the resurgent Aum Shinrikyo death cult in Japan. There is good reason for fear.

Terrorist organizations are still structured in 2100 as they were two centuries earlier. Distributed sets of small, independent cells train for particular activities, not knowing if they are going to be part of a larger campaign, the entirety of the attack, or even a sacrificial distraction. A small set of individuals link the cells, but no one person has direct contact with more than a portion of the network. Even these commanding operatives rarely know many of

Ear Replacement

Statistics: Standard ears give normal hearing. Acute Hearing [2/level] can be added, up to +2 in each ear. Radio Hearing [10], Subsonic Hearing [5], and Ultrahearing [5] can also be added.

Operation: $5,000 for surgery, $2,000 for standard ear. $3,000 per point in Acute Hearing. $6,000 each for Radio, Subsonic, or Ultrahearing.

Eye Replacement

Statistics: Standard eyes give normal sight. Acute Vision [2/level] can be added, up to +5, but must be bought in pairs.

Operation: $5,000 for surgery, $7,000 for standard eye, can be purchased singly. $9,000 each for +1; $12,000 each for +2; $20,000 each for +3; $30,000 each for +4; $40,000 each for +5.

Leg Replacement

Statistics: A single bionic leg must be closely matched to the original to maintain balance. Replacing both allows for Enhanced Move (Running) [10/level] up to +2 and Super Jump [10/level] +1.

Operation: $10,000 for surgery, $5,000 for single standard leg. $10,000 each per level of Enhanced Move (Running). $15,000 each for Super Jump +1. D cell, replaced yearly.

Implants

Controlled-Reality Implant

A dedicated virtual interface implant (see p. TS150) that runs a specialized version of software (see p. TS142). The wearer has no control over the activation or use of the system, and may not be aware that he has been implanted with the device. The images, sounds, and physical sensations experienced by the wearer are as real as any standard virtual experience. A wearer of a controlled-reality implant may come to believe that he is suffering from hallucinations, and exhibit corresponding behaviors (see *Flashbacks*, p. CI90).

Implantation of a controlled-reality implant is not typically by choice. The system costs $1,000. LC 2.

New Brainbugs

Brainbugs, or nanodrugs that alter brain chemistry (p. TS163), have an array of effects. Most are temporary, lasting for minutes or hours, but side-effects can persist for a day or more. Brainbugs can have effects beyond those listed in ***Transhuman Space***. Some (marked with an asterisk) are commonplace for street brainbugs.

Effects: Alcohol Intolerance, Bloodlust, Careful, Chummy*, Confused, Congenial, Cool (quirk)*, Doesn't Sleep, Dull, Fearless 1-4*, Gregarious*, High Pain Threshold, Humble, Light Sleeper, Low Empathy, Low Pain Threshold, Motion Sickness, Nightmares, Non-Iconographic, Oblivious, Prefrontal Lobotomy (only the effects not the actual surgery), Reduced Manual Dexterity, Responsive, Selfless, Staid, Undiscriminating*, Versatile, Voices.

"C-Love" Neuro-Agent

Effects: Gregarious [-10], Undiscriminating [-1], longer-term side effect of Non-Iconographic [-10]

Duration: Medium-term [(25-HT)/4 hours] for Gregarious and Undiscriminating, long-term (one full day) for Non-Iconographic.

Agent: Patch.

Cost: $10/dose. *LC*: 4.

"Drenamax" Neuro-Agent

Effects: Doesn't Sleep [20]. At the end of the duration, user must sleep for 24 hours. If awakened before 24 hours have elapsed, the user suffers a penalty to IQ and DX equivalent to the missed hours (i.e., if the user is awakened after 20 hours of sleep, his IQ and DX will be at -4) until the missed sleep is made up. Every hour that the recovery sleep is delayed is -1 to IQ and DX. If either IQ or DX reaches 0, the user drops into a deep sleep from which he cannot be awakened for 24 +3d hours. IQ and DX losses, if any, are regained after recovery sleep.

Duration: Long-term (3 full days) without sleep but at full alertness.

Agent: Pill.

Cost: $500/dose. *LC*: 5.

"Jellybean" Neuro-Agent

Effects: Flashbacks (Severe, No Fright Check -75%) [-5]; Lecherousness [-15] (Usually sees visions of attractive and compliant members of the appropriate sex). Roll 3d, on an 18 (no modifiers) the hallucinations are of terrifying or violent images. In these cases, use normal Flashbacks rules.

Duration: Short-term (25-HT minutes).

Agent: Pill.

Cost: $20/dose. *LC*: 3.

A Decerebrate's Guide to Brainbugs

This document provides a knowledge base, explaining how to make your own brainbugs using a biofac (p. TS153). Complexity 6, $1,000, LC 2.

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