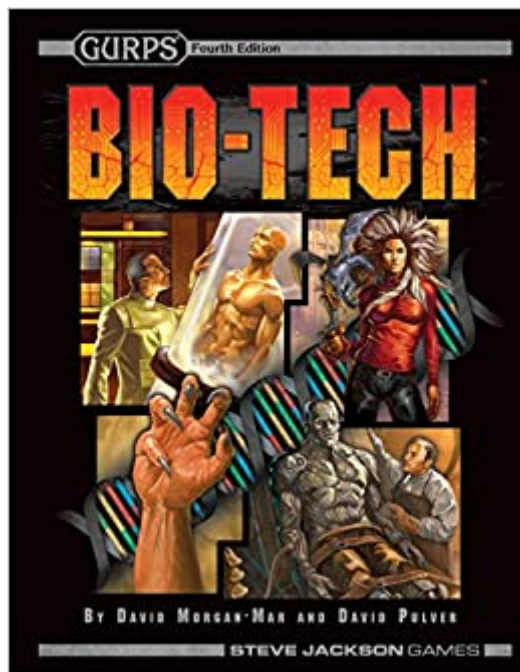


The book was found

# GURPS Bio-Tech



## Synopsis

The Future is Alive "Who needs chrome, pal? Meat is where it's 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." It's 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 don't 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 technology's changing fast, but you'll have lots of time to get used to it. Death is only a temporary inconvenience with cryonics and immortality drugs. And who needs silicon and steel? Vatbrain biocomputers are where it's really at! But it's 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 world's 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.

## Book Information

Paperback: 242 pages

Publisher: Steve Jackson Games, Incorporated; 2.2 edition (February 16, 2017)

Language: English

ISBN-10: 1556348142

ISBN-13: 978-1556348143

Product Dimensions: 8.5 x 0.6 x 11 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 1 customer review

Best Sellers Rank: #1,350,127 in Books (See Top 100 in Books) #66 in Books > Science Fiction & Fantasy > Gaming > GURPS

## Customer Reviews

The quality of the POD is great and as usual SJG has a solid gaming product for table top use.

[Download to continue reading...](#)

GURPS Bio-Tech GURPS High-Tech (GURPS: Generic Universal Role Playing System) Bio Diesel Basics: A Simple Bio Diesel Handbook Eleanor Powell: A Bio-Bibliography (Bio-Bibliographies in the Performing Arts) Ronald Colman: A Bio-Bibliography (Bio-Bibliographies in the Performing Arts) Crockett: A Bio-Bibliography (Popular Culture Bio-Bibliographies) Algernon Blackwood: A Bio-Bibliography (Bio-Bibliographies in World Literature) High Tech Start Up, Revised and Updated: The Complete Handbook For Creating Successful New High Tech Companies Make: Like The Pioneers: A Day in the Life with Sustainable, Low-Tech/No-Tech Solutions Payments Tech: A data-driven look at private company financing and exit activity in the payments tech industry GURPS High-Tech GURPS Ultra-Tech GURPS Low-Tech Gurps Cyberpunk: High-Tech Low-Life Roleplaying Gurps Grimoire: Tech Magic, Gate Magic and Hundreds of Spells for all Colleges GURPS BASIC SET Campaigns (GURPS: Generic Universal Role Playing System) GURPS Psionics reprint (GURPS: Generic Universal Role Playing System) GURPS Black Ops (GURPS: Generic Universal Role Playing System) GURPS Vampire The Masquerade \*OP (GURPS: Generic Universal Role Playing System) GURPS Magic Items 2 (GURPS: Generic Universal Role Playing System) (No. 2)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)