

# TECHNOLOGY LEVEL

(see Gurps 4ed p512 for TL by field)



For most of the places in the Wastes, TL is supposed to be as in the following table. One should nevertheless consider that this is an average TL, and that it may vary in some specific places or due to specific individuals.

The average TL of the world is 5. (it is GM choice to increase or lower this value, depending on when and where the campaign takes place)

This TL may also indicate what kind of stuff could commonly be found at these places.

TL	Tribals	Small Towns	Towns	Vaults	BOS/Enclave
Transportation	3-4	4-5	5-6		7
Weapons	3	4-5	5-6	7-8	9+1
Power	3	4-5	5-6	8-9	8-9+1
Medicine	3	4-5	5-6	9	9+1
Computers			6+1	6+2-6+3	6+4

## Divergent TL in the wastes:

**Weapons:** Blaster weapons appeared at TL 9+1.

Armor suits (Ballistic and Tactical suit) are available at TL8.

**Energy/science:** At TL 9+1, almost no nanotechnology is known, and there is neither antimatter power nor antimatter weapons.

Portable fusion power is known at TL 9+1.

**Medicine:** Cellular rejuvenation is known at TL 9 but only for radiation healing.

**Computers:** In the Wastes, computers can be powerful and even become sentient (Artificial Intelligence or something like that), but they are usually bulky and very little user-friendly designed.

## TL and Price of Starting Equipment:

Since prices are already designed for the average TL5 of the campaign, do not increase starting equipment with TL higher than the average of the campaign.