

# TRANSHUMAN SPACE

## PERSONNEL FILES



Written by Phil Masters

POWERED BY  
GURPS



STEVE JACKSON GAMES



## 2100 A.D.: HEROES WANTED?

### *One's a top-flight Martian geologist.*

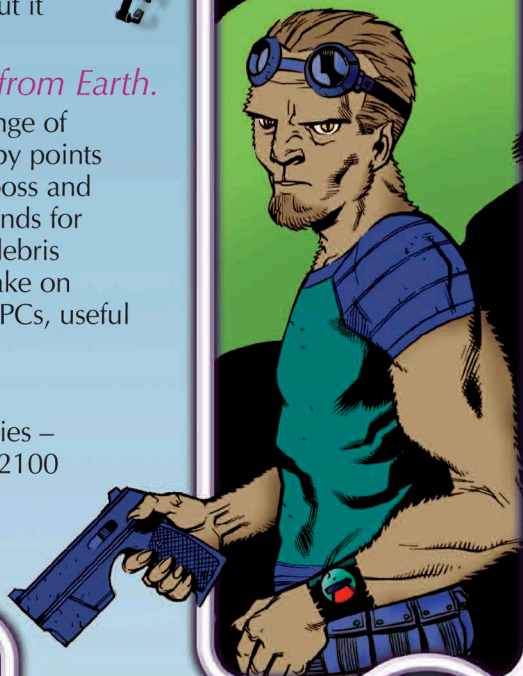
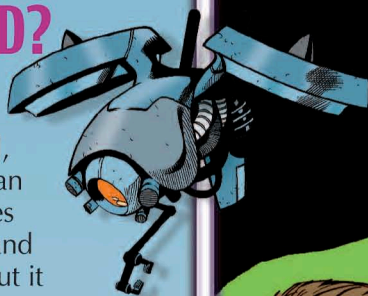
The universe of **Transhuman Space** is vast, and cool, and challenging. Characters fit to adventure there can be every bit as complex. The **GURPS** system enables players to come up with an infinite variety of PCs, and GMs to respond with a similar range of NPCs . . . but it can be hard to know where to start.

### *One's a rich kid who wanted to get away from Earth.*

This book shows you where. It contains a whole range of **Transhuman Space** characters, grouped into teams by points value. There's a detective agency with an unusual boss and even stranger legmen; a pack of high-tech newshounds for whom no story is too dangerous; a crew of orbital debris recovery specialists; and a security team who can take on almost any threat. Any of them can serve as instant PCs, useful allies, or formidable adversaries.

### *One's a bioroid built by the Triads.*

Also included are an assortment of Programmed Allies – the infomorphs and cybershells without which any 2100 adventurer is worse than naked. Trouble in 2100? These people know where to look for it, and what to do when they find it.



**Transhuman Space** is required to use this book. **GURPS Basic Set, Compendium I**, or other volumes in the **Transhuman Space** line may be useful, but are not mandatory. The ideas in **Personnel Files** can be used with any roleplaying system.

Written by Phil Masters

Edited by Andrew Hackard    Illustrated by Ramón Pérez

**Transhuman Space** designed by David Pulver

POWERED BY  
GURPS



STEVE JACKSON GAMES  
[www.sjgames.com](http://www.sjgames.com)

FIRST EDITION, FIRST PRINTING  
PUBLISHED DECEMBER 2002

ISBN 1-55634-679-4



9 781556 346798

SJGO1395 6710

Printed in  
the USA



# TRANSHUMAN SPACE

# PERSONNEL FILES™



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

*GURPS*, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Transhuman Space*, *Pyramid*, *Personnel Files*, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *Transhuman Space: Personnel Files* is copyright © 2002 by Steve Jackson Games Incorporated. All rights reserved. Printed in the USA.

The scanning, uploading, and distribution of this book via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

ISBN 1-55634-679-4

1 2 3 4 5 6 7 8 9 10

# STEVE JACKSON GAMES

# CONTENTS

## INTRODUCTION ..... 3

*About GURPS* ..... 3

## CHARACTERS ..... 4

BARRYMORE CONSULTANCY ..... 4

Helena Barrymore ..... 4

*Helena Barrymore's Age  
and Point Value* ..... 5

Francesco Dellagaria ..... 6

*Ghost or Fragment?* ..... 8

Nelson Buthembai ..... 9

*Barrymore Consultancy as PCs* .. 10

*Deputy Marshals* ..... 30

Dave O'Connor ..... 31

*Villareal's Team as NPCs* ..... 33

Sally Xan ..... 34

*Xan, the Triads, and Secrets* ..... 34

FT EPSILON-4 ..... 36

Julio Montera ..... 36

*FT Epsilon-4 Standard  
Equipment* ..... 38

Jean-Paul Danway ..... 39

*EDI as a Patron* ..... 41

*Why "Low Profile  
Fire Team"?* ..... 42

Simone Underhill ..... 42

*FT Epsilon-4 Team*

*Relations* ..... 44

Hassan Faruq ..... 44

*EDI Microbots* ..... 46

EMERGENCY RECOVERIES

*INC.* ..... 47

Colonel Walker ..... 47

*The Walker Residences* .... 49

Klaus Godot ..... 50

*Emergency Recoveries*

*Inc. in Action* ..... 51

"Jaculi" ..... 52

*Secrets* ..... 54

## OFF-THE-SHELF ALLIES 55

Cashalton "Robert" 61-T .. 55

Charlesfoster-M ..... 56

Clockwork Souls

"Footman" ..... 56

*AI Skill Levels* ..... 56

Cortez-Ghao "Adroit" ..... 57

Cortez-Ghao "Faraday" ..... 57

EDI "Bhisti" ..... 58

GenTech BR-Secretarial ..... 58

*Hidebound and Low Empathy*

*Penalties* ..... 58

*AI Languages* ..... 59

GH-L Nightingale ..... 59

*Purchased AI Capabilities* ..... 60

Marwari "Daniel Boone"

*Meme Miner* ..... 60

Newshawk/7-6 ..... 61

Patelsoft "Friend K" ..... 62

Tenzan THI-200bis ..... 62

Wotatech Hugin ..... 63

C-C+ RECOVERY ..... 11

Kurt Cassel ..... 11

*C-C+ Recovery as PCs* ..... 13

Eilard Gamma ..... 14

*The Tangente* ..... 15

*Company Languages* ..... 16

Sandra Chou ..... 16

Derek Repton ..... 18

*Playing C-C+* ..... 20

MEET THE PRESS ..... 21

Antoine Cohen ..... 21

*Reporters in Play* ..... 21

Ludwig Braun ..... 23

*Bioroids and Travel* ..... 24

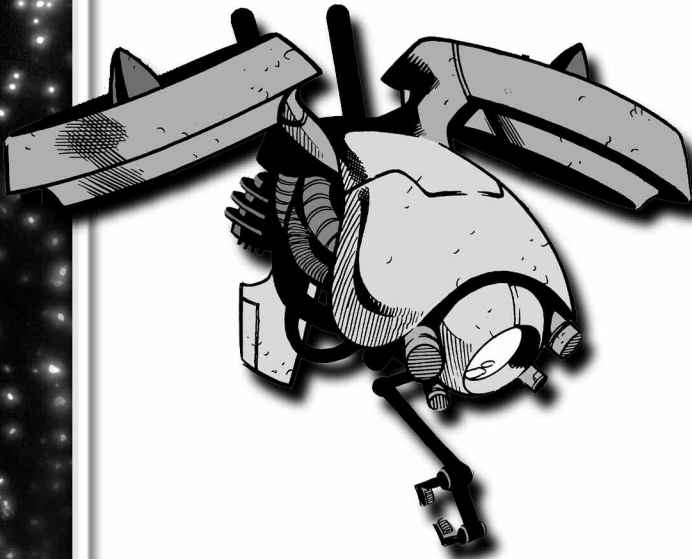
Tamara Chuikova ..... 26

*Cohen's Team* ..... 26

U.S. MARSHALS ..... 28

Carlena Villareal ..... 28

## INDEX ..... 64





# INTRODUCTION

*Transhuman Space* is a rich, dense, and complex setting, with a huge array of options for PCs and NPCs – genetic modifications, “programmed allies,” special skills, and so on. These options are fascinating, but are potentially intimidating for beginners. This book provides shortcuts for new players, and indeed for anyone in a hurry, including GMs.

*Personnel Files* is a collection of detailed, ready-made characters. They can be used exactly as they are or modified as required. Each comes with notes covering possible variants; some also discuss rules treatments and options. These characters were designed in a range of points values; for convenience, they have been grouped into teams of equal value – ready-made “parties.” However, each of them can easily be “broken out” for individual use.

## About the Author

Phil Masters is a freelance writer based in the U.K. He is the author or co-author of numerous books, many of them for *GURPS*, and is the editor of the Origins Award-winning *Munchkin’s Guide to Power Gaming*. He doesn’t think that anything he learned on that latter job was involved in creating this book.

## About TRANSHUMAN SPACE

The *Transhuman Space* series presents a unique hard-science, 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*, by David Pulver, which presents an overview of the solar system of 2100.

## 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/](http://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”x12” SASE – please use two stamps! – or just visit [www.warehouse23.com](http://www.warehouse23.com).

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

*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.

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

*GURPSnet.* This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail [majordomo@io.com](mailto:majordomo@io.com) with “subscribe GURPSnet-L” in the body, or point your web browser to [gurpsnet.sjgames.com](http://gurpsnet.sjgames.com).

The *Personnel Files* web page is at [www.sjgames.com/transhuman/personnel/](http://www.sjgames.com/transhuman/personnel/).

## 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*; those that begin with TS refer to *Transhuman Space*. The abbreviation for *this* book is PF. For a full list of abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).

# CHARACTERS

The main section of this book presents a number of personalities of the *Trans-human 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-blonde 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].



**Skills:** Appreciate Beauty (Figurative sculpture)-7/13 [1/2]; Area Knowledge (Earth Orbital Space)-12 [1]; Astro-gation-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.)

**"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]

# INDEX

“Adroit,” 57.

AIIs, *languages*, 59; *purchased capabilities*, 60; *skill levels*, 56; *trained*, 55.

Alpha Upgrades, 12, 43.

Barrymore Consultancy, 4-11; *as PC team*, 10.

Barrymore, Helena, 4-6; *and Age disadvantage*, 5; *and Francesco Dellagaria*, 6.

“Bhisti,” 58.

Bioroids, *and travel*, 24.

Braun, Ludwig, 23-26; *and Antoine Cohen*, 24.

BR-Secretarial, 58-59.

Buthembai, Nelson, 9-11; *and Francesco Dellagaria*, 10; *and Helena Barrymore*, 9.

Buzzbots, 27, 63.

Cashalton “Robert 61-T,” 55.

Cassel, Kurt, 11-13; *and Eilard Gamma*, 13; *and Sandra Chou*, 12.

C-C+ Recovery, 11-20; *as PCs*, 20.

Charlesfoster-Ms, 56.

Chou, Sandra, 16-18; *and Derek Repton*, 18; *and Eilard Gamma*, 18; *and Kurt Cassel*, 17-18.

Chuiikova, Tamara, 26-28; *and Antoine Cohen*, 27.

Clockwork Souls “Footman,” 56-57.

Cohen, Antoine, 21-23; *and his team*, 26.

Combat Nagas, 52.

Cortez-Ghao “Adroit,” 57.

Cortez-Ghao “Faraday,” 57-58.

Cyberdocs, 47, 49.

“Daniel Boone,” 59-61.

Danway, Jean-Paul, 39-41.

Dellagaria, Francesco, 6-8; *and Helena Barrymore*, 7-8; *and Nelson Buthembai*, 8.

Duncanites, 17.

EDI, *see Executive Decisions Incorporated*.

Emergency Recoveries Inc., 47-54; *secrets of*, 54.

Errata, *first printing of Transhuman Space*, 55.

Executive Decisions Incorporated (EDI), 36-46; *as a Patron*, 41; *as adversaries*, 44; “Bhisti,” 58; *microbots*, 46.

“Faraday,” 57-58.

Faruq, Hassan, 44-47.

Felicias, 24; *preban*, 25.

“Footman,” 56-57.

“Friend K,” 62.

FT Epsilon-4, 36-47; *as Low Profile Fire Team*, 42; *standard equipment*, 38; *team relations*, 44; *variations*, 41.

Gamma, Eilard, 14-16; *and Kurt Cassel*, 15.

Gearhead-Ro, 63.

GenTech “BR-Secretarial,” 58-59.

GH-L “Nightingale,” 59.

Godot, Klaus, 50-52; *and Colonel Walker*, 52.

Godwin, Charles, 50-52.

**GURPS Bio-Tech**, 5.

Hidebound disadvantage, 58.

“Housekeeper,” *see “Footman”*.

“Hugin,” 63.

IRI-4 Malachi, 61, 63.

Ishtar Upgrades, 23.

Jaculi, 51-54; *and Charles Godwin*, 53-54; *and Colonel Walker*, 53-54; *and Klaus Godot*, 53-54.

Languages, 16, 59.

Low Empathy disadvantage, 58.

Marshals, *U.S. deputy*, 28-36.

Martian Commonwealth, 30, 33, 35, 36.

Martian Triads, 34-35.

Marwari “Daniel Boone” Meme Miner, 59-61.

Montera, Sergeant Julio, 36-37, 39.

Newshawk/7-6, 61-62.

“Nightingale,” 59.

O’Connor, Dave, 31-34.

Patelsoft “Friend K,” 62.

Reporters, 21.

Repton, Derek, 18-20; *and Kurt Cassel*, 19; *and Sandra Chou*, 19.

“Robert 61-T,” 55.

Satellite Debris Removal Inc, 12.

“Sec,” *see BR-Secretarial*.

“Shack, the,” 17.

Steptoe-class Debris Recovery Vehicle, 15.

Suchi-Rukara, 63.

*Tangente*, 13, 15, 20.

Tech-Spiders, 63.

Tennin, 17.

Tenzan THI-200bis, 62-63.

THI-200bis, 62-63.

**Transhuman Space: High Frontier**, 12, 15, 17.

Truckers’ Guild, *Martian*, 30.

Underhill, Simone, 42-44.

“Vacuum Cleaners,” 11-12.

Villareal, Carlena, 28-31; *and team as NPCs*, 33.

Volkspiders, 7.

Walker, Colonel Deborah, 47-49, 51; *and Klaus Godot*, 49; *residences of*, 49.

Wotatech “Hugin,” 63.

Xan, Sally, 34-36; *and Martian Triads*, 34; *and secrets*, 34.

Ziusudras, 32.

ZR-3s, 34-36.

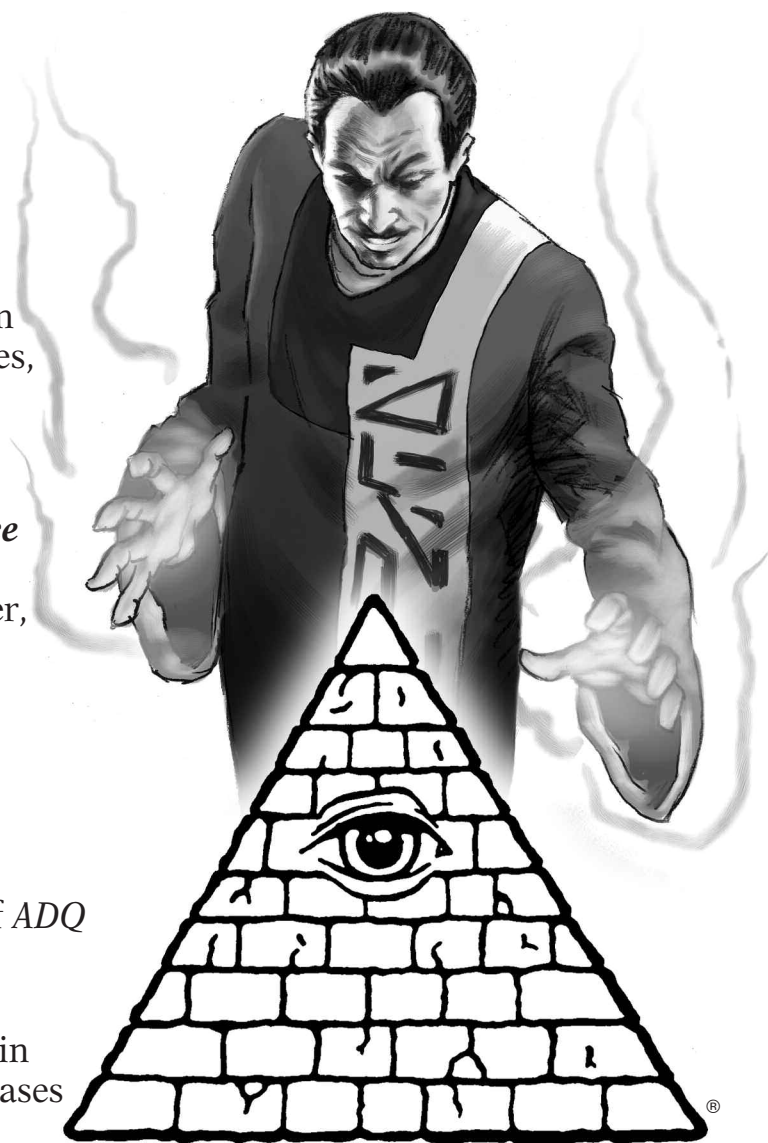


# STUCK FOR AN ADVENTURE? NO PROBLEM.

---

**Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.**

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



**STEVE JACKSON GAMES**  
**warehouse23.com**