

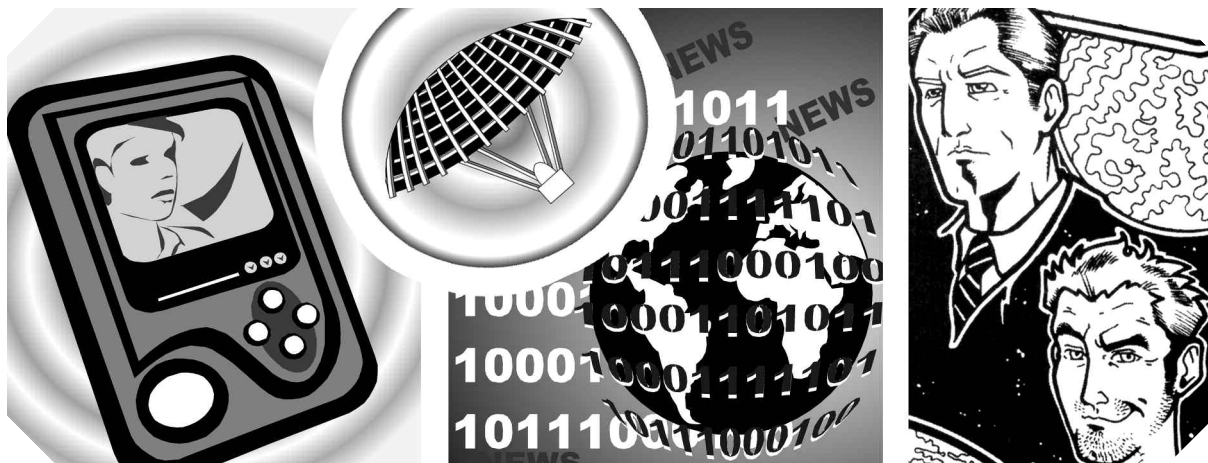
**GURPS**<sup>®</sup>

Fourth Edition



# TERALOGOS NEWS<sup>™</sup>

## 2101, THIRD QUARTER<sup>™</sup>



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*An e23 Sourcebook for GURPS<sup>®</sup>*

**STEVE JACKSON GAMES**

Stock #37-6710

Version 1.0 – March 2010



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*Teralogos has obtained copies of some of the documentation . . .*

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

# INTRODUCTION

Back in 2002-2003, the background for Steve Jackson Games’ *Transhuman Space* hard SF setting was expanded by a series of reports from that solar system’s leading news source, Teralogos News (*Fifth Wave*, p. 64), distributed through an e-mail mailing list. Since then, this rich collection of setting details, local color, and potential scenario seeds has only been available in the form of a little-known raw text file.

So we’ve decided to do something about that. This is one of four free PDF files that collect those reports.

The dates on each report are a bit of stylistic detail, related to the real-world dates on which the posts were originally distributed. Don’t take them too seriously as setting canon; after all, *Transhuman Space* doesn’t have a fixed future or “metaplot.”

The incidents described in these reports can occur whenever suits your own campaign.

– Phil Masters

## ABOUT THE EDITOR

Phil Masters is the author of *Transhuman Space: Changing Times*, *Transhuman Space: Shell-Tech*, *Transhuman Space: Personnel Files 1-5*, and a chapter in *Transhuman Space: High Frontier*. He has also worked on countless other **GURPS** products, including **GURPS Castle Falkenstein**, *The Discworld Roleplaying Game*, and **GURPS Y2K**, and on products for other companies.

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# 2101, THIRD QUARTER

## PARAHUMAN GENETIC TEMPLATE PUBLISHED

SINGAPORE/Teralogos: July 1, 2101

PT Nusantara Biotek, a prominent Indonesian engineering firm, has angered E.U. biotech corporations by publishing the complete specification for its “Rama” parahuman template. The document was quickly suppressed on the main Web, but the specifications are apparently being widely distributed on TSA sites.

Aristos Designs of Athens, Greece has denounced the PT Nusantara Biotek release. “The Rama template is directly reverse-engineered from a number of genetic sequences for which Aristos Designs holds exclusive patents,” said company spokesman Johann Cornet. “The open publication of this template is a bare-faced invitation to genetic piracy. We want the European Union to act decisively with the WTO to tighten sanctions on Indonesia as a deterrent toward future scofflaw behavior from the nanosocialist nations.”

Teralogos has obtained copies of some of the documentation accompanying the Rama code. It claims that the Rama design is significantly stronger and more dexterous than the human baseline, and includes genetic sequences for vastly improved night vision and hearing. Standard traits for longevity and disease resistance have also been spliced into the template.

– filed by Jon F. Zeigler

## INTERVIEW WITH A THINKER

LAMMERGEYER STATION, LEO/Teralogos: July 7, 2101

Shortly after I arrived on Lammergeyer Station in LEO, the admin AI called with an invitation to visit Eilard Gamma at home. This was good; Eilard seemed to be one of the more interesting of the Vacuum Cleaners, and I wanted to talk to him. I’d heard he could be rather difficult, but his orbital salvage ship, the *Tangente*, was in dock for the next few days, and evidently he was interested by the message I’d sent him.

So I found myself in front of an elegant, slightly run-down Parisian-style villa, standing in gardens full of dark evergreen shrubs and bronze statues. My virtual interface’s database told

me that they were all by Auguste Rodin – the *Kiss* to my left, the *Burghers of Calais* to my right. It was impressive, if you like that sort of thing. Me, I’m more of a Neo-Abstractionist fan.

I entered the house, and found another statue in the middle of the central hall. I didn’t need a database to label this seated figure, chin on hand.

Then the *Thinker* looked up, and that verdigris-green face smiled. “Mr. Velasquez,” he said, “what do you think of my home?”

“Very handsome,” I answered, “but why Victorian sculpture?”

He shrugged and stood up. (The muscles moved smoothly but naturally under his metal skin, without ever losing the sculpted effect. Good programming.) “A matter of physiology and psychology,” he said. “Rodin understood instinctively how the elements of human anatomy express what’s going on in the mind inside. I’ve learned a lot about humanity from him, and this is my tribute. It’s a copy of his house, actually. Please, though – come and sit down.”

It turned out that one of the side rooms was set up for visitors, and Eilard sat with incongruous delicacy on one of the slender wooden chairs, and let his face slip back to pensiveness as I sipped virtual coffee (lethally strong and black). “So,” he said after a moment, “why did you want to talk to me?”

“It struck me that you might have an interesting opinion on a question I’m supposed to be answering,” I replied.

“Which is?”

“Do you salvage specialists have a distinct sub-culture. That is, is there a Vacuum Cleaner meme?”

For a moment, that bronze face remained a mask. Then, Eilard threw back his head and roared with laughter. Just as quickly, he stopped. “Me?” he said, “Because I’m an AI, you mean?”

“Partly” I said. “And you’re relatively new up here. You may have more impartial insights.”

He smiled again. “You want to know why my fellow salvagers and debris blasters are so evasive on this subject?” he asked. I nodded. “It’s not that they’re worried about memetic warfare, or because they are becoming estranged from other subcultures, or because they have any sort of phobia. It’s because it would *spoil the joke*, Mr. Velasquez.”

Before I could ask more, he suddenly looked past me, back into the hall. “I’m afraid we’ll have to continue this conversation later,” he said. “My crewmates wish to talk about work.”

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Following his gaze, I saw that there were now three other people in the virtual house, their images flickering in that annoying low-res way . . .

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– filed by Phil Masters

## EXILED KAZAKH LEADER DENOUNCES WORLD COMMUNITY

STRASBOURG, France/Teralogos: July 14, 2101

Speaking before a rare plenary session of the European Parliament, Kazakh resistance leader Olzhas Ismailov angrily accused the world community of deliberate inaction in the face of human-rights violations in his homeland.

“For decades, the Zarubayev regime has treated the Muslim population of Kazakhstan as slaves,” said Ismailov. “Indeed, as

worse than slaves, for a slave has hope of liberation. We have long since given up hope.”

Ismailov recited a litany of abuses attributed to the government of Sergey Zarubayev, the dictator who has held power in Kazakhstan since 2024, and been nicknamed *Stalinashka* by his opponents. “Even among the regime’s Russian-descended elite, there is no hope of privacy, one’s every word or action is monitored,” said Ismailov. “Bioroid soldiers, ugly parodies of human life grown in vats, patrol the streets night and day. Death comes to any who speak out against the regime, or at Stalinashka’s whim. Even in death there is no escape. Corpses of the victims, robbed of their living brains and run by puppet implants, return to us as Stalinashka’s hidden pawns.”

The European Parliament is scheduled to open debate later this week on a resolution condemning “crimes against humanity” in Kazakhstan, and to pass a new package of economic sanctions against Zarubayev government. Ismailov dismissed these moves, claiming that they have had little or no effect on the regime, which continues to trade with neighboring Russia. Instead, he called for military action to “liberate” his home country.

– filed by Jon F. Zeigler

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