

GURPS[®]

Fourth Edition



BIOROID BAZAAR[™]

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About GURPS

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

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

“GRA?” The snakehead looked ostentatiously unimpressed, rolling his shoulders to emphasize his artificial muscle mass. “These are international waters. You’ve got no jurisdiction here, Euro . . .”

“I advise you to ask your legal AIs about **hot pursuit**,” the GRA agent interrupted. “The biphibs had you in sight all the way from territorial waters. We have adequate jurisdiction, I assure you.”

“Huh.” The snakehead’s eyes defocused for a moment; he was trying to hide it, but he **had** checked. “That’s another thing. Those are Seawolfs. Since when did your mob use combat ’roids?”

“My associates here are U.S. Navy,” the agent answered with a cold smile, indicating the slick-skinned special operators who were holding PDWs trained on the snakehead and his Xenocop-bootleg bodyguard. “We’re always happy to cooperate with local law enforcement. Now, shall we talk about your unfortunate cargo?”

“Talk all you like,” the snakehead mustered one more sneer. “But don’t tell me that you care about ’roids, Ms. GRA. You of all people know that they ain’t human.”

The agent’s smile slipped. “You’re running **Hecates**,” she snapped. “Believe me, some things can make me care.”

This supplement covers a small but significant gap that had been left in the update of the **Transhuman Space** line to **GURPS Fourth Edition**. It completes the game-mechanical conversion of all the bioroid and parahuman types detailed in Third Edition supplements, along with any uplifted animals that might reasonably be used as player characters in games.

Biosapient templates from the main **Transhuman Space** book were converted in **Transhuman Space: Changing Times**. **Changing Times** also laid down general principles for such conversions, but there wasn’t room for everything there. In effect, **Transhuman Space: Bioroid Bazaar** does for biotech what **Transhuman Space: Shell-Tech** did for robotics.

But that’s not all! **Bioroid Bazaar** adds some *new* templates and variants, along with the new and modified game features required to make all these templates complete. For reasons of space, though, templates for some “tool creatures” not really suitable for use as PCs had to be left out. They may appear in another supplement about biotech in Transhuman Space.

NOMENCLATURE

In this volume, the series of supplements that defines the game world are cited as **Transhuman Space** (in bold italics). The setting itself – the solar system in the year 2100 – is referred to as Transhuman Space, without boldface or italics. However, campaigns exploring that setting are **Transhuman Space** campaigns, because they are based on those supplements.

PUBLICATION HISTORY

As mentioned above, this supplement converts templates from numerous Third Edition **Transhuman Space** books to Fourth Edition; see the individual entries for specific origins. Some of this conversion was performed already in the new

version of **GURPS Bio-Tech** for Fourth Edition; some of the templates first appeared there, albeit sometimes under different names or in variant forms. However, the versions here are designed to remain consistent with the treatments in past **Transhuman Space** books and may include specific features related to the types’ situation in society, such as Reputations.

In addition, some material provided here first appeared in **Transhuman Space: Personnel Files 2: The Meme Team**, **Transhuman Space: Wings of the Rising Sun**, and **GURPS Power-Ups 2: Perks**.

*They could speak,
sing, read, write, work,
love and die; but they
were not covered by
human law, which
simply defined them as
“homunculi” and gave
them a legal status close
to animals or robots.*

– Cordwainer Smith,
“The Ballad
of Lost C’mell”

ABOUT THE AUTHOR

Phil Masters is the **Transhuman Space** Line Editor and the author of several previous supplements for the line, including **Changing Times** and **Shell-Tech**. He is British and has been a roleplaying-game writer for over 30 years. He has worked with Steve Jackson Games for over 20 years, as well as writing for Hero Games, White Wolf, Posthuman Studios, Osprey Publishing, and others. His credits also include the **Discworld Roleplaying Game**, which is something else that he’s been updating recently. His web site is at www.philm.demon.co.uk.

He is not genetically modified, so far as he knows. But how can you tell?

OTHER CHARACTER TRAITS

Some features relate more to the character's physiology or psychology.

ADVANTAGES AND PERKS

Removing a "template advantage" or "template perk" from an individual character qualifies as taking a disadvantage, which counts against any disadvantage limits for the campaign.

Radiation Tolerance

see p. B79

The number listed with any appearance of this advantage is the divisor applied to the effective dose of radiation received.

New Perks

A few new perks are used in templates in this book.

Extreme Sexual Dimorphism

You have exaggerated male or female sexual attributes. This gives +1 to Sex Appeal – but also +1 to others' attempts to identify you, and -1 to Disguise or Shadowing when trying to remain anonymous. You may purchase this perk up to three times; both the bonuses and the penalties are cumulative (i.e., Extreme Sexual Dimorphism 3 gives +3 to Sex Appeal and attempts at identification, and -3 to Disguise and Shadowing).

Cosmetic surgery might grant this perk, especially given TL10 medical technology. However, opting for such an appearance is widely considered gauche in 2100.

Feathers

You have feathers. These prevent sunburn and help shed water, eliminating up to -2 in penalties for being wet – notably for *Cold* (p. B430).

Parthenogenesis

Prerequisite: Female.

You can become pregnant by inducing voluntary hormonal changes via biofeedback or by taking a pill. The fetus is effectively your clone. This is only a perk if you can also use

sexual reproduction; it's a 0-point feature if you can *only* reproduce this way.

Passing Appearance

Bioroids with this perk can pass very easily as human of some innocuous or even dominant class. Their designers carefully avoided any of the subtle visual cues that might mark them out, including any too-perfect facial symmetry.

Note that a more general version of this perk appears in other supplements.

Scales

You have scales, like a reptile. This prevents sunburn and can also justify purchasing Damage Resistance 1-5 (p. B46) separately.

DISADVANTAGES AND QUIRKS

A wide range of "realistic" disadvantages may appear on parahuman and bioroid templates. A disadvantage should appear on a template only if it applies to *at least* 50% of all characters with that template – and preferably more. Most "template disadvantages" are inherent in the character's genes or basic design, although some, such as Reputations (p. 5), are related to views of the type held more-or-less universally by the public. It is possible to eliminate *some* template disadvantages, at the GM's option, but this usually requires radical and expensive medical treatments, or the acquisition of an extraordinary personal public image.

If the cost of a disadvantage is followed by a *, then the trait requires a self-control number; see pp. B120-121.

Build-Related Disadvantages

see pp. B18-20

Overweight, Skinny, Dwarfism, etc. always are rated *relative to your species' norm*, so none of these disadvantages can appear on "racial" templates; particular genotypes and models are just "built as they're built." Some types have a different Size Modifier, though! Effects on knockback, swimming ability, etc. should be represented by variations in ST and, if necessary, racial skill bonuses, perks, or quirks. See also *Thin Frame*, p. 7.

The Tennen in the original version of *Changing Times* does have Skinny. For consistency, replace Skinny with Thin Frame, increasing the template value by 4 points. The same applies to the Wu Tsao and ZR-5 variants. For alternate versions of the Tennen, see pp. 12-13.

Compulsive Behavior

see pp. B128-129

One new compulsion occasionally shows up in Transhuman Space as a side effect of attempts to "engineer in" mathematical gifts.

The Bioshell Lens

When converting any bioroid template to a *bioshell* type, delete any IQ or Will modifiers and purely mental advantages or disadvantages, and add everything on the standard bioshell template or the intrusion variant (*Changing Times*, p. 59) that isn't already present. Note that Per modifiers may stand; they often reflect good or bad sensory organs rather than brain structures. The exact type of Telecommunication hardware installed varies from case to case.

Some bioshell characters have serious Secrets or high-value Social Stigmas, Enemies, etc. However, the details vary considerably between individuals and locations, and many have no such problems.

Avatar (Female)

64 points

Attribute Modifiers: DX+1 [20]; HT+2 [20].

Advantages: Beautiful [12]; Resistant to Disease (+8) [5]; Voice [10].

Perks: Extreme Sexual Dimorphism 2 (p. 6). [2]

Disadvantages: Shyness (Mild) [-5].

Features: Taboo Traits (Aggressiveness, p. 8; Genetic Defects; Mental Instability).

Date: 2061.

Cost: \$127,000.

Avatar (Male)

73 points

Attribute Modifiers: ST+2 [20]; HT+2 [20].

Secondary Characteristic Modifiers: Per +2 [10].

Advantages: Handsome [12]; High Pain Threshold [10]; Resistant to Disease (+8) [5].

Perks: Extreme Sexual Dimorphism 2 (p. 6). [2]

Disadvantages: Overconfidence (12) [-5].

Quirks: Proud. [-1]

Features: Taboo Traits (Genetic Defects; Mental Instability).

Date: 2061.

Cost: \$127,000.

BROWNIE

see *Fifth Wave*, p. 115; 15 points

An early type, optimized for health and durability by redesigning the gross structure of the human body at the cost of an odd appearance.

Attribute Modifiers: ST-1 [-10]; HT+2 [20].

Secondary Characteristic Modifiers: Basic Move-1 [-5].

Advantages: Acute Hearing 2 [4]; Acute Vision 1 [2]; Catfall [10]; Resistant to Disease +8 [5]; Longevity [2].

Perks: No Degeneration in Zero-G. [1]

Disadvantages: Disturbing Voice [-10]; Unattractive [-4].

Features: Taboo Traits (Genetic Defects; Mental Instability).

Date: 2055.

Cost: \$44,000.

CHIROPTIAN

see *High Frontier*, p. 78; 67 points

A type originally created in response to wildly optimistic projections regarding Martian terraforming. Bat genes give them a number of radically nonhuman features, including wing membranes that enable them to fly given a combination of low gravity and an Earth-like atmosphere. Some now live in domed communities on Titan or in larger space colonies, but many remain in the “Flying Dome” in Luna City.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Advantages: 3D Spatial Sense [10]; Acute Hearing 2 [4]; Acute Taste and Smell 1 [2]; Doesn't Breathe (Oxygen Storage ×25, -50%) [10]; Extended Lifespan 1 [2]; Extra Arms 2 (Foot Manipulators, -30%) [14]; Flight (Requires Low Gravity, 0.35 G, -30%; Temporary Disadvantage, No Fine Manipulators, -30%; Winged, -25%) [8]; Immunity to Disease [10]; Longevity [2]; Radiation Tolerance 2 (p. 6) [5]; Scanning

Sense (Sonar; Reduced Range 1/2, -10%) [18]; Sharp Claws [5]; Sharp Teeth [1]; Ultrahearing [5].

Perks: Fur; No Degeneration in Zero-G. [2]

Disadvantages: Unnatural Features 5 (Bat-like face and wings) [-5]; Unusual Biochemistry [-5]; Vulnerability (Crushing ×2) [-30].

Quirks: Thin Frame (p. 7). [-1]

Features: Early Maturation 1; Taboo Traits (Genetic Defects).

Date: 2077.

Cost: \$167,000.

Notes and Variations

Chiroptians are physically light, with hollow bones; one will weigh about half as much as a typical human of the same height.

Camazotz: An earlier, experimental “bat-parahuman,” primarily intended as proof of concept for a being that could live on some possible extrasolar planets; much material from the Camazotz program was reused in the Chiroptian. Few of this type were ever born, and fewer achieved adulthood, but some are still around. Delete Doesn't Breathe, Extended Lifespan, Extra Arms, Immunity to Disease, Longevity, Radiation Tolerance, No Degeneration in Zero-G, and both Features from the Chiroptian. The Camazotz was slightly less strong on average, and needed slightly lower gravity to fly (actually 0.3 G, a -35% limitation), but neither makes a point cost difference. 23 points. (2071, \$123,000.)

DRYLANDER

see *Fifth Wave*, p. 114; 34 points

A parahuman specifically adapted to life in arid regions of Earth.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Advantages: Filter Lungs [5]; Nictitating Membrane 1 [1]; Night Vision 5 [5]; Reduced Consumption 1 [2]; Resistant to Poison (+3) [5]; Temperature Tolerance 5 [5].

Perks: Scales (p. 6). [1]

Features: Reflective Eyes (p. 8); Taboo Traits (Genetic Defects; Mental Instability).

Date: 2077.

Cost: \$85,000.

FREEFALL DESIGNS

The Tennin (*Changing Times*, p. 49) represents the current standard for zero-G-oriented parahumanity. That and a few other, effectively indistinguishable designs are good enough for many spacer parents. However, some variants and more ambitious designs do exist.

Kumo

see *Deep Beyond*, p. 113; 19 points

A radical development of Tennin anatomy, replacing legs entirely with arms.

Attribute Modifiers: ST-2 [-20].

Secondary Characteristic Modifiers: Basic Move-2 [-10].

Advantages: 3D Spatial Sense [10]; Attractive [4]; Extra Arms 2 (Foot Manipulators, -30%) [14]; Longevity [2]; Radiation Tolerance 5 (p. 6) [10]; Resistant to Disease (+8) [5].

CHAPTER THREE

BIOROIDS

See *Changing Times*, p. 43, for notes on appropriate Social Stigmas and Wealth levels for bioroid characters in different areas. Furthermore, because they are mandatory, these may not have to count against campaign disadvantage limits, at the GM's discretion.

AQUATIC DESIGNS

Subaqua operations are one area where bioroid workers can be very useful. However, the fundamental problems involved in creating actual water-breathers remain largely unsolved.

Gillmorph

see *Under Pressure*, p. 94; 333 points

A nonhumanoid design based on killer-whale morphology, but smaller and with added work arms and tentacles, and multiple eyes. Despite the name, this is an air-breathing creature, albeit with highly optimized lungs. Disturbing Voice here represents a mixture of weird nonhuman pitches and cetacean staccato whistling.

Attribute Modifiers: ST+17 (Size, -20%) [136]; DX+1 [20]; IQ-1 [-20]; HT+3 [30].

Secondary Characteristic Modifiers: SM +2; Per+2 [10].

Advantages: 360° Vision [25]; Acute Hearing 2 [4]; Damage Resistance 1 (Tough Skin, -40%) [3]; Doesn't Breathe (Oxygen Storage x200, -20%) [16]; Enhanced Move 1 (Water; Temporary Disadvantage, No Manipulators, -50%) [10]; Enhanced Tracking 3 [15]; Extra Arms 6 (Extra-Flexible, +50%; No Physical Attack, -50%; Temporary Disadvantage,

Bad Grip 2, -10%) [54]; Immunity to Disease [10]; Injury Tolerance (No Neck) [5]; Nictitating Membrane 1 [1]; Pressure Support 2 [10]; Scanning Sense (Sonar; Reduced Range 1/5, -20%) [16]; Sharp Teeth [1]; Temperature Tolerance 1 [1]; Ultrasonic Speech [10].

Disadvantages: Bioroid Body [-4]; Disturbing Voice [-10]; Increased Life Support (Massive) [-10]; No Legs (Aquatic) [0].

Features: Sexless.

Date: 2098.

Cost: \$1,750,000.

Notes and Variations

The original template gave this creature the equivalent of Enhanced Tracking 5, but as it has only four pairs of eyes (and they do operate in pairs), three levels is more appropriate.

Gillmorph Bioshell: For the bioshell version of this design, "Immunity to Disease" increases to "Immunity to Metabolic Hazards" for skull hit location only; applying the -70% limitation for this to the 20 points for the increase makes the cost of this [6]. Also, delete the IQ penalty, change the Per modifier to +1 [5], and add Absolute Direction (Requires Signal, -20%) [4], Telecommunication (Cable Jack; Sensie, +80%) [9], Telecommunication (Radio; Sensie, +80%) [18], Accessory (Small Computer) [1], and Electrical (Partial, Skull hit location only, -70%) [-6]. This makes the template cost 380 points. Given the number of arms and eyes included in the Gillmorph design, it would be reasonable to require that any AI installed in such a bioshell should have to be specially designed to manage it.

Nemo

see *Under Pressure*, p. 94; 76 points

An advanced humanoid bioroid capable of extended dives and deep-water operations. The modifications designed to grant this model partial tolerance of extreme pressures and changes of pressure have the beneficial side effect of making it resistant to various other problems.

Attribute Modifiers: ST+1 [10]; HT+2 [20].

Secondary Characteristic Modifiers: HP+1 [2].

Advantages: Amphibious [10]; Doesn't Breathe (Oxygen Storage x50, -40%) [12]; Enhanced Move 1/2 (Water) [10]; Nictitating Membrane 1 [1]; Pressure Support 1 [5]; Resistant to Disease (+8) [5]; Resistant to Gaseous/Inhaled Poisons (+3) [3]; Temperature Tolerance 1 [1].

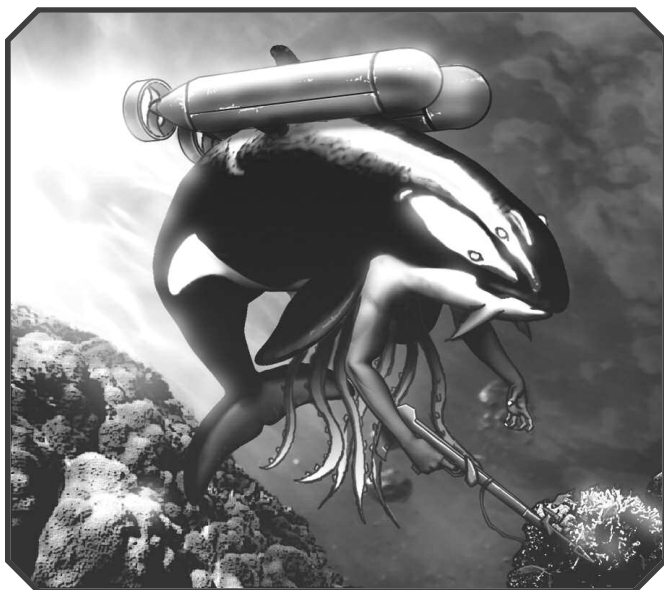
Perks: Immunity to Gas Narcosis. [1]

Disadvantages: Bioroid Body [-4].

Features: Aquatic Adaptations (Smooth mottled gray or black skin; webbed fingers and toes); Unaffected by SAD (p. 8).

Date: 2082.

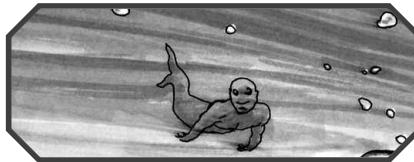
Cost: \$135,000.



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