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EABA Transhuman Space

Aaron Kavli's EABA Conversion

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Transhuman Space is one of the finest sci-fi RPG settings available. It has been written with a more modern mindset, incorporating what modern minds feel will likely be the innovations of the future. It breaks the shackles of the dark cyberpunk campaigns, and avoids the stale one-world government backgrounds common in most optimistic sci-fi settings.

EABA is BTRC's newest universal game system. It one of the finest systems to date. The rules are simple but allow great detail, they are rational and realistic but fun, they are streamlined but designed to handle any setting. One a word, EABA is elegant.

Merging Transhuman Space with EABA seems natural, given the quality of both setting and rules. Transhuman Space is a setting for SJ Game's excellent GURPS system and general conversion rules can be found at BTRC's EABA page (under the EABA freebies links). As a great fan of Transhuman Space, I'd not try to short them! One must have the TS books to fully use this conversion. If successful, one should be able to directly transplant the setting into EABA rules without GURPS rules however. But if you buy the Transhuman Space hardback (I highly recommend it), you get the TS setting and all (well… most) of the GURPS rules you need.

Abbreviations: This article uses a handful of abbreviations common to GURPS. Any page references from GURPS sources will be in the form used in the publications and use official SJ Games format. For example, a reference on page 50 of the Transhuman Space core book would be written as (p. TS50).

TS = Transhuman Space. FW = Transhuman Space: Fifth Wave. SSS = Transhuman Space: Ships of the Solar System. AI = Artificial Intelligence.

General Campaign Notes: The setting of TS space places humanity a mere hundred years in the future, but

what a century! Advances in computer, genetic, and space technology have opened avenues that have changed the very foundations of society. It is also an optimistic future, devoid of any global disaster used to set the current situation. There are conflicts to be sure, but much of the setting involves social mores about acceptance and what it means to be human.

In TS terms technology, and indeed nations, are broken up into three basic "waves," each representing a development that profoundly changed human society. The term was coined by Alvin Toffler and is used to describe the nature of a given society. The waves are as follows: First Wave, agriculture; Second Wave, industrial manufacturing; Third Wave, computers and information networks; Fourth Wave, genetic manipulation and biotechnology; Fifth Wave, AI systems and nanotech.

The nations of TS range from Third to Fifth wave capabilities. With global trade being what it is, any range of items can be found anywhere. When using these terms, or the EABA equivalents, for a nation, it refers to the overall supportable industry and economy of a country and the availability of the technology. The elite and wealthy usually have access to advanced, imported tech, and companies are known to set up advanced manufacturing facilities in poor countries. This does not change the nation's overall technological base though.

In EABA terms, the TS setting as a whole is in the Post-atomic Era. Third wave nations may fall into the middle or late Atomic Eras. Despite a given nation's economy, most items are built (all items on this page) using the Post-atomic values. GMs should feel free to design equipment with Atomic era values to represent products from poor or backwards nations. There are two fields in TS that fall into the Advanced era: power and medicine. Only vehicular and utility power reactors fall into Advanced era technology, as fusion and anti-matter plants are available, and all vehicles (and vehicular weapons, which use laser and magnetics) are built using Advanced era values. Power cells use Post-atomic values. Medicine allows for nearly any wound to be healed barring brain destruction, as well as all the genetic and biomod technologies available. With appropriate gear, recovery rolls use the Advanced era values.

Full discussions as to the available technologies can be found in the TS books. Note that hand held energy weapons are not common, and no FTL technology exists.

Characters

The TS setting has a wide range of character types with a parallel range of starting points. While the setting is not epic by nature, PCs should be build on the EABA scales of Heroic or Super Heroic. This will simulate the advanced learning and capabilities of advanced human societies, though there will certainly always be a large percentage of the population that is Low or Normal. It also allows players to be able to use some of the more costly character templates. GMs should be lenient with points; genetically upgraded humans are by nature (or science…) more capable than baseline humans. Character concept should be given precedence over point balance when making PCs.

This also brings up other issues in EABA creation. Baseline and non-eugenic humans (i.e. not genetically upgraded) are still restricted by EABA character creation; no more than a 6 point attribute spread (except Fate) and only 1 Forte per attribute. These restrictions do not apply to bioroid, parahuman, or digital mind characters. The use of biomods or nanomods will allow baseline characters to overcome these restrictions. PCs that start with such modifications should be forced to pay appropriate A or S points as well as the cash value. Acquiring them after creation should simply be a matter of buying the upgrades with money, though GMs may insist character points are paid as well.

Racial Templates. As stated, genetic improvements are just that. Bioroids and manipulated humans will have different, and usually better, abilities than baselines. Some programs didn't work out as well as others, and social acceptance is not a given. These are not freebies though! A player must pay to be a particular template. The following are common PC templates. A full description of each can be found in the TS books (p. TS115-126) & (p. FW114-112). Note the maximum age, derived from the availability date in TS, of a given template when allowing players to choose their age.

All characters except baseline (unmodified) humans will have some sort of racial template. Negative traits due to a racial template cannot be bought off during character creation and should only be allowed to be bought off with a good reason; they are genetic traits after all and many cannot be bought off (GM's call). The following list only includes those listed in the TS books, not the ones described as being in the GURPS Bio-Tech or other books.

Each template has a cost that must be paid in order to play that character type. The A/S cost total includes all of the traits and powers. In the case of inherent modifiers to attributes, the cost is determined by the difference between the human norm (7) and the bonus. After the player buys their relevant attribute level, add or subtract the racial penalty. All template powers are described in the powers section.

An attribute can be raised above the human maximum if done with a bonus; only 35A can be spent on an attribute. The attribute modification is determined by using the TS GURPS values and using the EABA to GURPS conversion scale. If the GURPS modification isn't enough to change the EABA value, it isn't modified. This conversion uses the intent or concept that TS provides, but is built using EABA equivalents instead of trying to bend EABA to GURPS rules.

Traits. Most traits are described directly on the various templates. There a few abilities however that encompass a long description, and the full effects are listed here for convenience's sake.

Blessing (Enhanced Time Sense: Player's can think about something for as long as they like, and ask as many questions as they like as long as the answer can be determined by simple observation–the GM cannot rush his decision in combat or otherwise. The player may also wait until all others' actions have been declared, before declaring theirs. It is also grants Larger than Life, allowing characters to keep 1 additional die on all sequence rolls 20A).

Immunity to Disease or Poison. Treated as Larger than Life Trait that allows character to keep one extra "best" die for Health rolls to resist disease or poison as appropriate AND grants a Forte (Health) for the appropriate resistance rolls. Each is a separate Trait worth 15A.

Human Templates. The following templates are humans who have undergone genetic manipulation. These procedures cannot be performed on people who have developed past the egg stage. Humans can be modified later in life with the use of biomods and nanomods, covered in the equipment section of this article.

Genefixed characters, including upgrades, parahumans, and bioroids, may not pick any Trait that is genetic and debilitating in nature, unless described in their template. Such things would include lame, unhealthy, most other Weakness traits on a physical attribute, and most severe mental disorders as well. A full list of these taboo traits can be found on p. TS135.

Important Note! Some templates have powers. All powers for EABA TS, due to their inherent or genetic natures, are bought as gifts and require no skill to activate. Most of them fall into this category by nature, but

even those that don't by the EABA powers rules, are treated as such.

Genefixed Human. The norm for most advanced nations. Cost: 0A/0S

Floater. Baseline human raised in 0-g with no genetic modification. -2 Strength (+5A); -2 Health (+5A); Experience (Zero-G skills 10A); Personality (minority group +5S); Weakness (-1 hit bracket +10A). Cost: +10A/+5S

Genetic Upgrade Templates. Alpha Upgrade. First commercially successful genetic upgrade. Forte, Health (+1d resist disease 5A); Forte, Will (+1d looks 5A); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A). Cost: 15A/0S

Olympian Upgrade. As Alpha but add Forte, Agility (+1d sequencing rolls 5A); Gifted (Reduce all exertion levels on 7.12 by 1 level 10A) Cost: 30A/0S

Ishtar Upgrade. Specialized for professional entertainers. -1 Strength (+3A); Forte, Health (+1d resist disease 5A); Forte, Health (+1d resist alcohol effects 5A); Forte, Will (+1d looks 5A); Personality (pleasing voice 5S); Personality (overconfidence +10S); Personality (jealousy, self-centered, or solipsist +10S). Cost: 12A/+15S

Siduri Upgrade. Variant of Ishtar. Remove Personality (jealousy, self-centered, or solipsist) and add Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A). Cost: 17A/+5S

Metanoia Upgrade. Designed for increased mental capability. Forte, Awareness (+1d language skills 5A); Forte, Awareness (+1d memory checks 5A); Forte, Health (+1d resist disease 5A); Personality (creativity 5S); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A) Cost: 20A/5S

Helot Upgrade. Designed to get along with others. Forte, Health (+1d resist disease 5A); Personality (passive and humble +5S). Cost: 5A/+5S

Helot II Upgrade. Rumored version of Helot. Personality (passive and non-confrontational +10S) bought at two levels. Cost: 5A/+10S

Mahatma Upgrade. Designed to be mystics or religious men. Forte, Health (+1d resist disease 5A); Forte, Will (+1d looks 5A); Personality (calm, composed 5S). Cost: 10A/5S

Parahuman Templates. Parahumans grow up like human upgrades, but have transgenic features introduced into their DNA. Unlike bioroids, parahumans are legally and socially considered humans and suffer no status issues. Some do have features however that makes others uncomfortable.

Ariadne. Female only parahuman. Forte, Agility (+1d sequence rolls 5A); Forte, Health (+1d resist disease 5A); Personality (overconfident +5S); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A) Cost: 15A/+5S

Aquamorph. Underwater parahuman. Blessing (Amphibious: can hold breath for one hour, swims at normal movement, can withstand 10 atmospheres of pressure and cold ocean water 10A); Forte, Health (+1d resist disease 5A). Cost: 15A/0S

Avatar. Male sexual dimorphism parahuman. +2 Strength (6A); +1 Health (3A); Forte, Awareness (+1d sense danger 5A); Forte, Health (+1d resist disease 5A); Forte, Will (+1d looks 5A); Pain Tolerance (5A); Personality (overconfidence +10S). Cost: 29A/+10S

Avatar. Female sexual dimorphism parahuman. +1 Health (3A); Forte, Health (+1d resist disease 5A); Forte, Will (+1d looks 5A); Personality (pleasing voice 5S); Personality (shy +5S). Cost: 23A/0S

Brownie. Compact parahuman. -1 Strength (+3A); +1 Awareness (3A); +1 Health (3A); Forte, Agility (+1d jumping and falling rolls 5A); Forte, Health (+1d resist disease 5A); Weakness, Health (-1d running +10A); Personality (disturbing voice/appearance +5S); Unusual Background (No degeneration in zero-G 5A); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A). Cost: 13A/+5S

Drylander. Arid terrain, lizard-like niche parahuman. Blessing (requires less food and water, temperature comfort zone is 2°C to 60°C, nictating membrane eliminate sight penalty due to air born particulate, lungs filter out all particulate, +1d to arid survival rolls 20A); Forte, Health (+1d resist poison 5A); Gifted (Night Vision 13A). Cost: 38A/0S

Guardian. Suspected domination parahuman. +1 Health (3A); Forte, Agility (+1d sequence rolls 5A); Forte, Health (+1d shock and death rolls 5A); Forte, Health (+1d resist disease 5A); Forte, Will (+1d looks 5A); Larger than Life (+1d for all seduction/charisma rolls 10A); Personality (overconfidence +10S); Unusual Background (Early Maturing: Treat all Young Adult age bracket as Adult on 2.11 5A); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A). Cost: 43A/+10S

Herakles. Ideal superior parahuman. +2 Strength (6A); +2 Agility (6A); +1 Awareness (3A); +2 Health (6A); Forte, Health (+1d healing rolls 5A); Forte, Will (+1d looks 5A); Immunity to Disease (15A); Immunity to Poison (15A); Gifted (fatigue due to lack of sleep accrues weekly instead of daily 10A); Personality (bad temper +5S); Personality (overconfident +10S); Unusual Background (double food intake +5A); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A). Cost: 71A/+15S

Kouros. Hermaphromorph parahuman. Forte, Awareness (+1d language skills 5A); Forte, Health (+1d resist disease 5A); Gifted (Hermaphromorph 10A); Personality (creative/imaginative 5S); Weakness (-1d sequence rolls +10A); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A) Cost: 15A/5S

Misha. Ursine parahuman. Forte, Awareness (+1d frigid survival rolls 5A); Forte, Health (+1d resist disease 5A); Forte, Health (+1d resist poison 5A); Pain Tolerance (fur 5A); Personality (bad temper +5S); Personality (sleepy half of the time +5S); Unusual Background (temperature comfort zone -60°C to 21°C 5A). Cost: 25A/0S

Ranger. Wilderness survival parahuman. +1 Awareness (3A); Forte, Awareness (+1d survival/tracking rolls 5A); Forte, Health (+1d resist disease 5A); Forte, Health (+1d resist poisons 5A); Larger than Life (+1d die for smell/tracking rolls 10A); Personality (bad temper +5S); Personality (overconfidence +5S). Cost: 28A/ +10S

Sigma. Fast thinking parahumans. +1 Awareness (3A); -1 Health (+3A); Blessing (Enhanced Time Sense 20A); Forte, Awareness (+1d to all math skills 5A); Gifted (fatigue due to lack of sleep accrues weekly instead of daily 10A); Personality (overconfidence +5S); Personality (stuttering, non-Sigmas only +10S). Cost: 35A/+15S

Tennin. Zero-G adapted parahuman. -1 Strength (+3A); Experience (Zero-G skills 5A); Forte, Health (+1d resist disease 5A); Forte, Health (+1d resist radiation 5A); Forte, Will (+1d looks 5A); Unusual Background (prehensile toes 5A); Unusual Background (No degeneration in zero-G 5A); Weakness (-1 hit bracket +10A). Cost: 17A/0S

Wu Tsao. Tennin variant. Use same stats but add Personality (creative 5S). Other TS features don't affect cost, but should be noted for play. Cost: 17A/5S

Yousheng. Mars colonist parahuman. +1 Health (3A); Blessing (Mars adapted: can live on surface of Mars with no life support 10A); Forte, Health (+1d non-lethal healing rolls 5A); Forte, Health (+1d resist disease 5A); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A). Cost: 28A/0S

Viking. As Yousheng, but lacking sexual traits listed in TS. Cost: 28A/0S

Ziusudra. "Ideal" parahuman. Forte, Health (+1d healing rolls 5A); Forte, Will (+1d looks 5A); Immunity to Disease (15A); Unusual Background (Early Maturing: Treat all Young Adult age bracket as Adult on 2.11 5A); Unusual Background (needs 1 less hour of sleep 5A); Unusual Background (Extended Life: double all aging brackets on 2.11 5A); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A). Cost: 45A/0S

Nyx. Genehacked form of Ziusudra. Same as above, but no Unusual Background (Longevity) and add Gifted (fatigue due to lack of sleep accrues weekly instead of daily 10A). A Nyx may have Mental conditions. Cost: 55A/0S

Bioroid Templates. These biological androids are grown via biogenesis techniques, around a composite structure, and usually with a specific career in mind. They are given intense training during their first couple of years to get them into the workforce quickly, and to ensure their personalities are properly molded. They have varying legal and social status depending on where they are (see p. TS127), which is bought as one level of negative Status trait for book keeping purposes. The GM should apply appropriate modifiers as necessary as they travel.

Along with the mandatory Status penalty (+10A or +10S), all bioroids have the following racial traits: Unusual Background (Early Maturing: Treat all Young Adult age bracket as Adult on 2.11 5A); Unusual Background (No degeneration in zero-G 5A); Unusual Background (Intron Messages +5A); Unusual Background (Distinctive biochemistry +5A). These zero themselves out point wise, but cannot be bought off. Bioroids are also sterile, but this is a global modifer in EABA terms worth no points in the world of Transhuman Space. Bioroids may not have any genetic defects, save those given in the template.

Felicia. Feline, combat bioroid. -1 Strength (+3A); +3 Agility (10A); Forte, Agility (+1d sequence rolls 5A); Forte, Awareness (+1d alertness 5A); Forte, Health (+1d non-lethal healing rolls 5A); Gifted (Night Vision 10A); Gifted (Claws/Sharp Teeth 10A); Gifted (Felicia Hyper-strength & reflexes 10A); Larger than Life (+1d climbing and jumping rolls 10A); Personality (overconfident +10S); Pain Tolerance (fur 5A); Unusual Background (requires an extra hour of sleep +5A); Weakness (-1 hit bracket +10A). Cost: 52A/+10S

Felicia II. Post ban model. As above but remove Gifted (hyper-reflexes and strength). Cost: 42A/+10S

Hecate. Hazmat bioroid. +1 Strength (3A); +1 Health (3A); Filter Lungs (5A); Forte, Awareness (+1d smell/ taste rolls 5A); Forte, Health (+1d resist disease 5A); Gifted (Breath holding x3 effect 20A); Immunity to

Poisons (15A); Personality (selfless +10S); Unusual Background (nictating membrane eliminate sight penalty due to air born particulate 5A); Unusual Background (Lungs filter out all particulate 5A); Weakness, Will (-1d looks +10A). Cost: 41A/+10S

Sea Shepard. Underwater bioroid. Blessing (Amphibious: can hold breath for one hour, swims at normal movement, can withstand 10 atmospheres of pressure and cold ocean water 10A); Forte, Agility (+1d sequence rolls 5A); Forte, Health (+1d resist disease 5A); Forte, Health (+1d swimming 5A); Gifted (Sharp Teeth 10A); Personality (workaholic +5S). Cost: 350A/+5S

Spartan. High-end combat bioroid. +3 Strength (10A); Experience (encumbrance penalty 5A); Forte, Agility (+1d sequence rolls 5A); Forte, Health (+1d resist disease 5A); Pain Tolerance (5A); Short Lifespan (+5A); Weakness (-1d looks +10A). Cost: 15A/0S

Tianyi. Social interface bioroid. +1 Health (3A); Forte, Health (+1d non-lethal healing rolls 5A); Forte, Will (+1d looks 5A); Immunity to Disease (15A); Personality (sensitive to other's feelings 5S); Personality (workaholic +5S); Personality (chummy +5S); Personality (pleasing voice 5S); Unusual Background (requires 2 less hours of sleep 5A). Cost: 33A/0S

-Incubus. Pleasure bioroid. As Tianyi, but add Gifted (Breath Holding x2 effect 10A); Power (Hermaphromorph 10A); Personality (lecherous +10S). Cost: 43A/+10S

Xenocop. Police bioroid. Forte, Agility (+1d sequence rolls 5A); Forte, Awareness (+1d alertness 5A); Forte, Health (+1d resist disease 5A); Forte, Health (+1d non-lethal healing rolls 5A); Forte, Will (+1d looks 5A); Gifted, Fast! (x2 effect on running 10A); Personality (selfless +10S); Personality (commanding voice 5S); Short Life Span (+5A); Toughness (+2 hit brackets 20A). Cost: 50A/+5S

ZR-3. Mars adapted bioroid. +1 Health (3A); Blessing (Mars adapted: can live on surface of Mars with no life support 10A); Forte, Health (+1d non-lethal healing rolls 5A); Forte, Health (+1d resist disease 5A); Personality (workaholic +5S); Unusual Background (Longevity: add 10 to all aging brackets on 2.11 5A). Cost: 28A/+5S

ZR-5. Zero-G adapted bioroid. -1 Strength (+3A); Experience (Zero-G skills 5A); Forte, Health (+1d resist disease 5A); Forte, Health (+1d resist radiation 5A); Forte, Will (+1d looks 5A); Unusual Background (prehensile toes 5A); Unusual Background (sucker pads on fingers, can cling to surfaces in .2 G or less 5A); Personality (workaholic +5S); Weakness (-1 hit bracket +10A). Cost: 17A/+5S

Bioshell. A living body whose brain has no higher functions. They are used to house infomorphs and come with appropriate computer nodes and links. Cost: 0A/0S

Uplifted Animal Templates. While uplifted animals might make for good role-playing opportunities, their templates are not included here. GMs who wish to develop them can do so with relative ease, using the bioroid and parahuman templates as a guide. Due to their construction techniques, treat them as bioroids but all have slave level Status (+20A or +20S).

Digital Mind Templates. The world of Transhuman Space has living and sapient programs, collectively called Infomorphs. They are built using normal character rules, but have some differences due to their very nature.

The first thing to keep in mind is that an infomorph has no inherent physical strength, and can spend no points

on the attribute (but read about shells). In fact they have no physical traits as such, but each EABA attribute beside Strength has a parallel function for an infomorph. An infomorph will have a default of 4 hit brackets despite not having a Strength attribute, and can actually purchase the Toughness trait to represent redundancy or added security in their systems.

Agility represents an infomorph's capacity to interface with external mechanisms under its control. Awareness encompasses not only the infomorph's intellect, but its ability to use external sensors as well. Will acts similarly as for other characters–infomorphs are living beings. Health is used in a similar manner as for a biological being, but represent overall program integrity instead of physical condition. Fate? Well can't a program be lucky too?

The type of infomorph will determine attributes and Traits: NAI, LAI, SAI, Ghost, Fragment, or Shadow.

All infomorphs have some common aspects, which are all bought as a Blessing, called Digital Mind, for 20A. Common sense should apply, these are after all computer programs and things like sleep, food, poison, and the other myriad things that affect biological entities don't affect infomorphs. Those things that are important to playing an infomorph are as listed below.

Digital minds must have a powered computer to reside in. If this node is destroyed or loses all power, the infomorph is destroyed. They can copy themselves, be deleted, and load themselves into new computers. They can communicate over the web (if their computer is connected) and they can have digital backups that will come online if the original is destroyed. Digital minds can recollect facts with ease. See TS for details on xoxing.

Infomorphs are vulnerable to computer viruses and hacking attempts (see below). Any damage they suffer to their programming does not heal normally–it must be repaired via the Computer Programming skill (use it just like regular healing rules, just substitute the Computer Programming skill for First Aid). They also have no inherent senses, and can only see or hear what external sensors tell them. Infomorphs don't suffer from pain, shock, fatigue, or injury. They can suffer from stun if their code is attacked directly, however. They also lack any perceptive ability without some external sensor system.

Some Digital Minds have the trait Weakness, Will (-1d to disobey orders) for +10A, bought twice for +20A. This simply means that the infomorph must obey properly authorized orders from its master(s), and other authorized personel such as law enforcement. It can recognize the authorization as valid (or not valid) but can't issue itself orders that it doesn't have permissions for. Note that depending on location and status, this may also apply to following orders from legal authorities.

Another ability of the Digital Mind is multitasking. It can split its attributes to do several things at once without suffering multiple task penalties. So if a 4d+0 Awareness AI wanted to research some information and scan an area, it could do both at 2d+0, or any combination of dice it wished. At least one die of each appropriate attribute must be allocated. If an AI is going to control two drones at once, it must allocate Awareness and Agility. Note this is not the same as making a copy of its self to do the work–it is simply allocating part of its processing power to different functions at once.

Shells. All of an infomorphs ability to interact with the physical world is limited by the shell it inhabits (see Teleoperation). The attributes of the shell limit the controlling infomorph, and vice versa. So if the infomorph has an Agility of 3d+1, and their cybershell only has an Agility of 2d+0, the infomorph may only use 2d for their Agility attribute, and thus only a +2d for skills. This applies to Awareness as well. Sub-standard

computers and sensors will limit an infomorph's ability to process information, though the computer limitation and the sensor limitation will often be separate. However, a shell with improved sensors will aid in what an infomorph can detect around them. In this case, always use the sensors (Awr) of the cybershell, no matter the value of the digital mind's attribute. Bioshells use the infomorphs base Awareness. Fortes on skills or attributes reduced by a shell's performance are not affected.

All beginning infomorphs must have a bioshell or a cybershell, unless the character is a Gypsy (see below). Beginning bioshells will be able to handle all the attributes of an infomorph PC, and have a default Strength of 7. PCs can spend Attribute points to increase their bioshell's strength, and buy other traits, that only apply when the shell is in use. If the character spends 5A for an Unusual Background, the beginning bioshell can be considered a clone. This means that if the original bioshell is destroyed, the infomorph can buy a new one that will have the same attribute and trait bonuses for only cash instead of character points.

A beginning infomorph may also have a cybershell, which are fully described in the TS characters section, and the EABA stats are in the cybershell section of this page. A beginning infomorph may select a virtual interface, a micro/main/macro frame, volkspider, or something similarly small for free. Things more impressive, like a RATS or UCAV, cost the PC at least 5A for an Unusual Background, and must also have various duties, status, and responsibilities. It is for the GM and player to work out the details.

While a Digital Mind template suffers no physical pain, injury, or fatigue, they still suffer penalties as their vehicle is damaged to represent control lines and data storage units being damaged. They do test for stunning, to simulate loss of service or power interruptions. If the area that houses the main computer node is destroyed, the infomorph is destroyed.

Computers. A digital mind can only fully inhabit a computer system that can handle its full Awareness dice. For cybershells, this will be listed in the gizmo's description. Since there's no point in going through a design process for a dedicated terminal or computer with nothing else interesting on it, they will be discussed below. Full information on TS computers and their storage capacity can be found starting on p. TS141.

Processing shows the maximum number of dice that can be used for intellectual Awareness. Sensors shows the max number of dice that be used for sensory Awareness functions. A default of 2d+0 should be assumed for simple cameras and microphones for voice recognition.

Computer type Max Processing (Awr) Default Sensors (Awr) Hits Armor Microframe: 3d+2 2d+0 3 1d+1 Mainframe: 4d+2 2d+0 5 2d+0 Macroframe: 5d+2 2d+0 9 2d+1 Virtual Interface: (tiny/small) 2d+0/3d+0 2d+0 1/2 1d+0

NAI. Non-sapient AI's can be just as skilled and complicated as an SAI, but can never buy off their racial traits. NAIs are not sapient, are considered property, and get no points for their status and wealth traits. -2 AWR (+6A); -1 Will (+3A); Digital Mind (20A); Forte, Awareness (+1d to all computer and math skills 5A); Larger than Life (+1d to all computer and math skills 10A); Personality (honest +10S); Status (Slave +0S); Weakness, Will (-2d to disobey orders +20A), Weakness, Will (-1d all social skills +10A); Wealth (dead broke +0A). Cost: +4A/+10S

LAI. LAIs are not quite self-aware, but are more capable than NAIs. LAIs are not sapient, are considered property, and get no points for their status and wealth traits. -1 Awareness (+3A); Blessing (Enhanced Time Sense 20A); Digital Mind (20A); Forte, Awareness (+1d to all computer and math skills 5A); Larger than Life (+2d to all computer and math skills 20A); Personality (honest +10S); Personality (no empathy with

humans +5S); Status (Slave +0S); Weakness, Will (-2d to disobey orders +20A); Wealth (dead broke +0A). Cost: 42A/+15S

SAI. SAIs are similar in function to other AIs, but are self-aware and capable of feeling, and thus understanding, emotion. An SAI will have a Status trait, depending on their main residence as per the chart on p. TS127. Animal/Slave equates to Slave status (+20A or +20S), Inferior equates to Serf status (+10A or +10S), and Citizen is Freeman status (+0A or +0S). If an SAI has a Status of slave, it also suffers the Wealth (dead broke +0A) trait for no bonus. The status bonus is not included in the basic template cost. The GM must take note of how the SAI will be treated if it changes location. +2 Awareness (6A); Blessing (Enhanced Time Sense 20A); Digital Mind (20A); Forte, Awareness (+1d Memetics/psychology skills 5A); Forte, Awareness (+1d to all computer and math skills 5A); Larger than Life (+2d to all computer and math skills 20A); Personality (honest +10S); Weakness, Will (-2d to disobey orders +20A). Cost: 56A/+10S

Ghosts. Ghosts are computer emulations of a human mind. They retain all attributes (except Strength), skills, mental traits, and memories. They lack the advantages of AI programs due to their human nature, but can purchase AI racial traits at the GM's discretion. Digital Mind (20A). Cost: 20A/0S

Fragments. Fragments are what results from a partially successful attempt at making a ghost. It is treated as a ghost, but has amnesia. Digital Mind (20A); Unusual Background (amnesia +5A). Cost: 15A/0S

Shadows. Shadows are degraded ghosts of a human mind, patched into an LAI or SAI. Use the LAI or SAI template, but they can suffer mental defects, and only have shallow memories and delusions about their origins. A shadow will have the attributes of the ghost, modified by the template, but will suffer a -1 from all skills. Include Personality (delusions about being real +5S) and Weakness, Awareness (-1d memory +10A). Cost: Variable

Adjusting Digital Mind Templates. There are some modifications to the template an AI character can take.

Emergent Intelligence. An LAI or SAI can sometimes evolve from older software systems. Emergent AIs lack the Personality (Honesty +10S) and the Weakness, Will (-2d to disobey orders +20A) as they have evolved past their base programming. They are also frightening to the populace at large, and an EAI must have a Secret worth +15A or +15S, that will turn into an Enemy worth +15A or +15S as the authorities try to track down the infomorph. Adjust template as needed.

Gestalt Intelligence. An AI may be composed of several separate systems, giving access to wider range of skills. These systems may be across the globe from one another, and it is simply bought as a Friends trait, the cost depending on the number of AIs in the gestalt.

Gypsy. These infomorphs are able to exist without a dedicated data node. Instead they are able to reside in part on several computers at once, making them diverse and hard to track. They are essentially parasites, and may or may not have proper authorization for where they reside. Use any Digital Mind template and add Enemy (host computersâ€™ subroutines +5A or +5S) and Gifted (Gypsy, no permanent computer 10A). They can of course inhabit a computer or shell if they wish, but lose the benefit of being a gypsy when they do.

Orphan. These LAI or SAI characters have been given broad instructions by a master that is no longer present. This gives them de facto freedom to do as they will as no one is around to issue orders anymore. An LAI or SAI may spend points to increase their Status trait by one level, maximum of Citizen (freeman), and

must buy a Secret (no master +5A or +5S).

Rogue. An LAI or SAI that’€™s restrictive programming has been altered. They lose the personality (Honest +10S), but must take a Secret (Rogue AI +10A or +10S) in return. They are fully capable of lying, and people don't trust rogue super programs.

Digital Combat. There are a few ideas that need to be addressed about infomorphs in combat. Their rolls in physical combat have already been discussed. Infomorphs suffer penalties based on damage done to their shells, and can be destroyed if their computer of residence is destroyed. Once an infomorph vacates a damaged shell, all of their injury penalties are no longer valid. But there are some things that can affect the Digital mind its self.

Hacking, Brainhacking, and Digital Warfare. Infomorphs can be hacked. This is a function of competitive Computer Operation and Computer Hacking skills. It is very hard to hack a computer, and an attacking hacker does so at two extra levels of difficulty (+4). If the attack succeeds, the hacker has two options. They can either have an amount of time equal to the level (EABA Universal Scale 3.4) of the difference by which the success was made (a hacker that succeeded by 5, would have 6 seconds) to access data from the target system, or they can inflict an number of non-lethal hits to the target system equal to the amount of success.

Damage inflicted on an infomorph has similar effects as it does on biological beings. They suffer injury penalties, and must pass stun and knockout tests like anyone else. If any threshold test is failed, the infomorph has crashed, leaving it defenseless to the attacker, who can disrupt, delete, or reprogram (i.e. brainhack) the victim system at will. Note that it is very hard to hack a computer, and most brainhacking involves physically isolating a node and using vast amounts of time and expensive equipment.

Computer Viruses. Viruses are ubiquitous, and are often simply considered noise or have been incorporated into most source code. There are however some dangerous ones that can be created, and the GM should feel free to treat these as having regular disease effects (including resistance and injury) but that only affect infomorphs.

Skill List. The Transhuman Space setting is near-future, science fiction. Characters will have access to the same skills available to modern day humans, plus some important new ones specific to the campaign. The following list should be freely added to if a character desires to have an appropriate skill not listed.

GM's are free to come up with skill packages for various careers or backgrounds. The discussion of characters in the Transhuman Space books, specifically p. TS110-114 and p. FW113-114, have excellent lists of character types and appropriate skills to help creating appropriate packets.

Free Skills. Most characters will be from an advanced nation, and even those considered Third Wave in TS terms can be expected to be literate. A +0d in a native language assumes literacy. The following skill package is for beginning PCs at no cost. GMs may modify as necessary to reflect a particularly backwards culture. GM's should feel free to modify the list as needed to represent things such as common second languages, vehicle operation, or other cultural specifics.

Native Language……….+0d Popular Culture +0d Computer Operation…..+0d Local Geography +0d

Skills are listed in alphabetical order, with their governing attribute in parenthesis, and specializations are listed after the colon. If a specialization has a * after it, that specialization must be bought in order to use that skill at

all; it can not be used by defaulting to the primary skill.

Accounting (Awr): By profession. Acrobatics (Agl): Performance, By style. Acting (Wil): By role or medium. Administration (Awr): By profession. Agriculture (Awr): By product. Air Vehicles (Agl): Aircar, Ultralight, Light Plane, Heavy Plane*, Helicopter*, High Performance Plane*. Anthropology (Awr): By culture. Archaeology (Awr): By culture/region. Archery (Agl): Bow, Crossbow. Architecture (Awr): Microgravity, By structure. Area Knowledge (Awr): By specific subject or region* (such as cyberspace, London, or local politics). Armorer: (Awr): By armor or weapon type. Art (Awr): By medium. Astrogation (Awr): By solar region. Astronomy (Awr): By celestial body type. Battle Suit (Agl): By suit. Biology (Awr): By race, xenobiology. Botany (Awr): By flora type, xenobiology. Brawling (Agl or Str): Punch, Kick, Grab. Carousing (Hlt): By culture. Carpentry (Agl): By structure. Cartography (Awr): By land type. Chemistry (Awr): Biochemestry, Xenochemistry, By other specialization. Climbing (Agl or Str): By terrain type. Computer Operation (Awr): AI*, Brain Hacking*, Computer Hacking*, Programming. Cryptography (Awr): Analysis, SIGINT, By transmission type. Demolition (Awr): Construction, Military, Removal. Diplomacy (Awr): By culture. Disguise (Awr): By person. Ecology (Awr): By region or type. Economics (Awr): By type. Electronics Operation (Awr): Comms, Medical, Sensor, Robot, Cyberswarm. Electronics (Awr): By system. Engineer (Awr): Aerospace*, Computer*, Mechanical*, Electrical*, Fusion*, Naval*, Nuclear*, Space Craft*, Material*, Robotic*, Nanotec*. Etiquette (Awr): By culture or profession. Fast Talk (Wil): Bribery, Confusion, Lie, By culture. Firearms (Awr): Pistol, Rifle, Automatic, Missile, Shotgun. First Aid (Awr): By racial type. Forensics (Awr): By crime type. Forgery (Awr): By document type. Forward Observer (Awr): By artillery type. Free Fall (Agl): Gambling (Awr): By game. Genetics (Awr): Genesplicing, Medical, Cloning, Tissue Growth, By template. Geology (Awr): By type. Gunner (Awr): Cannon, Emag, Laser, Missile. Heavy Weapons (Agl): Launcher, Machine Gun, Flamer, Rocket. History (Awr): By region or era. Hobby (Agl or Awr): By specific hobby*. Interrogation (Awr): By method. Land Vehicles (Agl): Automobile, Hovercraft, Motorcycle, Tank, By other type. Language (Awr): By specific language*. Law (Awr): Corporate, Federal, Local. Leadership (Wil): By culture or profession. Linguistics (Awr): By language. Literature (Awr): By type, style, or author. Martial Arts (Agl): Punch, Kick, Grab. Mathematics (Awr): By field. Mechanic (Awr): By vehicle or system type. Medicine (Awr): Diagnosis, Surgery*, Pathology, By medical field. Melee (Agl): Long Blade, Short Blade, Club, Polearm, Shield. Meteorology (Awr): By region or weather type. Musician (Awr): By instrument, conduction, composing. Navigation (Awr): Computer, GPS, Compass, Dead Reckoning. Occultism (Awr): By cult. Parachuting (Awr): By equipment type. Philosophy (Awr): By type or culture. Photography (Awr): By style. Physics (Awr): By field of study. Physiology (Awr): By body area. Pickpocket (Agl): Politics (Awr): By region or area. Planetology (Awr): By planet type. Prospecting (Awr): By region or mineral. Psychology (Awr): Artificial Intelligence, Criminology, Detect Lies, Memetics*, By condition type. Research (Awr): By subject matter. Riding (Agl): By animal type. Running (Hlt): Seamanship (Awr): By vessel type. Security Systems (Agl): Lockpick, Electronic, Traps. Seduction (Wil): By method or culture. Singing (Wil): By style. Slight of Hand (Agl): By trick type. Space Vehicles (Awr): Small Craft, Large Craft, High Performance*, Plasma Sail*. Sport (Agl or Str): By sport. Stealth (Agl): By terrain type. Strategy (Awr): By theatre type. Surveying (Awr): By terrain type. Survival (Awr): By terrain type. Swimming (Hlt): SCUBA*. Tactics (Awr): By unit type. Theology (Awr): By religion. Throwing (Agl): Grenade, Knife, Axe, Spear, Ball/rock. Tracking (Awr): By terrain type. Trade (Awr or Agl): By specific profession*. Vacc Suit (Agl): Veterinary (Awr): By animal type. Water Vehicles (Agl): Powerboat, Sailboat, Submersible*, Large Craft*. Wrestling (Agl or Str): Grab, Hold, Throw. Writing (Awr): By genre or profession. Zoology (Awr): By animal type.

EABA Powers and Minutia for Transhuman Space.

There are no psionics or spells in the Transhuman Space setting. But there are genetic abilities, biomods, and

nanomods that can give people abilities above that of normal man. These abilities come in the following categories in EABA terms.

Those that act as Traits. The use of character Traits simulate personal enhancement via scientific modification. Most of these will be Fortes and aid characters in successfully passing tests. The other important factor of mods that give Traits is that they allow more than one Forte (or Weakness) to be applied to an attribute. Unmodified humans must still follow the one Forte per attribute restriction–unless they purchase a bio or nano mod that grants another.

Those that act as Gifts or Unusual Backgrounds. Genetic modification by nature is something that is inherent to the physical make-up of a character. They allow mods that give people abilities others don't. Some of these, such as in the Immunity to Disease, act as doublers to rolls for a specific test. Others, like Mars Adapted (Gifted) or No Zero G Degeneration (Unusual Background), grant characters the ability to live in certain environments.

Those that act as Powers. While a distinction is made due to the various forms a Gifted trait can take, all Powers are bought as Gifted traits. Due to the inherent nature of the genetic science that allows these powers, there is no skill needed to use them. Most TS powers would fall under the Gifted category anyway, being less than 20 "points" and constantly on. But those which are activated by a user, is done so on a level that no skill is purchased. Should a GM really wish to use a Biomod skill, make it a Health skill which each power being a specialization.

Framework Base. Works on Self Only (-5) Maximum 1d effect (-20) Cannot be altered (-10) Requires focus (-5) Requires surgery (-5) Total: (-45)

It is recommended that PCs who start with additional powers not included in their template pay for them in A and S points as required. After creation however, it is up to the GM whether simply buying the modification is enough to allow a PC to use it.

Powers. The following are some abilities created with TS technology, represented in EABA terms as powers. These are just the ones in currently published Transhuman Space books. A GM should feel free to allow or create other powers that can be explained by nano or bio mod implants, or genetic manipulation. They will be more expensive in cash however, as they are not commercially common and new templates cost more to make.

Guardian Nanomod. These nanobots patrol around their host's body and destroy micro invaders. They work either by destroying invading cyber swarms (lethal damage) or invading viruses (add to Health). They may attack each and every cyber swarm that attacks the host each turn, but if they fail to destroy a swarm, that swarm attacks the host. Bought as a Gifted Trait. Framework Base (-45) Specialized damage (+20) State based duration (+15) Adds to Health (+30) Total cost (20)

Felicia hyper-reflexes and strength. This glandular ability drives the military Felicia model into a fighting frenzy. The hyper abilities will last as long as the Felicia wills it, but it is broken down into 1 minute sections for purposes of expressing the accompanying exhaustion. The Felicia will suffer from one level of each of the following Personality traits, until all non-lethal hits from using the power are healed. They are Gluttony, Lecherousness, and Impulsiveness. Bought as a Gifted Trait. Framework Base (-45) Adds to Agility (+30) Adds to Strength (+30) Lasts 1 turn (+5) Dmg non-lethal hits (-10) Personality change (-15) Total cost (-5)

Bio-Booster Mod. This biomod acts in a similar fashion as the Felicia's hyper abilities, but is an implant. While it doesn't incur personality changes, it does put undue stresses on the user's heart. Every ten seconds of use, the user must make an Easy (5) Health test. A failure indicates the user has suffered cardiac arrest, immediate goes into shock, and will die in minutes if CPR is not administered. Bought as a Gifted Trait. Framework Base (-45) Adds to Agility (+30) Adds to Strength (+30) Lasts 1 turn (+5) Dmg non-lethal hits (-10) Total cost (10)

Boosted Heart. This includes the strengthening of muscle and arterial tissue, as well as increased ventricle performance. It is always on as long as the recipient lives, and generally increases physical stamina and circulatory performance. It can (and often is by the wise) bought in conjunction with a Bio-Booster. Bought as Gifted Trait. Framework Base (-45) Adds to Health (+30) State based duration (+15) Total cost (10)

Claws/Sharp Teeth. This is fairly obvious, and can actually be bought as a biomod, but is usually associated with certain bioroids like the Felicia or Sea Shepard. The effect simply allows the user to have an innate, lethal melee attack. Bought as Gifted Trait. Framework Base (-45) Lethal damage (+40) Melee range (+0) Stat based duration (+15) Needs mundane skill (-5) Total cost (5)

Night Vision. This ability is usually gained due to transgenic traits, but could be added as a biomod as well. It is on all the time, but is only triggered when it is dark enough to incur penalties. It cannot bring the user's Awareness dice above normal and doesn't work in complete darkness–it only helps counter the effects of low light. Bought as Gifted Trait. Framework Base (-45) Adds to Awareness (+30) State-based duration (+15) Total cost (0)

Hermaphromorph. This ability allows a being to assume a fully functioning and anatomically correct male, female, or neuter form. Hir will stay in that form until another 'morph is done. The changes can be full body or only genetalia, but is essentially cosmetic in nature. The full change takes around 6 hours, during which the 'morph is very cranky due to shifting hormones and chemical balances (treat as a negative level of Personality). Bought as Gifted trait. Framework Base (-45) State based duration (+15) Alters form of item (+15) Dmg non-lethal hits (+10) 6 hours to activate (-25) Personality (-5) Total cost (-35)

Other Important Minutia for an EABA / TS Campaign.

Gravity. This is not to be an in-depth discussion all the possible ramifications of operating in various gravities. There are some obvious effects; a 2 kg object will weigh 4 kg in a 2 G environment. GMs should keep track of the effect on encumbrance. People also work better in their native gravity. Each time gravity alters by .2 G, all Agility tests are at a +1 difficulty cumulatively. A person's own body will also start counting toward encumbrance for each full increment of a person's native gravity. Note that anything less than .2 G is considered Micro/Zero G and use the system below.

Health in Micro/Zero Gravity. The first thing a person has to do is adapt to the balance changes in a micro gravity environment. It can be very disorienting at the least, and can cause sickness and health complications at worst. A person in micro-gravity is at a -1d to all Agility rolls and skills. Each week they make an Average (7) Health test to adapt, and overcome. Those with the Free Fall skill may test using this skill instead if higher. A person may make a Health or Free Fall test each week to adapt. Any test involving moving failed by an unadapted person requires and immediate Average (7) Health test. If this test is failed, the person becomes "space sick" and suffers an addition +2 difficulty to all skills. A person can try to overcome their sickness once per 24 hours by passing an Average (7) Health test. GMs may allow a trait to be bought that gives a character G experience to reduce or negate such penalties.

The long-term effects of micro gravity can be detrimental. Every month a person is in micro gravity, they must make an Average (7) Health test. Failure causes a lethal hit (for healing purposes) to Strength and Health. It can only start healing in a gravity of over .2 G. Some templates and bioroids have the Unusual Background (no degeneration in zero-G) and are not subject to these penalties.

GMs should also consider things like the effect of recoil in micro gravity, and the effect of failing (or flailing) a Free Fall roll.

Teleoperation. TS has several situations where someone can find themselves controlling some sort of drone or shell remotely. This is not applicable for Digital Minds that inhabit drones; that is not remote control. Characters operating machinery via teleoperation suffer a +1 difficulty to all tasks. Note that this does not apply to infomorphs that are inhabiting a given machine–they are in direct control. Multiple drones can be operated, each additional drone adds a cumulative +1 difficulty to all tasks for all drones controlled. Even to infomorphs as they can only reside in one at a time (though they could copy themselves, but that's another issue). Digital Minds can of course, split their abilities as described in their templates and remove this penalty.

Even minute lag can be a problem, and a further +1 difficulty is added for every 16,000 km between the operator and drone. Every 300,000 km (1 light-second) results in a second delay between a command being issued and carried out, and between the drone's response being issued, and received by the controller. The GM may decide that in cases like these, the Blessing (Enhanced Time Sense) isn't effective as the response times are so slow.

Humans can teleoperate a shell just like an infomorph. And just like an infomorph, the shell they are using restricts their applicable attributes and skills. A person with an Agility of 3d+0 and a Firearms skill of +3d using a shell with an Agility of 2d+0, can only use a total of 4d+0 for any shooting. Similarly, a person with an Agility of 2d+0 operating a drone with an Agility of 4d+0 may only use his own 2d+0. Awareness works a bit differently, as a good sensor system can enhance what an operator is capable of seeing. But a poor system will limit what the operator can see, no matter how astute they may be. In all circumstances, use the sensor rating (Awr) of the shell or drone.

Radiation. Radiation in its various forms is a fact of space. It will not be a concern in most places, being stopped by atmosphere or shelter. There will be occasions where it will be a concern. The first is naturally occurring, like cosmic rays, or man-made, like from a nuclear weapon or particle accelerator. Use the procedure in Stuff! on page 3.14., or in the Slag! conversion on this site. Assign a power plant strength to the natural phenomenon, or use the damage of the weapon.

Radiation heals as a crippling injury, but the last hit of each exposure will not heal at all without the use of advanced medicine, such as DNA repair nano bots.

EABA gear for Transhuman Space.

Gear. Most of the gear presented in Transhuman Space is of the Atomic or Post Atomic eras. For construction, medical, and energy, use Post-Atomic values. Between the equipment lists in TS, starting on p. TS139, and the EABA gear listing, most common items can be figured out. Use TS prices and descriptions; converting them to metric is tedious, but simple and well worth it. Some items are not provided in the TS books, but well within canon possibilities.

Cybershells. The following are TS cybershells converted to EABA using the vehicle rules and Stuff! Costs are not provided as they are listed in the TS books. Armor is the same on all facings for the cybershells listed. Due to the advanced nature of TS detection gear, all sensor values of 4d+0 or higher are automatically treated as having one level of the Larger than Life trait.

Design Notes: The cybershells were made using middle Post-atomic values for power plants and armor. Those with RTG power supplies were built using the Fission Fuel modifier. RTG plants are easy to refuel. Some shells, due to their small size and attributes in the TS descriptions, didn't fit exactly but are pretty close and fit the concepts well. A few have been added, and others have been slightly modified to fit EABA values and design rules.

Gizmos: Computer: The data node capacity (maximum Awr) usable by inhabiting infomorphs or teleoperators. Distributed Computer: As Computer, but the processors are scattered about. Takes 3 kills of a computer gizmo hit to actually destroy computer. Sensors: Detection gear capacity (maximum Awr) of operator. Lower values usually mean simple optics, while higher values may mean IR detectors or radar. Micro-manipulators: These act as manipulators, but have microscopic fingers as well for certain engineering or medical tasks. Vacuum Support: The shell is capable of working in a vacuum with no detrimental effects.

Bush Robot Size: 0.5 hex Mass: 0.3 Tons Hits: 5 Dam Limit: 9 Top Speed: 2m/turn Acceleration: 1m/turn Fuel Supply: 20 hours (battery). Armor: 1d+0 Gizmos: Computer (Awr 5d+0); Comms (laser & radio); Sensors (Awr 3d+0); GPS; Micro-manipulator arms (Strength 1d+0, Agl 3d+0, +1d Agl for microscopic work, used to walk); Vacuum Support; Booster (1m/turn in zero-G, 5 minutes). Buzzbot Size: 0.1 hex Mass: 2 kg Hits: 2 Dam Limit: 10+ Top Speed: 6m/turn (VTOL) Acceleration: 3m/turn (VTOL) Fuel Supply: 1 hour (power cells) Armor: 1d+0 Gizmos: Computer (Awr 2d+0); Comms (laser & radio); Sensors (Awr 2d+0); GPS; Manipulator arm (Str 0d+1, Agl 1d+0). Cryobot Size: 1 hex Mass: 0.25 Ton Hits: 8 Dam Limit: 8 Top Speed: 9m/turn (water), 2m/turn (walking) Acceleration: 3m/turn (water), 2m/turn (walking) Fuel Supply: 2 months (RTG) Armor: 4d+0 Gizmos: Distributed Computer (Awr 4d+0); Comms (laser); Sensors (Awr 3d +0); GPS; 3 manipulator arms (Str 3d+0, Agility 3d+0, can be used for walking). Cyberdoc Size: 1 hex Mass: .06 Tons Hits: 7 Dam Limit: 9 Top Speed: 2m/turn Acceleration: 2m/turn Fuel Supply: 2 months (RTG) Armor: 1d+0 Gizmos: Computer (Awr 4d+0); Comms (IR & radio); Sensors (Awr 3d+0); GPS; 3 manipulator arms (Str 3d+0, Agility 3d+0, contains surgical equipment, can be used for walking); Medical System (counts as life support for 1 man, and manufactures drugs); Vacuum Support. Cyberdoll Size: 1 hex Mass: .06 Tons Hits: 7 Dam Limit: 8 Top Speed: 7m/turn Acceleration: 2m/turn Fuel Supply: 2 months (RTG) Armor: 1d+0 Gizmos: Computer (Awr 4d+0); Comms (IR & radio); Sensors (Awr 3d+0); GPS; Humanoid (Str 3d+0, Agility 3d+0). Infiltration Android Size: 1 hex Mass: 0.12 Tons Hits: 8 Dam Limit: 16 Top Speed: 9m/turn Acceleration: 3m/turn Fuel Supply: 3.5 months (RTG) Armor: 2d+0 Gizmos: Computer (Awr 4d+0); Comms (IR & radio); Sensors (Awr 4d+0); GPS; Humanoid (Str 3d+0, Agility 4d+0, Larger than Life on all Agility attribute rolls); +6 accuracy. Polypede Size: 2 hexes (per segment) Mass: 0.5 Ton Hits: 9 Dam Limit: 7 Top Speed: 9m/turn (walking), 23m/turn (rolling) Acceleration: 3m/turn (walking), 8m/turn Fuel Supply: 3.5 months (RTG) Armor: 3d+0 Gizmos: Distributed Computer (Awr 4d+0); Comms (radio) Sensors (Awr 3d +0); GPS; 6 manipulators (Str 4d+0, Agl 2d+0); Can configure itself into a single, 2 hex manipulator with a Str of 10d+0, or a hoop to roll. Can hook to others for increase Str. Light RATS Size: 1 hex Mass: 0.5 Tons Hits: 9 Dam Limit: 8 Top Speed: 9m/turn Acceleration: 3m/turn Fuel Supply: 3.5 months (RTG) Armor: 4d+0 (Electromagnetic) Gizmos: Computer (Awr 4d+0); Comms (laser & radio); Sensors (Awr 3d+0); GPS; 6 manipulators (Str 3d+0, Agility 3d+0); Chameleon system (+4 difficulty to spot); Vacuum Support; Weapon (Treat as Assualt Pod or Police Armgun w/ x2 ammo); +6 accuracy; Weapon (Melee, 2d+0 lethal). Assault RATS Size: 1 hex Mass: 1 Ton Hits: 10 Dam Limit: 8 Top Speed: 9m/turn Acceleration: 3m/turn Fuel Supply: 3.5 months (RTG) Armor: 6d+0 (Electromagnetic) Gizmos: Computer (Awr 4d+0); Comms (laser & radio);

Sensors (Awr 4d+0); GPS; 6 manipulators (Str 3d+0, Agility 3d+0); Chameleon system (+4 difficulty to spot); Vacuum Support; Weapon (Treat as Battle Rifle & 30mm w/ x2 ammo); +6 accuracy; Weapon (Melee, 3d+0 lethal). Snakebot Size: 1 hex Mass: 0.12 Tons Hits: 7 Dam Limit: 8 Top Speed: 4m/turn (walking); 10m/turn (rolling) Acceleration: 1m/turn (walking); 3m/turn (rolling) Fuel Supply: 2 months (RTG) Armor: 1d+0 Gizmos: Computer (Awr 3d+0); Comms (laser & radio); Sensors (Awr 3d+0); GPS; 2 manipulators (Str 1d+0, Agl 4d+0). Combat Naga Size: 1 hex Mass: 0.25 Tons Hits: 8 Dam Limit: 8 Top Speed: 4m/turn (walking); 10m/turn (rolling) Acceleration: 1m/turn (walking); 3m/turn (rolling) Fuel Supply: 2 months (RTG) Armor: 2d+0 (Laminate) Gizmos: Computer (Awr 3d+0); Comms (laser & radio); Sensors (Awr 3d+0); GPS; 2 manipulators (Str 1d+0, Agl 4d+0); Weapon (Treat as Assault Pod or Police Armgun). UCAV Size: 7 hexes (wings included) Mass: 2 Tons Hits: 11 Dam Limit: 6 Top Speed: 400m/turn (1440 kph) Acceleration: 53m/turn Fuel Supply: 2 hours flight (jet) Armor: 4d+0 Gizmos: Computer (Awr 4d+0); Comms (laser & radio); Sensors (Awr 6d+0); GPS; Chameleon (+6 difficulty to spot w/ sensors); Weapon (6d+0 autofire, 60 deg, 400 ammo); +6 accuracy; Weapon (2 x 8d+0 AP guided missiles or 2 x 10d+0 smart bombs-both +1d skill). Volkspider Size: 0.5 hexes Mass: .03 Tons Hits: 5 Dam Limit: 9 Top Speed: 4m/turn Acceleration: 1m/turn Fuel Supply: 10 hours (battery) Armor: 1d+0 Gizmos: Computer (Awr 3d+0); Comms (IR & radio); Sensors (Awr 2d+0); GPS; 2 manipulators (Str 1d+0, Agl 4d+0, can cling to surfaces).

Cyberswarms. These swarms of many, many pinhead-sized robots are best created as gadgets. A swarm should not usually cost any character points as they are gear anyone can buy. Points are simply given to show EABA design modifiers–they are not powers to be purchased with character points. Full descriptions of Transhuman Space cyber swarms start on p. TS168.

Cyber swarms are gadgets, essentially Creating a Living Item (EABA 6.19). A basic minifac or other system creating a cyber swarm will have an average 3d+0 for effect. Swarms will have 1d+0 in all stats except Strength. Swarms are only strong enough to propel themselves (0d+1), and have no Fate. Note this gives a basic swarm 0d+0 damage, a max movement of 2, and 2 hit brackets. Six hits effectively destroys a swarm. A swarm needs a hive (p. TS153) and Swarm Controller software (p. TS144) to operate a cyber swarm. Swarms can often be disguised as insects as well.

Swarms in Combat: Due to their small and dispersed nature, swarms are hard to hurt with normal firearms or melee weapons. This is bought with the Specialized damage and Prevents an effect modifiers, swarms only take damage from area effect (explosions, flame-throwers, etc.), other swarms or nano tech, and from electrolasers. Due to their small sizes, a swarm treats non-lethal hits from an explosion as lethal. Swarms cannot heal themselves, they must replace lost units (hits).

Some swarms are designed to be combatants. Only sealed armor will provide any protection, as a swarm will simply fly in the cracks. When attacking anything but another swarm, all attacks are Easy (5) and cannot be dodged if the target is in the same hex due to their nature. Once a swarm attacks successfully, they cannot be evaded because they will then be attached to the target. When swarms fight, it is a simple comparison of Brawling skills. Swarms do normal damage to other swarms, but some are far better at it than others.

Swarms have batteries for their default power supply that last for three hours of activity. They can recharge in hive, and use no power if not doing anything. Flying uses twice as much power.

In terms of EABA powers, each hex worth of a swarm is as follows:

Specialized damage +20 Prevents an effect +30 Extra 3d effect +30 State-based duration +15 Rechargeable focus +10 Does not heal -20

Chassis. The chassis type modifies the above template. Note that since a swarm has inherent stats, the Power conveys movement requires no Acts like an attribute modifier:

Aerostat: Power conveys movement (2m, flight) +5

Armored Crawler: The shell can sustain corrosive and high-pressure environments. Specialized damage +20 Prevents an effect +30

Crawler: Added effect is used to add the Running skill, increasing move to 3. Extra 1d effect +10

Dust: These very tiny bots have only Awareness, Health and Will attributes, and can only have the Surveillance package. They cannot move. Reduced 3d effect -30

Flyer: May fly at 7 meters per turn, or move the normal 2. Power conveys movement (7m, flight) +15

Hopper: Movement is in straight-line hops, but can crawl at normal speed. Power conveys movement (4m, jump) +10

Space: Swarm can survive and move in space, at normal speed. Special effect (can move in space) +10

Swimmer: These are designed to move in water. Power conveys movement (4m, swim) +10

Toy: These are generally restricted to operating in their play areas, and effectively have a value of 1 in all stats. Reduced 4d effect -40

Power Source. The second modification that can be made is the power source.

Gastrobots: These can "live off the land" by converting vegetation and material into fuel. They can recharge without needing a hive or electrical power source, by eating as much a comparable insect swarm. Special effect (self recharging) +10

RTG: These use small radiothermal generators. RTGs can be detected by geiger counters, and power a swarm for about a year.

Solar Cell: These use small solar panels to recharge themselves. For every hour they sit dormant to recharge, they may operate for 30 minutes. Special effect (self recharging) +10

Equipment Package. The final, and perhaps most important aspect of a cyber swarm is their equipment package. This defines their basic function, and adjusts the modifiers.

Bughunter: These can sweep one hex to detect hidden electronics and other swarms. The extra effect is used to purchase Forte, Awareness (+1d to detect electronic devices) and the Security Systems skill at +1d (for a total of 3d+0) Extra 1d effect +10

Cannibal: These are designed to break down raw material into other components. The materials must be appropriate to the new item. The added effect is to purchase the Forte, Awareness (+1d to mechanical skills) and buy the Engineering skill at +1d (for a total of 3d+0). Extra 1d effect +10 Alters form of item +15

Cleaning: These are simply designed to clean surfaces. There are no extra modifiers.

Construction: These are built with small tools and designed to dig ditches, move rubble, and such. The extra 1d effect is used to increase their Strength to 1d+0 to allow them to perform their tasks. Extra 1d effect +10

Decontamination: These are designed to clean an area of radioactive, biological, or chemical agents. A swarm can decontaminate 1 hex per minute and must be replaced after cleaning a 10 hex area. Specialized damage +20 Reverses and effect +30 Consumable focus (10) +0

Defoliator: These swarms are designed to destroy foliage, but will not affect other living things. It is also used to trim and shape plants. A swarm can strip 1 hex of vegetation in 10 seconds. Alters form of item +10 Vegetation only -10

Devourer: These swarms are designed with diamond jaws that can chew through nearly anything given time. Devourers do 1d lethal hits every turn to their target. The extra effect is used to give the devourer a Forte, Agility (+1d brawling) and to give them a Brawling skill of +1d (for a total skill of 3d+0). Only fully sealed armor offers any protection, and sealed armor must test each turn to see if it suffers a hit (EABA 5.5) as the Devourers will slowly eat away at it. Lethal Damage +40 Special effect (ignore armor) +10 Extra 1d effect +20

Explorer: These swarms are designed to collect and analyze materials in a spiral pattern, to a complete chemical analysis and a map of an area can be performed. One hex per minute can be analyzed. The extra 1d effect is used to buy Forte, Awareness (+1d area surveying/analysis) and the Surveying skill at +1d (for a total of 3d+0 skill). Extra 1d effect +10 Conveys information +15

Forensic: These swarms are similar to explorers, but are designed to gather vast amounts of forensic information. They can also clean up the evidence. The extra 1d effect is used to buy Forte, Awareness (+1d Forensics skills) and the Forensics skill at +1d (for a total of 3d+0 skill). Extra 1d effect +10 Conveys information +15

Gremlin: These bots are equipped with small drills, snips, and other sabotage tools. They enter machinery with moving parts and do 1d+0 points of damage. Each turn the item must make a test (EABA 5.6) to see if it suffers any hits. Gremlins will not work on solid-state only gear, or fully sealed equipment. Lethal Damage +40 Special effect (ignore armor) +10 Only affects moving machinery -20

Harvester: These bots are used in farming. The extra 1d effect is used to buy Forte, Awareness (+1d Agriculture skills) and the Agriculture skill at +1d (for a total of 3d+0 skill). Extra 1d effect +10

Hypo: These are similar to Stinger swarms, but also inject 1 dose of a drug with each successful attacks. A swarm can carry 10 doses. Only fully sealed armor will offer any protection, but Hypo swarms don't damage the armor. The extra 1d effect is used to purchase Forte, Agility (+1d brawling skill) the Brawling skill at +1d (for a total skill of 3d+0). They cannot be dodged and all of a swarm's attacks are always Easy (5). Lethal damage +40 Special effect (drug) +10 Special effect (ignore armor) +10 Extra 1d effect +10 Consumable focus (10 doses) +0

Illumination: These are designed to illuminate the area they occupy. Acts like Attribute (Awareness) +30

Painter: These are similar to cleaning swarms, but are able to deliver paint or ink. Each swarm can paint 1 hex per minute, and paint 2 hexes before a refill.

Paramedic: These swarms are designed to analyze, diagnose, and repair injury. Each swarm can tend to 1 person, and takes 30 minutes to perform first aid. The extra 1d effect is used to buy Forte, Awareness (+1d First Aid skills) and the First Aid skill at +1d (for a total of 3d+0 skill). Extra 1d effect +10 Conveys information +15

Pesticide: These swarms are designed to hunt down and destroy organic insects. Lethal damage +40 Insects only -20

Play: These are designed to look like various small playthings, like soldiers or farmers. They are always built with a Toy chassis, and have no further modifications.

Pollinator: These swarms are just designed to pollinate plants when natural insects are in short supply.

Repair: These swarms are designed to diagnose and repair any part of a specific model of equipment. The extra 1d effect is used to buy Forte, Awareness (+1d to repair specific equipment), and the Repair specific equipment skill at +1d (for a total skill of 3d+0). It takes about 10 times as long as a human to repair, but up to 10 swarms can work on the same equipment. Lethal damage +40 Reverses an effect +30 Extra 1d effect +10 Conveys information +15

Sensor Array: These bots are equipped with IR and laser comm sensors, and coordinate to form a synthetic aperture sensor with a range of 500m. Multiple swarms can operate, increasing range by 500m per swarm. Each swarm must occupy a separate, adjacent hex. This is only available to aerostat, space, or flyer chassis. The extra 1d effect is used to buy Forte, Awareness (+1d Sensor skills), and the Electronics operation (sensor) skill at +1d (for a total of 3d+0). Extra 1d effect +10 Ranged effect (500m) +45 Conveys information +15 Can be combined +10

Sentry: These bots are equipped with weapons and systems designed to destroy other cyber swarms. The extra effects are used to give the devourer Forte, Agility (+1d brawling), Forte, Strength (+1d damage vs. swarms), and to give them a Brawling skill of +1d (for a total of 3d+0). They can only damage other swarms. Lethal damage +40 Extra 2d effect +20 Swarms only -10

Stinger: These microbots have tiny jaws or needles, designed to cause damage to living tissue (only). Only fully sealed armor will offer any protection, but Hypo swarms don't damage the armor. The extra 1d effect is used to purchase Forte, Agility (+1d brawling skill) and the Brawling skill at +1d (for a total skill of 3d+0). They cannot be dodged and all of a swarm's attacks are always Easy (5). Lethal damage +40 Special effect (ignore armor) +10

Surveillance: These swarms are equipped with tiny video cameras. They are usually placed in a certain area and programmed to return with their data. The extra 1d effect is used to buy Forte, Awareness (+1d sight), and the Electronics Operation (sensor) skill at +1d (for a 3d+0 total). Extra 1d effect +10 Conveys information +15

Swarmwear: This can be in addition to any other cyber swarm package. It programs the swarm to hover in close formation around a person, forming cloak. A swarm can change form, colors, and transparency. They can also be programmed to be so close knit as to provide minimal armor (0d+1 lethal). Lethal damage (+40)

Prevents and effect (+30) Reduced 1d effect (-10)

Terminator: These are exactly like Stinger swarms, but carry 10 doses of a deadly nerve toxin. When a person is injected, treat is as Nerve Gas (EABA 7.10). Only fully sealed armor will offer any protection, but Hypo swarms don't damage the armor. The extra 1d effect is used to purchase Forte, Agility (+1d brawling skill) and the Brawling skill at +1d (for a total skill of 3d+0). They cannot be dodged and all of a swarm's attacks are always Easy (5). Lethal damage +40 Special effect (drug) +10 Special effect (ignore armor) +10 Extra 1d effect +10 Consumable focus (10 doses) +0

Biomods. Biomods are tissues grown and implanted to give biological life forms enhanced abilities. They are treated as simple traits or gadgets in EABA terms, and the times for growth and surgery listed, as well as price, should be adhered to. GMs may require characters to spend points to use them as well, so the points are listed. Prices and full descriptions are given on p. TS161-162. EABA powers gained from a biomod are described fully in the Powers & Minutia section.

Andraste: Add Gifted (Mars adapted, no life support needed to live in Martian atmosphere). 10A

Bio-Booster: Add Gifted (Bio-Booster power). 10A

Boosted Heart: Add Gifted (Boosted Heart power). 10A

Flesh Pocket: Allows 2 kg object to be hidden in skin. 2A

Liver Upgrade: Add Forte, Health (+1d resist poisons) and Forte, Health (+1d resist alcohol). 10A

No-Shock Glands: Add Pain Tolerance, -1 Agility, and -1 Awareness when used. Can only be activated 4 times per day, effects last for 1 hour. 5A

Retinal Enhancements: Add Forte, Awareness (+1d sight checks). 5A

GMs should feel free to add other biomods that grant Traits, Powers, or Gifts appropriately.

Nanomods. Nanomods are treatments using cyberswarm and nanobot technology. They are treated like biomods, granting appropriate EABA Traits, Powers, and Gifts. Most come in temporary and permanent forms, while others only come in one form. Like biomods, GMs may require a character to pay points to get permanent mods, but shouldn't do so in the case of temporary mods. Prices and full descriptions are given on p. TS165. EABA powers gained from a biomod are described fully in the Powers & Minutia section.

Artery Cleaners. Add Forte, Health (+1d to resist effects of aging). 5A

Bacteriophages. Add Immunity to Disease trait, but only works for bacterial diseases. 10A

Brain Boosters. Add Blessing (Enhanced Time Sense). 20A

Carcinophages. Add Immunity to Disease trait; only works against cancers. 10A

DNA Repair. Add Forte, Health (+1d to healing rolls for radiation). 5A

Guardians. Add Gifted (Power: Guardian Nanomod). 10A

Immune Machines. Add Immunity to Disease trait. 15A

Lung Cleaners. Add Forte, Health (+1d to resist or recover from effects caused by airborne particulate). 5A

Microgravity Biochemistry. Add Unusual Background (No degeneration in zero-G). 5A

Nerve Boosters. Add Gifted (Running x2 effect). 10A

Respirocytes. Add Gifted (can hold breath for 1 hour); Forte, Health (+1d non-lethal healing rolls). 15A

Virus Hunters. Add Immunity to Disease trait; only works on viruses. 10A

Armory. Weapons and armor have been created using the TS weight values and other details given about them, but the EABA values have been recreated using the weapon design system in Stuff!. Weapon technology in TS is still largely of the chemical driven projectile sort, and were built using early Post-atomic era values. Older weapons still exist, and GMs should feel free to include those of late Atomic era (and earlier of course) to represent older or second rate weapons.

Weapons. The list of weapons in TS is relatively short, and most are easily represented by items on the EABA weapons list (9.3). All weapons of the Atomic Era are available as well, and everything except gauss and laser weapons are available from the Post-Atomic Era list. Use the prices given on p. TS156. Weapons with a range in parenthesis have a maximum range equal to the range given.

Name	Uses	Acc	Damage	Shots	Weight	Armor	Hits	Notes
Stun baton	elec.	0	2d+1	500	0.5 kg	1d+1	2	Melee, non-lethal.
Stun glove	elec.	0	2d+1	500	0.25 kg	1d+0	1	Melee, non-lethal.
Electrolaser, Pistol	elec.	3	2d+0	200 clip	0.5 kg	1d+1	2	Reliable, non-lethal, 1 shot per round
Electrolaser, Rifle (300m)	elec.	3	4d+1	100 clip	2 kg	1d+1	2	Reliable, non-lethal, 1 shot per round
Police Armgun	-	-	-	-	**2.5 kg**	-	-	**Combined Weapon**
-Electrolaser, Pistol (125m)	**elec.**	**3**	**4d+1**	**200 clip**	**n/a**	**1d+1**	**2**	**Reliable, non-lethal, 1 shot per round**
-15mm Missile (500m)	**missile**	**3**	**5d+0**	**4 internal**	**n/a**	**1d+2**	**4**	**Reliable, warhead, several actions to reload**
Recoilless Rifle, 60mm (4km)	**rocket**	**3**	**9d+2**	**1 internal**	**15.9 kg**	**1d+2**	**4**	**Reliable, warhead, several actions to reload, +2d recoil comp**
PDW, 4mm	**bullet**	**2**	**3d+0**	**100 clip**	**1 kg**	**1d+2**	**2**	**Reliable, autofire**
PDW, 10mm	**bullet**	**2**	**4d+0**	**60 clip**	**2.7 kg**	**1d+2**	**3**	**Reliable, autofire**
Battle Rifle	-	-	-	-	**5 kg**	-	-	**Combined Weapon**
-5.6mm	**bullet**	**3**	**5d+1**	**100 clip**	**n/a**	**1d+2**	**4**	**Reliable, autofire**
-30mm Missile (500m)	**missile**	**3**	**6d+2**	**3 internal**	**n/a**	**1d+2**	**3**	**Reliable, warhead, several actions to reload**
Assault Pod	-	-	-	-	**1.4 kg**	-	-	Combined Weapon
-4mm PDW	bullet	3	3d+1	100 clip	n/a	1d+2	2	Reliable, autofire
-15mm Missile	missile	3	5d+0	4 internal	n/a	1d+2	4	Reliable, warhead, several actions to reload
Micro-missile pod, 15mm	missile	3	4d+1	4 internal	0.3 kg	1d+2	4	Reliable, warhead, several actions to reload
Mini-missile pod, 30mm	missile	3	6d+2	3 internal	1.7 kg	1d+2	4	Reliable, warhead, several actions to reload
Pistol, 4mm	bullet	1	2d+2	50 clip	0.7 kg	1d+2	2	Reliable
Pistol, 10mm	bullet	1	4d+0	20 clip	1.3 kg	1d+2	2	Reliable
AMR, 15mm	bullet	3	8d+1	10 clip	10.4 kg	1d+2	4	Reliable, +1d recoil comp
Recoilless Rifle, 15mm	missile	3	4d+1	10 clip	3.9 kg	1d+2	3	Reliable, warhead, +2d recoil comp, usable recoil in zero-G
Sniper Rifle, 10mm	bullet	4	6d+2	10 clip	5 kg	1d+2	4	Reliable
Emag Cannon, 15mm	needle	6	8d+0	750 clip	111 kg	2d+0	8	Reliable, tripod mounted, autofire x2 (20 shots), 10 second reload
Light Laser, 2.4 MJ	elec.	6	12d+0	Vehicle	Vehicle	Vehicle	Vehicle	Use for space craft firing in atmosphere, 1 shot/turn
Heavy Laser, 10 MJ	elec.	6	14d+0	Vehicle	Vehicle	Vehicle	Vehicle	Use for space craft firing in atmosphere, 1 shot/turn
MADS	elec.	3	*	144 clip	125 kg	2d+0	8	reliable, cone effect (narrow), non-lethal, coninous beam, 1 shot/turn

*MADS is a special weapon that causes pain over a cone area (p. TS156). To simulate its effect, everyone in the affected area must make an Average (7) Will roll to do any action that turn. Even if successful, all tests are at a +2 difficulty while affected. It causes no hits.

**The Police Armgun and Assault Pod were built as if they were fired from the shoulder to represent the stability of a fully attached weapon. They require the use of a HUD interface to aim properly, and are treated as accuracy 1 if a HUD interface is not used.

Weapon Options and Accessories.

Weapon accessories are described on p. TS157, and as usual, use TS costs for weapons, ammo, and armor.

Accessories: All weapons are assumed to have HUD and laser sights standard. Neither bonus is included in the weapon stats, as a user may not have a virtual interface, or may not want to activate the laser for detection reasons. Cost is reduced appropriately as described in TS for weapons bought without these mods. Most accuracy and skill modifications are cumulative, and can lead to deadly accurate shooting.

HUD Sights: Require some sort of interface to be used by wearer. Adds +2 to skill on aimed shots.

Laser Sights: Adds +1 accuracy and makes the first turn of aiming a minor action.

Smart Grip: Material forms to fit shooter's hand perfectly. +1 accuracy on aimed shots.

Articulated Weapon Harness: This cancels out any possibility of a user suffering injury for firing a hand held weapon with excess recoil.

Gyrostabilized Weapon Harness: This allows a user to keep half of his aim bonus even after moving or firing. The user must still spend time to initially aim however.

IFF: This system will automatically prevent a firer from hitting, or from being hit by, friendly forces equipped with IFF. Fits in weapon and armor.

Recognition Pad: Only allows recognized personnel to fire the weapon.

Smart Ammo: The following options are available for all rounds 15mm and under. Smart ammo mods can be purchased with any bullet type. Stabilized ammo: +3 accuracy.

Homing/Laser Homing: +2 skill.

Gestalt: Cancels recoil penalties for autofire if all shots are fired at same target.

Bullet types: The following options are available for all rounds 15mm and under. AP: Shots count as AP (AV reduced -1d+0) and damage that penetrates is at -1.

APS: Shots count as AP (AV reduced -1d+0), +1 accuracy, and damage that penetrates is at -2.

Drug: Does normal damage and injects 1 dose of a chemical agent.

Hollow Point: Shots count as inappropriate (AV increased +1d+0) and damage against unarmored flesh is at +2.

Plastic: Shots do half-lethal damage at -1d+0 of normal value. This also affects range.

Tag: Shots do normal damage and inserts a small tracking beacon in target with a 2 km range.

Warheads. All projectiles 15mm or greater can use warheads. The damage value listed in the chart is for a solid (non-explosive) warhead. Most have a maximum range, and the solid rounds loose damage as normal. HE, HEMP, SEFOP, MBC, and Tangler warheads are not affected by range as their effects are from the round itself, and not from being launched. In other words, they do full damage or have full effect out to their maximum range.

Smart Warheads. (p. TS158). Much like bullets, warheads can be programmed with various fuze and operational settings.

Impact: Warhead detonates on impact. Note that warheads do not get an addition +1d for contact explosions.

Proximity: Warhead detonates near the target. The target area is a called shot and the explosion detonates in the final hex This reduces damage by -1d.

Time Delay: Warhead detonates after a preset amount of time, up to an hour later.

Inert: Warhead does not detonate, and uses solid round effects instead.

Aside from fuzing, warheads can also be programmed to operate in the following modes:

Free: Operates in the modes above, warhead detonates as normal.

Tame: Proximity warheads will not detonate against someone with friendly IFF.

Safe: Warhead will not detonate at all if anyone with friendly IFF is in the explosion radius.

Warheads Types. HE: Hight Explosive warheads add a +1d to damage, and have an Explosive Effect (EABA 5.7) equal to damage -6d (meaning only the 60mm will have an explosion radius), but get no AP bonus. Laminate armor counts as hardened against shaped charge (target AV +1d). 15mm: 6d+0 lethal explosion. 30mm: 5d+2 lethal explosion. 60mm: 10d+2 lethal explosion.

HEAP: High Explosive Anti Personel warheads simply explode, and are treated as Explosive Effects (EABA 5.7). Laminate armor counts as hardened against shaped charge (target AV +1d). 15mm: 3d+0 lethal explosion. 30mm: 4d+2 lethal explosion. 60mm: 7d+2 lethal explosion.

HEAT: High Explosive, Anti Tank warheads count as Shaped Charge and are AP (target AV is -1d). Laminate and Electromagnetic armors count as hardened against shaped charge (target AV is at normal). Note that shaped charge AP only counts on direct hits. 15mm: 5d+0 AP, 1d non-lethal explosion. 30mm: 7d+2 AP, 1d+2 half-lethal explosion. 60mm: 10d+2 AP, 4d+2 half-lethal explosion.

HEMP: High Explosive Multi Purpose warheads count as Shaped Charge and are AP x2 (target AV is -2d). Laminate and Electromagnetic armors count as hardened against shaped charge (target AV only -1d). Note that shaped charge AP only counts on direct hits. 15mm: 5d+0 AP (x2), 1d non-lethal explosion. 30mm: 8d+2 AP (x2), 2d+2 half-lethal explosion. 60mm: 11d+2 AP (x2), 5d+2 half-lethal explosion.

SEFOP: Self Forging Penetrator rounds explode shortly before impact to form a high-velocity penetrating rod of metal. They are treated as Shaped Charges (target AV -1d), but Laminated and Electromagnetic armor are not hardened against SEFOP. A "direct hit" with a SEFOP is actually an explosion just before it hits the target. The explosion is in a narrow cone effect and diminishes with distance just as a regular explosion effect. one. Note that shaped charge AP only counts on direct hits. 15mm: 5d+0 AP, 1d non-lethal explosion. 30mm: 7d+2 AP, 1d+2 half-lethal explosion. 60mm: 10d+2 AP, 4d+2 half-lethal explosion.

MBC: Microbot-Biological-Chemical rounds deliver some agent in the area they detonate in. The area covered depends on the size of the warhead, and will disperse depending on environmental conditions. The effects of the agent are as what ever chemical or nerve agent is installed, and the chemical and required doses must be paid for as well. This could also include smoke, prismatic smoke, and teargas. One particularly nasty agent is Nanoburn, a cloud of deadly nanomachines that invade the body and begin breaking down bodily functions. Anyone in the area must make a Hard (11) Health test or become paralyzed (-3d to Agility) for 25-Health minutes . If paralyzed, the victim takes 1d lethal hits every three minutes as nanites destroy them from the inside. Traits and Fortes that add to Health to resist poisons only grant a +1 instead of the full die, but Guardian Nanomods offer full effect. 15mm 1 hex area (1 dose). 30mm: 6 hex radius (8 doses). 60mm: 13 hex radius (64 doses) or can carry 1 cyber swarm.

Tangler: Sticks to people, to ground, or sticks people to the ground (or walls, etc.). Target gets one roll to escape on the turn they were hit using their Strength attribute, which is listed after the area affected. If this roll fails, target is stuck until tangler remover is applied. 15mm (single target), Average (7). 30mm (1 hex radius), Formidable (13). 60mm (4 hex radius), Impossible (19)

Grenades. Grenades are treated like 30mm warheads, and every form except SEFOP are available.

Limpets: Limpets are grenades equipped with either powerful magnets, adhesives, or biomimetic suckers that can stick to almost any surface that can form a seal, even flesh. These are also treated as 30mm warheads, but do an additional +1d for contact explosions.

Armor. Full stats and descriptions on TS armor can be found on p. TS159-160. The following armors were designed using the middle Post-atomic technology level as befitting the advanced materials and nano construction techniques of Transhuman Space. Weights given in TS (converted to metric of course) were used to derive the EABA armor values. Note that Whole Body includes everything except the head. Helmets are considered separately. Full includes Whole Body and Head.

Name Armor Covers Weight Notes Arachnoweave 1d+2 Body 0.5 kg Weak vs. Thrusts, Blunt Trauma

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1d+2 Whole Body 1.1 kg Weak vs. Thrusts, Blunt Trauma
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 Nanoweave, Light 2d+0 Body 0.9 kg Weak vs. Thrusts, Blunt Trauma

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2d+0 Whole Body 2.3 kg Weak vs. Thrusts, Blunt Trauma
```
 Nanoweave, Medium 3d+0 Body 1.8 kg Weak vs. Thrusts, Blunt Trauma

```
3d+0 Whole Body 4.5 kg Weak vs. Thrusts, Blunt Trauma
```
Nanoweave, Heavy 3d+2 Body 2.7 kg Weak vs. Thrusts, Blunt Trauma

```
3d+2 Whole Body 9.0 kg Weak vs. Thrusts, Blunt Trauma
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NanoVacc Suit, Lt (20) 3d+1 Whole Body 6.8 kg Weak vs. Thrusts, Blunt Trauma. Sealed w/ helmet & provides life support, 800 per hour. NanoVacc Suit, Med(20) 3d+2 Whole Body 9.0 kg Weak vs. Thrusts, Blunt Trauma. Sealed w/ helmet & provides life support, 800 per hour. NanoVacc Suit, Hvy(20) 4d+2 Whole Body 13.6 kg Weak vs. Thrusts, Blunt Trauma. Sealed w/ helmet & provides life support, 800 per hour. Clamshell Cuirass, Light 4d+1 Body 3.2 kg Laminate (Hardened vs. HEAT, HE, HEMP) Clamshell Cuirass, Medium 5d+0 Body 5.4 kg Laminate (Hardened vs. HEAT, HE, HEMP) Clamshell Cuirass, Heavy 6d+0 Body 8.2 kg Laminate (Hardened vs. HEAT, HE, HEMP) Light Helmet 3d+2 Head 0.7 kg Open faced. Full Helmet, Light 4d+1 Head 0.9 kg Sealed. 3d+0 Sensors/interface, and comm. Can add computer. Full Helmet, Medium 5d+0 Head 1.4 kg Sealed. 3d+0 Sensors/interface, and comm. Can add computer. Full Helmet, Heavy 5d+2 Head 2.3 kg Sealed. 3d+0 Sensors/interface, and comm. Can add computer. Smart Suit, Light (40) 4d+1 Full 13.6 kg Sealed, life support, 800 per hour, does not count toward encumberance when powered. Smart Suit, Medium (40) 4d+2 Full 18.0 kg Sealed, life support, 800 per hour, does not count toward encumberance when powered. Smart Suit, Heavy (40) 5d+2 Full 27.2 kg Sealed, life support, 800 per hour, does not count toward encumberance when powered. Battle Suits - - - Sealed. Includes Sensors (3d+0), Comms (laser & radio), and virtual interface. Can be used with life support pack. Add 20 energy cells and uses 800 per hour. Laminate (Hardened vs. HEAT, HE, HEMP).Weight does not count toward encumberance when powered. 3d+0 max Agility. -Shenyang H-23 (20) 5d+0 Full 110 kg Gives user Strength +4/Health +4 (movement only). 7 hours endurance. -Centurion (20) 6d+0 Full 190 kg Gives user Strength +1/Health +3 (movement only). 7 hours endurance. -Gladiator M-70 (20) 5d+0 Full 110 kg Gives user Strength +4/Health +4 (movement only). 7 hours endurance. -Ranger M-65 (40) 5d+0 Full 130 kg Gives user Strength +2/Health +5 (movement only). 14 hours endurance. +12 accuracy main gun.

Armor Accessories. Like most things in Transhuman Space, armor can be modified with various technological goodies.

CBR Filter: Can be added to sealed helmet. Filters out chemical, biological, and radioactive contaminants, while allowing fresh air to pass. Good for 48 hours of use.

Chameleon: The surface of the armor is coated with smart electrophoretic inks that shift color to match the background. A moving wearer is +1 difficulty (partial coverage) or +2 difficulty (full coverage) to spot or shoot. A stationary wearer is +2 difficulty (partial) or +4 difficulty (full) to spot or shoot.

IFF: Similar to IFF for weapons, but gives return code to friendly IFF systems. Negligable energy cost.

IR Cloaking: (1)Dissapates the wearer's IR signature, making him +2 difficulty to spot or +4 difficulty to shoot with IR guided systems. Uses 10 power per hour.

Laser Sensors: (2) Detects lasers that pass over the wearer and alerts him. This includes laser sighting systems, laser guidance, and laser designators. Uses 1 power per hour.

Near Miss Indicator (NMI): (2) Detects projectiles that have passed within 5 hexes and helps track the source. This reduces the difficulty to spot the shooter by -4. Uses 1 power per hour.

Radar Detector: (1) Alerts user of radar beams painting him, up to twice the distance of the radar's range.

Uses 1 power per hour.

Reactive Armor Paste: This explosive paste can be lathered onto any armor or even to skin, and acts as 2d+0 ablative armor (1d+0 when halved over other armor) against projectile weapons and explosions and will be reduced permanently if breached.. A full application is good for 3 separate "breaches" per hit location before the paste is used up. If applied directly to skin, the final use will also cause 1d non-lethal hits to the wearer from the reactive explosion.

EABA Vehicles & Ships of the Solar System.

Vehicles are a very important part of a sci-fi campaign. Mostly in that they allow PCs to travel to all those exciting adventure places. Below are a list of vehicles created with the playtest version of Stuff! The aircar and ground car are generic vehicles, and are the only ones from TS canon.

Ships of the Solar System. Due to the number of ships and the ease of use compared to Stuff! (which is pretty easy, but still…) I have opted to convert the ships in the Transhuman Space universe for use with BTRC's Slag! system. GMs can of course feel free to convert the ships using Stuff!, but the scales involved in a space battle work better with Slag!, and did I mention it was easier? Ships of the Solar System

Design Notes: The power, armor, and weapons were built with middle Post-atomic values, as the larger vehicular items are able (due to size) to fully incorperate new technologies and higher power usage. All vehicles are assumed to have the free Post-atomic gizmos, even if not listed.

Gizmos: Computer: The data node capacity (maximum Awr) usable by inhabiting infomorphs or teleoperators. Distributed Computer: As Computer, but the processors are scattered about. Takes 3 kills of a computer gizmo hit to actually destroy computer. Sensors: Detection gear capacity (maximum Awr) of operator. Lower values usually mean simple optics, while higher values may mean IR detectors or radar. Micro-manipulators: These act as manipulators, but have microscopic fingers as well for certain engineering or medical tasks. Vacuum Support: The vehicle is capable of working in a vacuum with no detrimental effects.

Vehicles:

The ground car is a generic template for a common, battery powered ground car that will suffice for the average person's car. The vehicle's autopilot is usually an AI system with 2d+0 or 3d+0 driving skills, programmed to comply with all traffic laws and law enforcement. Upgrades for police cruisers and the like will likely have a bit more speed or perhaps armor.

Ground Car Size: 5 hexes Mass: 1 ton Hits: 10 Dam Limit: 6 Top Speed: 40m/turn (144kph) Acceleration: 7m/turn Fuel Supply: 5 hours (battery) Armor: 1d+0 Gizmos: Computer (Awr 3d+0); Comms (IR & radio); GPS; Cargo (0.5 hex); Seats 4-5.

The aircar is another generic template for the various models of relatively common aerial vehicles. It is a VTOL craft, and requires a special liscence to operate or own. The vehicle's autopilot is usually an AI with 3d+0 piloting skill, programmed to comply with all traffic laws and law enforcement. Upgrades for police cruisers and the like will likely have a bit more speed or perhaps armor.

Air Car Size: 8 hexes Mass: 2 tons Hits: 12 Dam Limit: 6 Top Speed: 169m/turn (608kph) Acceleration: 7m/turn (VTOL) Fuel Supply: 5 hours (fuel cell) Armor: 1d+0 Gizmos: Computer (Awr 3d+0); Comms (IR &

radio); Sensors (4d+0); GPS; Cargo (0.5 hex); Vehicular parachute; Seats 4.

The light tank is a generic template for a military vehicle likely used by advanced nations. It is a multipurpose tank, designed for use with support or in civic peacekeeping operations. It can handle infantry, armor, shells, and even air craft, though it is not heavily armored for a tank.

Light Tank Size: 10 hexes Mass: 32 tons Hits: 20 Dam Limit: 5 Top Speed: 40m/turn (144kph) Acceleration: 5m/turn Fuel Supply: 10 hours (battery) Armor: 9d+0 (Electromagnetic) Gizmos: Computer (Awr 3d+0); Comms (IR & radio); Sensors (4d+0); GPS; Cargo (.5 hex); 3 crew; Life Support; aiming cluster (+6 accuracy to all 3 weapons); Cargo (1 hex); Weapon, E-mag cannon (360 deg turret, 10d+2, Shaped Charge x2, 100 shots and 6d+2 explosive, 100 shots); Weapon, Point defense cannon (360 deg turret, 3d+0 autofire, +1d skill, 400 shots); Weapon, SAM turret (360 deg turret, 6d+1, explosive, proximity fuzed, +1d skill, 12 shots).

The Vosper-Babbage Urban Control Mech (UCM) was designed specifically for urban fighting and crowd control. They can be found in use around the globe, mostly in nations with violent urban problems and nearby hostiles. The USMC and US Army both have squadrons of UCMs for riot control, containment, and mountain warfare. It is has a diamond shaped, sloped hull and 4 legs that give it excellent mobility in crowded urban centers and even arcologies. The UCM can climb reasonably well, and can even climb up buildings that are able to support the weight, as well as punch through walls, vehicles, and people if need be. It is not meant for direct heavy-armor fighting, but can be a dangerous and elusive foe if terrain is used wisely. For transport purposes, the legs have retractable wheels that enable it to drive ungracefully along roads; it is often described as a tick on rollerblades when doing so.

Urban Control Mech Size: 16 hexes Mass: 16 tons Hits: 18 Dam Limit: 4 Top Speed: 17m/turn(walk),30m/turn(wheel) Accleration: 2m/turn(walk),4m/turn (wheel) Fuel Supply: 10 hours (battery) Armor: 6d+1 legs, 8d+1 body (electromagnetic) Gizmos: Computer (Awr 4d+0); Comms (laser & radio); Sensors (4d+0); GPS; Life Support; 4 manipulators (10d+0 Str, 2d+0 Agl); 2x Weapon, 30mm autocannon (180 deg, 8d+0, autofire, 400 shots); Weapon (MADS); +6 accuracy (autocannons); 2 crew.

The Pikes Peak class assault sub is one of the US Navy's more modern submersible attack platforms. It is designed to be able to patrol and confront other subs, as well as perform landing assault operations. It's blue-green laser turret is designed to counter incoming torpedoes as well as hostile microsubs, cybershells, and even bioshells. It is equipped with 40 super-cavitating Mk-80 anti-ship/sub torpedoes, and 20 Arapaho cruise missiles designed to soften up shore defenses or launch over the horizon attacks. The "two Pop" class, as it is called, carries a force of 24 amphibious cybershells designed for landings, infiltration, and even submarine fighting and sabotage. 4 UCAVs, that can be launched and retrieved from under the surface, round out the sub's arsenal to provide friendly air cover and defense against hostile air born, anti-submarine patrols. Standard crew is twenty men, plus a number of infomorphs. It carries a full array of cyberswarms, and can even launch them in a warhead to disperse them over a landing area. The subs are named after famous US mountains. The template can be used for similar subs of other nations as well.

Assault Sub Size: 500 hexes Mass: 250 tons Hits: 26 Dam Limit: -1

Top Speed: 30m/turn (108 kph) Accleration: 4m/turn Fuel Supply: 1 year (reactor) Armor: 5d+1 (laminate) Gizmos: Computer (Awr 6d+0); Comms (laser, radio, sonic); GPS; Sensors, passive (4d+0); Sensors, active (6d+0); Life support (20 crew); Medlab; Cameleon (+6 difficulty to spot with sonar); 4 UCAV; 24 cyber shells; Weapon, blue-green laser (360', 7d+0, 1 shot/turn, continous beam, self charging, +6 accuracy, +6

accurcy); Weapon, super-cavitating torpedo (360 deg, 15d+2 shaped charge, 250 m/turn, 45 km range, 10 seconds to reload, 40 shots); Weapon, cruise missile (360', 10d+0 explosive, extended range +14, 1000 m/ turn, 20 shots).

Slag! conversion for Transhuman Space.

While EABA Stuff! can recreate the technologies and space craft of TS easy enough, the scale and simplicity of Slag! provide an even easier way to play out space battles in terms of streamlining and game time. Slag! also works on a more manageable time scale for space battles, given the distances and time scale involved, than does Stuff!.

Campaign Notes. The vessels of Transhuman Space fall into the Medium Tech level, with Anti-Matter engines being a new development. Most ships move at a low thrust, making a burn then coasting for long distance trips. When ships are encountered in deep space, they will likely be coasting. This especially applies to ships with working engines, but an effective thrust of 0. Ships using systems such as MD and PS will have an effective thrust of 0, but should be treated as if they are drifting 1 sector per turn. Ships with thrust ratings of 1 + will often have sprinted and have a drift equal to around 2 or 3 times their maximum thrust. These ships will move their drift each turn, in addition to their thrust. Ships with a thrust of 1+ that are drifting, may cancel out their drift by thrusting in the opposite direction of their drift movement, reducing the drift each turn by the amount of thrust used.

Ships in proximity to stations or planets will have mostly slowed enough, or have not accelerated at all. There are values for fuel capacity and trip time for given accelerations in the TS book, and these should be used for campaign traveling.

PCs in SLAG! Combat. Above all, this conversion is for the use of EABA PCs in a TS campaign. The scale of time and distance, not to mention the rules, don't lend themselves to task rolls. However, players will likely wish to influence the battle with their honed combat skills. The battles in Transhuman Space are not the sort where desperate pilots weave between laser blasts, but players may wish to be able to use their PCs skills on a more personal level.

If the GM allows, PCs may roll once per Slag! combat turn to influence a system they may be operating on their vessel. Remember that this skill roll represents successes and failures over a span of many minutes or longer. The effects of the roll will be relatively minor, but failures are also to be expected. The effects of the skill roll are only applicable to the single system the PC is operating.

Space Vehicle. This is the skill, with appropriate specialization, that is used to pilot vessels in space. Passing a Heroic (15) test allows the vessel to count as having two extra points of thrust for determining the number of hits against it. If this roll is 7 or less, the vessel counts as having one less point of thrust. Either way, the actual number of sectors moved is not affected.

Gunner. Pilots and Gunners use the Gunnery skill, with appropriate specialization, when firing ship's weapons. Passing a Heroic (15) test allows the weapon to score one additional hit. If this roll is 7 or less, the weapon scores one less hit.

Engineering. Crewman with an applicable engineering skill may attempt to repair one system, total, that has been disabled without using a Damage Control system. To repair the system in the scope of a Slag! turn requires a Heroic (15) skill roll. If this roll is 7 or less, that system may not be repaired during combat, even if

the ship has an intact DC system left. Only one system per combat can be repaired this way, and the system cannot be repaired again if damaged again.

PCs on a ship should have their location, the system box they are working in, noted for combat purposes. The space chosen will likely be a weapon system, the bridge, thrust system, or power supply if they are acting as crew. Passengers will most likely be in a Cargo, Quarters, or Hull space. Characters can move from one system to any other in a given turn. If a system is destroyed, each character suffers a 4d lethal whole body hit. Any armor they are wearing is halved (as per EABA layering armor rules), though Fate may be used to reduce this damage. It is up to the GM to determine if the space has been opened to space.

Spaces hit by Particle Accelerators are damaged via massive radiation. All PCs in a ship that is hit at all with a PA will suffer 1d+0 non-lethal radiation damage. This damage can only be healed with special medical gear, and then heals as a crippling hit. It is assumed crew will be in protective storm shelters during combat, but damage will be applied (remember the diminishing returns rule) each time the ship is hit by a PA. If for some reason a PC is not in a storm shelter, or if the storm shelter (often the bridge or a hull system) is destroyed by other fire, they will suffer 5d+0 non-lethal radiation hits. No personal AV protects against this radiation. It is left to the GM to determine the long term effects of massive exposure…

Available Systems. The Transhuman Space campaign has its own technologies listed that are used in space. The Slag! systems not available in a TS campaign are described below, some with notes explaining why.

Not Available: AG,BD,PA,JD,JG,AF,FS,ND,TB,G,-M-,-R-.

AI- TS has many AI systems, and most manned ships will have at least one. Only ships of size 2 or less that are crewed exclusively by an AI (most notably AKVs) gain the bonuses as described in Slag! rules. Larger ships just aren't maneuverable enough for this to apply. EC- Electronic Countermeasures are certainly within the scope of TS technology, but the TS campaign postulates that a ship's radiation signature is too high to effectively mask. No effective countermeasures in Slag! terms are available. M- Missiles are another system within the scope of available 2100 technology, but as TS describes them, but nuclear warheads are not used. The roll of missiles has been replaced instead by Kinetic Munitions (represented by a Kinetic Kill system) and by AI controlled Autonomous Kill Vehicles (AKV) that can ram and fire weapons.

Transhuman Space Systems Notes. AM- Anti-matter drives have recently become available to the starfaring powers of TS. They operate as normal in Slag! terms. LR- Laser Rockets are only suitable for craft leaving planet side, as they require an external laser source. They are only usable for one turn and then crossed off. MD- Mass Driver systems use crushed material and use it as reaction mass for magnetic drives. They allow the use of fuel from crushed asteroids and other matter, but their thrust is so low that they provide no appreciable thrust during combat. Vessels using MD systems will likely be using a sprint maneuver (speeds of 3 to 5 are common) to represent velocity gained over weeks of minute acceleration. The speed must be determined before play begins. IO- Ion Drives use charged particles as reaction mass, which provides a very weak but efficient source of thrust. An IO requires an AP to power it, but it provides no effective thrust over the course of a combat. Vessels using IO systems will likely be using a sprint maneuver (speeds of 3 to 5 are common) to represent velocity gained over weeks of minute acceleration. The speed must be determined before play begins. PS- Plasma Sails uses a magnetic field expanded with ionized gasses to ride the solar wind. It is very efficient, but provides no usable thrust during the course of combat. It requires an AP unit to power the field. Vessels using PS systems will likely be using a sprint maneuver (speeds of 3 to 5 are common) to represent velocity gained over weeks of minute acceleration. The speed must be determined before play begins. FT- Transhuman Space has several engine systems that operate with the principals of the

Slag! Fusion Torch. Instead of adding a bunch of new systems for Slag!, these various technologies will be treated as the same FT system, but at different tech levels. Some examples are TS Chemical Rockets being treated as V. Low Tech FTs for small vessels (-1 thrust, uses a Fuel system when used), other vessels that use up fuel quickly will be treated as Low Tech as well. These values have also been fudged to keep various canon vessels within (as reasonably as possible for the conversion) appropriate relative abilities. PD- A TS Nuclear Light Bulb Drive is treated as a Low Tech PD system (-1 thrust). There are (arguably) no other engine types that fit with the PD definition. High Impulse (fuel efficient) fusion engines exist in TS, but for convenience they have all been treated as FT systems, as TS ships carry a great deal of reaction mass. P-Particle Beams acts as TS Particle Accelerators. P systems in TS must be spine mounted. Due to their nature, and to keep things simple, P systems cannot damage Hull systems. Hull systems are valid targets for P damage, and absorb 1 point of damage, but the H is left in tact as the particle accelerator passes through. L-Laser Cannons are the mainstay weapon of ships in Transhuman Space. Warships bristle with laser turrets, but the actual number of TS lasers is higher than Slag! systems, as Size is factor in determining laser damage and effectiveness. This means that the number of Slag! systems is roughly half that of TS ships. TS also differentiates between light and heavy lasers; light lasers are listed as defensive arrays in Slag! terms.

Railguns, Space Mines, Grazer Mines, and Kinetic Kill Munitions. To represent the weapon systems of Transhuman Space, the above systems are treated a little differently. Railguns, known as coilguns in TS, exist, but not as the rapid fire cannons of Slag!. They instead are used to dispense submunitions, namely GM and KK systems. This works like normal SM rules, but the KK and GM systems can be used like mines, or can be detonated immediately if dropped in a target sector. KK and GM systems are short ranged weapons and usually deployed after closing on the target. When a KK or GM is detonated, damage is applied immediately. Targets are allowed to make normal point defense efforts, but they are used up for the turn. They are other wise treated as normal Slag! rules for determining hits (Size+Uses-Thrust) and number of uses ((Size/2)+1). KK- Kinetic Kill Munitions are optional systems only found in the expanded Slag! .pdf. They are treated as missiles (in TS terms, as mines) but do damage as a 4 point Railgun instead and require 2 hits from point defense to destroy them due to their more distant detonation. No Space Mines as such exist in TS canon, but again it would seem this technology is well within the abilities of Earth c. 2100. GMs wishing to allow them should treat them as KK or GM systems as appropriate.

The Ships of Transhuman Space. The following are ships from the Transhuman Space and Ships of the Solar System books, translated into Slag! templates. There has been some fudging to make them fit their TS concepts. Note that ships will an effective Thrust of zero, but with working engines, are mobile but are too slow to effectively maneuver within the scope of a Slag! combat. As this is a fairly graphics light site, only the systems in the ships will be provided. It is up to the users to transfer them to Slag! templates. Most ships are cylinder shaped. There are two things to keep in mind; Armor systems in TS are usually on the nose of the ship, and the radiation producing engines are at the rear.

Kagoshima-Class OTV
Size: 1 Dmg Mod: 0 Sensors: -3 Thrust: 1 Armor: 0 Notes: V. Low Tech FT, Sphere Systems- External: H x 2, C x 5, F Internal: AC, FT

Shaffer-Class OTV
Size: 1 Dmg Mod: 0 Sensors: -3 Thrust: 1 Armor: 0 Notes: Low Tech FT, Cylinder Systems- External: H x 2, C x 5, F Internal: AC, FT

Molniya Ballistic TAV

Size: 1 Dmg Mod: 0 Sensors: -3 Thrust: 1 Armor: 0 Notes: Low Tech FT, Delta, Atmospheric only Systems- External: H x 2, SR, C, Q x 4 Internal: AC, FT

Pegasus-Class TAV

Size: 1 Dmg Mod: 0 Sensors: -2 Thrust: 1 Armor: 0 Notes: Delta, V. Low Tech FT, Orbital/Atmospheric only Systems- External: H x 2, SR, F, C x 4 Internal: B, FT

Bumblebee Workpod

Size: 0 Dmg Mod: 0 Sensors: -2 Thrust: 2 Armor: 0 Notes: Cylinder, V. Low Tech FT Systems- External: H, FT, F, C x 2

Tahmas Interstation Transport Pod

Size: 0 Dmg Mod: 0 Sensors: -2 Thrust: 0 Armor: 0 Notes: Cylinder, Low Tech FT Systems- External: H, C, FT

Meizi-Class PSV

Size: 4 Dmg Mod: -2 Sensors: 4 Thrust: 2 Armor: 0 Notes: Cylinder Systems- External: H x 2, F x 2, L3d, HG, Q x 5, C x 6, S Internal: FT x 2, H x 2 Core: B

Mochi-Class PSV

Size: 3 Dmg Mod: -1 Sensors: 3 Thrust: 1 Armor: 0 Notes: Cylinder, Low Tech FT Systems- External: H x 2, B, S, Q x 4, C x 5 Internal: FT x 2, H x 2

Mojave ESV

Size: 1 Dmg Mod: 0 Sensors: 1 Thrust: 2 Armor: 0 Notes: Cylinder Systems- External: H, C, Q x 2, FT, F, S, Internal: B, H

Sunlance ESV

Size: 1 Dmg Mod: 0 Sensors: 1 Thrust: 2 Armor: 0 Notes: Cylinder Systems- External: S, FT, F x 2, H, C x 2 Internal: B, H

Mercury-Class HLV

Size: 3 Dmg Mod: -1 Sensors: -3 Thrust: 0 Armor: 0 Notes: Cone, V. Low Tech FT, Orbital/Atmospheric only. Systems- External: LR, FT, F, Q x 6, C x 6, SR Internal: AC, H x 3

Golub-Class USV

Size: 4 Dmg Mod: -2 Sensors: 3 Thrust: 0 Armor: 0 Notes: Cylinder Systems- External: H x 2, S, C x 16,

L5d Internal: MD, AP, AC, H

Sudbury-Class USV
Size: 3 Dmg Mod: -1 Sensors: 2 Thrust: 1 Armor: 0 Notes: Cylinder, Low Tech FT Systems- External: S, F x 2, H x 3, L2d, C x 10 Internal: AC, FT x 2, H

Parus-Class HSTV
Size: 0 Dmg Mod: 0 Sensors: -2 Thrust: 0 Armor: 0 Notes: Cylinder, unmanned Systems- External: PS, AP, C x 2 Internal: H

Spokane-Class HSTV
Size: 4 Dmg Mod: -2 Sensors: 4 Thrust: 2 Armor: 0 Notes: Cylinder, carries 2 workpods Systems- External: S, HG, C x 14, F x 2, H x 3 Internal: B, FT x 2, H

Zhongguang-Class HSTV
Size: 5 Dmg Mod: -2 Sensors: 5 Thrust: 1 Armor: 0 Notes: Cylinder Systems- External: H x 4, F x 2, S, C x 19 Internal: H, FT x2 Core: AC

Shepard-Class DSV
Size: 5 Dmg Mod: -2 Sensors: 4 Thrust: 1 Armor: 0 Notes: Cylinder, Low Tech FT Systems- External: S, L4d, FT x 3, F x 3, HG x 2, H x 4, C x 8 Internal: AC, AP, H x 2

Nadezhda Bioship
Size: 2 Dmg Mod: 0 Sensors: 2 Thrust: 0 Armor: 0 Notes: Cylinder, Organic materials; -1 Hull, 0 Damage modifier. Systems- External: MD, S, C x 6 Internal: AP, B, H

Autonomous Kill Vehicle
Size: 0[-1] Dmg Mod: 0 Sensors: -2 Thrust: 3 Armor: 0 Notes: -1 Size for AI bonus, generic AKV template Systems- External: AI, FT, F, KK/GM Internal: H

Resolution & Gram-Class SDV-90
Size: 6 Dmg Mod: -3 Sensors: 6[8] Thrust: 2 Armor: 1 Notes: Cylinder, Low Tech FT, carries 6 AKV Systems- External: A, S, SS, HG x 2, H x 4, FT x 4, F x 4, L8 x 5, L5d x 5, DC, KK/GM Internal: P9s, AP, H x 2 Core: B

Hermann Oberth-Class LSDV-5
Size: 4 Dmg Mod: -2 Sensors: 4[6] Thrust: 2 Armor: 1 Notes: Cylinder, carries 4 AKV Systems- External: A, S x 2, SS, H x 2, HG x 2, DC, L6 x 2, L3d x 2, KK/GM, C x 4 Internal: AM x 2, H x 2 Core: B

Konigsberg-Class SDV
Size: 4 Dmg Mod: -2 Sensors: 4 Thrust: 2 Armor: 1 Notes: Sphere, carries 2 AKV Systems- External: A, S x 2, H x 2, HG, DC, L6 x 4, L3d x 6, C x 3 Internal: AM x 2, H x 2 Core: B

Tempest Eurofighter TCAV
Size: 0 Dmg Mod: 0 Sensors: -2[2] Thrust: 3 Armor: 0 Notes: Delta, Unmanned, Atmospheric only Systems- External: SR, FT, SS, H Internal: L4s

MAV-IIB Puma MAC
Size: 0 Dmg Mod: 0 Sensors: -2 Thrust: 3 Armor: 0 Notes: Cylinder Systems- External: FT, F, SR, BP Internal: H

Avskermar SDP
Size: 1 Dmg Mod: 0 Sensors: 1[3] Thrust: 0 Armor: 0 Notes: Sphere, Unmanned space station Systems- External: A, S, SS, H x 2 Internal: L6s, AP

Riguang-Class LSDV
Size: 4 Dmg Mod: -2 Sensors: 4[6] Thrust: 2 Armor: 1 Notes: Cylinder, carries 2 AKV Systems- External: A, S x 2, SS, H x 3, HG, DC, L6 x 4, L3d x 4, C x 3 Internal: AM x 2, P7s, H Core: B

Xingzhai-Class DSV
5/5 Size: 6 Dmg Mod: -3 Sensors: 6[8] Thrust: 2 Armor: 1 Notes: Cylinder, Low Tech FT, carries 10 AKV, 1 FB can be exchanged for BP Systems- External: A, H x 4, S x 2, SS, FT x 4, F x 4, L8 x 4, L5d x 4, FB x 2, HG, AP Internal: P9s, H x 3, DC Core: B

Dioche-Class TCAV
Size: 1 Dmg Mod: 0 Sensors: -2[3] Thrust: 2 Armor: 0 Notes: Delta, Orbital/Atmospheric only, 1 FT for space, 1 FT for Atmosphere Systems- External: B, SS, FT x 2, F, SR, H Internal: L5s, H

DCS-4 Grisly SCV
Size: 4 Dmg Mod: -2 Sensors: 4 Thrust: 2 Armor: 1 Notes: Cylinder, carries 10 AKV & 2 MAV, FBs can be replaced with BP Systems- External: S x 2, F x 2, H x 2, HG x 2, DC, L6 x 2, L3d x 3, BP x 3, FB x 3 Internal: FT x 2, H x 2 Core: B

DSF-3 Angel SDV
Size: 6 Dmg Mod: -3 Sensors: 6[8] Thrust: 2 Armor: 2 Notes: Cylinder, Low Tech FT, carries 5 AKV Systems- External: A x 2, S x 2, SS, H x 5, FB, HG, DC, FT x 4, F x 4, L8 x 4, L5d x 2, KK/GM Internal: P10s x 2, AP x 2, H x 2 Core: B

SEM-23B Peregrine RSV

Size: 0 Dmg Mod: 0 Sensors: -2 Thrust: 3 Armor: 0 Notes: Cylinder, unmanned Systems- External: FT, F, SD x 2 Internal: H

AC-425 Seminole MAV

Size: 1 Dmg Mod: 0 Sensors: -2 Thrust: 3 Armor: 1 Notes: Cylinder, unmanned controls Systems- External: A, SR, HG, BP x 2, H x 2, FT, F Internal: L5s

Salahudin Samboja-Class SDV

Size: 6 Dmg Mod: -3 Sensors: 6[8] Thrust: 2 Armor: 2 Notes: Cylinder, Low Tech FT, unmanned, carries 15 AKV Systems- External: A x 2, S x 2, SS, FT x 4, F x 4, FB x 3, KK/GM, H x 4, L8 x 5, L5d x 3 Internal: P10s, AP, H x 3 Core: B

Kupu-Kupu Class AKV

Size: 1 Dmg Mod: 0 Sensors: -1[3] Thrust: 5 Armor: 0 Notes: Sphere, unmanned Systems- External: H, SS, FT x 2, F x 2, KK/GM Internal: H, AC

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