

## Expanded Traveller Tech Level Table

An odd Traveller item has been moved one place, such as grav vehicles. Medical entries taken from MGT, MongT and White Dwarf #52. Movie analogs often don't include grav vehicles or jump technology at all, consider these on/off innovations coming in at TL 10 or not at all.

TL	Medicine	Other	Movie/Game Analog
8	organ transplants	optical computing, stunners, rotating spacestations, particle weapons	<b>Outland, Max Headroom</b> (the movie)
9	bionics, low-berth (stasis)	fusion power, perfect speech emulation, laser weapons, railguns, heuristic 'learning' computers	<b>Moon</b> (with clones), <b>2010</b> (with AI)
10	regeneration therapy, tissue engineered transplants	grav vehicles ( <i>moved from TL 8</i> ), crystaliron, solar vaporators, grav repulsors (deflectors)	<b>Aliens</b> (with thinking robots)
11	brain transplants, augmented body parts, robots (drones), sim-stim (slinks/micros)	combat armour, meson guns	<b>GURPS Autoduel</b> (with brain taping and cloning)
12	wafer/skill jacks, medical scanner, brain-tanks	O'Neill cylinders, language translation software, portable plasma gunb, nuclear dampers,	<b>2300AD, Cyberpunk 2020</b> (with AI and neural interface)
13	cloning, gene-fixing, thinking robots (droids), low sapient AI	fusion still, holographic crystal storage, battledress, holovision (Tri-V)	<b>Star Wars</b> (with tractor beams)
14	destructive RNA brain memory extraction, empathy & stress detectors, gill implants	densitometers, bonded superdense, direct neural interface (DNI), portable fusion gun, molecular computing, 3D printers	<b>ICE's Cyberspace</b> , Neuromancer (with AI)
15	true robot body (cybershells), replicants (bioroids), true sapient AI	neural scanners, bioscanners, grav attractors (tractor beams)	
16	brain tapes (memory uploading), parahuman genetics	nano-fabrication, quantum computing	<b>GURPS Transhuman Space</b>
17	robot antibodies (nanites), uplifted animals	antimatter powerplant	
18		disintegrators, matter transporters, energy forcefields	<b>Star Trek, The Culture</b>

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