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>bio-tech (okay that is GURPS Cyberpunk, and Bio-tech). Here's my take on it: Joe Normal has Night Vision. He pays 10 points to be able to see well in the dark. Jim Bioware comes along, gets a cell sample, and clones Joe's eyes. Then he has them implanted into his own head. Joe and Jim now have *exactly the same ability*. It has the same

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GURPS Steamtech made the line between Divergent Technology and normal TL somewhat fuzzy, In 4e many of the devices that require cinematic rules of science to work would get the superscience (^) tag. Additional Material [edit | edit source] GURPS Steampunk; GURPS Steampunk 1: Settings and Style (4e material) GURPS Steampunk 2: Steam and Shellfire (4e material)

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