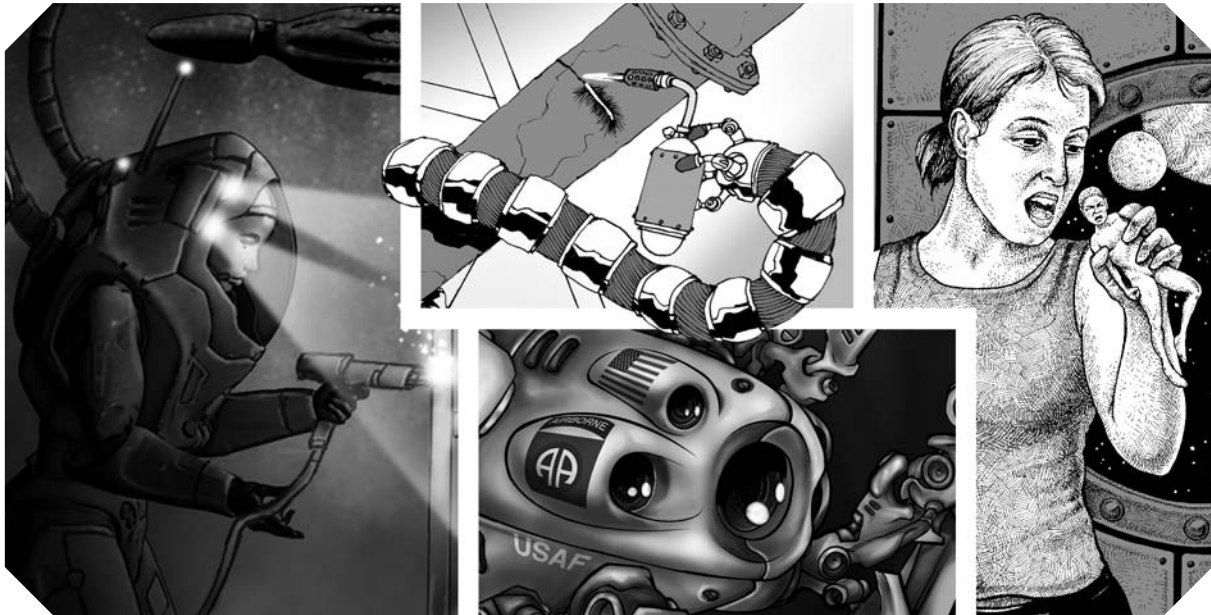


GURPS[®]

Fourth Edition

TRANSHUMAN SPACE

SHELL-TECH[™]



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An e23 Sourcebook for GURPS[®]

STEVE JACKSON GAMES

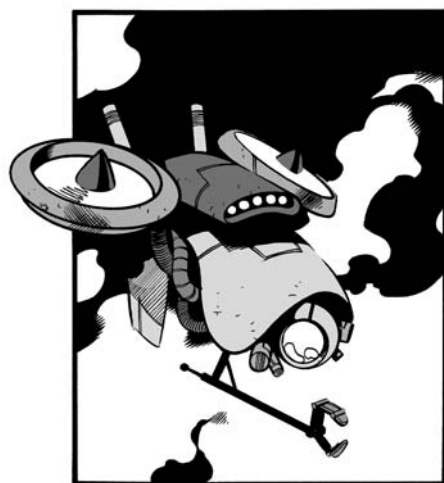
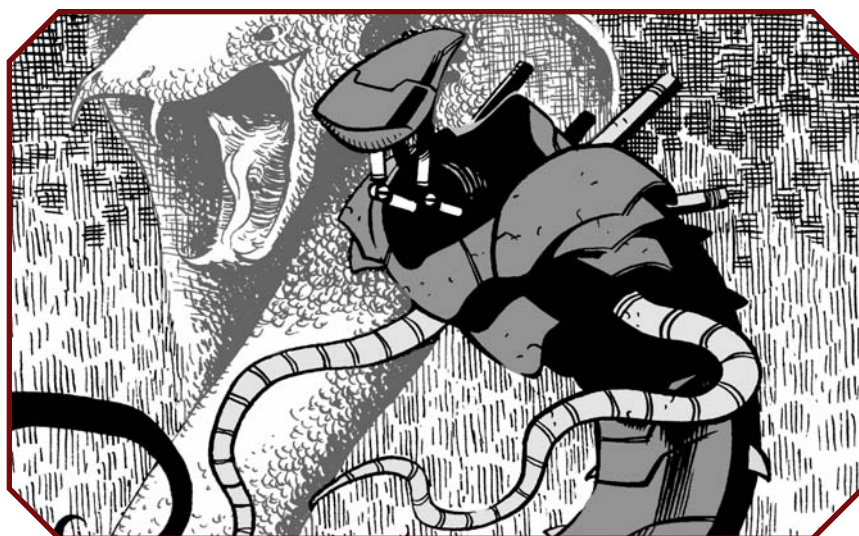
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INTRODUCTION

One of the unique features that makes *Transhuman Space* an interesting RPG setting is the widespread use of *cybershells*. Any infomorph character can occupy and operate a wide variety of mechanical bodies, even moving between several in the course of a single scenario. The variety and pervasiveness of cybershells is extremely convenient. An infomorph in the right shell can perform an immense variety of tasks.

A GM who wants to portray life in this setting in detail will need information on a wide variety of cybershells. Previous

Transhuman Space supplements have included templates for a goodly number. However, all but the most recent of those books were for *GURPS Third Edition*. *Changing Times* (www.sjgames.com/transhuman/changingtimes/) converted *Transhuman Space* to *GURPS Fourth Edition*, but only had room for templates drawn from the *Transhuman Space* core book. Players and GMs can always use more.

Shell-Tech includes *GURPS Fourth Edition* templates for every cybershell and bioshell found in every major *Transhuman Space* supplement, as well as several brand-new designs and variants. These shells cover every need, from household maintenance to extraterrestrial exploration, and can be useful in any *Transhuman Space* campaign. Each of them has to be combined with an infomorph to make a complete character. *Changing Times* includes a full set of infomorph templates. Readers will also need to refer to Chapter 3 of *Changing Times* for a number of character features used in these templates, including the meta-traits Bioroid Body and Cybershell Body, Taboo Traits, Early Maturation, and No Legs (Portable).

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new *GURPS* rules and articles. It also covers the *d20* system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new *GURPS* books!

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 SASE, or just visit www.warehouse23.com.

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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 for errata, updates, Q&A, and much more. To discuss *GURPS* with SJ Games staff and fellow gamers, come to our forums at forums.sjgames.com. The *GURPS Transhuman Space: Shell-Tech* web page can be found at www.sjgames.com/transhuman/shell-tech.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the books that interest you! Go to the book's web page and look for the "Bibliography" link.

Page References

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.



About the Author

Phil Masters has been writing RPG material since 1980, *GURPS* supplements since 1993, and *Transhuman Space* supplements since 2002; among other things, he wrote *Changing Times*. He's in a campaign in which he plays an SAI with the personality of a sarcastic English librarian, but that really isn't typecasting.

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 ideological conflict. The core book is *Transhuman Space*, which presents an overview of the setting with game mechanics for *GURPS Third Edition*; other books in the line expand on specific aspects of the setting. *Changing Times* is a GM's guide and *Fourth Edition* update for the line.

and a well-trained NAI can become a very effective team, each performing part of a task in close coordination with minimal verbal interplay. Installed AIs are often optimized for tool use, and may provide features such as Ambidexterity.

This template represents a professional-grade cybertool, robust enough to function in a wide range of environments. Use of such an item counts as at least improvised equipment for most tasks using skills such as Mechanic or Repair, and often qualifies as basic equipment at least equal to a mini-toolkit. For some tasks, especially when very small-scale work is involved, it's better than that, granting a bonus or even permitting attempts at things that would otherwise be impossible. The GM determines how useful it is for any given purpose. 1.5 lbs., 5" long.

Attribute Modifiers: ST-5 [-50]; HT+2 [20].

Secondary Characteristic Modifiers: HP-1 [-2]; SM-5.

Advantages: Absolute Direction (Requires Signal, -20%) [4]; Claws (Sharp Claws) [5]; Compartmentalized Mind (Controls) 1 [25]; DR 7 (Can't Wear Armor, -40%) [21]; Doesn't Breathe [20]; Extra-Flexible Short Arms [0]; High Manual Dexterity 4 [20]; Machine [25]; Microscopic Vision 3 [15]; Night Vision 7 [7]; Pressure Support 2 [10]; Protected Sense (Vision) [5]; Reduced Consumption 2 (Recharge/refuel once a day) [4]; Sealed [15]; Sensitive Touch [10]; Telecommunication (Cable Jack; Sensitive, +80%) [9]; Telecommunication (Radio; Sensitive, +80%; Reduced Range, 1/10, -30%) [15]; Temperature Tolerance 4 [4]; Vacuum Support [5].

Perks: Accessories (Built-in tool system with penlight, Micromanipulation Tools, Tiny Computer). [3]

Disadvantages: Cybershell Body [-15]; No Legs (Portable) [-30]; No Sense of Smell/Taste [-5]; Restricted Diet (Very Common, power cells) [-10].

Quirks: Cannot Float. [-1]

Features: Individuals of the same model closely resemble each other.

Date: 2058. **Cost:** \$1,500 + computer.

Notes: The Compartmentalized Mind (Controls) advantage represents the user's easy access to the cybertool's senses, radio, built-in toolkit, and manipulators; this requires a VII or equivalent to be used to full effect.

Variants

Specialist cybertools have been developed for a number of purposes; most of these just add another Accessory perk or two. A few advanced models have Extra Arms; these may require specially designed AI software.

Special Advantages, Disadvantages, and Modifiers

A number of special features appear on several of these templates:

Arm Modifications

Cybershells often have special features incorporated in the design of their arms, which are evaluated by applying the special enhancements and limitations normally applied to Extra Arms to a base of 10 points per arm; see *Modifying Beings With One or Two Arms*, p. B53. This produces advantages and disadvantages such as "Extra-Flexible Short Arms [0]" or "Weak Arms (Half Body ST) [-5]."

Extra Wheels

A number of these cybershells have the No Legs (Wheeled) disadvantage and also an Extra Wheels advantage. The latter is exactly the same as Extra Legs (p. B54), but applies to wheeled characters.

Sealed (Acid-Resistant)

Acid-Resistant is a new special enhancement for the Sealed advantage. It means that your impermeable layer is chemically highly resistant to acids. As a result, you are immune to the specific corrosive effects of acids, including the hostile atmosphere of planets such as Venus. This negates the DR-destroying effects of Innate Attacks with the Corrosion type which are defined as using acids, although they may still do regular damage if they penetrate the target's DR. +40%.

Short Legs

Some legged beings – all quadrupeds in this book – can't kick very far, either because they have short legs in proportion to their bodies, or because they are simply too small. (Note that even SM-1 or smaller creatures can nominally kick at Reach 1.) To reflect this, apply the Short limitation for Extra Arms (p. B53) to their Extra Legs advantage, meaning that they can only kick (or otherwise reach out with their feet) to Reach C. This gives them -2 points, which is treated as a disadvantage (Short Legs) in these templates for convenience.

Super Jump (Bouncing Only)

The Bouncing enhancement to Super Jump first appeared in *GURPS Powers*; this limited version appears in *GURPS Supers*. Figure your jumping distance as usual for the level of Super Jump – but you can't actually jump using this! Instead, whenever you experience any fall or collision (deliberate or not), you get a roll against the best of your DX, Acrobatics, or Jumping, at -5 per multiple of your enhanced jumping Move, or fraction thereof, by which the impact velocity exceeds your jumping Move. On a success, you take no damage, but rebound with 90% of the impact velocity. -50%.

Telecommunication (Sonar Comm)

Telecommunication (Sonar Comm) is a new variant of this advantage (introduced in *GURPS Powers*) which uses modulated sonar. The transmission is omnidirectional; base range is 3 miles underwater, 50 yards multiplied by air pressure in atm when in air; base cost is 10 points.

GAS GIANT AEROBOT

see *Deep Beyond*, p. 118; 255 points

These are computerized packages supported by balloons, used for operations in gas-giant atmospheres.

Attribute Modifiers: HT+2 [20].

Secondary Characteristic Modifiers: SM+5.

Advantages: Discriminatory Taste [10]; DR 5 (Can't Wear Armor, -40%) [15]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Flight (Lighter Than Air, -10%) [36]; Machine [25]; Payload 2 [2]; Pressure Support 2 [10]; Scanning Sense (Radar; Extended Arc, 360°, +125%; Increased Range ×20, +40%) [53]; Sealed [15]; Telecommunication (Radio; Increased Range ×1,000, +90%; Sensie, +80%) [27]; Temperature Tolerance 20 [20]; Vacuum Support [5].

Perks: Accessories (Microframe Computer, Scientific Instrument Package). [2]

Disadvantages: Cybershell Body [-15]; No Legs (Aerial) [0].

Features: Individuals of the same model closely resemble each other.

Date: 2057+. **Cost:** \$15,000 + computer.

Note: Most of this aerobot's size consists of its balloon; the electronics/thruster package is SM -2. Note that each shell's "native" temperature and pressure will be appropriate for the gas giant for which it is designed.

Variants

Zeus-3: Change SM to +4 and Payload to level 3 [3], and add No Manipulators [-50]. 206 points.

Tuxing Type-94: Add Chameleon 2 (Radar) [10] and Telescopic Vision 4 [20]. 285 points.

TWX Type-97: Add HP-2 [-4]. 251 points.

HERZBERG CYBERSHELL

see *High Frontier*, p. 100; 153 points

A serpentine zero-G worker shell used on Die Sonnenspinnerin Sieben station.

Attribute Modifiers: ST-1 [-10]; DX+2 [40]; HT+1 [10].

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: Absolute Direction [5]; DR 10 (Can't Wear Armor, -40%) [30]; Doesn't Breathe [20]; Double-Jointed [15]; Infravision [10]; Long Arm (+2 SM: Temporary Disadvantage, No Legs (Sessile), -50%) [10]; Machine [25]; Pressure Support 1 [5]; Sealed [15]; Telecommunication (Cable Jack; Video, +40%) [7]; Telecommunication (Laser Communication) [15]; Telecommunication (Radio; Video, +40%) [14]; Vacuum Support [5].

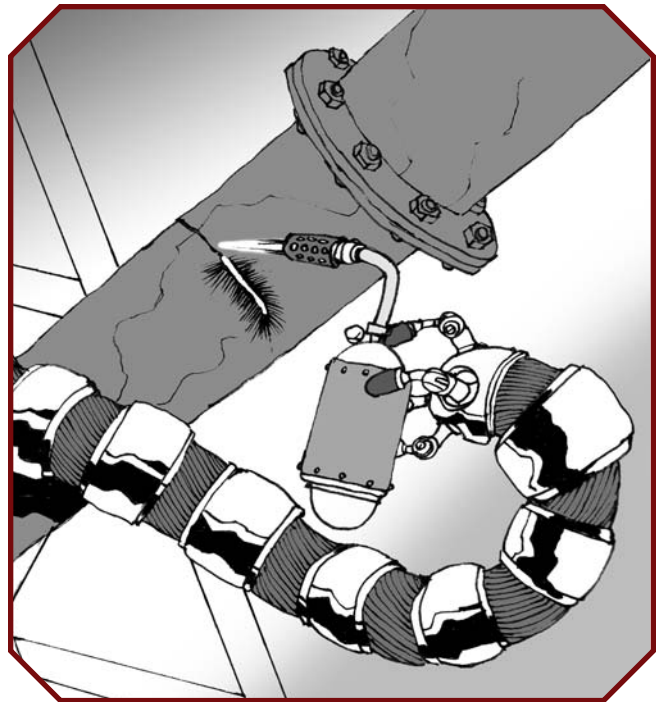
Perks: Accessory (Small Computer). [1]

Disadvantages: Cybershell Body [-15]; Invertebrate [-20]; Maintenance (Electronics Repair and Mechanic skills, 2 people, Monthly) [-4]; One Arm [-20]; No Legs (Slithers) [0]; Restricted Diet (Very Common, power cells) [-10].

Features: Individuals of the same model closely resemble each other.

Date: 2088. **Cost:** \$52,000 + computer.

Note: This shell effectively normally uses the front part of its body as a single "arm," with approximately normal reach for its size. However, by clamping itself to a rigid, immobile object,



it can extend its effective reach, using most of its body as its "arm." This is treated as the "Long Arm" advantage (evaluated as two levels of the Long enhancement applied to the nominal 10 point value of a single arm), with the Temporary Disadvantage No Legs (Sessile).

MICROGRAVITY RATS

see *Deep Beyond*, p. 117; 811 points

A space-operations combat shell, based on the Jungle RATS (p. 18).

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

Secondary Characteristic Modifiers: HP+3 [6]; Air Move-6 (Space acceleration only; atmosphere move and space delta-v are unaffected, -80%) [-2]; SM-2.

Advantages: Absolute Direction [5]; Ambidexterity [5]; Brachiator [5]; Chameleon 4 (Extended, Infrared, +20%) [24]; Clinging [20]; DR 40 (Electromagnetic, +20%; Can't Wear Armor, -40%) [160]; Doesn't Breathe [20]; Enhanced Move 7 (Space; Newtonian, -50%) [70]; Enhanced Tracking 3 [15]; Extra Arms 2 (Extra-Flexible, +50%; Long, +4 SM, +400%) [110]; Extra-Flexible Long Arms (+4 SM) [90]; Extra Legs (4 legs; Long, +2 SM, +200%; Temporary Disadvantage, No Fine Manipulators, -30%) [14]; Extra Attack 1 [25]; Flight (Newtonian Space Flight, +25%; Requires Low Gravity, 0.5 G, -25%) [40]; High Pain Threshold [10]; Infravision [10]; Innate Attack 2 (Burning; Accuracy +6, 30%; Armor Divisor (2), +50%; Increased Range ×10, +30%; Increased Range raised to ×50, 1/2D Only, +10%; Rapid Fire, RoF 3, +50%) [27]; Machine [25]; Nictitating Membrane 2 [2]; Perfect Balance [15]; Pressure Support 2 [10]; Protected Sense (Vision) [5]; Radiation Tolerance 5 [10]; Sealed [15]; Telecommunication (Cable Jack; Video, +40%) [7]; Telecommunication (Laser Communication) [15]; Telecommunication (Radio; Secure, +20%; Video, +40%) [16]; Temperature Tolerance 10 [10]; Reduced Consumption 4 (Refuel once a month) [8]; Resistant

SPIONFISCH

see *Under Pressure*, p. 97; 9 points

A fish bioshell, mostly used for surveillance.

Attribute Modifiers: HT+2 [20].

Advantages: Absolute Direction (Requires Signal, -20%) [4]; DR 1 (Can't Wear Armor, -40%; Tough Skin, -40%) [1]; Doesn't Breathe (Gills, Breathe underwater only) [0]; Enhanced Move 1 (Water) [20]; Immunity to Metabolic Hazards (Partial, Skull hit locations only, -70%) [9]; Injury Tolerance (No Neck) [5]; Peripheral Vision [15]; Pressure Support 1 [5]; Telecommunication (Cable Jack; Sensie, +80%) [9]; Telecommunication (Radio; Video, +40%) [14].

Perks: Accessory (Small Compact Computer). [1]

Disadvantages: Appearance (Unattractive) [-4]; Bioroid Body [-4]; Cold-Blooded (Threshold 50°) [-5]; Electrical (Partial, Skull hit locations only, -70%) [-6]; Ichthyoid [-50]; Increased Life Support (Massive – Requires enough water to support its body) [-10]; No Depth Perception [-15].

Date: 2086. **Cost:** \$17,000 + computer.

Variants

See *Under Pressure* for notes on these.

Bonito (Small Spionfisch): SM is -3; Add ST-4 [-40] and delete the Increased Life Support (a tank large enough for a small Spionfisch doesn't have to be Massive). -21 points.

Tuna (Large Spionfisch): SM is +2. Add ST+3 (No Fine Manipulators, -40%; Size, -20%) [12], HP+2 (Size, -20%) [4], and an extra half-level of Enhanced Move (Water) [+10]. 35 points.

TANIWHA

see *Under Pressure*, p. 98; 164 points

A killer whale bioshell, generally converted from an adult orca, used for military or paramilitary ops.

Attribute Modifiers: ST+35 (No Fine Manipulators, -40%; Size, -40%) [70]; HT+5 [50].

Secondary Characteristic Modifiers: SM+4.

Advantages: Absolute Direction (Requires Signal, -20%) [4]; DR 5 (Can't Wear Armor, -40%; Tough Skin, -40%) [5]; Doesn't Breathe (Oxygen Storage, x50, -40%) [12]; Enhanced Move 1.5 (Water) [30]; Enhanced Tracking 1 [5]; Immunity to Metabolic Hazards (Partial, Skull hit locations only, -70%) [9]; Injury Tolerance (No Neck) [5]; Nictitating Membrane 1 [1]; Peripheral Vision [15]; Pressure Support 2 [10]; Scanning Sense (Sonar; Reduced Range, 1/10, -30%; Underwater Only, -10%) [12]; Teeth (Sharp Teeth) [1]; Telecommunication (Cable Jack; Sensie, +80%) [9]; Telecommunication (Radio; Sensie, +80%) [18]; Temperature Tolerance 1 [1]; Ultrasonic Speech (Normal and ultrasonic communication) [10].

Perks: Accessory (Microframe Computer). [1]

Disadvantages: Bad Sight (Nearsighted, non-correctable) [-25]; Electrical (Partial, Skull hit locations only, -70%) [-6]; Ichthyoid [-50]; Increased Life Support (Massive – Requires a water tank or special support for its body) [-10]; No Sense of Smell/Taste (Can taste, -50%) [-2]; Short Lifespan 1 [-10].

Quirks: Poor color vision. [-1]

Date: 2071. **Cost:** \$500,000 + computer.

WARSHARK

see *Under Pressure*, p. 98; 141 points

A military shark bioshell.

Attribute Modifiers: ST+6 (No Fine Manipulators, -40%; Size, -20%) [24]; DX+3 (No Fine Manipulators, -40%) [36]; HT+2 [20].

Secondary Characteristic Modifiers: HP+4 (Size, -20%) [7]; SM+2.

Advantages: Absolute Direction (Requires Signal, -20%) [4]; DR 1 (Can't Wear Armor, -40%; Tough Skin, -40%) [1]; Detect (Electrical and Magnetic Fields) [20]; Discriminatory Smell [15]; Doesn't Breathe (Gills, Breathe underwater only) [0]; Enhanced Move 1 (Water) [20]; Enhanced Tracking 1 [5]; Immunity to Metabolic Hazards (Partial, Skull hit locations only, -70%) [9]; Injury Tolerance (No Neck) [5]; Night Vision 7 [7]; Peripheral Vision [15]; Pressure Support 2 [10]; Striker (Snout; Crushing; Cannot Parry, -40%) [3]; Teeth (Sharp Teeth) [1]; Subsonic Hearing (Low-frequency and normal sounds) [5]; Telecommunication (Cable Jack; Sensie, +80%) [9]; Telecommunication (Radio; Video, +40%; Reduced Range, 1/2, -10%) [13]; Telecommunication (Sonar Comm; Reduced Range, 1/2, -10%) [9]; Ultrasonic Speech (Normal and ultrasonic communication) [10]; Vibration Sense (Water) [10].

Perks: Accessory (Small or Microframe Computer). [1]

Disadvantages: Appearance (Ugly) [-8]; Bioroid Body [-4]; Cold-Blooded (Threshold 50°) [-5]; Electrical (Partial, Skull hit locations only, -70%) [-6]; Ichthyoid [-50]; Increased Life Support (Massive – Requires enough water to support its body) [-10]; Short Lifespan 2 [-20]; Social Stigma (Monster) [-15].

Features: Somewhat abrasive skin.

Date: 2082. **Cost:** \$65,000 + computer.

Options: A warshark with weapon hardpoints or mounting-points for other devices attached to its skeleton may take a few points in Payload with the Exposed limitation. Complex attachment systems with interfaces to the shell's electronic systems might also be classed as a perk.



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