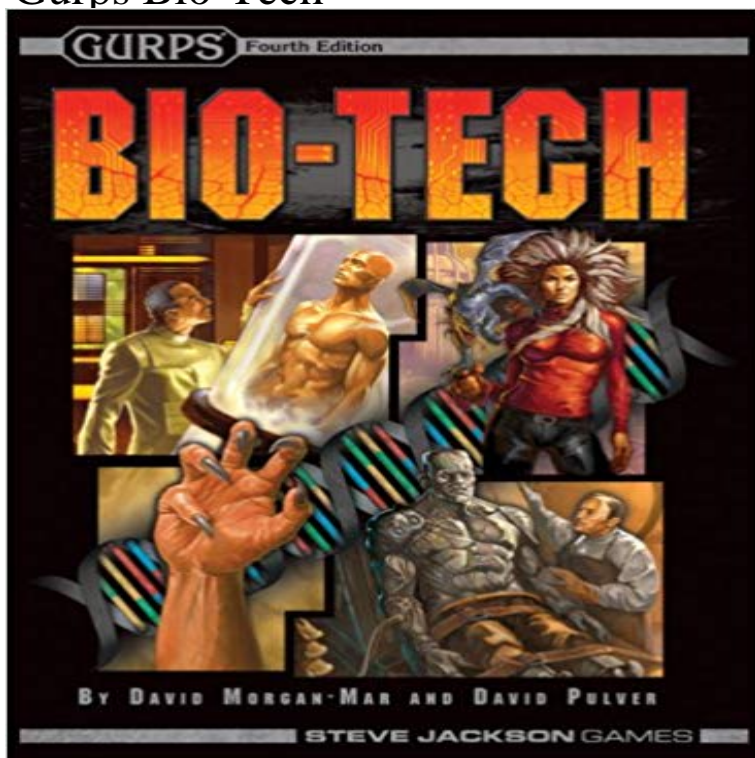


Gurps Bio-Tech



The Future is Alive Who needs chrome, pal? Meat is where its at now. Mother Nature always did it best - she just needed a little help. Get down to the black clinic, old-timer, and you can be 15 again. That is, if you still want to be human at all. Its the technology of the posthuman age: biotech! Upgrade your old body with steroids and smart drugs, transplants, and viral nano ... or just get a new one. Maybe you dont think being human is so great? Then improve on nature with eugenics and gene-fixing. Or just go parahuman: if you love cats, become one! The technologys changing fast, but youll have lots of time to get used to it - death is a temporary inconvenience with cryonics and immortality drugs. And who needs silicon and steel? Vatbrain biocomputers are where its really at! But its not just about the future. GURPS Bio-Tech includes a full range of 19th, 20th, and 21st-century medical equipment, from early vaccines to surgical robots, along with game stats for the worlds most deadly diseases. GURPS Bio-Tech also includes a complete set of character templates for biotech professions, rules for biotech magic, and two original campaign settings: an alternate Earth ruled by a clone of Alexander the Great, and a living starship on its way to colonize an alien world! Say goodbye to your old body. Have you upgraded your genetics this year? This is the second edition of GURPS Bio-Tech. It has been revised to the GURPS Fourth Edition rules and expanded to cover medicine, drugs, magic, and new technologies. Some entries were introduced in GURPS Space, GURPS Robots, and the Transhuman Space series.

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GURPS Bio-Tech - CreateSpace ERRATA GURPS Bio-Tech Updated April 2, 2009. Copyright by Steve Jackson Games Incorporated. P. 2. Adam J. Rush was inadvertently left out of the **Introduction/ Index - Steve Jackson Games**

Does anyone use biotech in sci fi campaigns? I currently saved up to buy gurps horror and any other supplement I might like. I usually use high **GURPS Bio-Tech - Steve Jackson Games** Ive decided to go through the new edition of GURPS Bio-Tech, looking at how it fits with Transhuman Space and what questions it raises about **Excerpts from GURPS Bio-Tech - Steve Jackson Games** Apr 25, 2007 Ive decided to go through the new edition of GURPS Bio-Tech, looking at how it fits with Transhuman Space and what questions it raises about GURPS Bio-Tech 2006 Origins Nominee. Origins Nominee for Best Role-Playing Game Supplement of 2006. GURPS Bio-Tech. Available as a digital file! **GURPS Bio-Tech - Steve Jackson Games** GURPS Bio-Tech is a GURPS, the Generic Universal Role Playing Game, sourcebook that covers the implementation of biotechnology in the game. The first **none** GURPS Bio-Tech. Available as a digital file! Written by David L. Pulver * Edited by Sean Punch * Cover art by Carol M. Burrell Illustrated by Dan Smith. **GURPS Bio-Tech - Warehouse 23** Gurps Bio-Tech [David Morgan-Mar, David Pulver, Abrar Ajmal] on . *FREE* shipping on qualifying offers. The Future is Alive Who needs chrome, **Gurps biotech and fantasy settings - Steve Jackson Games Forums** Transhuman Space: Bio-Tech 2100. GURPS Fourth Edition. Available as an e-book on e23! Written by Phil Masters * Edited by Nikola Vrtis Illustrated by Eric **Review of GURPS: Biotech - RPGnet RPG Game Index** Vatbrain biocomputers are where its really at! But biotech isnt just the future. GURPS Bio-Tech includes a full range of medical equipment from the 19th, 20th, **Warehouse 23 - GURPS Bio-Tech** Biotech Monsters-91. TL13+ Cyberpunk Nanopunk Backward non-Biotech Cloning Reproductive Pantropy Homo Superior Slave Species Genetic Castes **GURPS BioTech 4th Edition - Issuu** is a digital publishing platform that makes it simple to publish magazines, catalogs, newspapers, books, and more online. 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