

G U R P S

COMPENDIUM I

CHARACTER CREATION

A Comprehensive Collection of New Advantages, Disadvantages, Skills and More.
All the Rules for Characters Since the Basic Set, Third Edition.



COMPILED BY SEAN PUNCH

STEVE JACKSON GAMES

G U R P S

COMPENDIUM I

CHARACTER CREATION



COVER BY JEFF KOKE ILLUSTRATED
BY DAN SMITH

This book could not exist without the combined efforts of all those credited previously in other *GURPS* books, as well as the authors of numerous *Pyramid* and *Roleplayer* articles, virtually all of whom have - knowingly or otherwise - contributed to this book. The list is too long to include here, but you know who you are.

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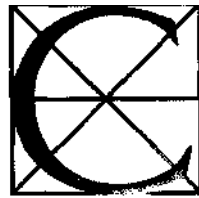
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INTRODUCTION

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid. Our bimonthly magazine includes new rules and articles for **GURPS**, as well as information on our other lines: *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other companies - *Traveller*, *Call of Cthulhu*, *Shadowrun* and many more.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us - but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Illuminati Online. For those who have home computers, Illuminati Online supports SJ Games with discussion areas for many games, including **GURPS**. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-448-8950, at up to 28.8K baud (28.8 users should dial directly to 512-448-8988) - or telnet to io.com. Give us a call! Visit us on the World Wide Web at <http://www.io.com/sjgames/>. We also have conferences on CompuServe, GEnie and America Online.

The GURPSnet. Most of the online discussion of **GURPS** takes place on an electronic mailing list. To join, send a message to Majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your Web browser to <http://www.io.com/~epopt/gurpsnet.html>.

Page References

This book includes a full list of abbreviations for all **GURPS** titles. See *Appendix I* (p. 181) for a list of the abbreviations used in this book. Future **GURPS** books will use these "official" references.

GURPS Compendium I: Character Creation is the first of two *compendia* we'll be releasing for **GURPS**. The second volume, *GURPS Compendium II: Combat and Campaigns*, will be released in November, 1996. Originally, we planned to publish just one 192-page *Compendium* that would include everything . . . back in 1994. When we finally went back and looked at all the material, though - over 100 past or present **GURPS** supplements, 30 issues of *Roleplayer* and 18 issues of *Pyramid* (more than 14,000 pages in all) - we were forced to reconsider. Our decision also had the vocal support of hordes of **GURPS** players worldwide, courtesy of the Internet. Thanks for keeping us on our toes!

This book is a collection of all the most useful rules that apply to generating characters. It includes material from published **GURPS** supplements, *Pyramid* and *Roleplayer* articles, a selection of "house rules" that have become quite popular among **GURPS** players, and a few essays and clarifications by various **GURPS** Illuminati. We have made every effort to include everything except for *very* genre-specific or world-specific material that even we couldn't justify. (The Dextrobopping skill will be sorely missed . . .)

It's true that some things in this book have been edited or altered from their original forms: for clarity and brevity, to make a *really* cool but world-specific trait more universal, or just because we found errata (yes, even *we* make mistakes!). In all cases, however, the original spirit of the rules has been left intact. Note that in the case of discrepancies between this book and any earlier ruling, this book takes precedence.

There are two basic reasons for releasing this book. First, we hope that with *Characters* and the *Basic Set* in hand, you should be able to generate over 90% of your characters without cracking open another book. (The only major exceptions to this are spells, psionic abilities and martial arts styles.) Second, this book is an "official" second volume to the *Basic Set*. Things that appear here will no longer be reprinted in worldbooks. This means that you have paid for your last copy of the Secret advantage . . .

The general rule we followed when compiling this book was, "If it costs points, it goes into *Compendium I*." This means that rules for combat, equipment and campaigns will *not* be found here . . . they will be in *Compendium II*. We hope that this will not disappoint anyone, because by doing it this way, we'll get to give you *twice* as much good stuff!

-Sean M. Punch, March 1996

About the Compiler

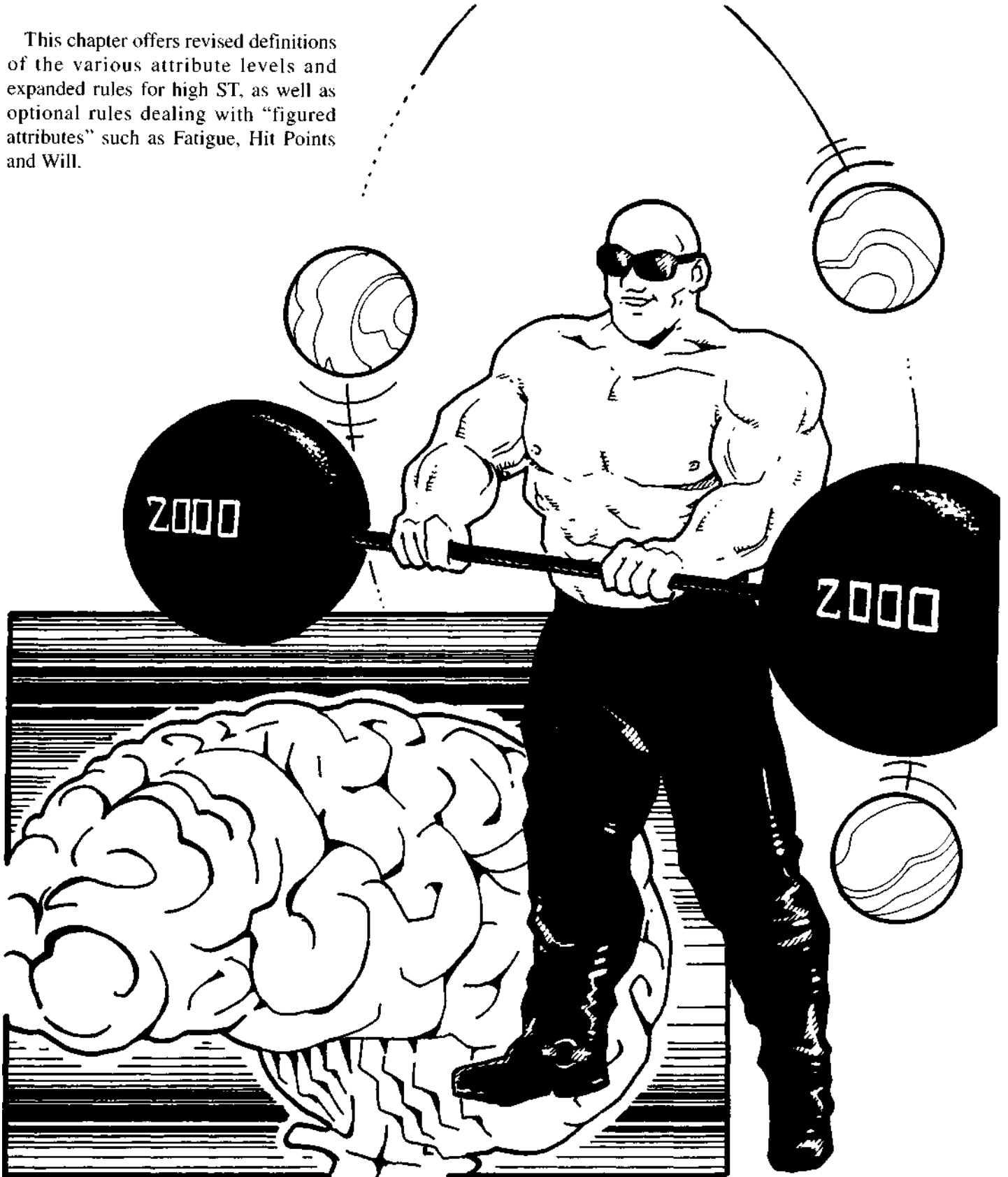
Sean Punch is the Line Editor and overall system "guru" for **GURPS**. Aside from editing, his job occasionally includes developing **GURPS** products. His past endeavours in this regard include co-authoring *GURPS Fantasy Folk*, *Second Edition* and developing a new edition of *GURPS Martial Arts*. He hopes to one day write a few **GURPS** books of his own, but first he needs to find the time.

Sean does *not* live in Austin, but "telecommutes" to SJ Games by Internet. Those who also use the Net may know him better as "Dr. Kromm." Before becoming an editor, he was a particle physicist, but he's better now. His present interests include tigers, military technology and being a cinemaphile. He has also been a fanatical gamer since 1979.

Sean and his wife, Bonnie (who is a nanny, and a gamer as well), presently live in Montreal, Canada with four cats and one parrot.

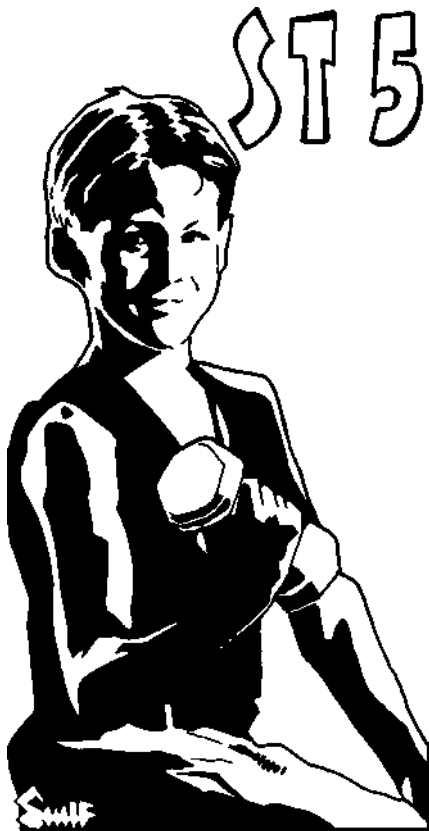
1 ATTRIBUTES

This chapter offers revised definitions of the various attribute levels and expanded rules for high ST, as well as optional rules dealing with “figured attributes” such as Fatigue, Hit Points and Will.



ATTRIBUTE LEVELS AND THEIR MEANINGS

The table on p. B13 contains gaps, and gives the impression that higher attributes are much more common than they really are. The following table presents a more accurate and detailed set of guidelines. The descriptions and comparisons in this table apply to an adult human. Where a child or an animal is used as the basis of comparison, it is assumed to be completely *average* for its age or species; where a member of a profession is used, it is assumed to be a "stereotyped" member of such a profession, as perceived by the rest of the world.



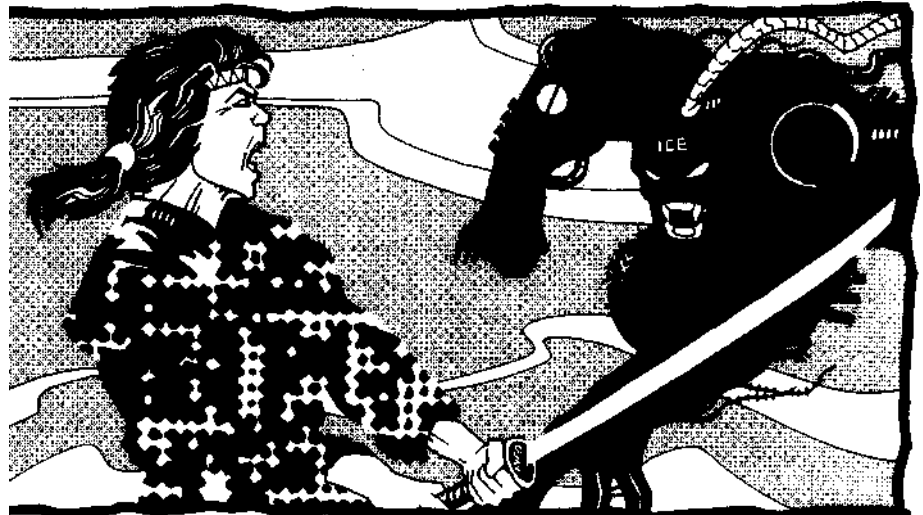
Low Attributes as Disadvantages

The *Basic Set* suggests (p. B26) that in a campaign with a disadvantage limit, an attribute of 7 or less should count as a disadvantage. Taken literally, this leads to illogical conclusions. For example, a character with an attribute of 10 may take -40 points in disadvantages, a character with an attribute of 9 (-10 points) effectively gets to take -50 points, and a character with an 8 (-15 points) gets to take -55 points; however, since an attribute of 7 (-20 points) counts against one's -40 points of disadvantages, a character who takes an attribute of 7 may only take -40 points again! This breaks an otherwise reasonable progression, suggesting that there is a problem.

To remedy this, when lowering an attribute below 10 for extra points, count only the points *beyond* -15 points (as per an attribute of 8) as a disadvantage. Using this method, an attribute of 7 will give you the same -15 as an 8, but also count as a -5 point disadvantage, and an attribute of 5 (-40 points) will count as -15 points of low attributes plus a -25 point disadvantage. Thus, the most anyone can ever get from a single low attribute and disadvantages combined is -55 points.

meanings of attribute levels

Level	Point Cost	Strength (ST)	Dexterity (DX)	Intelligence (IQ)	Health (HT)
1	-80	Newborn	Newborn	Vegetable	Barely alive
2	-70	Cannot walk	Cannot walk	Insect	Barely awake
3	-60	3-year-old	2-year-old	Reptile	Bedridden
4	-50	4-year-old	3-year-old	Horse	Very sick
5	-40	6-year-old	4-year-old	Dog	Sick
6	-30	8-year-old	5-year-old	Chimpanzee	Very sickly
7	-20	10-year-old	Very clumsy	Young child	Sickly
8	-15	12-year-old	Clumsy	Dull	Very unfit
9	-10	14-year-old	Somewhat clumsy	Dull-average	Unfit
10	0	Average	Average	Average	Average
11	10	Active	Somewhat agile	Bright-average	Active
12	20	Athletic	Agile	Bright	Fit
13	30	Very athletic	Very agile	Very bright	Very fit
14	45	Pro athlete	Cat	Near-genius	Athlete
15	60	Football tackle	Monkey	Genius	Pro athlete
16	80	Small bear	Mongoose	Top IQ: city	Star athlete
17	100	Weightlifter	Near-perfect	Top IQ: nation	Near-perfect
18	125	Star Weightlifter	Perfect	Top IQ: continent	Perfect
19	150	Mid-sized bear	Near-legendary	Top IQ: planet	Unbelievable
20	175	World record	Legendary	Smartest ever!	Nearly immortal!



Notes

As a rule of thumb, a character with an attribute of 11 or 12 will seem noticeably above average to those who know him. An attribute of 13 or 14 will distinguish him from the crowd, even to the most casual of acquaintances. An attribute of 15 or more will likely be his most noteworthy feature, and will probably have a major influence on his career choices.

Similarly, an attribute of 8 or 9 will be noticeable to close acquaintances, a 7 will be immediately apparent to anyone who meets the character, and an attribute 6 or less will be crippling, and will likely place *severe* constraints on the character's lifestyle.

ST and HT: In the case of ST and HT, the descriptions above refer to the character's base ST or HT *attribute*, and not to the Fatigue or Hit Points of someone who is fatigued or injured. Someone who is wounded to HT 1 is battered but in no danger of dying; someone who is *always* at HT 1 is probably not long for this world!

IQ: The IQ attribute in *GURPS* does *not* directly correspond to the character's score on a standardized intelligence test. Notably, it is not just his "IQ score" divided by 10. IQ is a composite attribute that represents a whole host of things: creativity, education, intuition, memory, perception, reason, sanity, willpower. . . even natural magical and psionic ability.

The above should be kept in mind when designing a character, since advantages and disadvantages (such as Alertness, Musical Ability, Strong/Weak Will, etc.) exist to allow one to modify the various aspects of IQ separately. If a descriptive term is needed, refer to *modified* IQ on the table above. For example, an IQ 12 character with Musical Ability +4 might be described as "bright" in general, but might well be the most promising *musician* in his entire home town!

STRENGTH

Unlike the other three attributes, ST could conceivably go above 20 even in a relatively realistic campaign. The following rules cover the purchase and use of extremely high levels of ST.

"Enhanced" Strength

These rules have appeared in many slightly different forms in various GURPS supplements, under the names "Enhanced Strength", "Heroic Strength" and "Super Strength." These rules replace the Increased Strength advantage found in earlier GURPS supplements, and will replace the rules for buying ST 16+ for all characters in the next edition of the Basic Set

More so than any other single trait, physical strength and bulk vary widely from individual to individual and from species to species, even in the real world. On the other hand, *GURPS* attributes (as presented on p. B13) are essentially designed around a bell curve. While such a curve is capable of modelling most other traits, it clearly fails to reflect the realities of ST. The rules that follow are a more realistic way of representing the upper end of the ST spectrum.

Under these rules, ST is priced differently from other attributes. It is expensive at lower levels to discourage players from buying unusually high ST scores in realistic campaigns, but becomes cheaper at higher levels because one eventually reaches a point of diminishing returns; i.e., each added ST point becomes less and less likely to make any real difference in game terms.



Optional Rule: Redefining Hit Points and Fatigue

There are those who feel that it would be more realistic to use ST rather than HT as the basis for Hit Points. There are some strong arguments in favor of this point of view. For one thing, size is probably the best measure of the body's capacity to "soak up" shock and injury in real life. As well, muscle does protect the veins, arteries and vital organs from damage. Clearly, these things are better represented by ST than by HT in *GURPS*, simply because ST is used to determine one's size on the Height/Weight Tables (p. B15), and is also the most logical measure of "muscle."

Similarly, there are those who feel that it would be more realistic to use HT rather than ST as the basis for Fatigue. Again, there are good reasons for this. In real life, endurance and stamina are directly linked to one's cardiovascular fitness, and fitness is represented by HT in *GURPS*, not by ST. (Obviously, fitness and strength are more closely linked in real life than they are in *GURPS*, but *some* concessions have to be made to game balance!)

For those who feel that it would be more realistic, the roles of ST and HT can be reversed for the sake of determining Hit Points and Fatigue (only). On the standard *GURPS* character sheet, simply use a "split ST" (written ST/Fatigue) and "split HT" (written HT/Hit Points) to represent this. Note that Extra Fatigue (p. 24) and Hit Points (p. 24) still cost 3 and 5 points per level respectively, but now they increase Fatigue from a base value of HT and Hit Points from a base value of ST instead of vice-versa.

Example: Dai Blackthorn has ST 8 and HT 12. Using this optional rule, he would have 8 Hit Points and 12 Fatigue. He would write his ST as 8/12 and his HT as 12/8. If the GM were to permit Extra Fatigue or Hit Points, Dai could raise his Fatigue to 13 (i.e., ST 8/13) for 3 points, or his Hit Points to 9 (i.e., HT 12/9) for 5 points.

enhanced strength costs

The Much-Maligned Will: Optional Will Rules

This article (by J. Hunter Johnson) originally appeared in slightly different form in Pyramid magazine, issue #9.

Why is it so hard to find a wizard with a tragic flaw? You know, the kind of thing that brings even the best of souls tumbling down from the heights of glory. Warriors, kings and thieves all fall prey to their hearts' desires, but the wizards (and scientists, too!) can turn a blind eye to temptation without batting a lash. While the *GURPS* rules for Will are playable as written, they leave out some of the classic character types. What about the world-famous scientist whose obsession with knowledge drives him, against his better judgment, to search out That Which Man Was Not Meant To Know? Or the simpleton who, although he finds the trinkets pretty, cannot steal the jeweler's wares because he knows it's wrong?

The problem here lies with the official *GURPS* equation that Will = IQ. If a player wants a wizard character who will sometimes do the wrong thing when presented with some temptation, he can either sacrifice his spell-casting ability by taking a lower IQ, or he can take several levels of the Weak Will disadvantage. Of course, taking just five levels of Weak Will leaves no room (with the standard 40-point limit) for the disadvantages like Lecherousness or Greed that the Weak Will would have affected! How can we get around this problem?

The Missing Fifth Attribute

One obvious way is to change the equation so that Will does not equal IQ. By making Will a separate attribute, players can create characters who are very bright, but easily swayed by temptation. If he uses this method, the GM must decide how much it is going to cost in terms of character points. The player can either buy it using the same table used for ST, DX, IQ and HT, or buy it using the Strong and Weak Will costs (+4 and -8, respectively), counting from 10.

This system has the advantage of being extremely straightforward. You have one number to roll against, and no modifying advantages or disadvantages. However, it does have the drawback of altering one of the fundamental ideas of *GURPS* - the simple four-attribute configuration. Adding a fifth attribute gives even more openings for abuse to those players who are prone to point optimization.

Continued on next page ...

ST	Cost
15 or less	Usual cost (see p. B13)
16-23	10 points per +1 ST
24-30	5 points per +1 ST
31 or more	1/2 point per +1 ST

Some numbers to remember: the cumulative cost up to ST 15 is 60 points, up to ST 23 is 140 points and up to ST 30 is 175 points.

Example: ST 20 would cost $60 + 5 \times 10 = 110$ points. ST 25 would cost $140 + 2 \times 5 = 150$ points. ST 40 would cost $175 + 10 \times 1/2 = 180$ points.

In a realistic campaign, the GM may wish to limit ST to a certain level -20 is about right for human beings - or impose an Unusual Background cost upon any human PC who wants to have an unnatural level of ST (again, anything above 20 is probably unnatural). This limitation can be regarded as a kind of "Taboo Trait" for humans (see *Taboo Traits*, p. 176).

Humanoid Races

These rules can also be used to determine the base ST of a race, in which case individual ST scores fall on a standard *GURPS* bell curve distributed around the race's base ST, not the human norm of ST 10. It costs an individual the same number of points to raise or lower his ST with respect to his racial average as it costs a human to raise or lower his ST the same number of levels with respect to ST 10. This also applies to improvements made to individual ST during play.

Example: Giants have a racial ST modifier of +15 and thus an average ST of 25. If an individual Giant wants ST 26, this costs him 10 points (in the same way that ST 11 costs a human 10 points), and not 5 points, even though a ST of 26 would normally only cost 5 points more.

Note that ST bought this way is, by default, "normal" in all respects, and should be used to determine size and weight in the usual fashion. However, endurance, jumping distance and climbing and swimming ability do not scale with mass for natural races (if they did, then humans would out-jump and out-climb monkeys), while lifting and striking strength do.

For natural creatures, determine how much ST they have for determining Fatigue, jumping distance and ST-based skill defaults (e.g., Climbing, Swimming). This ST is bought at full cost. Then, determine how much *additional* ST they have available *only* for Contests of ST, ST-based resistance rolls, inflicting damage, shoving things, lifting things, calculating encumbrance levels, figuring Minimum ST and throwing things. The *difference* in cost between this total ST and the lower amount of "true" ST that the creature possesses is reduced by the following limitation:

Special Limitation: Natural. -40%. This is a combination of *No Fatigue Bonus* (-30%), *No Jumping Bonus* (-5%) and *Doesn't Affect Skill Defaults* (-5%). Individual ST adjustments still affect these things.

These smaller limitations may be mixed and matched - or ignored altogether - for truly supernatural beings or species. Note that if the No Fatigue Bonus limitation applies only to spell-casting Fatigue, then that limitation is worth -20%.

ST bought with the Natural limitation should be listed as a "split ST," with the first number being the full ST and the second, lower, number representing the part of the ST bought without the limitation. In the case of racial strength

scores, *individual* ST modifiers, bought on the attribute chart on p. B13, apply to *both* halves of this "split" ST score.

Example: The 15'-tall Blob Men have racial Enhanced ST 40 (i.e., +30 ST), of which only the first 20 points of ST affect Fatigue, jumping distance and skills. Since the first ST 20 applies to everything, it is bought at full price (110 points). The next 20 levels of ST are bought with the Natural limitation. Enhanced ST 40 would cost 180 points, normally an additional 70 points, but the -40% for the Natural limitation reduces this cost to an extra 42 points.

Thus, Blob Men pay $110 + 42 = 152$ points for their ST, which is written as ST 40/20. If an individual Blob Man then buys a personal ST adjustment of +3 on the attribute chart for 30 points, he lists his ST as 43/23. He uses ST 43 when figuring weapon damage or encumbrance, but only ST 23 to power spells, figure his broad jump distance and so on.

In general, the Natural limitation applies only to *races* with a racial average ST of 20 or more. Such beings should also be assessed the Inconvenient Size disadvantage (p. 102), and be required to pay at least twice as much for specially-made weapons that allow them to take full advantage of their high ST. Armor for such races should likewise be more expensive.

Superhumans with ST 20+ usually *are* capable of incredible feats, and must buy ST at full cost, but need not purchase extra-large equipment.

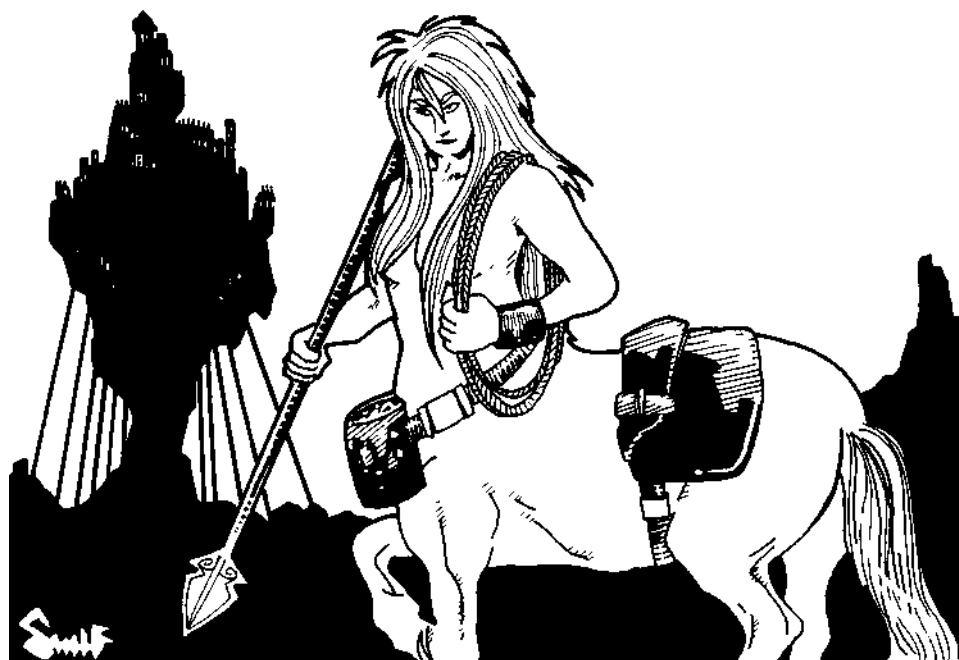
Beasts

Unlike humanoids, beasts - and bestial creatures such as intelligent horses are built to take full advantage of their ST, and should use their full ST for determining Fatigue and so on. Such beasts do not qualify for the Natural limitation. On the other hand, they generally lack hands and cannot use their great ST to wield weapons or to grasp things. For such beings, apply the following limitation instead:

Special Limitation: No Fine Manipulators. The race has the No Fine Manipulators (or No Manipulators) disadvantage (see p. 103). The race still gets the full point value for the disadvantage as well. -40%.

Hybrids

ST for hybrid races that are part humanoid and part beast is treated as part of race creation (see *Split ST for Hybrid Races*, p. 176).



The Much-Maligned Will: Optional Will Rules (Continued)

The Three-Pronged Approach

Another way to avoid this problem is to define three different types of Will: *Mental Will*, *Physical Will* and *Emotional Will*. Figure Mental Will exactly like the official **GURPS** Will: IQ + Strong or Weak Will. Characters would use this to resist mind probes and similar mental attacks. Physical Will is computed by HT + Strong or Weak Will. Players roll against this rather than straight HT to avoid unconsciousness or death due to injuries, and to avoid being stunned by blows to the head and the like. This keeps the spirit of many fictional characters who, even when all hope seemed lost, fought on "through sheer force of will." Finally, Emotional Will is equal to 10 + Strong or Weak Will. (Note the similarity to the separate-attribute idea above.) This is what characters would roll against to avoid succumbing to their mental disadvantages.

This system is not quite as straightforward as the previous one. There are now three numbers to keep track instead of one, and the GM will have to assign all the possible Will rolls to one or another of the three types. Are Fright Checks made against Mental Will or Emotional Will? Numerous questions like this will arise. The advantage is that it does not change anything as fundamental as the four-attribute system.

Will? What's That?

The first two solutions, as well as the official Will rules, suffer from one other drawback - if a character has both Greed and Lecherousness, he is precisely as Greedy as he is Lecherous. No matter what combination of IQ and Strong or Weak Will he takes, he will be rolling against the same basic number to avoid yielding to either his Greed or Lecherousness. It seems plausible that some characters would be more likely to give in to one vice than another, but there is no way to produce this effect with the rules or the options presented above.

The final solution presented here involves doing away with Will altogether (or at least as far as disadvantages are concerned). Instead, when creating a character with a disadvantage that requires Will rolls in certain situations, the player chooses a *Frequency of Submission*. This represents how likely the character is to give in each time he faces the object of his desire, in much the same way that "Frequency of Appearance" represents how likely it is that his enemies will show up on a given occasion.

Continued on next page . . .

The Much-Maligned Will: Optional Will Rules

(Continued)

Frequency of Submission

Each time a character faces a situation in which a disadvantage indicates one course of action and the player wants to choose a different course of action, the player rolls 3 dice.

If the character submits to the disadvantage almost all the time (roll of 15 or less): triple the listed value.

If the character submits quite often (roll of 12 or less): double the listed value.

If the character submits fairly often (roll of 9 or less): use the listed value.

If the character submits quite rarely (roll of 6 or less): halve the listed value (round up).

Using this system, characters still make standard Will rolls for Fright Checks, resisting magical attacks, avoiding the effects of Fast-Talk, Diplomacy, Interrogation and the like (unless they have a relevant disadvantage). The GM could also combine this method with one of the optional rules listed above.

A list of affected disadvantages follows. The base cost is included if it differs from the cost given in the *Basic Set*.

The following disadvantages use the optional rule as written: **Bad Temper**, **Berserk**, **Bloodlust**, **Compulsive Behavior**, **Gluttony**, **Impulsiveness**, **Kleptomania**, **Lecherousness**, **Miserliness**, **Pyromania** and **Sadism**.

Absent-Mindedness: Uses the standard (IQ-based) Will rolls instead; unlike the rest of these disadvantages, this does not involve a choice for the character.

Addiction: Use as listed; there are no standard Will rolls involved. *Exception:* Alcoholism does involve a Will roll to avoid hinging in the presence of alcohol. To handle Alcoholism, it is necessary to break its cost up into the normal cost for the addiction (-10, or -15 if illegal) and the cost for its insidiousness (5). Apply the *Frequency of Submission* to the additional -5 points only. Thus, an alcoholic who binges almost all the time would get -25 points for his addiction (30 if illegal), while an alcoholic who binged quite rarely would only get -13 points (or -18 if illegal).

Bully: Use the optional rule. Multiply the reaction penalty by the same factor.

Continued on next page ...

Basic Damage for ST Above 20

The following table shows the basic thrust and swing damage for characters with ST above 20. Note that this deviates from the progression given on p. B74.

high-strength damage

ST	Thrust	Swing	ST	Thrust	Swing
21	2d	4d-1	39	4d+1	7d-1
22	2d	4d	40	4d+1	7d-1
23	2d+1	4d+1	45	5d	7d+1
24	2d+1	4d+2	50	5d+2	8d-1
25	2d+2	5d-1	55	6d	8d+1
26	2d+2	5d	60	7d-1	9d
27	3d-1	5d+1	65	7d+1	9d+2
28	3d-1	5d+1	70	8d	10d
29	3d	5d+2	75	8d+2	10d+2
30	3d	5d+2	80	9d	11d
31	3d+1	6d-1	85	9d+2	11d+2
32	3d+1	6d-1	90	10d	12d
33	3d+2	6d	95	10d+2	12d+2
34	3d+2	6d	100	11d	13d
35	4d-1	6d+1	110	12d	14d
36	4d-1	6d+1	120	13d	15d
37	4d	6d+2	and so on: +1d for each full 10		
38	4d	6d+2	points of added ST.		

Throwing

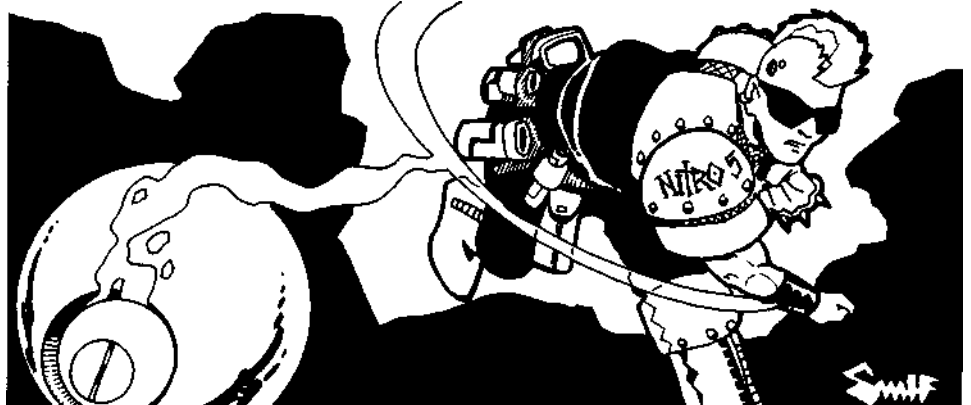
The rules for throwing objects on p. B90 do not adequately take into account the effects of super-high ST. The following system bases the distance you can throw an object (and the damage that it does when it hits) upon the relationship between your ST and the object's weight. It can be used for *any* ST value, not just scores above 20.

Throwing Distance

When you want to throw something, use the following procedure to determine the maximum distance you can throw it.

1. Divide the weight (in pounds) of the thrown object by your ST to get the *weight ratio*.

2. Look at the *Ratio* column (below) and find the nearest weight ratio, rounding the ratio from step 1 *up*.



3. Read across to the *Distance Modifier* and multiply this by your ST. This gives you the distance in yards that you can throw the object.

You cannot normally throw an object weighing more than 25xST lbs. However, "extra effort" will increase your effective ST - see p. 12.

throwing distance table

Ratio	Distance Modifier	Ratio	Distance Modifier
0.100	3.5	2.000	0.60
0.125	3.0	2.500	0.50
0.200	2.5	3.000	0.40
0.300	1.9	4.000	0.30
0.400	1.5	5.000	0.25
0.500	1.2	6.000	0.20
0.750	1.0	8.000	0.15
1.000	0.8	10.000	0.10
1.500	0.7	20.000+	0.05

Example 1: You have ST 14 and need to throw a 120-lb. body over a 6' pit. Divide 120/14 = 8.571. Looking at the Ratio column, this rounds up to 10.000. The Distance Modifier is 0.1. That's 0.1 x 14 = 1.4 yards. Oooops. The body just hit the bottom of the pit.

Example 2: You have ST 80 and want to throw a 50-lb. bag of cement at a foe. 50/80 = 0.625 which rounds up to 0.750. The multiplier is 1.0. so you could throw the bag 1.0 x 80 = 80 yards. Think.

Damage from Thrown Objects

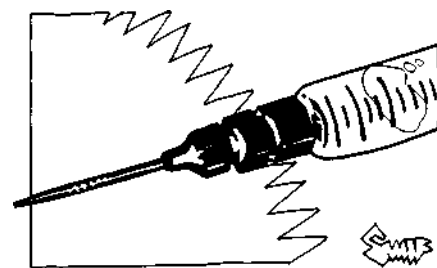
A thrown object will do approximately *thrust* damage, as shown on the table below, depending on its weight. Round damage *down*.

throwing damage table

Object Weight	Damage
Less than 2 lbs.	Thrust-2 per die
2 lbs. to 5 lbs.	Thrust-1 per die
5 lbs. to ST lbs.	Thrust
ST to 3xST lbs.	Thrust+1 per die
3xST to 7xST lbs.	Thrust
7xST to 11xST lbs.	Thrust-1/2 per die
Over 11xST lbs.	Thrust-1 per die

Example 1: You hit your foe with that 50-lb. bag of cement thrown with your ST 80. It is between five lbs. and (your ST) lbs. As shown on the table above, it does straight thrust damage. Now check the damage table (or refer to your character sheet!). Thrust damage for ST 80 is 9d damage, so you do 9 dice with the cement bag.

Example 2: You throw a 750-lb. motorcycle with your ST 80. On the table above, 750 lbs. is between 7 and 11 times your ST, so it does (Thrust-1/2 per die) damage. You would do 9d minus 4.5 damage with it, which rounds to 9d-5. The motorcycle actually does less damage than the bag of cement; it's too heavy for you to throw with your maximum effectiveness.



The Much-Maligned Will: Optional Will Rules (Continued)

Cowardice: Use the optional rule. If there is a risk of death, increase the number to roll against to the next level (those who already submit almost all the time will submit on a roll of 16 or less). The reaction penalty is unchanged; since it applies only to those who know the character is a coward, having the disadvantage at higher levels ensures that it will affect more people.

Greed: Use the optional rule. *Honest* characters roll against the next lower number to submit to a shady deal, or to the number two levels down to submit to outright crime (one level past "Quite Rarely." the character submits on a 5 or less; two levels past "Quite Rarely." the character submits on a 4 or less).

Honesty: This is an unusual case. In the official rules, honest characters who need to break the law must first make an IQ roll to see the need to commit the crime, then they must make a Will roll to avoid turning themselves in afterward. To use this with the new optional rule, some changes need to be made. First, buy *Honesty* with a base cost of -10 points, modified by *Frequency of Submission*. Then, if your character needs to commit a crime, he must avoid submitting to his honest nature. If he does manage to commit the crime (or if he commits a crime unknowingly and later learns that his actions were against the law), he must roll again. If he submits, he must turn himself in.

Phobias: Use the optional rule. The distinctions of *Mild* and *Severe* phobias are no longer necessary. If a character successfully masters his phobia, he will be at a penalty to IQ and DX while the cause of the fear persists. This penalty depends on the *Frequency of Submission* chosen. "Quite Rarely" means a -1 penalty; "Fairly Often" gives a -2 penalty; "Quite Often" gives a -3 penalty; and "Almost All The Time" means a -4 penalty. Merely being threatened with the feared object gives a roll at the next lower level. Use the mild cost as the base cost.

Truthfulness: Use the optional rule. Telling an outright lie (as opposed to lying by omission) is checked against the next higher level.

Extra Effort Lifting with High ST

The following table shows the maximum weight a character can lift normally (i.e., ST x 25), and the weight he can lift on a roll of 16 or less by using Extra Effort (see p. B89), expending 1 Fatigue for every 100% weight increase over his normal maximum. A failed roll means that the item did not move and he has strained himself; he loses twice the expected Fatigue (and 1 HT on a critical failure).

The formulae used to generate these numbers are:

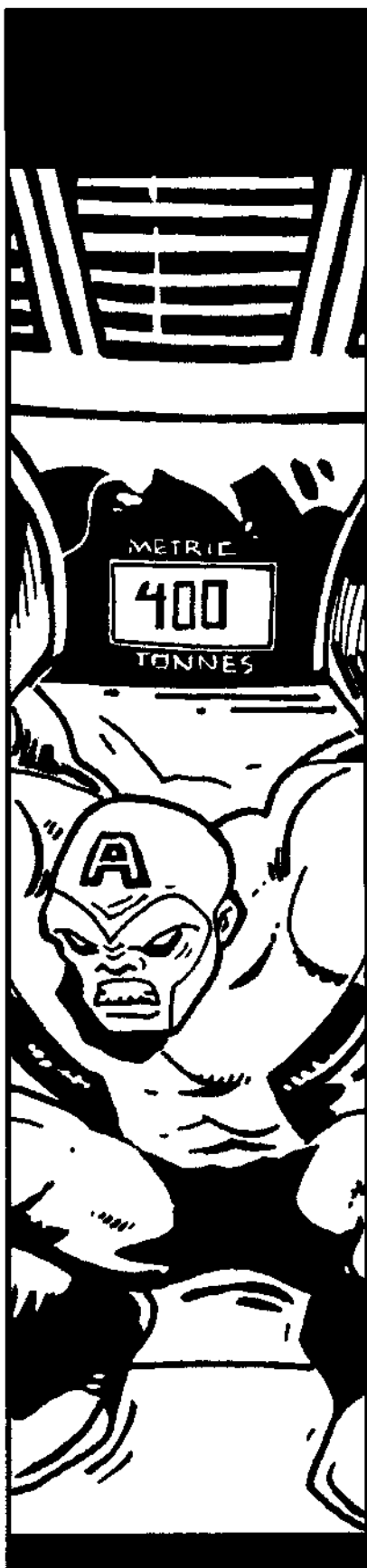
$$\text{Maximum Lift} = ST \times 25$$

$$\text{Extra Effort Lift} = \text{Maximum Lift} + [(ST-16) \times (\text{Maximum Lift}/10)].$$

All weights are in pounds.

extra effort with high strength

ST	Max. Lift	Extra Effort Lift	ST	Max. Lift	Extra Effort Lift
17	425	467	160	4,000	61,600
18	450	540	170	4,250	69,700
19	475	617	180	4,500	78,300
20	500	700	190	4,750	87,400
21	525	787	200	5,000	97,000
22	550	880	210	5,250	107,100
23	575	977	220	5,500	117,700
24	600	1,080	230	5,750	128,800
25	625	1,187	240	6,000	140,400
26	650	1,300	250	6,250	152,500
27	675	1,417	260	6,500	165,100
28	700	1,540	270	6,750	178,200
29	725	1,667	280	7,000	191,800
30	750	1,800	290	7,250	205,900
35	875	2,537	300	7,500	220,500
40	1,000	3,400	310	7,750	235,600
45	1,125	4,387	320	8,000	251,200
50	1,250	5,500	330	8,250	267,300
55	1,375	6,737	340	8,500	283,900
60	1,500	8,100	350	8,750	301,000
65	1,625	9,587	360	9,000	318,600
70	1,750	11,200	370	9,250	336,700
75	1,875	12,937	380	9,500	355,300
80	2,000	14,800	390	9,750	374,400
85	2,125	16,787	400	10,000	394,000
90	2,250	18,900	410	10,250	414,100
95	2,375	21,137	420	10,500	434,700
100	2,500	23,500	430	10,750	455,800
110	2,750	28,600	440	11,000	477,400
120	3,000	34,200	450	11,250	499,500
130	3,250	40,300	460	11,500	522,100
140	3,500	46,900	470	11,750	545,200
150	3,750	54,000	480	12,000	568,800



Contests of ST for Very Weak or Very Strong Creatures

When resolving a Contest of ST between two very strong or very weak beings, their *relative* ST should be what matters, not the absolute difference (which may be huge for large ST scores that differ by only a few percent, or negligible for small ST scores that differ by a large percentage).

When both characters have ST scores of less than 6 or greater than 20, their *effective* ST scores (for the purpose of the Contest) should be determined by multiplying both contestants' ST by a constant scaling factor. To do this, simply set the effective ST of the weaker character to 10 and multiply the higher strength by $(10/\text{lower ST})$, rounding down. These "effective" ST scores should be used in the Contest in place of true ST.

Example 1: A ST 50 being is wrestling a ST 60 being. The GM sets the effective ST of the weaker fighter to 10 and scales the ST of the stronger wrestler by $10/50 = 0.2$ to get an effective ST of $0.2 \times 60 = 12$. This makes the Contest a lot closer (ST 10 vs. ST 12), which makes sense for beings whose ST differs by only 20%.

Example 2: A ST 2 being is wrestling a ST 1 being. Again, the GM sets the effective ST of the weaker fighter to 10. He scales the ST of the stronger wrestler by $10/1 = 10$ to get an effective ST of $10 \times 2 = 20$. This makes the Contest almost a sure thing (ST 20 vs. ST 10) for the stronger being - which makes sense, since he is twice as strong.



Optional Rule: Treating Figured Quantities as Attributes

GURPS has only four attributes: however, several attribute-like quantities are normally figured from them (Basic Speed, Fatigue, Hit Points, etc.). Some GMs feel that these should be treated as separate attributes that can be raised and lowered normally with earned points. In this case, lowering a figured quantity by two levels or less does *not* count as a disadvantage. However, a figured quantity that is lowered to three or more levels below its base value should be treated like an attribute of 7 or less, with the points beyond the first two levels being treated as disadvantage points.

Introducing this optional rule effectively gives the players extra disadvantage points to play with, and the GM should carefully weigh the effects of this on character creation *before* introducing this optional rule.

The rules for several such figured quantities are listed below. Remember, attributes cost *double* after character creation!

Basic Speed

This starts at $(DX+HT)/4$, but can be raised (and, optionally, lowered) at the cost of 25 points per level, as per *Increased Speed*, p. 26.

Fatigue

Fatigue starts out equal to ST (or HT, if the optional *Redefining Hit Points and Fatigue* rule is being used), but can be raised (and, optionally, lowered) at 3 points per level, as per *Extra Fatigue*, p. 24.

Hit Points

Hit Points start out equal to HT (or ST, if the optional *Redefining Hit Points and Fatigue* rule is being used), but can be raised or lowered for ± 5 points per level, as per *Extra Hit Points*, p. 24 and *Reduced Hit Points*, p. 83.

Sense Roll (or "Perception")

A character's base Sense Roll starts out equal to his IQ, but can be raised (and, optionally, lowered) at 5 points per level, as per *Alertness*, p. B19.

Note that not everyone agrees that "Perception" should be based upon IQ. GMs who feel this way may wish to start sense rolls at 10 for all characters, allowing PCs to raise or lower their Sense Rolls at the costs above (5 points per level). If this is done, consider giving players 5 or 10 more points to spend to compensate for reducing the value of IQ.

Continued on next page ...

Encumbrance Rules for Superhumans and Nonhumans

The encumbrance levels on p. B76 assume ground movement by normal human beings, or at least beings with humanoid frames. For very fast beings, beings with four or more legs, or for those who fly using wings, these levels are inappropriate. Instead, use the following encumbrance rules:

Optional Rule: Treating Figured Quantities as Attributes (Continued)

Purely perception-based skills that are modified by Alertness (such as Body Language and Tracking) can, optionally, be based on this new "Perception" attribute instead. Where a skill also involves a body of knowledge, it should remain IQ-based, but receive a bonus equal to (Perception-10).

Will

This starts out equal to IQ, but can be raised at 4 points per level, as per *Strong Will*, p. B23, or lowered for -8 points per level, as per *Weak Will*, p. B37.

As suggested in *The Much-Maligned Will* (sidebar, p. 8), Will can also be treated as a fifth attribute, starting at 10 for all characters. It is then raised or lowered using the costs above (+4/-8 points per level). As for Perception (above) the GM may wish to consider giving players 5 or 10 more points to spend, since there are now more attributes to spend them on.

Where Strong or Weak Will would have modified another attribute (such as a HT roll to remain conscious), apply the difference (Will-10) as a modifier to the roll. Skills that are modified by Will (such as Mental Strength) can, optionally, be based

Encumbrance Rules for Very Fast Beings

To more accurately reflect the effects of encumbrance on *very fast* movement, use the following system to figure Move based on weight carried.

For Moves of 9 or less, use the standard system from the *GURPS Basic Set*. For moves of 10 or greater:

Encumbrance	Move
Light.....	Move x 0.8, round down, never lower than 8
Medium.....	Move x 0.6, round down, never lower than 7
Heavy	Move x 0.4, round down, never lower than 6
X-Heavy	Move x 0.2, round down, never lower than 5

Encumbrance Rules for Four-Legged Beings

No Encumbrance (up to 2 x ST): Move is unaffected.

Light Encumbrance (up to 6 x ST): Move is reduced by 2.

Medium Encumbrance (up to 10 x ST): Move is reduced by 4. Most races will find carrying more than this *extremely* uncomfortable.

Heavy Encumbrance (up to 15xST): Move is reduced by 6.

Extra-Heavy Encumbrance (up to 20 x ST): Move is reduced by 8, but never to less than 2.

Maximum Encumbrance (up to 30 x ST): Move is reduced to 1.

Encumbrance Rules for Winged Beings

No Encumbrance (up to 2 x ST): Move is unaffected.

Light Encumbrance (up to 6 x ST): Move is reduced by 4.

Medium Encumbrance (up to 10 x ST): Move is reduced by 8. If Move would be 0 or less, the individual cannot fly.

Heavy Encumbrance (up to 15xST): Move is reduced by 12. If Move would be 0 or less, the individual cannot fly. No being can fly with greater than Heavy encumbrance.



2 **A** DVANTAGES

This chapter presents all of the advantages that have appeared in print over the last ten years, except for those that already appear in the *Basic Set* and those completely specific to the game worlds where they were published. That's a lot of material! Still, you may wish to design a few advantages of your own, so we have also provided some guidelines. See the sidebars for secret advantages and for rules covering the "advantage" of starting out with expensive equipment.





Secret Advantages

A character may have an advantage that he is *unaware of*. This could be a latent magical, psi or super ability, a secret Patron, resistance to magic or psi, Immunity to Disease or even secret social advantages (the character will inherit a million dollars from a distant aunt, or is the long-lost Princess of Upper Fnordia).

In this case, the player sets a value for the secret advantage, and the GM picks an appropriate advantage worth 5 points *more* than the cost of the secret. The player should not be told the nature of the advantage.

Example: A player designs a character with a 20-point secret advantage. The GM determines that the character is the half-breed child of a human with an alien, and is being watched over by a TL 12 Artificial Intelligence - a secret 25-point Patron who will intervene indirectly if the character gets into *serious* trouble.

When the advantage is revealed (usually determined by the GM's sense of dramatic timing), the extra 5 points for the advantage must be paid as soon as possible; these points were effectively "on loan" until the secret was revealed. The GM may assign more than one advantage to a single Secret Advantage, if desired.

The GM may also wish to treat the Secret Advantage as a "Schrodinger's Advantage." Instead of choosing an advantage when the character is created, he waits for some critical juncture in an adventure, just when all seems lost. Then the character suddenly discovers a new ability, which *just happens* to be the ticket out of trouble. Of course, the advantage, once revealed, is "fixed."

INVENTING NEW ADVANTAGES

There are hundreds of advantages in the *GURPS* system, but there will come a time when you think of an advantage that doesn't seem to exist in the published material. Here are some guidelines for creating new advantages. This advice is intended chiefly for GMs; players may introduce new advantages only with the GM's permission.

Lead Into Gold: New Advantages For Old

Sometimes, existing advantages can be tweaked into new ones with minimal effort.

Rename

Sometimes, the advantage you're looking for exists, but it has a name you dislike. Inventing an entirely new advantage in this situation is a waste of time, so just rename it! For instance, exceptional bravery is called Fearlessness (p. 25) in *GURPS*, but you may be looking for an advantage called "Bravery." If you think that "Bravery" would be a better name for Fearlessness, then you can always call it that.

Redefine

A lot of "new" advantages are really just existing advantages with new "special effects." If an existing advantage would provide the ability you want, but the explanation of how the advantage works does not fit the character or the game world, then simply use the same game mechanics but come up with a different game-world explanation for the advantage. For instance, the ability to see well in partial darkness is called Night Vision (p. B22) when it's a natural advantage. When the same game effects are achieved through cybernetics, however, the advantage is called Light Intensification (p. CY35).

Combine

Other "new" advantages are simply combinations of existing advantages (and, sometimes, disadvantages). If several existing advantages would - together - cover the effects that you have in mind, then simply group them together, add the costs and give the whole thing an appropriate name. For example, the "IST Membership" advantage from *GURPS Supers* and *International Super Teams* is really just a combination of a Duty, Legal Enforcement Powers, a Patron, some Rank and several Reputations; however, IST members simply write "IST Membership" on their character sheets to save space.

Modify

Certain new advantages are just variations on a theme. Quite often, the game mechanics of an existing advantage are *almost*, but not quite, what you have in mind. In such a case, the new advantage can often be created by starting with the nearest existing advantage and applying the enhancements and limitations in Chapter 4 to achieve the desired effects.

For example, suppose you want a "Fearless Leader" advantage that allows a character to inspire bravery in his allies. This effect can be achieved by taking Fearlessness +5 (for 10 points), applying the Affects Others, Area Effect and Selective Effect enhancements (total +140%), and then charging 24 points for it. For simplicity's sake, though, just write "Fearless Leader (24 points)" on the character sheet.

Fine-Tune

Once you have taken existing advantages and renamed, redefined, combined or modified them to achieve the effects you are looking for, you may want to add some "color," or simply adjust the cost. This can be done by adding minor side-effects, such as a small skill bonus or penalty.

For instance, in the "Fearless Leader" example above, one might throw in a minor, beneficial side-effect - like a +1 to the Leadership skill - to bring the cost up to a nice, round 25 points. (This is a bit of a point break - a "crock" but it *may* be acceptable as part of a "package deal." In general, though, package deals are for convenience only; if they include significant point breaks, they are little more than crocks!)

Starting From Scratch

There are times when a *totally* new advantage is called for. Of course, the GM can create one out of thin air, but it is usually a good idea to base the cost of the advantage on its power and rarity in the game world. There are essentially four basic benefits that an advantage can grant in *GURPS* (although some advantages grant more than one benefit):

1. Effective increases to attributes under certain circumstances (e.g., *Extra Hit Points*, *Rapid Healing*)

Bonuses to attributes are handled by assuming that an effective +1 to an attribute is worth 10 points (based upon the cost of attribute levels 11 to 13), and then modifying the final cost using limitations (see Chapter 4) that restrict the circumstances under which the bonus applies. For example, an Extra Hit Point is really just +1 HT (10 points) with the -50% Accessibility limitation, "Only To Soak Up Damage." for a net cost of 5 points.

2. Bonuses to skill rolls (e.g., *Magery*, *Musical Ability*)

Bonuses to specific skills can be handled using the *Racial Skill Bonus* rules (p. 177), which are summarized in the table below. Note that in the case of advantages that give bonuses to large numbers of skills, it is more economical to use the *Group Skill Bonus* rules (p. 177). These rules charge a flat 6 points per +1 to an entire group of *reasonably similar skills*, or less for groups that are smaller than the "official" skill groupings used in this book and the *Basic Set*.

Trading Points for Equipment

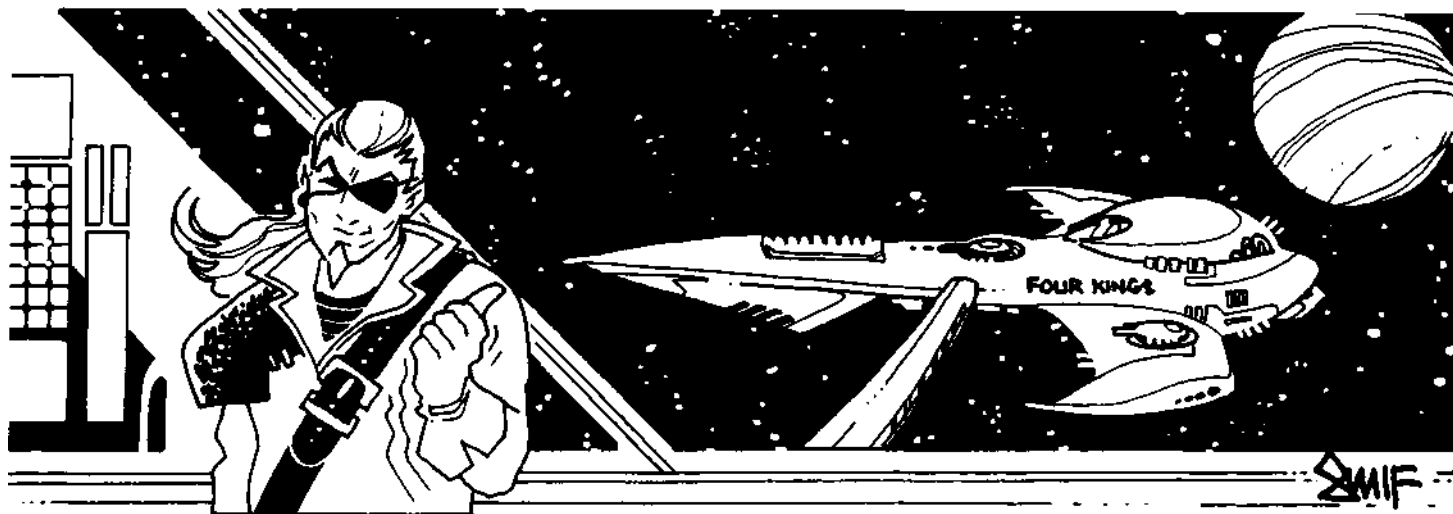
In some genres, characters who have a lot of possessions but who are not actually wealthy are quite common. However, the "starting wealth" in most settings is too low to allow characters like this to be built, which can lead to a disproportionate number of characters with the Wealth advantage, which in turn results in very "unreal" characters.

To make this type of character possible, the GM may wish to let PCs trade up to 30 character points for equipment *at the time of character creation*. Each point will buy equipment worth 50% of the campaign's starting wealth. This may include weapons, vehicles, robots, psi-tech, cybernetics and advanced surgical modifications, as well as anything else the GM is willing to permit. However, *the player should not be allowed to convert this into cash!* If the character just needs a little extra money, then use the regular rule: one point equals a month's salary, or the optional *Temporary Wealth* rules, below.

This allows the creation of characters like the street punk who scored big and bought lots of Cyberware, the smuggler who won his starship in a card game, or the mad scientist who built a one-of-a-kind gizmo from salvaged components.

In fantasy campaigns, a similar rule can be used to allow characters to start with magic items. In this case, each character point will "buy" 20 energy points of enchantments, and there is no upper limit on the number of points that can be spent. As long as the underlying item has a value and quality that is reasonable for an item of its kind (GM's decision), its actual cash cost can be waived.

For example, a character who wants to inherit a magic sword with Accuracy +1 (250 energy) and Puisseance +1 (250 energy) would pay $(250 + 250)/20 = 25$ character points for the sword. The GM may rule that since the sword is an ancient, magical heirloom, it is also finely-made (+1 damage) and decorated with gems, but this costs the character nothing.



Temporary Wealth

For half the advantage or disadvantage cost of a given level of Wealth, you can get its effect on your starting income only. Once the character is created, he is treated as having Average wealth for job purposes. Only Wealth levels of Wealthy or lower can be taken as Temporary Wealth. Specifically, Very Wealthy, Filthy Rich and Multimillionaire (p. 27) cannot be taken as Temporary Wealth.

This version of Wealth can be used to create a character who had a one-time inheritance, or who is down on his luck at the moment.

To acquire valuable equipment, it is more advantageous to use the *Trading Points for Equipment* rules, above. These two rules can be combined to create a character who is worth fewer points than his comrades, but who has a great deal of cash and equipment (and who is free of the restrictions on how much of one's wealth can be spent on "adventuring gear").

skill bonus cost table

Skill Type		Bonus	
		+2	+3
M/E	1/2	1	2
M/A	1	2	3
M/H	2	3	4
M/VH	4	6	8
P/E	1/2	1	2
P/A	1	2	4
P/H	2	4	8
Group	6	12	18

These modifiers clearly allow skills to be increased very cheaply, and great care should be exercised when applying them. Massive skill bonuses at discount rates are abusive, and should never be permitted.

3. Reaction bonuses (e.g., Appearance, Reputation)

Reaction bonuses simply use the *Reputation* rules on p. B17. Each +1 costs a flat 5 points, halved (round down) if it applies to specific, large group of people (e.g., "all men") rather than to everyone, and divided by three (round down) if it applies only to a relatively small class of people (e.g., "all Parisians"). If the reputation applies only to a very small class of people (e.g., "anyone with a Ph.D. in Comparative Anatomy from Harvard," unless the campaign happens to be set at the Harvard Medical School), then it may be taken for free as a "special effect."

4. Unique abilities that characters without the advantage cannot have in any measure (e.g., Eidetic Memory, Luck)

Unique abilities can only be priced by comparison. Look at the other abilities in the system, and assign a similar cost for an ability that is similar in power. Reduce or increase this cost if the ability is slightly more or less powerful than the ability it is being compared to. One good source of inspiration here is *Inherent Magic* (p. 179). For instance, the advantage of being able to weigh things in one's hand without error is like the Measurement spell (p. M54). As a Knack, that would be worth 1 point, and the GM could decide to waive the fatigue cost in return for eliminating the spell's abilities to also determine length, volume and color.

To determine the final cost of an advantage that includes more than one of the above elements, simply add the costs. If the advantage is valuable mainly because it is extremely rare (making it useful as a surprise tactic, or as a means of making money), then increase the final cost by up to 100%. On the other hand, if it is extremely common (to the point where it is devalued), then the final cost could be reduced to as little as 50% of the base cost (round up). *Fine-tuning* (see above) can be used as well, to arrive at a round, final cost.

Note that the GM is the final arbiter when it comes to the cost of new advantages. He is free to charge an Unusual Background - over and above the cost of the advantage - for any new advantage he feels should be restricted to a certain class of characters. This is in addition to any "built-in" rarity modifiers.



NEW ADVANTAGES

The following are all the new advantages that have been published for *GURPS*, with the exception of some *very* world-specific ones, such as the vampiric Disciplines from *GURPS*

Vampire: The Masquerade, or those that would force us to excerpt most of an entire *book* to be of any value, such as the psionic powers from *GURPS Psionics*.

MUNDANE ADVANTAGES

Not all of these advantages are "mundane" in the sense that they are commonplace and realistic - indeed, some are downright *cinematic* - but they do not automatically make a character supernatural, superhuman or nonhuman either. Unless the GM rules otherwise, these advantages should normally be available to any character, as long as they would make sense in the first place (e.g., Interface Jacks won't exist in most fantasy campaigns, and no one can be Trained By A Master in a highly-realistic campaign).

Acceleration Tolerance 10 points

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for fighter and starfighter pilots at TLs where it can sometimes be possible (for instance) to dodge a missile. This advantage gives a +5 to HT on any roll to avoid the effects of acceleration. It is not the same as Improved G-Tolerance (p. 26).

Administrative Rank 5 points/level

This advantage represents a character's position within a governmental bureaucracy. When dealing with other administrators, the difference between Ranks is applied as a reaction bonus or penalty. Starting characters should probably be limited to Rank 3 or less. The exact meaning of each Rank will depend on the society in question; there will rarely be more than six levels of Administrative Rank.

Alcohol Tolerance 5 points

Your body metabolizes alcohol with remarkable efficiency. You can drink steadily for an indefinite time with no major detrimental effects. If the detailed drinking rules on pp. CIII162-168 are being used, the following benefits are gained.

While drinking normally, you will never go beyond Intoxication Level 5 on the Intoxication Table (see pp. CIII163-165). A normal pace of drinking is about one Tolerance level per half-hour.

If a character with the Alcohol Tolerance advantage is distraught, or wants to get drunk for any other reason, he may consciously decide to push himself beyond his limits, drinking very rapidly and heavily (about one Tolerance level every 15 minutes, or even more). In such a case, the character progresses normally on the Intoxication Chart, except he gets a +5 to his Tolerance value, and +2 to all HT-related drinking rolls.

Ally (Unwilling)

Variable

It is possible to obtain an *Unwilling Ally* through blackmail or other forms of coercion. Such allies work differently than the "reliable" allies described in the *Basic Set*. An Unwilling Ally does not have the PC as an Ally, and the character isn't required to treat the Ally as well as he would a "normal" Ally. However, if the PC endangers the Ally, or attempts to get him to do something sufficiently unpleasant, the "Ally" may rebel, and the hold on the Ally is lost. (In game terms, the PC loses the Ally advantage, permanently.) Naturally, betraying the Ally will also terminate the relationship. (This happens if the PC reveals the Ally's Secret, or otherwise loses the "hold" through exposure.)

Because Unwilling Allies are less reliable - and probably hate your guts - they are cheaper than regular Allies of the same power. An Unwilling Ally has 25 more character points than a willing Ally of the same point cost.

Example: A "standard" Ally of 100 points costs the PC 5 points, while the same 5 points buys a 125-point unwilling Ally.

Ally Group

Variable

You have a loyal group of followers. None of them has as high a point value as a normal PC, but together they are significant support for you. Noblemen, mercenary or bandit leaders, and similar characters are reasonable candidates to have Ally Groups.

Ally Groups are composed of NPCs, controlled by the GM. The point value of the Ally Group depends on its strength, modified by how frequently the group appears.

A small group (two to five people) costs 10 points. Examples include an infantry squad or a small gang.

A medium-sized group (six to 20 people) costs 20 points. Examples include a large gang, a small army of bodyguards or a cavalry unit.

A large group (20 to 100 people) or a medium-sized group with some formidable individuals costs 30 points. Examples might include a whole barbarian army or a small cadre of trained warriors with good equipment.

An entire government, a national army, or similar group may be purchased as a Patron, but cannot be an Ally Group.



Point Level

The individuals in Ally Groups are normally 75-point characters. They may be increased to 100-point Allies by raising the base cost of the group by 10 points. Allies of more than 100 points must be bought individually.

Frequency of Appearance

If the Ally Group appears almost all the time (roll of 15 or less): triple the listed value.

If the Ally Group appears quite often (roll of 12 or less): double the listed value.

If the Ally Group appears fairly often (roll of 9 or less): use the listed value.

If the Ally Group appears quite rarely (roll of 6 or less): halve the listed value (round up).

The player may choose the Ally Group when the character is created. With the GM's approval, a character may also acquire an Ally Group later. Either way, the GM may fill in the details of the group, including the circumstances under which the Ally Group may be available. The GM may also require the Unusual Background advantage to explain the ties between the character and the Ally Group.

If members of the Ally Group are lost during an adventure, they will be replaced . . . although, perhaps, not immediately. The details are up to the GM, and may be based on the circumstances in which the leader "acquired" the group.

A PC should get no character points for any game session in which he betrays or attacks his Ally Group. Leading a group into danger is all right - as long as the PC is a responsible leader. Any prolonged or severe mistreatment of the group, though, will break the ties; the Ally Group and points are lost.

If a PC and his Ally Group part ways amicably, the PC should not be penalized. The point cost of the Ally Group may buy another Ally Group met during play, or individual members of the group may continue as Allies (see p. B23). At the GM's discretion, remaining points may be traded in for money (see sidebar, p. B16), reflecting parting gifts.

Ally Group (Unwilling)

Variable

Unwilling Ally Groups are groups of people who owe a collective duty to the character through coercion. Members of an unwilling Ally Group are worth 25 points more, for the same point cost as a regular Ally Group. For example, for a base cost of 10 points, an unwilling Ally Group of small size would be composed of 100-point characters. See *Ally (Unwilling)*, p. 19, for more on the behavior of unwilling Allies.

Alternate Identity

15 or 5 points per identity

You have an extra identity, which to all appearances is legally-established. Your fingerprints (and retina prints, if this is a common method of ID) are registered under two different names, you have two sets of licenses, passports, birth certificates, and so on. This can be extremely useful for anyone involved in illegal activities, or for anyone trying to conceal a super identity. This advantage may be purchased as many times as desired, giving another set of papers each time.

While the new identity may include credit cards and bank accounts, all money in these accounts must be supplied from the "real" character's bank account - it isn't included in the package.

If a law enforcement agency attempts to identify you from your prints, with no clues as to your name, there is an equal

chance for each of your identities to come up. The search will stop at that point. . . unless they already have reason to believe you are a ringer. If the search continues, the second identity will, of course, surface, and you will be unmasked. At that point, once the agency determines who you *really* are, the alternate identity(s) are lost.

Alternate identities are illegal for ordinary people. If you are caught, you will face a stiff fine and possibly a jail sentence. An alternate identity can also be a "secret" identity, but it doesn't have to be!

Legal Alternate Identities: Certain PCs might have access to an Alternate Identity *legally*. An undercover FBI agent, for example, could have a complete set of papers, history, etc., in a fake name. Or a super-hero might have government help in creating a secret identity! A character must have at least 10 points of Legal Enforcement Powers (p. B21) to have a legal identity such as this - but the point cost of the Alternate Identity drops from 15 to 5 points. If a super has official permission to conceal his original name (to protect his family, etc.) and to hold property, etc., in his "super" name, that is a Legal Alternate Identity combined with a Secret Identity (his real name is hidden).

"Weak" Identities: In many countries, including the U.S., it is legal to use false names for privacy, as long as you do not attempt to defraud or interfere with "public records." You can usually rent an apartment as "Mr. Smith," paying cash, without problems. But you can't get a driver's license, etc., legally. This sort of weak identity is worth no points.

Temporary Identity

You have obtained a set of identity papers, and had the appropriate records altered, to set up an Alternate Identity. However, the quality of the work is poor. The new identity will eventually be noticed and eliminated (and the user sought after!). Therefore, a Temporary Identity is not considered an "advantage," and costs no points. It is a convenience to be bought with cash.

A standard Temporary Identity is guaranteed to be good for one week. At the end of that week, a roll is made. On an 8 or less, the false records have been discovered. Each week an additional roll is made at a cumulative +1 (e.g., the discrepancies are discovered at the end of the second week on a 9 or less, and at the end of the third week on a 10 or less.)

Cost of a temporary identity is negotiable, and depends entirely on the background. The cheaper the identity, the more frequently the GM will roll; a really cheap one might only be good for a day, with rolls every day! More expensive identities, lasting longer or starting at a lower number, might also be available.

In a high-tech background, where a temporary identity is a matter of tampering with computer files, the netrunner who builds the identity can put a "daemon" in the file. This will automatically place a warning phone call when the identity is blown! This will often be as expensive as the Temporary Identity itself.

Someone who has been Zeroed (p. 32) *can* use a Temporary Identity.

Autotrance

5 points

You find it very easy to enter a trance. You may enter a trance state, on a successful IQ roll, within the space of a minute. However, your natural affinity for trancing makes it harder for you to awaken. You must make a successful IQ roll whenever you wish to leave a trance. You may only attempt this roll once every five minutes. Each additional attempt per hour is at -1 from the previous attempt.

This advantage is useful to shamans and those in meditative disciplines, and gives +2 on all rolls to use ritual magic, contact spirits and so forth while in a trance. People with this ability may find that they tend to slip out of awareness of their immediate surroundings quite easily. Netrunners with this advantage receive a +2 bonus on their Cyberdeck Operation skill (see p. 153).

Bardic Immunity **10 points**

This advantage may only be taken by professional bards and minstrels, not dabblers in song, and only in medieval European or fantasy settings. For a PC to become a professional bard, he must spend at least 1 point on Bardic Lore skill (see p. 146).

Bardic Immunity represents the old laws and customs regarding bards. These customs give bards the right to sing what they please - or, in some cases, what they've been ordered to sing - without fear of serious consequences. If you have Bardic Immunity, you may even go as far as to sing a grossly insulting song to the king - you may get banished for it, but you can't be killed or imprisoned. You cannot even be whipped - harming a bard in any way is completely out of the question. The Immunity applies only to the content of your performances, not to anything else you might do.

Proof of the bard is in the performance. True bards can prove their position by performing epics and poems beyond the ability of the amateur.

Anyone who violates a bard's Immunity risks damage to his name and reputation. If the bard survives, or other bards hear about the offense, two things will happen. First, the offender will become known as a bad host, and will receive no more visits from traveling minstrels. Second, if the offense is severe enough, vicious satires about the offender will be composed and distributed. These will impose a bad Reputation of at least -1 (higher for more severe offenses) on the violator. If the violator has any Secrets, they are very likely to be found out and sung about.

These penalties are meted out by the Bardic College, a loose guild-like organization of professional minstrels and bards.

Beast-Kin **15 points**

This is a more powerful form of Animal Empathy (p. B19). If you possess this advantage, you will *never* kill an animal unless it directly threatens your life or the life of another. This prohibition applies to anything above the intelligence of an insect! Should you kill an animal for any reason, you will be affected emotionally as described under *Pacifism (Cannot Kill)*, on p. B35.

You may fight normally against humans and other intelligent races. However, you must make a Will roll before offering violence to an intelligent creature that *looks* like a familiar sort of animal (GM's ruling).

Those with Beast-Kin are always strict vegetarians, and get no extra points for this Vow. You may not kill an animal for food, even if you yourself are starving, or help others hunt for food. You may drink milk, and eat the eggs of tame fowl (but not wildfowl).

Those with this advantage get a +4 reaction from any wild animal, or a +6 from a tame animal, and +4 on all Animal skill rolls.

A mage with this advantage learns Animal spells more easily. Mental/Hard spells become Mental/Average, and Mental/Very Hard spells become Mental/Hard.

Breath-Holding **2 points/level**

Each level doubles the length of time you can hold your breath (see p. B91). This advantage can be combined with the Breath Control skill (p. B48). More than a level or two of this advantage is probably inappropriate, except in very cinematic campaigns.

Chronolocation **15 points**

Like Absolute Timing (p. B19) but better. Time travel does not upset the ability; you always know what time it is in an absolute sense. Note that you can still be confused by things like Daylight Savings Time and calendar reform. Your chronolocation ability is related to the "entropic charge" of the world around you. Thus, when you travel in time, the GM may tell you, "You have gone back exactly 92,876.3 days," and let you or your character - deal with questions like, "What about leap year?"



Claim to Hospitality **1 to 10 points**

The person belongs to a social group which encourages its members to assist one-another. When any member of the group is away from home, he or she may call on any other member for food, shelter and basic aid.

The cost of this advantage varies with the extent and wealth of the group. A single friend with a house in another city might be worth 1 point; a small family, 2 points; a society of merchants along an important trade route, 5 points; a vast alliance of comfortably wealthy figures, such as "every merchant in the world," 10 points. In the appropriate situation, members of the group should be quite easy to find (roll 14 or less after 1d-1 hours looking), but the chance of meeting one at random should be fairly small (roll 6 or less to meet one in a small crowd in an appropriate place).

This advantage mainly saves the cost and trouble of finding an inn while "on the road," but it can have other functions. Members of such a group are essentially friendly to each other (+3 reaction), and may provide advice, useful introductions, and *small* loans, if asked. However, GMs should not let this advantage be misused; if NPCs are to give more than a little aid, they should be paid for as Allies or Patrons. Wealthy characters may also be expected to give gifts to their hosts.

The other restriction on this advantage is that it cuts both ways. Any character taking it can be asked, when at home (at the GM's whim), to provide NPCs with exactly the same sort of hospitality as he or she claims while away. PCs refusing such aid will soon get a bad name, and may lose the benefits of membership. Because the PC is expected to reciprocate in kind in this way, all members of such a group should generally be of approximately the same Wealth level as the PC taking the advantage.

Clerical Investment

5 points/level
of rank; see p. B19

A *must-have* for all clerical characters, Clerical Investment is the social/political advantage of being invested as a cleric of your religion. It represents your status and influence within the church. This advantage does not confer any magical powers see the entries under *Blessed* (p. 34), *Clerical Magic* (p. 35), *Divine Favor* (p. 36) and *Power Investiture* (p. 42) for that.

Religions can have one or many ranks of clerics, representing levels of investment, forming a hierarchy which determines the levels of rank possible for that church.

Ranks may have associated prerequisites, such as skills that must be learned, oaths that must be sworn and so forth. Theology and/or Leadership skills are appropriate prerequisites, as are other skills associated with the church. Minimum attribute scores, certain advantages or disadvantages (or lack thereof), race, sex, social status and so on, may also apply. Each rank in the hierarchy will probably bear a title, as determined by the GM, in addition to particular duties and responsibilities within the church (treat as a Duty).

Each level of rank confers a +1 reaction bonus from followers of your religion and those who respect your faith. If the person in question is a fanatic believer, or your religion is the primary faith in the area or culture, then all bonuses are doubled.

Each level of clerical rank above the first will add 5 points to the cost of your church as a Patron.

Collected

5 points

You are very hard to panic, and tend to assume that events are non-threatening unless there is clear proof of danger. This can be a serious disadvantage at times! You have a +3 bonus to Fright Checks.

Composed

5 points

You are very hard to panic, at least by events outside your phobias. You keep calm under pressure, and are not given to showing excitement. You are not, however, foolhardy - for that, take Collected (above). You have a +2 to any Fright Check, except one arising from a phobia.

Contacts

Variable

Note: The price of this advantage has been significantly reduced from that given in earlier books.

A Contact is an NPC, like an Ally or a Patron. However, the Contact only provides *information*. A Contact may be anything from a wino in the right gutter to the chief of state of a country, depending on the character's background. The Contact has access to information, and he already knows the character and is likely to react favorably. Of course, offering a price, in cash or favors, is never a bad idea. The Contact is always played and controlled by the GM, and any price he asks will be set by the GM.

The GM may assume that a Contact is, in general, well-disposed toward the PC. However, the Contact is *not* an Ally or Patron, and is no more likely to give special help than any other generally friendly NPC!

A Contact doesn't have to be created when the PC is first developed. Contacts may be added later. When appropriate, the GM can turn an existing NPC into a Contact for one or more players, possibly in lieu of character points for the adventure in which the Contact was developed and encountered. For instance, the reward for an adventure in which the party helped solve a bank robbery might be a knowledgeable, reliable police

Contact, *shared by the whole party*. He's worth 18 points more than any one character earned on the adventure, but a fair reward for the whole group.

Whatever the case, the Contact can provide information only about his own area of expertise. The technician at the forensics lab probably has no information about currency transfers, and the VP of the local bank probably can't do a ballistics comparison. The GM assigns a skill (Streetwise for a minor criminal, Forensics for a lab tech, etc.) to the Contact. All attempts to get information from him require a secret roll by the GM against the Contact's "effective" skill. Note that the effective skill is not necessarily the NPC's *actual* skill; the actual skill can be set by the GM if the NPC comes into regular play. For instance, the president of a local steel mill might actually have business-related skills of 16-18, but he has an *effective* skill of 21, making him worth 4 points, because he himself has good connections!

Point values for Contacts are based on the type of information and its effective skill, modified by the frequency with which they can provide information and the reliability of the information. Importance of information is relative and the list of possible Contacts is virtually endless; a few are listed below as a guide to help the GM determine value.

Type of Information

Street Contacts. These are minor criminals, derelicts, street thugs, gang members, small-time fences and other streetwise NPCs who provide information on illicit activities, local criminal gossip, upcoming crimes and so forth. Base cost is 1 point for "unconnected" Contacts (not part of the local criminal organization; Streetwise-12) and 2 points for "connected" Contacts (Streetwise-15). If the Contact is a major figure in a criminal organization (the Don, clan chief, or member of the "inner circle" of the family; Streetwise-21), the cost doubles to 4 points.

Business Contacts. Executives, business owners, secretaries - even the mail room flunky - can provide information on businesses and business dealings. Base cost depends on how much the contact can be expected to know: 1 point for a mail boy or typist (effective skill 12), 2 points for the president's secretary (effective skill 15), 3 points for an accountant (effective skill 18) or 4 points for the president or chairman of the board (effective skill 21).

Military Contacts. Anyone from enlisted grunts up to the Joint Chiefs of Staff. Military contacts can provide information on troop movements and assignments, missions and goals, details on secret weaponry and contractors, or Pentagon-level strategy. Cost depends on the rank (and thus amount of access) of the character: 1 point for a buck private or new recruit (effective skill 12), 2 points for an NCO (effective skill 15), 3 points for officers anywhere up to major (effective skill 18) or 4 points for a general or member of the Joint Chiefs (effective skill 21).

Police Contacts. This includes anyone connected with law enforcement and criminal investigations: beat cops, corporate security, government agents, forensics specialists, coroners, etc. Cost depends on access to information or services. Beat cops and regular private security officers are 1 point (effective skill 12); detectives, federal agents, or record clerks are 2 points (effective skill 15); administrators (lieutenants, captains, Special Agents in Charge, Heads of Departmental Security, etc.) are 3 points (effective skill of 18) and senior officers (sheriffs, chiefs of police, District Superintendents, Security Chiefs, etc.) are 4 points (effective skill 21).

Frequency of Assistance

Frequency refers to the chance that the Contact can be found when needed. When creating the character, the player must define the way the Contact is normally contacted! Regardless of the chosen frequency, a Contact cannot be reached if the PCs could not reasonably speak to him.

Available almost all of the time (roll of 15 or less): triple cost.

Available quite often (roll of 12 or less): double cost.

Available fairly often (roll of 9 or less): listed cost.

Available rarely (roll of 6 or less): half cost (round up; minimum cost is always 1).

During the adventure, if a PC wants to talk with his Contact, the GM rolls against the availability number for that Contact. A failed roll means the Contact is busy or cannot be located that day. If the Contact *is* available, then the GM must roll against the Contact's effective skill for each general piece of information the PC requests.

No Contact may be reached more than once per day, even if several PCs share the same Contact. If the PC has several questions to ask, he should have them all in mind when he first reaches his Contact. The Contact will answer the first question at his full effective skill, and each subsequent question at a cumulative -2. Don't overuse your Contacts!

A Contact can *never* supply information outside his particular area of knowledge. Use common sense. Likewise, the GM *must not* allow a Contact to give information that short-circuits the adventure or part of it!

If a PC gets a critical failure when trying to reach his Contact, that Contact can't be reached during that entire *adventure*.



Reliability of Information

Contacts are not guaranteed to know anything useful, and are not guaranteed to be truthful. Use the following modifiers (cumulative with frequency modifiers).

Completely reliable: Even on a critical failure, the worst response will be "I don't know." On an ordinary failure he can find information in 1d days. Triple cost.

Usually reliable: On a critical failure, the Contact will lie; on any other failure he doesn't know now, "but check back in (1d) days." Roll again at that time; a failure then means he can't find out at all. Double cost.

Somewhat reliable: On a failure, the Contact doesn't know and can't find out; on a critical failure he will lie; on a natural 18 he will let the opposition or authorities (whichever is appropriate) know who is asking questions. Listed cost.

Unreliable: Reduce effective skill by 2. On any failure he will lie; on a critical failure he will notify the enemy. Half cost (round up; minimum cost is always 1).

Money Talks

Bribery, whether cash or favors, motivates the Contact and increases his *reliability level*. Once reliability reaches "usually reliable," further levels of increase go to effective skill; bribery cannot make anyone totally reliable!

A cash bribe should be about equivalent to one day's income for a +1 bonus, one week's income for +2, one month's for +3 and one year's for +4. Favors should be of equivalent worth. The favor should always be something that the character actually performs in the game. The GM must maintain proper roleplaying - a diplomat might be insulted by a cash bribe, but welcome an introduction into the right social circle. A criminal may ask for cash, but settle for favors that will get the PCs in trouble. A police detective or wealthy executive might simply want the party to "owe him one" for later . . . which could set off a whole new adventure, somewhere down the road.

Cool

1 point

You hate histrionics and keep calm under pressure. Roleplay it! You also have a +1 bonus on Fright Checks.

Courtesy Rank

1 point/level

Characters who *have formerly* held Military Rank may retain their Rank as a "courtesy rank," for a point cost of 1 per level of Rank. Courtesy rank is for social situations only - it entitles the character to a fancier title. Some military men have the quirk of insisting on being addressed by their courtesy rank, regardless of their active Rank.

Cultural Adaptability

25 points

You have an instinctive knack for getting along with everybody, no matter how culturally, physically or psychologically alien. This advantage includes one level of Charisma, two levels of Language Talent and a +1 skill bonus with all Social Skills. When confronted with a completely alien concept or custom, you get an IQ roll to understand what's going on and respond correctly. Finally, you get an IQ roll when confronted with a Odious Racial Habit. If successful, you avoid the reaction penalty. Note that this does not apply to Odious Personal Habits, only Odious Racial Habits.

Daredevil

15 points

This is a specialized and very potent variation on Luck. Fortune seems to smile on you when you take risks. Any time you take an unnecessary risk (GM's option) you get a +1 to all skill rolls. Furthermore, you may reroll any critical failure that occurs while you are engaged in high-risk behavior.

Example: If you're attacked by gang members with Uzis, you don't get this bonus if you crouch down behind a wall and return fire from cover, but you *do* get it if you vault over the wall and charge the gang members, screaming. (Of course, the +1 bonus will only go so far to offset the loss of range and concealment modifiers.)

Deep Sleeper

5 points

You can quickly fall asleep in all but the worst conditions, and continue sleeping through most disturbances. You always wake up in the morning feeling great. Deep sleepers never suffer any ill effects due to the quality of their sleep.

An IQ roll would have to be missed for a disturbance to wake a deep sleeper, but some deep sleepers are conditioned to wake to a single soft noise. Witness the adventurer who sleeps through a fire-fight in his apartment, only to wake to his wrist watch alarm! A deep sleeper can choose one regularly-occurring event that he will wake to. This might include the family rooster, a particular alarm clock or even the sunrise. In the absence of this cue, or any other disturbance, the deep sleeper will sleep a full night's sleep.

A deep sleeper who *also* has Combat Reflexes will awake to any unfamiliar sound, but will get back to sleep easily if it was a "false alarm."

Diplomatic Immunity **20 points**

International diplomats and select members of their staff are normally granted *diplomatic immunity* wherever they are assigned. This is a subset of Legal Immunity (p. 27) worth 20 points, providing the character (and members of his family) with the ability to ignore the laws of all countries except his homeland.

When outside his native country, a person with Diplomatic Immunity cannot be prosecuted for *any* crime, no matter what its magnitude. Police may arrest him, but may not press charges. The only recourse a government has against miscreants with Diplomatic Immunity is to declare the criminal *persona non grata*. This means that the diplomat must leave the country at once, ending his current mission and possibly his career. Nations may also request the extradition of foreign diplomats for normal prosecution. Of course, few governments grant such requests . . .

Anyone with the Diplomatic Immunity advantage must work for an appropriate government agency, and have appropriate Duties to that sponsor.

Disease-Resistant **5 points**

Your immune system is dramatically better than most people's and can ward off most diseases, giving you a +8 bonus to HT to resist them. The GM may devise the occasional disease against which you have no special resistance. This is a lesser form of the 10-point Immunity to Disease advantage (p. B20).

Enhanced Block **6 points**

This advantage is normally only available to cinematic martial artists who have the Trained By A Master advantage (p. 31); however, the GM may wish to permit other characters to buy it in a particularly cinematic campaign.

This advantage comes from training, and can be acquired after a character is created. It gives +1 to a Block with a buckler, cloak or shield. It must be specialized to a particular Block defense. No more than a +1 is possible.

Enhanced Dodge **15 points**

This advantage is normally only available to cinematic martial artists who have the Trained By A Master advantage (p. 31); however, the GM may wish to permit other characters to buy it in a particularly cinematic campaign.

This advantage gives a +1 to any Dodge maneuver. It represents superhuman training in evasion; this may be thought of as use of the chi force, careful observation allowing attacks to be predicted before they are launched, or anything else that fits the character's background. It comes from training, and can be acquired after character creation. No more than a +1 is possible.

The point cost is high because a fighter may Dodge any number of attacks in one turn; an Enhanced Dodge is a powerful defensive ability!

Enhanced Parry **6 or 10 points**

This advantage is normally only available to cinematic martial artists who have the Trained By A Master advantage (p. 31); however, the GM may wish to permit other characters to buy it in a particularly cinematic campaign.

This advantage may be gained separately for bare hands (6 points), for any one weapon (6 points), or for all weapons (10 points). It comes from training, and can be acquired after a character is created. Each advantage gives +1 to a Parry with the appropriate weapon or with the bare hand. No more than a +1 is possible.

Enhanced Strength **Variable**

Rules for purchasing great strength have appeared in several slightly different forms in various GURPS supplements. This "advantage" is covered by "Enhanced Strength" on p. 7.

Extra Fatigue **3 points/level**

In a realistic campaign, the GM may wish to limit characters to a certain number of Extra Fatigue points; 3 or 4 levels is reasonable.

Your fatigue is higher than normal for your ST. You can run farther and fight longer than others, and you have more power available for powering magical spells. Extra Fatigue goes into a separate pool that can be used to power super-powers, psionics, extra effort or magical spells. This pool recharges at the same rate as normal fatigue, but will only begin to regain points if regular fatigue (based on ST) has been completely regained first.

Extra Hit Points **5 points/level**

In a realistic campaign, the GM may wish to limit characters to a certain number of Extra Hit Points; 3 or 4 levels is reasonable.

You can take more damage than a normal human of your HT. Hit Points are initially equal to HT, so a character with HT 14 could buy his Hit Point total up to 20 for 30 points. This would be written as HT 14/20. All rolls versus HT (Contests of HT, resistance rolls, unconsciousness and survival rolls, and any other roll involving HT) are still made against his health of 14. Only damage is subtracted from 20.

If the Stun Damage optional rule (see *Compendium II*) is in effect, stun is based on hit points, not basic HT.

See *Compendium II* for special rules that apply to characters whose HT is not equal to their Hit Points.

Extra Stun **2 points/level**

If the optional Stun Damage rules (*Compendium II*) are being used, you may purchase extra Stun points at the rate of 2 points per extra point of Stun.

Fashion Sense **5 points**

You're never caught by surprise when fashions change; your look is always one step ahead of the crowd. You have the ability to create a fashion statement out of the cheapest and most non-descript materials. A person with this advantage and the Artist skill has the potential to be a successful fashion designer.

Fashion Sense gives you a +1 to all reaction rolls in social situations where you have a chance to plan your attire in advance.

Favor

You saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes you one.

Think of a Favor as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only, for each time you buy the advantage. Work out the point cost for Favor exactly as you would the parent advantage, and divide the cost by 5. Round up to the nearest full point. Any time that you wish to "collect" on the Favor, the GM rolls against the "frequency" of the advantage. If it is successful, you get what you want, within the limits of the advantage. Remove the advantage from your character sheet unless you rolled a critical success; on a critical success, your "friend" still feels indebted to you.

If the roll is failed, you couldn't reach them in time, or they couldn't comply. You still have your Favor coming. You may try again in another adventure.

Favors gained in play are treated like any other advantage, and should be paid for, but the GM may also wish to include a Favor as part of the general reward for a successful adventure, in addition to earned points.

Fearlessness

2 points/level

Fearlessness is a special case of Strong Will (p. B23) that only applies to Fright Checks and attempts to intimidate (see p. 159). Fearlessness is added to Will when making a Fright Check or resisting the Intimidation skill, and is subtracted from any Intimidation rolls made against you. Fearlessness also assists when resisting supernatural powers that cause or rely upon fear.

Example: A PC has an IQ of 10, plus two levels of Strong Will and three levels of Fearlessness. He would make regular Will rolls at 12 (10 + 2), but his Fright Checks would be at a base 15 (10 + 3 + 2). Any attempt to intimidate him would be at -3 - if the Intimidation is handled as a Contest of Skills, both his Will and Fearlessness would help him.

Fit

5 points

The character loses Fatigue points at the normal rate, but will recover Fatigue points at twice the normal rate. (This applies only to Fatigue lost to exertion, heat, etc.; it has no effect on the Fatigue used to power psi or magic spells.) All HT rolls are at +1.

Gadgeteer

25 or 50 points

You are a "natural" inventor. You can modify existing equipment and, given enough time and money, create entirely new gadgets. This advantage allows you to use the Gadgeteering rules on p. 121.

For 25 points, you are a "realistic" inventor. For 50 points, you can create your new devices in the pulp-hero mode, producing wonders in a few hours with the junk you find in an abandoned garage. The 50-point version is not appropriate except in a cinematic campaign.

G-Experience

10 points

This is the advantage of experience in many different gravitational fields over a period of time. Your reflexes quickly adapt to the different rate at which things move and fall in different G fields. You suffer only half the DX penalty under non-standard gravitational fields.

No character may start with this advantage unless he or she has space experience already. However, this advantage *can* be bought after a PC is created, once that PC gets experience in at least three different G fields. It is treated as an advantage rather

Variable

than a skill because (for game purposes) your brain and body either know how to make the adaptation, or they don't.

In situations where lower-than-normal gravity would *help* an attempt, a person with G-Experience rolls at his "normal" DX, plus the appropriate bonus, plus a further +1 for the G-Experience. For instance, if a normal person in a certain low-G situation would get a +2 to catch a ball, a person with G-Experience would get +3.



Hard to Kill

5 points/level

This is a "cinematic" advantage, and the GM is free to forbid it in a realistic campaign. On the other hand, the life expectancy of an adventurer in a fully-realistic campaign can be depressingly short. . .

You are incredibly difficult to kill. Each level of this advantage confers a +1 on all HT rolls made for survival. If you miss your normal HT roll, but make it with your Hard to Kill bonus added in, you *appear* dead (a successful Diagnosis roll will reveal signs of life), but will come to in the normal one hour per point of negative HT.

Example: Bruno has HT 12 and four levels of Hard to Kill. He is hit by a LAW rocket doing 30 points damage, reducing his HT to -18. This will require him to make two HT rolls to stay alive (one at -12, then one at -17).

He rolls an 11 for the first one - no problem, still alive. On the second roll, he gets a 14. This is above his regular HT (12), but below his modified HT (12 + 4 levels of Hard to Kill). He passes out, and is left for dead by his foes. Roughly a day later, he'll regain consciousness - still injured, but not dead!

Heir

5 points

The family heir is named by the current head of the family. In many cultures, the heir is the eldest son. The heir generally has more responsibilities than the other children, but also stands to inherit the family property and possibly a title.

This advantage is a place-holder that allows the character to increase his Wealth and Status at a later date. The 5 points spent on the Heir advantage can be used to help purchase this Wealth and Status when the character's father (or mother) eventually dies (GM's decision).

High Technology

For whatever reason, you have technology that is significantly better than the campaign average. The greater the technology gap, the more this advantage is worth. GMs should be cautious with this advantage, since it will give some PCs better tools and weapons than others.

+1 TL: 20 points

+2 TLs: 50 points

+3 TLs: 100 points

An advantage of more than three TLs is not appropriate for PCs, and will make NPCs into demigods, especially if the campaign's base TL is 10 or above.

Higher Purpose

5 points

This is an advantageous form of the Code of Honor disadvantage. A Higher Purpose is stated as a Code of Honor (defend all women, oppose drug dealers, etc.), and must be followed as a Code of Honor. Going against the principles of your Higher Purpose carries the same penalties as violating a Code of Honor.

However, your Higher Purpose can also drive you to exceed your normal limits in its pursuit. You get a +1 to all die rolls that pertain *directly* to following your Higher Purpose.

In order to keep this advantage from becoming unbalancing, the Higher Purpose should be kept reasonably specific (the equivalent of -5 or at most -10-point Codes of Honor). Higher purposes like "Fight Evil" or "Oppose Authority Figures" are probably too broad to be balanced. Likewise, the Higher Purpose should entail some degree of risk and inconvenience for the character. Pragmatic Higher Purposes like "faithfully serve my superiors" should not be allowed. The player should always discuss this advantage with the GM before taking it.

Immunity to Timesickness

Variable

You are immune to the disorienting effects of time travel. This advantage is usually only relevant in a *Time Travel* campaign (see *Timesickness*, p. 84), or if the GM has decided that similar forms of travel (teleportation, dimensional travel) produce similar symptoms.

The value of the advantage depends on the frequency and severity of the usual effects. For instance, if "standard" Timesickness in the campaign is equivalent to a 10-point disadvantage, and all characters normally suffer from it, then complete immunity is a 10-point advantage. It is possible to have partial immunity - in that case, the value of the advantage is the difference between your level of Timesickness and the normal level.

Obviously, if the method of travel used never produces Timesickness, or produces it only under extraordinary circumstances (e.g., the GM imposes it as a "malfunction" or the like for a single adventure) this advantage has no value.

Imperturbable

10 points

You are a veritable rock; calm and collected in the face of danger . . . sometimes to the point of foolishness. You have a +5 bonus to Fright Checks. This is not the same as Overconfidence, but the two make a suicidally brave combination.

Improved G-Tolerance

5 to 25 points

This advantage allows a character (or race!) to function under a wider range of gravities than a normal human being. Normal human G-tolerance is measured in increments of 0.2 G. For an increment of 0.3 G, pay 5 points. For an increment of 0.5 G, pay 10 points. For an increment of 1 G, pay 15 points. For 5 G, pay 20 points. For 10 G, pay 25 points.

Increased Speed

25 points/level

The GM may wish to allow two or three levels of this advantage in realistic campaigns, in which case it should be treated as if it were an attribute, costing double after character creation.

You can really move! Your *Basic Speed* is increased by 1 for each level. This increases Move, Dodge, your place in the combat sequence and anything else that is based upon Basic Speed.

Interface Jack

10 points

This advantage is only possible in a high-TL campaign where "neuro-tech" exists. See GURPS Cyberpunk for more information.

This is a neural-interface implant that lets the user send and receive information from a piece of hardware - anything with the proper jack, from a TV set to a cyberdeck. Connections are made by a fiber-optic cable 1/16 of an inch in diameter, which is plugged into the user's skull socket. It takes two seconds to connect or disconnect an interface cable. (In an emergency, you can disconnect in one second, but this does 1d-4 cutting damage to your head.)

When the cable is connected, the implant allows direct mental control of the equipment. The user can operate an interface-equipped computer without touching the keyboard, control a remotely-piloted vehicle, fire an interfaced gun without pulling the trigger, etc.

The cost for an interface jack, *including* the surgery, is \$50,000. (Assuming an "average" starting wealth of \$10,000.) Two weeks of recuperation are required afterward.

Making equipment (other than cyberdecks, which can *only* be run this way) neurally-operable adds 75% to the cost of the item.

Using a neural interface is faster and more precise than manual control. Add +4 to effective skill level whenever interfacing with equipment in a situation where reaction speed is important (GM's call). This includes piloting vehicles, using jet or thruster packs, firing an interface-equipped weapon, etc.

Intuitive Mathematician

25 points

The GM may rule that this advantage is only available in a cinematic campaign.

This is a more extreme version of Lightning Calculator (see p. B21). Your ability is not limited to simple arithmetic; you can perform Astrogation without a computer, do any level of engineering design in your head and solve differential equations almost instantaneously. You never need a calculator; you yourself are far faster than such a gadget, and even faster than many computers.

The abilities of Lightning Calculator (p. B21) and Mathematical Ability (p. B22) are included in this advantage.

Iron Hand

10/15 points

This advantage is only appropriate in a cinematic campaign.

This advantage represents the toughening of the hands that some martial artists undergo, literally reshaping one of their hands into a lethal weapon. This advantage *can* be acquired after character creation. There are many paths to the Iron Hand - see *GURPS Martial Arts* for a few suggestions.

The first level of the advantage costs 10 points and transforms one hand into an Iron Hand; pay 15 points for both hands. Most martial artists will modify only one of their hands in this manner, however.

A character with the Iron Hand will do Thrust damage with that hand (rather than Thrust-2), plus any bonuses for Brawling, Boxing or Karate. The hand will gain a DR of 1 (cumulative with any levels of Toughness). This advantage also gives a +2 bonus to the Breaking Blow skill (p. 138).

However, any skill that requires delicate finger manipulation (such as Lockpicking, Sleight of Hand, Fast-Draw for small weapons and even Driving or Piloting) will be at -4 DX. Attempts to pull a punch (see p. B122) will require a DX-2 roll or full damage will be delivered anyway. This applies only to the hand modified by this advantage. If both hands are modified in this way, the character will make a very bad thief or juggler. Also, the Iron Hands are easy to spot (make a Vision roll), as they are covered by heavy calluses.

Legal Immunity 5, 10, 15 or 20 points

You are a diplomat, a cleric, a privileged noble, or otherwise outside the traditional legal structures of your society. You cannot be arrested or charged with a crime by the "temporal authorities" - that is, by the normal government. Only your "own kind" - your own church, your own government, your own social class - can imprison or judge you.

Cost of this advantage depends on how sweeping the immunity is. For 5 points, the character is not subject to temporal authority, but the rules which govern his behavior are still strict, as determined by the GM. On the other hand, if the laws that apply to the character are less strict than the temporal ones, this is a 10-point advantage. And if the character can do pretty much what he pleases as long as he doesn't injure his own nation, church or organization, that is a 15-point advantage.

For an extra 5 points, you also have "diplomatic pouch" privileges. You can send or receive mail or objects that may not be stopped or examined by the temporal authorities.

Twentieth-century diplomats have the full 20-point version of this advantage, as Diplomatic Immunity (p. 24). Many medieval noblemen, and the very rich in some countries today, have this advantage at the 15-point level. Clerics will normally have this advantage only if their churches are so powerful that they have their own religious law outside the bounds of the state. The GM determines this when a religion is created, and may simply add the cost of this advantage to the value of the Clerical Investment.

Less Sleep 3 points/level

You need less sleep than most people. Each level of this advantage lets a character get by with one hour less sleep per night. This will allow a few extra hours each day in which he can study, or work on other projects. A character can have a maximum of five levels of Less Sleep, at 3 points per hour less.

Note: This advantage should be used only if the advanced rules for sleep and sleeplessness (pp. CIII173-174) are being used.

Light Hangover 2 points

You have hangovers, but they're not crippling. The duration of your hangover is figured normally, but you will never have worse than a flat -1 to DX, -1 to IQ for the duration, and hyperesthesia will not occur.

Manual Dexterity 3 points/level

Each level of this advantage gives you a +1 to DX, or IQ in some cases, but only for tasks that require fine motor skills. This skill would help you repair a Swiss watch, for example, but not dodge thrown rocks.

Mechanical Telepathy 120 points

This advantage has nothing to do with psionic telepathy; it's a "mundane" technological advantage. It is unlikely to be available in settings that are below TL9, however.

Mechanical Telepathy is an ultra-tech invention using cybernetic implants that link the recipients to a huge communications network that spans the planet. This ability is a form of the Mindshare advantage (p. 60) enhanced with Secret Communication (p. 65). Each telepath is a sentient member of a huge network that shares all the information and experiences of the group. Each agent can have his personality switched from one body to another.

When a mechanical telepath character is created, his physical stats are bought for his original body. This body may never be "seen" again - although many telepaths tend to spend a large amount of time inside their old bodies. When inhabiting someone else's body, the telepath will retain his IQ and all mental advantages, disadvantages and skills, all unchanged. Physical skills will be based on the new body's ST, DX or HT.

Note: When a character is designing a telepath, there might be some temptation to concentrate most points on IQ and skills, keeping physical stats at average or lower levels. Keep in mind that in most settings, Mechanical Telepathy is likely to be implemented and controlled by a military organization that will demand some minimum physical requirements from its members. A ST 6, HT 8 character, for instance, would never be allowed to receive the implants to begin with . . .

Multimillionaire 25 points/level

A character with the Filthy Rich advantage can buy additional levels of Wealth, at 25 character points per level. Each level of the Multimillionaire advantage increases total wealth by a factor of ten (the first level would increase total wealth to 1,000 times the average, two levels would increase this to 10,000 times the average, and so on). For every level of Multimillionaire, the character also gets a free level of Status, to a maximum bonus of +2 over the free level already given for high Wealth (see p. B18).

Neural Cyberdeck Interface Variable

These advantages are only useful in campaigns where "netrunning" is possible, using "cyberdecks." See GURPS Cyberpunk for more information.

The point costs listed below are the prices charged when the device is first introduced. The price of "old technology" is reduced by 50% as each new level is brought into play. Thus, a Marquee Interface costs 20 points when first introduced, but drops to 10 points if Icon Interfaces are available and 5 points if Environmental Interfaces exist.

All neural interfaces require the use of a "cyberdeck" to hook into a network. At early TL8, cyberdecks are not yet common, off-the-shelf technology; neural interface technology is reserved for the elite.

Marquee Interface 20 points

This is the crudest form of neural interface. It connects to the optic nerve and the muscles surrounding it. The interface projects its data directly into the optic nerve; the user "sees" a scrolling line of text similar to that of a heater or bank marquee. All information is processed in text form, and all of the character's input must be subvocalized.

Installation requires a major surgical facility and takes a minimum of two weeks.

A *Command Phase* (see p. CY73) for a Marquee Interface takes four times longer than normal. Marquee Interfaces have a Legality Class of 3.

Icon Interface **25 points**

This is the second generation of neural interface. It displays a visual, or icon-based, interface which is very similar to the icon-based operating systems used on personal computers in the 1980s and early 1990s. This greatly improves information access speed. A two-dimensional "screen" is projected directly into the character's optic nerve. When he wishes to execute a program or examine a database, he mentally "selects" the appropriate icon. To connect to another computer, for instance, he selects a telephone; to disconnect from a system, he selects a door. Icons can be personalized - for instance, a hacker might use a picture of a turkey to indicate a computer whose security systems are well below average.

Installation requires a major surgical facility and takes a minimum of ten days.

A *Command Phase* takes twice the normal length. Legality Class is 4, meaning that in most places an Icon Interface must be licensed, registered or both.

Environmental Interface **30 points**

The ultimate step in the evolution of the interface! When the character plugs into a network, he sees a complete, fully defined world around him. In some campaigns, there will only be one visual representation of the network; in others, characters can plug different *environment modules* into their cyberdecks, and some versions of cyberspace allow a netrunner to create his own environment interactively, altering it at will. All systems and data are represented as objects that can be interacted with in real-time. Instead of visualizing the command "open" when looking at the file, the user simply picks up the file with his imaginary "hands" and thumbs through it.

Installation requires a major medical facility and takes four weeks - two for the actual surgery, and two more to learn to use the interface. This "environmental orientation" is essential, and requires access to a powerful computer and a cyberdeck. If the user tries to skip orientation, he can only use his implant as an Icon Interface until he finishes his training. If he completes less than a week of familiarization, he can use the interface normally, but is at -2 on all skill rolls made in the Net until he completes the second week of training.

Environmental Interfaces have normal *Command Phase* intervals. They have a Legality Class of 4, requiring licensing in most societies. In restrictive societies, possession of an Environmental Interface is illegal except to those with specific governmental authorization.

No Hangover **5 points**

No matter how much you drink, you will never get a hangover. This does not prevent or modify any of the effects of the actual intoxication, it just eliminates the unpleasant aftereffects.

Panimmunity **2/5/10 points**

Artificial organisms, tailor-made for each individual, are injected into the body. They recognize "friendly" cells, and attack others. If you accidentally get someone else's immunity shot, the effect will be as though you had caught a bad case of the flu, and there will be no benefit. Panimmunity is permanent, and the better the bio-engineering techniques of the society, the more thorough it can be:

Level 1 (TL9): +3 to HT to resist any disease. *2 points.*

Level 2 (TL10): +8 to HT to resist any disease. *5 points.*

Level 3 (TL12): Full panimmunity: the equivalent of the Immunity to Disease advantage, with no minimum HT required. *10 points.*

Patron (Secret)

Variable

This is similar to the standard Patron Advantage (see pp. B24-25), but the character doesn't know the identity of the individual or organization that has taken him under his/its wing. This means there's no way to directly call upon the Patron for help. If the character broadcasts his predicament in such a way that the GM judges the Patron gets the message, the Patron may (or may not) take action.

Cynics might not fully accept that they've got a Secret Patron. The only evidence might, at first, be minor incidents or "lucky breaks." All the while, however, the Secret Patron is watching over the individual, protecting him to some degree while also possibly testing him and grooming him for greater things. He might gain information, equipment, even direct aid ... but *only* when it suits the Secret Patron, and almost certainly in an untraceable way.

In many cases, the Secret Patron is a corporation or other



large/powerful organization. Such groups don't give gifts; they make investments. Thus, the Patron will expect to get some return. This can be in the form of a Duty, where the character is manipulated, bribed or otherwise coerced into carrying out a task for the Patron. It could just as easily manifest itself more subtly: the person is used as an unwitting pawn by the organization. *Not all Secret Patrons have your best interests at heart!*

A Secret Patron costs 5 points less (*base cost*) than a normal Patron. The character should tell the GM how many points he wants to pay, then the GM will secretly design the Patron to fit those constraints. The GM can also optionally add Duty and/or Enemies as disadvantages; he'd tell the player that he had a certain number of extra points to spend, but wouldn't explain where those points came from.

Patron (Unwilling)

Variable

Like Allies, Patrons may be acquired by coercive means. The basic rules for Unwilling Allies (p. 19) also apply to Unwilling Patrons. Unwilling Patrons have a base cost 5 points less than "standard" Patrons. For example, a 150-point character normally costs 10 points as a Patron. An unwilling 150-point Patron has a base cost of only 5 points.

Since Patrons are more powerful than PCs, taking an Unwilling Patron is risky - if the Patron can find a way to break the "hold," he will, and will probably become an Enemy!

Pious **5 points**

Some people have an innate sense of propriety, which allows them to show uncommon respect to the people and things that are considered sacred or worthy of respect in their culture. A Pious character can show respect in an encounter by making an IQ roll. This gives him a +1 on reaction rolls with superiors.

This is not Savoir-Faire. Piety is a moral impulse, not a facade of etiquette. Pious characters also usually have Reputations for propriety, which give them reaction bonuses from almost everyone. The exact Reputation is up to the player.

Pitiable **5 Points**

There's something about you that makes people pity you and want to take care of you. You get a +3 to all reaction rolls from anyone who considers you to be in a position of helplessness, weakness or need.

Plant Empathy **5 points**

You have extraordinary success with growing things. You have a +4 on any skill roll relating to the care of living plants, +2 on skills related to the identification of plants and +2 on reaction from sentient plants.

You may use and eat plants, but you may never destroy a plant *unnecessarily*, and should prevent others from doing so. A stronger version of Plant Empathy - Tree-Kin - is described on p. 31

Rank **5 to 10 points/level**

In a highly-stratified society, it is usually an advantage to hold a high-ranking position within one's profession. The types of Rank available will depend on the culture in question: Academic Rank exists in societies that put a high value on education, Administrative Rank (p. 19) in highly-bureaucratic societies, Merchant Rank in mercantile societies, Military Rank (see p. B22) in most nations with standing armies, and Religious Rank (p. 22) in any culture where organized religions have temporal power. It is possible for many different types of Rank to coexist within a given society, and one can often hold more than one kind of Rank.

Rank may also coexist with Social Status, or may replace it altogether. When Rank and Status exist in the same society, high Rank usually gives some Status for free, at a ratio of one level of Status per one to three levels of Rank. Most forms of Rank are worth 5 points per level, and from 6 to 8 levels will exist. If Rank also grants wealth, or grants Status on a 1:1 basis, then it is worth 10 points per level.

Rapier Wit **5 points**

This advantage is only appropriate in a silly campaign!

This advantage allows the character to use verbal attacks in combat. Roll a contest of Bard skill vs. the IQ of the opponent. A success causes the opponent to be mentally stunned (see p. B127). A critical success also causes 1 point of physical damage - the opponent injures himself accidentally (by dropping something on his foot, choking on his own tongue, etc.). A failure has no effect, and a critical failure enrages the opponent. (This may trigger disadvantages like Berserk or Bloodlust . . .) A Rapier Wit attack does *not* count as a combat action, since talking is a free action (p. B107).

Rapier Wit may be used to affect a group, with a skill penalty of -1 for each additional opponent. The enemy group must have something in common which is known to the character using this advantage - e.g., they are all bodyguards of the Cardinal, flunkies of the same household or members of the same military unit.

For PCs, the GM may assign a modifier based on the player's description of the verbal attack. There is a -2 penalty to skill if the target has the No Sense of Humor or Clueless disadvantages, and it does not work at all if the target is Unfazeable.

Religious Rank **5 points/level of Rank**

See *Clerical Investment*, p. 22.

Resistant to Poison **5 points**

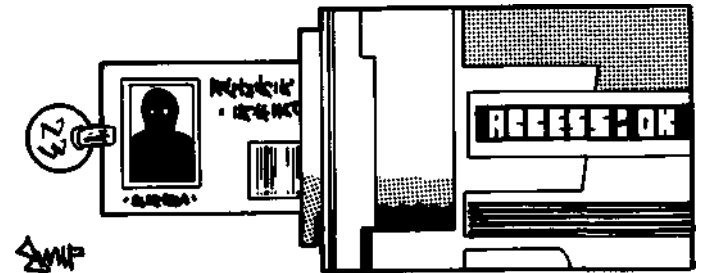
You are resistant to poison: +3 to HT to resist its effects. This is a lesser form of the more cinematic Immunity to Poison advantage (p. 58), and can be possessed by normal humans.

Ridiculous Luck **60 points**

The GM who enjoys a swashbuckling style of play may add this further level of Luck. It works just like "ordinary" Luck or Extraordinary Luck (p. B21), but is usable every *ten* minutes!

Sanctity **5 points**

For some reason, people find it very difficult to think ill of you. Unless confronted with direct evidence to the contrary, people will assume you're innocent and high-minded (although not necessarily naive). People tend to trust you and confide in you. This advantage has nothing whatsoever to do with how virtuous or trustworthy you *really* are, it's just the way you're perceived. Sanctity gives no bonuses to reaction rolls, but it will influence the actions of those who have a positive reaction to you.



Security Clearance **Variable**

You have a security clearance which allows you to access information classified as "secret" by a particular government or corporation. Cost is 2 points per level for most nations and corporations, and 5 points per level for megacorporations and world-power nations.

No one can receive a Security Clearance without a thorough background check, so the GM should not allow characters who have Secrets or other suspicious disadvantages to take this advantage.

Semi-Literacy **0 or 5 points**

During certain historical eras, there were many people who were semi-literate. A semi-literate person requires three minutes to read this *sentence*, and an IQ-2 roll to understand the full meaning! In case of failure, the amount of understanding is based on how much the roll was missed by. The GM should make the roll in private, and convey totally false information on a critical failure. Many words are *always* unintelligible to a semi-literate person, including some in this paragraph.

In a world where Semi-Literacy is the norm, it is worth 0 points, and full Literacy is worth 5 points, while total Illiteracy is worth -5 points. If Illiteracy is the norm, however, then Semi-Literacy is a 5-point advantage.

Sensie Talent

2 points/level

This advantage is only of value in settings where the technology of recording and playing back sensory input (known as "sensies") exists.

You have a natural ability to communicate your sensory inputs to a sensie recorder so that your eventual audience will find them particularly pleasant or intense. Note that Sensie Talent does the character no good unless he also buys at least half a point in the Sensie Interface skill (p. 130).

Sensitive

5 points

This is a weaker form of Empathy. Use the rules on p. B20, but all rolls are made at a -3.

Serendipity

15/30 points

A type of Luck, this advantage does not affect die rolls in any way. Instead, you have the knack of being in the right place, at the right time. This is Luck of the Fortuitous Coincidence. Bilbo Baggins showed this type of Luck when he put out his hand in the dark and found the One Ring. An extreme example, probably a few hundred points worth, is Carl Barks' comic book character, Gladstone Gander (Donald Duck's cousin), who has only to hold out his hat and something valuable will fall into it!

For 15 points, once per game session your character gets lucky in a serendipitous manner. One of the guardsmen he needs to get by turns out to be his cousin, or he just happened to have heard a story about the very dragon he is trying to track down. The player may suggest serendipitous occurrences to the GM, but the GM is the final arbiter on how the character gets lucky. Should the GM reject a suggestion by the player, but never work Serendipity into the session, the character should get *two* such lucky occasions in the next gaming session.

For 30 points, the character will have either two happy coincidences or one *major* one each gaming session!

Sharpshooter

45 points

This advantage is only appropriate in a cinematic campaign.

This is the cinematic ability that supernaturally accurate shootists possess, the equivalent of Weapon Master (see p. 32), but for handguns. To a sharpshooter, the gun is a natural extension of his hand, and he can make uncannily precise shots without aiming. Only handguns can be used in this manner.

The character never takes a Snap Shot penalty, and he automatically gets the Accuracy bonus of his weapon *without* a turn of aiming. Furthermore, he can use any handgun, from a flintlock pistol to a hand blaster, at a default value of DX or his highest gun skill-2, whichever is greater. The sharpshooter also has an innate understanding of the workings of any handgun; he can make Armoury rolls for any handgun, even models he has never seen (apply the TL penalties for guns of different tech levels, as per p. B185, but the maximum penalty is -6 to skill).

This advantage is utterly cinematic, and is available only during character creation; someone is either born a Sharpshooter or he isn't. No amount of training will give another character this instinctual mastery of the gun.

Single-Minded

5 points

When a Single-Minded individual puts his mind to something, he concentrates! This gives a +3 bonus when working on lengthy tasks, or when tracking prey. He may ignore other important tasks while obsessed (make a Will roll to avoid this). Roll at -5 to *notice* interruptions.

Style Familiarity

1 to 25 points

This indicates a *general* knowledge of (but not training in) one or more martial arts styles (see *GURPS Martial Arts*). Without this advantage, a character defends at -1 against a fighter trained in a particular style.

The number of styles a character is familiar with determines the point cost. Each style chosen costs 1 character point.

Familiarity with *all* known styles in the game world costs 20 points. This will not identify secret styles that are only known to their students, unless the character specifies he has fought them in the past (which might cost up to 5 points more, depending on the role of secret styles in the campaign).

Unless he buys the advantage at the 20-point level or better, the character must specify which styles he is familiar with. When a character encounters an opponent using a familiar style, he will recognize it after the first round of combat. On an IQ roll, he will recognize it before combat, by observing the opponent's stance.

To acquire this familiarity during play, a student must not only spend the appropriate character points, but must also have access to appropriate teachers. Films are not an acceptable substitute. However, a single day of sparring with a teacher would be enough to add familiarity with a new style.

Temperature Tolerance

1 point/level

The advantage was originally only available in IQ-point units; however, since a point or two of this advantage would be reasonable in a realistic campaign, it can now be bought in 1-point units. More than 2 points would definitely be cinematic for a human character.

You can function normally at a wider range of temperatures than a normal human. For game purposes, a temperature "comfort zone" of about 55° is considered normal. Each level of this advantage allows you to add *HT* degrees to the size of your comfort zone. For nonhumans, the GM determines exactly where this comfort zone is centered; for humans, it is usually between 35 and 90°. A character never suffers any ill effects (such as the loss of Fatigue or HT) from temperatures that fall within his comfort zone.

This advantage confers no special resistance to attacks by fire or ice unless the only damage is a result of a rise or fall in the ambient temperature. In particular, this will not help you if your *body temperature* is being manipulated.



Tenure

5 points

This social advantage applies only to professors at relatively modern universities. A professor with the Tenure advantage may not be fired; his job - and salary - are guaranteed for life.

3D Spatial Sense

10 points

This advantage is a heightened form of Absolute Direction (p. B19), and includes that advantage. You think well in three dimensions. You will never lose your way, even in deep space, although this advantage will not help you if you travel across different *dimensions* (including hyperspace). This advantage confers a +2 to Flight skill, +2 to Astrogration skill, +2 to Freefall skill and +1 to Piloting skill.

Trained By A Master

40 points

This advantage is only appropriate in a cinematic campaign.

Anyone can go to the nearest karate school and learn to be a good martial artist. This training does *not* teach any of the "mystical" fighting abilities listed in the *Esoteric Skills* section (p. 137). In order to learn these special skills, one must have been trained by a true master, most likely found in a remote, ancient school or temple. Characters buying this advantage must also learn an appropriate Philosophy or Theology skill (usually Buddhism, Taoism or Shintoism) at IQ level or higher, to represent the spiritual training that usually takes places in such a school.

Several disadvantages could be logically acquired by someone Trained By A Master: an Enemy (a rival school, for instance), a Duty or Sense of Duty to the school or teacher, or even Primitive (someone born and raised in the Shaolin temple in a remote area of Asia might effectively be a TL3 Primitive, a disadvantage worth -20 points in a modern-day campaign).

To acquire this advantage after character creation, the PC must first find a school or teacher. That might be an adventure in itself, with the PC undergoing a dangerous pilgrimage to an appropriately exotic locale. The character must also know the appropriate Combat/Weapon skills (usually Judo or Karate) at level of 16 or higher, and have enough points to buy the advantage. Once the school is found, the student will disappear from play for 1d+1 game years. At the end of the training period, the temple or teacher will subject him to a series of hazardous tests, or maybe a quest to yet another remote land.

Afterwards, he will emerge with the Trained By A Master advantage and 20 extra character points to spend on any special skills allowed in the campaign. He will have to pay for those extra points; acquiring one or more of the disadvantages outlined above is the easiest way to do so.

Trained By A Master is the prerequisite to learn all cinematic fighting skills. If the Chambara attack rules (see *GURPS Martial Arts*) are being used, this advantage is necessary to make Chambara multiple attacks; those rules apply both to armed and unarmed combat.

Tree-Kin

15 points

This is a more powerful form of Plant Empathy (p. 29). If you possess this advantage, you will *never* kill a living plant unless it directly threatens your life or the life of another (which is unlikely to happen unless you encounter a carnivorous plant). You recognize that, sometimes, plants (such as weeds in a field) must be destroyed, but you don't care to be present; roleplay it. You must do your utmost to protect large plants, such as trees. Loggers are your sworn foes.

Should you kill a plant for any reason, you will be affected emotionally as described under *Pacifism (Cannot Kill)*, (p.

B35). The GM may vary the time of your despondency. Killing a weed would make you gloomy for an hour; cutting down a tree would make you miserable for a month.

You may eat plant material, but only that which can be gathered without severe injury to a plant. You may have all the nuts and berries you like; you may even ask a cabbage for some of its leaves. But you would not eat carrots or potatoes, or even use a medicinal root, since digging the root kills the plant!

Those who possess this advantage get a +4 reaction from any sentient plant, and +4 on all skill rolls related to the care *or identification* of plants.

A mage with this advantage learns Plant spells more easily. Mental/Hard spells become Mental/Average, and Mental/Very Hard spells become Mental/Hard.

Unfazeable

15 points or more

Nothing surprises you - at least, nothing that's not obviously a threat. The world is full of strange things, and as long as they don't bother you, you don't bother them. You are exempt from Fright Checks, and almost no reaction modifiers affect you, either way. You treat strangers with distant courtesy, no matter *how* strange they are, as long as they're well-behaved. You will have the normal reaction penalty toward anyone who does something rude or rowdy, but you will remain civil even if you are forced to violence. Intimidation (p. 159) just does not work on you.

This advantage is incompatible with all phobias. A character with this advantage is not emotionless - he just never displays strong feelings. The stereotypical Maine Yankee or English butler has this advantage. E.g., two fellows in rocking chairs on the porch of a general store:

Ed: "What'd that little feller with them orange tentacles on his head want?"

Burt: "Just another lost summer tourist. Took a wrong turn at Mars." (Looks up at the sky.) "Looks like it's gonna rain tomorra."

Ed: "Ayuh. Looks like. "

This advantage must be roleplayed fully, or the GM can declare that it has been lost. In a campaign where Fright Checks are an hourly occurrence, the GM can charge 20 or more points, or disallow the advantage.

Versatile

5 points

You are extremely imaginative. You get a +1 bonus on skills requiring creativity or invention (including many Artistic Skills, as well as Electronics and Engineer), as well as on any roll for new inventions or Gadgeteering.

Very Fit

15 points

The character will lose Fatigue points at half the normal rate, and regain Fatigue at twice the normal rate. (This applies only to Fatigue lost to exertion, heat, etc.; it has no effect on the Fatigue used to power psi or magic spells.) All HT rolls are at +2.

Very Rapid Healing

15 points

This is an enhanced form of Rapid Healing (p. B23). It is only available if your basic HT is 12 or above. Between the minimum HT of 12 and the +5 bonus from Rapid Healing, you would fail healing rolls only on a critical failure; the GM may simply assume success is *automatic* without unbalancing the game. When recovering lost HT, a successful HT roll heals 2 hits, not 1.

Weapon Master 45 or 20 points

This advantage is only appropriate in a cinematic, swash-buckling campaign.

A character with this advantage has a high degree of training or unnerving talent with a wide range of archaic weapons. He also knows where to strike the human body for the deadliest effect. A Weapon Master gets no bonuses for guns or modern weapons.

When using an archaic weapon, a Weapon Master gets a damage bonus equal to 1/5 of his skill with that weapon (this does not apply to defaults). He is at least familiar, if not proficient, with virtually every sort of primitive weapon. Even with those weapons with which he is not trained, he has an improved default skill. Physical/Easy Combat/Weapon skills default to DX-1; Physical/Average ones default to DX-2 and Physical/Hard ones to DX-3. Combat/Weapon skills are no easier to learn; these improved defaults do not reduce the cost.

A Weapon Master gets one additional attack and Parry per turn for each 3 points of weapon skill over 12: i.e., two attacks at skill level 15, three at level 18, etc., as per the Chambara rules (see *GURPS Martial Arts*).

If the master specializes in one weapon skill - Broadsword, Flail, or Two-Handed Axe/Mace, for instance - the advantage costs only 20 points; skill and damage bonuses apply only with that weapon type. If a weapon can be thrown, mastery of that weapon includes the skill used to throw that weapon.

A master with *all* archaic weapons pays 45 points.

Weapon Masters may learn the following *Esoteric Skills* (see p. 137): Blind Fighting, Drunken Fighting, Flying Leap, Kiai, Mental Strength, Power Blow, Precognitive Parry, Pressure Points, Throwing Art and Zen Archery. A Master specializing in one weapon type can only learn skills that apply to that weapon. A Katana Master, for instance, could not learn Throwing Art or Zen Archery, since they relate specifically to different weapons. Likewise, a Bow Master could not learn Precognitive Parry.

Acquiring this advantage after character creation follows the same rules as Trained By A Master (p. 31).

Zeroed 10 points

As computer information networks become more comprehensive, there are many times when it is an advantage to be an unknown. You are the sand in the gears, the wrench in the works. Whether through an accident of birth, a record-keeping foul-up, a computer crash, or something else, the authorities (and their computer systems) know nothing about you. You do not officially exist. No records of you exist in any paper or computer files at the time play begins. Thus, you are immune to most varieties of government (or corporate) enforcement or harassment.

To maintain this status, you must deal strictly in cash or commodities. Any credit or bank accounts must be blind (the account isn't keyed to an individual, but to whoever knows a certain pass-code) or set up through a Temporary Identity (see p. 20).

If you are investigated by the authorities, they will at first assume that there is a computer malfunction when they can't find you. They will become increasingly concerned over the next few days as no information can be found about your life. They will then try to pick you up. If they can't find you, they're likely to shrug and give up.

But if they apprehend you, you will be in for a long, drawn-out questioning session, possibly involving truth drugs and/or torture. After all, a non-person has no civil rights! Unless you have taken the right precautions in advance, no one can prove that you are being held, as you don't officially exist!

It is possible to *become* Zeroed, but it's not easy; the national databanks are well-guarded and multiply redundant. Treat cost and difficulty as to gain an Alternate Identity (p. 20).



OCCULT AND PARANORMAL ADVANTAGES

These advantages are best-suited to campaigns with mystical or occult overtones and working paranormal powers (such as magic or psionics). They are also appropriate for supernatural creatures - demons, faerie, lycanthropes, spirits and undead - in any kind of campaign. At the GM's discretion, unusual characters in "mundane" campaigns, or characters in mystical campaigns, can buy them. This may require an appropriate Unusual Background, however.

Animal Form ***100 points/form***

This is an alternate means of paying for a were-form, designed to allow creation of weres based on animal templates. Normally, it should only be used when the character wishes to assume the form of a large or powerful creature.

You have the ability to become any one sort of animal that ever lived (magical and intelligent creatures not included). You have one animal form per purchase of this advantage.

The animal form is a completely typical member of its species, of the same sex as the human form. There is no extra cost for any characteristics, advantages and skills typical of the species (for example, Sharp Teeth, Extra Legs, natural DR, Claws, etc., depending on the animal species) nor may the character *take* points for any disadvantages which are typical to that species (No Fine Manipulators, Mute, etc.). The animal form has only typical intelligence for its species.

The animal form may take up to 40 additional points of individual disadvantages, in addition to any physical, psychological or structural disadvantages which may be intrinsic to the form. These must be disadvantages directly related to the animal form's lycanthropic change or condition (Infectious Attack, Non-Reciprocal Damage, etc.), mental or physical disadvantages held in common with the human form (i.e., if the were-form is to be Lame or Berserk, the human form must also be Lame or Berserk), or social disadvantages appropriate to the were's situation (usually Enemies).

"Leftover" starting character points may be divided at will between the two forms (although neither form can "borrow" points from the other form's disadvantages - only from starting or earned character points).

When the *GURPS Bestiary* description of the animal in question gives the value of a certain attribute as a range (e.g., elephants have ST 250-300, and 40-50 HP), the GM assigns the character a starting value in that attribute appropriate to the sex and type of animal. The animal form starts with the attributes given in *Bestiary*, and buys them up or down using the chart on p. B13, replacing 10 on the chart with the average value for an animal of that type, 11 with 10% over the average value, and so on. Round stats to the nearest number in this case.

Advantages and skills purchased by the animal form must be either commonly available to a natural beast of that kind, or shared with the human form. Characteristics cannot be raised beyond the normal racial maximum for a creature of that kind (as determined by the GM) or the human form's value in that characteristic, whichever is greater. Disadvantages innate to the animal form may not be bought off.

Extinct Species - It is recommended that the GM charge a 50-point Unusual Background for an animal form of a species that is extinct in the campaign, and remember that it will attract a lot of attention when it appears.



Awareness ***15/35 points***

This advantage allows you to detect things that are not of the physical world, like the presence of spirits or magic. However, the range for such detection is still limited by real-world parameters. You cannot sense magic cast on the other side of town (unless it was very potent and very successful), although you might be able to sense it through a wall. Apply the long-range magic modifiers found in the sidebar on p. B151 to any attempt to use this advantage at a significant distance.

A successful IQ roll allows you to ascertain the location and approximate power of a nearby magic item, a being's mental state and anything else the GM allows.

For 35 points, you also have the ability to detect the auras that surround objects and people, much as though you were using the Aura spell (p. B162). This allows you to analyze the general disposition of a person, or to glean other information, such as whether the "person" is in fact a mage, vampire or werewolf. An IQ roll is required for each separate aura reading performed, but unlike the Aura spell, "secret" magical traits are detected on any success, not just a critical success.

Alertness (but no other sense advantages) adds its bonus to all Awareness rolls.

Being of Pure Thought **290 points**

You have no physical body whatsoever. You exist only in the realm of thought, which overlaps the astral plane, the "insubstantial" plane, and other regions unimaginable to humanity. You have normal attributes, and can pass for human in the astral plane. You can fly at a rate equal to your Move; however, most beings of pure thought can teleport. You can perceive the physical plane, but can only communicate with it or manipulate material objects through psionic or magical powers.

A Being of Pure Thought is much more powerful than someone with the disadvantage Astral Entity (see p. 96). Whereas an Astral Entity is trapped on the astral plane and can only dimly perceive the physical world, a Being of Pure Thought can fully perceive the physical plane and unlimited other planes.

Beings of Pure Thought are usually NPCs, although an occasional PC might reach that state. The value of this advantage was calculated from the following powers: Doesn't Breathe (p. 53), Doesn't Eat or Drink (p. 53), Doesn't Sleep (p. 53), Flight (p. 56), Invisibility (p. 59), Insubstantiality (p. 59) with the -50% limitation Always On and +100% special enhancement Has Abilities That Affect Substantial World and 360-Degree Vision (p. 68). An obligatory 5 levels of Astral Projection (p. P10) cost 15 points; more can be added at any time.

Becoming a Being of Pure Thought: At the GM's discretion, any Telepath may attempt a (Power+Will-25) roll when he dies. If he succeeds, he may "pass on" into this state, using later-earned character points to pay for the advantage. If he knows Mindswitch, he can attempt to switch with a living being and regain a body. The individual thus thrust into the realm of thought must attempt a similar roll, but at (Power+Will-15).

An old, experienced Being of Pure Thought (not an ex-PC), if present at the death of a PC, could help in some incomprehensible way, giving a +10 to the roll to make the transition.

Blessed **Variable**

You are in tune with some specific higher power. The simplest version of this advantage costs 10 points and grants the character a limited attunement to his deity. He receives the ability to use any one Divination spell at IQ level (see p. M55). The type of Divination should match the "flavor" of the deity. The Blessed person (often a cleric) also gains a +1 reaction from any of the deity's followers who know him to be Blessed.

For 20 points, one can be Very Blessed, which confers a +5 bonus to Divination skill.

Any Blessed character must act in accordance with the rules or values associated with his deity, or the advantage will be lost.

A deity might also grant powers beyond Divination to especially Blessed characters. These powers must match the power or capability of the deity (a goddess of mercy and healing might grant healing gifts, for instance). These abilities come in many different forms, the exact cost of each depending on the ability granted. In addition, many of the standard advantages can be explained as divine gifts, at the GM's discretion.

Some examples:

Immunity: Your blessing involves an immunity to (or protection from) certain substances, usually those associated with the deity granting the blessing. A fire god might, for example, bless his clerics with an immunity to fire damage. When determining the cost, the GM should keep in mind that these are powerful blessings, and *charge* accordingly. The costs for Invulnerability (p. 59) are a good guide.

Aptitude: Your blessing adds a bonus to a particular skill. Use the *Racial Skill Bonus* rules (p. 177). The bonus applies to default skill levels as well as to those you have training in.

Magical Knack: Your blessing gives you the innate ability to cast a particular magical spell. Use the *Inherent Magic (Knacks)* rules (p. 38) to determine the value of this as an advantage. See *GURPS Magic* and *Grimoire* for lists of spells that can be taken as Knacks.

Heroic Feats: 10 points. Your blessing gives you the innate ability to perform a particular heroic feat. Once per playing session you may add 1d to either ST, DX or HT (the attribute is specified at the time of the blessing) for up to 3d seconds. At the end of this time, you revert to your normal attribute and must suffer all penalties amassed during the "heroic" period. (For instance, if you take more than five times your normal HT in damage during a time of raised HT, then without some sort of healing, you will immediately die when the effects wear off.)

Other blessings can be defined at the GM's discretion.

Channelling **10 points**

You become a conduit for the spirit world, allowing spirit entities to speak through you. You fall into a trance (achieved through several seconds of concentration and a Will roll, or Will+2 if you have the Autotrance power), after which any spirit in the immediate area can enter your body and use it to speak or write messages. This is a minor form of possession, but the spirit can only use your body to communicate; attempts at full possession while you are in a trance are possible, but you resist at +5.

While in a trance, you are unaware of the world around you. The GM controls what the spirit possessing you does or says; the spirit will answer questions put to it by others, but there is no guarantee that it will tell the truth.



Clerical Magic

In some worlds, those with the Clerical Investment advantage (p. 22) have magical abilities granted by the powers that they serve. The cost for this is based on the demands that their religion places on them and the magical advantages, if any, that accrue to faithful clerics. Cost of magic-enabling Clerical Investment varies according to several factors:

Advantages

A simple clerical advantage is to allow non-mage clerics to use spells of one (or a few) colleges as though they were mages. For instance, even in normal and low-mana areas, a cleric of a healing-oriented power may be able to cast Healing spells. Any cleric with magical abilities can also learn Recover ST. This costs 10 points for one college, 12 for two and 15 for three. Spells of other colleges can be learned and used as prerequisites, but cannot be cast except in high-mana areas.

The GM may also "customize" a spell list for a religion, as he deems fitting for the Power served, removing inappropriate spells from the college(s) and adding appropriate ones from other colleges. He may even create spells that are available *only* to certain clerics. The cost should be based on the number and power of spells available; 40 spells, for 15 points, is about the maximum.

A Power may grant its clerics a bonus to effective spell skill. Increase the cost of the advantage by 5 points for each +1 bonus, up to a maximum of +3. Bonuses for healing skills cost 2 points for each +1, up to a maximum of +3. Other sorts of bonuses may be allowed.

Other special clerical abilities, as defined by the GM, will add an appropriate cost for the Clerical Investment of that religion. For instance, an automatic ability to recognize devout followers of one's own faith might be worth 5 points.

If a religion is especially respected or liked, this is a separate Status or Reputation advantage which must be taken by any servant of that Power. A religion may also be a Patron to its clerics, but this is a separate cost as well.

Miraculous aid, or "divine intervention," should never be routine or expected. It should be granted only rarely, as a sign of extraordinary grace, to a devout cleric in great need. Therefore, there is no point cost for its availability!

Disadvantages

There may also be continuing requirements associated with a religion, such as vows. In a world where clerics gain magical powers, a priest who breaks his vows will lose some or all of his powers - perhaps permanently, perhaps only until he has made proper penance. Treat this as a Vow (p. B37), which gives the normal disadvantage points. It also *reduces the cost of the Clerical Investment* by an amount determined by the GM. Usually this will be 2 to 5 points, depending on whether breaking the Vow erases or merely reduces the cleric's abilities, and how serious the required penance might be. Permanent and total loss of powers should be reserved as a punishment only for the truly apostate cleric (or poor roleplayer).

Likewise, Pacifism (p. B35) may be required by some religions, and many creeds try to instill Sense of Duty (p. B39), Honesty (p. B33) and Truthfulness (p. B37) in their followers. If a religion's clerics are especially hated or feared, this is a separate Reputation disadvantage. In a campaign which stays in a small area, a cleric could have a serious Duty (p. B39) to his temple.

Disadvantages required by a religion count normally against the campaign's disadvantage limit unless *all* PCs in the campaign are members of that religion!

Variable

Prerequisites

There may be certain special requirements to be met before an individual can be accepted as a servant of a particular Power. Some Powers can be served only by men, others only by women, others only by eunuchs or virgins. Such requirements do not affect the cost of the advantage, but they add interest. Should a special requirement (such as virginity) be lost by the cleric, his or her clerical powers may be lost or reduced. This depends on the way the GM has defined the particular religion and its controlling Power. If powers are lost, the point value of the character is reduced appropriately.

Note that being Blessed (p. 34) is *not* a prerequisite for this kind of Clerical Investment!

Destiny

Variable

In a Vikings campaign, this advantage is called "Wyrd" instead. It is otherwise identical.

Destiny is an irresistible force that can pull a hero's life this way and that, bringing good and bad luck by turns as it carries him blindly to his pre-ordained fate. One's destiny can be discovered by magical divination, the interpretation of omens, and similar magical techniques, but the true meaning of an omen is often not discovered until after the prophecy it revealed is fulfilled. A character with a Destiny is likely to become the subject of songs and stories for generations.

Destiny can be taken as an advantage or as a disadvantage, at a value of 15 to -15 points. When the player decides to take a Destiny, he tells the GM the point value he wants. The GM then secretly determines the nature of the character's Destiny, according to its value and the dictates of the campaign. Of course, the GM can change his mind later, as the campaign develops!

When a player chooses Destiny, he is giving the GM absolute license to meddle with his character's life. The more subtle the GM is, the better, but the GM *must* make the Destiny work out. The point value of the Destiny determines the kind of impact on the hero's life, while the precise details are determined by the GM and the flow of the campaign. A hero should never know the nature of his Destiny, except through ambiguous omens or a supernatural agency.

Destiny taken as an advantage will work to the character's good in the end - although this may not always be clear, and is likely to be inconvenient at times. Destiny taken as a disadvantage leads to something bad - but perhaps not immediately, and not without a chance to gain honor by dealing with it well. A fated, tragic death can be an end worthy of a hero.

Great Advantage: 15 points. The character is fated to achieve greatness in his lifetime - in the end, everyone will know his name and praise it! Sooner or later a fortunate event will fulfill the character's fate. Note that this does not guarantee the "success" of the character. If he chooses to jump in front of an assassin's knife during the very next game session, the GM might just decide the Destiny is fulfilled... he died a hero!

Major Advantage: 10 points. As above, but a lesser success. Alternatively, the character may be doomed to die in a particular place, or in a particular fashion: at sea, by the hand of an emperor, underground, or whatever. Although he can be grievously wounded elsewhere and by other means, he will not die; all damage is applied normally, but he does not die. If he avoids the circumstances which would fulfil his Destiny, knowingly or otherwise, he may find that Fate has a few surprises. The sea may flood his home while he sleeps, the general against whom he marches may be the future emperor, or Mt. Vesuvius may bury him under tons of ash. The GM may need to use these twists if a PC discovers that he has a Destiny of this kind.

Minor Advantage: 5 points. The character is fated to play a small part in a larger story, but this part will reflect to his credit. In game terms, he is guaranteed one significant victory.

Minor disadvantage: -5 points. Again the character is fated to play a small part in a larger story, but this time he will not come off so well. He is guaranteed one tragic experience or one embarrassing failure. These things should not cause the fated character's death except in the most desperate and heroic of circumstances.

Major disadvantage: -10 points. The character is fated to play a key role in a sorry turn of events. For instance, he might be late with a message which could have saved the day . . . but he blew it. Or he might have executed the only competent general in a threatened province, causing its loss to barbarian invaders. Still, the character will survive.

Great Disadvantage: -15 points. Death stalks the character. Something out there has his name on it, and it knows where he is, and it's getting closer all the time. He will either die, or be ruined, and his fall will have terrible repercussions for others. This level of Destiny is not suitable for every campaign! The GM does not have to allow it, and if he does, he should plan on letting the campaign take a radical turn, or simply end, when the Destiny is fulfilled.

Working out a good Destiny - and making sure it comes to pass - requires considerable ingenuity on the part of the GM. Before you decide on a Destiny, be sure that it won't drag the campaign off the rails.

If someone fulfills his Destiny and still lives, it is over - although its repercussions might haunt him for years to come. A disadvantageous Destiny must be bought off as soon as it is fulfilled . . . although this may be automatic, if the outcome of the Destiny costs the character riches or Allies worth equivalent points.

If the character does not have enough points to buy off his Destiny at the time it is fulfilled, he gains the Unluckiness disadvantage, regardless of the level of the Destiny disadvantage (or, the GM might assign a new bad Destiny to the PC). The Unluckiness can then be bought off in the normal way. No extra character points are earned for fulfilling an advantageous Destiny.

Divination Talent **5 points**

Characters with this advantage are able to learn a single divination spell (pp. M55-57, G59-60) as if they were mages. This advantage does not add to effective IQ for any purpose, nor does it replace prerequisites, which must still be learned (but may not be cast unless the diviner is in a high-mana area or is a mage). This advantage may be purchased more than once, allowing the character to be proficient with several methods of divination.

Divine Favor **Variable**

You are a Holy Person, capable of petitioning your god for miracles. This advantage has nothing to do with Clerical Investment (p. 22), and must be bought separately if an ordained priest wishes to have miraculous powers.

The cost of Divine Favor depends on the power of the deity and the level of favor you have in the god's eyes. The base cost is found by treating the deity as a Patron. Most gods will be 25-point Patrons, while lesser deities will cost 20 points. Modify this by the *Frequency of Appearance* multipliers (p. B23) to reflect how capable the deity is of coming to the Holy Person's aid.

The cost is modified again for higher or lower favor in the god's eyes. For every +1 to affect the Reaction roll, add 5 points

to the cost of the advantage, up to a maximum of +25 points. For every -1 to the Reaction roll, subtract 5 points from the cost of the advantage.

Extra Life **25 points per life**

For each Extra Life you purchase, you may come back from death (see *Resurrection*, p. 64) *once*. In a cinematic campaign, an Extra Life may be purchased with earned points, whether you had this advantage initially or not. No matter *how* sure your foes were that they killed you, you didn't really die! The details are between the player and the GM.

You may not have both Extra Lives and Resurrection.

Faerie Empathy **10 points**

The faerie folk do not find you threatening. In fact, they are attracted to you (+3 reaction). You, in turn, are naturally in tune with their customs and moods. This advantage does not prevent mischievous or evil-minded faerie creatures from seeking to do you harm, but it might (at the GM's option) make it easier for you to detect and counter their plots. Compare *Spirit Empathy*, p. 46.

Note: This advantage is a modified form of the *Faerie Affinity* advantage that originally appeared in *GURPS Vampire Companion*.



Faith Healing **30 points**

You can heal people without resorting to any kind of spell or ritual, using your mystical influence to channel spiritual energy into the body of a patient. You can heal up to HT/2 points of damage on a successful Will roll. Each use of this power costs 5 Fatigue points. If you exceed your limits or are reduced to 0 Fatigue, you pass out. If you attempt to spend more Fatigue than you have, you fall into a coma that lasts 1d hours for every Fatigue point over your capacity that you spend.

Faith healing can cure disease and repair crippled limbs. You cannot, however, replace *missing* limbs; you can restore a lame leg to full use, but cannot regrow a severed one from thin air. The roll to cure a disease is up to the GM; it could range from +1 to cure the common cold to -15 to heal an AIDS sufferer. The Fatigue cost to heal disease is equal to *twice* the penalty applied to the Will roll (minimum of 1). Crippled limbs are restored on a Will-5 roll, at the cost of 10 Fatigue. Halve this if the crippling was not permanent (see p. B129).

These healing powers do not come directly from you, but from spiritual entities such as angels, daemons, demons, and so on. If you somehow alienate these supernatural allies, you will temporarily lose your powers. Under some circumstances (if you behave in a manner contrary to the spirits' interests or moral codes, for example), the GM may require a reaction roll before you can attempt a healing act. For instance, attempting to heal an "unbeliever" or enemy of the mystical order may require a Good or better reaction. If you have the Spirit Empathy advantage (p. 46), your reaction rolls get a +3 bonus; friendly spirits are more likely to overlook transgressions.

Familiar

Familiars are small animals or spirits which attend and serve a mage; the GM may allow any small creature to be a familiar. Otherworldly - or even "custom-designed" - creatures may be used at the GM's discretion. Unless extra intelligence is specified (see below), the familiar has normal stats for its type of animal.

A magical familiar is an advantage, available only to those who have Magery 2 or 3. A mage may have only one familiar at a time. The familiar is an NPC, controlled by the GM. Most familiars will be obedient, but the GM should roleplay the animal's type; cats, in particular, may be aloof or stubborn, and monkeys are likely to be jokers! A familiar can develop an interesting personality and its own set of quirks.

If a familiar dies, the mage earns no character points for that game session; if it is stolen, he must immediately try to recover it. In this way, familiars are like Dependents. A mage may summon a replacement for a lost familiar. If the new familiar is more powerful than the old one, the mage pays the point difference; if the new one is weaker, the mage doesn't get a "refund."

The Nature of Familiars

The GM determines which of the following sections are true. The point cost of a familiar depends on its abilities. If several abilities are possible, the familiar does not *have* to have them all. There are disadvantages and limitations which can reduce the point cost of a familiar, but a cost below 0 is treated as 0.

Mages Can Draw Strength From Familiars: A mage can take ST (but not HT) from his familiar and use it to power his spells. The familiar must be in physical contact with the mage. The familiar's ST can be drained to 1 without ill effect. If it is drained to 0, the bond is broken and the familiar is lost, even if it doesn't die. The mage will always be aware of the current ST of his familiar when he touches it.

Use the rules for Extra Fatigue (p. 55). The point cost of the familiar depends on the ST of the animal; for every point of ST it has, the mage receives a point of Extra Fatigue, at the usual cost of 3 points/level. This is why small familiars are much more common!

The Mage Sees Through the Familiar's Eyes: The mage can perceive the world through the familiar's senses. Treat this as the Rider Within spell (p. M24), but usable only with the familiar. It requires three seconds to cast, and works automatically; its energy cost is 2 to cast, and none to maintain. Concentration is required to maintain contact with the familiar. Unless a limitation is specifically taken (see below), this works at any distance. This ability adds 5 points to the familiar's cost. If the familiar loses consciousness, the link is broken.

The Familiar Gives the Mage Special Abilities: The mage gains one or more special abilities; often, these are abilities possessed by the animal, at the animal's skill level. If there is an appropriate advantage available to humans (e.g., Night Vision for a cat familiar), then the effect and cost is the same as if that advantage had been bought normally. If there is no such advantage, use the effects of the appropriate spell, but the mage need not worry about prerequisites!

If the familiar dies, the extra abilities are lost instantly.

The Mage Can Take His Familiar's Shape: Treat this as a modified version of the Shapeshifting spell (p. M25). Cost is 6 to cast, 1 to maintain. Point cost is assessed by the GM; from 5 to 20, depending on the size and abilities of the familiar. If the familiar dies, the mage instantly returns to normal shape.

Variable

The Familiar Is Intelligent: The familiar is smarter than any natural animal, and understands human speech. Cost: 5 points for IQ 7; 10 more points per level of IQ over 7. Thus, a familiar with IQ 10 (whatever its type) would cost 35 points.

The Familiar Can Speak: This may be either mental communication (5 points), actual speech (10 points), and the familiar must also have IQ 7 or more, or both (15 points). Mental communication is treated as a modified Telepathy spell (p. M29), usable between mage and familiar only. Cost to cast is 1 each for mage and familiar; there is no cost to maintain, as long as both concentrate.

Nine Lives: It is well known that cats have nine lives, of course. If a player wishes his character's familiar (cats only!) to have this ability, it adds 5 points to the cost of the familiar. The *Nine Lives* advantage lets the cat use the Super Luck rules (p. 46) eight different times in its life before an opponent rolls *to hit the cat* or for *damage to the cat*, but at no other time.

The Mage Suffers His Familiar's Wounds: If the familiar is wounded, the mage suffers the same number of hits. If the familiar is stunned or knocked unconscious, the mage must roll vs. HT or suffer the same effect. If the familiar dies, the mage is immediately reduced to -1 HT! This reduces the cost of the familiar by 15 points.

Familiars Are Really Demons! The familiar is actually a demonic spirit - a creature of evil. It is working toward its own ends, and not the mage's. Whenever it is assigned a task, the GM rolls against its IQ. On a successful roll, it has found a way to pervert the mage's command. This often takes the form of misinformation; demons are notorious liars. The familiar also may pervert any spell that it helps to cast. Roll a quick Contest of IQ between mage and familiar; if the familiar wins, the GM makes the spell go wrong!

The familiar may not cause direct harm to its master. Its aim is to sow disharmony and cultivate evil. If the mage is himself evil, the familiar will rarely if ever interfere with him! On the other hand, a truly "holy" person may not have a demonic familiar, and a person who successfully cultivates saintly virtue may eventually drive an evil familiar away (whether it belongs to him or someone close to him). A sufficiently holy person could banish a familiar like any other demon!

The cost depends on the demon's IQ: -5 for IQ 7, -15 for IQ 8, -25 for IQ 9, -35 for IQ 10, *instead* of the usual point cost for enhanced IQ.

Limitations on Familiars' Abilities

When a familiar is designed, it may be given certain limitations which affect the point cost of its advantages (round fractional point costs up). All a familiar's advantages must take the same limitation, except for Demonic Familiar and Enhanced Intelligence, which cannot be limited, and ST Source, which cannot take the "Limited Range" limitation.

Limited range: The familiar must be within 100 yards of the mage before its ability works. Halve the familiar's cost. This limitation cannot apply to the ST Source advantage, which *requires* touch.

Limited time: The familiar's powers work only part of the time. Reduce its cost by the portion of the day in which its powers work. For instance, if the familiar's powers work only during the day (appropriate for a sun-mage!), halve their cost.

Erratic powers: The familiar's powers come and go. Any time the mage tries to use one of these powers, the GM rolls 3 dice to determine if the effect occurs. If the power fails, the mage must wait at least one minute before trying again. If the power works Occasionally (8 or less): 1/3 cost. Half the Time (10 or less): 1/2 cost. Quite Often (12 or less): 3/4 cost.

Combined Limitations

If the familiar has more than one limitation, multiply the cost reductions. For instance, if it has powers in the Daytime Only (1/2 cost) and Erratically/Quite Often (3/4 cost), this would work out to 3/8 cost. However, the final cost modifier may never be less than 1/4.

Fugue

50 points

This is the ability to send yourself back in time for a few minutes in order to create a double, specifically for purposes of combat. It only works under combat stress; an attempt to use fugue to (for instance) send yourself a message will always come to naught.

When you enter combat, the GM rolls 1d-1 to determine how many future-duplicates the *future* you might have sent back to help. The GM places them on the combat map; they are then under your control. They don't know any more about the outcome of the fight than you do - just by returning to the time of the fight, they are creating an uncertainty about what happens.

If you are killed or knocked out during the fight, all your fugue-doubles will vanish. If one of the doubles is killed or knocked out, all the *later* ones will vanish; the GM assigns each one a number from 1 to 5, with 1 being the earliest and 5 the latest. However, hits on a fugue double have no effect on you.

When the immediate fight ends, the doubles, dead and alive, will wink out of existence - they were closed causal loops of alternate history. Damage to the doubles, ammunition they expended, etc., does not affect the real "you" at all.

Harmony with the Tao

20 points

This advantage is only appropriate in a cinematic campaign.

Flexible and spontaneous, one who understands the Way does not need training or preparation. He can simply do things, without knowing how. Someone in harmony with the Tao can attempt any one skill roll at his score in the appropriate attribute (usually IQ for Mental skills and DX for Physical skills), once per *game session*. The character does not incur any default penalties. Harmony with the Tao *does* apply to skills which normally have no default, including cinematic skills, psi skills and magic spells. It does not, however, allow one to perform a task without the appropriate tools, to use psi without the appropriate power or to cast spells without Magery.

Illuminated

60 points

You have undergone a mystical experience which has made you one of the Illuminati, in the original sense - you are enlightened. You *know what's going on*, and you know it *intuitively*.

Depending on the campaign, you do not necessarily have to be a member of an Illuminated organization to be Illuminated. The organizations are a means to make one an Illuminatus - but they don't have to be the only means. Some individuals might become Illuminated through close contact with other Illuminati, even without joining the Conspiracy. Others might gain Illumination through the traditional Hindu/Buddhist path of asceticism and meditation, or less traditional paths (by joining the Church of the SubGenius, perhaps . . .). Still others might simply be walking down the street one day, and be struck with Illumination for no reason whatsoever. A few very special individuals might be *bom* Illuminated. Such a one might be regarded as a messiah by any other Illuminati who were aware of his existence.

As an Illuminated character, you gain the advantages of Extraordinary Luck and Intuition. In addition, you gain the ability to mystically discern another Illuminatus on sight, with no possibility of error. On a successful IQ roll, you can even tell if the Illuminati are *behind* a certain event or situation. This perception has nothing to do with logical deduction; you just read the morning paper and *know* that "Dow Drops 50 Points" is part of an Illuminati plot, while "Four Killed in Belfast Riot" is just another random tragedy. (Obviously, this distinction doesn't work in campaigns where the Illuminati are behind *everything*.) If you want to know *which* Illuminati are behind an event, however, or *why* they're doing it, you're on your own.

In some campaigns, this advantage will allow you to perceive and communicate with spiritual beings. You cannot necessarily control these entities, but they will know you and treat you with a certain respect - +3 on reaction rolls from such beings.

The drawback to Illumination, of course, is that other Illuminati and spiritual beings are able to perceive *your* Illuminated nature, and there's nothing you can do about it, except to stay out of sight.

GM's note: This advantage is only suitable for campaigns with a mystical or fantastic bent, and is not appropriate to more mundane conspiracy campaigns. Even if it is possible for some characters in the game world to have this advantage, the GM, as always, may forbid it to his PCs.

Immortality

140 points

See *Immortality*, p. 58.

Inherent Magic (Knacks)

Variable

If a magic spell is inherent rather than learned, then each spell is treated as a separate advantage purchased when the character is created.

To find the cost of such a magical advantage, or "knack," choose the exact effect desired (see pp. B155-164, *GURPS Magic or Grimoire*). Then determine the energy cost of a magic item that would give the user the power to cast that spell. (For spells for which no item is listed, the GM may either disallow the knack, or assign a cost based on comparable spells.) The cost of that spell, as a knack, is 2% of the energy cost for the item. In other words, if the magic item would cost 1,000 energy points to create, the cost of the inherent ability is 20 points. The GM may vary this percentage up or down. If the "standard" magic item for a spell works for mages only, double the cost. If it must touch the subject, the user of the knack must touch his subject, or pay double for it!

The GM does not have to allow any knack, and may modify the cost of a desired knack to suit campaign balance. Lend ST, Shapeshifting, and Enchantment spells (except for Power and Speed, as adjuncts to another spell) may not be taken as knacks. Knacks produced by this 2% system will not necessarily cost the same as equivalent psionic or "super" abilities, but they will be fairly well balanced against most such powers, and they will be balanced against other knacks.

A knack works automatically if the user is the subject or touches the subject. Otherwise, treat it as cast with a skill of 15. Rituals are not required. Time and energy to cast are as described for the spell (no "reduction for skill"), although Speed and Power may be bought to reduce them. Resisted spells are resisted normally if bought as knacks.

Insubstantiality

80 points

See *Insubstantiality*, p. 59.

Karmic Ties

Variable

Some people are connected by their *karma* - the freight of good and bad experience from past lives. Karmic ties create instant like or dislike for a stranger, regardless of reaction rolls. Such a person should be evaluated as an Ally, Dependent, Enemy or Patron, whichever seems appropriate. A Karmic Tie may link a character to an NPC played by the GM, or two players may agree that their PCs are so linked. Karmic Ties can be used to let a stranger join an established group of friends, or to explain the acquisition of a new Dependent, Ally, Patron or Enemy.

Treat Karmic Ties as normal Ally, Ally Group, Dependent, Patron and Enemy advantages or disadvantages. The only difference is that the person may not know about these allies or enemies until he meets them face to face. The character will feel just as strongly about these "strangers" as he would about a normal NPC of that type, so the point cost remains the same.

Lunar Influence

5 points

You're physically affected by the moon's cycle. During the three nights of the full moon your ST, DX and HT are all at +3 (with corresponding increases to all Physical skills). But during the three nights of the new moon your ST, DX and HT are all at -3 (with corresponding skill penalties). Although Lunar Influence is a mixed blessing, it is considered an overall advantage, because the cycle's predictability often allows the character to schedule his activities to take advantage of full moons, and to take extra precautions during his periods of weakness.

Magery, Limited

Variable

Limitations can be placed on the use of a character's magical ability to make Magery cheaper. Limited Magery is also known as "aspected magery."

Dance Magery ***8 points for 1st level, 5 points/level for 2nd and 3rd levels***

The mage must be free to use bodily motions in order to use his magic, or for magic detection. The character is not free of rituals requiring movement as his spell level increases. However, he need not speak *at all* to cast his spells.

Dark-Aspected Magery ***8 points for 1st level, 5 points/level for 2nd and 3rd levels***

A dark-aspected mage can only use his powers in darkness. Regardless of the time of day or night, any light greater than candlelight or starlight will deprive the mage of his abilities, though his aura will still reveal that he is a mage.

Moon-Aspected Magery ***8 points for 1st level, 5 points/level for 2nd and 3rd levels***

A moon-mage has power only when the moon is in the sky; this changes every day, but averages to half the time. A simple solution: assume the moon rises and sets one hour earlier each day. During solar eclipses, moon-mages have +5 skill!

For more realism, the GM can keep track of the *phase* of the moon. Moon-mages' powers then wax and wane with the moon. All Magery and spell rolls are at +3 at full moon; +2 for two days before and after; +1 for two days before and after *that*. They have no power at all the night of the new moon, or for five days before and after. Their powers are normal at all other times (although they still get the +5 during solar eclipses).

Musical Magery ***8 points for 1st level, 5 points/level for 2nd and 3rd levels***

The mage must utilize a musical instrument in order to cast spells, and may not cast spells without one. He must also play an instrument to detect magic within an item.

One College Only ***10 points for 1st level, 6 points/level for 2nd and 3rd levels***

The mage's Magery advantage works only for spells of a single college and for Recover Strength. He can learn other spells, but he learns them as though he were a non-mage (and can only cast them in high-mana areas). He can use such spells as prerequisites for spells in his own college, even if he can't cast them.

He cannot detect magic items unless they contain at least one spell of his college. In that case, he rolls normally for detection on first sight and first touch.

If the college is an Elemental one, the mage is said to be "aspected" to that college and "opposed" to its opposite: Fire opposes Water, Earth opposes Air. If you are aspected to an element, you *must* roleplay a strong dislike for the opposed element, or lose points for bad roleplaying - e.g., fire-mages won't swim unless they must, and air-mages detest tunnel-crawling. You also get +1 reaction from elementals of that element, and -3 reaction from opposed elementals.



Solitary Magery 10 points for first level,
6 points/level for 2nd and 3rd levels

Your magical abilities are at -3 for every person (or other intelligent being) within five yards of you, and -6 for anyone touching you. It is believed that this actually represents a degree of magical sensitivity so great that it is disturbed by the mana "ripples" caused by living beings.

As partial compensation, a mage with this disadvantage gets a roll vs. IQ to notice any time an intelligent creature enters or leaves the 5-yard area around him - but this only works on a single person. If there is already someone standing next to the mage, he won't notice if someone else approaches.

Song Magery 10 points for first level,
6 points/level for 2nd and 3rd levels

A "song-mage" must be un gagged and able to sing in order to cast his spells or detect magic (as per Musical Magery, above). Characters with this type of aspected magery are *not* freed from the ritual of speaking to cast spells due to high skill level (see *GURPS Magic*, pp. 7-8).

Star-Aspected Magery 8 points for first
level, 5 points/level for
2nd and 3rd levels

A star-aspected mage (or "darkmage") can only use his powers when the sun is not in the sky - on average from 6 p.m. to 6 a.m. When the sun is up, the star-mage will have none of his magical abilities, although a look at his aura will reveal he is a mage.

This type of mage is not affected by being in a building, underground, and so on. Only the sun's position matters. He will know automatically (if he is awake) when it is one minute to sunup and one minute to sundown.

Sun-Aspected Magery 8 points for first
level, 5 points/level for
2nd and 3rd levels

A sun-aspected mage can use his powers only when the sun is in the sky - on average from 6 a.m. to 6 p.m. During solar eclipses, sun-mages have no powers! The effect of other astronomical events (e.g. planets with two suns) is up to the GM. When the sun is down, the sun-mage has *none* of his magical abilities, although a look at his aura will still reveal that he is a mage.

This type of mage is not affected by being in buildings, underground, and so on. Only the sun's position matters. He will know automatically (if he is awake) when it is one minute to sunup and one minute to sundown!

Mana Damper

Variable

This is a specialized form of Magic Resistance.

For 5 points, you can effectively reduce the local mana level by one step, but only for yourself and persons or things that you're actually touching. For 5 points more, this effect extends to everything in the same hex. Each additional 5 points extends the radius of the effect by one hex. You can reduce local mana by two steps by paying the base cost for your range again, and by three steps by paying it yet again. You must also pay the base cost again for the ability to turn the power on and off.

No individual with the Mana Damper power can ever have Magical Aptitude or learn any spells.

Example: A character has Mana Damper in a 3-hex radius. This costs 10 points for the first hex, and 10 more points for two more hexes of range, for a total of 20 points. This is his base cost. If he wishes to prevent all spell-casting within his radius on a normal mana campaign world, he will need to pay the base cost again to bring the local level down to "no mana," bringing the total to 40 points. If he can turn this ability on and off at will, he must pay the base cost again, for a total cost of 60 points.

Contrast this advantage with the Mana Enhancer advantage, below.

Mana Enhancer

Variable

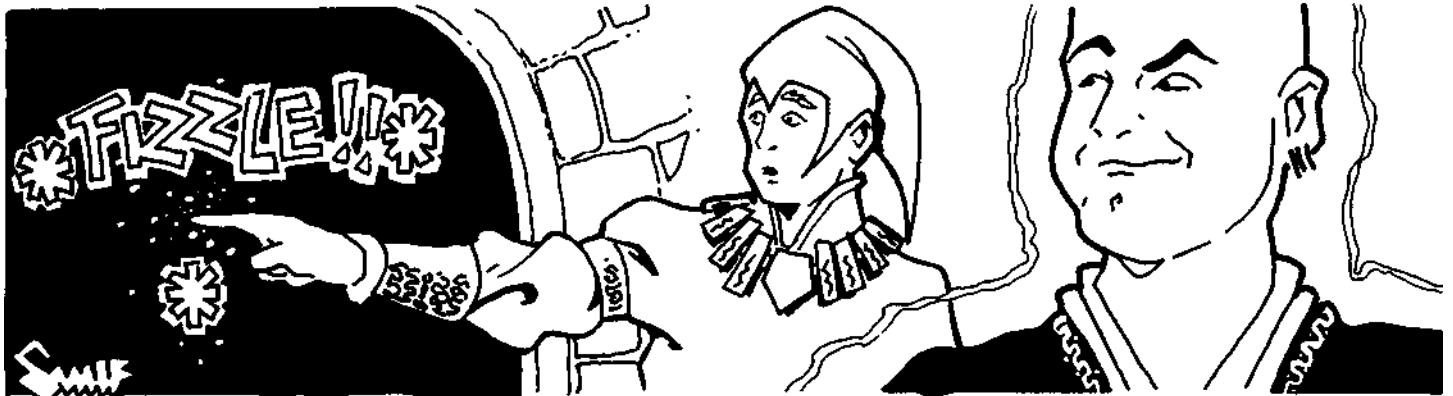
You are inherently magical, and actually radiate mana. In some campaigns, this may force you to hide from unethical mages!

For 25 points, you can increase the local mana level by one step, but only for yourself and persons or things that you're actually touching or carrying. For 25 points more, this effect extends to everything in the same hex as you. Each additional 25 points extends the radius of the effect by one hex. You can increase the local mana level by two steps by paying the base cost for your range again, and so on. You must also pay the base cost again for the ability to turn the power on and off.

If you have the Mana Enhancer advantage, you can never have Magic Resistance; moreover, mages get an IQ + Magery roll to notice you! This advantage does not confer any special ability to cast spells; for that, purchase Magery. Of course, if you can raise the local mana to "high" or better, then you can cast spells even *without* Magery.

Example: A character has Mana Enhancer in a 2-hex radius. This costs 25 + 25 = 50 points for the first hex, and 25 more points for another hex of range, for a total of 75 points. This is his base cost. To be able to turn this ability on and off at will, he would have to pay the base cost again, for a total cost of 150 points.

Contrast this advantage with the Mana Damper ability, above. Note that this advantage can be *very* easily abused, and should be kept under strict control.





Medium

10 points

You possess the natural ability to perceive and communicate with spiritual beings, particularly the spirits of the dead. You don't see them visually, but you know when they're nearby and can speak to them and understand their replies. You can also call spirits to come to you - there's no guarantee they'll obey your summons, but they *will* hear it.

This advantage does not give you any reaction bonus with spirits or any power to control their behavior. Normally, if you request a favor of a spirit, it will ask for some service in return, if it's inclined to cooperate at all.

Compare *Channelling*, p. 34.

Mindlink

1 point/level

Some telepaths develop a permanent mental rapport with a specific individual that is so strong that telepathy seems to work at far greater than normal distances. This is usually a manifestation of a particularly close psychic bond - a pair of identical twins might share a mindlink, or two telepaths who are very much in love could spontaneously develop one. A character must have Telepathy power to have the Mindlink advantage, but the person he is linked to need not be telepathic. Two telepaths may be Mindlinked with each other, but both would have to pay for it.

Having a permanent Mindlink is an advantage that costs 1 point per level, and works only with that one person. Whenever you use any telepathic skill on the person you are mindlinked to, both your Telepathy Power and skill level in whatever ability you are using are increased by the level of the Mindlink. The reverse does not apply, unless you both have Mindlinks.

For example, Isolde has a Mindlink with her lover, Orion. She has paid 10 character points for it, and so has a 10-level Mindlink. When Isolde uses Telepathy to contact Orion, her Power and skill are treated as being 10 levels higher, enabling her to reach him over a far greater distance than normal. But if Orion were also a telepath, he would not gain any bonus to contact Isolde, unless he also had a Mindlink with her.

At the GM's discretion, a Telepath may use earned character points to purchase (or improve) a Mindlink with any Telepath he or she is exceptionally close to. GMs should not allow Mindlinks with Enemies, unless the Enemies are on very intimate terms.

Natural Spellcasting

15 points

This is the natural ability to learn and cast spells which a character has not been taught. It only works in times of great stress, and Magical Aptitude is still required.

If you have this advantage, you still cast any *known* spell in the ordinary way. However, in mortal combat or some other time of great stress, you may also attempt to cast some previously *unknown* spell. You cannot learn spells using this method except on adventures when they are actually needed; you cannot use this advantage in practice or for anything other than a life-threatening situation. In addition, this ability can only be tried once during any one combat situation or other life-threatening emergency. After a new spell is successfully cast using this advantage, you learn the spell and eventually are able to cast it normally. In order to use this advantage, you must have an unused character point available to spend on the new spell.

To use this advantage to cast a new spell, you *ask* for a particular result and then try to make a successful die roll. This request should be reasonably specific; however, it cannot go into great detail. For example, you could request, "Get him away from me," but not, "Teleport him ten miles due east." The GM determines a specific spell which, if it were successful, could accomplish the desired result. In this example, the resulting spell could be Fear (which could cause the enemy to run away), Create Fire (which could create fire around the enemy), Simple Illusion (which could scare the enemy away), or some other spell instead of Teleport Other.

This advantage is normally used by those who have not had the benefit of formal magical training. It cannot be used to learn a new spell if the character already knows a spell that would be able to produce the needed result; in this case the character would cast the known spell and the required stress would never develop.

Die Roll Adjustments: Any new spell is at a -4 penalty the first time it is tried. If possible, the GM should make the new spell one for which the caster already has the prerequisites. If this is not possible, the caster will remain at an additional -4 (total -8) to cast the spell until all prerequisites are learned.

Success and Failure: A successful roll means that the spell has its normal effect and Fatigue cost, and the spell is now known (at a cost of 1 character point). The spell is cast at a -2 penalty for one month after it was first used; thereafter, it can be studied and improved the same as any learned spell. A critical success means that the spell is fully-learned immediately, without the one-month penalty. The penalty for unknown prerequisites, however, lasts as long as the prerequisites are unknown.

A failed die roll means that the spell has no effect - it is still not known. In the event of a critical failure, the caster pays the unspent character point but the spell is not learned; the character point is permanently lost. The critical failure will also produce normal backfire results (see p. B147).

The character pays the normal Fatigue cost if the spell is successful, with the cost coming first from ST and then from HT. The spell is unsuccessful - and is not learned - if there is insufficient ST and HT available; HT cannot go below 0.

Non-Reciprocal Damage

30 points

This advantage is only permitted to Shapeshifters who possess advantages such as Animal Form, Multiple Forms, Shapeshifter or Transformation. Damage taken in one form does not affect the other form. Thus, if a Shapeshifter with this advantage is stabbed for 5 points of damage in one form, and changes that evening, his alternate form will be at full hit points. The damage will return when he changes back.

The drawback to this is that a given form only heals when the character has assumed that form, so a character who spent 50% of his time in each form would effectively heal half as fast. The exception is when this advantage is taken in conjunction with the Reciprocal Rest advantage (p. 43).

Oracle

15 points

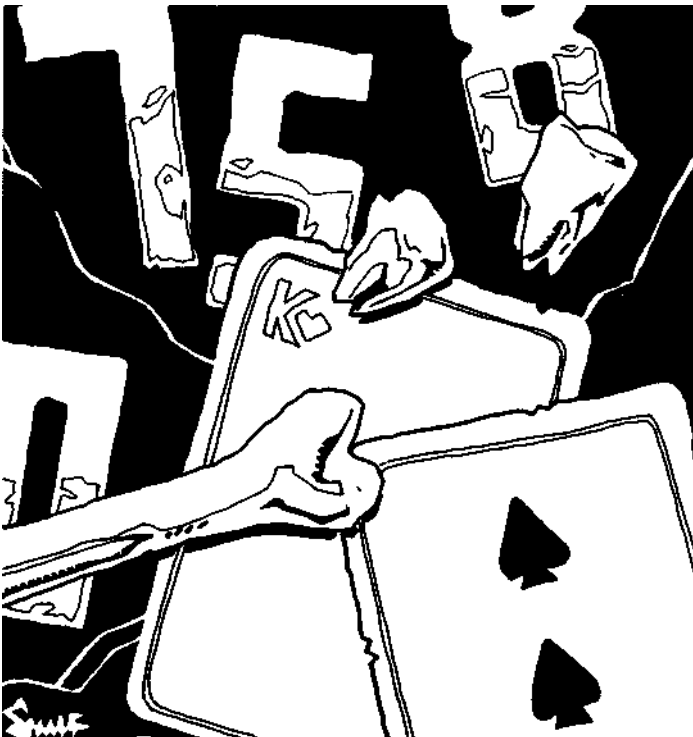
Signs and omens surround us all, every day, but there are very few who can interpret them correctly, or even see that they're there. You are one of those people. You can see the hidden significance in the way plants grow, the behavior of animals, and even changes in the weather and the sky.

Once per day, you may check the omens. Normally, this will require devoting at least an hour to the activity, but if the GM has something in particular he wants to communicate, he may arbitrarily put it in your path. Either way, however, discovering and correctly interpreting the omen each require separate rolls, made in secret by the GM. To detect an omen requires an IQ roll modified by Alertness, while to interpret it requires a straight IQ roll (although if you are a mage, the roll is also modified by Magery).

If the detection roll is failed, you find nothing of oracular significance. On a critical failure the GM will tell you that you have found an omen, but he *lies* - the omen you think you have found will, in reality, be a product of your own fears or wishes. On a critical success, you get a +5 on the subsequent interpretation roll.

If the interpretation roll is failed, the omen will be so vague as to be effectively useless. On a critical failure, you misinterpret the omen in a blatant and possibly dangerous manner. Even on a success, the omen will usually be very general: "an enemy approaches," "a great power, long dormant, is stirring," "follow the dictates of your heart, not your head." On a critical success the information can be more specific: "you risk the wrath of the king," "seek out the mage in the tower."

Note that this is *not* the same thing as divinatory magic, as you cannot choose what questions you will receive answers to. Nor is it the same as psionic Precognition, which requires no interpretation.



Power Investiture

10 points/level

You have been invested with the power of your deity, and may cast clerical spells (see also *Clerical Magic*, p. 35).

Each level of Investiture confers a +1 bonus to IQ when learning new divine spells. Different levels may represent different states of holiness with regard to a single deity, or may be used to differentiate the clerics of one deity from another. Those deities who have a limited ability to transfer power to their followers, or a small range of possible spell effects, will probably only grant one level of Investiture, while those encompassing a wide range of powers may be more generous. The number of possible levels of Investiture granted should be determined by the GM when creating the religion, and affects the church's value as a Patron.

Note that Power Investiture does not necessarily go hand-in-hand with Clerical Investment (p. 32). The first is a measure of the cleric's bond with the deity, the second a social/political ranking within the church. Clerics might not be allowed any Power Investiture until reaching the higher ranks of their religion, or the very use of divine magic might be a separate branch of the church, available only to those of one particular order. Or the deity might choose to grant its power when and where he wishes, completely outside the hierarchy of the church.

The exact nature of the Investiture will probably differ with each culture and religion. In some, it may be an elaborate ceremony. In others, it could be a path of spiritual search and enlightenment, with the cleric himself discovering the secrets necessary to progress through the possible levels. However it is gained, Investiture represents a level of knowledge and attainment that can be made or increased throughout play.

Psionic Resistance

2 points/level

This advantage interferes with *all* uses of psi, friendly or hostile, against *or by* the subject. It can never be turned off!

If you have Psionic Resistance, the level of your Resistance is subtracted from the effective skill of any psionic attempt where you are the subject, even psychokinesis and clairvoyance.

It is also subtracted from your own effective skill with any psi ability. You can still have psi powers, but if you have a high Psionic Resistance, it will be hard for you to develop any significant abilities of your own.

Psionic Resistance may also interfere with some kinds of psionic technology; this depends on the individual device.

No Unusual Background is required for Psionic Resistance.

Note: Psionic Resistance was part of *Antipsi* in the *Basic Set* - it is now an advantage of its own.

Racial Memory

15/40 points

You have access to the memories of your direct genetic ancestors.

For 15 points, the talent is vague and totally passive. The GM secretly makes an IQ roll for you in any situation that your ancestors may have encountered. On a success, you get a vague sense of *deja vu* about the situation. It is up to you to interpret this. A critical success gives a vivid replay of ancient ancestral memories. Nothing happens on a failed roll, and a critical failure results in a *wrong* impression.

For 40 points, you may use this advantage *actively*. If you want to know something, the GM first determines whether or not your ancestors knew the answer. Then he rolls vs. your IQ (do *not* use the "Rule of 12," p. 174) to see if you can gain access to the information. If your ancestors didn't have the answer, you will know that if the roll succeeds. On a critical

failure, you will believe your ancestors didn't know, even if they really did. This requires one turn of absolute concentration (the GM may require more elaborate preparations to recall very ancient memories).

Reawakened

10 points

In campaigns where reincarnation is a fact, some people's memories of previous existences will survive rebirth. If combined with Split Personality, for example, one personality could belong to the PC's previous life. A person with Reawakened can "remember" skills and even mystic rituals learned during other life cycles. These skills and rituals must be purchased normally: this Unusual Background advantage explains how the PC learned them, but does not grant him any point cost breaks.

Reciprocal Rest

15 points

This advantage is only permitted to Shapeshifters who possess advantages such as Animal Form, Multiple Forms, Shapeshifter or Transformation. Normally, a character with multiple forms needs approximately eight hours of physical rest every 24 hours, just like a normal character. This rest can come while in either form (or both forms) but cannot be ignored for long.

With this advantage, the dormant form is considered to be resting while the other form is active. A character with this advantage who spent at least eight hours per day in each form would never need to sleep.

If taken in conjunction with the Non-Reciprocal Damage advantage, this advantage allows both forms to heal at a normal rate (see p. 41).

This advantage does not preclude the dormant form being aware of, and remembering, the active form's actions.

Retrogression

40 points

The character can send his mind back in time to temporarily "possess" someone in the past. The ramifications and variations of this ability are discussed in detail in Chapter 5 of *GURPS Time Travel*.



Second Sight

5 points

You are very sensitive to magical auras. On a successful IQ roll, you are able to sense any magic in use, or which has been used recently, within a 3-hex radius of yourself. "Recently" means within an hour or so for normal spells, but the effect can linger much longer for very powerful rituals or powerful magical entities. You can tell if an object you are touching is magical on a successful IQ roll.

This is similar to the ability to sense magic items granted by Magery, but not identical. Mages may purchase this ability for only 2 points.

Shapeshifter ("Were")

Variable

You have the ability to shape-change into a single animal form. This form is indistinguishable from the natural creature, except for its special powers. This doesn't necessarily imply that you are evil; some were-creatures are very evil, but some are powerful fighters for good. Most simply hide their abilities to avoid persecution. Were-powers are unaffected by mana level.

Weres automatically change into their beast forms one night a month, on the full moon. A "good" person will simply run around and bay at the moon. An "evil" one must make an IQ-5 roll to avoid committing atrocities, and may be penalized for bad roleplaying if he *tries* to be good. The GM is the final arbiter, based on actual behavior, of who is good and evil!

Some weres can deliberately change at other times (an additional 5-point advantage), others cannot. The change from human to beast form, or vice versa, takes three seconds. During this time, the were can do nothing and take no active defense.

Legend has it that natural weredom is contagious - if you are bitten by a were you will become a were yourself! It is completely up to the GM whether this legend is true or not; the players shouldn't know. If it *is* true, use the *Infectious Attack* rules (p. 97). If you become a were, you will change shape at the next full moon. To be cured, you must find powerful magical help. Since being a were is considered an advantage overall, a PC who wants to remain a were must immediately take extra disadvantages, or commit future earned character points to pay for the change.

Advantages and Disadvantages: Weres have the advantage of Slow Regeneration (p. 64). An injured Shapeshifter, regardless of his form, regains HT lost to injury at the rate of 1 extra hit per 12 hours, *in addition to* any "normal" healing or medical aid. Crippled limbs regenerate; *lost* limbs do not.

However, weres are very vulnerable to silver. They can handle silver objects without physical damage, but the presence of silver negates their Regeneration ability, and they will take double damage from silver or silver-coated weapons. Contrary to myth, though, other weapons *will* affect a Shapeshifter. See *Compendium II*, p. 21, for the rules for silver weapons; note that it is unlikely that these could be bought in ordinary shops, unless the area has suffered a plague of weres!

Weres have normal stats when in human form. However, they have special ST, DX and HT stats, as well as extra DR and possibly PD, when in beast form. The exact amount is determined by the type of beast they change into. Anyone with a 14 or greater DX gets a +1 to the listed DX in were form. If his DX is 9 or less, he gets a -1. IQ is unaffected by the change. A were in beast form can use its DX only for fighting and other animal functions - not to open locks, write letters, play badminton, etc. It can understand human speech, but can't talk.

All wounds taken in beast form carry over into human form after the change back. If your human HT is much lower than your beast HT, you could transform from a somewhat wounded beast to a *badly* wounded, or even dying, person! A dead or unconscious were reverts back to human form.

Described below are several types of weres. Legends of were-creatures include all sorts of beast shapes - usually those that are the most frightening to the person telling the tale (Polynesians told stories about weresharks). GMs may create other types as their campaign requires.

Werebear

15 points

A werebear has double normal ST, DX 13, HT +2, PD 1 and DR 4. Speed becomes 8. He attacks by biting (close combat) for cutting damage, as per p. B140, or by striking with claws (reach 1) for crushing damage based on his ST. His weight is quadrupled! Size: 2 hexes normally, 1 when he stands to fight.

A werebear automatically has the Berserk disadvantage (see p. B31) and gets no bonus points for it; it's the reason this powerful form is so cheap. A werebear who berserks will immediately change to bear form.

Wereboar

25 points

A wereboar has double normal ST, DX 14, HT +2, PD 1, DR 3. Speed becomes 8. He attacks by slashing with tusks (cutting damage based on ST) or trampling (1d-1 crushing damage). His weight triples! Size: 2 hexes.

Werebull

30 points

A werebull has triple normal ST, DX 10, HT +2, PD 1 and DR 1. Speed becomes 8. A werebull attacks with a charge - a slam and a trample. The slam does impaling damage based on ST, and if it throws his opponent to the ground, he then tramples (1d+1 crushing damage). Weight is five times normal. Size is 2 hexes.

Werebulls are notorious for having short tempers. They must buy either the Bad Temper or the Berserk disadvantage (see p. B31).

Weredeer Stag, 20 points; Doe, 15 points

A werestag has triple normal ST, DX 10, HT +4, PD 1 and DR 2. Speed becomes 12. A were-doe has double ST, DX 10, HT +2, PD 1 and DR 2. Speed becomes 14. A werestag attacks with his antlers (crushing damage, as per p. B140), or by trampling (1d+1 crushing damage). A weredoe has no antlers, and she does only 1d-1 trampling damage. Weight is unchanged. Size is 2 hexes.

Were-eagle 20 points

A very large eagle, with a wingspan of 12 feet. He has normal ST, DX 13, normal HT and DR 3. Speed becomes 20! He attacks by slashing with his talons in close combat, doing impaling damage based on his ST. Weight is halved. Size: 1 hex.

Werehorse 25 points

A werehorse has triple normal ST, DX 9 and HT +4. Speed becomes 15. A werehorse may kick into any front or rear hex (crushing damage, as per p. B140), or bite for 2 hits crushing damage in Close Combat. Weight is four times normal. Size is 3 hexes.

Like any other stallion, a werestallion has a touchy temper. They must take either the Bad Temper or the Berserk disadvantage (see p. B31). Although it is not required, a weremare may have either disadvantage as well.

Wereleopard

30 points

A wereleopard has double his normal ST, DX 14, HT +2, PD 1, DR 1. Speed becomes 9. He attacks by biting for the throat (cutting damage, as per p. B140). Weight is unchanged. Size: 2 hexes.

A wereleopard gains the Stealth skill and Sense rolls, both at 18, in leopard form, making him hard to track. He can leap enormous distances - up to nine feet vertically, and up to 15 feet in a running broad jump. A leopard can climb trees at normal speed and is strong enough to do so while carrying a carcass. The leopard dislikes water, but is a good swimmer if necessary.

Werelion

40 points

A werelion has triple his normal ST, DX 13, HT +3, PD 1, DR 1. Speed becomes 10. He attacks in close combat, by biting (as per p. B140) or clawing (cutting damage based on ST). Weight is tripled! Size: 2 hexes.

Weresnake

10 points

A giant, nonpoisonous snake, like a python, with double normal ST, DX 13, double Hit Points (not HT), and DR 3. Speed becomes 4. He attacks with a Constriction Attack (p. 52). Weight remains unchanged. Size: 4 hexes (12 feet long).

Weretiger

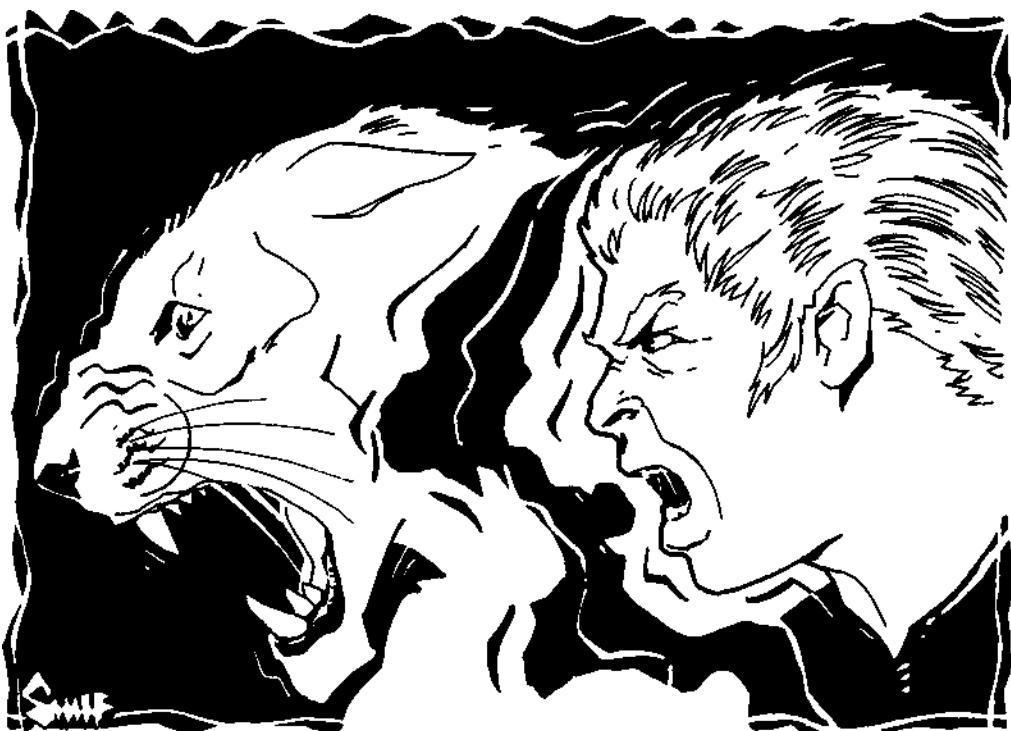
40 points

A weretiger has triple his normal ST, DX 14, HT +2, PD 1, DR 3. Speed becomes 10. He attacks in close combat, by biting (as per p. B140) or clawing (cutting damage based on ST). Weight is quadrupled! Size: 2 hexes.

Werewolf

15 points

The most common type of were. A werewolf has his natural ST, DX 14, HT +2, PD 1, DR 3. Speed becomes 9. He attacks by biting (close combat) for cutting damage (p. B140). Weight does not change. This is a true beast form, not the two-legged, hairy-faced, humanoid "wolf-man." Size: 1 hex.



Snatcher

Variable

This is the power to find (almost) any desired item in an alternate world, and "snatch" it across the dimensions to you. This is not the same as World-Jumper ability (p. 48) - it does not let you visit an alternate world in person.

The items "snatched" do not come from the Snatcher's own world, but from some nameless alternate. Thus, a Snatcher can get things for himself, but he can never intentionally take them away from some specific other person.

Although this power is circumscribed in many ways, it remains an extraordinarily valuable ability! The base cost is 80 character points. This cost can be reduced by several possible limitations on the power, described below.

Using the Power

To make a Snatch, the Snatcher must concentrate, undisturbed, for ten seconds. He must clearly visualize the item he wants. He should have a hand free; the hand will be seen to make "reaching" motions. (A Snatcher with hands tied is at a -3 to his IQ roll.) The Snatcher then rolls vs. IQ. A successful roll means that the desired item is in his hand, or sitting within arm's reach, as he prefers. A failure means that nothing was obtained. Any roll of 14 or over always fails.

A critical failure means the wrong item was snatched. This item will not be immediately dangerous unless the Snatcher was *trying* for something dangerous.

If the Snatcher is trying for *information* in any form, the GM makes the roll - see below.

Items Available

In theory, a Snatcher can get *anything*. In practice, some things are so hard to find that it is little use trying for them. In general, a Snatcher has a good chance of getting any item that exists in his own world, or any reasonably similar item. He can also get any item that ever existed in his own world's past history, or any reasonably similar item. If the desired item is unusual, the GM may apply an IQ penalty to each attempt:

Desired item is significantly different from anything that ever appeared in the Snatcher's own world: -1 or more, at the GM's option. A Snatcher could visualize "a perfect diamond, bright green, the size of a hen's egg, carved into the shape of a typewriter," but he might be rolling at -20!

Desired item is unique or almost unique in any one world (e.g., the Hope Diamond): -3 or worse.

Snatcher cannot clearly visualize what he wants: -4 or worse, at the GM's option, and a "success" may not be what the Snatcher was really hoping for.

Note that none of these penalties will keep a determined Snatcher from getting what he wants *eventually*.

However, a Snatcher *cannot* get an item that works by natural laws wholly different from those in his own world. For instance, a Snatcher in a non-magical world (or even a world with no magic that he *knows of*) cannot Snatch a magical item, because he is absolutely unable to visualize it properly. He'd get a pretty, but powerless, sword or jewel. Similarly, a Snatcher from a low-tech world could not get a laser pistol; he wouldn't be able to visualize it well, and his best effort would be a broken or toy gun. (A generous GM might bend this rule on a critical success, and then let the poor Snatcher try to figure out how to use his amulet/laser pistol/psi-ripper without killing himself.)

Repeated attempts: If a Snatch attempt is not successful, or if the Snatcher wants an identical item, he can try again immediately, at a cumulative -1 to his IQ roll. Each repeated attempt at the same thing costs *double* Fatigue. An interval of an hour between attempts at the same thing will eliminate this penalty. (The GM should be strict about attempts to circumvent this. "A .45 pistol," is not very different from, "A .357 pistol," for Snatch purposes.) Furthermore, critical successes may be ignored when repeated attempts are made in quick succession so if the Snatch being attempted is very difficult, the Snatcher will simply have to wait an hour between attempts.

Information is not available except in the form of "ordinary" textbooks, reports, and so on. A Snatcher can grab a history book, but can't ask for "The Book of What Happens Next in My Adventure." Note also that the GM makes the roll if information is requested. If the roll is failed by 5 or more, the information comes from an alternate world with different history, physics, etc., and will be wrong - maybe subtly, maybe not subtly at all!

Weight Snatched

The strongest known Snatchers can get any item of up to 5 lbs. weight. A lower weight limit reduces the cost of the power:

- 3 pounds: -5 points
- 2 pounds: -10 points
- 1 pound: -15 points
- 4 ounces: -20 points
- 1 ounce: -25 points

Fatigue Cost

The Fatigue cost of a snatch is normally 2. The cost of the second and any successive attempt at the same Snatch is 4. An hour's wait will eliminate this penalty.

Special Limitations

Some Snatchers have particular limitations on their powers, which reduce the character point cost.

The GM may permit other limitations (for ideas, see Chapter 4), setting their costs as appropriate. The final cost of the ability can never be reduced below 50 points. Some known types of limitation are:

Extra time: Each attempt takes more concentration: a minute (-5 points), five minutes (-10 points), or 30 minutes (-15 points).

Specialization: The Snatcher can only grab a certain type of thing, or cannot touch some certain class of thing. Some examples might be *Only weapons* (-10 points); *Only information* (-15 points); *Only money* (-10 points); *Only metal* (-5 points); *No metal* (-15 points); *Only blue things* (-20 points). The GM sets the value of the specialization.

Stunning: The Snatcher is always mentally stunned after a successful Snatch. -10 points.

Uncontrollable: On a failed IQ roll, the Snatcher gets *something*, but it isn't what he wanted. The worse the failure, the more different the item is. If a Snatcher wanted a fully-loaded pistol, a failure by 1 might bring an unloaded pistol. A failure by 2 could mean a water-gun, a failure by 3 a book on "How to Shoot," and so on . . . with a critical failure bringing a live hand grenade. *Any* critical failure will be dangerous, regardless of what the Snatcher was looking for! -20 points.



Special Rapport

10 points

You have a unique bond with another character that keeps you both constantly aware of the other's well-being. The Rapport acts as a highly-potent empathy that works without regard to distance. Both characters in the Rapport must pay for this advantage.

The Rapport will tell you if the other character is in trouble, in pain, lying or in need of your help, and the other will know the same about you. The other character in the Rapport need not be a lover, or even a close friend.

GMs should be cautious about allowing a beginning PC to take a Special Rapport with a much older or more powerful NPC. If this is allowed at all, it should probably require an additional Unusual Background.

For other kinds of unusual ties between characters, see *Mindlink* (p. 41) and *Karmic Ties* (p. 39).

Spirit Empathy

10 points

Similar in function to Animal Empathy (p. B19), Spirit Empathy gives you a +3 reaction from any spirits you may encounter. You are loathe to harm or enslave spirits without a very good reason, and you should try to prevent others from doing so.

Super Luck

100 points

The player - rather than rolling dice at all - may *dictate* the result of any one die roll made by his character (or by the GM, for his character) once per hour of playing time. Wholly impossible attempts still cannot succeed, but the player can choose any result which would be possible, no matter how unlikely, on a single normal die roll.

A character can take Super Luck and any degree of "normal" Luck, but no one can take Super Luck more than once!

Temporal Inertia

15 points

You are strongly rooted in probability. This advantage is only worthwhile in a campaign in which paradoxes or changes in history, erasing past events or whole timelines, are possible.

If history changes, you will remember both versions.

If you are involved in a genuine time paradox, you will not be erased, even if the rest of your world is. You will have a place in the new timeline, whatever it is. You will remember all your experiences, even the ones that never happened. (In an extreme case, you will have two complete sets of memories, and you must make an IQ roll any time you have to quickly distinguish between one and the other . . . Acting skill may be needed to keep you out of the asylum.)

There is a drawback, though. There will be a "you" in any parallel or split timeline you encounter, and he will be as similar to you as the timeline allows.

The opposite of this advantage is *Unique* - see p. 99.

Time-Jumper

Variable

This is the power to travel in time without machinery or a gate - just by willing the "jump." The basic cost of this power is 100 points, but modifications to the ability (described below) can vary the cost.

This advantage can be improved with time and practice. Someone who starts with Time-Jumper ability can spend character points to improve the power at a later date.

The question of what times are available to a Jumper, and the possible results of meddling with history, are up to the GM; see *GURPS Time Travel* for some suggestions.

Making the Jump

To travel in time, the Jumper must visualize his destination and concentrate for 10 seconds; then make an IQ roll. If the jump is hurried, roll at -1 for every second of concentration fewer than ten. On a successful roll, the Jumper appears in the target time (see below). On a failed roll, he does not move; a roll of 14 or more is always a failure. A critical failure sends the Jumper to the wrong time!

If two or more Jumpers are in physical contact, and one jumps, the other can go along if he wants to - even if the one initiating the jump does *not* want company. The person initiating the jump is the only one who makes a die roll; wherever he arrives, the other(s) will, too. This only works if the tag-alongs also have the power to get there on their own!

The "Landing"

The Jumper appears in the new time at exactly the same place he left the old one, or as close as possible. (For instance, if he was in a basement when he "jumped," and there is no corresponding basement in the target time, he would appear at ground level.) If there is no corresponding "safe" location within 100 yards, the jump is impossible; the Jumper will know why he failed. Thus, you could not jump between times while you were on a transcontinental flight.

However, nothing in this ability prevents a Jumper from appearing in the midst of other types of danger, such as radiation, gunfire or wild animals. If a Jumper has the Danger Sense advantage, though, the GM should roll before he makes a hazardous jump, to see if he gets a warning.

Fatigue Cost

A time-jump normally costs 1 Fatigue. The GM may add Fatigue costs for especially "tricky" jumps, especially in a campaign where paradoxes are possible!

Load Carried

Different Time-Jumpers can carry different loads with them. The amount that you can carry will affect the cost of the power. However, "encumbrance" for a jump is based, not on your ST, but on your IQ! Thus, if you have IQ 12, "no encumbrance" is up to 24 lbs., regardless of your ST.

Nothing can be carried (you arrive naked): -10 points.

No encumbrance (2 x IQ lbs. or less): 0 points.

Light encumbrance (4 x IQ lbs. or less): +10 points.

Medium encumbrance (6 x IQ lbs. or less): +20 points.

Heavy encumbrance (12 x IQ lbs. or less): +30 points. At this level, you can transport one person with you, along with the clothes you are both wearing, *regardless* of that person's actual weight. However, if the actual weight exceeds your normal "heavy encumbrance" level, nothing else can be carried.

Extra-heavy encumbrance (20 x IQ lbs. or less): +50 points.

Jumping with extra effort: A Jumper can make an extra effort and exceed his normal encumbrance limit by one level. Multiply fatigue cost by five (!!), and make the normal skill roll at -3. If the jump succeeds, the Jumper will be mentally stunned on arrival.

Special Limitations

Some Jumpers have particular limitations on their powers, which reduce the character point cost. The GM may permit other limitations (for ideas, see Chapter 4), setting their costs as appropriate. *Minimum* cost for this ability is 60 points. Some known types of limitation are:

Drift: The Jumper does not arrive in exactly the place he left from. He won't arrive in thin air or underground, but may show up anywhere within ten miles of his planned destination. The better his skill roll when he jumps, the closer he will be to the place he wanted to arrive, but it's the GM's call as to exactly where he appears. -15 points.

Limited range: The Jumper is limited to hops of (for instance) 100 years at a time. The GM must set the point value of this limitation based on his own campaign; it will be more of a handicap in some campaigns than in others. A suggested value is -10 points.

Limited maximum range: The Jumper can never get farther than (for instance) 100 years from his "home time." Again, if the GM allows this limitation, he must set its point value, because it will be *vastly* more of a handicap in some campaigns than in others.

Psychic travel: The Jumper leaves his body behind, and enters the mind of a native of the period. This is really the Retrogression advantage (p. 43), *not* Time-Jumper.

Stunning: The Jumper is always mentally stunned after a jump. -10 points.

Uncontrollable: The Jumper will use his power involuntarily whenever he is in extreme stress. Any failed Will roll in the face of danger or a phobia indicates extreme stress. The GM does not have to allow this limitation to any Jumper who doesn't also have at least -15 points worth of phobias! -10 points.

Special Enhancements

A few Jumpers have extra abilities, which increase the character point cost. Some known "enhancements" are:

No concentration required. When you want to jump, just make your IQ roll. +15 points.

Teleport jump. The Jumper can appear anywhere in the new time, within the restrictions given for the Teleport power (p. B175). The Jumper must also buy that power at normal cost, and pay an added 10-point cost to let the two powers be used together. Two die rolls are necessary for each jump - one for each power - and it is quite possible for one to succeed while the other fails, or for both to fail.

True Faith

15 points

You have a profound religious faith which protects you, to some extent, from becoming the prey of "evil," supernatural beings such as demons and vampires. In order to be protected, you must have some sort of physical symbol of your faith to defend yourself with: a crucifix, Torah, Koran, Buddhist prayer-wheel or Hindu idol are all appropriate. The object must be one revered by *your* religion, though - a devout Moslem will gain no benefit from wielding a crucifix.

A malign supernatural being (the GM decides what creatures this applies to) cannot approach within a yard of a holy object wielded by someone with True Faith. If somehow forced into this radius, it must leave by the most direct route possible, as if it suffered from Dread (p. 97) of the holy symbol. If it cannot leave without coming closer to the holy object, then it must make a Will roll. If it succeeds, it may run past the holy object and its bearer to escape, pushing the bearer aside if necessary (but using only the minimum force required to escape). If the roll is failed, the monster is cowed. It must cower, helplessly, and cannot move, defend itself or take any other action.

In order to keep the True Faith advantage, the believer *must* behave in a manner consistent with his religion. This may involve a Code of Honor, Disciplines of Faith, Sense of Duty or a Vow, and if any of these are broken, the GM may decree that

the True Faith advantage is lost. It is *not*, however, necessary for someone with True Faith to be kind, loving or law-abiding. A violent bigot or religious terrorist can be just as sincere in his religious devotion as a saintly ascetic.

Visualization

10 points

By visualizing yourself successfully performing a task, you improve your chance of doing so. Your will is focused on increasing the probabilities of success.

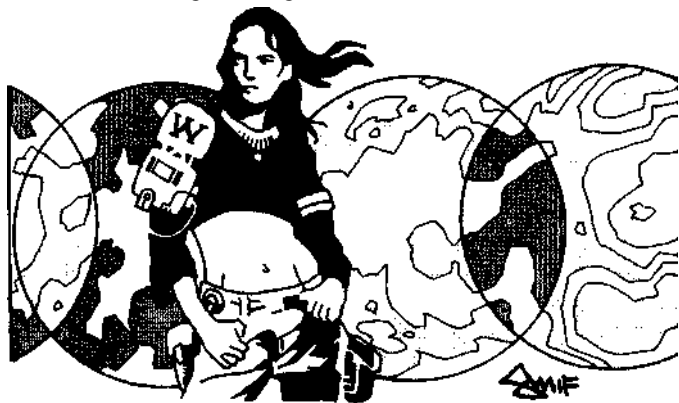
This ability requires one minute of concentration. The visualization must be detailed and involve a clear and specific action, which makes it useless in combat, where circumstances are always changing. The closer the mental picture of the task is to the actual circumstances, the greater the bonus. The player must describe the scene he visualizes (he can include senses other than sight!) and the results he hopes to achieve. After concentrating, he rolls against his Will. He gets a +1 bonus to the desired action for every point by which the roll succeeds - as long as the circumstances correspond almost exactly to the visualization. If they are not quite the same, halve the bonus (to a minimum of +1); if something is clearly different, divide the bonus by three (no minimum). The GM can give an additional bonus, up to +2, or any amount of penalty, for a good or bad description!



World-Jumper

This is the power to travel to a parallel world without machinery or a gate -just by willing the "jump." The basic cost of this power is 100 character points, but modifications to the ability (described below) can vary the cost.

This advantage can be improved with time and practice. Someone who starts with World-Jumper ability can spend character points to improve the power at a later date, removing limitations or increasing the weight that can be carried.



Making the Jump

To visit another world, the Jumper must visualize it for ten seconds and make an IQ roll, rolling against his "memory" of the world. On a successful roll, the Jumper appears in the new world (see below). On a failed roll, he does not move, but may try again. A critical failure sends the Jumper to the wrong world! This is terribly dangerous, of course, but if the Jumper survives, he may find that he has sole access to a newly-discovered world.

To be visited repeatedly, a world must be "memorized." Memorizing a world is a Mental/Easy task; thus, learning a new world at IQ level costs 1 character point. A Jumper can accomplish this "memorization" in one undisturbed hour absorbing the "feel" of the new world. (If a Jumper visits a world and does not memorize it, he can try to return anyway, but he rolls at IQ-3.)

Unless a Jumper wants to be *sure* of hitting his target world *immediately*, there is little need to put extra points into memorizing any one world. Should a Jumper choose to do so, each additional point spent takes one additional hour.

Normally, for a Jumper to visit a new world for the first time, he must be "escorted" by another Jumper. The two (or more) must be in physical contact; each may carry his normal load. The "lead" Jumper makes the IQ roll. All the other Jumpers go along automatically. "*Escorting*" can be involuntary! If two Jumpers are in physical contact when one of them jumps, and the other one wishes to tag along, *he will*. Of course, in a campaign where other methods of cross-world travel exist, a Jumper may use them as well.

Some Jumpers have enhanced abilities (see below) which let them visit new worlds. Other new worlds are discovered by accident, when a Jumper goes to the wrong place and survives.

The "Landing"

The Jumper appears in the new world at exactly the same place he left the old one, or as close as possible. This works exactly as for Time-Jumper - see p. 46. There are a few instances in which world-jumping is more flexible than time-jumping. You *could* world-jump while on a transcontinental flight, if your target world was so nearly identical that there was a plane in the same place!

Variable

Fatigue Cost

The Fatigue cost of a world-jump depends on the "separation" of the two worlds; see p. TT87. For those without access to *GURPS Time Travel*, assume that the normal Fatigue cost is from 1 up to 10 if the worlds are very "distant."

Load Carried

Treat this exactly as for Time-Jumper, p. 46.

Special Limitations

Some Jumpers have particular limitations on their powers, which reduce the character point cost. The GM may permit other limitations (for ideas, see Chapter 4), setting their costs as appropriate. Minimum cost for this ability is 60 points. Some known limitations are:

Cannot escort another Jumper. If this character ever learns a new world, he won't be able to take others there. -10 points.

Cannot follow another Jumper. This is a more severe limitation, because it drastically cuts down on the Jumper's opportunities to learn new worlds. -20 points.

Drift: As for Time-Jumper, p. 47. -15 points.

Stunning: The Jumper is always mentally stunned after a jump. -10 points.

Uncontrollable: As for Time-Jumper, p. 47. -10 points.

Special Enhancements

A few Jumpers have extra abilities, which increase the character point cost. Some known enhancements are:

New worlds. The Jumper can deliberately aim for worlds where he has never been. Any such attempt is at IQ-3, with a further penalty assessed by the GM, depending on how different the world is from anything in the Jumper's previous experience. Of course, it is always possible that *no such world exists*, depending on the number of parallel worlds in the campaign. In that case, any attempt automatically fails, although the Jumper won't know why. Fatigue cost for *any* attempt to hit a new world is twice normal. (The GM who finds this enhancement too powerful is free to forbid it!) +50 points.

No concentration required. When you want to jump, just make your IQ roll. +75 points.

Reduced fatigue. Visiting most worlds costs no Fatigue; distant worlds cost only 5. +20 points.

Teleport jump. As for Time-Jumper, p. 47.

Tracking. The Jumper can visit a world where he has never been, if he can hold and examine an artifact from that world. The attempt must be made while the Jumper is holding the artifact (or touching it, if it's too big to carry). Any such attempt is at IQ-2, and each Jumper only gets one try per artifact. +20 points.

World Sight

10 points

You are able to perform shamanistic magics (see pp. R116-125). You have the ability to transcend ordinary human limitations and gain the power to enter the domain of gods and spirits. You may be subject to intermittent visions even if you never receive proper training as a shaman.

Wyrd

See *Destiny*, p. 35.

Variable

RACIAL AND SUPER ADVANTAGES

These advantages are intended primarily for nonhumans and superhumans; at the GM's option, normal humans can buy them (especially in a cinematic campaign), but they may have to pay considerably more for an Unusual Background.

Where it would make sense, these advantages are assumed to be *switchable* - the character can turn them on and off at will but the default condition (while sleeping, unconscious, etc.) is *on*. Specific exceptions are noted. To switch an advantage on or off, spend one turn activating the ability, and it switches at the beginning of the following turn. Any advantage bought with the Instantaneous enhancement (p. 109) can be switched on without any delay at all.

Some advantages can be modified to work on someone else (see *Affects Others*, p. 69). The base duration of such abilities is *HT* seconds. This can be increased with the Extended Duration enhancement (p. 109).

Absorption

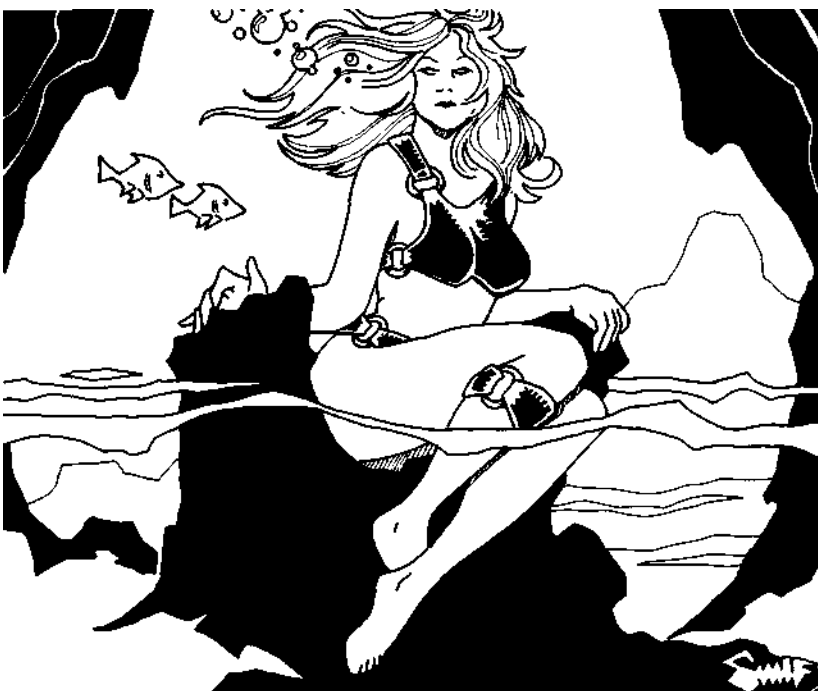
Variable

You can absorb energy from an attack and use it to fuel your own powers! Every level of Absorption allows you to "soak up" 1d of damage from the appropriate type of attack into an "Absorption Battery," and convert those points into character points for *temporarily* raising a power or attribute. Once these points have been allocated, they cannot be shifted elsewhere.

You can absorb a maximum of 6 points per level. For example, if you have three levels of Absorption, you could soak up a maximum of 18 points to be used for fuelling a power or attribute. These points are lost again - unused ones first - at the rate of 1 per turn. Enhanced abilities are lost when the character points drain away.

After your battery is full, the Absorption acts like normal Damage Resistance (p. 52), at the rate of 2 points of DR per level of Absorption.

You must announce that you're absorbing an attack *before* the damage dice are rolled so that the appropriate number can be separated for damage determination. You can never absorb your own attack.



defense table

See p. 52 for DR and p. 64 for Reflection

Frequency	DR	Reflection	Absorption
Everything	3	8	12
Common	2	6	10
Occasional	1	4	8
Rare	1/2	2	4
Very Rare	1/4	1	2

Examples of Damage Types:

Common: Crushing (most bullets, fists, maces, falling safes), Cutting/Impaling (knives, swords, arrows, spears), generic Energy, generic Psionic, generic Living Things, Metal.

Occasional: Air, Cold/Ice, Fire/Heat, Light, Earth, Electricity, Matter Control, Sonic, Bullets, Magic, Plants.

Rare: Alteration, Darkness, Vibration, Weather, Radiation, Acid, Poison.

Very rare: Mud, Citrus Fruit, Insects, Cheese.

Special limitation: If absorbed points can only go to one attribute or power, determined when the character is created, this is a -20% limitation.

Altered Time Rate

100 points/level

You experience the flow of time at a rate that differs significantly from the norm. If your rate of time perception is faster than a normal human's, this is an advantage. For 100 points, you experience time twice as fast as a normal: two seconds are "lived" for each real second that passes. For each additional second, add 100 points.

Altered Time Rate allows you the luxury of extensive planning even in crisis situations, as everything seems to happen in slow motion. Any Mental skill or Perception roll may be attempted at no penalty to additional actions. Exceptions to this are Fast-Talk, Diplomacy, or any other skill which requires interaction with another person (unless they also have Altered Time Rate at the same level you do!).

Each level of this advantage allows you to take one additional maneuver. Maneuvers that depend on the reaction of another person (Feint, for instance) cannot be taken - others can't react in the short time allowed!

Amphibious

10 points

You are equally at home on land and in the water. You suffer no penalties for skill use when working underwater, and you do not need the Swimming skill (p. B49) - you can automatically swim at your normal Move rate. You must still breathe (but see the *Gills* advantage on p. 56). Typical features include smooth seal-like skin and webbed fingers and toes.

There is no cost (positive or negative) to be able to function normally in water but not on land.

Armor Variable

See *Passive Defense* (p. 63) and *Damage Resistance* (p. 52).

Bioelectric Shock **10 points**

You can generate an electric current in your body, much as an electric eel or ray does. This inflicts 1d electrical damage if you touch a person. It costs 2 Fatigue. You can also use the ability to *save* lives: add +3 to First Aid skill for CPR rolls!

Bite **30 points + 5 points/+1 damage**

This is the "vampiric" bite attack. It allows a character to drain the blood (and HT) of his victims.

To make a Bite attack, the victim must be helpless - sleeping, stunned, surprised, or successfully grappled. Note that the character may still bite in combat for normal damage; the restriction is only upon feeding. The only exception is with a more savage attack; the Bite may be attempted as part of a slam. The Bite usually does cutting damage based on ST as described on p. B140. Most victims of a Bite will be required to make a Fright Check each round they are bitten.

Each round, the character steal 1 point of HT from his victim. For every 3 points of HT stolen, he heals 1 point of HT. This cannot be used to raise maximum HT. For those with *GURPS Magic*, treat the HT drain as a Steal HT spell (p. M74).

Body of Air **50 points**

Your body is a smoky form in the shape of a human. You may carry nothing with you, except your costume if you have the Costume advantage. Your Move is half normal, but you can go up or down at will, and can slip through the narrowest of cracks.

If you are outdoors, every five mph of wind speed will move you 1 hex/turn in the direction it is blowing - if that's the direction you wish to travel in, it will add to your Move! Otherwise your Move will go down as you try to fight against the breeze.

In this form you cannot be hit by ordinary weapons, but are vulnerable to all energy, psionic and magical attacks. You cannot wield any physical weapons, but can use your abilities normally otherwise. All knockback from wind-based attacks is doubled, and if a vacuum is created in your hex you take 3d damage. A whirlwind will do 1d damage per turn that you remain within its radius unless you were the creator.

Special enhancement: Objects may be carried. They take on the changed form when they are picked up, and regain normal form when put down. +10% for No Encumbrance, +20% for Light, +50% for Medium, or +100% for Heavy.

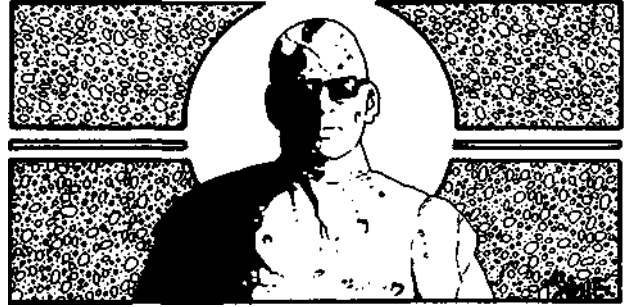
Special limitation: You cannot switch out of Body of Air form. This is usually inconvenient, and often crippling! This is not a percentage limitation; treat an unswitchable Body of Air as a *disadvantage* worth -30 points. If you can carry objects, use the percentage value of the enhancement to lower the cost of the disadvantage. For instance, if you could carry objects of Medium encumbrance, the value of the disadvantage would be reduced by 50%, to -15 points.

Body of Earth **40 points**

Your body is made of earth or sand. This will prevent cutting or impaling attacks by normal weapons from doing any extra damage above their base. You can alter the form of your body to fit into an oddly-shaped space, or flatten into a thin stream of dirt or sand to move through a small opening. It takes 2 turns to change your shape in this manner. You cannot imitate other people or creatures with this ability, however, as your control is not that fine.

All water-based attacks do an extra 50% damage against you, figured *after* DR is subtracted.

Special limitation: You cannot switch out of Body of Earth form. This is not especially crippling, although you look peculiar. -10%, plus the potential of Ugly or Hideous Appearance.



Body of Fire **5 points/level**

Your body is covered with flames, from which you take no damage. Anything you touch has a good chance of igniting immediately (determined by the GM). You have an extra DR 1 against Heat/Fire attacks for every two full levels of this advantage, and an extra DR 1 against bullets for every five levels.

All cold or water-based attacks do an extra 50% damage against you, calculated *after* DR is subtracted.

The temperature of the flames is 500°, plus 25° per level. Even the weakest flame will ignite matches, paper and so on; to melt or ignite other things, more temperature may be required.

You can do damage with your body alone. For each three levels, you do 1 extra point of burn damage when you strike with your hands. For each ten levels, you do 1 d of burn damage per turn to anyone in your hex (minimum 1d).

Special limitation: You cannot switch out of Body of Fire form; you are a human fire-elemental, and must live in a cave or an asbestos house. This is grossly inconvenient for you, and dangerous for others. -40%.

Body of Ice **25 points**

A malleable coating of ice covers your body, making you immune to the effects of cold temperature, and adding 5 DR.

All punching and kicking damage is increased by 2 points, but attempts to grapple (or to be grappled) are at -4.

All fire- or heat-based attacks do an extra 50% damage against you, figured *after* DR is subtracted.

Special limitation: You cannot switch out of Body of Ice form. This is often, inconvenient, and will end your social life. -60%.

Body of Metal **9 points/level**

Your body is composed of metal. You get PD 1 for every three levels (maximum PD 6) and DR 1 per level. Damage from your punches and kicks is raised by +2, but your Move is reduced by 20%. Sonic and vibratory attacks are automatically "armor-piercing" against you; this means that only 3/4 of your DR (round up) is effective. You are considered "ferrous" with respect to magnetism.

Special enhancement: Your body is non-ferrous. +10%.

Special enhancement: Your body's metal is amorphous rather than crystalline, and suffers no extra effect from sonic or vibratory attacks. +30%.

Special limitation: You cannot switch out of Body of Metal form. This is not especially crippling, although you look peculiar. -20%, plus the potential of Ugly or Hideous Appearance; however, a metal body might also be sleek and attractive.

Body of Stone **8 points/level**

Your body is made of rock! (This usually implies a silicon-based metabolism.) You gain PD 1 for every four levels (maximum PD 6) and DR 2 for every three levels. Damage from your punches and kicks is raised by +2, but your Move is reduced 20%. Sonic and vibratory attacks are automatically "armor-piercing" against you; this means that only 3/4 of your DR (round up) is effective.

Special enhancement: Your body's stone is amorphous rather than crystalline, and does not suffer the extra effect from sonic or vibratory attacks. +30%.

Special limitation: You cannot switch out of Body of Stone form. This is not especially crippling, though you look peculiar. -25%, plus the potential of Ugly or Hideous Appearance.

Body of Water **40 points**

Your body is made of water, kept roughly man-shaped by surface tension. Normal crushing weapons will do half normal damage; normal cutting, impaling and missile weapons will do 1 point damage per hit (regardless of DR). Dehydration- or fire-based attacks do *double* damage (figured after DR is subtracted).

You may use your abilities normally, but normal Physical skills are at -8. You can alter your form into anything from a puddle to a water bottle, if your volume remains unchanged.

You can enter water without being harmed. You will not become invisible, but you will be at -4 to be seen - a vague mist moving through the water at your normal Swimming speed.

Special enhancement: Objects may be carried. They take on the changed form when they are picked up, and regain normal form when put down. +10% for No Encumbrance, +20% for Light, +50% for Medium, or +100% for Heavy.

Special limitation: You cannot switch out of Body of Water form. This is usually inconvenient, and often crippling! This is not a percentage limitation; treat an unswitchable Body of Water as a *disadvantage* worth -20 points. If you can carry objects, use the percentage value of the enhancements to lower the cost of the disadvantage, as described for Body of Air.

Bouncing **12 points/level**

Your body is rubbery and bouncy. For every level of Bouncing, you get DR 1 vs. crushing damage. For every five full levels, you get an additional PD of 1 (maximum PD 6) versus any physical attack. Every three levels gives you one level of Super Jump (p. 68).

Use the Jumping skill to initiate and control a bounce. In general, your bounce distance is 90% - if you jump from a ten-story building, you can bounce to the top of a nine-story one. You must make at least one full 90% bounce after any vertical fall, although you can go in any direction. You do not have to bounce after a horizontal bounce or a jump; you can make a short bounce, or just stop.

You take no damage from *intentional* rebounds from inanimate objects, as long as you make your Jumping roll. You can jump out of an airplane and, *if you roll well*, you'll be unhurt. But slams, failed rolls and uncontrolled bounces cause normal damage. Note that the Super Jump ability gained free with each three levels of Bouncing will reduce the damage you take if you do fail a roll after you fall.

For slam attacks, each level of Bouncing works like a level of Increased Density (p. 58). When someone fails a slam against a foe with Bouncing, he is knocked back 1 hex per point he failed by (e.g., 3 hexes if he fails his slam roll by 3). If you want to slam someone by *bouncing into them*, you must make a Jumping roll to hit them, before any other slam rolls.

Special limitation: You get none of the Super Jumping abilities; you must jump off something to bounce. -25%.

Brachiator **5 points**

You can swing on vines and through the branches of trees with great speed and skill. You get Acrobatics at DX-2 and Climbing at DX for free. If you have a ST of 11 or less, you must use four limbs to brachiate. If you have a ST of 12 or more, you may use just one pair of arms. Base Move while Brachiating is half your ground Move.

Broadcast **3 points/level**

The Radio Hearing advantage (p. 64) is a prerequisite. You can broadcast on any radio frequency you can hear. To find out your range in miles, square your level of Broadcast. This ability will often qualify for Secret Communication (p. 65), which carries its own cost.

Special enhancement: Video Broadcast. You can transmit, via UHF or VHF signal, a video of anything you can see. +40%.

Cast Iron Stomach **15 points**

You can eat almost anything (gristle, spoiled milk, mildewy grain, half-rotten vegetables, fuzzy blue-green meat) as long as it's of the proper biochemical base for you. Reduce food costs by 75%. You receive a +4 to resist the effects of any poison, disease or drug not tailored expressly for you. However, you get a -3 reaction modifier from anyone watching you eat!

Compare *Universal Digestion*, p. 69.

Catfall **10 points**

You subtract five yards from a fall automatically (this is considered an automatic Acrobatics success; don't check again for it). A successful DX roll *halves* all damage taken from a fall.

Chameleon **7 points/level**

You can blend into your surroundings. In any situation where being seen is a factor, you have an additional +2 per level to your Stealth skill when perfectly still, or a +1 per level if moving. This advantage will not help in the dark, or against someone relying upon senses other than sight. Clothing reduces this bonus to +1 per level when motionless, with no bonus if moving, unless the clothing is, in the GM's judgment, camouflaged relative to the specific background at the moment. •

Special limitation: You cannot turn this ability off. Strangers will react at -1; the flickering effect is irritating. Reduce the final cost by 5 points.

Claws **15/25/40/55 points**

See the entry for Claws under *Strikers*, p. 67.

Clinging **25 points**

You can walk or crawl on walls or ceilings. Move is halved while using this advantage. You can stop at any point and stick to the surface without fear of falling.

If you are falling and try to grab a wall before hitting the ground, the GM first decides whether the wall is within reach. If it is, a successful DX roll is needed to touch the wall. Once the wall has been grabbed, a successful ST roll must be made, modified at -1 for each 5 yards fallen. If the ST roll is failed, five yards are subtracted from the distance because of the slowing effect the failed Clinging attempt had on the fall.

Note that a variation in gravity will affect the above distances. In 0.5 G, for instance, each five-yard distance would become ten yards.

Special limitation: You can only cling to one particular substance. -30% for common materials like wood, rock, brick or metal. -50% for rare materials such as ice, rubber, etc.

Compartmentalized Mind 50 points/level

Your mental coordination gives you, in effect, more than one mind. Each mind, or compartment, functions independently at full capability. By default, each compartment is identical, but they are affected by hypnotism, magic, psionics, etc., separately; e.g., one could be hypnotized without affecting any of the others.

This advantage does not allow a character's *body* to perform more than one task at a time; that requires Full Coordination (p. 56). Thus, a character with five levels of Compartmentalized Mind and two of Full Coordination could perform six telepathic feats, but physically do only three.

Only one compartment controls the body at a time. If the compartments disagree on who should be in charge, roll a Contest of Wills, with the compartment currently in control of the body getting +1.

Compartments are considered completely separate mentalities for telepathic purposes. Each compartment must actively Telereceive or Telesend to another . . . and the other compartment may choose to resist the contact! If two compartments are in contact, another entity (a third compartment or an outsider) may be able to eavesdrop; see p. P37.

Constriction Attack 15 points

A character with Extra Flexibility (p. 55) may also purchase a constriction attack for 15 points. In order to make a constriction attack, the character must first successfully grapple his opponent. Then roll a quick contest of ST. If the constrictor wins, the victim takes as much damage as he lost by. If the victim wins, he takes no damage.

To constrict successfully, the constricting limb must be twice as long in hexes as the victim's size in hexes. So to constrict a human (size 1 hex) the constricting limb must be at least 2 hexes long.

Costume 15 points

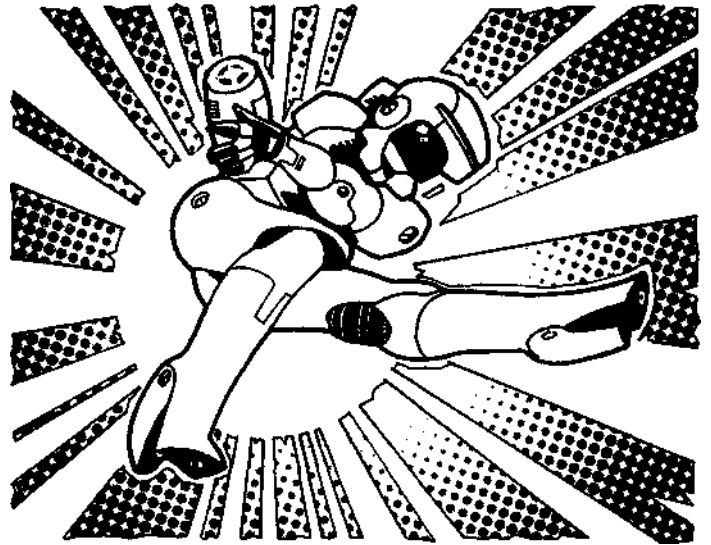
This advantage, a staple in "four-color" super-heroic campaigns, should be unavailable in a realistic campaign. Your costume can work with (and is immune to damage from) your own powers. If you stretch, your costume stretches with you; if you ignite your body, your costume doesn't burn. This only grants the costume immunity! It doesn't burn when you flame on. It also won't be hurt by a flamethrower . . . but it will not protect you from a flame attack!

Damage Resistance 3 points/level

This functions as the Toughness advantage (see p. B23), but can be purchased in as many levels as desired. This DR will protect against both physical and energy attacks, but will not aid versus purely mental attacks such as most magic or psi. This may be armor, a magical force field, thick skin, or any other mechanism the GM and player can agree upon.

This advantage may be purchased with a limitation "only to certain types of damage." See the *Defense Table* on p. 49.

Special Limitation: Ablative DR, -15%. When an attack strikes ablative DR, every 10 points of basic damage rolled removes one point of DR, *regardless of whether or not the*



attack penetrates DR. Lost DR "heals" at the same rate as lost HT. Characters who want their DR to regenerate more quickly may take Regeneration.

A character may put a layer of ablative DR under normal DR, in which case only the damage that penetrates the normal DR reduces the ablative DR.

Special enhancement: Hardened DR, +30% per level. Each level of Hardened (up to two) cancels out one level of Armor Piercing from an attack. It has no other effect.

If attacked by a weapon that normally ignores all or part of a target's DR, Hardened DR is unaffected by such reductions.

Example: A Gyroc Carbine (see *GURPS Ultra-Tech*) normally does 8d(2) damage - the target's DR is halved before the 8d damage is applied. Hardened DR would ignore this divisor.

Dark Vision 25 points

You can see in absolute darkness, using some means other than light, radar or sonar. You suffer no skill penalties for darkness, no matter what its origin. Anyone using either this advantage or Night Vision is color-blind while in darkness.

Special enhancement: You can see colors in the dark. +20%.

Decreased Life Support 10 points

You require less food, water, air, etc., than a human would in life-support situations. Very small races and races with Slow Metabolisms often have this advantage.

Discriminatory Smell 15 points

You can differentiate between (and recognize) people, places and things by their odors. Your sense of smell is far beyond the human norm, and can determine distinctive odors for practically everything and anything you may encounter. You may memorize an odor by sniffing it for at least one minute and making a successful IQ roll. If this roll is failed, you may not attempt to memorize that odor again for at least one full day.

You get +4 on any task that utilizes the sense of smell (plus any Acute Smell bonuses), and receive +4 to the Tracking skill.

Special enhancement: You can detect a person's or animal's emotional state by odor. This effectively provides the Empathy advantage while within 2 hexes of the subject. +50%.

Special limitation: One particular substance has a particularly offensive odor to you. If encountered, you must make a HT roll or become temporarily ill, losing 1d from each stat while in

the presence of the odor and for 30 minutes thereafter. This is a -50% limitation for common substances, -20% for things found occasionally and -10% for rare items. It is a -1-point quirk for something very rare.

Discriminatory Taste **10 points**

This advantage functions in most ways like Discriminatory Smell (above), but it enhances the sense of taste instead, so tracking is not possible. A *small* quantity of the material to be examined - for a living subject, this means bodily fluids - must be ingested. This gives an IQ roll to recognize the taste, identify whether a substance is safe to eat, and so on. A more detailed "analysis" can be performed with a roll against the appropriate skill (Chemistry, Cooking, Poisons . . .). You get +4 on any task that utilizes the sense of taste (plus any Acute Taste bonuses).

Doesn't Breathe **20 points**

You absorb the oxygen you need through the surface of your body. You can't be strangled, and are immune to most gases (your body won't absorb anything harmful). You will still suffocate in a vacuum, or anywhere else where there is no oxygen available. You can live underwater as long as the water contains oxygen (although you still suffer damage from extreme pressures). You can use breathing equipment in space, as your lungs are capable of working normally.

Doesn't Eat or Drink **10 points**

You do not require food. Your body is powered in some other manner (solar power or ambient magical energy, for example). Note that a sufficiently rare power source may qualify you for the Dependency (p. 81) and Increased Life Support (p. 102) disadvantages.

Doesn't Sleep **20 points**

You never have to sleep. You can ignore all Fatigue losses from missed nights of rest.

Dominance **5 points +15 points/100 pts. controlled**

This is an advantageous form of the Infectious Attack disadvantage (see p. 97), suitable for vampires, were-creatures and other supernatural beings. The character spreads his "curse" as per the Infectious Attack rules, but keeps absolute command over those he infects, and anyone who *they* infect. These subordinate characters must all take the Slave Mentality disadvantage (see p. 94).

This advantage costs the character 5 points, plus 15 points for every 100 points worth of characters he dominates. As he acquires new slaves, the added cost must be paid for with new disadvantages or, at the GM's discretion, with earned character points. This dominance persists as long as the dominant character lives. If he dies, then the characters he formerly dominated become free-willed, with dominance over any characters *they* have infected, or will infect in the future.

When a *PC* changes from subordinate to dominate, he must use earned character points to "buy off Slave Mentality and purchase this advantage. The change takes place immediately upon the death of his master, but all subsequent earned experience points must go to pay off the character point "debt" thereby created, until it is paid in full.

Drug Factory

Variable

Your glands produce natural analogs of existing drugs. Various drugs are described in *GURPS Cyberpunk*, *Psionics*, *Space*, *Ultra-Tech* and *Lensman*. Certain alchemical elixirs may be permitted in a fantasy campaign. All drugs are subject to GM approval. You can administer these drugs to others (but not yourself) via a bite or claws. Your supply is limited to HT/2 doses; your metabolism can replace one dose every four hours.

This advantage costs 20 points for the first drug and 10 points per extra drug.

Duplication **75 points/copy**

This allows you to split into two or more bodies ("Dupes"), each possessing your full knowledge and powers. For an additional 25 points per copy, your Dupes can be in constant telepathic contact.

When your Dupes re-merge, your HT is the average of the current HT of the merged forms. Everything experienced by any Dupe is remembered by your re-combined self. If one of your Dupes is killed, all the others immediately take 2d damage and are stunned (roll vs. IQ-6 to recover).

Dupes do *not* get copies of your equipment. If you spend the money and/or points to purchase two copies of a piece of equipment, then the GM should let a Dupe appear with the item.

If one of your Dupes is killed, you lose the appropriate number of character points. The GM may allow you to *spend* 75 earned character points to buy back your dead Dupe.

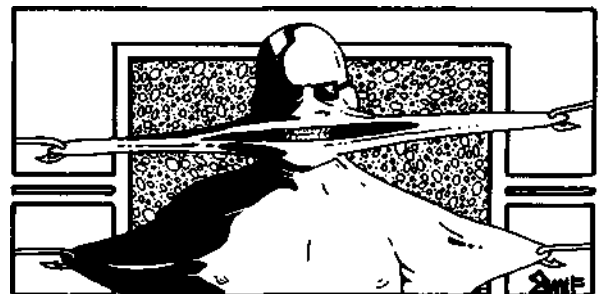
Special enhancement: If one of your Dupes is killed, the others are not stunned or hurt. +20%.

Special limitation: Your Dupes do not share your full HT; instead, it is divided evenly between them, rounding up. For instance, HT 15 would divide into two Dupes of HT 8 each, or three of HT 5, or four of HT 4. Extra Hit Points are divided in the same way. When your forms re-combine, add their HT instead of averaging, losing any extra points gained when fractions were rounded up. -40%.

Early Maturation **5 points/level**

This advantage can only be taken as a racial advantage.

Each level of this advantage halves the time to reach the age of majority (normally 18). A race with one level of this advantage reaches maturity in nine years, with two levels in 4.5 years, etc. A race with one level of Extended Lifespan and one level of Early Maturation reaches maturity in 18 years.



Elastic Skin **20 points**

You can alter your skin and facial features to duplicate those of humans or near-humans of similar size and shape. This takes ten seconds and costs 1 Fatigue; there is no cost to change back to your original form, which only takes three seconds. You cannot duplicate clothing. Duplicating a specific individual requires a Disguise+4 roll.

Enhanced Move

10 points/level

This advantage can only be taken as a racial advantage. For superhumans, use *Super Flight* (p. 67), *Super Running* (p. 68) and *Super Swimming* (p. 68); for everyone else, see the *Increased Speed* advantage (p. 26).

Each level of Enhanced Move increases the race's maximum speed by the original Move score in one mode of locomotion (running, swimming, flying, etc.) Move is only increased if the individual is moving along a relatively straight, smooth course. Basic Speed, Dodge and Move in combat are unaffected, but anyone targeting the individual with a missile or thrown weapon will subtract a speed modifier appropriate to the individual's current speed.

Example: A plains-dwelling race with a Move of 8 buys two levels of Enhanced Move (Running). Members of the race can now run at 8+8+8, or 24.

Half-levels of Enhanced Move are possible; increase speed by 1/2 the original Move score.

Enhanced Strength

Variable

Rules for purchasing great strength have appeared in several slightly different forms in various *GURPS* supplements. This "advantage" is covered by "*Enhanced Strength*" on p. 7.

Enhanced Time Sense

45 points

This advantage is an advanced form of the Combat Reflexes advantage, and includes all the benefits normally associated with that advantage. There is no reason for any character to ever take both Enhanced Time Sense and Combat Reflexes - the advantages are *not* cumulative. Unlike Combat Reflexes, Enhanced Time Sense cannot be purchased after character creation.

Someone with Enhanced Time Sense can receive and process information at a rate dramatically faster than most humans. His physical speed is unaffected, but his mental speed is prodigious.

In addition to the effects of Combat Reflexes, this gives you several other game benefits. First, you automatically have initiative in any combat situation (if there's more than one character with Enhanced Time Sense in the combat, initiative falls to the one with the highest Basic Speed). At the GM's discretion, you can perceive things that happen too fast for normal humans to discern. For example, you will never be fooled by a projected image, because you'll be able to see the individual frames of the film or tape change. If secret information is being sent at super-high-speed, as a "blip" over the air or wire, you'll be able to hear it, if you're monitoring the transmission. (You probably won't be able to decipher it, but you'll be able to tell it's there, and you'll know it's not just random static). If you glimpse a blurred object in flight out of the corner of your eye, you'll be able to tell if it's a bird, a baseball, a fairy or a very small UFO.

Finally, if you have Enhanced Time Sense, the GM can *never* tell you to make a decision *right now*. Your rapid thought processes will always give you the opportunity to think a problem over thoroughly and respond in the manner you think best. (This advantage will not, however, protect you from the slings and arrows of impatient fellow gamers, if you're taking a half-hour to decide what to do in each second of a given combat.) The only exception to the above might be something that's coming up so fast that the other characters can't perceive it at all then the GM would be justified in asking you for an immediate response.

This advantage does not "slow down" the world from your viewpoint. You can still enjoy a movie by simply ignoring the frames, in much the same way that a literate person can choose whether or not to consciously notice the individual letters in the words he's reading. A normal conversation will not seem to last decades.

This advantage should not be available to normal human PCs without the GM's permission and a significant Unusual Background. It can be used as a super-power or racial advantage.

Special enhancement: This advantage will never allow you to make more than one psionic attack per turn, but for an additional +15 points it will serve as the "Instantaneous" enhancement (see p. 109) applied to *all* relevant psionic skills.

Extended Lifespan

5 points/level

This advantage can only be taken as a racial advantage. For long-lived humans, see *Longevity* (p. 527).

An average life cycle is defined as 18 years of childhood, 32 years of active maturity, and then the onset of progressive aging. One level of Extended Lifespan doubles all these values . . . maturity at 36, onset of aging at 100, rolls begin at every two years, accelerate at 140 and 180. Two levels triples the base values, etc.

Extra Arms

Variable

If a limb can be used to manipulate, it's an arm, regardless of where it grows or what it looks like. Any normal arm can be used to strike a blow which does thrust-2 damage based on ST. To do extra damage with an arm, see *Strikers* (p. 66). Characters have two arms at no cost; extra arms have a base cost of 10 points each.

Longer or Shorter Arms

Arms may be made longer or shorter, relative to human arms. For game purposes, human arms have a reach of 1. When ancient/medieval weapons are used, subtract 1 from any weapon's reach if it is held by short arms, and add 1 or more to the reach of a weapon held by longer arms.

Shorter arms cost only 5 points per additional arm. These arms have reach 0 (close combat only), and don't have the leverage to use any weapon which must be swung. If *all* of a being's arms are short, then it is at -2 on any attempt to grapple. If a two-armed being has two short arms, this is a -10 point disadvantage (see *Short Arms*, p. 104).

Longer arms cost 10 points *per arm* for each extra hex of reach. Each extra hex of reach also adds +1 to the creature's *normal* swing damage, and +2 to any attempt to grapple. Note that long arms can be attacked in other hexes, as though they were long weapons (see p. B110).

No Physical Attack

If the arm can manipulate but cannot attack physically (due to structure or lack of ST in that limb) each such arm only costs 5 points. Generally, that limb can be used to wield a firearm or similar ranged attack, but cannot attack physically. An example of such a limb might be a monkey's prehensile tail. If these arms are also *short* (see above), then the cost is only 2 points per arm.

Coordination

Extra arms allow extra actions. A three-handed creature could perform a two-handed task (e.g., firing a crossbow) and a



one-handed task (e.g., swinging a sword) at the same time. He could not *aim* two weapons unless he had Independently Focusable Eyes (see p. 58).

A creature with multiple arms can use all of them in concert during normal situations (to repair a watch, for example), or during instinctive actions such as grappling in close combat or catching a thrown object. The ability to make multiple combat actions of other kinds is paid for separately, however (see the *Full Coordination* advantage, p. 56).

Close Combat with Extra Arms

Extra arms give a huge advantage in close combat. You cannot punch with more than one arm at a time unless you have *Full Coordination* (p. 56). But you may *grapple* with all at once. Every extra arm (of regular length or longer), over and above the generic set of two, gives a +2 on any attempt to grapple or pin, or to break free from a grapple or pin. Other limbs do not help.

Extra Encumbrance 5 points

You have a "load-bearing frame" and can carry more than a normal human of the same ST could. Light encumbrance is defined as 5 x ST, Medium as 10 x ST, Heavy as 20 x ST, and Extra-Heavy as 30 x ST.

Extra Fatigue 3 points/level

See *Extra Fatigue*, p.24. The GM may allow a race that has both powers that utilize *Fatigue* (e.g., magic or psionics) and a racial penalty to ST (i.e., a racial average ST of 9 or less) to buy *Extra Fatigue* that applies to those powers *only*. This costs 2 points per *Fatigue* point, to a maximum racial average *Fatigue* of 12.

Extra Flexibility 5 or 10 points

Arms may be designed for great flexibility compared to human arms. They may be tentacles, or they may just be multi-jointed. Such arms are not necessarily strong or weak, nor are they necessarily dexterous or clumsy; those abilities and disabilities are bought separately.

The effect of this is simply that any arms that can reach each other can work together, regardless of body positioning, general layout, or "right" and "left."

Cost is 10 points (for the whole creature), or 5 points (for a single limb, for example an elephant's trunk).

Extra Legs

Variable

If a limb cannot manipulate, but can be walked on, it is a leg. The "default" number of legs is two. A leg is assumed to be able to kick with a range of 1, doing thrust/crushing damage. Each additional hex of range costs 10 points. Extra damage is purchased per *Strikers*, (p. 66). If the legs can't kick for damage, reduce the total leg cost by 5 points.

Three or four legs cost 5 points; if the character loses a leg, he can continue to move at half-speed (round down). Loss of a second leg causes him to fall.

Cost to have five or six legs is 10 points. Each leg lost reduces speed by 2 until only three legs are left. At that point, speed is reduced to 2. Loss of one more leg causes the character to fall.

Cost to have seven or more legs is 15 points. Each leg lost reduces speed by 1 until only three legs are left. At that point, speed is only 2. Loss of one more leg causes the character to fall.

Feet Manipulators

Any limb which can manipulate should be purchased as an arm (see *Extra Arms*, p. 54) - the fact that the character walks on it is merely a special effect.

Faz Sense 10 points

The term "faz" is specific to the *Thranx* in the *Humanx* universe, but any creature equipped with vibration-sensitive antennae may possess this sense.

The sense of *faz* allows you to detect the location and general size of objects by sensing atmospheric vibrations. It is not a substitute for vision, though. You can find an opponent in the dark more easily than a human could, but you cannot detect colors, nor can you sense details - such as what specific weapon a foe is carrying. In a perfectly still, dark chamber, you will have only a vague idea how large the room is, but you will be able to *faz* a wall before you run into it. You can easily find any doors or vents by sensing the air moving in or out of the room.

To use *faz*, roll vs. IQ as for any other sense, with the following modifiers:

Range: Use the Range modifier on p. B201. More distant objects are harder to detect.

Size: Use the Size modifier on p. B201. Larger objects are easier to detect.

Relative speed: Assign a relative Speed *bonus* as per p. B201; moving objects are much easier to detect than stationary ones.

Wind speed: Assign a Speed *penalty* (based on wind speed), as per p. B201, for winds over ten mph.

A successful *faz* roll indicates the general size, location, speed and direction of movement of an object. It will not usually reveal any information about the object's shape. Once you have *fazed* something, you may target it with a ranged or melee attack, taking the same penalties on your to-hit roll as you did on the *faz* roll (but never a bonus).

The *faz* roll is affected by Alertness and "Acute Faz" (an advantage costing 2 points per +1).

Field Sense 10 points

You can detect and orient to electromagnetic fields. You automatically have *Absolute Direction* on any planet with a magnetic field. You can also (for instance) sense whether power is flowing through a device. The power flow from an A cell could be detected at 1 hex, a B cell at 10 hexes, a C cell at 100, and so on.

Filter Lungs

5 points

You can biologically filter out *ordinary* contaminants (smoke, dust, pollen - even tear gas) in the atmosphere. This is especially useful in polluted cities on Earth, as well as on alien planets.

Flexibility

15 points

You can bend your body in absolutely *any* direction. This advantage is like Double-Jointed (p. B20), only more so; you cannot possess both Flexibility and Double-Jointed. You get a +5 on any Climbing, Escape or Mechanic roll. You cannot stretch or squeeze yourself abnormally, but any part of your body may bend any way. This advantage is included in the normal cost of Stretching (p. 66).

Flight

40 points

You can fly through the air. The "default" is full-fledged, self-powered flight without wings or gliding surfaces - perhaps using magic, psionics or natural jets. Various forms of gliding and winged flight are also possible (see below).

Flight speed is equal to twice normal Move, modified by any levels of the Enhanced Move (Flight) (p. 54) or Super Flight (p. 67) advantages possessed. If you are capable of true Flight (not Gliding or Winged Flight), you may also "fly" at half-speed underwater.

This advantage does not confer the ability to do complex acrobatics and tight turns; for that, buy the Flight skill (p. 131). See p. B139 and CII74 for detailed rules on flight.

By default, flying beings may hover and may fly as high as they want to (as long as they still have air to breathe).

Special limitation: Winged Flight. You fly using large, functional wings or specialized skin flaps. Wingspan is typically at least twice your height. In order to take off, land or maneuver, you must have an open area with a radius equal to your wingspan in all directions. If the wings of a winged flyer are bound, or if a wing is crippled (or more than 1/3 of its wings, for multi-winged creatures), it cannot fly. (To determine a hit to the wing, assume any hit to an arm has a 50% chance of hitting the matching wing instead). -25%.

Special limitation: Winged Flight (Small Wings). As above, except the wings are very small, with a wingspan as small as 1/2 height. You uses your wings only to help steer, not to lift. If the wings are seriously damaged in flight, you can land safely on a successful Flight roll. -10%.

Special limitation: Gliding. This is a limited form of Winged Flight (above). Gliders cannot gain altitude while flying. You descend at 1 hex per turn. Enhanced Move does not affect speed, but each time it is bought, it halves the descent rate. -50%.

Special limitation: Controlled Gliding. As above, except that controlled gliders *can* gain altitude, by riding updrafts or "thermals" (assuming such currents are present). A normal thermal will raise a glider at 1 hex per turn. If thermals are present, you can locate them on a successful IQ roll (one attempt per minute). -45%.

Special limitation: Cannot Hover. *Not available for Gliding; a glider can't hover anyway.* You must always move with at least half maximum speed when flying. -15%.

Special limitation: Low Ceiling. You cannot fly very high. -10% for a 30-foot ceiling, -20% for a ten-foot ceiling, -25% for a five-foot ceiling. This does not limit speed in any way, but the GM may require Flight rolls to dodge obstacles near the ground.

Full Coordination

50 points/attack

This is the ability to make more than one physical attack per turn, using each limb only once. The "default" for *GURPS* combat is one attack per turn, regardless of how many limbs one possesses. Each level of Full Coordination allows one *extra* attack per turn. The maximum number of attacks possible is equal to the number of limbs that you have to attack with. Physical attacks are limited to punches, kicks or weapon attacks.

For instance, a character with four arms could buy Full Coordination/1 and make two attacks per turn, FC/2 and make three attacks per turn, or FC/3 and make four attacks per turn, using each arm once. Note that a two armed creature could take this advantage, too. It could then attack once each turn with each hand, at no penalty!

When an individual with Full Coordination makes an All-Out Attack, he may take one type of bonus for each weapon used, but all bonuses must be the same. He could not, for instance, swing twice with one weapon while aiming carefully with another! If he chooses to increase his number of attacks, he gets 50% more attacks than normal, rounding down.

To *aim* two or more weapons at once requires the Independently Focusable Eyes advantage (see p. 58).

Fur

Variable

For a cost of 0 points, you have *very thin fur* like that of a Chihuahua dog. It prevents sunburn and gives you a distinct appearance, but has no other qualities.

For 4 points, you have fur similar to that of a cat or dog, providing DR 1 and 1 point of Temperature Tolerance towards cold (see p. 30).

For 29 points, you have *thick fur*. This is a dense pelt, like a polar bear's, providing PD 1, DR 1 and 2 points of Temperature Tolerance toward cold. However, this may cause suffering in hot weather!

For 33 points, you have *spiny fur*, like porcupine quills. PD 1, DR 1. Does 1d-2 impaling damage to opponents in close combat.

Fur is obvious, and requires proper grooming that can take time; loose fur and static build-up can be a problem.

Gills

10 points

You have the ability to extract oxygen from the water. This allows you to remain submerged indefinitely in normal water. If there is no oxygen to extract, you will still suffocate. You can still breathe normally out of the water.

There is no cost (positive or negative) for a gill-breathing character who cannot breathe air.

Growth

10 points/level

You have the ability to grow to an enormous size - 20', 30' or even more! As your size increases, so must your ST (or you'd collapse, unable to support your own weight). Your equipment *doesn't* change size!

Each level of Growth costs 10 points, and allows you to increase your size by a factor of 100%, *based on your original height*. It takes you one turn to increase your size by one level.

Example: A six-foot-tall character has four levels of Growth. This would allow an increase in height of 24' (6' x 4), to a maximum height of 30'.

If you attempt to grow in a room, vehicle, container, etc. that isn't large enough to hold you, your growth normally stops. However, if your *maximum* thrust damage is enough to penetrate the wall or ceiling's DR, you will burst through it in one turn per point of DR the surface possesses.

You must buy the ST to support your form separately - each additional level of Growth requires more ST than the previous level. If the ST only activates at a certain size, you receive a cost reduction based on how big you must be to use it - after all, ST 250 isn't nearly as useful if you can only use it when you're 50' tall! See the chart below.

growth and strength

Levels of Growth	Minimum ST	Cost Reduction
1	20	-10%
2	36	-20%
3	56	-30%
4	90	-40%
5	150	-50%
6	240	-60% (maximum)
7	350	-60%
8	500	-60%
+1	+150	-60%

Special limitation: Maximum size only. If you can only switch between normal height and your maximum, you may apply the same cost reduction from the chart above to the Growth ability itself.

This makes huge, incredibly strong characters relatively cheap - but they're also very easy to hit, and will have a hard time using their super-power indoors!

Other advantages: At the player's and GM's discretion, other advantages such as Extra Hit Points, Increased Density, etc., could be associated with Growth. If so, they should be bought with the same cost reduction from the chart.

Healing 25 points

You have the ability to heal others. You must be in physical contact with the subject. On a successful IQ roll, up to 7 hits can be healed. The Fatigue cost of a successful healing is 1 for every 2 hits healed (round up). Failure costs the healer 1d of Fatigue; critical failure also causes the recipient 1d damage.

The healing roll is at -2 when the victim is unconscious, and -2 or worse to cure disease. It can't restore a lost limb. Freshly broken limbs should be carefully set before healing is attempted, otherwise the healing will result in a crippled limb. Crippled limbs are restored at a -6, and each healer only gets one try at any one limb. Healing cannot bring back the dead.

Note: This works exactly like the Healing Power (p. P15) - because they are the same thing! If you have the Healing advantage, you are a psi with a Healing Power of 7 and the Healing skill at IQ level.

It is assumed that this power works on the user's own race and on all "similar" races. In a fantasy campaign, all the warm-blooded humanoid races (Elves, Dwarves, Orcs, Halflings, etc.) would be "similar."

Special limitation: Works on user's own race only. -20%. This is not available in a campaign where there is only one intelligent race.

Special enhancement: Xenohealing. The user can heal creatures quite dissimilar from himself. Examples, assuming the healer is human: "All Mammals" (+20%), "All Earthly Life" (+40%), "All Carbon-Based Life" (+60%), "Anything Alive" (+80%), "Anything Animate" (including the undead, golems, etc.) (+100%).

Hermaphromorph 2 points

You can switch between fully functional neuter, male and female forms. The process takes about six hours, during which you will experience mood swings and suffer from the Bad Temper disadvantage (or, if already Bad Tempered, make all Will rolls to resist it at -3).

Heroic ST Variable

Rules for purchasing great strength have appeared in several slightly different forms in various GURPS supplements. This advantage originally appeared in GURPS Greece, but is now covered by "Enhanced Strength," on p. 7.

Hide or Scales Variable

You have a thick hide or actual armored scales.
For 0 points, you can have *very light scales*, like a snake. Besides the appearance, there is no other game effect.
For 3 points, you may have *scales*, like a lizard's. This gives you DR 1.

For 28 points, you may have *thick hide*, like elephant or rhino hide, or *heavy scales*, like an armadillo or armored lizard. This gives you PD 1, DR 1.

For 56 points, you have a *carapace*: a chitinous layer that provides PD 2, DR 2.

For 59 points, you have *armor plates*, like those of a pangolin. PD 2, DR 3.

Horns Variable

See *Strikers*, p. 67.

Hyperactive 30 points

You have a very high metabolic rate. You have Increased Speed +2, but you also require huge amounts of food (treat as -20 points of Increased Life Support, p. 102).

Hyperflight 50/75 points

Prerequisite: Super Flight (p. 67)

You may fly at or *exceed* the speed of light! This ability cannot be safely used in an atmosphere - die friction would destroy *anyone*. Exception: an Insubstantial character can use Hyperflight in atmosphere, or even through walls.

Your speed depends on the amount of Super Flight you have. For 50 points, Hyperflight allows you to travel at the speed of light (*c*) times your level of Super Flight.

Example: A character with three levels of Super Flight purchases Hyperflight for 50 points. He can now travel at 3c (three times the speed of light).

For 75 points, each level of Super Flight translates into one light year *per day* of flight, allowing massive distances to be covered.

You must first accelerate to your full normal flight speed, then you may kick in FTL travel. You can thereafter switch freely between FTL and normal speeds - no inertia carries over between switches.

Absolute concentration is required, and nothing that requires conscious attention (including anything that requires a Step and Concentrate maneuver to use) may be used. You cannot turn or maneuver; if you wish to do so, you must drop to normal flight speed. Items thrown or dropped by a Hyperflying character instantly slow to his maximum normal flight speed - a baseball cannot be thrown at ten times the speed of light to take out a space station! Similarly, if you collide with anything more sub-

stantial than an interstellar cloud, you immediately stop, without harm to yourself or the object hit.

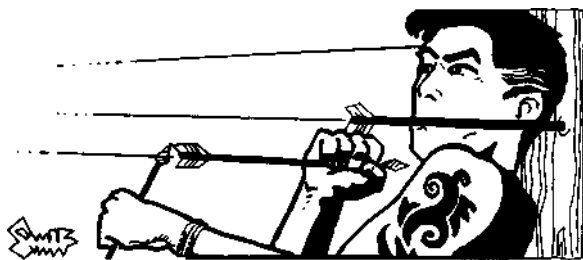
You must have some method, either technological or through an advantage, of surviving in the vacuum of space!

Special enhancement: You can maneuver while Hyperflying. +10%.

Special limitation: You perceive only a brilliant blur around you (*Star Wars*-style effect) and cannot clearly navigate. All Astrogation rolls are at -6. -30%.

Hyper-Reflexes **15 points**

You can voluntarily produce and control abnormal levels of adrenaline, increasing speed and reflexes. At the start of any turn, you can activate your Hyper-Reflexes. This costs 1 Fatigue per turn but gives you the Combat Reflexes advantage and +1 to Basic Speed. (If you *normally* have Combat Reflexes, you gain double the usual benefits.) This fatigue cost may not be reduced by the Reduced Fatigue Cost enhancement.



Hyper-Strength **30 points**

You can perform feats of hysterical strength. You may increase ST (but not Fatigue) by 50% at a cost of 1 Fatigue *per turn*. This fatigue cost may not be reduced by the Reduced Fatigue Cost enhancement.

Ice Skates **5 points**

You can move normally on ice - no DX penalties are incurred for bad or slippery footing. Note that if you can move normally on ice but *not* on land, the resulting Reduced Move disadvantage will probably more than cancel the Ice Skates cost.

Similar advantages can be invented for characters who are unaffected by snow ("Snow Shoes") or other difficult terrain.

Immortality **140 points**

You will never die of natural causes and are tough to kill unnaturally! This is simply a combination of Instant Regeneration (p. 64), Immunity to Disease (p. B20), Immunity to Poison (below) and Unaging (p. 69).

Immunity to Poison **15 points**

You are immune to the effect of any toxins. This doesn't confer immunity to a corrosive substance such as hydrochloric acid - just to bona fide biological or chemical poisons. If there is a question, the GM's decision (as always) rules.

Independently Focusable Eyes **15 points**

You can focus in two separate directions, allowing you to aim two weapons at once, for instance, or to take full advantage of extra limbs. Characters with more than two eyes can buy this advantage again for each additional eye to be focused independently: three Independently Focusable Eyes would cost 30 points, four would cost 45 points and so on.

Increased Density **5 points/100-lb. increase**

Your body is made of much denser stuff than a normal man's. For every 100-lb. increase, you get an extra DR 1 against crushing damage (see p. 52), and any knockback done to you is decreased by 1 hex. The extra weight will count as encumbrance if you aren't strong enough to carry it, though! Any body weight over 15 x ST counts as encumbrance.

The first doubling of weight reduces Swimming skill by 5; after a second doubling, you cannot swim at all, but can walk along the bottom of a body of water.

Each level of Increased Density also gives you a +1 bonus to slam another character, and a -1 penalty to another character's attempt to slam you.

Infravision **15 points**

Your vision extends into the infrared portion of the spectrum, allowing you to see varying degrees of heat. You can even see in absolute darkness if the temperature is above 70°. No matter what the temperature, you suffer only a -1 when fighting at night, as long as your foe is someone or something that emits heat! You get +2 to see any living beings during daylight if you are scanning an area visually.

This advantage also allows you to follow a heat trail when tracking. Add +3 to any Tracking rolls if the trail is no more than an hour old. A sudden flash of heat, such as an explosion, acts as a Flash spell (see p. B163) to anyone with Infravision.

Note: Infravision can be taken in conjunction with the Blindness disadvantage. Blind creatures with Infravision always operate as though at night. They can only track if the trail is less than one hour old. They may not normally read or distinguish colors.

Injury Tolerance **Variable**

You do not suffer certain effects of injury that are normally suffered by most living beings. The cost depends on the precise weaknesses eliminated:

No Blood **5 points**

You do not rely upon a vital bodily fluid (like blood) for survival. You never have to make Bleeding rolls (see sidebar, p. B130) and are unaffected by blood-borne poisons or drugs.

No Brain **5 points**

While you may still have a head, your brain is distributed, or is not the true seat of consciousness. You can ignore the knockout and stunning effects of "Brain," "Head" and "Jaw" hits, and blows to the Brain (including thrusts to the eyes) do not score quadruple damage on you.

No Cutting/Impaling Bonus **20/30 points**

You have a physiology that is resistant to the shock and bleeding normally caused by Cutting or Impaling weapons. For 20 points, you can treat either Cutting *or* Impaling injury as Crushing damage. For 30 points, you can treat both Cutting *and* Impaling attacks as Crushing damage.

No Neck **5 points**

You have no appreciable neck. You cannot be strangled or choked, and blows to the "Neck" or "Throat" hit location have no special effects upon you, and score no bonus damage.

No Vitals

You have no particularly vital organs. The special effects for damage to the "Groin," "Kidneys" and "Vitals" hit locations are ignored and no bonus damage is scored.

5 points

Insubstantiality

You can become insubstantial; perhaps you phase into a different dimension or actually become a "spirit." You can move at your normal rate, and pass through solid objects as though they weren't there. You are unaffected by gravity, and can move up or down at your normal Move. You *cannot* pick up normal objects or affect them in any way. The GM may rule that certain substances, energy barriers or magic spells (e.g., a pentagram) impede your progress, however.

80 points

Physical and energy attacks cannot harm you, but you're still vulnerable to psionic and non-material magical attacks. Physical and energy attacks from an insubstantial individual will only affect insubstantial members of the same race, or creatures under a similar sort of insubstantiality (GM's determination). Your psi and magic skills can affect the physical world, but an insubstantial individual is at -3 on all spell-casting while in this form.

Although you can pass through solids, you must still breathe. When moving through a solid object, treat this as if you were swimming underwater for purposes of suffocation. Insubstantial creatures can not materialize inside a solid object.

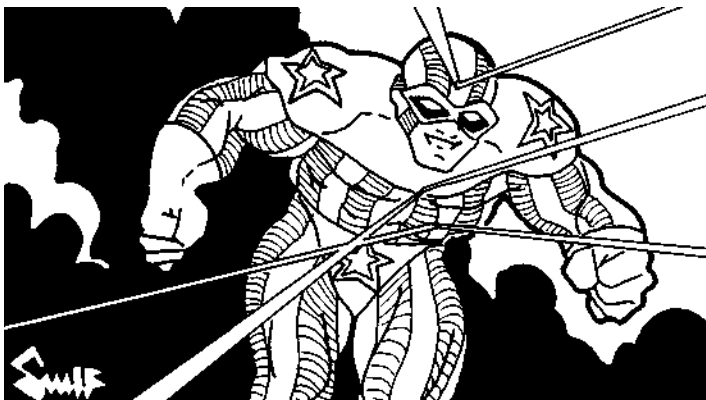
Your appearance is set as a special effect; you may appear transparent, misty or completely normal. You can't be invisible without taking the Invisibility advantage (see below). Note that your "natural" form (physical or insubstantial) is also considered a special effect; this advantage must be taken by any character who can change between a physical and an insubstantial form.

Special enhancement: Objects may be carried. They take on the changed form when they are picked up, and regain normal form when put down. This also applies to clothing or armor. Inanimate objects cannot be materialized inside of anything. +10% for No Encumbrance, +20% for Light, +50% for Medium or +100% for Heavy.

Special enhancement: You may turn part of your body substantial while other parts remain insubstantial, or vice versa. Thus, you could reach through a wall and tap someone on the shoulder. +20%, or +100% if you can turn an item you are carrying substantial without dropping it. This requires turning your hand substantial, too.

Special enhancement: You have abilities that can affect the substantial world even when you are insubstantial. +100%.

Special limitation: You are always insubstantial and cannot become substantial. -50%. There is no penalty for spell-casting if you are *always* insubstantial.



Invisibility

You are invisible. Unlike many advantages, the default condition is that you are permanently invisible. You still make noise, leave footprints and can be smelled, though. By default, anything you carry remains visible (but see below). If you are carrying nothing, you get a +9 to Stealth in any situation where being seen would matter.

40 points

Invisibility works against only one sort of vision. Types include electromagnetic vision (which includes normal human vision, as well as Infravision, Radar Sense and Spectrum Vision), sonar, magnetic fields, and anything else the GM can invent.

You cannot be *visually* detected by individuals using para-normal means such as magical scrying or ESP, but you can be seen by *devices* which possess such powers. If you are invisible to electromagnetic vision, you do not cast a shadow and don't show up in mirrors.

Special enhancement: You are normally visible, but can become invisible at will. +10%.

Special enhancement: Objects may be carried. They become invisible when they are picked up, and regain visibility when put down. This also applies to clothing or armour. +10% for No Encumbrance, +20% for Light, +50% for Medium or +100% for Heavy.

Special enhancement: You are also invisible to other types of vision - sonar, magnetic fields, and whatever else the GM comes up with. +20% per added type.

Special limitation: You can be seen in mirrors! -10%.

Special limitation: You cast a shadow! -10%.

Invisibility to Machines

20 points

Machines don't see you — you cannot be photographed, and you don't show up on cameras or other detectors. In some parts of the world, you might be mistaken for a vampire! Devices such as pressure plates will still notice you, but you can walk past a robot sentry with impunity. Electronically-targeted weapons don't get bonuses to hit you. This is always on unless you pay an extra 10%.

Special enhancement: Objects may be carried. They become invisible to machines when picked up, and regain visibility when put down. +10% for No Encumbrance, or +20% for Light, or +50% for Medium, or +100% for Heavy.

Special enhancement: You can become visible to machines at will. +10%.

Invulnerability

Variable

You are *completely* resistant to damage from some attack form(s). Knockback can still occur, however. The cost varies according to how common the attack form is (see *Absorption*, p. 49, for examples of attack rarity):

Any kinetic damage: 300 points.

Common: 150 points. *Occasional:*

100 points. *Rare:* 75 points. *Very*

rare: 50 points.

Note that this is a powerful advantage and should not be used unless ordinary Damage Resistance truly would not suffice. Also note that this is an *expensive* advantage and that many attack forms have cheaper specific defenses (e.g., Immunity to Poison vs. poison, Doesn't Breathe vs. gases, etc.).

Special enhancement: The attack does not cause knockback. +20%.

Lycanthropic Dominance **5 points + 15 points/100 pts. controlled**

See *Dominance*, p. 53. Note that this advantage has been altered slightly from its original form in *GURPS Bestiary*.

Magnetic Sense **5 points/level**

You are able to sense magnetic fields around you. The first level of this power gives you a range of 1 hex; each additional level *doubles* your range. You can determine polarity, strength and field contour. If no magnetic object more powerful than a kitchen magnet is within 1 hex of you, you can automatically determine magnetic north. If at least ten levels of the Microscopic Vision advantage (below) are linked to this advantage (+10% to both advantage costs), you are able to directly read computer disks and other magnetic media, although you must possess a Mental/Hard Language Skill for the particular format you are attempting to read (e.g., Language (DOS floppy), Language (Amiga floppy), etc.).

Matter Surfing **30 points**

This is a special variation of Flight, and follows Flight rules except where specified otherwise. You can create a 1-hex-wide, 2" thick sheet of ice, earth, fire, baby turtles . . . or whatever . . . that moves you along. The material is created slightly in front of your feet as you move, and vanishes behind you, leaving no permanent effect unless you buy it as an enhancement. You cannot travel more than five feet above the ground. You will not fall off unless knocked unconscious.

The duration of the material left behind is ten turns unless enhanced. You may use Surfboard or Skateboard skill (both P/A) instead of Flight, but you must buy these skills at regular cost, not "hobby skill" cost.

Special limitation: The track you leave does not vanish immediately, but can be removed by normal means: ice melts, sand must be swept away, and so on. Fire lasts ten minutes unless smothered (but doesn't ignite other things or cause damage, unless this is bought separately). Usually, this is a nuisance. -10%.

Special enhancement: The track you leave does 1 die damage every other turn, until it vanishes or is removed, of a type appropriate to its nature: fire burns, turtles bite, and so on. Won't affect a person unless you slam him and run over him. Never affects you. +40%.

Special enhancement: You can fly at any height. +33%. If the "surfboard" will land you automatically from any height if you are unconscious, +50%.

Metabolism Control **5 points/level**

You can control normally involuntary biological functions such as pulse, blood flow, digestion and respiration.

This allows you to enter a deathlike trance; a physician unfamiliar with your unusual metabolism must win a Quick Contest of Skills (Physician-2 vs. HT) to realize that you aren't dead. While in this state, you are unaware of your surroundings. You may set a mental "alarm clock" that will awaken you after a certain amount of time has passed. You will automatically awaken if you take any damage.

Each level of Metabolism Control reduces by 10% the amount of oxygen you normally need to stay alive, and doubles the amount of time you can safely go without food or water.

Special limitation: Hibernation. Hibernation is a form of Metabolism Control. Hibernation sets in *automatically* when you are exposed to certain environmental conditions (usually great cold or during droughts). Roll vs. Will to avoid falling

asleep and hibernating if in a wild setting in such conditions. Hibernation can be induced voluntarily (roll vs. Will-4 every hour to start), but it is difficult to set a definite "wake up" time (set a time, then multiply by $2d+3/10$). -50%.

Microscopic Vision **4 points/level**

Your eyes can magnify tiny details that might otherwise only be revealed by a magnifying glass or microscope. Each level doubles your magnification factor.

With ten levels of this advantage, you can read an optical disk directly, but you must also know a Hard Language skill for each format you attempt to read (as per Magnetic Sense, above).

Example: 4 points = 2x, 8 points = 4x, 24 points = 64x, and so on.

Mimicry **15 points**

You can duplicate any familiar sound. A new sound becomes familiar if you spend five minutes listening to it and make a successful roll versus IQ.

This ability can also be used to imitate voices. To memorize someone's voice, you must spend at least one hour listening to that person talk - either live, recorded, or through magical or psionic means - and make a successful roll versus IQ.

Mindshare **Variable**

*This advantage can **only** be taken as a racial advantage.*

Members of a race may each "share" consciousness between several bodies. A personality may be shared by several telepathic bodies who seem like individuals, or each individual may be a central mind-unit controlling many "drones." In an extreme case, a whole species is, mentally, a single individual.

Cost for the race's mental characteristics is based on personality. Cost for physical characteristics is based on the cost for an average "drone" - the central body, if any, is disregarded.

Several options are available when building a Mindshare race. First, the GM must decide what type of link the race has.

Type of Link

Hive Mind: 20 points. *Racial*

Memory: 40 points. *Global*

Consciousness: 60 points.

A *hive mind* creature consists of a single central organism that controls the actions of many individual bodies. The central mind is usually large and well-protected; if the brain dies, the drones - and the character - perish with it. The drones (see below) of a hive mind can never be intelligent - by definition all its bodies are controlled by the central brain.

PCs or NPCs that are members of a hive cannot *always* have the full attention of the central mind. Instead, the drone must purchase the hive mind as a Patron - roll each time a significant decision must be made by the drone.

A creature with a *racial memory* has access to the accumulated memories of every individual body. There must be some sort of physical act to transfer memories between bodies - direct contact, a pilgrimage to the character's home, an hour of meditation, or something else non-trivial. Otherwise the link is really a global consciousness (see below).

A *global consciousness* link means that the bodies are sharing knowledge in real-time. Whenever something happens to one of a character's bodies, all other bodies are aware of it. All memories and experiences of one body are available to all. If there is a range factor involved (see below), any intelligent drone must make a Fright Check at +4 any time he moves out of contact range with the rest of his "self."

Type of Drone

Mindless: -10 points.

Maintenance: 5 points.

Defense: 15 points.

Intelligent: 25 points.

The first three types are only appropriate to a hive mind.

A *mindless* drone is just that - if cut off from the controlling brain, it cannot do anything at all. It will quickly die, as it won't eat, drink or defend itself.

A *maintenance* drone will only take the most rudimentary actions when out of touch with the brain - eating, drinking, seeking shelter, etc. It is not capable of any true thought or activity, and will not defend itself if attacked.

A *defense* drone will act as above, but will also protect itself if attacked. A group of defense drones that have been isolated from the central mind will act together to protect their existence. Other than self-preservation, however, the drones won't initiate any independent actions.

An *intelligent* drone is a bit of an oxymoron. It is fully cognitive, and can continue to function as a PC or NPC even when isolated from the brain. A race of intelligent drones might just be telepathic individuals sharing a mass mind, or perhaps there is a central figure that is the repository of the "memory banks" (see above).

Mindshare Distance

The range at which Mindshare is maintained varies from species to species.

Touch only: -15 points.

1 mile: 0 points.

100 miles: 10 points.

1,000 miles: 20 points.

Planet-wide: 30 points.

System-wide: 40 points.

Galaxy-wide: 50 points.

Universal (a single plane only): 60 points

Multi-universal (any plane, any time): 75 points

Number of Drones

2-9: -10 points. 70-99: 0 points. 100-999: 10 points. 1,000-9999: 20 points.

Cost increases by a further 10 points for each power of 10.

If the number of drones is large enough, it is possible for the whole race to be a single individual. If the number of drones is small, the race will be made up of a large number of individuals, each of whom owns several bodies.

Modifiers

Several options are available to customize a particular mind-sharing race. Any species that Mindshares in a way that can be detected by non-telepathic means receives a -20% limitation on total cost. If the communication can be blocked or jammed, this is an additional -10% limitation. If racial communication is limited by the speed of light, this is a -10% limitation. This will cause a serious time lag when communicating over interplanetary or intergalactic distances. Finally, if the communication is implemented by normal telepathic means (and can therefore be blocked by a psi shield, for instance), this adds a further -10% limitation.

If replacement drones are exceptionally easy or exceptionally hard to acquire, the GM may define an appropriate enhancement or limitation.

Modified Arm DX

Variable

A character may purchase extra DX (relative to normal DX) for some or all of his arms. This DX applies to anything done with that arm or hand. If a task requires more than one hand, and they don't have the same DX, use the lower DX. Arm DX is bought up (or down) as follows:

For one arm: 60% of cost for overall body DX.

For a set of two arms: 80% of cost for overall body DX.

If a character is to have more than two arms, all with high DX, then he must buy the appropriate high DX for his whole body.

Modified Arm ST

Variable

A character may buy extra strength (relative to normal body strength) for some or all of his arms. This ST applies only to efforts to lift, throw, punch, or use weapons. Arm ST is bought up (or down) as follows:

For one arm: 30% of cost for overall body strength.

For a set of two arms: 50% of cost for overall body strength.

This is additive.

Example: All Huks have four arms (20 points; see *Extra Arms*, p. 54). Purple Huks have two arms with 2 points of extra ST; this costs them 50% of the normal cost for +2 ST, or 50% of 20 points, or an extra 10 points. Blue Huks have three strong arms; this costs them 80% of 20, or 16 points. Green Huks have four strong arms; this costs them 100% of 20, or 20 points.

Morph

40 points

You can assume the form of any creature. The creature being duplicated must be physically present (although some forms of remote viewing may suffice, at the GM's discretion) or memorized. You can memorize a number of forms equal to your IQ. A memorized form can be "overwritten" with a new one.

Mass does not change, although you can still take the appearance of a much larger or smaller creature by increasing or decreasing your body density.

You gain the physical appearance of your target (including its voice), but not the knowledge, skills or memories. You retain all your own skills, and your attributes remain unchanged.

It takes one full turn for morphing to finish, and the same amount of time to change back into your original form. Normal clothing can be mimicked (GM's determination when clothing is "abnormal"), but cannot be removed because it's part of your body.

When impersonating someone, there is a chance that you will be discovered by his associates, friends or family. Every time you encounter someone who is familiar with the person being imitated, that person gets an IQ roll to spot the difference, modified as follows:

Casual acquaintance: -4.

Daily acquaintance: -2.

Friend: +2. *Close friend*:

+4. *Close family*: +6.

Empathy advantage: +3.

If you have the Acting skill at 12+, this roll is at -2; if you have Fast-Talk at 12+, this roll is at -1.

Move Through Ice

10 points

Ice and snow present no obstacle to you! You can walk through the thickest iceberg and the deepest snow drift as if they didn't exist. No passage is opened behind you; observers just see you "melt" into the ice and disappear. You will need Penetrating Vision (see p. 63) to see where you're going for any extended trips, though, and you will need an oxygen supply if you plan on staying inside an iceberg for more than a few minutes.

Special enhancement: You may leave a tunnel behind you if you choose. +40%.

Multiple Forms

**5 points per form
+ special limitations**

Some of the most interesting character conceptions from fiction involve beings who have more than one form, each with a different set of abilities. There is a 5-point cost *per additional form*. This cost must be paid by the form with the highest point total.

The points must be fairly evenly spread out over the individual characters - no more than a 20% difference from the average. Each form can have separate advantages, disadvantages (up to the campaign limit) and quirks in addition to any unique powers.

Example: If a normal starting character for the campaign has 500 points, a PC with five forms could have, on the average, 100 points per form (500/5). This could vary by 20% (giving a range of 80-120 points) as long as the *total* adds up to 500. So the player could choose one form with 85 points, one with 115 points, two with 90 points, and one with 120 points.

In some cases, one form will not be aware that the other forms exist! A character with Multiple Forms is a perfect candidate for the Split Personality disadvantage (see p. B37). This Split Personality disadvantage is bought by *each* form. Also, a character with both Duplication (p. 53) and Multiple Forms could be two different characters at the same time! (Unlike Split Personality, Duplication only has to be bought by *one* of the forms.)

Special limitations: Depending on how fast a PC can switch between forms, special limitations apply. If it takes less than one minute to switch, there is no point break. If it takes 1d minutes to switch, this is a -20% limitation; 1d hours brings a -40% limitation. If the GM prefers not to have variable switching times, anything from one minute to 59 minutes is worth -20%; one hour or more is worth -40%.

Shared Points: The above example assumes that you wish to have several separate, unique forms. What if all your forms share some of the same base skills, attributes, etc., and just have a few different abilities? This limits the variety of abilities the character can have, so it allows a point break.

You may declare a certain number of points to be "shared." For example, *all* your forms have IQ 12 (20 points), DX 14 (45 points) and 8 points in the Lockpicking skill (total 73 points). In a 500-point campaign, this leaves you with 427 points. These 427 could then be divided among your Multiple Forms - but all of the forms would start with IQ 12, DX 14 and 8 points in Lockpicking before any of the 427 points were spent. This is cheaper than buying those abilities separately for each form.

You may declare a maximum of 20% of your available point total as shared points (e.g., in a 500-point campaign a maximum of 100 points can be shared). Only attributes and "normal" advantages and skills can be shared. Nothing that requires an Unusual Background can be shared.

Special enhancement: Absorptive Change. Normally, unless both forms are identical in size and shape, clothing and equipment must be removed before a change, or be destroyed by the change. Even if the clothing isn't destroyed (a very tiny form might just walk out of the undamaged clothing), it will probably have to be abandoned or hidden after the change. Changing in armor or very tough clothing can be harmful, or even fatal (the exact extent of the damage taken, if any, must be determined by the GM based on the strength of the armor and the size of the form's body).

This enhancement allows clothing and equipment to be absorbed by the new form during a shape change. Thus, the clothing worn by one form at the time of the change would simply vanish when the other form manifested, and would return intact and in place when the first form returned. +10% for No Encumbrance, +20% for Light, +50% for Medium, or +100% for Heavy. If you want it to apply to changes *both* ways, double the cost.

Note that items absorbed in an Absorptive Change are *completely inaccessible* until the character changes back to the form which was originally carrying them.

See also *Transformation*, p. 68.

Nictating Membrane

10 points/level

Your eyes are covered by a transparent lens. This allows you to see normally under water, and helps protect your eyes from sand, irritants and so on. Any time you are hit in the eyes with a gaseous or liquid attack, the lens provides the eyes (only) PD 2, DR 1 per level (maximum PD 6). The lens also adds +3 per level to all HT rolls concerned with eye damage, and can be opened and closed just like an eyelid.

Oxygen Storage

14 points

You can store oxygen (up to an hour's worth) like a whale or other marine mammal. You never get "the bends" when diving using your internally-stored oxygen. This is functionally equivalent to Doesn't Breathe, but with a limited duration. See also *Breath Holding* (p. 21).

Parabolic Hearing

4 points/level

This is the auditory equivalent of Telescopic Vision. You can "zoom in" on a particular sound or area, and you have a filter to sort out background noise from the desired sounds.

The table below shows how far away a normal human listener must be from various sounds for them to have the same volume as normal conversation at 1 hex (3 feet). Each level of Parabolic Hearing doubles the distance at which you can clearly hear any given sound.

hearing distance table

Decibels	Example	Range (yards)
10	Leaves rustling	1/4
20	Quiet conversation	1/2
30	Normal conversation	1
40	Light traffic	2
50	Loud conversation	4
60	Noisy office	8
70	Normal traffic	16
80	"Quiet" rock band	32
90	Thunder; heavy traffic	64
100	Jet takeoff	128
110	Very loud rock band	256
120	Metallica	512

Example: A super with two levels of Parabolic Hearing could hear normal conversation at 4 hexes, or leaves rustling at 1 hex.

Passive Defense 25 points/level up to 6

It is much harder to hit you. This might be related to some kind of force shield, a "sixth sense" that warns against upcoming attacks, or simply natural armor. Each level of Passive Defense adds 1 to PD, up to PD 6.

Note: If your PD is due to "natural armor" and external armor is worn, the usual rules for layering armor apply (see p. B72): you use the PD of the *outer* layer. This means that a character with natural PD can actually *lose* PD by donning armor. This *is* realistic! For example, chain mail worn over a hard carapace will tend to catch sword points that would slide off of the carapace alone.

Penetrating Call 5 points

You can produce a loud and distinctive call like a lion's roar, a wolf's howl - or a banshee's wail. This call can be used to command attention or to signal from a distance. A penetrating call can be heard for at least 1 d miles on a quiet night.

In addition, if you sound your call within 30 hexes of anyone who is unaware of your presence, the listener must make a Fright Check. This is non-magical fright, and may have no effect whatsoever upon characters with little or no fear of wild animals or strange monsters (GM's option).

Modifiers to Fright Check: -1 at night, -1 if the area is very quiet (GM's option), -1 if the area is physically isolated (GM's option), -2 if the victim is (or believes himself to be) alone, -2 if the call is sounded within 10 hexes of the victim, or -5 if the call is sounded within 1 hex of the victim.

Penetrating Vision 10 points/level

Penetrating Vision (also known as X-Ray Vision) allows you to see through solid objects. One level of this advantage allows you to see through up to six inches of normal matter. Each additional level adds six more inches to the thickness through which you can peer. You can just barely see an outline of the substance you are looking through - not enough to impair vision in any way.

Penetrating Vision works in conjunction with other normal and super visual abilities without the need of a Link (p. 109).

Special limitation: Some substance completely blocks the power. -30% for common substances such as wood, rock or plastic. -20% for less common ones such as brick or asphalt. -10% for specific materials such as lead.

Special limitation: The ability only works through one particular substance. -40% for common materials such as wood, metal, brick, etc. -60% for uncommon materials such as ice, adobe, etc. -80% for absurd materials such as chocolate, silk, etc.

Perfect Balance 15 points

You have no problem keeping your footing, no matter how narrow the walking surface, under normal conditions. You can walk on tighropes, ledges, tree limbs or any other anchored surface without having to make a DX roll. If the surface is wet, slippery or otherwise unstable, you are at +6 on all rolls to keep your feet. In combat, you get +4 to DX on any rolls to keep your feet or avoid being knocked down. This advantage adds +1 to the Acrobatics, Climbing, Flight and Piloting skills.

Pheromone Control 25 points

You can release powerful sex pheromones. Any member of your own species or a very similar one within four yards (more if down wind) may breathe them in, unless wearing an airtight suit, etc.

Anyone breathing your pheromones will find you one level more attractive (add an extra +2 reaction bonus if you are already Very Beautiful) and will break into a sweat and become aroused: he must roll vs. HT-3 or suffer from Lecherousness for the next ten minutes.

The fact that you are using sex pheromones may not be immediately apparent: when a PC is affected, the GM may wish to describe the encounter in such a way that the character believes the attraction is "natural" rather than a chemical attack. Characters who have previously experienced pheromone control (and know what it is) can get an IQ-3 roll to realize their reactions are being artificially stimulated; however, they still suffer the effects.

Polarized Eyes 5 points

Your eyes adjust instantaneously to changing light conditions. If you have Dark Vision or Night Vision, you can instantly adjust from bright light to darkness. If you are caught in a bright flash of light, your eyes will automatically adjust so that the maximum time you will be blinded or stunned by the flash is two turns.

Pressure Support Variable

For 5 points, you can survive at pressures up to 10 times the normal atmospheric pressure of your home world.

For 10 points, you can withstand up to 100 times normal pressure.

For 15 points, you are effectively *immune* to pressure: you can survive the crushing pressure of the ocean depths, or the core of a gas giant.

This advantage keeps your entire body at a constant internal pressure with respect to a *uniform* external pressure. This means that while it confers resistance to any damage that may result from attacks which employ extreme barometric pressure or which crush the entire body, it provides no defense against *localized* pressure changes such as a weapon blow or a vise applied to the head.

Radar Sense 50 points + 1 point/hex radius

You perceive a complete radar "picture" of everything going on around you, with a resolution that rivals the best, ultra-tech "imaging radar." You can sense shapes and objects, but not colors. Normally, the denser an object is, the easier it is to see; you must make a Vision roll to make out details about less-dense objects. On the other hand, radar can look right through water, clouds, leaves, and so on. GMs may give bonuses to certain skills, as listed under Sonar Vision, p. 66.

Radar Sense may be true radar, or it may be some more unusual sense (probably magical or psionic); *Sonar Vision* is a separate advantage (see p. 66).

Special enhancement: You can "see" *inside* any object within your radius. +40%.

Special enhancement: You can see colors. +20%.

Low-res radar: Alternatively, your radar can have a very low resolution. In this case, each point buys a *mile* of radius, but all you can detect are large (human-sized or larger), dense objects. On an IQ roll, you get a general idea of the relative size of the object, and whether it is moving, but nothing more precise than that. Notably, you cannot "image" with this sort of radar, and it cannot be used to aim attacks.

Special enhancement: You have both an "imaging" and a "low-res" mode. +50%.

Radio Hearing **10 points**

This ability allows you to listen in on radio traffic of all kinds - AM, FM, police band, shortwave, CB, marine band and many others. Make an IQ roll to "tune" to a particular frequency (one try per turn).

Radio Speech **25 points**

*This is a racial advantage. For supers and other characters with radio speech, see **Broadcast**, p. 51.*

The species *talks* by radio! This advantage includes the Radio Hearing advantage (above). Individuals can talk amidst even the loudest noises, but static from lightning storms and unshielded electronics drown out their speech.

Individuals trying to tune into Radio Speech conversations with a radio must make an Electronics Operation (Communications) roll.

Recovery **10 points**

You recover from unconsciousness very quickly. Instead of staying unconscious for *hours*, recovery time is measured in *minutes*. In any situation where unconsciousness is measured in *minutes*, recovery time is measured in *seconds*.

Reduced Sleep **10 points**

*Normal human characters should use the **Less Sleep** advantage instead. See p. 27.*

You operate efficiently without much sleep. All Fatigue losses due to missed sleep (see sidebar, p. B134) accumulate weekly rather than daily - so one week without sleep costs you 5 Fatigue rather than 35.

If using the advanced sleep rules (pp. CII173-174), multiply your "day length" and the intervals at which fatigue is assessed or Will rolls are required by 7 to reflect this advantage.

Reflection **Variable**

Not only is your body resistant to certain types of damage, but some of any such attack will actually "bounce back" at the attacker! Every level of Reflection bounces 1d of appropriate damage (+4 damage equals 1d, +7 damage equals 2d) back *to hit the attacker*. The remaining damage affects you normally. The first time an attack is reflected, the attacker doesn't get an active defense against the reflected attack, but may roll versus PD. On subsequent reflected attacks, he gets a normal active defense. See the *Defense Table* on p. 49 for the costs of Reflection against various types of attack.

Regeneration **10/25/50/100 points**

You recover from damage much faster than normal people. This does *not* allow you to regrow lost limbs (but see *Regrowth*, below). You automatically have the Rapid Healing advantage (p. B22) at no extra cost. Cost of this advantage depends on the speed of the regeneration:

Slow regeneration: You recover 1 HT (or Hit Point) every 12 hours, in addition to normal healing. 10 points.

Regular regeneration: You recover 1 HT per hour. 25 points.

Fast regeneration: You recover 1 HT per minute. 50 points.

Instant regeneration: You recover 1 HT per turn. 100 points.

Note: A character may not take both Unhealing (p. 106) and Regeneration. Characters with the Draining disadvantage (p. 97) will not recover daily HT loss, only Hit Points lost to injury.

Regnancy **15 points/100 pts. controlled**

Use the *Dominance* rules, p. 53. This is a special form of Dominance, used in the *GURPS Vampire: The Masquerade* setting.

Regrowth **40 points**

You can regrow lost limbs and organs! A lost ear, finger or toe (claw, pseudopod, tentacle tip, etc.) will regrow in 1d weeks, a lost hand or foot in 1d+1 months, and a lost eye, arm or leg in 2d+2 months.

Special limitation: You cannot regrow hands, feet or limbs, only small extremities. -50%.



Resurrection **150 points**

You can die, but you get better. Any time you succumb to wounds, poison, or any other means of death other than old age (which is permanent), you come back to life. Starting one hour after your death, you will begin regaining HT at your usual rate - normally 1/day, although Regeneration (above) speeds this up. Even if you have been hacked to pieces, those pieces will slither together and rejoin. If any parts were destroyed, they regrow spontaneously (heads and brains come back with full memories and personality). You will remain unconscious until you regain your full HT. Players should feel free to alter the special effects of this advantage (e.g., instead of slithering back together, your body parts teleport to each other, or are re-created by cloning) as long as the basic time doesn't change.

If parts of you are kept separate, they do not grow multiple copies! Instead, the largest existing pieces becomes you, while the rest melt into goo.

If your entire body is destroyed (disintegrated, engulfed in a nova, etc.), *triple* the time required to heal, as widely-scattered atoms drift together.

Each time you die, you lose 25 points! You may take these off of anything you wish. If your point total is brought down to 0, you die permanently!

Special limitation: One class of damage - poison, wood, metal, etc. - prevents resurrection for as long as the damaging substance remains in the body. -10% for rare or veryrare materials (uranium, diamond), -30% for occasional or common substances (wood, metal) or substances that are difficult to remove (poison, radiation).

Special limitation: One class of damage - acid, fire, etc. - causes damage which cannot be completely healed by Resurrection, and which must be healed by medical, magical or psionic efforts. A person with this limitation comes back from the dead in a coma, with his HT equal to what it was when he died or -HTx5, whichever is greater. -10% for a rare or very rare attack form, -20% for occasional forms, -30% for common forms.

Special limitation: If you are killed by a blow from a substance you have a Vulnerability to, you die permanently! This is worth -5% on a rare or very rare form, -15% for occasional and -25% for common.

Special limitation: Reincarnation. You are reborn into a new body with new abilities and super skills - but you always retain the Resurrection advantage. Your attributes may also change. (The GM creates the new form, or may allow the player to do so.) -20%.

Sanitized Metabolism **5 points**

You are totally *clean*. Your native intestinal enzymes and symbiotic bacteria eliminate your body odor and make efficient use of food and drink, leaving minimal, sanitized waste products. You never suffer from bad breath, excessive perspiration or unsightly skin problems. Your abilities give a +1 on all rolls where Appearance or Sex Appeal are a factor.

Secret Communication **20 points**

This advantage can only be taken as a racial advantage.

The race has a method of communication that cannot be perceived by other races - telepathy on a weird band, speech beyond anyone else's range of hearing or just race-specific empathy. The only telepathic race in a non-telepathic universe would have this advantage, for instance. Note that the shared consciousness of a race with Mindshare is *already* secret - do not buy this advantage for such a race.

The GM may allow an individual to buy the ability to comprehend another race's private communication as an advantage. Cost would depend on the importance of that advantage to the campaign.

Special enhancement: Other races cannot even perceive when communication is taking place. +40%.

Special limitation: Only general concepts and emotions can be sent. -50%.

See Invisible **15 points**

You can see objects or individuals that are normally invisible. Buy this advantage separately for each kind of invisibility.

Sense of Perception **100 points**

You have a sense that gives you "a practically perfect three-dimensional view of the entire circumambient sphere," including *inside* objects. You perceive shapes and colors (if you have color vision; blind characters do not perceive colors). Make an IQ roll, minus the range in hundreds of miles (so 1,000 miles is -10), to make out details.

Sensitive Touch **10 points**

Your fingertips (or equivalent organs) are extremely sensitive. For instance, you can use touch to sense residual heat in a chair, faint vibrations in the floor as someone approaches, similarities or differences between two pieces of fabric, etc. You must roll vs. IQ to use this advantage successfully (note that the "Rule of 12" does *not* apply when using this as a racial advantage).

Shadow Form **50 points**

You can become a two-dimensional shadow. You slip along walls or floors at your normal Move; you cannot walk through three-dimensional space, but must slide along an object. You can slide through the smallest crack (as long as it is long enough for you to fit your shoulders through). You can defy gravity, creeping up walls and onto ceilings at half your normal Move. You may not carry normal items, or affect them in any way, except by affecting their appearance as your shadowy body falls on them.

Physical attacks do half damage to you in this form; energy attacks do normal damage, except for light-based attacks, which do 50% extra damage. Mental attacks will do normal damage. You can use magic, psi and other metahuman abilities in this form, but cannot perform any purely physical attacks or actions.

Special enhancement: Objects may be carried. They take Shadow Form when picked up, and return to normal when put down. You still may not affect non-shadow objects. +10% for No Encumbrance, +20% for Light, +50% for Medium, or +100% for Heavy.

Special limitation: You cannot switch out of Shadow Form, making it very hard for you to interact with others. This is not a percentage limitation; treat an unswitchable Shadow Form as a disadvantage worth -20 points. If objects may be carried, use the percentage value of the enhancements to lower the cost of the disadvantage, as described for Body of Air (p. 50).

Shrinking **Variable**

You can decrease your size at will. Your minimum size depends on how many levels of Shrinking you purchase. Figure your size as normal, then each level of Shrinking *halves* it. E.g., 1/2 normal at level 1, 1/4 normal at level 2, 1/8 normal at level 3, 1/16 normal at level 4, 1/32 at level 5, etc. Thus, an average (5'10") man would need six levels of Shrinking (1/64) to reduce his size to 1".

When you shrink, you cannot carry *any* equipment, and all your clothes fall off. If you wish to carry equipment while shrunk, it is a special enhancement (see below).

Movement is reduced proportionately; shrunken weapons, punches and super-powered attacks do proportionately less damage; magical or psi attacks from a shrunken character are resisted at +1 per level of Shrinking that the character is using. DR and hit points (not HT!) are reduced proportionately as well.

Example: Aristonious, the Minuscule Mage, has shrunk to a mere 1/2" (seven levels of Shrinking). He casts a Sleep spell on a guard. The guard resists at +7.

The cost of Shrinking depends on the number of levels bought.

<i>Level</i>	<i>Cost</i>	<i>Permanent (Disadvantage)</i>
1	20	-15
2	40	-20
3	60	-30
4	80	-40
5	100	-60
6	200	-80
7+	100/level	-100 (doesn't increase)

Special enhancement: The Affects Others enhancement is worth +50% *per person* that can be affected. For example, a PC who bought this enhancement once could only shrink one companion. To shrink a different friend, the original one must return to normal size.

Special enhancement: Objects may be carried. They reduce size when they are picked up, and regain normal size when put down. +10% for No Encumbrance, +20% for Light, +50% for Medium, or +100% for Heavy.

Special enhancement: Retain normal hit points. +30%.

Special enhancement: Damage done remains normal. +100%. The GM may wish to ban this - it makes for an almost uncatchable assassin.

Special limitation: If you are *permanently* shrunk, this is a disadvantage! See the table, above. If you are permanently shrunk with an enhancement, treat the multiplier as negative.

Example: You are permanently shrunk to Level 4 - 1/16 normal size. Normally, this is a -40-point disadvantage. You have the enhancement "retain normal hit points." This is a +30% enhancement. It does not increase the cost to -52 points; it reduces it by 30%, to -28 points.

Silence **5 points/level**

You can move and breathe noiselessly. You get an additional +2 per level to your Stealth skill if perfectly motionless, or +1 if moving (even in armor, etc.). These bonuses help only in the dark, or against Sound spells, listening devices, blind creatures, etc.

Sonar Vision **0/25 points**

You can "see" by emitting sound waves that bounce off the surroundings. No light is required. Sonar can only be "jammed" or fooled by a *very* loud noise (e.g., an explosion). Note that Sonar Vision will not function if you are somehow deafened.

Sonar Vision cannot perceive colors, but at one yard or less, you can "see" the *interiors* of living things and other objects of equivalent density (giving a +2 bonus to skills such as Diagnosis, or for attempts to detect concealed weapons using Holdout). Effective range is otherwise about 100 yards in air, or about a half-mile underwater.

Unlike the more effective Radar Sense (p. 63), perception is limited to a 120° arc in front of you. As well, Sonar Vision can be fooled by someone moving *very* slowly if he can win a Quick Contest of Stealth-4 versus your Hearing.

If this is your sole form of vision, it is worth no points. As an adjunct to another form of vision, it is worth 25 points.

Speak Underwater **8 points**

You have the ability to make yourself understood, and to understand others, while underwater. You may talk normally while submerged, and you can understand what others say.

Special enhancement: You may talk to those outside of the water while submerged, and can understand people on the surface talking to you. +50%.

Speak with Animals **15 points**

You can converse with land animals (including birds, reptiles and insects). How much information is gained depends on the animal's IQ and reaction roll (if any), and the GM. Add +2 to the reaction roll if food is being offered. In general, insects and other small creatures won't be able to do much more than convey emotions such as hunger and fear, while animals such as chimpanzees or cats could have a reasonably intelligent discussion. It takes one minute to ask one question and get the answer - assuming the animal decides to speak at all. The GM may require a reaction roll!

The GM may rule that certain alien, unnatural or mythical beasts do not count as "animals" for the purpose of this advantage.

Special limitation: You can only communicate with certain animals. -20% for an entire phylum (e.g., all mammals, all birds), -30% for one family (e.g., all felines, all parrots) or -50% for one species (e.g., house cats only, macaws only).

Speak with Fish **10 points**

Works just like Speak with Animals (above), but only on aquatic creatures. This includes not just fish, but also whales, dolphins, squid, frogs, lobsters and other creatures that live in the water.

Speak with Plants **15 points**

This will allow you to know the most basic emotions from a plant. Large trees may have higher intelligence than the average ivy, at the GM's whim. A plant might know how recently it was watered, or walked on, or something else that has direct relationship to its well-being, but would be unable to relate an overheard phone conversation. Normal plants will always cooperate, within the limits of their ability. A mutant cabbage from Mars might require a reaction roll.

Spear **30 points**

See *Strikers*, p. 67.

Spectrum Vision **40 points**

You can "tune" your vision to any portion of the spectrum you desire. This allows you to check an area for radio emissions, gamma rays, UV radiation or any other form of electromagnetic radiation. Note that just because you can see radio waves or microwave transmissions doesn't mean you can understand them! You just know they're there. The GM may require use of a specific scientific skill to interpret the data.

Spines **5/15 points**

See *Strikers*, p. 67.

Stretching **30 points + 15 points/ added level**

Each level of stretching allows you to stretch a limb (or your entire body) up to twice its normal size. The human body normally covers 1 hex, so 3 levels of Stretching would allow it to flatten out to cover $2 \times 2 \times 2 \times 1 = 8$ hexes, or to stretch an arm up to 8 hexes away. The entire body or limb can be targeted from any hex adjacent to its stretching path.

The maximum speed at which you can stretch is your Move (e.g., even if you can stretch 30 hexes, if your Move is 7, the maximum distance you can stretch in one turn is 7 hexes).

This also includes the advantage of Flexibility (p. 56).

Special limitation: You can stretch without Flexibility, like a robot with an extending arm. -50%.

Strikers **Variable**

Supers and characters who are members of nonhuman races can have a variety of natural weaponry. To distinguish these weapons from arms and legs, they are called *Strikers*. Some examples are given below.

Reach: All of the attacks below assume a reach of 0 hexes - close combat only - unless specified otherwise. Increase the cost by 5 points for each additional hex.

Skill: In all cases, these attacks are made at DX. Some attack forms (e.g., tails) cannot be aimed well. An attack may be made at reduced DX - drop its cost by 1 point for each -1 DX.

Claws **15/25/40/55 points**

The character has claws. Normally, all hands and feet are modified.

For 15 points, the claws do an extra +2 damage on any punch or kick (including martial arts attacks), and on any attack made with a "Generic" Striker (see below).

For 25 points, you have *sharp claws*. These convert a kick or punch's crushing damage to cutting damage.

For 40 points, the claws are *talons* six to 12 inches long, and do both thrust/impaling and swing/cutting damage.

For 55 points, the claws are *long talons*, and do both thrust+2/impaling and swing+2/cutting damage.

"Generic" Strikers **5 points**

If a limb or other body part can strike an aimed blow (rolling vs. DX) but can neither manipulate nor be used for walking (e.g., horns or a smashing tail), it is a Striker. Unmodified Strikers do thrust/crushing damage, in close combat only.

Increasing Damage: To increase the damage done by a Striker, the Claws advantage (above) may be added. Note that this advantage only has to be purchased *once* - no matter how many limbs or Strikers it modifies!

Horns **Variable**

Horns are bought as "Generic" Strikers (see above). Cost can vary widely, depending on reach and damage. Horns with a reach of at least 1 hex can be used to parry blows at half DX. Two examples:

Butting horns: Blunt, heavy horns used for thrust/crushing attacks. Often used during charges. Reach C. **5 points.**

Long tusks: Found only on human-sized or larger races, these are large, pointed horns that can do a thrust/impaling attack or swing/cutting attack. Reach 1. **50 points.**

Spear **30 points**

This is a long, sharp horn or stinger that can only be used to attack into a front hex (e.g., a rhinoceros horn, designed to be used in charges). Damage is thrust+1 impaling. Reach 1.

Spines **5/15 points**

These are sharp spines located on strategic parts of the body, like those of a porcupine or an echidna. Spines are defensive weaponry, designed to discourage attackers. Spines cannot be used actively, but there is a DX-4 chance (DX-2 if attacked from the rear) of hitting any given foe on each turn of close combat. Foes who attempt to grapple a being with spines are hit automatically; foes who attempt a slam are hit for *maximum damage* automatically! Note that the Venom advantage (p. 71) can be used with spines.

Short spines: One or two inches long. Do 1d-2 impaling damage. Reach C. **5 points.**

Long spines: One or two feet long. Do 1d impaling damage. Reach C. **15 points.**

Teeth **0/5/10 points**

Teeth do damage as described on p. B140. Normally, they are good in close combat only.

Blunt teeth: Like those of most herbivores. Do crushing damage only. Figure damage using the table on p. B140, but halve actual ST. **0 points.**

Sharp teeth: Like those of most carnivores. Do cutting damage based on ST, as per p. B140. **5 points.**

Fangs: Like those of the sabertooth tiger. Do impaling damage based on ST, as per p. B140. **10 points.**

Subsonic Hearing **0/5 points**

You can hear very low frequency sounds (under 40 Hz). You can hear the rumble of distant storms, vibrations from incipient earthquakes and the approach of stampeding herd beasts, armored vehicles or dragons. This gives a +1 to Tracking skill rolls. As a creature's sole form of hearing, this is worth no points. As an adjunct to normal hearing, it is worth 5 points.

Subsonic Speech **0/20 points**

This advantage can only be taken as a racial advantage.

The race can converse using extremely low-frequency sounds. This advantage is essentially just a combination of the Secret Communication and Subsonic Hearing advantages. It is slightly cheaper because subsonic speech is very slow (half-speed), and even if the frequency is increased into the normal range, subsonic speakers are at -2 when using Fast-Talk and other skills where versatile speaking is important. However, subsonic speech does carry a *long* way (twice as far).

There is no cost if Subsonic Speech is the race's only form of communication.



Super Climbing **3 points/level**

Each level of Super Climbing adds 1 to a character's Move when climbing. This can be combined with the Clinging advantage (p. 51).

Super Flight **20 points/level**

Each level of Super Flight doubles your speed when you are flying, just as Super Running increases running speed. See p. B139 for the effects of flight in combat.

Super Jump

10 points/level

Each level of Super Jump doubles the distance that you can leap. Additionally, if you fall a distance less than or equal to your maximum high jump (p. B88), you take no damage. This can be increased by five yards with a successful Acrobatics roll (p.B131).

Your Move during a super jump is your normal ground Move or 20% of your maximum long jump, whichever is *greater*. Thus, your maximum normal jump can never take more than 5 turns. E.g., if your maximum jump is 100 yards, your Move is 20 in any jump (or your normal ground Move, if that's higher).

You can jump at a foe in order to Slam him; figure the Slam at your maximum jump speed! You don't need to make a separate roll to jump accurately. (Note that if you used Bouncing to bounce into someone, you *do* have to roll.)

Super Running

20 points/level

Each level of Super Running doubles your Move *when you are running in a relatively straight line*. Your combat Move and Dodge are unaffected, but anyone targeting you with a missile or thrown weapon will subtract a speed modifier from his skill roll *if you are running!* Figure turning radius as for Flight (p. B139). In many cases it will be best to stop running for a turn, change directions, and start running again!

Example: A character with a Move of 8 buys four levels of Super Running, which costs 80 points. He can now run at $8 \times (2 \times 2 \times 2 \times 2) = 128$ yards per second (262 mph!).

Super Swimming

10 points/level

Prerequisite: Amphibious (p. 49)

Every level of Super Swimming doubles your swimming speed, just as Super Flight increases your flying speed.

Teeth

0/5/10 points

See *Strikers*, p. 67.

Telescopic Vision

6 points/level

You can "zoom in" with your eyes, allowing you to outperform even the best binoculars. Power is figured as for Microscopic Vision (p. 60). The normal horizon (on flat ground) for a round, Earth-sized planet is three miles. Beyond the horizon, the curvature of the world will block Telescopic Vision.

360-Degree Vision

25 points

You have a complete 360-degree field of vision. If you know the Karate skill, you can attack foes behind you at no penalty. Otherwise, treat "off-hand" hexes (typically left) and back hexes as -2 to hit (because of the clumsiness of the attack, not because you can't see the target). Note that *every* being with bilateral symmetry is assumed to have an "off" side unless the Ambidexterity advantage is bought; however, the GM can rule that certain tentacled or multi-limbed races do not have off-hand hexes.

You suffer no penalties when defending against attacks from the side or rear, and opponents gain no bonuses when attacking from behind.

Extra eyes are merely a special effect of this advantage - you may possess it and have any number of eyes and the point cost remains the same.

Special limitation: Eystalks. Your expanded field of vision is due to flexible eystalks. Normally, these cannot be armored and can be targeted by any swung cutting weapon at -6. Damage

over HT/3 cripples the eystalk; on a failed HT roll, the eystalk is severed! -20%. This limitation can also be applied to *racial* Peripheral Vision.

Transference

40 points

Transference is only available to parasitic beings. It allows the character to transfer to a new host body at any time through an exchange of bodily fluids. The victim gets a single HT roll to resist, at +2 if the parasite was merely delivered by a kiss, and -2 or worse if delivered through intimate contact or injection. Failure indicates infection.

A character with Transference starts with the ST, DX and HT of his present host, but has his own IQ. If he changes hosts later on, then IQ and mental advantages go with him, but his new physical capabilities are those of the host.

Skills are a special case. When he infects a new host, the parasite may choose to forget any of his currently-known skills. The points that this frees up may be used to learn any *Physical* skills known by the new host. No new Physical skill may be learned at better than (host's level) -1. For example, if the parasite does not know Acrobatics, while the host knew it at DX+3, he can pick up the skill at DX+2 ...*if he* has enough free points to learn it at that level.

Mental skills may not be gained this way. The character has foggy access to his host's memories for the first few hours of the takeover - enough to learn its name and its daily routine, but not enough to learn any skills. After that, he has *no* access to the host's memories. To remember a specific fact from the host's memories, he rolls vs. IQ, at -1 for every hour since the takeover, and further penalties (GM's discretion) for complex information. Only one attempt is allowed for any one memory!

If the host had psionic abilities, the parasite retains the power, but not the skill. However, once in a psionic body, he can *learn* skills; if the host knew it was a psi, then so will the parasite. These skills, once learned, can be carried into future hosts, but cannot be used unless the host possesses the appropriate power.

Transformation

Variable

You must change from your normal human form to a "super" form before you can use any of your metahuman powers (anything but mundane advantages and skills). This is a special case of the Multiple Forms rule (p. 62).

Your mundane form can be built on a maximum of 100 points (or whatever is normal for your campaign). Unlike regular Multiple Forms, however, all the advantages, skills, etc. that you know in your mundane form are available in your transformed state as well. As the game progresses, earned character points can be spent to improve either your mundane form or your metaform.

There are four types of Transformation, each with its own point cost.

a) You can switch instantly from either form to the other (by saying a magic word, hitting your crutch on the ground, tapping your heels together, etc.). This is a 15-point advantage, useful primarily because it allows a fantastically quick change of identity. If you have the Costume advantage (p. 52), you switch instantly into your costume.

b) You can switch instantly from either form to the other, but can only change to metaform a limited number of times per day. This costs a base 15 points for the instant transformation, but you may apply the Limited Use limitation (p. 111) to this point cost.

c) The transformation is not instant. Simply apply the Takes Extra Time (p. 112) limitation to the 15-point cost for instant transformation.

d) The transformation is not instant, and you have a limited number of transformations per day. Apply both Takes Extra Time and Limited Use limitations to the 15-point Instant Transformation cost.

Tunnel **40 points** **+ 10 points/hex of Tunnelling speed**

You can dig through the ground like a worm, spewing earth and stone behind. This ability lets you dig a passage, sized for your race, through earth or stone. Movement through rock or stone is half normal tunnelling speed.

The GM may wish to assess a chance that the tunnel collapses behind you. Roll each minute vs. the higher of Engineering (Mining), Prospecting-3 or IQ-4 to dig a stable tunnel. This can be modified upward for hard rock and downward for soft rock or loose earth. Each halving of your tunnelling speed gives you a +1 on this roll.

Ultrahearing **0/5 points**

You can hear sounds in the frequencies above the normal range of human hearing (20 kHz). Dog whistles, sonar, motion detectors and even many household appliances may emit sounds audible to you.

As a creature's sole form of hearing, this is worth no points. As an adjunct to normal hearing, it is worth 5 points.

Ultrasonic Speech **0/25 points**

*This advantage can **only** be taken as a racial advantage.*

This advantage is essentially just a combination of the Secret Communication and Ultrahearing advantages. The race can converse in the ultrasonic range. Note that many species of terrestrial animals find it intensely annoying, or even painful, to be in within earshot of sustained ultrasonic pitches.

There is no cost if Ultrasonic Speech is the race's only form of communication.

Unaging **15 points**

You never grow old naturally and cannot be aged unnaturally. Your age is fixed at any point you choose and will never change. You never have to make aging rolls. A character with this advantage cannot get any points by taking the Age disadvantage!

If the player wishes to play a very old member of an Unaging race, with a wealth of useful memories and experiences, the GM may charge an appropriate Unusual Background and waive the usual 2 x Age limit on points spent on skills.

Special enhancement: You can "age" in either direction at will, at up to ten times normal rate. +20%.



Undying

175 points

*This is a variation on Immortality (see p. 58), taken from Robert Adams' **Horseclans** setting; however, it could also be used for immortals in other settings.*

The Undying are a very rare breed, and appear to be sterile, but their long lifespans and incredible hardiness make them a force to be reckoned with. They have the singular ability to rapidly *regenerate* injury. When conscious or sleeping, they recover 1 HT *every other turn* until fully healed. When unconscious, the Undying recover 1 HT *every turn* until reaching HT 0 and consciousness.

The Undying can be killed if deprived of air through strangulation, drowning, smothering, prolonged crushing of the lungs and chest, etc. Each ten seconds without oxygen costs the Undying 1 HT, which does *not* regenerate unless he gets air again. When (-HT) is reached, the usual rolls must be made to survive, and at (-5 x HT), he dies. The Undying can also be killed by a *very great* amount of damage (HT x 10) of any type, coming too fast for the body to regenerate. Once an Undying dies, he stays dead.

A HT roll is still made for each crippling injury, and produces the same results - temporary, lasting, and permanent injuries - but speed of recovery is altered dramatically.

Temporary injuries regenerate at the same rate as normal physical damage and disappear when HT is restored. The injury heals without scarring.

Lasting injuries disappear after 1d days. The injury will heal without scarring if the character makes a successful HT+5 roll. Critical failure causes a scar equivalent to a -5 point Appearance disadvantage; additional scars increase this by -5 points each time, up to a maximum of -20 points for Hideous appearance (p. B15). These scars may be healed, but must be bought off as if they were starting disadvantages.

Permanent injuries heal fully in 1d weeks. The injury will heal without scarring if the Undying makes a successful HT roll. Critical failure results in Appearance disadvantages, as described above.

However, if an Undying is struck a critical blow to the head, he must roll his HT immediately or lose his memory - not his skills, but his conscious knowledge of his past. The sheer weight of an Undying's memories can make them fragile.

Undying are also immune to such annoyances as boils, bronchial infections, disease, flu, hangovers, intestinal viruses, scabies, sore throats and vermin.

Universal Digestion

15 points

You possess remarkably adaptable intestinal processes which allow you to derive nutrition from any non-toxic animal or vegetable protein, no matter how alien (or fantastic) the biochemistry. This allows you to derive nutrition from things that would normally be harmless but utterly innutritious. It does *not* confer any advantage against normal poisons - a *poisonous* alien plant or animal would still be inedible.

Compare *Cast Iron Stomach*, p. 51.

Vacuum Adaptation

27 points

For whatever reason, you are adapted to life in outer space. This may be appropriate for certain alien species. You have stronger skin (DR 1) to resist pressure drops, new muscles to close off your gut and lungs, and transparent membranes to protect your eyes. You suffer no damage from explosive decompression (p. S75) and are not mentally stunned by rapid decompression (p. S75). An extra layer of adipose tissue gives you 10

points of Temperature Tolerance (p. 30). Your hair and skin change color to protect against ultraviolet solar radiation, and can turn a deep black.

This advantage is most useful when combined with the Oxygen Storage advantage.

Note that this advantage is cheaper than, but not as effective as, the Vacuum Support advantage (below).

Vacuum Support **40 points**

You can survive in the hostile environment of space. This advantage maintains your internal pressure and temperature, and allows you to "breathe vacuum." It does not confer protection from attacks or damage of any kind unless the attack makes use of a vacuum. You can also survive underwater, or anywhere else that there is no normal air to breathe. This includes the Doesn't Breathe advantage (p. 53) and the 15-point version of the Pressure Support advantage (p. 63).

Vampiric Dominance **5 points** **+ 15 points/100 pts. controlled**

See *Dominance*, p. 53.

Vampiric Immortality **60 points**

You will never die of natural causes and are tough to kill unnaturally! This is the form of immortality typical of undead and non-human spirits. This advantage includes Doesn't Breathe, Immunity to Disease (p. B20), Immunity to Poison, and Unaging.

Vampiric Invulnerability **150 points**

In general, vampires (and certain other undead) can only be killed by some specific type(s) of damage. They can be *hurt* by other types of damage - they just can't be killed by them. Knockback is still caused by physical attacks.

This kind of Invulnerability does not protect against any Vulnerability or Weakness the character has. Characters with this advantage can only be truly "killed" by damage from their Vulnerabilities. They take damage from weapons, and may be incapacitated by their wounds, but they will not die unless they receive the actual death blow from one of their Vulnerabilities (which negate this advantage).

Characters with Vampiric Invulnerability suffer none of the debilitating effects of injury (negative modifiers, reduced Move, etc.); they can simply "shake off most wounds until they reach 0 HT. Below 0 HT, they are at half Move and suffer from crippling injuries.

Fire is the one universal method of disposing of the undead. All beings with Vampiric Invulnerability are assumed to be vulnerable to flame.

This advantage protects the vampire from all physical attacks except fire and extreme heat. Magic, psionics (except those skills that can be used to launch physical attacks, such as TK) and most energy attacks still cause full damage.

The cost of this advantage may be reduced by taking Vulnerabilities (see p. 106). One level of Vulnerability is assumed to negate this advantage for that particular form of attack; additional levels may be purchased for extra damage.

Vampiric Resurrection **150 points; see p. 64**

Certain undead characters can "die," but some of them get better. If the character dies from any means *other* than one prescribed by a Vulnerability or a limitation of this advantage, he will come back to life. Starting one hour after death, he begins regaining HT at the normal rate (note that Unhealing characters must have a HT source or purchase Regeneration as well). This power will restore him, even if he has been hacked to pieces (unless beheading or the destruction of his heart were prescribed as a limitation). If any parts are destroyed, they regrow spontaneously. He remains unconscious until he has regained full HT. (See also *Resurrection*, p. 64.)

If parts are kept separate, they do not grow multiple copies. Instead, the largest existing pieces reassemble, and the rest will melt into goo.

If the entire body is destroyed (burned entirely, disintegrated, etc.), the character is permanently dead (unless capable of existing as a non-corporeal being).

Each time he dies, the character loses 25 points. These may be taken off anything. If his point total is brought down to 0, he dies permanently.

Special limitation: One type of damage (e.g., wood, heart shots) prevents resurrection for as long as the damaging substance remains in the body. -10% for rare or very rare materials (a stake of new hawthorn wood, a blessed bullet), -30% for more common materials (any wooden weapon, any shot to the heart).

Special limitation: If killed by damage from a source he has a Vulnerability to, the character dies permanently. This is worth -5% on a rare or very rare form, -15% for occasional and -25% for common.

Special limitation: The character requires exposure to some substance to effect his resurrection. -30% for rare substances (Transylvanian soil), -20% for occasional (human blood), and -10% for common (the light of the moon).



Note: Modifiers for multiple limitations are cumulative, but one substance may not be taken as both forms of limitation. The point cost may never be reduced below 25%, however.

Venom

15 points/level

You secrete a venom that can be delivered by various means. Types of venom include:

Corrosive venoms, such as acids and digestive enzymes, do damage quickly. A corrosive venom does 1d of damage per level when it is delivered, and may continue to burn for several turns. At the end of every subsequent turn the venom does 1d less damage than on the turn before, until the number of dice reaches 0. It is possible to wash off a corrosive venom, preventing damage on subsequent turns. This requires at least a gallon of water and a full turn. Armor, Toughness and Damage Resistance will protect against corrosive venom at full DR on the first turn, DR-1 on the second turn, DR-2 on the third turn and so on. Objects - including the armor! - are similarly affected. There is no HT roll to resist a corrosive venom.

Poisonous venoms work more slowly, and may continue to affect the victim for several hours. When the venom is first delivered, and then again every hour thereafter, the victim makes a roll against HT minus the number of levels of the venom. If the victim fails this roll, he takes 1d damage per level of the venom; if he succeeds, he takes no further damage from the venom and does not need to roll again. Armor may protect against the means of delivery of the venom, but has no effect once the venom is in the bloodstream.

A poisonous venom can be slower-acting but more lethal. Damage is 1d per level if the HT roll is made, 3d per level if it is failed. However, the effects take one hour to show (there is no immediate damage). Cost is the same.

Irritant venoms, usually sprays, are designed to disgust, nauseate or stun. Victims who get even a whiff of an irritant must make a Will roll, at a penalty equal to the level of the venom, to avoid running away (turn and run directly away from the stench for 1 turn at full Move). Those who breathe it or get it in their eyes must roll against HT minus the level of the venom to avoid taking 1d-4 damage and becoming incapacitated for 1 turn per level of the venom. (Incapacitated characters are retching and rubbing their eyes.) On each turn of incapacitation, the victim may make a Will roll, again at a penalty equal to the level of the venom, to recover.

Venoms may be delivered in a number of ways. Corrosive venoms could be defined as saliva, delivered with a bite, or as a skin secretion, delivered with a bare-handed punch or touch. A character must make a successful close-combat attack based on DX or Brawling in order to deliver a corrosive venom.

A poisonous venom must enter the blood to harm the victim. Usually, this is done by making a successful bite attack on the victim. A Spear (p. 67) could also be bought as a stinger for this purpose. Any successful hit that penetrates the victim's armor, whether it does damage or not, delivers the venom. Fangs, or similar organs to deliver the venom, are included in the cost of this advantage. Note that this does not increase the normal damage of the bite (read from the *Biting Damage* chart on p. B140, using *half the individual's ST* and treated as crushing damage).

An irritant venom is normally sprayed - see below.

Special enhancement: A poisonous venom may be defined as a contact agent which enters the bloodstream through the skin. A contact agent cannot be washed off. +70%.

Special enhancement: A venom may be delivered at range spit or squirted. This is a ranged attack, based on DX, with SS 12, Acc 12, 1/2D n/a, and Max 5. Poisonous venoms must strike open wounds or mucous membranes (eyes, open mouth, inner nostril) to be effective, unless also bought as a contact agent. +35%.

Special enhancement: A venom may be sprayed as a cloud of mist. This cloud covers 3 hexes and lasts 1d turns. The hexes must be adjacent to each other and 1 hex must be adjacent to you. +100%.

Special limitation: You sweat your venom. It cannot be delivered actively. The venom is delivered only if you are bitten or handled excessively. -70%.

Other enhancements and limitations: For more ideas about special effects for venoms, see *GURPS Bestiary* or *Fantasy Bestiary*.

Walk on Air

20 points

Air, smoke and other gases are like solid ground beneath your feet, allowing you to walk up and down "invisible stairs" at your normal movement rate. This won't work in a vacuum there has to be *some* kind of air present. If you get knocked down or slip, you will fall! You may attempt one DX roll per turn of falling; if you make any successful roll, you will stop in thin air, unharmed, but if you hit the ground, you will take full damage from the fall (see p. B130). There are no special encumbrance limitations on carried equipment.

Walk on Liquid

15 points

You can walk on the surface of any liquid as if it were solid ground. This doesn't protect you from any damage that you would normally take from coming into contact with the stuff, though (so you can't walk across volcanic lava or boiling acid without taking damage). Your Move is normal, and there are no extra limitations on encumbrance.

Webbing 20 points + 2 points/ST point

You can produce sticky webbing, just like a spider. This is chiefly useful for weaving webs and for binding up helpless victims. For 20 points, the webbing has a ST equal to your own - larger creatures can weave thicker webs. Additional ST can be purchased at +1 ST per 2 points. Webbing has DR 3 and can take ST/2 hits of damage before it weakens enough to let its victims go free. '

Weaving a web: A web is essentially circular, with a radius equal to the weaver's height. A human-sized character could span a 3- or 4-hex opening with webbing, for example. The web ensnares anyone who walks into it, pinning them in place (see below). A Vision roll is required to notice a web.

Binding a foe: The foe must already be grappled, pinned or otherwise helpless. It takes a number of seconds equal to a foe's ST/2 to bind him up properly. Once bound, the victim can do nothing but try to break free once every ten seconds.

In either case, breaking free of a web requires the victim to win a Quick Contest of ST against the ST of the webbing. People who have simply walked into a web use their full ST; bound victims use ST-5! A failure costs the victim 1 Fatigue - which reduces ST for the next attempt. A critical failure leaves the victim so entangled that he cannot escape at all without outside help.

NATURAL ATTACKS

The advantages below are natural attacks that a *race* may have evolved. They should never be allowed to individual characters. In the interest of preventing PC races that are biological artillery pieces, it is suggested that the following scheme be used.

"Expensive" Improvement Scheme: In order to increase the effectiveness of the attack, the race must pay the entire cost of the ability again. Each time this is done, the race can *either* increase *one* of range, area affected, duration or damage by one "increment" (an "increment" is defined as the base value of the attack in that category), *or* get a +1 to the attack roll.

If any enhancements or limitations are being applied to the power (see Chapter 4), apply the percentage to the *final* cost of the attack.

Example: A race has the Breathe Fire power (below). The basic form of the power costs 20 points. The creator of the race decides that the power does 3d damage (two extra damage increments, at 20 points each), at a range three times that described (two extra range increments, at another 20 points each). Total cost of the attack: 100 points.

If the GM desires a race with *truly* devastating natural attacks, *GURPS Supers* contains many powerful abilities that could prove useful. However, the relatively cheap powers described there will *not* be balanced against natural attacks bought using the "expensive" improvement scheme described above. Alternatively, the following scheme can be used for such races:

"Cheap" Improvement Scheme: If you want to increase the power of damaging attacks cheaply, in a manner that is consistent with *GURPS Supers*, simply charge 6 points for each additional die of damage. This *automatically* increases the range by one increment per extra die. Extra skill with the attack can be purchased at a rate of 4 points per +1.

Any enhancements or limitations that are being applied to the power are applied to the final cost of the attack, but not to the extra skill, if any.

Example: With this scheme, the Breathe Fire power still costs 20 points, but 3d damage is now treated as two extra 6-point damage increments (which incidentally add two range increments) for a total of only 32 points.

To use an ability, roll against IQ or DX, as noted. Creatures with low IQ and DX roll against 12, but in order to buy up their roll beyond that they must first buy it up from their actual IQ or DX! If the heading mentions neither IQ nor DX, no roll is required.

For an explanation of the terminology used to describe these powers (e.g., Ranged, Area, Missile, etc.), see p. B149-150. As this implies, these natural attacks are played in some ways like spells.

Bioelectric Shock *see p. 50*

Bite *see p. 50*

Breathe Fire *Jet, DX, 20 points*

Members of the race can breathe fire like dragons, scorching their foes. As well as doing damage, this can ignite hair, clothing and other flammables. This is treated as a *Jet* attack that hits on a DX roll, not as a Missile attack.

Damage: 1d.

Range: 3 hexes.

Constriction Attack *see p. 52*

Cool *Area, 15 points*

The race automatically lowers the temperature of an area by up to 10°. This cannot be done repeatedly in the same area by the same individuals. Multiple individuals can lower the temperature an additional 1° for each individual past the first.

The temperature will drop at a rate of 10° per turn.

An individual with Cool can become invisible to IR on a successful IQ roll (low IQs do not roll at 12).

Special enhancement: The race can turn Cool on and off at will. +10%.

Area affected: 3-hex radius.

Dampen *Ranged, IQ, 15 points*

Members of the race can hinder the function of any electrical device by "slowing" the current that powers the object. This does no damage to most equipment - just turns it off for the duration. Computers (and many other devices) can be damaged merely by slowing them down or turning them off - if you dampen the electrical system of a shuttle during re-entry, you aren't exactly damaging the equipment, but the resulting crash will be nasty.

Area affected: 3-hex radius.

Duration: While concentrating.

Deafen *Ranged, DX, 15 points*

Members of the race can project a short, focused blast of sound that deafens the victim for the duration. This attack is resisted by HT. A critical success with this attack results in a duration of hours rather than minutes.

Area affected: 3-hex radius.

Duration: 3 minutes.

Flash *Area, 15 points*

Members of the race can create a flash of light that can blind and confuse those seeing it. Anyone within the area of effect is automatically blinded for three seconds and is at -3 DX for another full minute (including members of the same race, unless they have the Polarized Eyes advantage).

Anyone within 10 hexes of the area affected *may* be affected if he were facing the flash and had his eyes open at the time. The GM will rule if someone is affected or not. Those outside the area get a roll versus HT to avoid some of the flash. A successful HT roll results in a minute at -3 DX (but no blindness).

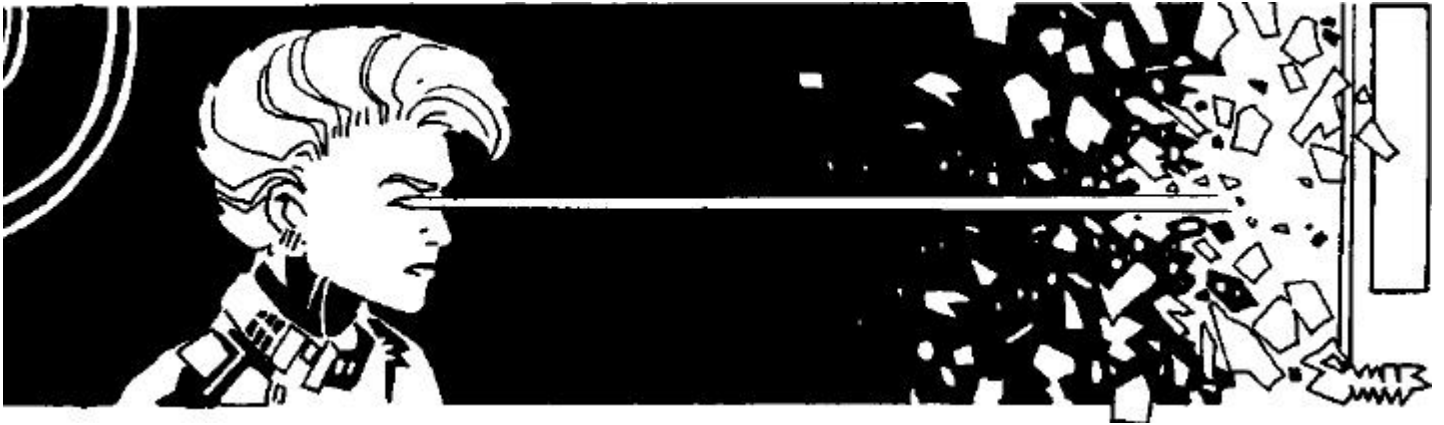
Area affected: 2-hex radius.

Image *Ranged, IQ, 20 points*

This natural attack was also called Illusion in earlier GURPS supplements.

Members of the race can create realistic-appearing images to conceal and misdirect. The images are up to 1/4 hex in size. Images cannot move, nor can they do damage. Any creature with vision can see them, and cameras will photograph them. Physical objects pass through the illusion harmlessly, and anyone inside the image can see out normally.

If an individual is creating an image of something he's never seen, everyone who sees it gets an IQ roll on first sight (+3 if the target creature is personally familiar with the object being displayed). If they make this roll, they notice something



"wrong" with the image (not necessarily that it is an image, just that there is something strange about it).

The image is non-magical in nature - if the race can cast one of the *Illusion* spells, it should purchase it using the Racial Magic rules (p. 179). The image is strictly visual. It has no smell, taste, feel or sound. It cannot be "disbelieved" (but it *can* be ignored!), and the *Dispel Illusion* spell has no effect upon it.

Range: 3 hexes.

Duration: While concentrating.

Laser **Ranged, DX, 25 points**

Members of the species have a powerful organic laser. It may be used to start fires or as a weapon. Lasers cannot penetrate smoke or dense mists.

Damage: 1d-1 *impaling*.

Range: 12 hexes.

Special enhancement: For +25%, the laser can be defocused and used to "Flash" victims in a single hex.

Limitation: For -10%, each use as a weapon costs 2 Fatigue.

Lightning **Missile, DX, 20 points**

Members of the race can shoot bolts of lightning through the air, frying opponents. A bolt cannot be fired through a metal grid (bars, a chain-link fence, etc.) as it will ground out and disappear, and metal armor doesn't protect much - treat it as PD 0, DR 1.

Damage: 1d.

Range: 6 hexes.

Shock **Close Combat, DX, 20 points**

Members of the race can generate a powerful electrical charge. The charge can fry electrical equipment, or stun and burn living creatures. The individual must contact the target with its bare skin, or a metal implement held in a bare hand. The target must be hit on bare skin, or on ungrounded metal in contact with its skin.

Against a living target, a hit does Fatigue damage; a critical hit does actual injury. In either case, the target must make a Will roll to avoid being Stunned (see p. B99). Against a machine, for every 2 points by which the DX roll is made, there is a cumulative 1 in 6 chance that the machine will short-circuit. On a critical success, it catches fire!

Damage: 1d.

Range: Close combat only.

Smoke **Area, 15 points**

The race can cause an area to fill with thick smoke (the creator of the race chooses the color). For line of sight and vision purposes treat this as 3 hexes of the *Darkness* spell (p. B163).

Anyone inside this cloud must roll against HT or be temporarily blinded for 1d-3 turns after leaving the smoke. Individuals with the *Nictating Membrane* advantage are immune to the blinding effects of the smoke cloud. The smoke disperses normally outside.

Special enhancement: The race can see through its own smoke and is unharmed by it. +20%.

Area affected: 3 hexes, all of which must be adjacent to each other and one of which must be adjacent to the individual.

Sonic Blast **Ranged, DX, 20 points**

Members of the race can emit a burst of focused, high-frequency sound that can pummel flesh and shatter brittle objects. Crystalline objects (and most metals are crystalline unless specifically alloyed to be amorphous) are vulnerable to Sonic Blasts; treat them as an armor-piercing attack which bypasses 1/4 of the target's DR.

Damage: 1d.

Range: 6 hexes.

Strikers *see p. 66*

Surge **Ranged, IQ, 15 points**

The race can cause a power surge in an electrical device. For every two points by which the individual makes his IQ roll, there is a cumulative 1 in 6 chance that the item will short-circuit. If the individual makes the IQ roll by more than 10, it automatically shorts. On a critical success, the equipment catches fire.

Range: 3 hexes.

Venom *see p. 71*

Warm **Area, 15 points**

Members of the race automatically raise the temperature of an area by up to 10°. This cannot be done repeatedly in the same area by the same individuals. Multiple individuals can raise the temperature an additional 1° for each individual past the first.

The temperature will rise at a rate of 10° per turn.

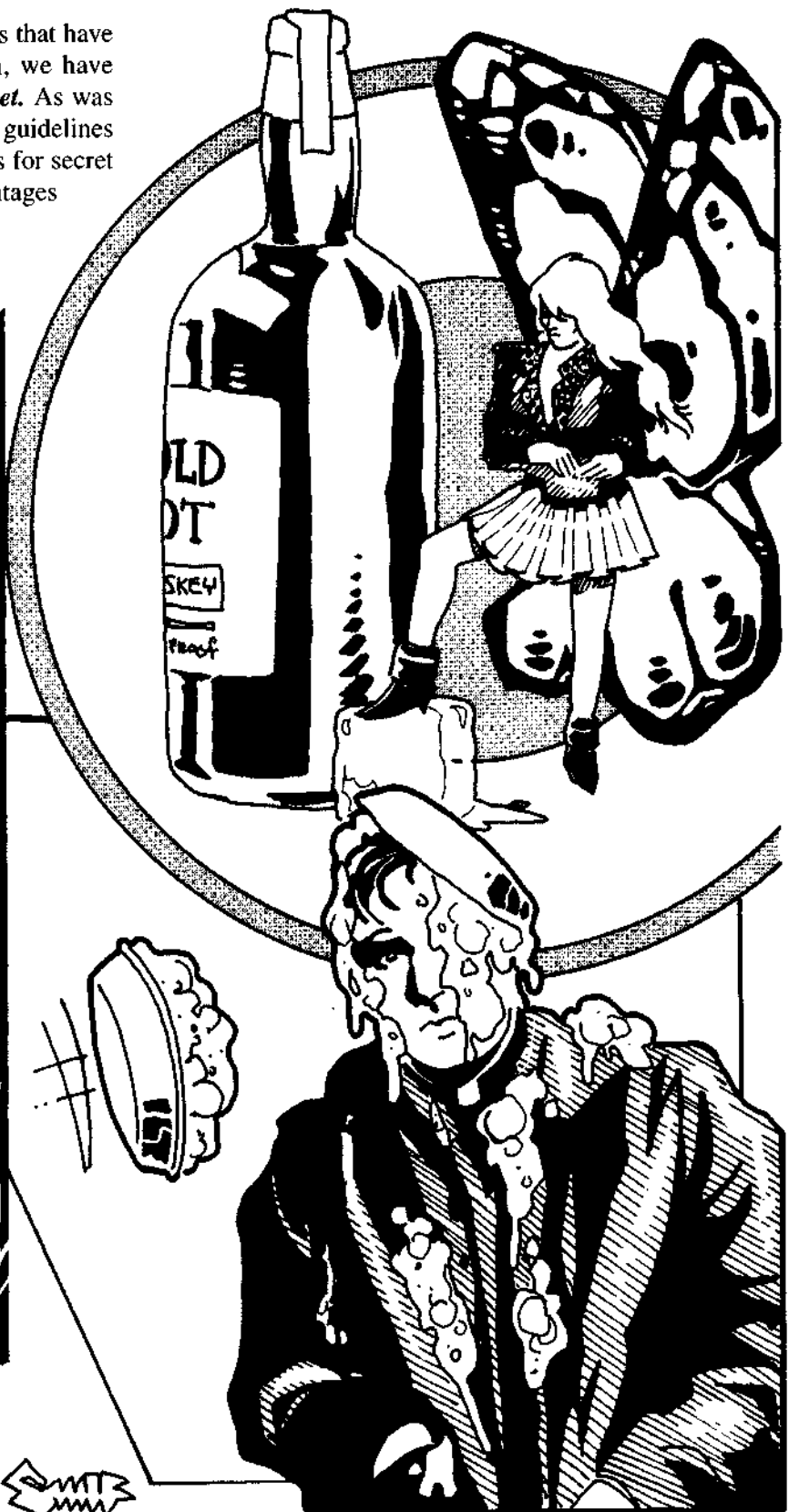
Special enhancement: The race can turn Warm on and off at will. +10%.

Area affected: 3-hex radius.

Webbing *see p. 71*

3 DISADVANTAGES

This chapter presents all of the disadvantages that have been published for the *GURPS* system. Again, we have omitted those that already appear in the *Basic Set*. As was the case for advantages, we have provided some guidelines for designing new disadvantages, as well as rules for secret disadvantages and for doing away with disadvantages altogether. See Chapter 1 for rules covering low attribute levels as disadvantages.



INVENTING NEW DISADVANTAGES

Just as for advantages, there will be times when you need a disadvantage that you cannot find in the *GURPS* system. For the most part, the guidelines given under *Inventing New Advantages* (p. 16) can be easily adapted to the creation of new disadvantages, but beware - there is even more room for abuse with disadvantages. Once again, this advice is intended primarily for GMs, and players should obtain the GM's permission before creating any new disadvantages.

In all cases, the creator should keep the golden rule for disadvantages in mind: A "disadvantage" that does not limit the character is not a disadvantage!

Turning Old Problems Into New

Existing disadvantages can be re-engineered into new ones using the same basic procedure recommended for advantages: rename, redefine, combine, modify and fine-tune. There are a few additional points to note.

First and foremost, a great many supposedly-new disadvantages can be handled by existing "user-defined" disadvantages, the most useful of which are:

Physical

Addiction (p. B30)
Dependency (p. 81)
Unnatural
Feature (p. 85)
Vulnerability (p. 106)
Weakness (p. 106)

Social

Dependents (p. B38)
Duties (p. B39)
Enemies (p. B39)
Odious Personal
Habits (p. B26)
Reputation (p. B17)
Social Stigma (p. B27)

Mental

Code of Honor (p. B31)
Compulsive Behavior (p. B32)
Delusions (p. B32)
Fanaticism (p. B33)
Intolerance (p. B34)
Obsession (p. 93)
Phobias (p. B35)
Sense of Duty (p. B39)
Vows (p. B37)

Supernatural

Destiny (p. 97)
Dread (p. 97)
Karmic Ties (p. 97)
Wyrd (p. 100)

Secret Disadvantages

A character may have a disadvantage that neither he *nor the player* is aware of. The secret disadvantage is determined by the GM, from a point value picked by the player. The actual disadvantage should be worth 5 points less than the value of the Secret Disadvantage. (E.g., Berserk, normally -15 points, is worth -20 points as a Secret Disadvantage.)

The GM must pick the disadvantage carefully - it should be something that the character would not have known about. If the disadvantage is a mental one, the conditions that trigger it should never have happened to the character.

Most physical disadvantages are too obvious, although something like Hemophilia *might* have gone unnoticed. Secret Enemies are quite reasonable, as are various mental disadvantages like Berserk, Bloodlust, Combat Paralysis, some of the less-common Phobias, the -15-point version of Split Personality and Unluckiness. Evil Twins make excellent Secret Disadvantages. Secret Dependents might be amusing, though implausible ...

A variation on this is the "Schrodinger's Disadvantage," which can be used to complicate the lives of the PCs when they're getting a little too lucky. See *Secret Advantages* (p. 16) for details.

When the disadvantage is fully exposed, as determined by the GM, the extra -5 points for the secret must be bought off as soon as possible. To encourage characters to take Secret Disadvantages, the GM may allow an extra -5 points of disadvantages when the character is created with this disadvantage. This extra -5 points is more of a loan than a permanent part of the character design - the "exposed" character will have only the usual number of disadvantage points.

Next, when combining multiple disadvantages to create new ones, remember that certain advantages can also be added to the mix, reducing the value of the composite disadvantage. For example, a positive Reputation can be associated with a "good" personality trait (such as Honesty or Sense of Duty) that is considered a disadvantage in *GURPS* because it restricts a character's choice of actions.



Doing Away With Disadvantages

By Bill Seurer

"I'll be done with my character as soon as I find just one more disadvantage."

No doubt every *GURPS* Game Master has heard that line countless times as players struggle to get exactly the "right" number of disadvantages and quirks when creating a character. Usually, that last disadvantage or quirk doesn't fit the character very well or won't come into play very often (if ever). Here's an alternative method of creating characters that avoids these and other problems.

The basic premise is that nearly every "100-point" character created by the "normal" rules has exactly -45 points in disadvantages and quirks. In effect, characters have 145 positive points to spend. Using this method, you ignore the disadvantages and quirks when calculating the point total, and simply count the positive points.

Thus, a player has 145 points to spend on attributes, advantages and skills, as well as genre-specific special powers. Every player should take at least one disadvantage and may take any number of additional disadvantages as well as any number of quirks. However, the "negative" points from disadvantages and quirks do *not* reduce the point total of the character. (Attributes taken below the racial norm *do*, however.)

Since the disadvantages don't reduce the point total, the player can also define exactly how severe they are. This allows disadvantages to be customized: one person can play a high IQ person who is nearly always afraid of mice, while another can play a dunce who only sometimes gets spooked by them. The players now create the characters they really want to play, and don't feel compelled by character creation rules to take flaws they don't want to play. (See *The Much-Maligned Will*, p. 10, for an alternative approach to the customization problem.)

What effect does this have in practice?

The author has been using this method for several years, and the characters created by his players have all been very well-defined. The players have had a lot more fun roleplaying them, and have become much more involved as well. From practical experience, one should expect the value of these "voluntary disadvantages" to run from about 5 to 60 points in most cases, with about 30 points being the average. Characters will have from 0 to 15 quirks, with about six or seven being the average

However, if the restriction is worth more than the reaction modifier, then the overall trait is still a disadvantage.

Finally, when applying enhancements and limitations (Chapter 4) to disadvantages, great care must be taken to interpret them properly. In general, limitations are fairly straightforward, and should reduce the value of the disadvantage by the appropriate percentage. For instance, a Vow that applies "Only on Sundays" is not worth as much as one that applies all the time. Enhancements rarely make any sense for disadvantages, but those that do can often be interpreted either way. For instance, if Affects Others allows a disadvantage to be used as an offensive ability, it should reduce the value of the disadvantage by *at least* 40% - if not actually turn it into an advantage - even if it still afflicts the character!

Brand-New Problems

The guidelines for creating totally new disadvantages are similar to those for inventing new advantages. In general, use the following rules.

Penalties to attributes are handled by assuming that an effective -1 to an attribute is worth -10 points, and then modifying the final cost using limitations (p. 110) that restrict the circumstances under which the penalty applies. For example, a Reduced Hit Point is just a -1 to HT (-10 points) with the -50% Accessibility limitation, "Only To Soak Up Damage," for a net cost of -5 points.

Penalties to skills should be handled using the Incompetence rules (p. 91), and are worth -1 point for each -4 to a specific skill. Skill penalties are *not* worth as much as "negative skill bonuses" would be, simply because players tend to select skills for which their characters have an aptitude and ignore those at which their characters are inept. Note that the penalty can be changed to -3 or -5 without disturbing balance much, but as a rule of thumb, skill penalties must apply to reasonably common skills to be worth points. The GM *may* also wish to permit a kind of "Group Skill Penalty," worth -6 points per -1 to a *group* of common skills. This is worth much more as a disadvantage because it is much harder for a player to avoid an entire group of skills.

Reaction penalties use the Reputation rules on p. B17, with each -1 on reaction rolls being worth -5 points, divided by two or by three if it applies only to a specific group of people. Unique abilities can only be priced by comparison. Look at other, comparable disadvantages in the system and assign a similar point value, which can be adjusted if the disadvantage is more or less limiting than the one to which it is being compared.

Note that it *isn't* a good idea to determine the point value of a disadvantage that's the "opposite" of an existing advantage simply by taking the value of the advantage and sticking a minus sign in front. For example, Peripheral Vision is a 15-point advantage for a human, but "Poor Peripheral Vision" would not be a -15-point disadvantage, simply because humans do not have especially good peripheral vision to begin with. Conversely, while adding an arm is a 10-point advantage, One Arm is a -20-point disadvantage. This is because the lack of two arms severely limits skill use, but adding an extra one only somewhat enhances most skills.

The final cost of a disadvantage is equal to the sum of the costs of its component parts, modified for its rarity. A rare disadvantage is *sometimes* worth more points simply because (in the case of rare health problems) it is less likely to be treatable or because (in the case of rare deformities and mental problems) it is more likely to generate shock and disgust on a bad reaction roll, rather than a mere snub. A common disadvantage may be worth correspondingly less, by the same logic - Bad Sight is an example of a disadvantage that is worth less because it is common and treatable.

NEW DISADVANTAGES

The following are all the disadvantages we could find; again, with the exception of some *very* world-specific ones. Note that

any disadvantage that is worth only -1 point may be taken as either a disadvantage *or* a quirk, at the player's option.

SOCIAL DISADVANTAGES

The following disadvantages are regarded as *social*, mainly because they would, by and large, cease to be disadvantages if the character left his own society, culture or world for another; naturally, there will always be exceptions.

Note that mental disadvantages with social implications (such as Semi-Literacy and Non-Iconographic) are treated as mental disadvantages, while those with social *causes* (such as Uneducated) are treated as social disadvantages. Likewise, physical problems with social repercussions (such as Horrific Appearance or Bad Smell) are treated as physical disadvantages.

Disowned **-5/-15 points**

This disadvantage is only available if the character would normally stand to inherit significant wealth or a meaningful title. In cultures with weak family ties, it may not exist at all.

If you would normally be considered an heir in your culture (see *Heir*, p. 25) and someone else has been named instead, you suffer a -1 on reaction rolls. This is not literal disowning, but it is embarrassing. -5 points.

Anyone who is wholly and publicly disowned by an influential family, employer, teacher or clan lord suffers -3 on reaction rolls from everyone who has heard about it. -15 points.

A starting character who has *just* been Disowned has the starting wealth of his old Wealth level and the income of his new Wealth level. A person who *voluntarily* leaves his lord or employer (for instance, out of shame at a failure) does not count as Disowned.



Duty (Involuntary) **An extra -5 points;** **see p. B39**

Some duties are enforced by threats, threats to loved ones, or by exotic methods of mind control. Such a forced duty can result in difficult decisions or surprising insights for the affected character. An involuntary Duty would *not* include military service by draft (although service by impressment, as practiced by the British navy of the 18th century, would qualify), nor any other "normal" service. Only cases where life or sanity are directly at stake qualify.

For instance, if the Flying Avocado's brain was taken over by Dr. Zod's Orbital Mind Control Laser, and the hero is now being forced to rob banks, he has an Involuntary Duty bonus.

If a Duty is involuntary, add an additional -5 points to its value. An Extremely Hazardous Duty (p. 78) *can* also be involuntary.

Enemy (Unknown) **Variable**

This is a more frightening form of the Enemy disadvantage (see p. B39). Players can take the standard Enemy disadvantage, for the standard number of points, and make up the Enemy group themselves. Alternatively, they can choose to have an *unknown* Enemy.

Players who want to take this route should tell the GM what point value they would like the Enemy group to be. They gain this point value *plus* an additional 5 points, to reflect the danger of not knowing who's out to get them. The GM should then work out a group that matches the point value selected. (Players who choose Unknown Enemies should consider taking Paranoia as well. Odds are they're going to be acting paranoid anyway, so they may as well get the extra points for it...)

Evil Twin **Variable**

The GM may wish to limit this disadvantage to "silly" campaigns!

An Evil Twin is someone who looks like you, sounds like you and occasionally uses a name similar to yours - but who acts completely opposite; this may or may not be "evil," depending on the PC. Characters rarely meet their Evil Twins, but they *do* hear about them, usually when they're taking the blame for something they didn't do. Evil Twins are often mistaken for Split Personalities, with the same reaction modifier (-3).

For -10 points, the Evil Twin has exactly the same skills and abilities as the character, *including* the Evil Twin disadvantage (from the Twin's point of view, the *character* is the one who's ruining *his* reputation), but other disadvantages will be opposite or skewed. For -15 points, the Evil Twin will have higher skill levels than the character, or abilities the character does not have; for -20, both skill levels and abilities are improved. In this case, the GM should decide what the differences are and create a separate character sheet. The character's player should *not* know what the differences are!

The base value of an Evil Twin is modified by frequency of appearance - i.e., how often the character is likely to have to explain that he *didn't* do something, or produce an alibi.

At the beginning of each adventure, or each session of a continuing adventure, the GM rolls 3 dice to see if the Evil Twin's actions will impinge on the character's existence.

If the Evil Twin "appears" almost all the time (15 or less): triple the listed value.

If the Evil Twin comes into play quite often (12 or less): double the listed value.

If the Evil Twin comes into play fairly often (9 or less): use the listed value.

If the Evil Twin rarely makes its presence known (6 or less): halve the listed value (round up).

On a roll of 3, the character will actually catch a glimpse of his Twin leaving the area before he gets caught and accused of whatever the Evil Twin just did.

Characters with Evil Twins often receive anonymous notes from their Twins, especially when the characters have done something egregiously spectacular or incredibly stupid, and the Evil Twins are taking fallout from it.

Note that it is possible to have more than one Evil Twin! This can count as a frequency modifier, but it is possible that the Evil Triplets will act differently from each other, as well as from the character.

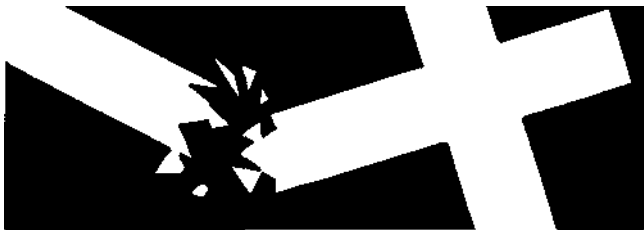
Also note that, very rarely, it can be an *advantage* to have an Evil Twin to take the blame for something *you* did. (A GM call, but a roll of 18 at the beginning of a session would be a good indicator.)

Excommunicated -5/-10 points

You have been excommunicated from your religion. If the religion is strictly a societal or political power, this is a -5-point disadvantage, and only those directly involved with your excommunication, or who have heard about it via normal means, will know of it. If the religion has true supernatural power, this is a 10-point disadvantage, and all clerics of the religion (and most members) will immediately recognize your shame.

Excommunications usually occur in powerful, widespread, state-backed religions. Small, localized faiths tend to simply exile the offenders.

Once recognized, an excommunicated person has a reaction penalty of -3 from all followers of the religion.



Extremely Hazardous Duty -20 points

This is an increased level of the Duty disadvantage (p. B39). The character is "on duty" almost all the time, and risks death or serious injury more often than on ordinary duty. There are significant penalties for failure to perform the duty when demanded: dismissal in disgrace, imprisonment, perhaps even death.

This type of Duty is appropriate to members of ninja clans, fanatical cults, secret agencies or elite military units, as well as certain bodyguards and police. The GM has the final say in what sorts of duties are considered "extremely hazardous" in the campaign.

Ignorance

-S points/skill

In highly-structured societies, or in very primitive ones where individuals depend on one-another for survival, people will expect their fellows to have learned certain skills by the time they reach adulthood. Those who do not have such abilities will be looked down upon as slackers or fools. For each expected skill (from a list determined by the GM) on which a character has spent *no* points, he must take one level of this disadvantage, worth -5 points per level. This gives -1 per level on reaction rolls from people within his society.

Mistaken Identity

-5 points

You look similar to someone else, and are often mistaken for him. Your "double's" allies will approach you and tell you things you don't wish to know; his enemies will be after you, too; and his acquaintances will treat you in strange and irritating ways. Eventually, you might get things straightened out, but not without some effort - it should require some roleplaying, in addition to the expenditure of earned character points, to "buy off" this disadvantage.

Note that if the other person is aware of this resemblance, and maliciously uses this fact to take advantage of you, then you have an *Evil Twin* (p. 77) instead.

Secret

Variable

A Secret is some aspect of your life (or your past) that you must keep hidden. Were it made public, the information could harm your reputation, ruin your career, wreck your friendships and possibly even threaten your life!

The point value of a Secret depends on the consequences if the Secret is revealed. The worse the results, the higher the value, as follows:

Serious Embarrassment. If this information gets around, you can forget about ever getting a promotion, getting elected, or marrying well. Alternatively, your Secret could be one that will simply attract unwelcome public attention if it is known. -5 points.

Utter Rejection. If your Secret is discovered, your whole life will be changed. Perhaps you would lose your job and be rejected by friends and loved ones. Perhaps you will merely be harassed by admirers, cultists, long-lost relatives, or the press. -10 points.

Imprisonment or Exile. If the authorities uncover your Secret, you'll have to flee, or be imprisoned for a long time (GM's discretion). -20 points.

Possible Death. Your Secret is so terrible that you might be executed by the authorities, lynched by a mob, or assassinated by the Mafia (or the CIA) if it were ever revealed - you would be a hunted man. -30 points.

If a Secret is made public, there will be an immediate negative effect, as described above, ranging from embarrassment to possible death. There is a lasting effect - you suddenly acquire new, permanent disadvantages whose point value equals *twice* that of the Secret itself! The points from these new disadvantages go first to buy off the Secret, and may then (at the GM's option only) be used to buy off other disadvantages or (rarely) to buy new advantages. Any unused points are lost, and the character's point value is reduced.

The new disadvantages acquired must be appropriate to the Secret and should be determined (with the GM's assistance) when the character is created. Most Secrets turn into Enemies, bad Reputations and Social Stigmas. They might also reduce your Status or Wealth - going from Filthy Rich to merely Very

Wealthy is effectively a -20-point disadvantage. Some Secrets could even turn into mental or physical disadvantages, although this would be rare.

Similarly, if the GM allows you to buy off old disadvantages with the new points, these too must be appropriate to the Secret. The most common disadvantages that could be bought off are Duties and Dependents.

In general, a Secret appears in a particular game session if the GM rolls a 6 or less on three dice before the adventure begins. However, *as for all other disadvantages of this type*, the GM need not feel constrained by the appearance roll - if he thinks the Secret should come into play, it does!

When a Secret appears in play, it is not automatically made public. The character must have the chance to prevent the Secret from being revealed. This may require him to cave in to blackmail or extortion, to steal the incriminating documents, or even to silence the person who knows the Secret. Regardless of the solution, however, it's only temporary - the Secret will appear again and again until it is finally bought off. Secrets may be bought off either automatically through exposure (see above) or with earned character points over the course of play.

Secret Identity

Variable

A Secret Identity is a special kind of Secret (see above). It is another *persona* that you use for deeds that you wouldn't want connected with your "public" self. Only your closest family and friends know, and you are willing to go to great lengths to keep your privacy. Note that this isn't necessarily the same as an Alternate Identity (p. 20). If your Secret Identity isn't backed up by false records, it doesn't count as Alternate. If your Alternate Identity is used (for instance) only to hold a secret bank account, and you never try to "live" that persona, then it isn't a Secret Identity.

A Secret Identity is a disadvantage because it limits your behavior. It is difficult (and sometimes illegal) to maintain a Secret Identity. When a PC has a Secret Identity, the GM should occasionally provide a serious challenge to it, in the form of

someone who threatens to expose it. This can be determined randomly by rolling 3d before each game session; on a 6 or less, there is a threat of exposure.

Anyone with a Status of 3 or more gets an extra -10 points for a Secret Identity, because of the attention that the media and the public pay to his every move. The GM should introduce a challenge to the identity on a roll of 7 or less, instead of 6.

If the Secret Identity is lost, it is traded in for twice its point value in disadvantages; new Enemies, or more frequent appearance of old Enemies, are appropriate. (Alternatively, if the PC has an appropriate advantage of similar value, he could give it up - but there are few advantages that would logically be lost just because a Secret Identity has become known.)

The value of this disadvantage is figured as per the Secret disadvantage; it is worth more to a criminal (who will be jailed if found out) than to a crimefighter (who will just be inconvenienced).

Uneducated

-5 points

You are a member of a social class, culture or race that lacks a cultural repository of wisdom, eschews formal schooling and takes a dim view of activities that do not relate directly to survival or procreation. You receive a -1 reaction from members of more "civilized" cultures or races (treat this as a Social Stigma) in any situation where knowledge is important. You may not begin your career with any Mental/Hard or Mental/Very Hard skills except for those that apply directly to combat, survival or thieving. You may be Literate, but Illiterate characters in a predominantly Literate society must automatically take this disadvantage. This is *not* the same as Primitive (p. B26).

Note that an Uneducated character cannot start out knowing any magical spells or psionic skills (although they may possess Magery or psionic power).

PCs should be allowed to buy off this disadvantage when they have lived in "civilized" parts for long enough (GM's decision).

PHYSICAL DISADVANTAGES

The following disadvantages are physical, in the sense that they are shortcomings of the character's body when compared to a normal, healthy human. Damage to the brain, although physical, is regarded as a mental disadvantage - see Prefrontal Lobotomy (p. 93) for such a disadvantage. On the other hand, personality changes brought about by a purely physical response to some stimulus *are* regarded as physical disadvantages (e.g., Alcohol-Related Quirks).

Acceleration Weakness

-5 points

This disadvantage is the reverse of Acceleration Tolerance. Characters with Acceleration Weakness are more likely to suffer from extreme acceleration; they get a -3 to HT on any roll to avoid the effects of acceleration.

Alcohol-Related Quirks

-1 point/quirk

The following 1-point disadvantages may be counted as either quirks or disadvantages - player's option. They should only be allowed in campaigns where carousing and socialization play a reasonably important role; in a campaign that is little more than a straight-ahead combat-fest, none of these quirks

would likely matter enough to be worth points. These quirks are best used in campaigns using the *Drinking and Intoxication* rules, pp. CII162-168.

Alcohol Intolerance

-1 point

Alcohol "goes right to your head." You become intoxicated much faster than normal.

If using the advanced drinking rules, you'll immediately go to Intoxication Level 3 when you reach your first Tolerance point (you can go higher, if the roll indicates). At each Tolerance level thereafter, you'll always increase by *at least* one Intoxication Level (and you can always increase by more than one, if the dice so dictate).

Horrible Hangovers

-1 point

You have an additional -3 penalty to all attribute modifiers when hung-over, and add 3 hours to hangover duration.

Nervous Stomach

-1 point

Alcohol disagrees with your metabolism. You have a -3 to all HT rolls to avoid vomiting while drinking.

Obnoxious Drunk -1 point

As you drink you become *really* uninhibited. At each Intoxication Level you must make a Will roll minus your current Intoxication Level, or do something that will embarrass yourself, your host, other witnesses or all of the above. You aren't deliberately malicious or destructive, but hurt feelings and damaged property often follow your drinking.

The details will depend on the circumstances - at a formal dinner it might be as simple as commenting out loud on the Duchess's weight, while at an already-wild party you might be the one who tries to swim in the aquarium - whatever it takes to get you remembered as a drunken idiot.



Personality Change -1 point

There are many possibilities here. For instance, if you're a vicious drunk, when intoxicated your mood is almost always foul. Someone might also be a friendly drunk, a singing drunk, a silly drunk, and so on. Most of these require no die rolls - just roleplaying.

Many mental disadvantages may be taken with the caveat "only while drunk," as quirks. These include Bully, Berserk, Intolerance, Jealous, Stubbornness, all kinds of Odious Personal Habits, and many more.

Sleepy Drinker -1 point

Alcohol makes you drowsy. Beginning at Intoxication Level 6, you must make a HT roll at each new Intoxication Level or become too sleepy to drink. You have 1dx10 minutes to find a place to curl up before you drift off.

If you manage to stay awake long enough to reach Intoxication Levels where everybody must roll to stay awake, you are at an additional -3 to those rolls.

More Serious Disadvantages Variable

Characters with the disadvantages Alcoholism or Compulsive Behavior: Hard Drinker can take mental disadvantages which are active "only when drunk." These will be worth -3 to -5 points, or even more - depending on the circumstances, and with the GM's permission.

Less severe drinking quirks - for example, "never drinks alone," or "thinks he's a comedian when drunk" - are possible, but can only be taken as quirks.

Appearance: Horrific -30 points

The character with Horrific Appearance has little hope of interacting with normal mortals without some supernatural aid. He is not only inhumanly monstrous, but obviously unnatural. All humans encountering someone with this disadvantage not only react at -6, but also must automatically make Fright Checks.

It is extremely unusual for normal beings to have Appearances this terrifying. In general, it is reserved for unnatural monsters, or for alien races that happen to match another's legends.

Appearance: Monstrous -25 points

The character's Appearance is beyond Hideous. This is not just ugliness; the character is clearly inhuman. This not only causes a -5 reaction penalty, but causes most humans to react to the character as a monster rather than another sentient being.

Bad Back -15/-25 points

You have suffered an accident that has somehow hurt your spine. During strenuous physical labor, you may "throw your back" and suffer crippling, intense pain or even further injury.

Every time the character needs to make a ST roll, he must roll against his HT. *Modifiers:* any ST modifiers applied to the roll, including those for Extra Effort; +2 if the character makes an IQ-2 roll to try to put the least strain on his back. In combat, if the character rolls a 17 or 18 on any attack or defense rolls he must also make a HT roll in addition to any other Critical Miss results.

On a failed roll, the character has thrown his back. If he has a light condition (-15 points), he will be at -3 DX until he rests or someone helps him (a First Aid-2 roll will reset his back); IQ is reduced by 3 for the next round only. On a critical failure he is at -5 DX and must make a Will roll to perform any physical action.

A severe back problem (-25 points) is more serious. All HT rolls are at -2. On a failed roll, DX and IQ are at -4 until rest or help are provided; the victim is in constant agony. A critical failure causes 1d-3 damage and the character is at -6 DX and -4 IQ.

High Pain Threshold halves all DX and IQ penalties, rounding down.

Characters can acquire this condition during play. If a natural 18 is rolled on a ST roll, check against HT. A miss indicates the character has strained his back; if the roll is missed by 4 or more, the condition is severe. Recovery is as per any crippling injury (see p. B129).

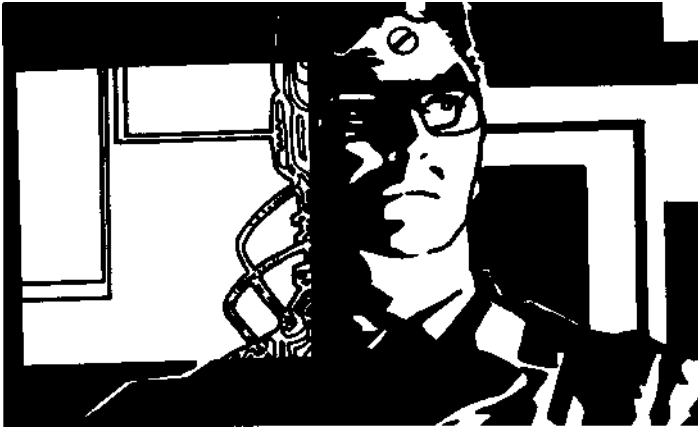
Bad Smell -10 points

You exude an appalling odor that cannot be removed, such as the stench of death and decay. It causes a -2 reaction from most people and animals. The smell may be masked with heavy colognes or perfumes, but the overpowering amount that must be used still causes the negative reaction modifier with most humans.

Pests or carrion-eating scavengers may also be unusually attracted to you.

Bowlegged -1 point

You are bowlegged. This doesn't normally affect Move, but Jumping skill is at -1. It may also elicit a -1 reaction from those who think it looks funny.



Cyber-Rejection -10/-25 points

Your immune system resists any bionic or cybernetic implant - your body automatically rejects such things as *foreign*. This includes chip sockets, interface jacks, etc. If you lose any part of your body, it must be replaced with a strap-on prosthesis or a vat-grown clone from your own tissue - otherwise you're out of luck!

If implants are relatively uncommon in the campaign (GM's option), this is only a -10 point disadvantage. If the technology is common or necessary to the daily routine, then this is a -25 point disadvantage.

Delicate Metabolism -20/-40 points

At the -20-point level, this represents a severe, chronic gastrointestinal disorder. Your metabolism is more delicate than that of a normal human - you require a special diet and filtered water. If you consume normal food and drink, it will sustain you, but you must make a HT roll. Failure means loss of 1 HT due to nausea, cramps and illness. Critical failure means loss of 1d HT. The cost of your special diet is twice that of normal food, and may be unavailable in some areas (especially in regions with TLs below 7).

The -40-point level is only appropriate for constructs or biological androids. You cannot survive on normal food at all. Special nutrients are only available from your creator, generally at a cost of 100 times the cost of feeding a normal human. For someone else to synthesize it will be a difficult task requiring Biochemistry skill - see *Reinventing Invention*, p. 125). Most normal foods make you ill as described above.

Dependency Variable

This disadvantage isn't as unusual as it may first appear. With the GM's permission, characters who suffer from chronic illnesses may take this disadvantage to indicate that they depend upon a drug for survival.

You require some special substance to survive. Without it, you weaken and die! The value of a Dependency depends on how common the substance is:

Rare (cannot be bought; must be found or made): -30 points.

Infrequent (very expensive and hard to find): -20 points.

Occasional (expensive, somewhat hard to find): -10 points.

Common (available almost anywhere): -5 points.

Illegal: adds -5 to any of the above.

This value is modified by the frequency with which you must receive the item:

Constantly: Five times listed value. You must carry and use the substance at all times - for example, an exotic atmosphere. Lose 1 HT per minute without the substance.

Hourly: Four times listed value. Lose 1 HT per ten minutes after missing an hourly dose.

Daily: Three times listed value. Lose 1 HT per hour after missing a daily dose.

Weekly: Twice listed value. Lose 1 HT per six hours after missing a weekly dose.

Monthly: Listed value. Lose 1 HT per day after missing a monthly dose.

If lack of the item merely causes you to lose your metahuman powers as soon as you miss a dose, regaining those powers when you get the substance again, cut the value of the disadvantage by half.

Special limitation: You age unnaturally as well as losing HT. For each HT point lost, you age two years (even if you are normally Unaging). -10 points.

Disembodied Brain -100 points

See *No Physical Body*, p. 83.

Disturbing Voice -10 points

Your voice is naturally unpleasant, or (for robots and those using speech aids to compensate for the Mute disadvantage) perhaps it just sounds obviously artificial. You may choose any explanation for this (your voice may be raspy, hollow, or high and squeaky, or your speech may simply be monotonous and lack inflection), but in game terms, the effects are the same as the Stuttering disadvantage (p. B29), although you do not necessarily stutter.

This disadvantage is the opposite of the Voice advantage - you cannot take both.

Extra Sleep -3 points/level

You need more sleep than most people: one additional hour per day per level of this disadvantage. Thus, you must go to bed early, or sleep in, for a few hours each day. The GM should remember that these characters have less time each day to work on their projects or to study. A character can take a maximum of four levels of Extra Sleep.

Note: This disadvantage should be used only if the advanced rules for sleep and sleeplessness (pp. CIII73-174) are being used.

Free Sick -10 points

This disadvantage is only available in campaigns where inertialess drives are used as a common means of travel.

You are miserable under "free" (inertialess) conditions. This disadvantage is handled identically to Space Sickness (p. 84), substituting "inertialess" for "weightless".

G-Intolerance -10/-20 points

This disadvantage means that a character (or race!) can function well under a narrower range of gravities than a normal human being. Normal human G-tolerance is measured in increments of 0.2 G. For an increment of 0.1 G, pay -10 points. For an increment of 0.05 G, pay -20 points.

Hunchback -10 points

This spinal deformity is not crippling, but it *is* restrictive. The hunchback cannot hide his deformity, and will usually be noticeable in a crowd; he is also likely to be considered physically unappealing. A person with this disadvantage must pay double (10 points) for Attractive appearance (and that means a *remarkably* pleasant face and manner), and cannot take better

than that (in fact, he is more likely to be Unattractive). As well, his physical attributes cannot be better than ST 15, DX 14, or HT 16, reflecting the problems of a slightly deformed physique. His height should be reduced by 6" if rolled randomly. He can wear normal clothing or armor, but it will fit badly; to look well-dressed, specially-made garb is a necessity.

Superstitious NPCs will react to a hunchback at -1, as the affliction is often regarded as sinister. However, a hunchback acting as an entertainer - especially telling jokes, juggling, etc. - gets a +2 reaction from most audiences (a mixture of sympathy and comic effect).

Increased Life Support -10 points/level

See p. 102. Like Dependency (p. 81), this disadvantage may be used to represent the special requirements of those with certain chronic illnesses. Under these conditions, it may be taken by normal humans with the GM's permission.

Insomniac -10 or -15 points

You go through periods where falling asleep is very difficult. Each night during an insomnia episode, the character must make a Will roll. If he succeeds, he falls asleep easily, and this episode is over. If he misses the roll, he loses two hours of sleep that night, and the episode will continue another night. On a critical failure, the victim gets no sleep that night. Once an episode ends, the GM secretly rolls 3d to determine how many days until the start of the next episode (at the -15 point level, he rolls 2d-1). However, whenever the insomniac suffers prolonged stress, the GM can require a Will roll; a failure means an episode starts immediately. ("Ever since we entered the Dark Lord's realm, Galgar has been having trouble sleeping.")

Killjoy -15 points

This is treated as a mental disadvantage; see p. 91.

Klutz -5/-15 points

This is a silly disadvantage . . . maybe. Some GMs may wish to limit it to "silly" campaigns. Still, we all know people who are like this.

This disadvantage has two levels. A regular Klutz (-5 points) must make a DX roll to get through the day without doing a pratfall, dropping books or knocking over shelves filled with fragile items. Regular klutziness is rarely life-threatening, but is very inconvenient, and often expensive. The GM should be creative in inventing minor torments. Klutzes should especially avoid laboratories, explosives, china shops, etc.

At the -15-point level, the character is a Total Klutz. Besides the daily DX roll to avoid minor hazards, a failure on any DX or DX-based skill roll is automatically a critical failure. Total Klutzes usually have very high auto insurance rates . . .

A character with either level of this disadvantage may not have a DX above 13.

Light Sleeper -5 points

You do not tend to sleep as soundly, or as easily, as normal people do. When you are sleeping in an uncomfortable place, or if there is more than the slightest noise, a Will roll is required in order to fall asleep. If the roll is failed, another attempt can be made after an hour of trying to fall asleep. Light sleepers usually wake up if there is activity going on around them. The GM should require a Will roll, *minus* any Alertness, in order for the light sleeper to continue sleeping when people

are moving around them. In some cases this can actually be to the character's advantage, but usually he will be waking up each time an inconsiderate companion changes the watch, or comes home from a night on the town. Light sleepers will often suffer temporary penalties due to the quality of their sleep.

Migraine -5 to -20 points

You are plagued by severe headaches that hamper your life. They can happen as often as once a day, and while they last your abilities are reduced and you are not a fun person to be with. A bad case is a serious condition; it can be truly crippling.

Once a day, roll against the Migraine's frequency of appearance number (see below). If you roll below the number, your character suffers a migraine attack. DX and IQ are reduced by 1d; Will rolls to resist Bad Temper, Berserk and similar disadvantages are reduced by the same amount - someone in pain is more likely to lose his cool. After the onset of the headache, the GM rolls against the character's HT: if the roll is made by 3 or more, the attack lasts 2d minutes; a roll made by less than three results on the headache lasting one hour. On a failed HT roll, the migraine lasts an hour; at the end of the hour a new roll is made as above. On a critical failure, the headache lasts 1d+2 hours!

Cost of the disadvantage is based on the Migraine's frequency of appearance:

Infrequent: The Migraine appears on a roll of 6 or less. -5 points.

Common: The Migraine appears on a roll of 8 or less. -10 points.

Frequent: The Migraine appears on a roll of 11 or less. -15 points.

Constant: The Migraine appears on a roll of 13 or less. -20 points.

Missing Digit -2/-5 points

You are missing a finger or thumb. The loss of a finger decreases DX in that hand (only) by 1 point; the loss of a thumb decreases DX by 5 points.

Motion Sickness -10 points

You are miserable whenever you are in a moving vehicle, be it an automobile, train, airplane, balloon, ship or spacecraft. You may never learn any Vehicle skills.

A character with Motion Sickness must roll vs. HT as soon as he is aboard a moving vehicle. He vomits on a failure and is incapacitated for the rest of the journey; all die rolls are at -5. On a successful roll, he is merely miserably queasy and suffers a -2 penalty to DX and IQ. On long journeys, the roll must be made once per day.

Night Blindness -10 points

You are unable to see well in the dark, and you are at a disadvantage in a fight in dim lighting. Double all combat penalties for poor lighting (to a maximum of -10, minimum penalty -3). If you also possess Acute Vision, it is only effective in daylight. You may not possess Night Vision or Dark Vision.

No Depth Perception -10 points

You lack effective binocular vision and cannot visually judge distances - perhaps because you have only a single, cyclopean eye, or perhaps just because you suffer from an exotic vision disorder. This is the same as the One Eye disadvantage (p. B29), but without the reaction penalty.

No Physical Body

-100 points

You have no limbs, sense organs, cardiovascular or gastrointestinal systems, etc. You are a disembodied brain, and all sensory input must be provided through psi abilities or hard-wired in.

Your brain tissue must be supported by an artificial nutrient system. This costs \$250,000, plus \$10,000/month in maintenance at TL8 (halve costs at TL9 and again at TL 10). Weight is 200 pounds and volume 0.2 cubic yards. If such a system exists in a late TL7 world, increase space, cost and weight by a factor of ten or more.

You have no Strength attribute; you do have a Dexterity attribute which comes into play if you learn a Physical skill, such as Driving, for exercise by remote control. Your physical brain has a HT attribute (for rolls against shock, etc.) but one point of actual damage will render you unconscious and two or more points will kill you. Your life support system may have armor, however.

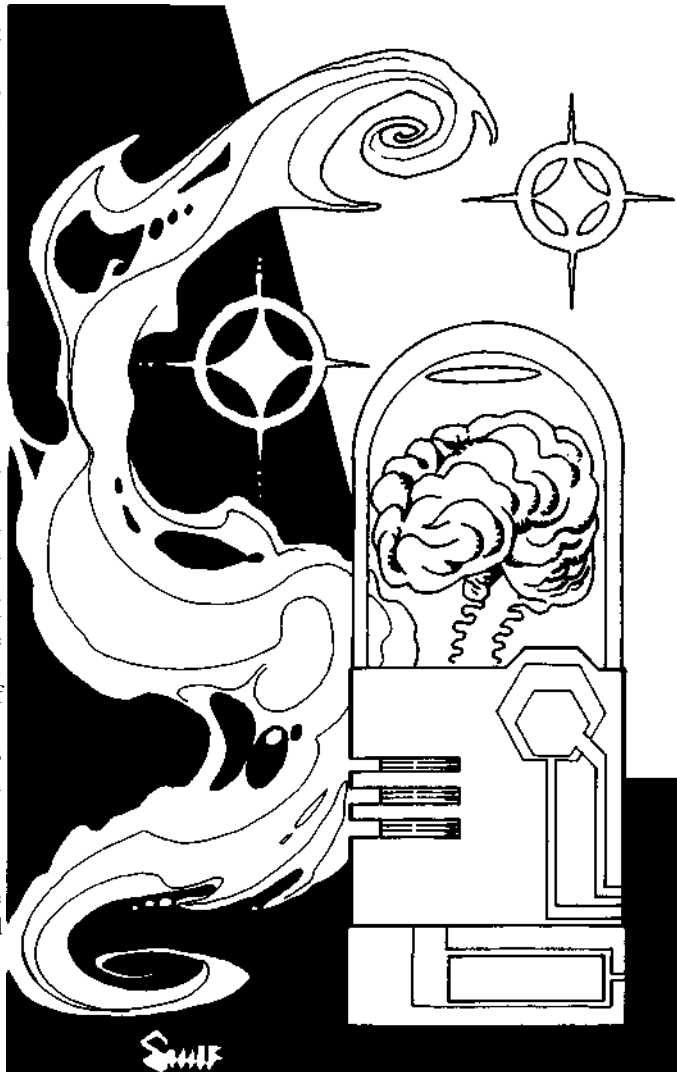
Although you have no Strength, you have Fatigue points equal to your IQ - these are used to calculate Fatigue loss from magic or psi abilities or attacks such as Mental Blow, and to measure psychic stress. Recovery rules apply normally.

You have no glands, and therefore you feel no strong emotions. Lust, bloodlust, terror and excitement . . . all are lost to you. You make all Fright Checks at +5, and ignore any physical result of a failed Fright Check (read down the chart to the first applicable mental result). You can still feel intellectual emotions, like reasonable fear, cold hatred, friendship and greed.

Squeamish people and necrophobes must make Fright Checks when seeing you; they must check at +2 if they just talk to you on the telephone or via telepathy, if they know or guess what you are. Most strangers, except doctors, react to you at -1 when meeting you in person.

You may have any kind of psi abilities (making you a "psi-borg"), and may be attached to any kind of psionic device that can use a psiberface system. Psi drugs may be rigged to drip into your nutrient fluid, with normal effects. Through telepathy, you could come to experience another's emotions or see through their minds. Astral Projection could give you a kind of mobility. It would be up to the GM whether your astral form is the body you had (if any) or that of a brain (with or without an image of the life support system).

If the cybernetic technology is up to it, you may possess an interface jack that enables you to be hooked up to computers, voice synthesizers, sensors, communication systems, or the like - see *GURPS Cyberpunk* and *Ultra-Tech*.



Prefrontal Lobotomy

- 15 points

This is treated as a mental disadvantage; see p. 93.

Quadriplegic

-50 points

You are paralyzed in both arms and both legs, or possibly you lack limbs entirely - you can't move without assistance. If you have cybernetic replacement limbs, you can't have this disadvantage! A quadriplegic may start with a DX and ST of 6 without this counting against his disadvantage total - anything below this counts, however. (For instance, the point difference between DX 5 and DX 6 is 10 points, so DX 5 would count as -10 points of disadvantage.)

Quadriplegics can be good netrunners (with the appropriate voice-controlled equipment), mages (with high enough skill) or psis. Such characters may have the Delusion that cyberspace, the astral plane or some other realm that their abilities allow them to visit is the only "reality," and will never willingly leave!

Reduced Hit Points

-5 points/level

In a realistic campaign, the GM may wish to limit characters to a certain number of Reduced Hit Points; three or four levels are reasonable.

You can take less damage than a normal human of your HT. Hit Points are initially equal to HT, so a character with HT 12

could lower his Hit Point total to 10 as a -10-point disadvantage. This would be written as HT 12/10. All rolls versus HT are still made against his health of 12. Only damage is subtracted from 10.

Very small races often have this disadvantage.

If the Stun Damage optional rule is in effect, Stun is based on hit points, not basic HT.

See *Compendium II*, pp. 152-154, for special rules that apply to characters whose HT is not equal to their Hit Points.

Reduced Manual Dexterity

-3 points/level

Each level of this disadvantage gives you a -1 to DX, or IQ in some cases, but only on tasks requiring fine motor skills. This skill would hinder an attempt to repair a watch, for example, but not Combat/Weapon skills or Dodge.

Reduced Move

-5 points/point of Move

At the GM's option, this disadvantage may be permitted even in realistic campaigns to represent "generic" disorders that affect the legs. See p. 103.

Scalped -5 points

You have survived a scalping. The wound is covered in ugly scar tissue, and must always be protected from infection (see p. B134). You also have no hair. Scalping lowers Appearance by at least one level (take this as a separate disadvantage), but the victim may wear a wig or a hat.

Sleepwalker -5 points

You walk in your sleep ("somniaambulation"). This is usually just annoying or embarrassing (unless you fall down the stairs), but can be very dangerous if you sleepwalk while encamped in hostile territory!

If sleepwalking would matter during the adventure, the GM rolls 3d any time you go to sleep. On any roll of 8 or less, you will sleepwalk sometime during the night. You wake up after walking for 1d minutes, or if someone else awakens you. The GM will make DX rolls to see if you trip while going down stairs or walking over rough ground - if this happens, you wake up suddenly and are mentally stunned.

While sleepwalking, you are considered to be in a hypnagogic state and are thus very susceptible to telepathic influences. As well, a person with the appropriate magical or psionic abilities may use these while "sleepwalking" - e.g., someone with Teleportation may *sleepjump* instead.

Slow Healing -5 points

A single level of disadvantage may be taken in realistic campaigns. See *Slow Healing*, p. 104.

Social Disease -5 points

You have contracted some sort of contagious, antibiotic-resistant bacteria, retrovirus or similar disease. The disease is only transmitted by close, unprotected physical contact. Anyone who knows about it will react to you at -1. Members of the opposite sex who become aware of it will automatically resist any seduction attempts. The disease isn't fatal - at least not immediately - but may produce physical symptoms (left to the imagination of the player or GM).

Space Sickness -10 points

You are miserable in free fall; you may never gain Free Fall skill, but will always operate at your default of DX-5 or HT-5, whichever is better. A space-sick character must roll vs. HT the moment he enters free fall. If he fails the roll, he chokes - treat as drowning (p. B91). Furthermore, he will be nearly incapacitated during the entire time he is in free fall - effectively at -5 on all subsequent skill and other rolls (including DX, HT, ST and IQ). On a successful roll, he will have a mere -2 penalty to everything.

In campaigns in which PCs are mainly planet-bound, this disadvantage is no handicap, and should not be allowed.

Sterile -3 points

You cannot produce offspring, but are otherwise a fully-functioning male or female.

Susceptibility to Poison -5 points

Your body lacks a normal vomit reflex, and you cannot purge toxic substances from your system once they're ingested.

In game terms you are at -5 on all HT rolls against any ingested poison, and at -3 on all HT rolls to recover from any disease where frequent vomiting is a normal symptom - for example, influenza.

If the TL is 6+, and you are under a physician's care, these rolls are made at only -1 - stomach pumps and antibiotics can substitute for your system's normal means of cleansing itself.

This disadvantage also makes you dangerously susceptible to alcohol. If, at any point along the Intoxication Chart (see pp. CII163-165), you fail a HT roll to avoid vomiting, you will not vomit, but instead become sick and miserable (-3 to ST, DX and HT, in addition to any other current minuses). If you continue drinking and fail another HT roll to avoid vomiting, you will go into an alcoholic coma within the next 3d minutes.

This disadvantage cannot be taken in conjunction with the Alcohol Tolerance advantage (p. 19) or Immunity to Poison (p. 58)

The GM may want to increase the value of this advantage to -10 points in campaigns where ingested poison is very common, or where medical science is very primitive.

Terminally Ill -50/-75/-100 points

You are going to die . . . soon. This could be due to some sort of nasty disease, an unremovable explosive device embedded in the base of your skull, a potent curse, an unbreakable suicide pact, or anything else that will result in your death.

Point cost is determined by the length of time remaining. One month (or less) is worth -100 points (and you'd better work fast!). More than one month but less than one year is worth -75 points, and from one to two years is worth -50 points. More than two years is worth nothing - anyone might be hit by a truck in two years!

If the GM is running a one-shot adventure where the characters aren't going to be reused, he should disallow this disadvantage as meaningless. If, during the course of a campaign, the character acquires a "miracle cure," has himself cloned or cyborged, or anything else that extends his life past his termination date, he must buy off the disadvantage. If he doesn't have enough points to buy it off, all earned character points should go to this purpose until he does.

This disadvantage is straight out of the "existential despair" school of literature. It is best-fitted either to a character whose player really intends to roleplay a doomed man, or to one who will struggle nobly to beat his fate, right up to the last minute.

Timesickness Variable

The GM should set both the frequency and severity of any negative mental or physical effects associated with time travel, teleportation or dimensional travel - generically labelled "Timesickness." A roll against either Will or HT may be required to avoid these effects, depending on whether the mode of travel is primarily mental or mechanical in nature.

If Timesickness is unusual, then it counts as a disadvantage. If Timesickness is normal in the campaign, then it is not a disadvantage; instead, *Immunity to Timesickness* is an advantage, as described on p. 26. A character can have Timesickness at a level worse than normal for the campaign. Calculate the value of "normal" Timesickness for the campaign, and of the increased level, as described below. The difference in point costs is the value of the disadvantage.

Example: Frequent, Mild Timesickness is the default in the campaign. It has a value of -5 points, but that is not a bonus to normal characters. However, a character with Acute, Severe Timesickness has a malady which, from the table below, is worth -20 points. The difference, -15 points, is the actual disadvantage value to that character.

In a campaign where there are different forms of travel with different effects, use the disadvantage value for the least harmful *common* method of travel. A character who gains access to a form of travel without side effects should be required to buy off his Timesickness disadvantage.

For game purposes, the malady will be described in terms of a disadvantage. To find the point value of a given level of Timesickness, multiply the *severity* of the effect by *the frequency* with which it affects the victim, as follows:

Severity

Nuisance: The victim is mentally stunned, as per p. B 1 1 1 , and rolls for recovery at -5 with only one attempt allowed per ten seconds. This will have little effect unless the travelers arrive in the middle of a hostile situation. -2 points.

Mild: The victim is mentally stunned and takes 2 dice of Fatigue (see p. B117). -5 points.

Severe: The victim must make a HT roll. On a success, he is mentally Stunned for 1d x 10 minutes. On a failure, he is Stunned for 1d hours. Double this on a critical failure! -10 points.

Very severe: As above, but the victim also takes damage: 1 HT if the duration is under an hour, 2 if it is an hour or more. -15 points.

Nightmare: This is a mental effect, most appropriate for psionic time travel. On a missed Will roll, the victim has monstrous visions. Go to the Fright Table and roll as though he had just missed a Fright Check by *twice* that amount. -15 points.

Critical: The victim takes 1 die of damage, and makes a HT roll (even if the save was on Will); if failed, he takes another die. Shock and knockdown effects are exactly as normal injury (crippling is ignored, however). This can kill you. -20 points.

Frequency

Rare: Travelers are affected on a critical failure only. *Half value.*

Frequent: Any failure affects a traveler. *Normal value.*

Very frequent: A critical success is required to avoid effects. *Multiply value by 1.5 and round up.*

Acute: No saving roll allowed; all travelers are automatically affected unless they are immune. *Double value.*

Generally, the more common Timesickness is, the less severe it should be. This disadvantage can only be taken in a campaign where time travel, dimension travel and the like are common occurrences.

Tourette's Syndrome

You suffer from Tourette's Syndrome, a rare neurological disorder that causes your muscles to twitch and contort uncontrollably. It also causes you to make uncontrollable vocalizations, which can range from incoherent grunts and "barks" to foul language.

At the -15-point level, your affliction is obvious to anybody who observes you for more than a few seconds. You are at a -2 to all DX rolls, and any tasks requiring fine manipulation take twice the normal time for you to finish. Certain social skills (Acting, Bard, Leadership, Sex Appeal) will be negatively affected as well, in certain situations (GM's option).

At -30 points you find it very difficult to function at all in normal society. You are at -5 to all DX rolls, your movement rate is halved, and tasks requiring fine manipulation take five times as long to complete. Social skills are affected as above, but to an even more extreme degree.

Variable

Some skills (Stealth, Running, Acrobatics) will be completely impossible for you, and others will be practically useless. For example, certain combat skills could be studied in theory, and even practiced for conditioning purposes, but would be of little benefit in an actual fight.

Sometimes, the symptoms of the disease are acutely embarrassing to the victim. They might be perversely comical, requiring anybody who's in his presence to make a Will roll to avoid bursting into helpless, uncontrollable laughter (individuals with the Unfazeable advantage get a +3 to this roll). Another embarrassing complication is when your involuntary vocalization takes the form of offensive profanity. If a character has either or both of these difficulties, it adds an extra -5 to the advantage.

Unfit

-5 points

An Unfit character will lose Fatigue points at twice the normal rate, but will recover Fatigue points at the normal rate. (This applies only to Fatigue lost to exertion, heat, etc.; it has no effect on the Fatigue used to power psi or magic spells.) All HT rolls are made at -1.



Unnatural Feature -5 points per feature

This is for characters who are essentially human-looking, but who possess one or more disturbing features - be they due to a magical curse, ultra-tech surgery or a strange disease. Examples include pointed ears, glowing red eyes and shiny metallic fangs. This does not have to be a physical feature; the sound of the voice or the intensity of the gaze could qualify, if intense enough to require concealment.

Very Unfit

-15 points

A Very Unfit character will recover Fatigue points at only half the normal rate, as well as losing Fatigue points at twice the normal rate. (This applies only to Fatigue lost to exertion, heat, etc.; it has no effect on the Fatigue used to power psi or magic spells.) All HT rolls are made at -2. A Very Unfit character cannot have the Immunity to Disease advantage, regardless of his actual HT score.

Weak Immune System

-30 points

You have poor resistance to disease and infection. HT rolls to resist specific diseases or infections are at -3 to HT or against HT 9, whichever is less. The first two levels of Panimmunity (see p. 28) have *half* their normal effect; you may not take the Disease-Resistant or Immunity to Disease advantages, or benefit from the third level of Panimmunity.

Unless you take special precautions (for instance, remain in a sealed environment or wear air-tight clothing when you leave one), the GM should require an unmodified HT roll to avoid coming down with a potentially serious disease every month. Although not necessarily fatal (especially with high-tech medicine) this will take you out of the action and force you to spend additional money on drugs and hospital treatment.

MENTAL DISADVANTAGES

Mental disadvantages are mainly personality problems, limiting personal convictions or aberrant behavior brought about by brain damage. In all cases, where an IQ roll is permitted to resist a disadvantage, it fails on a roll of 14 or higher regardless of actual IQ (or Will). Note that -1-point disadvantages can also be quirks, and *must* be roleplayed.

Amnesia -10/-25 points

You've lost your memory - you can't remember any of your past life, including your name. There are two levels to this disadvantage: Partial and Total.

If you have Partial Amnesia, the player can see the character sheet, but the GM may reserve up to 30 points for use as he sees fit for disadvantages. Other than these secret disadvantages, you know that you can do certain things and use certain skills, but have no idea where you learned how to do them. You are likely to have enemies - and possibly friends - that you can't remember. If you turn yourself in to the police, they can perform their standard ID checks... but you might turn out to be a wanted criminal. Even if you're an honest citizen, finding out your name won't restore your memory! Partial Amnesia is a -10-point disadvantage.

Total Amnesia (-25 points) is much more serious. Physical skills are unaffected, but the GM makes all rolls for the character (because he has no idea what he can do until he tries it!). The GM also makes all Mental skill rolls, but at a -2 penalty. He has no idea what advantages, disadvantages and skills he has. If a player designs a character with this disadvantage, the only things he can choose are those things that can be seen in a mirror. The GM assigns everything else (and holds the original character sheet until memory returns)!

If you are playing a character with Total Amnesia, the GM knows what his quirks and mental disadvantages are . . . *and you don't*. So, from time to time, he will overrule your statements about what your character is doing. For instance, you won't know he has the Berserk disadvantage until he goes berserk.

This disadvantage can only be bought off if there is some rationale for the victim recovering his memory. Meeting an old friend, reliving some fateful event, or the ever-popular blow-to-the-head are all reasonable. In most cases, the cure will be related to the cause of the memory loss.

Particularly twisted GMs might enjoy considering people with Total Amnesia to have been brainwashed. One of the character's hidden disadvantages will probably be an Enemy with sufficient resources to have brainwashed him in the first place.

Attentive -1 point

You tend to stick to one task until it's done. You get a +1 bonus when working on lengthy tasks, but -1 to *notice* any important interruption!

Broad-Minded -1 point

You have low self-identity. You get along well with other races and species; strange looks rarely bother you. You can ignore up to 2 points of reaction penalty toward another race or someone of unusual appearance.

Callous -6 points

Although not necessarily *cruel*, you care little about the pain of others. You ignore lost, crying children and push aside beggars. Ebenezer Scrooge was callous. You have a -2 penalty when using (or resisting) Fast-Talk or any social skill.

Cannot Harm Innocents -10 points

Cannot Harm Innocents is a type of Pacifism especially appropriate for crimefighters, superheroes and so on. This is a "subset" or weaker form of *Cannot Kill*; you cannot take both. A character who takes this disadvantage may use deadly force only on a foe who is attempting to do him serious harm. Capture is not "serious harm" unless the character is already under penalty of death, or has a Code of Honor that would require suicide if captured. Someone with Cannot Harm Innocents will never intentionally do anything that causes, or even threatens to cause, injury to the uninvolved, especially uninvolved "normals."

Cannot Learn -30 points

A character with this disadvantage cannot improve his IQ or DX by spending character points, nor can he spend character points to improve his skills. He is stuck with whatever abilities he started out with. This disadvantage is *usually* only appropriate for robots, golems and mindless undead (skeletons, zombies, etc.), but may, at the GM's option, be used to reflect a severe learning disorder.

Careful -1 point

You are naturally cautious, always on the lookout for danger.

Charitable -15 points

You are aware of others' emotions and are compelled to help others, even enemies. This is the equivalent of a weak Sense of Duty to all sentient life; a character can avoid the compulsion by making a Will roll.



Chauvinistic -1 point

You are always aware of racial differences, even if you do not actually react poorly to other races.

Chronic Depression -15 points + -2 points/level

You've lost your will to live. You'd commit suicide, only it seems like so much trouble.

A chronically-depressed character needs to make a Will roll to do *anything* except acquire and consume the *minimum* necessities for survival. A Will roll would be required, for instance, to take a shower, go to a movie, attend a scheduled job interview or keep a date. If forced to make a choice between two or more actions, you must make a Will roll to make any choice other than the path of least resistance.

Chronically-depressed characters tend to spend a lot of time in cheap, un-air-conditioned efficiency apartments, eating government cheese and drinking cheap beer while listening to fundamentalist stations on AM radio and memorizing the stains on the ceiling.

Each additional level of this disadvantage reduces the Will roll necessary to take any sort of action by -1 (maximum -5). It is quite possible to be so depressed that it is all but impossible for you to do anything at all for yourself, unless you're physically picked up and hauled out of your lair by some independent party. (If somebody does show up and demand you go out and do something with him, though, you have to make a Will roll to refuse or resist.)

If a character breaks a Vow, violates a Code of Honor, Duty or Sense of Duty, or loses a Dependent, the GM can replace that disadvantage with this.

A chronically-depressed character may also replace his depression with a new disadvantage of equivalent level that is more conducive to self-esteem, if it seems appropriate. There is no point penalty for replacing Chronic Depression with another disadvantage of identical cost. However, the reason for the switch must be (in the GM's estimation) convincingly roleplayed, and the GM may require the character to roleplay *both* disadvantages for a time (the new one constantly, and the Chronic Depression whenever the GM decides to bring it into play), as a transition period.

Chummy -5 points

Chummy creatures work well together and seek out company. They react at +2 to others of the same species - and possibly other species, if they're not chauvinists. When alone, they are very unhappy and distracted, and suffer a -1 penalty when using Mental skills under such circumstances.

Clueless -10 points

Clueless characters totally miss the point of any wit aimed at them, any attempts to seduce them (+4 to Will rolls vs. Sex Appeal), or the meanings of colloquial expressions. Sophisticated manners are also beyond them - apply a -4 modifier to all Savoir-Faire rolls. This disadvantage is most appropriate to ivory-tower geniuses, aliens from Mars and so on. Most people react to Clueless individuals at -2.

Unlike the No Sense of Humor disadvantage, the character may make jokes (often lame ones), and enjoy slapstick and written humor, but he doesn't normally "get" verbal humor, *especially* if he is the target (IQ-4 roll to realize he's the butt of the joke). This dis-

advantage differs from Gullibility in that the character is normally aware that someone is trying to take advantage of him, except in social situations. The PC is no more susceptible to Fast-Talk than normal, unless someone is trying to convince him that an attractive character of the appropriate gender is interested in him.

Clueless people also have many minor habits that annoy others, like leaving the turn signals on while driving from Chicago to Albuquerque.

Compulsive Carousing -5 or -10 points

You cannot resist the urge to party! You will try almost any mind-altering substance without a second thought, and aren't particularly picky about your romantic partners - you like your music loud and your women (and/or men) hot! You are likely to start the day with beer and cornflakes.

Tavern owners know you by name; taxi drivers have helped you home so many times they can do it blindfolded. No offer of a social drink can be refused. This is not Alcoholism, though. You don't need to drink, really, as much as you need to be convivial. You must go in search of a social gathering at least once per day, and lounge around, feasting, drinking, singing and joking, for at least an hour. The number of drinks you have is determined by economics - the more money you have, the more you'll spend. This disadvantage does not go well with Miserliness, Demophobia or any introverted tendencies.

If a bar you enter is empty or nearly so, you'll seek out another. If the last tavern in town has only quiet folks present, you'll attempt to liven things up. If there's a party going that you should avoid for some reason, you must make an IQ roll to keep from joining in. Roll against IQ+2 if you would have to "crash" the party (a private party - you're not invited). Once you're in, though, you'll stay at least an hour - you may make an IQ roll every hour to be able to leave. If you keep failing the roll, you stay until forcibly evicted or the party drags to an end.

You get a +1 reaction (or more if you're very entertaining see *Carousing*, p. B63) from like-minded extroverts, and a -1 or worse from sober-minded citizens. Puritans and other extreme Calvinists react at -4! This disadvantage is worth -10 points in campaigns set entirely in areas where such religions are in power. This includes England, 1650-1659, and the early Massachusetts colony. Otherwise, it is -5 points.

This disadvantage combines aspects of Alcoholism, Addiction and Lecherousness - without being as extreme as any of the three. Certainly, it could lead to any or all of them, however!





Compulsive Gambling -5/-10/-15 points

You cannot pass up an opportunity to gamble. If there is no game of chance or bet going, you will start one. You will play any gambling game proposed to you, whether you know it or not. Bets, wagers, games of chance and even lotteries hold an uncanny fascination for you. You do not *have* to have the Gambling skill, but you better have a steady source of wealth if you don't...

A gambler who is prevented from gambling - for instance, by traveling with non-gamblers - will continue to earn his reaction penalty by developing the Odious Personal Habit of continually talking about gambling and trying to draw others into games or wagers. Really desperate cases will bet with themselves, then complain about losing.

The point value of this disadvantage depends on the amount of time the person is compelled to gamble.

Less than one hour a day: Requires monthly IQ roll to keep a steady job. -1 reaction roll. -5 points.

One to six hours a day: Requires monthly HT and IQ rolls, at -2, to keep a steady job. -2 reaction roll. -10 points.

More than six hours a day: Cannot keep a steady job - you are a "professional gambler"! -3 reaction roll. -15 points.

Unlike most disadvantages, this one *may* be profitable.

Compulsive Generosity -5 points

You are just too open-handed. If a beggar asks you for cash, you have to make a Will roll *not* to put your hand in your pocket; where others will give a copper, you'll give silver. You will always listen to larger requests for financial aid, if they are even remotely plausible, and you need a Will roll to avoid falling for a good hard-luck story. (If you are flat out of cash when you are asked, you will apologize profusely.) You aren't a complete sucker; you just feel guilty about being better off than others. In a society with a lot of beggars around - such as most medieval towns - your living expenses are increased by 10%.

Note that this disadvantage is incompatible with Miserliness, but may earn you a +1 Reputation with pious Buddhists, Muslims and many varieties of Christian. If you yourself are poor, the reaction bonus will be even higher.

Compulsive Spending

-5, -10, or -15 points

Cash just runs through your fingers! You enjoy being seen as a big spender, you like luxury too much, or you just find the experience of buying to be fun - or perhaps all three. You aren't necessarily inept at *making* money - you may, in fact, have become good at it from sheer necessity - but you don't *keep* it. Unlike Compulsive Generosity, you don't simply *give* your money to anyone who asks; you *buy* goods and services, usually for yourself. This advantage is not limited to rich characters in rich worlds... a poor farmer in a low-tech world can be a spend-thrift, wasting all his money at the local excuse for a tavern.

The point value varies with the intensity of your problem. At the -5-point ("Mild") level, you are simply careless about expenses. Your living costs are 10% above the standard for your social level, and any time you haggle over a purchase, your Merchant roll is at -1 for impatience.

At the -10-point ("Serious") level, you are noticeably casual with cash; the local merchants probably love you. Your living expenses are increased by 40%, and your rolls to haggle over a purchase are at -2. Furthermore, any time anyone offers you some luxury for sale that matches any of your quirks or known interests, and the cash in your pocket is more than twice the asking price, you must make a Will roll *not* to buy.

The -15-point ("Wastrel") version of this disadvantage really makes you a menace to yourself. Your living expenses are higher by one Status level or 80% - whichever is more. You haggle at -5 to your Merchant roll, and you have to make a Will roll *not* to buy something you like and can find the cash for. You must roleplay all this to the hilt.

Note that this disadvantage is incompatible with Miserliness (in fact, it's the opposite), but *can* be combined with Greed. You grab cash with one hand and spray it around with the other!

Compulsive Vowing -5 points

You never just decide to do anything; you have to make it an oath. Although the vows often will be trivial in nature, you will treat each one you take with the same solemnity and dedication. You may tack extraneous vows onto legitimate ones.

Confused -10 points

You are confused most of the time, and the world seems a strange and incomprehensible place. You are not necessarily stupid, but you are slow to pick up on new facts or methods. This disadvantage must be roleplayed.

You also respond poorly to excessive stimulation. If you're alone in your home on a quiet night, you can use all your skills normally, but in a strange place or when there's a commotion going on, you must make a successful roll vs. Will to take decisive or appropriate action (exception: if you are directly and physically attacked, this disadvantage does not affect your ability to defend yourself or counterattack, although it might interfere with Tactics rolls or any other sort of long-range planning). The GM can assign penalties to this Will roll depending on the number of stimuli in the area. Resisting confusion from a pair of friends chatting quietly in a familiar room would require only an unmodified roll, but a dance club with flashing lights and loud, pounding music would be at least a -5, and a full-scale riot or battle would be -10.

Congenial

-1 point

You like company and work well with others.

Curious

-5, -10 or -15 points

You are naturally very inquisitive. When you are presented with an interesting item or situation, you must roll vs. IQ (*not* Will) to avoid examining it, even if you *know* it will be dangerous. Good roleplayers won't try to make this roll very often ...

This is not the curiosity that affects *all* PCs ("What's in that cave? Where did the flying saucer come from?"), but the *real* thing ("What happens if I push *this* button?").

You will push buttons, pull levers, open doors, unwrap presents, and generally do everything in your power to investigate *any* situation with which you aren't 100% familiar. And, when faced with a *real* mystery, you simply may not turn your back on it.

You rationalize your curiosity to others who try to talk you out of it. Common Sense won't help - you know you are taking a risk, but you're curious anyway!

Extremely Curious: All IQ rolls to avoid overinquisitiveness are made at -2. -10 points.

Insatiably Curious: All IQ rolls to avoid overinquisitiveness are made at -5. -15 points.

Disciplines of Faith

Variable

Similar to Vows, these are fundamental rules that you choose to live your life by, in order to achieve a greater understanding of your faith. Some religions require one or more of these from their clerics. Others make them optional, adopt lesser or piece-meal methodologies, or forbid such excesses of worship at any time.

These disciplines only apply to religions which share their characteristic worldview, and may be a prerequisite to a greater understanding of the true nature and powers of the divine.

Asceticism: The renunciation of all the comforts of society to lead a life of self-denial and self-discipline. May involve sporadic bouts of severe self-punishment to excise the mortal taint of earthly desire. Most often involves some sort of isolation in bleak, austere settings. An ascetic transcends all need for worldly possessions, living in complete and utter poverty. An ascetic may gain no other Status or Wealth modifiers beyond his rank of Clerical Investment. -15 points.

Iconism: Iconists believe that piety accumulates through expenditure of wealth on religious goods: statues, paintings, totems, religious ornamentation of any sort, new and grander temples, etc. They devote their lives to decorating the world with bigger and more beautiful icons of their deity, sure that this will gain them the favor of further truths and understanding. -10 points.

Many iconists are quite poor beyond the beautiful icons of their deities. A true iconist will spend his last gold piece on a new statue rather than a good, hot meal.

Monasticism: A milder form of asceticism, those devoted to monasticism also lead a life separated from worldly concerns, devoting themselves completely to religious pursuits, which often involve the denial of ego and self. This discipline is more contemplative than restrictive, and is most often used by those trying to obtain a purity of mind and body that they expect to bring them closer to their deity or ruling force. Someone practicing monasticism may gain no other Status or Wealth modifiers except Clerical Investment, and must spend at least 75% of his time sequestered from the world. -10 points.

Mysticism: A discipline of deep meditation and trance-like contemplation aimed at obtaining a closer union with the divine. The cleric spends a majority of his time engaged in rituals of meditation, complete with chanting and whatever other trappings are necessary. Mystics are often considered a bit mad, and receive a -2 reaction penalty from anyone except devout followers of their religion. -10 points.

Ritualism: The strict adherence to elaborate rituals regarding every aspect of life - from waking to eating to bathing to sex. Each ritual has its proper place, time, words, trappings and ceremony. The fundamental belief of a ritualist is that, through the perfect performance of each ritual, they bring each aspect of their life closer to the divine. -5 points.

Examples:

Devout Buddhist (-5 points): A devout Buddhist is a strict vegetarian who does not even eat fish. He never drinks alcohol and only has sexual relations within marriage. He receives a +1 on all reactions. Even non-Buddhists admire his self-discipline. He resists spells of Illusion and Possession at +2.

Devout Buddhist priests are strict celibates who give up all worldly possessions. They must also take the Pacifism: Self-Defense Only disadvantage. Priests gain a +2 on reactions in China, Korea and Tibet. Cultures which disdain pacifism, such as the Japanese, react to them at only +1.

Shinto Priest (-5 points): A Shinto priest becomes ritually defiled if he touches someone injured, sick, bleeding, or uncleansed from birth or mourning. Purifying himself again requires washing in purified water once every two hours for an entire day. A Shinto priest gets +1 on all reaction rolls.

Distractible

-1 point

You are easily distracted, and don't do well on long-term projects. You are at -1 when rolling to accomplish long tasks.

Dreamer

-1 point

Dreamers have a -1 on any long task, because they tend to spend time thinking of better ways to do it, rather than working.

Dull

-1 point

Dull characters rarely innovate. They stick with tried and true methods.

Easy to Read

-10 points

Your body language betrays your true intentions. This is *not* the same thing as Truthfulness (p. B37): you have no moral problems with lying, and you may even know Fast-Talk at a high level, but your face or stance gives the game away. All uses of Detect Lies, Psychology and Empathy against you, as well as non-combat uses of Body Language, are made at +4 by anyone who can see you. You are also at -4 on all attempts to bluff, either while gambling or attempting *specious intimidation* (see p. 160). Needless to say, this disadvantage would be crippling for a spy or con man!

Someone who is both Easy to Read *and* Truthful not only gives his enemies +4 to Detect Lies, but also rolls against IQ-5 (or Fast-Talk-5) in the Quick Contest of Skills!

Note that this *is* a mental disadvantage, despite its physical manifestations, and can be bought off with enough practice.

Edgy

-5 points

This is a mild form of Paranoia: you are nervous and timid. You assume that all unexpected events are dangerous, and that the universe is a hostile place! An Edgy character is at -1 on all Fright Checks.

Extravagance

-10 points

Extravagant individuals spend more money and wear showier clothes than their social class entitles them to. They often give gifts that upstage their "betters." While the objects of this extravagance are grateful, higher-Status individuals will react to this inappropriate show of wealth at -2, which may lead to legal difficulties. This is the classic "nouveau riche" disadvantage.

Extreme Fanaticism

-15 points

Some cultists have Extreme Fanaticism. The fanatic has +3 on Will rolls to resist Interrogation when the answers would betray his cult or organization. On the other hand, the Extremely Fanatic character will not hesitate to die if a prominent member of his cult orders him to. Suicide missions are taken "matter-of-factly." This attitude is not appropriate for most PCs!

See *Fanaticism*, p. B33, for more information.

Flashbacks

Variable

In a stressful situation, you may experience a *flashback*. These are vivid hallucinations, full-participation replays of memories, or any other similar phenomena. The player may choose, at the time of character creation, what *type* of flashback will be experienced, but the content of each episode is up to the GM. Point value is determined according to the severity of the flashback.

Flashbacks are very appropriate as the result of a failed Fright Check; if you have this disadvantage, roll for a Flashback *whenever* you miss a Fright Check, *or make the Fright roll exactly*, regardless of other results. In any other situation which the GM feels is stressful, he may roll 3 dice; on a 6 or less, you get a flashback.

-5 points: The flashback lasts only 2d seconds; attendant hallucinations do not seriously impair skills (-2 on all skill rolls), and accompanying delusions are minor - the victim realizes that he's having a flashback.

-10 points: Duration is 1d *minutes*; hallucinations seriously impair skills (-5 to all skills); the delusions *seem* real.

-20 points: Duration is 3d minutes; hallucinations are so severe that they preclude all skill use; the flashback seems completely, 100% real, and can be potentially fatal, as you are receiving *no* input from the real world.

Glory Hound

-15 points

This is an advanced case of Overconfidence (p. B34); a character may not have *both* Glory Hound and Overconfidence. You will *always* take time to talk to the press, pose for photographs or sign an autograph. You insist on being in the limelight - you will always take the greatest risks, create complex plans that feature your abilities, lead the charge, etc.

You get a +1 reaction (at least publicly) from the press, small children, teenagers, etc., and a -1 reaction from co-workers, fellow heroes, etc. If the glory-hounding is successful, it can lead to an improved Reputation with the general public; buy this separately during character creation, or earn it during the course of a campaign.

Gregarious

-10 points

Company, preferably lots of it, is a *necessity*. You react at +4 to others of the same species. You are miserable (roleplay it!) when alone and suffer a -2 penalty when using Mental skills, or -1 when in a group of four or less.

Guilt Complex

-5 points

This disadvantage is similar to Sense of Duty and can be taken in addition to a standard Sense of Duty. The difference lies in the fact that someone with a Guilt Complex is ready to assume responsibility if anything happens to people or institutions to which he feels an obligation, even if there was no reasonable way he could have averted it. If *anything* goes wrong, the sufferer behaves as if the occurrence were his fault, and will be morose and depressed for (15-Will) days (minimum one day). During that time, he will have to make Will rolls to undertake any actions, as he will be wracked by anxiety and guilt; even if he succeeds, he will be at -1 to all rolls. If he is actually to blame for the mishap, the depression will last for (20-Will) days (minimum two days), and Will rolls to perform any activity are at -3.

Others who make successful Psychology or Fast-Talk rolls can - perhaps - help the victim overcome the guilt feelings. This should be roleplayed, with bonuses or penalties to the rolls depending on how convincing they sounded!



Hidebound -5 points

You find it very hard to come up with an original thought. You have a -2 penalty on skills that require invention or creativity.

Humble -1 point

You tend to put the concerns of others, or of the group, before your own.

Imaginative -1 point

You are a font of ideas! They may or may not be *good* ideas, of course . . . Roleplay it!

Incompetence -1 point

A character may be defined as *incompetent* at any one skill, for -1 character point. He cannot learn that skill, and any attempt at default use is at an extra -4.

An Incompetence is considered a mental disadvantage, even if the skill is physical. The character is simply inept, or has a mental block against learning this type of skill. You cannot be incompetent in a single specialization; if you are incompetent with Guns, for instance, you are incompetent with every type of gun.

No character should ever be allowed more than -5 points in Incompetence.

The GM may disallow any Incompetence that seems silly or abusive in his particular campaign. Likewise, the GM can allow an Incompetence or two to count as quirks, if a character is already at the maximum point value allowed for disadvantages.

Incurious -5 points

You hardly ever notice things outside of the business at hand. Roll vs. IQ to avoid ignoring something strange. You react at -1 to new things.

Indecisive -10 points

You find it difficult to make up your mind. As long as there is a straight path before you, there is no difficulty, but as soon as there is a choice, you begin to dither. Whenever a choice confronts you, you must make a Will roll minus however many alternatives you can see: -2 if there are two choices, -3 if there are three, etc. If you fail the roll, you do nothing; roll again next round. If you make the roll, then you make up your mind and may act as normal until the next time you face a decision.

Note that it *is* possible to be both Indecisive and Confused (p. 88)! This will result in a character who takes forever to make up his mind, and then hesitates before acting on his decision.

Innumerate -1, -5 or -10 points

You have no "feel" for numbers. You cannot do *any* arithmetic in your head, and you have no idea whether the answer you get on paper or on a calculating machine is correct. You must painstakingly count your change from a merchant.

In a non-technological environment this is only a -1-point quirk. Most technological cultures cater to their impaired members enough to make this only a -5-point disadvantage, but in a society that values engineering ability highly, it is worth -10 points.

Intolerance (Religious) -5/-10 points;
see p. B34

Intolerance is a common disadvantage among the religious. Some faiths practically demand it of their followers, teaching that all who do not follow their creed are damned or worse. Others will specifically forbid it, teaching a path of understanding and acceptance for all.

Intolerance of a particular religion (usually one diametrically opposed to your own) is worth -5 points, and causes a -3 reaction to any follower of that religion. Intolerance of *anyone* not of your religion is worth -10 points, and causes a -3 reaction to anyone not of your own faith. (Note that if Fanaticism is also taken, these penalties double to -6.)

Killjoy -15 points

This radical surgical procedure burns out or removes the brain's pleasure centers. The subject will never again appreciate the taste of good food, the joy of sex or the savage beauty of combat, although he can still participate in the activities. This has the secondary tendency to make him more docile and willing to follow orders; he won't even plot revenge against whoever killjoyed him, because there won't be any pleasure in it. The GM may rule that the killjoyed character can't even *remember* what the pleasures were like, because that part of his brain is gone.

Loner -5 points

Loners react at -2 to others nearby under most circumstances. They tend to require a great deal of "personal space."

Lover's Distraction -15 points

This disadvantage should only be allowed in highly-romanticized fantasy, swashbuckling or medieval settings.

This affliction affects many characters in fiction. It is the unlucky tendency for a character in combat to suddenly go into a trance or stupor upon unexpectedly catching sight of his lady. During this trance, which is filled with deep romantic thoughts about the lady or their love for each other, the character is effectively catatonic: he can be led about, shouted at, even pushed over, without rousing him. He is unable to make any active defense. However, any solid blow, such as a slap or a strike with a sword, will immediately bring him to his senses, even if it does no damage. If left to himself, the character will wake up again in 2d minutes.

Before any combat is entered by a character with this disadvantage, and if the character's love is present, the GM secretly rolls 3d. On roll of a 6 or less, he will be struck by the Distraction. The exact moment is up to the GM, who should decide based on the humorous or dramatic potential of the scene, as well as any other disadvantages the character might have, such as Unluckiness or Cursed.

Low Empathy -15 points

You have trouble understanding emotions, and as a result have difficulty interacting socially with people who do have them. This doesn't prevent you from having and showing emotions of your own (provided you don't have something like No Sense of Humor) - your problem is that you don't really *understand* them.

You may not take the Empathy advantage, and suffer a -3 penalty to use of all skills that rely in whole or in part on understanding someone's emotional motivation. This applies in particular to Acting, Carousing, Criminology, Detect Lies, Fast-Talk, Leadership, Merchant, Politics, Psychology and Sex Appeal. You can still have these skills - you just aren't as good at them as someone without this disadvantage.

This advantage is very common in androids, demons, golems, robots, the undead and even certain aliens. It is also quite appropriate for certain humans!



Low Self-Image -10 points

You lack self-confidence and underrate your abilities to a degree that actually interferes with your performance. You are at an additional -3 to all skill rolls in situations where you believe the odds are against you, when success requires a bit of luck, or when you believe that others expect you to fail (GM's option). For example, if you're a mechanic, and you're working to repair an engine in your shop, your skill roll will be normal... but if you were trying to make the same repairs on the road, in the rain, with only a portable tool kit and some enemy hot on your trail, your Low Self-image would give you a -3 to your skill roll, in addition to any other situational modifiers that may apply.

Lunacy -10 points

The moon has a dramatic and inconvenient effect on your personality. During the full moon you are extremely emotional and volatile (-2 to all Will Rolls), but on nights of the new moon you are very passive (you have the Laziness disadvantage). While the moon is waxing you are more pleasant and focused on your goals and duties, but while it is waning you are more apathetic and a little touchy. This disadvantage must be roleplayed, over and above the game mechanical penalties attached.

Manic-Depressive -20 points

Your moods are on a see-saw - you bounce back and forth between bubbling enthusiasm and morose withdrawal. At the beginning of each play session, roll one die. On a 1-3, you are in your manic phase; a 4-6 indicates depression. Every five hours of game-time thereafter, roll 3d. A 10 or less indicates that you begin a mood swing. Over the next hour, you will shift from your current phase into its opposite. You will remain in the new phase for at least five hours (after which you again roll 3d).

In the Manic phase, you suffer from Overconfidence (see p. B34). You will be friendly, outgoing and excited about whatever it is you're doing. In the Depressive phase, the Overconfidence is replaced with Absent-Mindedness (p. B30) and Laziness (p. B34). You will not be interested in doing anything other than lying in bed, sitting in a dark room and moping, or other, equally exciting pastimes. If your companions force you to do something, you will be at a -5 on all skills.

A mood swing may also be caused by an emergency; in that case, the switch is immediate. On a roll of 10 or less on 3d, you change phases. This can be good (an emergency jars you into action) or bad (a problem triggers depression and you become worthless).

Nightmares -5 points

You are tormented each night by horrible nightmares. These dreams come to you every time you sleep, and they haunt you while you're awake. Sometimes they're so harrowing they actually affect your efficiency during waking hours. A character with this disadvantage must make a roll vs. Will every morning upon awakening. If this roll is critically failed, the character is at -1 to all skill and perception rolls for the rest of the day.

Some of the nightmares are so vivid they're indistinguishable from reality. This means that the GM can actually roleplay a nightmare. The nightmare starts out like a normal scenario, and steadily becomes more horrible. The PC should only gradually come to suspect he's dreaming. Such dreams can have a dramatic effect on the victim's waking activities, such as temporary Phobias or Compulsive Behaviors, or even a psychosomatic loss of Hit Points or a penalty to some attribute.

If the other players are involved in roleplaying the nightmare, they're completely unaffected by anything that occurs in the dream (although if the nightmare takes a long time to play out, the GM may wish to reward the other players with a bonus character point as a token of appreciation for their time - maybe two character points if they roleplayed the dream-situation particularly well). It's the GM's option whether to let the other players know in advance that the nightmare scenario is a dream. Either way can lead to unique and fascinating roleplaying.

No Sense of Humor -10 points

You never get any jokes - you think everyone is earnestly serious at all times. Likewise, you never joke, and you *are* earnestly serious at all times. Others react at -2 to you in any situation where this disadvantage becomes evident.

Non-Iconographic -10 points

Your brain is incapable of processing abstract images or symbols. Graphical computer interfaces, maps, heraldic devices and even magical runes are completely meaningless to you. You may not learn Cartography, Heraldry, Rune-Lore or any other skill that involves the interpretation of patterns or symbols. You also cannot use any computer interface except for text interfaces or full, environmental virtual reality. Finally, since you cannot comprehend magical symbols, you cannot normally learn magic except through oral tradition.

This is not the same as Illiteracy: ordinary linear text can be read normally by Literate individuals with this disadvantage. Like Dyslexia, this is a structural shortcoming of your *brain*, and cannot normally be bought off.

Nosy -1 point

Nosy characters are very curious, poking their noses into corners and everyone's business.

Obdurate -10 points

You actually dislike novelty, and usually ignore it. You react at -3 to new things; roll vs. IQ-3 to *bother* to investigate something new.

Oblivious -3 points

You have a hard time "figuring out" the behavior of others. You tend to be out of touch in social situations - a classic "nerd." You have a -1 penalty when using (or resisting) Fast-Talk or any social skill.

Obsession

-5 to -15 points

Your will is fixed upon a single goal. Everything you do is intended to further this goal. This differs from Compulsive Behavior in that it is not a daily habit, but an overpowering fixation which motivates all your actions. It differs from Fanaticism in that it does not necessarily imply a single belief or system of beliefs.

To play an obsessed character, you must be able to rationalize all of his actions as an attempt to reach his goal. A Will roll is required any time the character is requested (or forced) to do something that does not further the goal.

The point cost depends on how short-term or long-term the goal is. Assassinating someone or successfully seducing a particular person would be -5 points, while larger goals like getting to a hard-to-reach place or becoming President would merit higher point values. Some

obsessions may cause others to react badly; if so, an Odious Personal Habit or Delusion may also be required (the Obsession cost only covers the obsessive behavior).

If and when the goal is reached, the character must substitute a new goal or buy off the Obsession.

On the Edge -15 points

Sometimes you don't care whether you live or die. You are not actively suicidal, but you will take unreasonable risks in the face of mortal danger. When you face a life-threatening situation (piloting a burning vehicle, staring down an entire street gang while armed only with a toothbrush), you must make a successful IQ roll before you can retreat (attempt once per turn; 14 or higher fails automatically).

Each turn that you are in combat, make an IQ roll (again, 14+ fails) to avoid making an All-Out attack (or the near-insane, suicidal behavior of your choice). Most sensible people avoid you (-2 reaction from anyone who realizes that you're crazy). Primitives and low-lives will mistake your disregard for your own life for bravery, giving +2 reactions.

Parthenomania -10/-20 points

In essence, this is fear of loss of virginity. You are terrified by the idea of sexual relations and the loss of your virginity. Treat this using the *Phobia* rules (p. B35). The mild form is worth -10 points, while the severe form is worth -20 points.

Note: Great care must be taken by the GM to ensure that this is not used to harass players. Roleplaying should be an enjoyable recreational activity - not a source of trauma. If players feel uncomfortable with the way the GM or other players are handling this or any other sensitive subject, they should immediately find a new group. Adult subjects should be handled tastefully, not viciously!

Phobias Variable

Some more things to be afraid of:

Being Alone (Autophobia): You cannot stand to be alone, and will do anything in your power to avoid it. -15/-30 points.

Blood (Hemophobia): The sight of blood gives you the screaming willies! You'll need a Fright Check during most combats... -10/-20 points.

Cats (Ailurophobia): -5/-10 points.

Dogs (Cynophobia): This includes all canines: foxes, wolves, coyotes and wild dogs. -5/-10 points.

Fire (Pyrophobia): Even a burning cigarette will bother you if it comes within five yards of you. -5/-10 points.

Psionic powers (Psionophobia): You are very afraid of anyone or anything exhibiting supernatural powers. Any actual exhibition of power in your sight will require a Fright Check. You will not voluntarily allow any psionic power to be used on you. -10/-20 points.

Spiders (Arachnophobia): -5/-10 points.



Post-Combat Shakes -5 points

You are shaken and sickened by combat, but only *after* it's over. As soon as all your enemies are dead or incapacitated, your character must make a Fright Check, and you must role-play the results. The GM may put penalties on your Fright Check roll if the combat was particularly dangerous or gruesome. This disadvantage goes well with the Berserk and Flashbacks disadvantages.

Prefrontal Lobotomy -15 points

This radical procedure involves destroying the prefrontal lobe of the brain, where certain aggressive tendencies are generated. The subject loses (or, if he starts with this disadvantage, may not possess) any advantage or disadvantage that would tend toward aggression, such as Combat Reflexes or Berserk. On the other hand, there are many deleterious side effects. IQ drops by 2 (for which the points are *not* included in the -15 cost of this disadvantage), and *anything* beyond the most simple, routine tasks requires an IQ roll in addition to the normal skill roll!

Proud -1 point

Individual success, wealth and/or social standing concern you greatly. You feel a need for individual importance.

Reclusive -10 points

Reclusive individuals find the mere presence of other beings extremely annoying. They react at -4 to almost anybody.

Responsive -1 point

You are able to imagine the feelings and motivations of others, although whether you *care* about them depends on other factors.

Self-Centered -10 points

Like Selfish (below), but more extreme. Self-Centered beings react at -6 to any perceived slight. Self-Centered *races* either fight among themselves constantly, or have elaborate rituals to avoid constant battle.

Selfish -5 points

You are *very* conscious of status, and spend much of your time striving for social dominance. *Races* with this trait often sublimate their striving for status into ritual and complex caste systems. Selfish characters react at -3 to orders, insults or social slights.

Selfless -10 points

Selfless individuals are very altruistic or self-sacrificing. Think of Gunga Din ... Includes one level of Weak Will.

Semi-Literacy 0 or -5 points

See p. 29, under *Advantages*. In a world where Semi-Literacy is the norm, it is worth 0 points, and full Literacy is worth 5 points, while total Illiteracy is worth -5 points. If Literacy is the norm, however, then Semi-Literacy is a -5-point disadvantage.

Short Attention Span -10 points

You have a problem concentrating on any one object or task for more than a few minutes. It's not that you're not curious, just that every time you find something new it becomes boring shortly thereafter. Roll vs. IQ to maintain interest in something for an extended period of time, or whenever a distraction is offered; failure on this IQ roll means *automatic* failure at the task at hand. Bonuses may be applied for situations where concentration is very important, e.g., when survival is at stake.

Slave Mentality -40 points

You have no initiative of your own. You become confused and ineffectual without a "master" to give you orders. This does not necessarily imply a low IQ. You might be quite intelligent enough to obey the command, "Enter the data, then execute the program," but if you were starving and found \$10, you would be hard pressed to decide to pick up the money and go buy food - unless somebody told you to.

You must make a roll vs. IQ-8 before taking any action that's not either obeying a direct order or part of an established daily routine.

As a rule, such a character will *always* fail Will rolls. In a case where the GM thinks that success might be possible, the roll should be made at -6.

Solipsist -10 points

You can't really see anyone but yourself as *real*, even if you enjoy the company of others. You have a -3 penalty when using (or resisting) Fast-Talk or any social skill.

Staid -1 point

You are likely to ignore matters that don't immediately affect you.

Trademark Variable

Many heroes and villains, especially in cinematic campaigns, have a special symbol - a trademark that they leave at the scene of action, as a way of "signing their work." Perhaps the classic fictional example is the carved initial "Z" of Zorro.

No character may have more than one Trademark. Multiple actions (e.g., binding your victims with purple phone wire, painting a frog on the wall *and* wrecking every computer in the building) simply make your trademark every distinctive - they are *not* multiple Trademarks.

-1 point: Your trademark takes very little time to leave and cannot be used to trace your identity; it is essentially a quirk. A typical example is something left at the scene - a playing card, a small stuffed animal and so on - as long as it can't be traced and takes little time.

-5 points: Your trademark is still simple, but you *absolutely* must leave it. You cannot leave the scene until you do, even if your enemies are breaking down the door.

-10 points: As above, but leaving your trademark increases your chances of capture - initial carving, notes, traceable clues and so on. Leaving this sort of Trademark takes a minimum of 30 seconds. Anyone searching the crime scene and examining your Trademark receives a +2 to their Criminology roll.

-15 points: Your trademark is so elaborate - dousing the captured thugs with a certain cologne, painting the entire crime scene pink, writing a long poem to the police - that it virtually assures your eventual capture (with this disadvantage, the GM may give clues *without* a successful Criminology roll).

Remember that a Trademark is an action separate from capturing the crooks or committing a crime. It's the particular *way* that it is done. Destroying files on a computer is not a Trademark; trashing them by substituting a "7" for each "5," is.

Trickster -15 points

This type of Compulsive Behavior means the character craves the excitement of outwitting *dangerous* foes. This is not practical joking. Playing simple tricks on innocent or harmless folk is no fun at all: it has to be perilous!

A Trickster would only consider taking on a worthy foe, such as a skilled warrior, a dangerous monster or a whole *group* of reasonably-competent opponents. There may be no need for this at all (in fact, there probably isn't), but a Trickster needs the thrill of a battle of wits and dexterity - what joy!

You must propose and actually try to trick a dangerous subject at least once per day. You may make a Will roll to avoid this, but each successive day, your Will roll is at a cumulative -1. If you fail the roll, you will probably desert your party to make a quick solo raid (or whatever) if you can't convince them to accompany you.

Uncongenial -1 point

You prefer to be alone, or in a small group.

Undiscriminating -1 point

You find it hard to make "us vs. them" comparisons. You are not necessarily empathetic; you just attach no importance at all to race. An entire race with this trait is not likely to bond into any sort of strong group. You can ignore up to 3 points of reaction penalty toward another race.

Voices -5/-10/-15 points

This disadvantage is similar to Flashbacks (see p. 90), but is limited to auditory effects. You are plagued by whispered phrases coming out of nowhere. The phrases can be unintelligible, or may be the same words over and over. The more extreme voices will make horrible demands, asking you to commit murder or suicide! Eventually, your sanity (such as it is) will start eroding. You will hear voices on a roll of 6 or less on 3d. Roll once per day or during stressful situations, at the GM's whim.

Annoying voices: You hear them, but are reasonably sure that they are not real, and they do not harm you directly (although most people who see you reacting to unheard noises will have a -2 reaction to you). -5 points.

Disturbing voices: The voices can drown out normal sounds, and will startle and frighten you. -10 points.

Diabolical voices: These are the typical "voices that tell you to kill" or perform other terrible deeds. People in extreme emotional situations or under the influence of some controlled substance may need to make a Will roll to avoid carrying out the "orders" (GM's discretion). -15 points.

The voices can be either the result of mental problems, or a limited form of possession. In the second case, no amount of psychotherapy will find the causes of the voices, let alone cure them. Electroshock therapy might drive the evil spirits away (much as beating possessed people in medieval times was supposed to drive the "demons" off), although that particular treatment might also do as much harm as good. If Exorcism (p. 135) or a similar ritual is performed successfully (the GM determines how hard the spirits are to dislodge), you are cured and have to buy off the disadvantage.

VR Addiction -25 points

This disadvantage only exists in settings where virtual reality (VR) technology exists - typically, at TL8+.

This is a special form of psychological addiction. You prefer artificial, controllable virtual-reality sessions to the experiences of your own life; therefore, you enter VR whenever you can, even if it will cause you to lose a job or alienate your friends. You must make a Will roll whenever you have an opportunity to

enter VR. This addiction is legal, incapacitating, highly addictive and costs under \$100 per day.

Workaholic -5 points

This is a form of Compulsive Behavior; the affected character drives himself past his limits, and finds it very hard to relax and turn away from his work. Victims of this problem risk burning out.

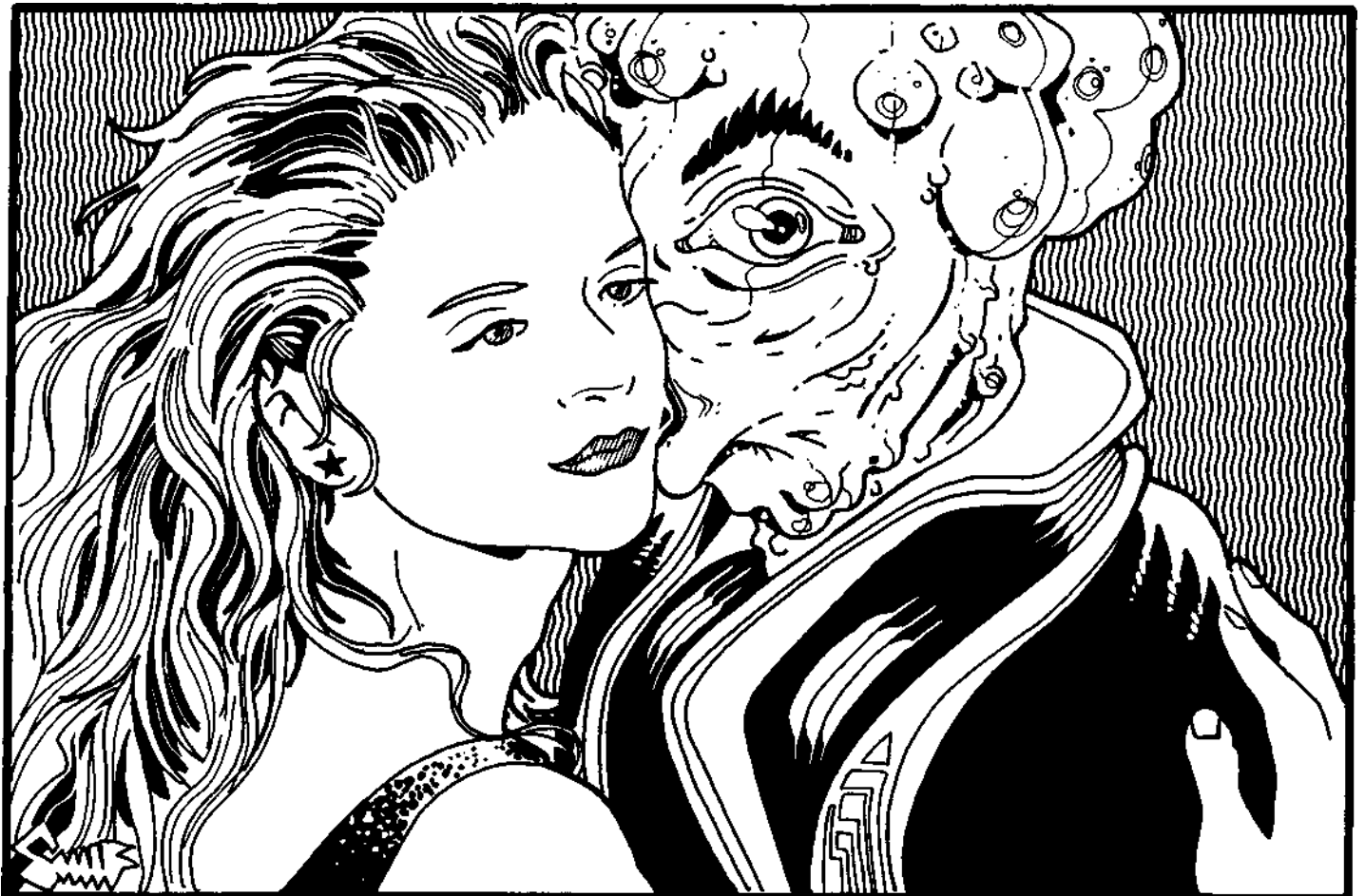
A person with this disadvantage will work as long as he can (at least half again as much as a normal working day); he will rarely have any pastimes or hobbies unless they are in some way related to his job. Most people may regard him with respect at first (+1 to reaction rolls), but eventually a workaholic will meet with a -1 or -2 reaction, especially from friends and loved ones who rarely get to spend time with him. Workaholics will often miss a lot of sleep, especially if assigned to an important project (see p. B134 for Fatigue loss). After missing several hours worth of sleep, IQ-based skills have a -1 or worse penalty. Characters with the Overconfidence advantage, a common companion to Workaholic, would not notice this immediately.

Xenophilia -5/-15 points

You are instinctively fascinated and attracted by strangers and aliens.

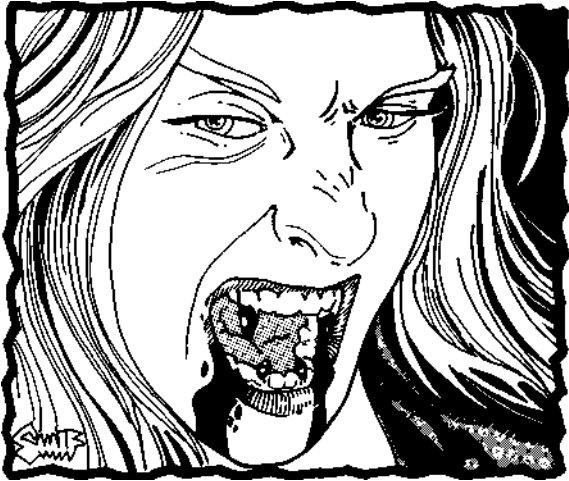
For -5 points, you have a +1 on reaction rolls and Fright Checks when meeting strange creatures.

For -15 points, you are *very* fascinated and attracted by strangers and aliens, no matter how dangerous or frightening: +3 on reaction rolls and Fright Checks when meeting strange creatures. This can be fun to roleplay!



OCCULT AND PARANORMAL DISADVANTAGES

These disadvantages are problems (physical, mental, social or otherwise) that have supernatural origins or implications. Few of these disadvantages make any sense in a strictly realistic campaign - they are appropriate only in campaigns that feature the particular paranormal powers involved, or for beings that are by definition supernatural, such as demons, spirits and the undead.



Allergic Susceptibility -5 to -15 points

You have a magical or psychic susceptibility to certain common objects, not unlike a normal allergy. However, exposure does not just make your eyes water and your nose run - it can be severely incapacitating.

If you touch or breathe the substance, you must immediately make a HT roll. If the roll is failed, you have a brief but severe allergic reaction. You will be at -5 to all skills and attributes for the next ten minutes. If you actually ingest the substance, the reaction is even more severe - you are at -5 to attributes and -10 to all skills and perception rolls for the next ten minutes.

The cost of this disadvantage is based on how common the substance is:

Occasional (leather, soap): -5 points.

Common (smoke, wood): -10 points.

Very common (grass, metal): -15 points.

This disadvantage is sometimes found in conjunction with *Dread*, p. 97.

Astral Entity -25 points

You exist only within the astral plane. You have all the normal character attributes, abilities, etc., but they operate only within the astral plane, except for those magical and psi abilities (Antipsi, Psychic Vampirism and Telepathy) that can cross planes. You can detect the physical plane, but can only communicate with physical beings via psi or magic unless they enter the astral plane.

If a human is trapped in the astral plane (e.g., by the death of his body), this is the sort of creature he becomes, but he gets no extra points for it unless he started the game that way - it simply reduces the point value of the character.

A creature of the Net, or a netrunner trapped on the Net by the death of his body, would be in a similar situation - but in cyberspace, not on the astral plane.

Note that this disadvantage is only applicable if the astral form is the only active form the character takes.

Bloodthirst -15 points

This disadvantage applies only to those members of the undead who feed on blood. This is not to be confused with the *Bloodlust* disadvantage (p. B31). A creature with *Bloodthirst* has a difficult time controlling his appetite. When an opportunity to feed arises, he must roll vs. Will to restrain himself. If feeding would restore lost HT, then this roll is modified down by -1 for each point of HT the character is missing. The roll is made at an additional -2 if blood is actually spilled within range of the character's sight or smell.

Cursed -75 points

Like *Unluckiness*, but worse. When anything goes wrong for your party, it happens to you, first and worst. If something goes right, it misses you. And any time the GM feels like hosing you, he can, and you have no complaint coming, because you are *Cursed*. You can't buy this off just by spending points - you must determine what has cursed you and deal with it, and *then* spend the points.

Cursed (Divine Curse) Variable

You have been cursed by a god or other supernatural force. The curse may take whatever form the GM finds appropriate. It may be a continuing commandment such as, "You may never sleep at night," (-10 points) a misfortune such as, "Every child born to you will die young," (-5 points) or it may be a particularly nasty disadvantage like *Blindness*, *Epilepsy*, or *Berserk* behavior (at the usual cost).

The curse may have been placed on you in particular, or may have fallen upon you as a member of a cursed family or race. What makes *Curses* distinct from regular disadvantages is the potential for their removal. Each curse was given for a reason, and the character, through play, has the opportunity to uncover this reason and atone, thereby lifting the curse. The type of curse given should fit the deity in question and the reason for the cursing, as should the eventual terms of atonement.

The cost of the *Curse* is left completely to the GM. Use existing disadvantage's as guidelines. The more encompassing or debilitating the *Curse*, the higher the cost. The reason for the cursing, and the ease of atonement, should also be considered in the cost - the easier to discover and remove, the lower the cost. The *Curse* should never be for something simple or trivial, and the terms of atonement should always be nearly as bad as the *curse* itself.

For example, a curse of berserk rage might be placed upon a certain family whose forefather killed a high-ranking cleric in a fit of rage. To atone, some member of the family must approach the church and seek penance, which may mean becoming a cleric of the church himself, or performing some major service dictated by a cleric of the church. The individual should be given the standard -15 points for the *Berserk* disadvantage, since the effect on him is the same, although he has the option of roleplaying the atonement and buying it off. A standard disadvantage given as a *Curse* should never exceed the cost of the uncursed disadvantage and should be worth half as much if it is particularly easy to remove. Treat commandments as involuntary *Vows*.

Destiny

Destiny is described on p. 35 under *Advantages*, but can also be a disadvantage. In a *Vikings* campaign, this advantage is called "Wyrd" instead.

Variable

The Draining

-10 points

Many undead, especially vampires, experience the Draining. At the end of each night, they lose 2 HT. They can do nothing to stop this loss, and HT lost this way can only be replaced by drinking the blood of another creature.

If the character also possesses Regeneration (p. 64), this will not restore HT lost to the Draining. This disadvantage can be taken in conjunction with a Dependency (p. 81) on human blood or the Vampiric Dependency disadvantage (p. 106).

Dread

Variable

You are unable to come within a certain range of a given substance due to a magical or a psychic aversion. You take no actual damage from the substance, but are nonetheless completely incapable of coming within the indicated distance of it on your own volition. You can be brought into the presence of the substance (or vice versa) by outside forces - but if you and the substance are moved to within the forbidden radius of one another, you must move to get as far away from the substance as you can, by the most direct route possible. You may take no other action except trying to escape until you are out of the forbidden radius. Note that this means that if you are trapped within the forbidden radius you will be completely helpless!

The base cost for this disadvantage is -10 points, which prohibits you from being in the same hex with the forbidden substance. The range of the forbidden zone can be extended for -1 point per additional hex radius. The total value is then modified by the rarity of the substance, according to the table found under *Weakness* (p. 106).



You can instantly sense the presence of the dreaded object as soon as you enter the forbidden radius. You do not know exactly where it is, but will know what direction it lies in, and will be compelled to go exactly the other way.

Special Enhancement: You cannot enter the forbidden zone of your own volition, but if carried there by an outside force, the spell is broken. You can act normally in the forbidden zone until you leave the substance's presence, at which time the prohibition reactivates. This halves the cost of the disadvantage.

Frightens Animals

-5/-10 points

Animals always react to you with fear and aggression. Horses will roll their eyes in terror and throw their riders, dogs will snarl or whimper and shy away from you if possible (or attack savagely if not), and your mere scent is enough to panic most creatures.

This disadvantage is worth -5 points in a modern or high-tech campaign, but is worth -10 in a world with Tech Level 4 or less, where animals are more commonly encountered and riding beasts are the primary form of overland travel.

This disadvantage also causes -1 to all Reaction rolls per -5 points from those in a position to notice the disadvantage. If this disadvantage is due to lycanthropy, vampirism or some other secret trait, observers get +1 to IQ and Occultism per -5 points to recognize the character's true nature.

Infectious Attack

-5 points

Anyone injured by the bite of a were-creature, vampire or similar being with this disadvantage may himself become infected with the same curse . . . if he survives the encounter. This is considered a disadvantage, because of the chance that the character might make an enemy who survives an encounter into a stronger enemy through the "gift" of supernatural powers. It also means that the character might maim or kill those whom he *wishes* to infect.

Whenever someone is bitten by a creature with this disadvantage, he must roll 3d vs. the number of hits of damage involved. If the roll is less than the amount of damage, he becomes infected with the same type of vampirism or lycanthropy himself after 2d days, or at the next appropriate change time (GM's discretion), whichever is later. Rolls of 3 and 4 always result in a change.

A victim never rolls more than once per day, no matter how often he has been bitten. The infected character will end up like the one who infected him - same type of creature, same general powers. The GM determines the final form, and can adjust it to fit the character.

Deliberate infection: A character may wish to *deliberately* infect a mortal, or a mortal may desire to make a deal with an infectious being to become deliberately infected. Once he has become infected, the PC may not spend earned experience points on anything else, until the net cost of the supernatural "racial package" so gained is paid off.

If the GM wishes to discourage this, it is recommended that he roll all damage in secret, giving the attacker and his target only a general idea of how badly the target character is wounded, until that day's roll is made.

A character who is intelligent and not Berserk or Bloodthirsty may try to limit the damage he does, counting on the fact that his victim will succumb eventually.

The GM may also impose other conditions for infection before any rolls are made, such as three attacks, the sharing of blood, or even the death of the target.

Jinxed

-20/-40/-60 points

This disadvantage should only be permitted in campaigns with more than one PC. In "one-on-one" games with just one player and a GM, it is not much of a disadvantage!

A Jinxed character is to bad luck as a plague-carrier is to disease. It does not affect him, but it gets everyone else around him. If you are Jinxed, anyone in your immediate vicinity suffers a -1 through -3 penalty (depending on the severity of the jinx: -20 points per -1) on any roll that the GM makes for them. They have no penalty on rolls they make themselves. Thus, there is no way for the rest of the party to be sure that a jinx is present without keeping track of failed "sure-fire" attempts over a period of time.

A jinx gets everybody, friend or foe. Ulysses was a perfect example. He was tough, clever and determined, and he survived everything thrown at him, but none of his shipmates made it. Part of his own survival was due to the fact that when he was around, things went wrong for his foes as well. Polyphemus, for example, missed some easy IQ rolls when dealing with Ulysses.

Karmic Ties

Variable

As described on p. 39, under *Advantages*. This can also be a disadvantage.

Lifebane

-10 points

The character with the Lifebane disadvantage has an aura of death about him that manifests in a number of ways. Vegetation and very small animals will die when the character passes near them. Grass dies in his footprints and will never grow there again, flowers wilt instantly in his presence and insects die when entering his hex. Animals larger than one pound, and very large plants such as trees are not affected (although the Lifebane may cause the leaves closest to him to die, and a tree that is repeatedly exposed over many years could certainly be affected).

This disadvantage may have minor positive effects (the character need never buy insect repellent), but may not be used to repel life-forms that are supernaturally controlled, as in the case of magically inspired attacks by living things.

This disadvantage can occasionally be most inconvenient, particularly for entities with powers of stealth or invisibility.

This disadvantage also causes -2 to all reaction rolls from those in a position to notice the disadvantage.

If this disadvantage is due to demonic powers, vampirism or some other secret trait, observers get +2 to IQ and Occultism to recognize the character's true nature.

Magic Susceptibility

-3 points/level

You are more likely to be affected by magic. Note that this disadvantage can be combined with Magery, but *not* with Magic Resistance. The level of your Magic Susceptibility is added to the caster's skill with any spell cast with you as the subject. If your Magic Susceptibility is 4, and the caster's skill is 12, his effective skill is 16.

Your Magic Susceptibility makes you more vulnerable to spells thrown directly on you. It does not affect missile spells, attacks by magical weapons, or information-gathering spells in which the spell is not thrown directly on you, such as Divination by a crystal ball. Magic Susceptibility has no effect on psionic attacks or powers. Unlike Magic Resistance, Magic

Susceptibility works normally against Area spells (as above, neither doubled nor halved).

Magic Susceptibility, and its exact level, can be recognized by any mage who looks at your aura, or by anyone who casts a spell against you.

Magic Susceptibility also subtracts from your resistance to spells.

Mundane Background

-10 points

This disadvantage is only allowed in campaigns where wondrous powers and occurrences are the norm. Real-life people are, sadly, quite "mundane," and get no points for it.

This disadvantage reflects a total lack of experience with the occult, the weird and the alien. The character probably grew up in the middle of an Iowa cornfield, was *not* visited by aliens during his teen years, believes magic is something done by David Copperfield and thinks late-model Fords epitomize cutting-edge technology.

Naturally, PCs with this disadvantage cannot start the game with anything other than normal, mundane skills or equipment appropriate to their TLs. Even skills like Conspiracy Theory and Occultism are forbidden - the character might read the astrology column in the newspaper, but that's about it. The character *can* have advantages like Magical Aptitude, psi powers or even super abilities, but cannot use them, as he lacks the skills. He has no idea that he possesses talents beyond the norm, except maybe for the odd dream now and then.

This disadvantage must be bought off if the character wishes to learn skills related to magic, psi, superpowers or higher tech levels than his own.



Murder Addiction

-60 points

This is a supernatural addiction that affects certain evil spirits, undead and demons, as well as their human servants. The mechanics of this disadvantage work exactly as described on p. B30, but instead of using a drug, the sufferer must commit murder. Killing in self-defense does not count; the murder addict has to stalk and attack somebody who does not pose a threat to his life (although enemies and potential threats can be selected). The murder has to be committed in cold blood and the victim must be within eyesight of the killer, preferably but not necessarily at arm's length (bombs are too impersonal, although using a sniper rifle wouldn't be). Upon committing the crime, the addict feels a surge of almost sexual pleasure as the fleeting spirit of his victim momentarily touches him.

Withdrawal rolls are at -10 for this affliction. If the murder addict suppresses his urge, or is stranded in a place where no victims are available, he may die. Characters with this disadvantage can take Bloodlust and Sadism, but the point values of those disadvantages go down to -5 and -10 points respectively.

Murder Addiction is a devastating disadvantage. The sufferer can never hope to live a normal life; at best, he must lead a double life to satisfy his cravings. Generally, the murder addict will spare anybody toward whom he feels a Sense of Duty, but if left with no other available victims, he must make a Will-5 roll to avoid giving in to his murderous urges!

No Body Heat -5 points

This disadvantage is normally only appropriate for undead or supernatural characters. The undead, being creatures with no life of their own, do not generally generate body heat. This can make concealing the undead condition more complicated. (Note that if a vampire gains warmth after feeding, No Body Heat is only a quirk.)

This disadvantage also causes -1 to all reaction rolls from those in a position to notice the disadvantage, and gives a +1 to IQ and Occultism to recognize the character's true nature.

Supersensitive -2 points/level

This disadvantage is only available to Telepaths. You are sensitive to the thoughts or emotions of people *all the time*. You can hear the thoughts of everyone around you as a constant, irritating low-level buzz of psychic noise, but these thoughts are always just below the threshold of conscious understanding!

The range at which you pick up psychic noise is based on the *Telepathy Range Table* (p. B167), with the level of this disadvantage being used instead of Power to determine the distance.

Example: You have ten levels of Supersensitive, so you are affected by anyone within 100 yards. This would be worth -20 points.

As long as you are in range of other sentient beings (IQ 7+) you suffer a -1 on DX and IQ, or -2 if in range of ten or more people, -3 if in range of 100 or more people, -4 for 1,000, etc. If DX or IQ is ever reduced below half because of this penalty, you collapse and can take no action until the "noise" goes away. People with Mind Shields do not bother you.

You cannot use Supersensitive to gain information about others' thoughts or emotions or use it to determine their locations (although the simple fact of receiving psychic noise, and the level of that noise, will tell you that people are present within your range).

Any drugs or devices that increase or decrease Telepathy Power level (not just skill) will affect this disadvantage in the same way.

Telepathic Addiction -10/-20 points

You are so used to opening your mind and thoughts to other telepaths that you become lonely, depressed and withdrawn when you are denied this kind of mental rapport. In order to have this disadvantage, you must have both Telesend and Telereceive skills at level 10 or better. This disadvantage is most common in openly telepathic societies.

To avoid withdrawal symptoms, you must enter into Full Communion (p. B169) with another telepath for a minute or more every day. If you do not, treat it as drug withdrawal (p. B30) with a -5 on withdrawal rolls, except that rolls are made against Will rather than HT. A failed roll still means HT is lost. If you can no longer use your Telereceive skill at all (i.e., your

powers have somehow been disabled), all rolls are at -10, since you no longer have the comfort of even shallow telepathic awareness.

While undergoing withdrawal, you will suffer from mental problems. Choose one of the following disadvantages you don't already have: Bad Temper, Severe Shyness, or Paranoia. If you survive withdrawal, you may either buy off this disadvantage, or replace it with one of the above mental disadvantages.

This disadvantage is normally worth -10 points. It is worth -20 points if the telepathic rapport must be with a specific person or being.

Unique -5 points

You are unique within the parallel worlds - the result of a low-probability event in the timelines. If a time paradox occurs, you are likely to vanish, and you will never have any memory of a paradoxical event. Unfortunately, in most time-travel back-grounds, you would never know of this danger until it happened, and then nobody would even remember you! Therefore, this disadvantage should probably not be allowed to PCs in a time-travel campaign.

In an alternate-world campaign, being Unique means that you will not exist in any form in an alternate world, even one very much like your own. This can have advantages. When you visit a world, you are effectively Zeroed (see p. 32) at no point cost. But it deprives you of any chance of befriending "yourself," which is sometimes a useful technique.



Unliving -50 points

You are not truly alive. Instead, you animate your body through some supernatural means - usually magic. When you are wounded to exactly 0 HT and then fail a consciousness roll, your body collapses in a semblance of death, unbreathing and without a heartbeat. You should set specific conditions under which you can be revived from this state; the GM's word is final. However, at -1 HT, the ties that link your spirit with your body are actually *severed* and you die.

Note: This disadvantage is normally only appropriate for demons, golems, undead and the like.

Untrained Shape-Changing -15 points

This disadvantage is available only to Shapeshifters (see p. 43). You change whenever you are under great stress, and you do not resume human form until the cause of that stress is settled. You also cannot control the beast form with your human mind - it is of bestial intelligence.

Weirdness Magnet -15 points

Strange and bizarre things happen to you with alarming frequency. You are the one with whom demons will stop and chat. Magic items with disturbing properties will find their way to you. The only talking dog on 20th-century Earth will come to you with his problems. Dimensional gates sealed for centuries will crack open just so that you can be bathed in the energies released . . . or perhaps the entities on the other side will invite you to tea.

Nothing lethal will happen to you, at least not immediately, and occasionally some weirdness will be beneficial. But most of the time it will be terribly, terribly inconvenient. People who understand what a Weirdness Magnet is (and that you are one) will react to you at -2. The exceptions will be parapsychologists, fringe cultists, unhinged conspiracy theorists and thrill-seekers, who will follow you around!

Wyrd Variable

See *Destiny*, p. 35.

Yin-Yang Imbalance -5/-10 points

The healthy body balances the Yin of femininity, coldness and sober emotions against the Yang of masculinity, fever and

energy. An imbalance between these principles leads to both mental and physical afflictions, which are listed below.

All imbalanced characters: Anyone with a Yin-Yang imbalance suffers these penalties: A -2 penalty on any HT rolls to avoid diseases. Anyone with an imbalance must also take the Lecherousness disadvantage.

Overbearing Yin: Characters with an overbearing Yin have clammy skin and cruel, catty personalities. Take the Bully disadvantage, but emphasize cutting remarks rather than physical threats.

A Yin-imbalanced person suffers a -3 on all HT rolls to resist cold but a +2 on rolls to endure heat. Males with excessive Yin may suffer hermaphroditism. This makes the Yin-Yang imbalance worth a total of -10 points. Hermaphrodites must make an HT roll each month. A single failed roll causes appearance to shift somewhat toward the female. The character and his close associates will notice, but strangers will just find him a bit odd (-1 to reaction), unless they make a Yin-Yang Healing roll. If the next roll succeeds, the character recovers, at least for a while, but if a second consecutive HT roll is failed the condition becomes permanent (until treatment, as described below).

Overbearing Yang A Yang imbalance has the opposite effects from Yin. Victims suffer a -3 penalty on HT rolls to resist heat and get a +2 bonus to resist cold. Women with excessive Yang gain an extra -5 points, but must make a HT roll each month to avoid growing beards and acquiring masculine frames. A woman with a Yang imbalance may use earned experience to increase her ST by 1 at normal (not doubled as per p. B81) cost. People with excessive Yang are overbearing hedonists with hot, dry skin. They must also take the Impulsive disadvantage.

Treatment: Yin-Yang healers can neutralize Yin-Yang imbalances with acupuncture and moxa burning. The latter procedure involves singeing mystically-significant parts of the skin by sprinkling mugwort powder on them and igniting it. Each treatment for Yin-Yang imbalance costs \$25 and is effective for one month. If the doctor's Yin-Yang Healing skill (p. 145) roll succeeds, the patient need not roll for hermaphroditism and gains a +3 on Will rolls to resist Bully, Lecherousness or Impulsiveness. A doctor cannot reverse hermaphroditism which has already occurred, but certain potions can. They cost \$500 per dose. It may require an adventure to find an alchemist who can brew one.



RACIAL AND SUPER DISADVANTAGES

This is a catch-all category for those disadvantages that are really only appropriate for superhumans, or on a racial basis. With a few rare exceptions, these should *not* be allowed to individual, human characters in a realistic campaign. In a *Supers* campaign, on the other hand, they may be used freely if the GM so permits.

Accelerated Aging -10 points/level

See *Short Lifespan*, p. 104. This disadvantage appeared in a slightly different form in earlier *GURPS* supplements.

Altered Time Rate -100 points

Altered Time Rate (see p. 49) can also be a disadvantage. For -100 points, you experience only one subjective second for every two real seconds that pass. You may take one action every other turn. You may only take one level of Decreased Time Rate.

Anaerobic -30 points

You will die if exposed to oxygen. Anaerobic individuals must wear sealed pressure suits when oxygen is present. You react to oxygen as if it were a one-level contact poison (see *Venom*, p. 71), taking 1d damage every turn.

Aquatic -40 points

You are *only* comfortable in water. The cost is calculated according to Increased Life Support (p. 102), based on the fact that water is much heavier than air (one cubic foot of water weighs about 7.5 pounds). The score, however is modified downwards on the assumption that, with proper filtration, the aquatic environment can double as a water reservoir. You also suffer no penalty when using skills underwater, but get a -2 penalty to DX-based skills when on land.

Bad/Poor Grip -10/-5 points

You have a penalty when using skills that require a firm grip on an object. These include (but are not limited to) Acrobatics, catching things, Climbing and most forms of melee weapon use.

Bad Grip gives a -4 penalty. -10 points.

Poor Grip gives a -2 penalty. -5 points. The penalty is overall, not per hand. Note that a race with No Fine Manipulators or No Manipulators (p. 103) cannot take this disadvantage.

Bestial -10/-15 points

You think and react like a wild animal. You have no concept of "civilized" standards of morality or propriety, and no concept of property. You will fight or flee from those who frighten or threaten you. Bestial characters cannot take any Artistic or Social skills (except Area Knowledge and Intimidation), even at default!

A Bestial character is not necessarily out of control; he simply reacts in a nonhuman manner. Bestial characters will usually ignore those who leave them alone (unless they're food!), and might even come to display affection for anyone who treats them with special kindness. While they cannot understand property in the human sense, they might (depending on the type of beast) understand territory, and avoid doing damage to objects on another's territory. Whether humans are regarded as individuals with territory rights is an open question! A Bestial character

might also understand dominance, and respect or even obey a human who has proved to be stronger than he.

This disadvantage is not necessarily tied to a low IQ - but a character who is both Bestial and remarkably intelligent would be a roleplaying challenge, requiring a good deal of thought and effort. The GM may therefore choose to restrict this disadvantage to characters with an IQ of 9 or lower.

A Bestial character cannot normally take an Odious Personal Habit for his beast-like behavior - that's included in the cost of Bestial. However, if the Bestial behavior is extremely repugnant to humans - the equivalent of a -15 point Odious Personal Habit - the GM can allow this disadvantage to be worth -15 points instead of the usual -10. OPHs unrelated to beast-like behavior (including "eats humans") can be bought normally.

Body of Air -30 points

See p. 50 under *Racial and Super Advantages*. If you cannot turn this ability off, it is a disadvantage.

Body of Water -20 points

See p. 51 under *Racial and Super Advantages*. If you cannot turn this ability off, it is a disadvantage.

Cannot Climb -1/0 points

For a race, this is a 0-point "Taboo Trait" (see p. 176). Individuals may purchase this for -1 point as an Incompetence disadvantage (p. 91).

You are very heavy, or simply aren't built for climbing. Any slope greater than 45° is an obstacle to you. This is a "special effect" disadvantage and has no point cost.

Cannot Swim -1/0 points

For a race, this is a 0-point "Taboo Trait" (see p. 176). Individuals may purchase this for -1 point as an Incompetence disadvantage (p. 91).

You are especially dense, have a respiratory system that can't deal with water, or are instinctively incapable of dealing with the idea of swimming. This is a "special effect" and has no point cost.

Centauroid 0 points

You are a six-or eight-limbed creature, and you use your forelegs as arms. You may have a modified torso as well. Human-sized or larger centauroids take up two hexes. Although this is worth 0 points, it is classified as a disadvantage because it tends to lead to many *Taboo Traits* (see p. 176). Extra Legs and any Inconvenient Size must be bought separately.

Cold-Blooded -5/-10 points

Cold-blooded creatures require about 1/3 the food that warm-blooded ones do. While less subject to actual damage from high and low body temperatures, (+2 on rolls to avoid hypothermia or dehydration), they tend to "stiffen up" in cold weather.

After a half-hour (or one full hour, if the character has fur or feathers) spent in cold conditions, Speed and DX drop by one point each for each 10° below the character's "minimum tolerance" temperature. At temperatures below 32°, he must roll vs. HT or take 1 hit of damage. Warm clothing allows a +2 bonus to the roll.

Lost Speed and DX are regained at a rate of 1 point each per hour once the character returns to a warm climate; this rate is doubled in an exceptionally warm environment.

The exact value of the disadvantage depends on the "minimum tolerance" temperature. For creatures that "stiffen up" below 50°, this disadvantage is worth -5 points. For those that lose their mobility below 65°, this disadvantage is worth -10 points.

Dying Race -10 points

This can only be taken as a racial disadvantage.

For whatever reason, the race's death rate has exceeded its birth rate. If this trend isn't reversed, the race will be extinct in a few generations. It is unlikely that the individual will have any progeny that live. Discovering the reason for this disadvantage and eliminating it can be an excellent adventure or campaign seed.

PCs who are members of a dying race will be pointedly discouraged by their brethren from frivolously accepting dangerous missions (possibly earning a bad Reputation if they accept them anyhow) and will be plagued by curiosity-seekers or those who want to "help," making it impossible to find privacy or act anonymously in populated areas.

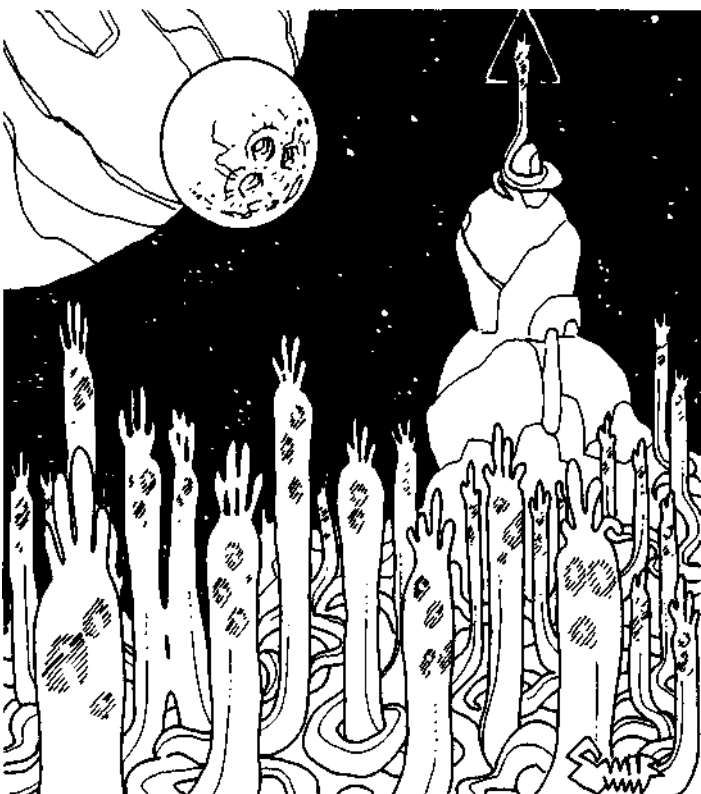
Fragile -20 points

You have an extremely brittle and fragile physical structure. You take double damage from crushing attacks. Creatures with this disadvantage might include crystalline beings, or avians with hollow bones.

Hive Mentality -20 points

This can only be taken as a racial disadvantage.

Members of the race place no importance on personal fame and wealth, and little on comfort or even survival. They will willingly sacrifice themselves for the good of the race. Includes two levels of Weak Will.



Horizontal -10 points

You have a horizontal posture, like a dog or a cat. You can stand on your hind legs for short periods, but this is very uncomfortable for you. You can use one hand (if any) while standing on the other three limbs, or two hands while sitting on your haunches. You can carry (but not use) an object in one hand if moving at half your Move.

Human-sized or larger Horizontal creatures will take up two hexes.

Inconvenient Size -10/-15 points

This disadvantage can only be taken as a racial disadvantage. Individuals who are unusually large or small should take Dwarfism, Fat, Gigantism, Overweight or Skinny instead — see pp. B28-29.

The race is of a size radically different from the campaign norm. Members of the race are unable to effectively use most tools and implements basic to day-to-day life unless they are specially made. This disadvantage assumes that the race's ability to function is *seriously* impaired whenever they're away from their own communities. As a rule of thumb, a race must be over eight feet (-10 points), or under two feet tall (-15 points), on the average, to qualify for this disadvantage. The GM might also allow this disadvantage for an extremely heavy race (more than 1,000 pounds would be worth -10 points) or a race with an exceptionally large and awkward form (e.g., Centaurs).

Individual members of a race with this disadvantage can still take Dwarfism or Gigantism - in relation to *their* race!

Increased Life Support -10 points/level

You have more environmental and sustenance needs in a life-support situation than a normal human would. The GM should compute the levels of this disadvantage based on the following guidelines:

You need to eat twice as much per day as a normal human: *One level*. Three times as much: *Two levels*.

You require a separate pressurized compartment to survive: *One level*.

You require a normal temperature above 200° F or below 0° F: *One level*.

You are radioactive or require a radioactive environment: *One level*.

You require more than a ton of additional weight in order to survive on a spacecraft, submarine or any other setting where resources and space are limited: *One level/ton after the first ton*.

Invertebrate -20 points

You have no spine, exoskeleton or other natural body support. You can use ST normally to push and strike, but (unless you are aquatic) the amount that you can lift, carry or pull is only 1/4 normal. On the up side, you will be much more flexible than those with shells or bones. In particular, you can squeeze through much smaller openings than your size might suggest. Note that this disadvantage is somewhat different from the scientific definition of "invertebrate."

Involuntary Dampen -15 points

This is only available as a racial disadvantage.

Works as the natural attack Dampen (p. 72), but cannot be consciously turned off! All non-insulated electrical devices in range are subject to the effects of Dampen.

No Fine Manipulators -30 points

You have nothing more agile than paws or hooves at the end of your limbs. You have nothing that approaches the human hand in terms of manual dexterity. You cannot use your paws/hooves to make repairs, tie knots, or even grasp firmly.

Note: This disadvantage qualifies a race to buy ST with the -40% limitation of the same name (see p. 9).

No Manipulators -50 points

You have no limbs. The only way for you to manipulate objects is to push them around with your body or head.

No Natural Healing -20 points

See *Unhealing*, p. 106.

No Reflection -10 points

The character produces no reflection upon any surface. Mirrors, still water and mechanical devices such as cameras will not display any image. While this might be put to use as an advantage (for example, with security cameras) the constant threat of such a noticeably supernatural condition makes this a disadvantage. Many creatures who possess this disadvantage also possess a Dread of mirrors.

This disadvantage also causes -2 to all reaction rolls from those in a position to notice the disadvantage. If it is due to vampirism or some other secret trait, observers get +2 to IQ and Occultism to recognize the character's true nature.

No Shadow -10 points

The character is not affected by the normal behavior of light and produces no shadow, regardless of the intensity or direction of the light source. While seemingly trivial, obviously unnatural traits like this tend to inspire suspicion and fear in mortals.

This disadvantage also causes -2 to all reaction rolls from those in a position to notice the disadvantage. If it is due to vampirism or some other secret trait, observers get +2 to IQ and Occultism to recognize the character's true nature.

Nocturnal -10 points

This represents more than just a preference for night over day. Creatures with this disadvantage can only be active when the sun is below the horizon. As soon as dawn starts to break, the Nocturnal creature begins to become lethargic. When the sun actually clears the horizon, the creature falls paralyzed and comatose until the sun goes down again.

Note that this is *not* the same as the biological term "nocturnal."

One Fine Manipulator -15 points

Most creatures have two or more hands/fine manipulators that they can use in concert. If you have this disadvantage, you have only one. You cannot, for instance, repair a device while holding it. An elephant is an example of a creature with this disadvantage.

Pallor -10/-5 points

This is the visage of death shown by many undead. Pale and bloodless flesh, lifeless eyes and a generally gaunt appearance are manifestations of this condition. The character simply looks like a corpse. While this is not overtly unnatural, mortals will assume that the character is very ill, strung out on drugs, or

something similar and react with -3 on all reaction rolls. This disadvantage is worth half as much for a vampire if he takes on the semblance of life after feeding.

Parasite -15 or -30 points

You depend on a host race for survival. The host race can survive without you, but not vice versa. For -15 points, the host race can fall within certain very broad biological categories, like "any warm-blooded vertebrate" or "any fish." The -30-point disadvantage is absolutely race-specific - you can survive on one and only one host race. Thus, you must bring a member of your host race with you wherever you go.

Planetbound Variable

This is only available as a racial disadvantage, and only in campaigns where space travel is common.

The race requires certain environmental conditions which cannot be duplicated away from its home planet (or home *plane*, in campaigns with planar travel). Thus, individuals must return to the planet periodically or die. The value of this disadvantage depends on the amount of time an individual can stay away from the home-world, and the time that it takes to lose each point of HT after he has been away too long. This must be described in terms relative to the average travel times in the campaign! The times listed below assume that the average time for a journey between two planets is one month; vary them as appropriate.

One month (cannot leave system safely): -40 points
Three months (can make short trips only): -30 points
One year (can make all but long trips): -20 points
Two years (can make long trips by planning carefully): -10 points

Loses 1 HT per day after time limit is exceeded: *double values*.
Loses 1 HT per week after time limit is exceeded: *listed values*.
Loses 1 HT per 2 weeks after time limit is exceeded: *halve values*.

Special enhancement/limitation: The GM may vary the value of this disadvantage to fit the race's story. For instance, if the race can survive on more than one "home planet," but such planets remain very rare, the value of the disadvantage might be halved.

Presentient -20 points

This can only be taken as a racial disadvantage.

Presentients can't be Literate, can't learn Mental skills other than "easy" ones, and can't learn languages other than Gesture and Sign Language. They may be trained to "read" simple printed symbols. Mental skills may be no higher than IQ.

Reduced Move -5 points/point of Move

At the GM's option, this disadvantage may be permitted in realistic campaigns, to represent "generic" disorders that affect the legs.

You move more slowly than your characteristics would normally entitle you to, in one mode of movement (running, flying, swimming, etc.). You may not reduce your Move to less than 1 in that mode. This disadvantage affects Move *only* for purposes of moving from point A to point B. It does not affect your Speed, Dodge or the order of combat.

short lifespan levels

Reprogrammable Duty -25 points

You can be programmed to obey a particular master. This is a form of all-the-time Involuntary Duty (p. 77), except that someone can reprogram you to change your master. It is only appropriate for golems, mindless undead, robots and other automatons.

If you have a Slave Mentality, you must obey your master slavishly, remaining strictly within the letter of any commands you are given. If you do not have a Slave Mentality, you may interpret his orders creatively, as long as you remain within either their letter or spirit (your choice). If you aren't sentient, you will have no interest in doing anything other than your programmed duty!

A Reprogrammable Duty may be taken in addition to a Duty to some organization or the like. You could have a responsibility to one person or organization, but be reprogrammed to serve another, for instance, creating a possible clash of loyalties. In such cases, the programmed duty has precedence, but you should try to fulfil other duties as best you can.

Self-Destruct -20 points

As soon as you reach your aging threshold (age 50 for a normal human), your organs and immune system begin to fail. You starts to age rapidly, making aging rolls every *day* at -3 to HT. Terminally Ill characters may not take this disadvantage!

Semi-Upright -5 points

You have a semi-upright posture, like a chimp or perhaps a bear. You can stand up more-or-less comfortably, allowing you to use your forelimbs to bash enemies, hold babies or even manipulate objects. You can manage a clumsy gait while upright (-2 to Move), but you must use all of your limbs to trot or run. If you have DX 12 or more, you can carry a small object or two when walking.

Sessile -50 points

This is worth more than the Legless disadvantage on p. B29 because you are truly rooted in place; you do not have the option of using a wheelchair or other moving platform.

You can't move under your own power. You can be moved (although this might require major excavations), and you can have manipulators, but your base is anchored where you sit.

Shadow Form -20 points

See p. 65 under *Racial and Super Advantages*. If you cannot turn this ability off, it is a disadvantage.

Short Arms -10 points

Short arms have reach C (close combat only), and don't have the leverage to use any weapon which must be swung. If *all* of a character's arms are short, he is also at -2 on any attempt to grapple. If a two-armed being has two short arms, then this is a -10-point disadvantage.

Short Lifespan -10 points/level

This disadvantage also appeared under the name "Accelerated Aging" in earlier GURPS supplements.

Your lifespan is *significantly* shorter than the human norm. Each level decreases your lifespan by 1/4, rounded down, and multiple levels are applied successively, rounding down at each stage. This affects the age at which you reach maturity, the age at which aging rolls begin, the ages at which aging rolls increase in frequency and the interval between aging rolls. This disadvantage is often found in conjunction with Self-Destruct (above).

Level	Maturity	Age [Frequency of Aging Rolls]
0	18 y	50 y [1v] 70 y [6m] 90 y [3m]
1	13 y	37 y [9m] 52 y [4m] 67 y [2m]
2	9 v	27 y [6m] 39 y [3m] 50 y [1m]
3	6 y	20 y [4m] 29 y [2m] 37 y [22d]
4	4 v	15 v [3m] 21 v [1m] 27 v [16d]
5	3 v	11 y [2m] 15 y [22d] 20 y [12d]
6	2 v	8 y [1m] 11 y [16d] 15 y [9d]
7	1 y	6 y [22d] 8 y [12d] 11 y [6d]

Shrinking Variable

See p. 65 under *Racial and Super Advantages*. If you are permanently shrunk, it is a disadvantage.

Sleepy Variable

This is a racial disadvantage; individual characters should use the Extra Sleep disadvantage (p. 81).

Members of the race need more sleep than average (humanity, taken here as average, sleeps 33% of the day). The more time they must spend asleep, the greater the value of the disadvantage:

50% of the time: -10 points

66% of the time: -20 points

75% of the time: -25 points

90% of the time: -35 points

Note that the race's precise schedule is a "special effect." For instance, a species might be awake and active for three days and then sleep for nine days. This could also be used to represent *hibernation*. For instance, if a race is awake and active on a basically human schedule for six months, and then hibernates for two months straight, then *on the average* it is asleep half the time.

Slow Eater -10 points

You spend a *lot* of your time eating. Each meal takes about two hours, as opposed to about 1/2 hour for most humans. This reduces time available for study, long tasks and travel on foot by 50%.

Slow Healing -5 points/level

This disadvantage was worth -10 points/level in earlier GURPS supplements. The cost has been changed to bring it into line with the Unhealing disadvantage (p. 106).

Your body heals-very slowly on its own. With one level, you get a HT roll to regain lost HT every two days. Each additional level increases the time between rolls by one day. When under the care of a competent physician (see p. B128), each level also increases the time allowed between the healer's Physician rolls by one base increment (the base increment is one week for a TL3 campaign, a day at TL7).

Slow Metabolism -10 points/level

A disadvantageous form of Extended Lifespan. Each level increases lifespan by a factor of 10, but reaction time and cognition times are slowed down by the same factor. It is difficult and frustrating to communicate with a someone who has one level of this disadvantage. Some magical or psionic enhancement would be necessary to communicate with a character who had two levels. Anyone with three levels or more would probably not perceive normal creatures at all, and normal creatures could only tell he was alive if a team of experts made a concerted effort to find signs of life.



Stress Atavism

Variable

You temporarily "regress" if you are frightened, angered, fatigued or injured. You must roll versus Will to avoid this. If the Will roll is failed, you behave like an animal, acting on impulse and instinct. If the Will roll is critically failed, the attack is one severity level (see below) higher than usual.

Other effects: Stress atavism "spells" are very fatiguing. Characters who have regressed suffer a point of Fatigue for every minute of the attack.

Recovery: A character suffering from stress atavism usually returns to normal a few minutes after the stressful situation which caused the attack has passed. Make a Will roll every minute to see if he recovers; allow a +2 bonus if he is comforted by friends. If someone with the Empathy or Animal Empathy advantage helps, allow a further +2 bonus! Characters who pass out from fatigue or injury recover when they wake up.

Cost: The point value of Stress Atavism depends on the frequency of attacks, and how severe they are.

Severity of Attacks

Mild: When stress atavism strikes, the character has trouble speaking. He must roll vs. IQ to utter a sentence. "Stressed out" characters cannot operate complicated machinery, although they may fire weapons, shooting wildly (-4 to hit). *-12 points.*

Moderate: The character suffers from the above problems, but in addition has trouble understanding commands from others. Roll vs. IQ after each sentence spoken to the victim to see he understands the command. If he is attacked or challenged, he must make a Will roll or act "on instinct." *-16 points.*

Severe: The character cannot talk or understand commands, cannot use tools (except possibly as clubs), and automatically acts on instinct. The character acts like his primitive ancestors! *-20 points.*

Frequency of Attacks

Stress atavism may be set off by especially harrowing combat situations, exposures to phobia objects, fatigue, despair, and failed Fright Checks.

Common: If the character suffers from stress atavism in almost any stressful situation, the disadvantage is worth the full value noted above.

Uncommon: The value of the disadvantage is halved. Characters get a +3 bonus on Will rolls to avoid the onset of stress atavism.

Rare: The disadvantage is worth 1/4 normal value. Will rolls to avoid the onset of attacks are made at +5.

Special Effects of Atavism

Sometimes atavism results in a particularly obnoxious behavior. Pick a mental disadvantage, halve its value, round up, and add the result to the above cost.

Subjugation

-20 points

This can only be taken as a racial disadvantage.

The race has been subjugated by a more powerful race. The race has no rights and only those privileges which the overlords choose to extend. It is possible for an individual member of the race to escape to freedom, but that individual will be wanted in the overlord race's territories. If caught in overlord territories, he is subject to re-enslavement or sterner penalties. Any member of the overlord race is considered an enemy, even outside of overlord territories (an individual can also take the Enemy disadvantage for the overlord race - this indicates that the overlords are actively seeking that individual).

Note: A race with Slave Mentality cannot also take the Subjugated disadvantage - races with Slave Mentalities serve willingly.

Uncontrolled Change

Variable

This disadvantage also has appeared under the name Unpredictable Change.

You have another form, built on its own character sheet as for Transformation (p. 68). However, you have no control over your change to this form! You are usually in your "normal" form. Stress (physical danger, a failed Fright Check, etc.) will cause you to change to the alternate form. You cannot change back until, in the GM's opinion, the stress has been removed.

Value of this disadvantage depends on the general reaction modifier of the form you change into. It is -10 points, *plus* -10 points for each -1 of general reaction penalty possessed by the new form. Thus, if your transformed form is normal or good-looking, this is a -10 point disadvantage due to the inconvenience. If the form is horrible enough to earn a -4 reaction, Uncontrolled Change is worth 50 points!

If you are allowed a Will roll to attempt to control the change, halve the value of the disadvantage.

Special Limitation: If your normal form is a metahuman one and stress causes you to lose your powers, this disadvantage is worth a flat -50 points regardless of reaction modifiers . . . but your survival chances will be low!

Unhealing

-20/-30 points

You do not normally regenerate injury at all, and get no daily HT roll to recover lost HT - even when under the care of a physician. First Aid still works normally to treat bleeding, or the *shock* of a wound, but it cannot restore lost Hit Points. Magical or psionic healing will function normally, however.

If you can regenerate lost HT normally when certain conditions are met (e.g., when immersed in blood, bathed in lava, etc.), or by stealing others' HT with the Bite advantage, magic or psionics, then this disadvantage is worth -20 points. If you can *never* heal naturally, it is worth -30 points.

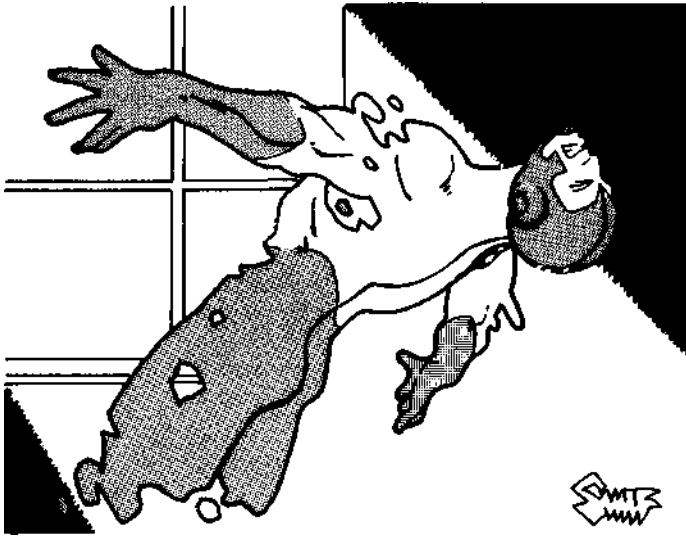
Note: This disadvantage is normally only appropriate for highly-unnatural beings, such as the undead.

Unusual Biochemistry

-5 points

Your biochemistry, while still enabling you to subsist on human food and water, is different enough from that of humans that drugs that work on humans have reduced or unpredictable effects.

When a drug is given to you, roll 1d. On a roll of 1-3 the drug has normal effect. On a roll of 4-5, it has its normal effect combined with an additional negative effect: lose 1d Fatigue (sickness and nausea) or, at the GM's option, enhance any negative side-effects of the drug. On a 6, the drug no effect at all. A biochemist with a lab can manufacture variants of normal drugs that are specific to your biochemistry, but these drugs cost ten times as much as usual.



Vampiric Dependency

-50 points

You are a "human vampire." You are *not* a supernatural monster - you suffer from a genetic condition (supposedly common in certain Eastern-European countries) that requires you to derive sustenance from human blood.

You do not actually drink blood; rather you filter it, through special glands in your extended canine teeth. If carefully done, this can be accomplished with no harm to your donor whatsoever. If you drink the blood of a drunken individual, or someone on drugs, you will yourself become drunk or high. Drunks who have their blood filtered by a vampire will normally not have a hangover the next day. Roll 3d the first time any character's blood is filtered while drunk - on a natural 18 that character's hangover is *doubled* in severity and duration, even if he has the No Hangover or Light Hangover advantages. On a 3-17, the hangover is completely avoided.

You may eat nothing except raw, fresh meat. At least once a week - preferably more often - you must filter approximately a quart of fresh human blood (remember that the blood *does not* need to be removed from its donor to be used). If the GM prefers, he may require vampiric characters to eat only small living creatures, or some other similar restriction of his own choosing.

Vulnerability

Variable

You take extra damage from certain forms of attack, or are weakened and hurt every time you merely come within a certain distance of a substance. For each level of Vulnerability purchased, you take an extra 1d damage (for attacks doing less than 1d damage, multiply the damage by the level of vulnerability). This extra damage is added to the usual damage of the attack, *before* any DR is subtracted.

You *cannot* take a Vulnerability to anything that you have Invulnerability, Absorption or Reflection against. For characters with Vampiric Invulnerability (see p. 70), one level of Vulnerability to something cancels the Invulnerability's effects for that item or substance. Additional levels of Vulnerability will do damage, as above.

The value per level depends on how common the substance is:

Very rare: -3 points per level.

Rare: -5 points per level.

Occasional: -10 points per level.

Common: -15 points per level.

See the *Defense Table*, p. 49, for examples of attack forms; the GM decides upon the rarity of the substance.

If you are affected by merely being near the substance, add 10% per hex of range to the cost per level. DR does not help against this damage. If you are hit with an object you take damage from just by being near, you add the physical damage to the Vulnerability.

If damage comes off of Fatigue rather than Hit Points, the total value is halved.

Example: Water Wyrms take 4d damage whenever they're within 5 hexes of a certain glowing green rock. The green rock is "very rare," making the cost -3 points per level; however, 5 hexes add 50% to that cost, making the cost per level -4 1/2. The Wyrms have four levels of Vulnerability, so the total value comes to -18.

Weakness

Variable

This is like a Vulnerability, but less severe. A Weakness is a sensitivity, not to any kind of attack as such, but to the presence of a common substance or condition. It cannot be a food item or something equally easy to avoid. The more quickly you take damage, the more the Weakness is worth:

1d per minute: -20 points.

1d per 5 minutes: -10 points.

1d per 30 minutes: -5 points.

Halve the value if the damage done is only Fatigue or Stun.

The rarity of the weakening condition also affects the value of the weakness:

Rare (exotic radiation or minerals): *half value*.

Occasional (microwave radiation, intense normal cold, airborne pollen): *listed value*.

Common (smoke, nearby magic, horses, loud noises): *double value*.

Very common (sunlight, living plants): *triple value*.

4 ENHANCEMENTS AND LIMITATIONS

An *enhancement* is something that makes an advantage (or psi skill, super power, etc.) more useful – Affects Others or Reduced Fatigue Cost for example. A *limitation* makes the ability less useful – Limited Usage or Unreliable are examples. These are normally only available for racial and super advantages; *the GM is free to disallow any modifier that he feels is abusive or inappropriate for a particular ability!*



Turning Enhancements On and Off

Each time a character uses an enhanced ability, he can decide which (if any) enhancements to use. For instance, a character with Regeneration enhanced with Affects Others and Area Effect can always choose to limit his ability to himself (ignoring the Affects Others enhancement), or have it only affect *one* other person (ignoring the Area Effect enhancement). The player must inform the GM which enhancements are being ignored *before* the ability is activated. The "default" assumption is that they're always being used.

This allows a PC to effectively have multiple versions of the same ability simply by tailoring which enhancements are used at any particular time. See the *Exclusivity* limitation, p. 110, for more information.

Linked Enhancements and Limitations

A character may "link" a specific enhancement to a specific limitation, as long as the limitation's value is greater than or equal to that of the enhancement. For instance, a +20% enhancement could be linked to any limitation (or set of limitations) with a value of -20% or worse. When this is done, the enhancement is free: the limitations cancel out its point cost. There is no further point break if the limitations were worth more than the enhancement!

The game effect is that the limitations come into play whenever the enhanced version of the ability is used.



Enhancements and limitations are described in terms of a percentage. For example, a +20% enhancement reflects a 20% increase in the final cost for a particular ability, rounded up.

Enhancements *add* to the cost; limitations *subtract* from the cost. Total all modifiers before determining final cost. For instance, a +20% enhancement and a -30% limitation result in a net -10% on cost.

Treat any total less than a net -75% as -75%. In other words, limitations may never reduce the cost of an advantage below 25% of its base cost. A limitation may still be worth more than -75%, but this only serves to reduce the value of the overall modifier; taken by itself, such a limitation is treated as a -75% limitation.

Example One: Regular Regeneration (p. 64), has an unmodified cost of 25 points. Adding a +20% enhancement would add 20% to this cost ($0.2 \times 25 = 5$ points) for a total of 30 points.

Example Two: If the character also added a -40% limitation, it would result in a final cost of -20%, for a point value of 20 ($25 - 5 = 20$ points).

Modifying Advantages and Disadvantages

The GM should be consulted on the appropriateness of modifiers for advantages and disadvantages. Some combinations make no sense - Unaging with the Limited Usage limitation, for instance!

Some modifiers (such as Area Effect) depend on "Power level" to determine how they work. This is because these enhancements and limitations were originally developed for psionic and super powers, which always have a Power rating. When applying these modifiers to advantages, substitute HT for Power. This rule applies to range, area and duration. As a general rule, range is equal to $10 \times \text{HT}$ yards, area to a $(\text{HT}/5)$ -hex radius and duration to HT seconds, unless otherwise noted.

Many special enhancements and limitations for particular advantages and disadvantages are listed in Chapters 2 and 3. The selection below is "generic" and can be applied to most racial and super abilities, as well as to any mundane abilities the GM wishes to permit to be modified. The GM may reject any combination that seems silly!



ENHANCEMENTS

See *GURPS Supers* for enhancements that apply specifically to super-powered attacks, such as Armor Piercing and Rapid Fire. *GURPS Psionics* contains several psi-specific enhancements as well.

Affects Insubstantial +20%

The ability will affect insubstantial beings *in addition to* normal, substantial things.

Affects Others +40%

This enhancement is only available for advantages. The normal effect is that the user may now roll vs. DX and make a normal "ranged attack" (SS 12, Acc 1, 1/2D 5xHT, Max 10xHT) against anyone, to give them the ability to use the enhanced advantage. For instance, if you have Invisibility with Affects Others, you may roll as though you were attacking someone with a ranged power. If you succeed, they will not automatically become invisible, but they *may* become invisible, staying invisible until your duration expires - normally one second per point of your HT. This may be increased with Extended Duration.

If Affects Others is combined with the Area Effect or Wall enhancements (or the Touch Only limitation), it can be used on those in the area, or the person touched, without a roll.

Affects Substantial +40%

The ability will affect substantial objects even if the user is insubstantial. It will also affect insubstantial creatures normally.

This is a very powerful enhancement, as it allows insubstantial PCs to become virtually "unkillable." The GM should feel free to disallow it, restrict it to NPCs, or to make sure that lots of foes have the Affects Insubstantial enhancement.

Area Effect +50%

This allows a ranged ability to be used as an area power (with a radius equal to HT/5 hexes). The Affects Others enhancement must also be purchased for an advantage to be used as an area power. If the ability is normally resisted, everyone in the area gets a resistance roll versus it.

See also Increased Area, Movable Area, Selective Effect and Wall.

Extended Duration +30%

A power enhanced in this manner lasts twice the normal duration. This may be purchased as many times as desired, each enhancement doubling the duration again. This can't be bought for attack powers, nor can advantages and disadvantages be enhanced with it unless they also have the Affects Others enhancement.

Increased Area +20%

Each level of Increased Area adds 1 to the radius of an area power (including non-area abilities enhanced with Area Affect).

Instantaneous +20%

This ability does not require a turn of concentration. You are still limited to using one power (spell, psi ability, etc.) per turn, but you may now use your ability and then take a full normal move or hand-to-hand attack. When bought for an advantage, this allows it to be turned on instantly.

Link +10%/+20%

This enhancement allows two or more abilities to be used simultaneously, as if they were a single ability. For +10%, the abilities are permanently linked into a single power, and cannot be used separately. For +20%, they can also be used separately. The enhancement must be applied to *all* the abilities in question.

Movable Area +40%

Any area power with this enhancement can be "attached" to a person or other moving object, allowing the area to move with that person.

No Obvious Effect +10%/+20%

Physical powers enhanced by this have no visible effect associated with them. Magical powers cannot be sensed magically, while psi powers leave no psionic signature, etc. If the power is *totally* undetectable by any means, the enhancement is worth +20%. If it can be sensed or detected, but at -4, it is worth only +10%.

Reduced Fatigue Cost +20%

This only applies to abilities that cost Fatigue. Each time you buy Reduced Fatigue Cost, it cuts the Fatigue cost of the ability by 1 per turn. You may buy it any number of times.

Selective Effect +50%

Applied to an area power, this lets the user select which targets are actually affected by the ability. This lets you use an advantage with Affects Others and Area Effect to aid friends without also aiding foes.

Wall +30%

An area power can be set up as a line of hexes, filled with the substance or effect of the Wall, affecting anyone or anything passing through it. For every 1-hex radius in your area, you get a 3-hex-long (nine-foot) wall. Advantages modified with this enhancement create 1 hex per 2 points of HT.

If you buy this enhancement twice, you can form the Wall into any shape you choose.

A physical Wall created with this enhancement will stop attacks as though it had been created normally. A non-physical Wall must have the Affects Others enhancement to protect anyone except the user.

LIMITATIONS

Limitations reduce the utility of advantages, and reduce the point cost as well. An interesting limitation can not only make an ability affordable, but also inspire good roleplaying. See *GURPS Supers* and *Psionics* for limitations that apply only to psi and super powers.

Accessibility

This is a catch-all term that can be used to cover all limitations not specifically defined. Accessibility limitations fall into two groups: usable only on *certain things* or usable only in *certain situations*.

If the ability only works on a limited segment of the population, its modifier is based on how common the target group is. "Usable Only On Women" would cover roughly half of the population, and would be worth -20%. "Usable Only On Sea Creatures" would be worth -30% unless the campaign is in a world mostly covered with water, in which case it wouldn't be worth more than -10%. "Usable Only On Aliens" would be worth -30% or -40%, depending on the world. "Not Usable On Redheads" is the same as "Usable On Everyone But Redheads," and would be a -10% limitation.

Variable

The GM shouldn't allow meaningless accessibility limitations! For instance, buying a helpful ability with the limitation "Only Usable On Friends" would be worthless. Buying it with "Only Usable on Enemies" would be interesting, though!

This same yardstick can be applied to limitations based on the situation. If the ability only works during the day, it would be worth -20%. If it only works in direct sunlight, it would be worth -30%. "Only Works in Water" would be worth -30% on Earth, more on a desert planet, less on an ocean world.

Finally, Accessibility can be linked to the character's actions. The more unusual, difficult, or obnoxious the required action is, the greater the value of the limitation. Some examples:

Only In Altered-Body Form (Body of Fire, Invisible, Insubstantial, and so on): -10%

Only While Playing Trumpet: -20%

Only While Flying or Only While Swimming: -30%

The GM must reject any proposed limitation that is already implicit in the ability. "Only Under Water" is not an acceptable limitation for Gills or Amphibious, for instance!

Always On

Variable

This is only available to those "advantages" that would be inconvenient if they couldn't be turned off. For example, to constantly have a Body of Metal is a -20% limitation, whereas to always be a Body of Fire is a -40% limitation! This cost is specified for many advantages; the GM can add new costs as appropriate for new abilities.

Costs Fatigue

Variable

When this limitation is taken, each use of the ability costs Fatigue immediately. You can spend enough Fatigue points to take you down to 0 (and unconsciousness), but not beyond. For every point of Fatigue the ability costs you, you receive -5% - up to a maximum of -50%, which would cost 10 Fatigue per use.

This limitation can be purchased for advantages. In this case, each minute that the advantage is on is "one use."

Emergencies Only

-30%

The ability is triggered by your fear or excitement, and cannot be used under "routine" conditions. The GM is the final arbiter of the emotional state of your character. The GM may rule that multiple successive failures of your power make you angry enough that it begins to work, but this is entirely up to him.

Exclusivity

-10%

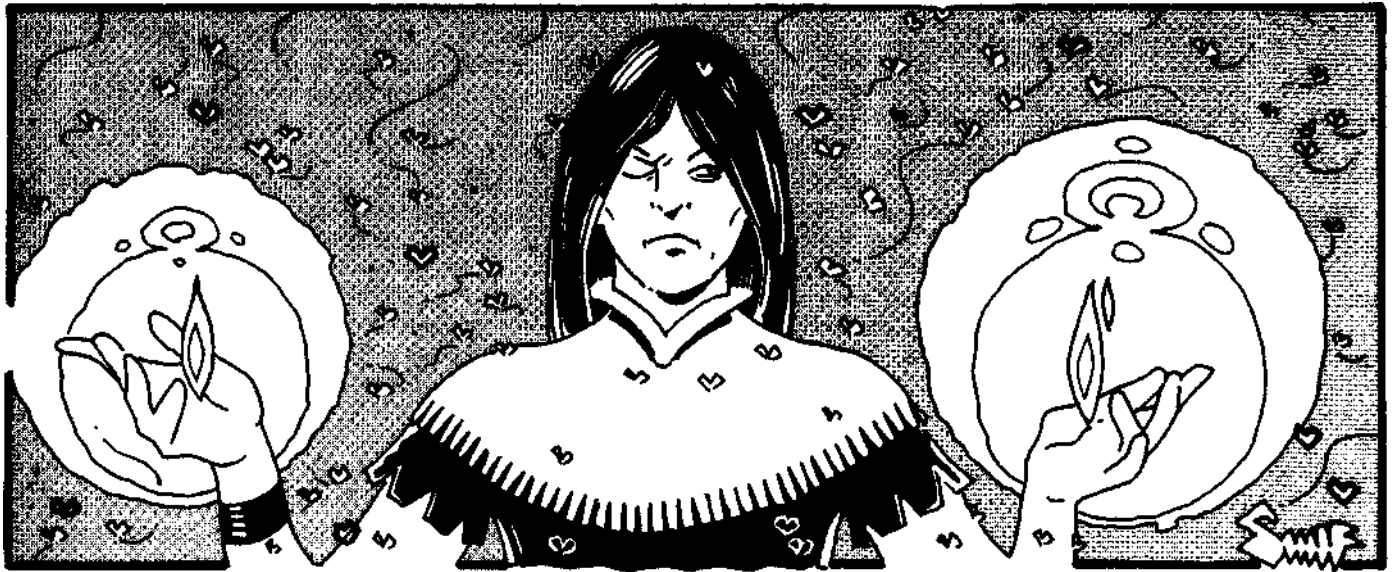
This can only be applied to an advantage that has multiple (more than one) enhancements. It restricts the use of enhancements to one at a time!

Eye Contact Only

-20%

Your ability (which must affect others) will only work if you make direct eye contact with the subject. Range on this is limited to three yards.





Fickle

Your ability has the disturbing tendency to stop working suddenly. A Fickle ability always works right if you have not used it for a 24-hour period. After that use, and after every successive use, you must make the Fickleness roll: roll the Fickleness number, or less, to get the ability to work. A failed roll means that ability is unavailable for the next 5d turns. When this time is up, the ability will work normally on the next usage - but you must make another roll *after* that usage!

As elsewhere, for an advantage, a "use" is one minute of activation; roll at the end of each minute to see if the advantage quits working.

For a Fickleness number of 5, this limitation is worth -70%; for 8, -30%; for 11, -20%; and for 14, worth -10%.

Leaves Mental Signature

-10%

This is only appropriate for physical powers. In addition to having a visible physical effect, this power leaves a mental signature that a Signature Sniffer (see *GURPS Psionics*) can detect. In a campaign where psi doesn't exist, this is a meaningless limitation and should be disallowed. The GM may wish to allow a *magical* version of this limitation as well.

Limited Use

Variable

This ability can only be used a certain number of times per day; then it is unavailable for a 24-hour "recharge" period. The value of this limitation depends on the number of uses per day allowed. Once per day is -40%, twice per day is -30%, three or four per day is -20%, five or six per day is -10%. More than six uses per day does not constitute a significant limitation.

If this limitation is applied to an advantage, each hour (or fraction thereof) that it is on constitutes one "use."

Nuisance Effect

Variable

Your ability has an annoying side effect of some sort - something that actually causes harm to you or those around you, or that causes you a *serious* inconvenience. The GM must approve any such nuisance effect and set its value, ruthlessly forbidding abusive and pointless effects and allowing points only for those effects that genuinely limit the power's value.

A valuable power cannot be taken as a nuisance effect. "Kills everyone within a mile" is not an acceptable nuisance effect.

Variable

Note that a harmless nuisance is merely a special effect. If your Summon Wolves spell also brings a dozen gerbils, this is amusing but worth no points.

Examples: If any use of your ability kills all the grass within two blocks, this is a -10% limitation, and could be used to justify a reaction penalty.

If any use of your ability makes you look ugly and disgusting, or requires you to perform some distressing ritual, this is a -5% limitation for each -1 of reaction in those who see it used.

Preparation Required

Variable

Your ability requires special preparation before it can be used. This limitation can reflect a need to meditate before using an ability, or to perform some form of ritual to focus concentration. It is particularly appropriate for advantages like Channelling (p. 34) and Medium (p. 41).

An unprepared advantage cannot be used. To prepare an ability, take the Concentrate maneuver for the required amount of time. You need not specify how you plan to use your ability while you are preparing it, but you must specify which ability you are preparing if you have more than one advantage with this limitation.

A prepared ability can be used normally, either right away or at some later point in time. However, you can only have one such ability prepared at a time, and it becomes unprepared immediately after use, regardless of the success of the use (although an ability with continuing effects can be maintained).

A more practical version of this limitation is *Weakened Without Preparation* - your ability works, but its duration, range, effect, etc., are all halved if you do not prepare it beforehand. This version may not make sense for all advantages (GM's decision as to when it does).

The value of this limitation depends on the time required to prepare the ability, as shown on the table below.

<i>Time</i>	<i>Requires Preparation</i>	<i>Weakened Without Preparation</i>
One minute	-20%	-10%
Ten minutes	-30%	-15%
One hour	-50%	-25%
Eight hours	-60%	-30%

Reduced Range -5%

Each time this limitation is taken, the range of an ability is reduced by half (round down). A maximum of three levels may be taken

Takes Extra Time -10%

Your ability takes twice as long to activate. Applying this limitation to an advantage means that it takes two seconds of Concentration, rather than one. You can take this limitation any number of times, doubling the time required to activate the power each time.

This limitation cannot be combined with the Instantaneous enhancement. If applied to one of the rare advantages that normally activates instantly, like Transformation, the first level of Takes Extra Time makes the change take one second.

Takes Recharge Variable

Your ability requires "recharging" after each use. If this is applied to an advantage, the advantage is unavailable during the

recharge period. Value of the limitation depends on the time between uses: five seconds: -10%; 15 seconds: -20%. A recharge time of an hour is a -30% limitation; longer recharge times are not valid as limitations (but see *Limited Use*, above).

Touch Only -20%

Your ability will only work if you touch the intended subject - you have an effective Range of 0, no matter what your normal range would have been.

Unconscious Only -20%

This can only be taken in conjunction with the Uncontrollable limitation (below). The ability cannot be consciously activated *at all*; it can only come into play under GM control, as a result of failing a Will roll while under stress. PCs may take it in the hope of buying it off later, but it is mainly intended for NPCs, especially those who have Secret Advantages (see p. 16).

Uncontrollable -30%

Your ability has a tendency to manifest itself even when it is undesirable or inappropriate. Whenever the GM rules you are in a stressful situation, you must make a Will roll to keep control of your ability even if you did not intend to use it at all!

This roll can never be higher than a 13 no matter what your Will. On a failed roll, the GM takes over your ability, playing it as though it were a separate entity of a hostile or prankish nature. Your power will never turn on you, but nobody else is safe.

Unreliable

Sometimes your ability works and sometimes it doesn't! It just comes and goes; you've never identified why. This is completely separate from any roll *normally* needed to activate the ability. You can have Skill 15 and still have problems making it work! This limitation will work on very few advantages - the GM should think carefully to make sure the proposed use makes sense.

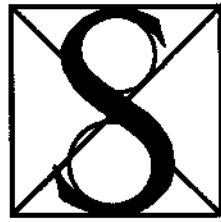
Every time you want to use the power, you must roll the activation number (see below) or less on 3d. Once you succeed, the ability will work for that particular use. When you cease using it, another activation roll will be required to start it again.

If it fails to activate, you may continue to try on subsequent turns, at no penalty. Each successive attempt costs 1 point of Fatigue. If your ST drops below 3, you must rest until all Fatigue is regained before you can attempt to use your ability again.

For an activation number of 5 or less, this limitation is worth -70%; for 8 or less, it is worth -30%; for 11 or less, -20%; and for 14 or less, -10%.

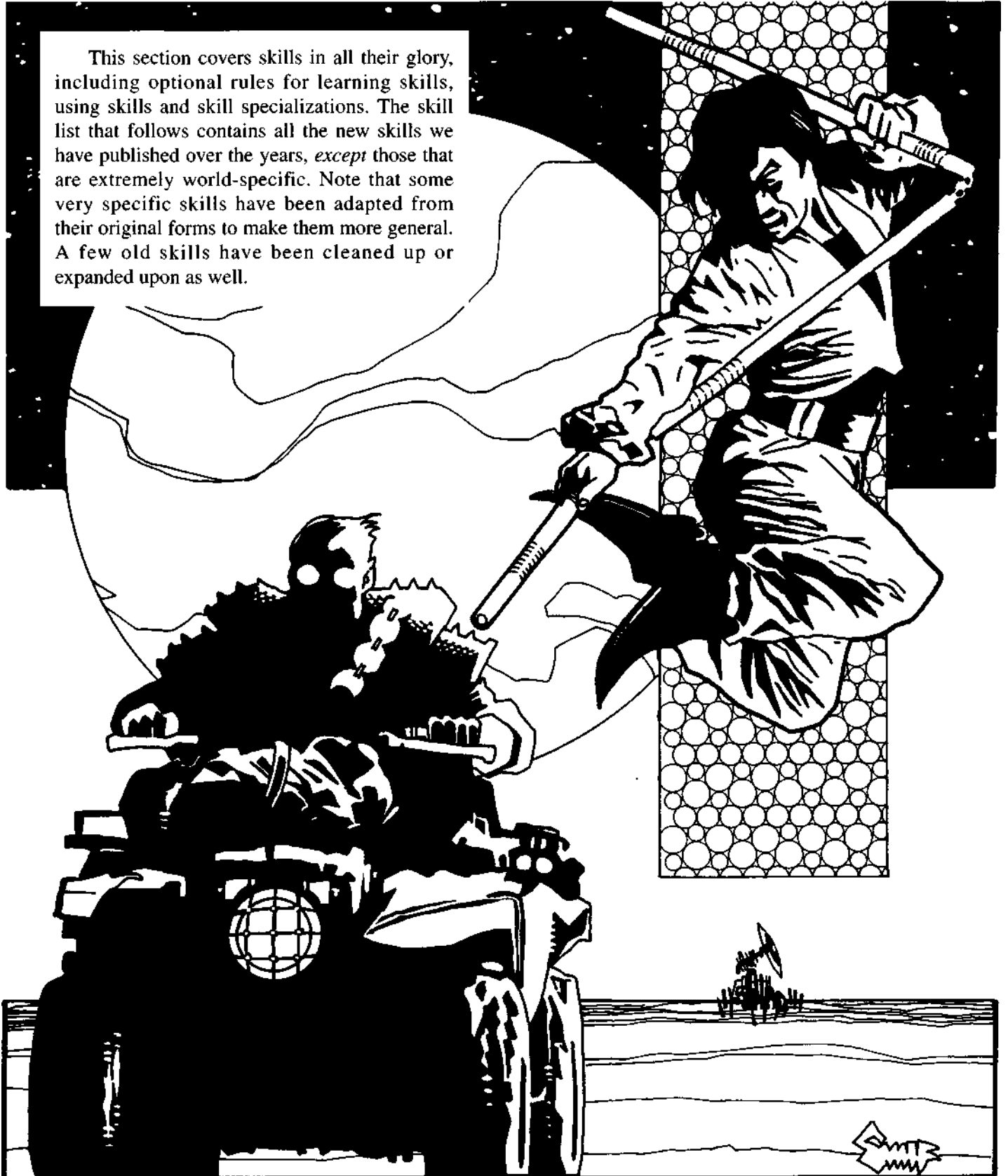


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KILLS

This section covers skills in all their glory, including optional rules for learning skills, using skills and skill specializations. The skill list that follows contains all the new skills we have published over the years, *except* those that are extremely world-specific. Note that some very specific skills have been adapted from their original forms to make them more general. A few old skills have been cleaned up or expanded upon as well.



Mastery High Skill vs. Diversity

Handling character concepts that call for mastery of a skill can be a problem. On the one hand, skill rolls rely upon the "bell curve" generated by 3d, which means that the skill system works well for effective skills below 18, adequately for skill rolls as high as 24, and breaks down for skill levels beyond that point. On the other hand, *GURPS* is universal, so it should be capable of handling such character concepts. In order to resolve this apparent conflict, one must look at what mastery of a skill actually represents.

Mastery of a skill has two essential implications in the game. First, the character should have a highly-detailed understanding of all aspects of his field. Second, the character should possess the ability to carry out even the most difficult tasks with apparent ease. The key point is to recognize that neither of these capabilities is necessarily well-represented by extremely high skill levels. In fact, the real solution lies in giving the character a broad selection of related abilities.

In *GURPS* terms, this means that a highly-detailed understanding is much better represented by a high level (18 to 25) in the character's "central" skill, and moderately high levels (16 to 18) in a variety of "subsidiary" skills, than it is by an extreme level (like 30 or so) in the central skill. In other words, mastery is best handled using decent levels in *many* related skills (i.e., through adequate breadth) and not using bell-curve-busting skill levels in just *one* skill (i.e., through excessive depth).

Example: Learning the Area Knowledge skill for a nation at level 30 or 40 does not give one a cultural understanding of the nation's people, a linguistic understanding of their languages, or a practical understanding of the area's native species and terrain types. Area Knowledge is exactly what it claims to be - general geographical knowledge of a region - and nothing more. To understand the region in other ways, one should first buy Area Knowledge at a high level (say 18) and then use the rest of the points that one wishes to dedicate to the effort to buy some combination of Anthropology, Naturalist, Savoir-Faire, Streetwise, Survival and perhaps a language skill or two.

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LEARNING SKILLS

Normally, skills are learned at the rate of 1 point per 200 hours of study, as stated on p. B82. The two optional rules that follow deal with *exceptions* to this rule. When player characters are thrown into a hostile environment where their very survival depends upon using skills they don't know, use the *Quick Learning Under Pressure* rules to see how quickly they pick those skills up. When the PCs are tasked with training incompetent NPCs, or are themselves being intensively drilled in the use of a specific skill by an instructor, use the *Intensive Training* rules instead.

Quick Learning Under Pressure: Optional Learning Rules

This article (by Ann Dupuis) originally appeared in a slightly different form in Roleplayer magazine, issue #18.

The following rules are meant to augment the *Improvement Through Study* and the *Adding and Improving Skills* procedures (pp. B82-83). Use them during an adventure when a character needs a skill *now* and can't wait until the end of the adventure to earn the points to buy it.

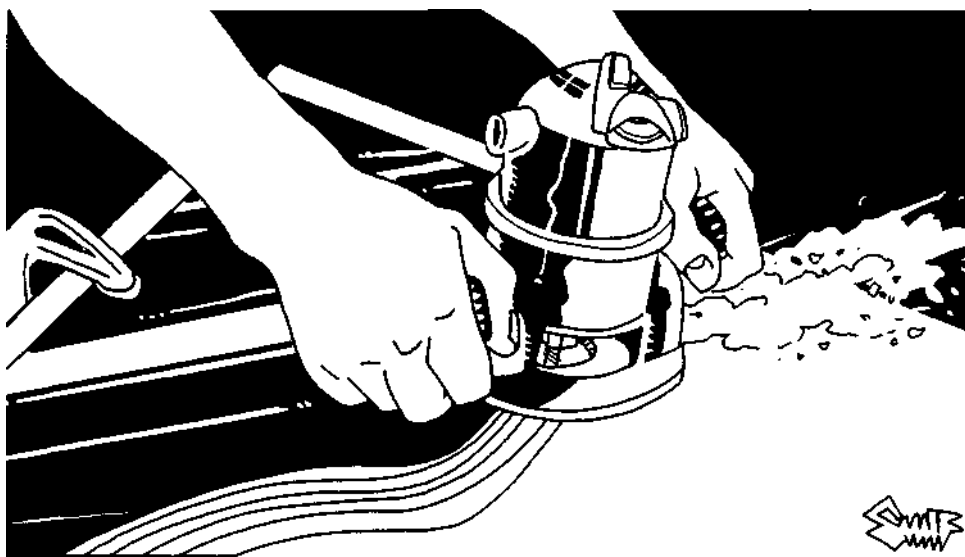
A character under stress may be able to learn skills in much less than the "usual" time. This is the theory behind such institutions as military basic training. It is known as *Quick Learning Under Pressure*, and significantly reduces the time it takes to learn a skill through study. It also provides level-by-level advancement from the default level to the level at which the skill is normally learned.

When Quick Learning is Possible

In order to use the Quick Learning rules, the following circumstances must apply:

(1) The skill(s) to be learned must normally have a default level. It is essential to the Quick Learning process that the trainee is able to start *trying* to use the skill immediately. With a skill such as Nuclear Physics, this is not possible.

(2) The skill(s) must be directly related to the immediate survival and well-being of the character and/or the character's companions. In a situation such as basic training, the ferocity of the instructors is deliberately planned to convince the trainees that their immediate survival *does* depend on their learning!



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(3) The skill(s) must be used *extensively* during the learning period. ("Extensively" is defined by the GM; the suggested measure is the requirement of two or more Success Rolls against the applicable skill per day, especially if the student's survival and well-being are directly affected by each roll of the dice.)

(4) Someone present must be qualified, willing, and able to teach the skill. (If there is no teacher, but all the other factors are favorable, the GM can allow Quick Learning at half speed.)

The GM, of course, rules on whether or not all the appropriate circumstances exist.

The Learning Period

The *Learning Period* is the length of time which can, with luck, allow an improvement of one skill level. This depends on the difficulty of the skill: *Easy skill*: Two days. *Average skill*: Four days. *Hard skill*: Eight days. *Very Hard skill*: 16 days.

General Procedure

At the end of each Learning Period, apply appropriate modifiers and have the player roll against the character's IQ to determine whether or not he successfully improved his skill during that period. Success is rolled against IQ for both Physical *and* Mental skills. This reflects the student's attempt to apply maximum attention to the learning process. If the roll is successful, the character's skill advances one level.

A critical success improves the character's chance of making the next roll, as described below. A critical failure means that the character learned something wrong and made a bad mistake. Treat the result as though he had made a critical failure on an ordinary attempt to *use* that skill.

The character rolls once at the end of each Learning Period. When the skill is learned to the level where the skill would normally be purchased for 1/2 character point (see below), Quick Learning is no longer possible. Upon the successful completion of the last Learning Period, 1/2 character point should be spent to learn the skill. Any adventure in which a character is forced to Quick Learn a skill is surely worth at least that many points!

Further advances in skill level are accomplished by the normal rules governing character improvement.

Modifiers to the IQ roll:

-4 on the first attempt to Quick Learn the skill.

-2 on the second attempt to Quick Learn the skill.

-2 for each *Major New Circumstance* facing the student during that Learning Period. A Major New Circumstance is any significant difference in the environment or conditions directly affecting the use of the skill. An example would be a non-fighter, trying to Quick Learn the Broadsword skill while being forced to compete in gladiatorial games, one day being faced with an opponent with multiple weapons - or tentacles. Ignore this modifier on the first attempt; everything encountered at this stage is a Major New Circumstance. It is strongly suggested that no more than two Major New Circumstances be thrown at a character within a Learning Period.

+ 1 for a Critical Success on the learning roll for the skill's previous Learning Period.

+ 1 for Eidetic Memory (first level), on Mental skills only.

+2 for Eidetic Memory (second level), on Mental skills only.

Mastery High Skill vs. Diversity **(Continued)**

As for being able to carry out difficult tasks with apparent ease, this again does not require extreme skill levels. While **GURPS** requires moderate skill levels to overcome moderate adversity, and high skill levels to overcome high adversity, there is a limit to the progression - extreme skill is not what is required to overcome extreme adversity. Instead, one should combine an already high skill with the appropriate "skill enhancers": advantages, maneuvers and other skills that negate the penalties that apply to the skill in question under adverse conditions. In this way, spectacularly difficult obstacles can be overcome without resorting to huge skill levels that will break the bell curve.

Example: A mythological hero should be able to skewer foes even if fighting from his back, with the wrong hand and while dealing with poor lighting and injuries. Although one could conclude that such a hero would need a combat skill level of 40 or more, that is not the best way to handle it.

Instead, the warrior should be reasonably highly-skilled (skill 20 to 25), but also possess abilities such as the Blind Fighting skill (which negates darkness penalties), the High Pain Threshold advantage (which negates penalties for Shock) and the Ground Fighting, Hit Location and OFF-HAND Training maneuvers (which remove penalties for position, hit location and off-handedness respectively). This solution is both more flavorful *and* leaves the bell curve intact, since these abilities cancel penalties without increasing skill levels.

The essential point here is that highly-skilled character concepts can be realized in **GURPS** through the artful use of reasonable skill levels that do not break the system. In light of this fact, the GM may wish to consider "capping" skill levels at around 20 to 25, requiring his players to represent extreme levels of competence by expanding into skill enhancers and other skills. This is the whole philosophy behind **GURPS Martial Arts**, for example, where instead of a master learning Karate-30, he uses his character points to learn a whole *style*, perhaps with Karate at 20, Judo, Philosophy and one or two weapon skills at 18, and dozens of maneuvers at levels 18 to 20. This represents masterly skill without breaking the 3d system.

Extraordinary Diligence to Maintain High Skill

Realistically, experts in many fields (especially dangerous or competitive ones) have to hone their skills constantly in order to stay in top form. The following optional rule reflects this.

The GM may require any character with a Combat/Weapon skill of higher than DX+10 to set aside an hour every day for practice, or else make a DX roll, with the skill going down 1 point on a failure. "Practice" can be as simple as an hour on the shooting range, or as complex as practicing martial arts *kata* at the *dojo*. Non-lethal combat, or competition with the related Combat/Weapon Art or Sport skill, *does* count as practice for this purpose.

The GM may also require practice to maintain high levels in other physical skills (e.g., Acrobatics, Dancing, Piloting, Running), and for those mental skills which involve actually performing a task (e.g., Lockpicking, No-Landing Extraction, Orienteering) or maintaining an "edge" (e.g., Computer Hacking, Streetwise). This rule probably should *not* be used for most other mental skills.

Note that practice to maintain a high skill level does *not* count as study of that skill!

Success rolls against the skill(s) being Quick Learned are handled normally in the course of the adventure. Use the current skill level. Critical failures and successes in the use of the skill have their own rewards and punishments, and do not affect the IQ-based success roll.

Average Time for Quick Learning

Page B44 states that: "As a general rule, any Easy skill has a default of DX-4 (if physical) or IQ-4 (if mental). Average skills default to DX (or IQ)-5; Hard skills default to DX (or IQ)-6." Normal default skill levels *for most skills* are three levels below the level at which the skill is purchased when 1/2 character point is spent. (Skills with defaults based on other skills, rather than attributes, are exceptions to this general rule.) Thus, *with most skills*, a character who successfully makes an IQ roll at the end of each Learning Period will have "learned" a skill (to the 1/2 point level) in six days for an Easy skill, 12 days for an Average skill, and 24 days for a Hard skill.

Intensive Training

Adventurers often need to *quickly* teach or learn a skill during the course of an adventure. The following guidelines are for intensive, military-style instruction in *a single, practical skill*. These rules should *not* be used for academic skills, social skills, or in any situation where the students are receiving less than a full eight hours of training per day. They also shouldn't be used for military "basic training" - that's training in *many* skills, and is really a lifestyle, not classroom learning. For "basic training" and learning "on the job" rather than in a classroom, use the *Quick Learning* rules, above.

Teaching *anything* is a long task, and requires the Teaching skill (defaults to IQ-5). Ideally, a single person may teach up to ten students a P/E skill, such as Guns. For a P/A or P/H skill, or an ultra-tech P/E skill such as Beam Weapons, up to five individuals can be trained by a single teacher. Mental skills are best taught on a one-to-one basis. If the student-to-teacher ratio is increased, increase all the time periods in these rules by the same amount. Having fewer students does not accelerate the learning process, though - a minimum amount of time is always necessary to teach the basics.

The teacher states how long he will spend instructing his charges. A minimum of eight hours is required for the training to be of any value at all. This is a full-time job for everyone involved - neither the teacher nor the students may do other things during this time. For each individual or group of individuals being taught a skill, the instructor then makes a Teaching skill roll, at +1 for each *full* eight hours of instruction the students receive over the first (e.g., +1 for 16 hours, +2 for 24 hours, etc.).

If the roll is successful, the students' levels in the skill being taught are





increased by the margin of success. The minimum level of skill possible is the student's default level for that skill; increases add to the default. For skills with no default, there is no minimum - the margin of success *is* the student's skill level! If the student is already skilled in an area, then his existing skill level will be increased by the same amount. The maximum possible skill that can ever result from intensive training is four levels less than the teacher's own level in the skill being taught.

Example: A PC with a Guns skill of 14 and a Teaching skill of 10 is teaching Guns (defaults to DX-4) to a group of DX 10 students. The teacher spends 16 hours instructing his pupils and makes his skill roll, at +1 for extra time. Needing an 11 to succeed, he rolls an 8, indicating a success by 3. This means that all of his students gain an effective skill level of 9 in Guns: their default level of 6, plus 3 from the teaching.

If one of the students already knew the Guns skill at level 8 or more, or had a DX default of 8 or more, he could not increase his skill past 10, since this is the teacher's Guns skill-4.

A failed Teaching roll merely indicates that the teacher must spend more time instructing his students in that skill. A critical failure means that one of the students is injured during training. For weapons training, roll the usual damage for the weapon in question. For hand-to-hand combat training, roll the instructor's damage with that weapon or technique. For other skills, use common sense - Orienteering might result in a sprained ankle, while Demolitions could cause *many* fatalities! A student who takes more than HT/2 damage this way, or who receives a crippled limb, is too injured to continue training.

Establishing ready-action drills requires separate Teaching rolls. For simple drills like, "Every armed man make for the nearest cover and get ready to fight!" add a +1 bonus to the roll. More complex procedures, such as assigning every combatant a post, result in a penalty of -1. Simple drills take one minute or less to execute. Complex drills can require as much as 30 minutes. The GM should use common sense when determining the time needed for specific drills.

Recognizability of Skills

Intensive training tends to be deep but narrow; people who are trained this way know the mechanics of their job very well, but usually have only a limited background in the theory behind it. Under stress, people tend to do not what is best or most logical, but what they have practised. Because of this, anyone familiar with the training techniques of a military force, intelligence agency, police academy, etc., has a good chance of recognizing the "signature" in the operations of products of that training. At the GM's discretion, allow an IQ roll to identify the background of anyone who has used skills learned through intensive training. Such a roll is +2 for a graduate of the same course.

Skill Degradation

The following optional rule can be used for any character who has learned skills through intensive training (see the main text). It should *not* be applied to skills that have been acquired slowly, over a long period of time.

Constant, intensive training and testing develops and maintains skills at their highest level, but without it, skills atrophy. To reflect this, skills learned through intensive training begin to decay as soon as the training ceases, *unless they are used regularly*. Reduce such skills by 1 for a month of disuse, 2 for a year of disuse, 4 for three years of disuse and 5 for six or more years of disuse.

A newly-created character whose background calls for skills that have already degraded pays only the point cost for the degraded value. Any skill that has degraded below default can be taken at default for no character point cost.

USING SKILLS

Two sets of skills normally come up a great deal as characters travel in the course of their adventures: Area Knowledge skills and Languages. The following rules clarify the use of these skills by globe-trotting (or world-hopping) adventurers.

Like the Back of My Hand: Further Definition for the Area Knowledge Skill

This article (by S. John Ross) originally appeared in a slightly different form in Roleplayer magazine, issue #29.

When a character makes an Area Knowledge roll concerning an area not exactly covered by his skill, it's up to the GM whether there is any chance that the roll will succeed. If the GM feels it's ridiculous, he need not allow any roll at all. But if the GM thinks there's a *chance* that Area Knowledge might spill over to cover the new area, he may allow a roll, with three types of penalty. These are Distance, Time and Area Class.

Distance

Distance is already covered in the *Basic Set*. For an area far from the character's "stomping grounds," use the *Long-Distance Modifiers* on p. B151.

Time

Time will usually come into play only in a *Time Travel* campaign, or if someone has been away from home for a long time.

Use the Long-Distance Modifiers once again, substituting *years* for *miles*. For each difference of tech level, double the time modifier (a two-TL difference would be x4, etc.). This is because societies change drastically on all levels when technology increases.

Area Class

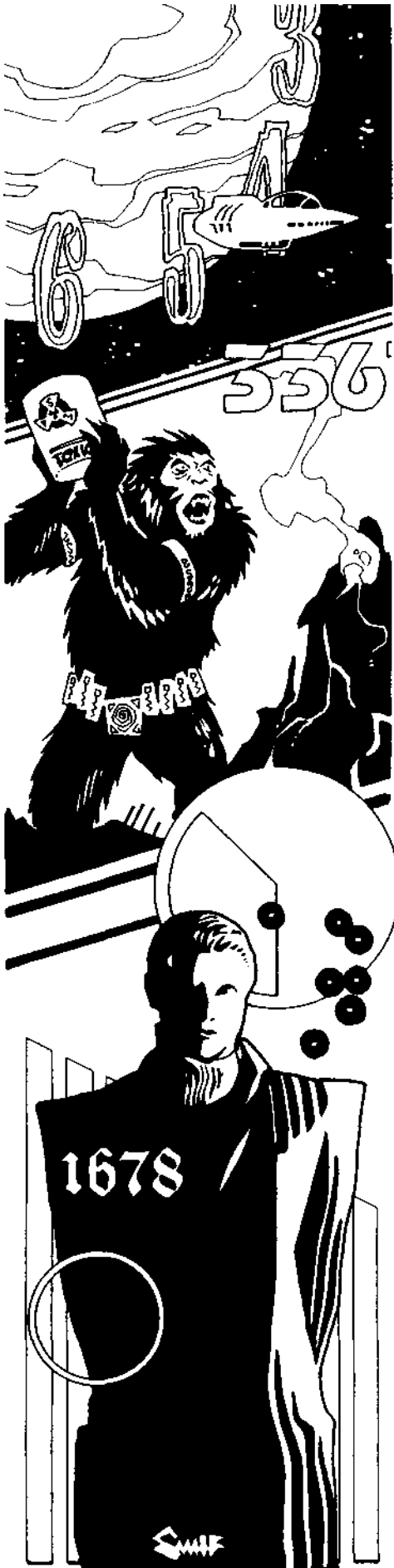
Area Class can become important in a campaign that involves a lot of world travel (or interstellar travel, intergalactic travel and so on).

Area Class is a new term to describe something already in the book. These are the italic headings describing the size of the area covered (city, kingdom, planet, etc.). We assume here that the smaller areas are contained within the larger ones.

When a character is familiar with a *larger* area and wants information about a *smaller* area within it, the penalty is -2 for one class of difference, -4 for two, -8 for three, and so on, doubling each time.

When a character is familiar with a *smaller* area and wants information about a specific locale within the *larger* area containing it, the most appropriate solution will usually be to use the long-distance penalties described above. However, questions having to do with the *entire* large area use a flat -2 per difference in levels.

Thus, a character with Area Knowledge (Planet Earth) would be at a -8 three classes of difference - to know the mayor of Los Angeles. However, someone with Area Knowledge (Los Angeles) would be at -4 to know the location of Mount Rushmore. The same person would be at -10 to know the location of the Library of Congress in Washington, D.C.; the Library of Congress has more to do with Washington than with the United States as a whole, and it's more appropriate to resolve the question by considering distance.



THE GIFT OF TONGUES:

OPTIONAL LANGUAGE RULES

*This article (by Steffan O'Sullivan) originally appeared in a slightly different form in **Roleplayer** magazine, issue #26.*

Have you ever had a run-in with an IQ 15 character who has half a point in four different languages? He speaks German, Arabic, Russian and Chinese fluently, can mimic regional accents effortlessly, and can fool any KGB or CIA man he meets - all for 2 points total! The basic **GURPS** language rules leave a little to be desired.

Accent vs. Knowledge

Basically, these rules divorce accent from general knowledge of a foreign language. When implementing these rules, leave knowledge of vocabulary, grammar, syntax, etc., as it is in the **Basic Set**. But mastering an accent takes time - or a native ability represented more by the Language Talent advantage than by IQ. Therefore, these rules do *not* tie learning an accent to IQ.

To use these rules, simply follow the table *Levels of Language Skill* (p. B55). However, ignore all references to accent in that table, and use the following simple rule instead:

Any foreign language known at IQ-2 or worse is spoken with a thick accent.

Any foreign language known at IQ-1 is spoken with a distinct accent.

Any foreign language known at IQ is spoken with a slight accent.

Any foreign language known at IQ+1 or higher is spoken with no accent (except for certain M/VH languages that can never be pronounced properly).

This rule will ensure that if a spy wants to fool Saddam Hussein that he's an Arab, he will have spent more than 1/2 point in Arabic!

Note that Language Talent, Eidetic Memory and Linguistics all contribute to learning an accent.

For those who use the *Mimicry: Human Speech* skill (p. 152), add 1/5 of the Mimicry skill (rounded down) to *accent* ability - but not to *knowledge* of any language.

Mimicking an Accent

This optional rule can be used either with the rules above or with the existing rules in the **Basic Set**. An accent in this case refers to regional accents as well as generic, undefined foreign accents. These rules might be very useful in a spy campaign, but not come into much use otherwise.

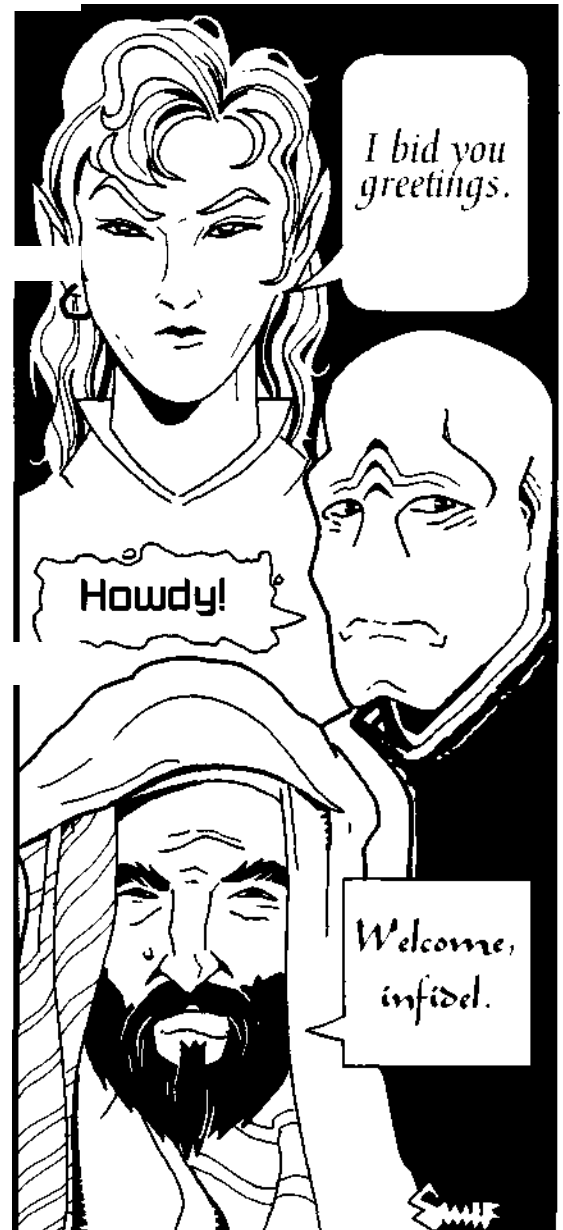
According to the **Basic Set**, mimicking a regional accent is automatic once you have skill level 13, and impossible before that. This section proposes that a skill roll should usually be required, at least the first time the character attempts to mimic an accent. There will be a penalty to the speaker's language skill, as defined below.

If the accent being mimicked is fairly close, regionally, there is a -1 penalty. This might be the case when a Virginian is trying to sound like a Georgian, for example. Where the accent is further apart - a New Englander and a Texan, for example - there is a -2 or -3 penalty. For foreign accents of the same language, such as an American trying to sound Australian, there would be a -3 or -4 penalty. The GM is the final arbiter of the penalty assessed.

Firearms Specialization and Familiarity

Specializations are for types of weapons that are different enough that the use of each type is a separate skill. Specializations sometimes default to one-another. *Familiarity* is the degree to which a shooter knows how to use a particular firearm. *Shooting* firearms and *maintaining* firearms use slightly different interpretations of the same skill.

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Firearms Specialization and Familiarity

(Continued)

Black Powder Weapons Specializations

Handgonne - Firing a cannon-lock small arm.

(Lock-type) Musket - Firing a smooth-bore, shoulder-stocked gun designed primarily to fire a single bullet, but easily capable of firing multiple bullets.

(Lock-type) Rifle - Firing a rifled, sighted, shoulder-stocked gun designed to fire a single bullet.

(Lock-type) Shotgun - Firing a smooth-bore, shoulder-stocked gun designed primarily to fire multiple shot.

(Lock-type) Pistol - Firing a gun that has no shoulder stock.

(Lock-type) Hand Mortar - Firing a true hand mortar or a grenade discharged from a gun.

(Lock-type) Special Weapon - Firing a gun of peculiar design . . . built into a shield boss, permanently swivelled to a saddle pommel, etc. Each special weapon is a separate skill.

Defaults: *Lock-type* is the ignition system of the gun; cannon-lock, matchlock, wheellock, flintlock or caplock. Going from a more advanced to a more primitive ignition system is hard. Handgonne defaults from any other Black Powder Weapons specialty at -7 (and defaults to DX-6). Matchlock defaults from wheellock or flintlock at -3; from caplock at -5. Wheellock/flintlock defaults from caplock at -2. Going up the scale is easier. Wheellock/flintlock defaults from matchlock at -2; caplock from wheellock/flintlock at -1.

Specializations default by the type of use. Smoothbore, shoulder-stocked weapons default to each other at -1; to rifles at -2. Long guns default to pistols at -4.

Familiarity penalties (see p. B43) apply to weapons that the firer doesn't normally use, even within his skill specialty. Common penalties are -2 for an unfamiliar weapon of a familiar type or -4 for an unfamiliar type of weapon. Familiarity penalties can be wiped out by eight hours of practice with the gun. Eight hours of practice means eight hours on the range, not eight hours of carrying the piece around!

All of these penalties are cumulative.

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If someone is trying to mimic a regional accent in a language that is not his native language, use the above rules for those whose skill in the language is 13 or higher. If the speaker's skill is *not* that high, there is an *additional* penalty: -1 per level below 13. Thus, a character with a German skill of 10 trying to pass for a Berliner would roll at -4 - only on a 6 or less would he deceive any native speaker!

When someone learns a language, he may decide which accent his teacher taught him. Thus, the person above would only need to roll a 10 to sound like a Berliner if his teacher were from Berlin - there is no penalty because he isn't trying to mimic an accent: he's merely speaking German as he learned it. In that case, though, he would need to roll a 6 or less to sound Bavarian (-3 for being three levels below 13, and -1 for regional difference). He would need a critical success to sound like a Swiss national.

If the character is only speaking *very* simple and short words and phrases, the GM may allow a bonus to the roll. This proviso may save a PC's life in a *Cliffhangers* or *Special Ops* scenario - or even a fantasy or space campaign on occasion! The GM should be lenient if the player has a plausible reason for his character to know a few phrases fluently.

Other Approaches to Language Skills

Some other optional language rules that can be used:

Everyone learns accents at the same rate: Compute a speaker's accent as though he had an IQ of 10, regardless of his actual IQ. So if Olaf the Slow and Willem the Wise each put 1 point into studying, say, Arabic, Willem will learn much more of the language . . . but Olaf's accent, on those few words he knows, will be just as good. The Language Talent and Mimicry bonuses would still apply, raising the effective accent IQ from 10. So if Olaf has Language Talent, he could end up with a poorer vocabulary, but a much better accent, for the same amount of study.

Base languages on half of IQ: Languages are mental skills based on IQ/2 rather than IQ. (Linguistics, Language Talent and so on add to this base normally; one level of Language Talent would give a base (IQ/2)+1.)

The absolute level of someone's skill determines the size of his vocabulary. The skill level relative to the character's IQ determines accent. Grammar and syntax depend on both the absolute and relative levels of skill.

At skill 3 or less, one knows only a few basic words.

At skill 4-5, one knows more words and a few simple phrases.

At skill 6-7, one can speak and understand simple sentences, spoken slowly.

At skill 8+, one has a command of the language equivalent to a native speaker with an IQ equal the character's skill. However, his accent (and to a lesser extent his grammar and syntax) will still be *different* from a native speaker's unless the skill equals or exceeds the character's IQ.

If a character's language skill is *less than* his IQ, he has an accent. The strength of the accent depends on how far the skill is below IQ. One point less than IQ would give a slight accent; more would give a stronger accent.

If a character's skill *equals* his IQ, he can speak without an accent (unless he takes the quirk "Speaks with a foreign accent"). He can also think in the language and pass as a native speaker.

A character with language skill at least equal to IQ (either as a foreign or a native speaker) may also attempt to use an accent or dialect, rolling against *default* accent or dialect skill (parent language -1 to -3) for each sentence.

If the default accent or dialect skill is at least *equal* to the character's IQ (due to the parent language skill being *greater than* IQ), then the character can use the accent or dialect without making any skill rolls.

A problem with this rule is that high-IQ characters have a thicker accent and must invest more points in their Language skill to get rid of it!

Example: Arthur has IQ 10, while Bob has IQ 18; they both have 1 point in Vogelpuk (M/E). Arthur's skill is $10/2 = 5$, giving him a "5" accent. Bob's skill is $18/2 = 9$, making him a better conversationalist, but he has a "9" accent! So nobody understands him . . .

Make Language Talent more costly or less effective: Most levels with language skills cost 2 points - the same as a level of Language Talent. Why pay for +1 to one skill when you can have +1 to all of them? Make Language Talent a one-time advantage, giving +3 to all language abilities for 10 points.

Specifically define the Unusual Background required for extra "native" languages: Some individuals are raised to speak more than one language, and have each of these languages as a "native" language. This is a special case of Unusual Background. To be bilingual is an advantage worth 5 points. Each additional native language costs 3 points. Those who might possess this advantage include second-generation immigrants, itinerants (such as gypsies) and people who grew up in a multicultural area.

GADGETS AND GADGETEERING

Characters in fiction often use equipment that is years ahead of its time technologically. In keeping with this, players in cinematic campaigns may create "gadgeteer" characters who are able to design and build high-tech weapons, tools, armor, etc. according to the rules that follow.

To become a gadgeteer, one *must* buy the 25-point Gadgeteer advantage (p. 25). This advantage reflects the character's aptitude for modifying existing devices and creating new ones. It does not mean the hero is unusually smart or knowledgeable; it simply represents a broad, intuitive capacity for inventing.

Creating new gear requires the character to have a good understanding of the field he is working in. For example, someone trying to invent a new type of weapon *must* have a high score in Engineer (Weapon Type) in order to succeed. The gadgeteer may wish to specialize in one or two areas to start, then expand his horizons as he progresses in experience.

The level of expertise required to create a gadget depends on its *complexity* (as decided by the GM):

Simple gadget: requires skill 12-14. *Average gadget:* requires skill 15-17. *Complex gadget:* requires skill 18-20. *Amazing gadget:* requires skill 21+.



Inventing Gadgets

A character must meet *all* the requirements, including monetary cost, before he is allowed to use the gadget in play.

Description

Players who want to create a *new* gadget must have an explanation for its operation, and must describe it to the GM in a logical manner. The GM is free to accept or reject the design, depending on its feasibility. If he accepts the item, he decides how "complex" it is, and what tech level it is. A pulp-adventure world is TL6, today's world is TL7, and futuristic settings will be TL8+. The stronger, smaller, more effective, etc., the item is, the higher its TL should be.

Firearms Specialization and familiarity

(Continued)

Guns Specializations

Rifle - Firing a rifled, sighted, shoulder-stocked weapon with one shot for each pull of the trigger.

Shotgun - Firing a smoothbore, shoulder-stocked weapon with multiple-projectile loads with one shot for each pull of the trigger.

Light Automatic - Firing a shoulder-stocked weapon (submachine gun, assault rifle, machine carbine or light machine gun) in bursts of automatic fire.

Pistol - Firing a stockless gun with one shot for each pull of the trigger.

Machine Pistol - Firing a stockless gun in bursts.

Grenade Launcher - Firing grenades from guns, either specialized grenade launchers or attachments to other guns.

Light Antitank Weapon - Firing unguided projectiles from shoulder-mounted weapons such as rocket launchers and recoilless rifles.

Flamethrower - Firing portable flamethrowers.

Special Weapon - Firing any peculiar firearm: glove guns, walking stick guns, belt buckle guns, shoe guns, briefcase guns, etc. A separate skill is required for each special weapon.

Defaults: Rifle and Shotgun default to each other at -2; to Pistol at -4. Defaults between auto and non-auto (Rifle/Shotgun to Light Automatic; Pistol to Machine Pistol) are -4; Long Gun (shotgun, rifle, submachine gun, etc.) to Machine Pistol is -5. Long guns default to LAWs and Grenade Launchers at -3; Light Automatics and pistols default at -5. *Firing* rolls usually default to similar Black Powder Weapons skills - Guns (Rifle) to Black Powder Weapons (Caplock Rifle), for instance - at -2 plus the lock-type difference *from* caplock. Guns (Rifle) defaults to Black Powder Weapons (CL Rifle) at -2; to flintlock rifles at -4; to matchlock rifles at -7.

Gunner Specializations

Machine Gun - Firing bursts from mounted automatic weapons.

Mechanical Machine Gun - Firing bursts from man-powered machine guns.

Cannon/TL - Firing artillery pieces.

Mortar/TL - Firing mortars.

ATGM/TL - Firing antitank guided missiles.

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Firearms Specialization and Familiarity (Continued)

Maintenance Specializations

Guns are a lot more alike in shooting than they are in loading or maintenance. A soldier trained to aim and fire an M16 can shoot a flintlock Kentucky rifle effectively with a little practice. The slow lock-time, pan fizzle, curved trajectory and drooping stock just take a little getting used to.

Loading the muzzle-loader and *immediate action* are not as easy. GMs are the final authority on penalties to skill for such activities. The penalty should be at least -10 to go from loading a metallic-cartridge gun to loading a matchlock; perhaps only -8 for someone who has actually seen a muzzle-loader charged at a Buckskinner show or on television. Other lock-types should not be quite as hard; burning match and powder are an especially tricky combination.

Immediate action should have the same sort of penalties. Familiarity with loading and maintenance of muzzle loaders is not as easy to acquire as familiarity with shooting; usually it requires 48 hours to acquire full familiarity. (That's 48 hours of practice - say, a week of rigid, eight hours per day drill under a good drill master.) Cartridge guns are simpler; the usual eight hours should be enough.



The item should not actually violate any physical laws (e.g., speed of light, gravity, etc.) unless the GM has ruled that such a thing is possible in the campaign; even then, such gadgets should be *very* expensive. (GMs who want such "impossible" devices, but do not wish to allow them to be bought with mere money, will find detailed *character* point cost rules in *GURPS Supers*.)

Skill Rolls and Time Required

A Simple gadget will only take 1d-2 (minimum 1) days to develop. Average complexity calls for 2d days, a Complex gadget takes 1d months, and an Amazing gadget takes 3d months. These times assume that the inventor works eight hours a day. If he works 16 hours a day, time is cut by 50%, but he must make a HT roll each morning or lose Fatigue as if he only got a half-night of sleep (see sidebar, p. B134). Fatigue lost in this manner can't be regained without taking a break from the project, which will add 1d days to it! If the character has the Doesn't Sleep advantage (p. 53), only 1 Fatigue roll per week is necessary.

At the middle of the project, the inventor rolls against the skills the GM required for the particular gadget. A failed roll adds 50% to the time to complete the gadget. On a critical failure, the gadget is destroyed - all work is lost and the development cost (below) must be paid over again. A critical success means that the item is finished immediately!

This skill roll is modified by the complexity of the gadget - no modification for Simple; -2 for Average; -4 for Complex; -8 for Amazing.

Expenses

Creating new gadgets is very costly. Tools, raw materials, unusual parts, laboratory space, etc., all require money. The GM will assign two costs to an item - Development cost, which must be paid before any item can be fabricated, and Production cost, which must be paid for *each* item created.

Development cost is a function of tech level and complexity of an item. The following table shows the *Base Cost* for an item at the campaign tech level, and the *TL Increment*, the cost for each additional tech level above the campaign.

Complexity	Base Cost	TL Increment
Simple	\$50,000	\$100,000
Average	\$100,000	\$250,000
Complex	\$250,000	\$500,000
Amazing	\$500,000	\$1,000,000

Production cost varies from item to item. If the gadget exists in a *GURPS* book, use the retail price of the item as a base production cost and double it for each difference in tech level, *accumulating* the cost!

Example: Dr. Kromm wishes to make a Holodistort Belt (p. S47). This is a TL 10 item that uses a holographic projector to distort the appearance of the wearer, giving the wearer some small bonuses in combat and making him almost impossible to see.

The GM rules that this is a Complex item, so the base development cost is \$250,000. Since TL10 is three tech levels above the campaign TL of 7, there is an additional \$1,500,000 (3 x TL Increment) development cost, bringing the total to \$1,750,000.

The item sells for \$4,000 at TL 10. The difference of three tech levels causes the price to double three times; \$4,000 + \$8,000 + \$16,000 + \$32,000 = \$60,000 per item!

Gadgeteering During Adventures

At least as important as the ability to build gadgets is the ability to modify and analyze equipment during the course of an adventure. This lets the heroes resist gadgeteering villains! The skill roll required to successfully figure out an item is the same as the roll that would be required to create it. To modify an unfamiliar gadget takes 1d hours and two appropriate skill rolls. The GM decides what modifications could reasonably be made in any particular case.

Or, once an enemy gadget is analyzed, a gadgeteer can attempt to create a counter for it. This requires the player to come up with an idea the GM can accept. Time required to create the counter is the same as for other gadgets, unless the PC can get a head start by using captured supplies or equipment from his foe.

Quick Gadgeteering

Some people will not be satisfied with the current gadgeteering times and costs. They wish to run PCs who, rather than spending days of work and hundreds of thousands of dollars, can throw together an Interphazed Fromblitzer in less than an hour, using only the contents of a random glove compartment. This "quick" gadgeteering is best suited for a highly cinematic campaign.

The GM should increase the cost of the Gadgeteer advantage (p. 25) to 50 points if he is going to use these guidelines.

Necessary Skills

Skills are chosen by the GM as for normal gadgeteering.

Required Materials

The cinematic gadgeteer is a master at cannibalizing parts and scrounging bits and pieces from other equipment. The GM should allow a roll versus an appropriate specialty to locate usable components. For example, if the only thing available is a wrecked '65 Mustang, the GM might require a roll versus Mechanical Engineering or Mechanic to find the parts necessary for the gadget under construction.

This roll should be modified as follows:

Simple Gadget: no modifier.

Average Gadget: specialty-2.

Complex Gadget: specialty-6.

Amazing Gadget: specialty-10.

Time Required

A Simple gadget will only take 2d minutes to assemble from the needed components. Average complexity calls for 1d-2 hours (a roll of 1 or 2 indicates a 30-minute assembly time). A Complex gadget requires 1d hours to assemble, and an Amazing gadget will take 4d hours.

The inventor doesn't roll against the required skills until the end of the project. A failed roll indicates that the PC must start over. A critical failure means that the parts were ruined - new ones must be found before construction can resume.

Expenses

If the inventor can scrounge the necessary parts, costs are minimal (1d-1 x \$100, a roll of 1 indicates no cost). If he must buy the needed items, the cost is figured as normal (see p. 122), then divided by 100.

Vehicle Skill Specializations

Land Vehicles

Driving (or Motorcycle) is used when a vehicle is moving on the ground. (Taxiing aircraft may also use Piloting skill.) Some specializations are listed below. For exotic vehicles, the GM may wish to come up with new specializations, e.g., Unicycle for vehicles with a single wheel.

Driving (Automobile) is required for vehicles under 10,000 pounds, with four or more wheels, that do not qualify as racing cars.

Driving (All-Terrain Vehicle) is required for wheeled vehicles with off-road suspension of over 10,000 pounds. This includes most military armored cars.

Driving (Construction Equipment) skill is required to operate any 10,000-pound or heavier wheeled, tracked or half-tracked vehicle fitted with a blade, plow, crane or the like. This includes farm tractors.

Driving (Heavy Wheeled) skill is required for wheeled vehicles of 10,000 or more pounds that lack off-road suspensions or construction equipment.

Driving (Racing Car) skill is required for TL6+ vehicles of under 10,000 pounds with three or more wheels and top ground speeds over (TL-3) x 40 mph.

Driving (Snowmobile) skill is required for vehicles with skitrack motive systems.

Driving (Tank) skill is required for tracked and half-tracked vehicles, regardless of weight.

Driving (Trike) skill is required for three-wheeled vehicles that don't qualify as racing cars.

Driving (Mecha) skill is required for any vehicle with legs or flexibody that isn't a battlesuit.

Motorcycle skill is required for any powered one- or two-wheeled vehicle, or for a two-wheeler with sidecar, unless it uses a muscle engine.

Bicycle skill is required for any muscle-engined, two-wheeled vehicle.

Battlesuit skill is used for any vehicle that is worn as a battlesuit.

Teamster is required to drive any animal-drawn vehicle. With the exception of horses and mules, which use the same skill, each species of animal requires a different skill, defaulting to other species at -3. See p. B147.

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Vehicle Skill Specializations (Continued)

Water Vehicles

Boating skill is used to control a floating vehicle no larger than 2,700 cf (cubic feet) that uses oars, paddles or sails for propulsion.

Powerboat skill is used to control a floating vehicle no larger than 2,700 cf that uses paddle wheels, aquajets, screw propellers, aerial propellers, magnetohydrodynamic (MHD) tunnels, reaction engines or reactionless thrusters for propulsion.

Seamanship skill is required to crew a large floating vessel (over 2,700 cf).

Shiphandling skill is required to control a large floating vessel (over 2,700 cf).

Teamster skill is used to control any vehicle propelled by harnessed animals (e.g., dolphins).

Continued on next page . . .

Quick Gadgeteering During Adventures

Figuring out someone else's devices requires 1d *minutes* using these rules, and the device can be modified in 1dx10 minutes (plus normal skill rolls, as on p. 122).

"Gizmo" Gadgets

Note: Use of this section is entirely optional; it does not have to be part of the Gadgeteering rules.

Many fictional gadgeteers always seem to have the right piece of gear at the right time. To emulate this in *GURPS*, the GM may allow a gadgeteer to use a *Gizmo* during his adventures. This may be *any* device the inventor *could* have been carrying. It remains undefined until he uses it.

Example: Dr. Impresto, the stage magician/crimefighter, has room in his opera cloak for seven items. He normally carries a small automatic pistol, a kit of lock-picks, two flash bombs, two smoke bombs and a Gizmo (an undefined gadget). During the adventure, the Doctor is overpowered, handcuffed and hung in a walk-in meat locker to freeze or suffocate. He easily escapes the handcuffs, but the door is deadbolted. Dr. Impresto tells the GM that his Gizmo gadget is a vial of thermite paste, which burns the hinges off the freezer door.

Only gadgeteers may use Gizmos, even if other PCs are allowed to use regular gadgets.

Point Costs

The number of Gizmos a character can use *per game session* is determined as part of the cost for the Gadgeteer advantage. A standard gadgeteer with no Gizmos pays the standard 25 points. Each Gizmo (per game session) increases the point cost by 5 points, up to a maximum of three Gizmos (15 points).

Example: A normal Gadgeteer (25 points) wishes to be able to carry two gizmos per game session (10 points), for a total cost of 35 points. A Quick Gadgeteer (see above) would pay 60 points for the same privilege.

Limitations

The Gizmo must be either a device that the gadgeteer has already developed and built, or a small device that is already quite common at his TL. Obviously, it must fit the space that the gadgeteer has available - no autogyros in coat pockets. Essentially, if the gadgeteer has built 20 different devices that would fit in his coat pocket, he may reach into the pocket and produce any of them as his Gizmo!

Again, no gadgeteer may use more than three Gizmos per game session. The GM may interpret this as he wishes. For instance, if special ammunition is chosen, it would be reasonable to allow the "single" gadget to be a whole magazine for the weapon - possibly even a *large* magazine. But it couldn't be a whole *case* of ammo! If the gadgeteer wants to carry that much, he must specify it in advance.

Improvised Gizmos

Instead of pulling an existing gadget "out of his pocket," a gadgeteer may also use a Gizmo to let him *build* a special device on the spot. The GM decides how much time such an improvisation will require.

The gadgeteer must possess or find the appropriate materials (player ingenuity helps here). Nothing may be created that the gadgeteer would not know how to build. To regulate this, the GM should roll secretly against the appropriate skill, at a penalty of at least -2 (more if the gadgeteer is hurried or the device is very complex). A failed roll means the device won't work (and the Gizmo is used up). A critical failure means the device will backfire spectacularly!

Inventing vs. Gadgeteering

GURPS offers two different ways that PCs can introduce new technological devices into a game: *New Inventions* (p. B186) and *Gadgeteering* (above). The GM needs to decide whether either or both are appropriate to his campaign. The basic differences between the two game mechanics are summarized below.

Gadgeteering: The Gadgeteering rules are cinematic, and allow the introduction of devices well above the campaign TL. Gadgeteering requires a special advantage, but can be done with only moderate skill levels. Rules are provided for variable costs and development times based on gadget complexity, and the process normally results in bug-free gadgets.

Additional rules for gadgeteering can be found in **GURPS Illuminati University**, including *Bugs in Gadgets* (p. IOU111) and the *Guaranteed Play-Balance Table* (p. IOU107, p. CII10).

Invention: The Invention rules are only slightly cinematic, and apply only to devices at the campaign TL (or perhaps TL+1). On the other hand, Invention does not require any special advantage; instead, it normally requires very high skill levels. The Invention rules do *not* address costs, and the time and skill rolls required are independent of the device's complexity. These rules *also* result in bug-free devices!

Additional rules for Invention can be found in **GURPS Ultra-Tech** (*New or Custom Programs*, p. UT32), **Vehicles, Second Edition** (*Building Vehicles*, which includes rules for bugs, testing, production and hired designers, pp. 201-202) and **Robots** (*Inventing Robots*, p. R108, which offers a simplified version of the **Vehicles** rules).

Reinventing Invention (below) offers expanded Invention rules that include the rules from other books, as well as new material to unify the Invention and Gadgeteering rules. In general, gadgeteering should be easier, faster, cheaper and more likely to succeed than Invention, reflecting its cinematic nature.

Reinventing Invention

For those GMs who want to add more detail to the Invention process, or who wish to mix Gadgeteering and Invention in the same campaign, replace the **Basic Set's** Invention rules with the ones below. (Gadgeteers should use the regular Gadgeteering rules, plus the optional rules below for testing and fixing bugs.)

Starting the Invention

Use the Gadgeteering rules to determine the *complexity* of the invention. If the device is being built with the rules from **Vehicles** or **Robots**, or can be found in **Ultra-Tech** or another supplement, the retail ("list") price of the item can be often used as a quick and dirty guide to complexity: if it costs up to \$100, it's Simple; up to \$10,000, it's Average; up to \$1,000,000, it's Complex; and anything over \$1,000,000 is of Amazing complexity. Computer programs are a special case - they have a numerical Complexity rating, which should be used instead.

Next, make the conception roll as described on p. B186. (If the inventor has somehow obtained actual blueprints for the device, skip this stage.) Instead of the normal -15 modifier, use double the complexity penalties for Gadgeteering, plus an additional -6. Thus, an Average complexity project has a penalty of -10. For computer programs, use a penalty of twice the Complexity rating instead.

Additional bonuses and penalties:

+5 if you have a working model you're trying to copy (a critical failure on any conception roll destroys the model, and you lose this bonus).

+2 if the device already exists, but you don't have a model.

Vehicle Skill Specializations

(Continued)

Aerospace Vehicles

Piloting is used when the vehicle is flying. Vehicles worn as battlesuits but capable of flight also use Battlesuit skill.

Piloting (Glider) skill is required for all unpowered vehicles with wings.

Piloting (Sailing) skill is used for levitating or contragravity vehicles that fly via sails.

Piloting (Lighter-than-Air) skill applies to self-propelled vehicles with gasbag flight systems.

Piloting (Balloon) skill applies to vehicles with gasbag flight systems that have no means of aerial propulsion.

Driving (Hovercraft) skill is required for any vehicle with a hovercraft flight system.

Piloting (Ultralight) skill applies to winged craft of less than 1,000 pounds.

Piloting (Single-Engine Prop) skill is required to pilot a vehicle if it has wings, an aerial propellers and one power plant.

Piloting (Twin-Engine Prop) skill is used if it has wings, aerial propellers and two power plants.

Piloting (Multi-Engine Prop) skill is needed if it has wings, aerial propellers and three or more power plants.

Piloting (Military Jet) skill is required for any high-performance military aircraft. In general, if it has wings and reaction engines or reactionless thrusters, exceeds 650 mph, is armed or has hardpoints, and its MR is better than half its TL, it probably qualifies. However, some military jets will be slower or unarmed (e.g., recon or ground-attack aircraft); some fast jets (e.g., supersonic transports) will not be military.

Piloting (Space Shuttle) skill is required if the aircraft has wings and can reach orbit. Exception: If it also matches *military jet* requirements, use **Piloting (Fighter Spacecraft)** skill.

Piloting (Small Private Jet) is used for airplanes with only one reaction or reactionless engine that aren't covered by **Military Jet** or **Space Shuttle** skill.

Piloting (Multi-Engine Jet) skill is needed to pilot airplanes with more than one reaction or reactionless engine that don't qualify as space shuttles or military jets.

Piloting (Contragravity) skill is used for all vehicles using contragravity flight systems.

Piloting (Jet Pack) skill is required for backpack-mounted vertol aircraft.

Piloting (Omithopter) skill is used for aircraft with wings and ornithopter powertrains.

Piloting (Rotary Wing) skill is needed for all rotary-wing aircraft (i.e., helicopters). Familiarity between twin-rotor, auto-gyro, top-and-tail and NOTAR vehicles is at-2.

Piloting (Vertol) skill is required for all craft with vertol flight systems that don't also have wings.



+ 1 to +5 if the item is a variant on a existing one.

-5 if the basic technology is totally new to the campaign.

The standard TL penalty of -5 if the device is *one* tech level above the campaign (higher-TL devices simply *cannot* be made by Invention, only by Gadgeteering).

One conception roll can be made per day, per inventor.

Complexity doesn't affect this time - the basic concept for an Amazing device is often a single insight. . . but the implementation of the concept may be very tricky.

Making a Prototype

Next, make the roll for the working model, as described on p. B187. but use the skill modifiers above instead of -15. Instead of a roll each week, use the time given for Gadgeteering - e.g., each roll represents 1d-2 (minimum one) days for a Simple gadget, 3d months for an Amazing one. Divide the time by the number of people working on the model (a minimum of one day is still required). Very large items like spaceships and military vehicles may take longer to make - see *GURPS Vehicles*, p. 201.

Use the development cost table for Gadgeteering (p. 122) - this cost must be paid "up front" before the first working model roll. (If the inventor already has an appropriate lab and shop from a previous project of equal or higher complexity, only 10% of the development cost is required for the additional equipment needed for the new project.) In addition, each working model attempt costs the production cost of the item being built. If the item is from the next TL, use the Gadgeteering rules for increasing the development and production costs.

(Note that those costs are geared to a campaign with \$15,000 starting wealth; scale them appropriately if a different starting wealth is used.)

Testing and Bugs

After the prototype is built, it may still have bugs. If the working model roll was a critical success, there are no bugs. A success by 3 or more gives 1d/2 minor bugs, a success by 0-2 gives 1d/2 major bugs and 1d minor bugs. (Gadgeteers should ignore minor bug results, and treat major bugs as minor ones.) Minor bugs are annoying, but not critical. Major bugs are catastrophic to the function of the device, and sometimes to the user as well!

Bugs may be found by testing - roll vs. operation skill-3 each week to find bugs. A critical success finds all bugs, a success finds one bug. A failure triggers a major bug, if present, or finds nothing. A critical failure either causes a problem similar to a major bug without actually encountering any real bugs, or the tester is convinced that no bugs remain.

Any bugs left in the device after testing will surface on an operation skill roll that fails by 5 or more; a major bug (if any) will surface on a critical failure.

Production

Once testing is finished, a small number of copies of the item can be made in the same way the prototype was built. This costs 20% of the retail (or "list") price for parts, or full retail price for parts and labor. Time to produce a copy is half the time period for the working model roll - e.g., a copy of a Complex item takes one person 1d/2 months to make.

The item can also be put into production on a production line. Setting up the production line costs twice the development cost of the item. The production line will make one copy of the item in (retail price/100) hours. Each copy costs 20% of the retail price for parts, or 50% for parts and labor.

Variations

Characters can hire others to make inventions for them. This eliminates the development cost (the hired inventor or company is assumed to already have all the right equipment and space), but initial production costs are doubled, and the hired inventor must be paid for his time - use twice the typical monthly pay rate given in the appropriate Job Table as a basis (the factor of two is for overhead costs). Hired inventors usually have skill 18-20, and they must be found like any hiring, as described on p. B194.

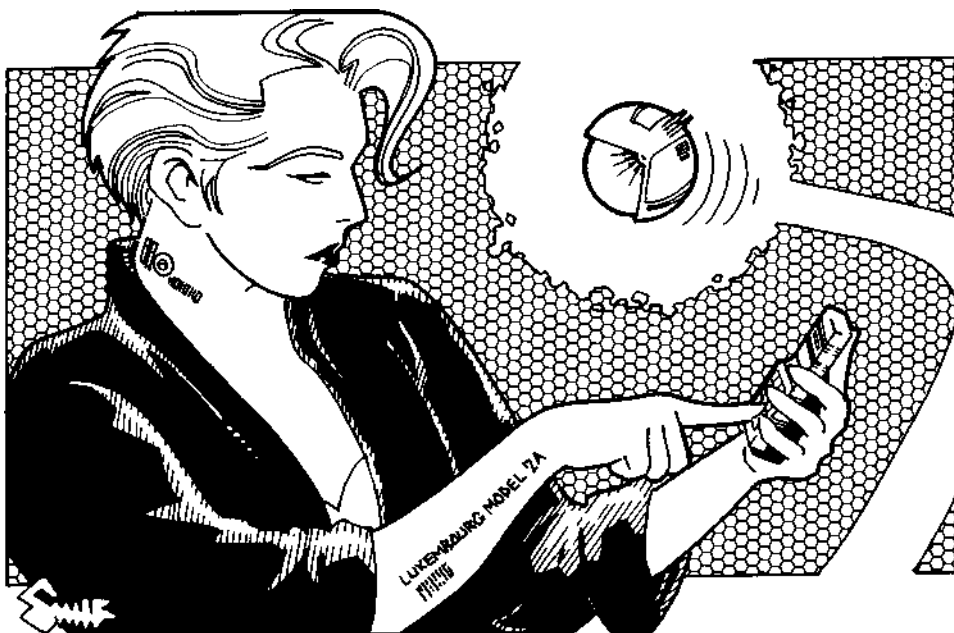
High tech levels can affect the invention process in several ways. Engineering CAD/CAM programs (p. UT33) can boost effective skill, and can also shorten the time needed to produce a working model (reduce time by 10% for each +1 of bonus to Engineering skill). Cyberteks (p. UT16) function as a shop full of equipment, giving a +1 to working model rolls.

Minifacs (p. UT17) can fabricate an entire working model from a set of plans in a short time. If a minifac is available to the character, the time for each working model roll is divided by 10 (this represents actual engineering time), and added to the time a minifac would normally take to produce the item. With a minifac, development cost is zero, except for the cost of purchasing the minifac. Amazing complexity devices cannot be made with minifacs, as they are usually too large or require capabilities beyond those of normal minifacs.

At TL 10 and above, robofacs (p. UT17) replace production lines. Cost to prepare a design for robofac production is equal to the regular development cost - this is primarily to pay for the creation of user manuals, diagnostic databases and promotional literature. Robofacs are typically too expensive for individuals to purchase; instead, they are leased, with a minimum production run cost of \$1,000,000. Items are produced for 30% of their retail price, and take (retail price/5,000) hours per copy to produce.

At TL 13, living metal replaces both minifacs and robofacs, and items are produced directly from raw materials at 10% of the retail price, at the same speed as a robofac (above).

Characters may sometimes wish to "invent" devices of a lower tech level than their native TLs. In such cases, substitute a Research roll for the conception roll if suitable historical material is available. For each TL the item is below the campaign's TL, reduce the complexity by one level, to a minimum of Simple.



Gadgets for Non-Gadgeteers

It is possible for a hero to use one or two high-tech devices *without* being a gadgeteer. For example, the Golden Knight fights crime dressed in a suit of golden armor. The armor is bullet-resistant and has an oxygen mask built into the helmet, allowing the Knight to resist gas and stay under water for half an hour or so. If he never alters the suit's abilities, and, in fact, has no idea how it was designed or built, then he does *not* need to buy the Gadgeteer advantage. He can simply have the suit designed and built *for* him (although finding someone to create such a suit could itself be an adventure). He will have to pay the standard development cost, and 150% of the production cost. (If such equipment already exists, he could buy it at 150% of retail price.)

On the other hand, if he constantly adds new devices (heat resistance to combat The Dragon's flamethrower, a special coating to reflect Dr. Splinter's disintegrator ray, extended underwater abilities to fight Captain Fang, the submarine pirate), then he must either become a gadgeteer himself, or pay the lesser Unusual Background cost to have regular access to a gadgeteer's talents (see below).

Lending or Selling Gadgets

A problem with allowing a gadgeteer character into a party of non-gadgeteering heroes is deciding who can use the gadgets once they've been created.

Realistically, *anyone* should be able to use those items that don't require any special knowledge (body armor, recoilless weapons, etc.). In terms of game balance, however, one gadgeteer should not be able to outfit an entire party with high-tech devices at no cost.

The easiest way around this problem is to restrict the use of gadgets to the gadgeteer except in unusual circumstances. Heroes who are not gadgeteers should shun high-tech equipment, placing their confidence in their own abilities instead. If a player relies on gadgets that he did not create, the GM may deny him character points for roleplaying outside of character conception.

Alternately, if a gadgeteer's friends want to use some of his devices, they can pay character points for the privilege. They do not have to be gadgeteers themselves, but they must pay 15 points for the Unusual Background "Has Gadgeteer Friend." They do not have any special gadget-related abilities; they are just permitted to use any devices that their friend or contact comes up with. The point cost is simply to maintain game balance.

NEW SKILLS

The following list includes all of the new skills presently in print for *GURPS*, except for those that are *highly* world-specific. Three new skill groupings have been included as well: Esoteric skills, Knowledge skills and Military skills. See the individual sections for details.

Note that variations on skills from the *Basic Set* are only included in those cases where the updated description differs a great deal - this is not an errata list for the *Basic Set*. Note also that spells, psi skills and super skills are *not* included here; for these, see *GURPS Grimoire*, *Magic*, *Psionics* and *Supers*.

ANIMAL SKILLS

Bulldancing (*Physical/Hard*) Defaults to *Acrobatics-5*

This is the performance skill practiced by Cretan entertainers, who toyed with the bull, even vaulting over its horns, but did not kill it. A separate roll is required for each trick performed. Failure indicates a fall, possibly resulting in being gored or trampled.

Bullfighting (*Physical/Average*) Defaults to *DX-5*

This is the Spanish sport of provoking and killing a bull in an arena. A successful skill roll allows the matador to guide the bull's charge harmlessly past himself; failure means being gored and possibly trampled. The matador may attempt to stab the bull as it runs by: roll vs. *Bullfighting-8* to hit, since the main action is to avoid impalement!

Equestrian Acrobatics (*Physical/Hard*) Defaults to *Acrobatics-3* or *Riding-3*
Prerequisite: *Riding*

The ability to perform acrobatic and gymnastic stunts on horseback. Common stunts include: flying mount or dismount from a moving horse; "scissoring" to change facing direction on a moving horse; standing on the back of a trotting or galloping horse; picking an object off the ground at a gallop; riding two horses at once, with one leg on the back of each; and riding on the horse's side, shielding oneself with its body and neck. *Equestrian Acrobatics* at skill level 12 or higher is required for such stunts as "pyramiding" with multiple horses and people.

Acrobatic feats require the cooperation of the mount. Critical failure results in a dangerous fall; take 2d damage.

Riding (*Being Ridden*) (*Physical/Average*)

Defaults to *DX-5*

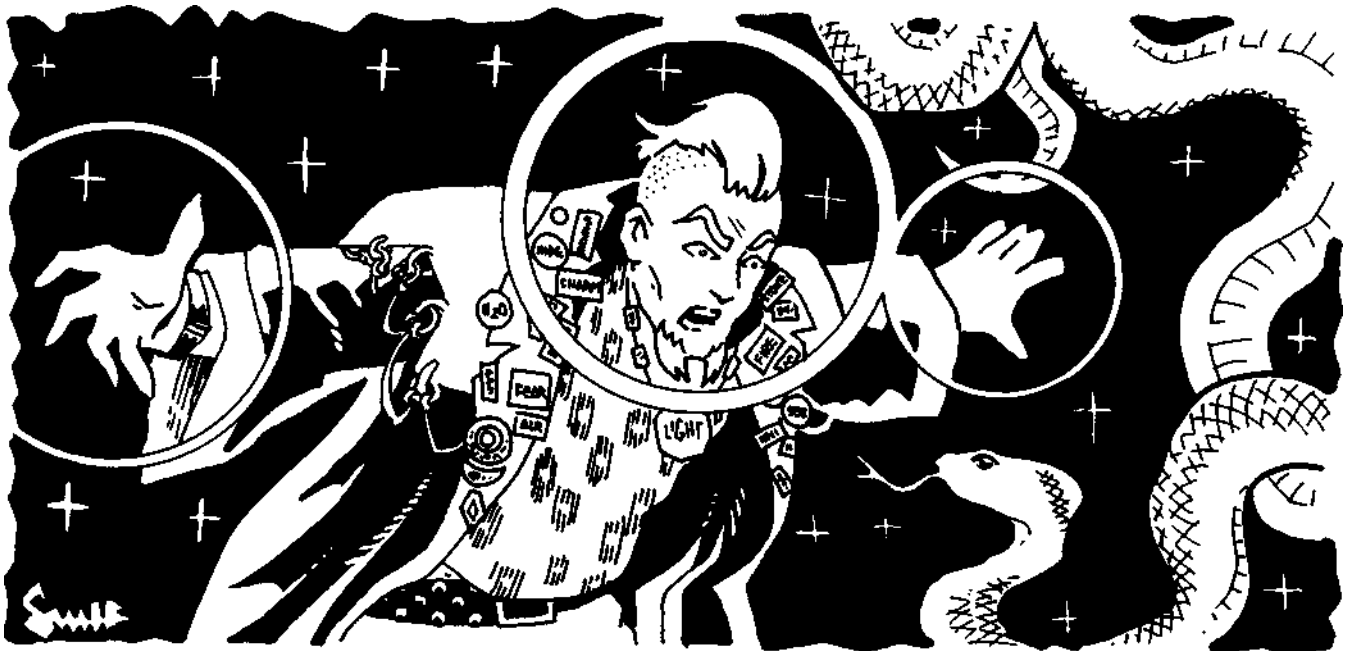
Any intelligent creature that can be ridden as a mount can take the *Riding* skill. In this case, it means a skill at *being ridden*. If the mount's *Riding* skill is higher than the rider's, the two skills are averaged (round up) to give the skill level actually used when a *Riding* roll is required. A mount with at least 1/2 point in *Riding* adds a *minimum* of 1 point to its rider's effective skill. On the other hand, if the mount wants to buck its rider off, it can do so by winning a Quick Contest of *Riding Skills*.

Snake Charming (*Mental/Average*) Defaults to *Animal Handling-4* or *Hypnotism-2*

You can hypnotize snakes, making them passive and willing to accept handling and even obey simple hand gestures. This skill is primarily used as a performance skill, but may be of use to adventurers as well.

Modifiers: +3 for *Animal Empathy*. No modifier to make a snake passive, -2 to make it willing to accept handling and -4 to make it follow hand gestures. -3 per snake after the first when charming multiple snakes simultaneously.

Critical failure may result in an attack or an escaped snake, depending on the situation.



ARTISTIC SKILLS

Appreciate Beauty (Mental/Very Hard) Defaults to appropriate art or craft, IQ-5 or Savoir-Faire-5

This is the ability to appreciate the beauty of the product of a Craft skill (e.g. a sword, food, or embroidery) or an Artistic skill, or nature (e.g. a garden, the night sky or a singing animal). It offers the chance to *specialize*, at +5 for appreciating one type of beauty but -1 for other ones.

A successful skill roll allows identification of the value and tradition of an artistic performance or item. A critical success grants some insight into the maker's or performer's personality (learning some of the person's mental advantages and disadvantages).

Appreciation skills are studied by people who wish to appear cultured. They are also useful to artists and merchants in the appropriate field. They are most valid within a relatively static culture, with rigid definitions of beauty.

Bulldancing (Physical/Hard) Defaults to Acrobatics-5

See p. 128 under *Animal Skills*.

Choreography (Mental/Average) Defaults to Dancing-2 Prerequisites: Leadership, Dance

This skill is used to design a dance. A successful skill roll means the work is pleasing to the eye. This skill is also necessary for the dancers to gain any benefits from rehearsal time.

Combat/Weapon Art (Variable) Default varies

See p. 133 under *Combat/Weapon Skills*.

Conducting (Mental/Average) Defaults to IQ-5 or Musical Instrument-2 Prerequisites: Leadership, any two Musical Instrument skills

The ability to conduct a live band or orchestra during a performance. A successful skill roll is necessary for the musicians to gain any benefits from rehearsal time.

Note: The Musical Ability advantage *does* add to this skill.

Cyberaxe (Mental/Hard) Defaults to equivalent conventional Musical Instrument-4

This is the ability to play a musical instrument with a cybernetic interface. Musical Ability modifies Cyberaxe skill normally. Musical Instrument skill also defaults to Cyberaxe at -4.

Directing (Mental/Hard) Defaults to Performance-5 Prerequisites: Leadership, Performance

The ability to successfully direct an actor or group of actors. A successful skill roll is necessary for the actors to gain any benefits from rehearsal time.

Featherworking (Mental/Average) Defaults to IQ-5

This is the art of decorating clothing, tapestries, headdresses, etc., with feathers. This skill allows the identification of feathers, their values, and the birds that produce them. Note that this skill only covers the use of feathers; a companion craft skill is needed - for example, Needlecraft or Armoury. Those wanting to capture their own birds need Tracking and Traps as well.

Fight Choreography (Mental/Average) Defaults to Stage Combat-2

Prerequisites: Leadership, Stage Combat

This skill is the same as Choreography (above), but applies to Stage Combat.

Fire Eating (Physical/Average) No default

This is the performance skill of extinguishing flames in your mouth without burning yourself. For each item you wish to extinguish, you must roll vs. your Fire Eating skill. If the roll succeeds, the performance is a success. If it fails, you take 1d-3 damage (minimum 1) to your mouth.

Flower Arranging (Mental/Easy) Defaults to IQ-4

This is the ability to arrange flowers beautifully, according to certain traditions, and to understand and appreciate the appropriate flowers and arrange them into displays, artificial arbors, banquet favors and so forth.

Gardening (Mental/Easy) Defaults to IQ-4

This is the ability to design and maintain a garden of trees, flowers, bonsai, raked stones, et cetera - whatever is regarded as beautiful in your culture.

Illumination (Physical/Average) Defaults to Artist-2 or DX-5

This is the ability to decorate written text with miniature paintings and pictures. When combined with Calligraphy, it allows the user to produce official scrolls, texts and other documents. It is primarily used to earn a living.

Illusion Art (Mental/Hard) Defaults to IQ-6 or Artist-3

See p. 148 under *Magical Skills*.

Juggling (Physical/Easy) Defaults to Sleight of Hand-3

See p. 131 under *Athletic Skills*.

Lucid Dreaming (Mental/Easy) Defaults to Will-4

See p. 142 under *Esoteric Skills*.

Make-Up/TL (Mental/Easy) Defaults to IQ-4 or Disguise

This skill is the ability to use theatrical make-up to enhance a character's appearance in a performance. This is more than just the ability to make someone look "pretty." Characters with this skill can make themselves or others look older, younger, or of a different race or nationality. At TL6 and above, prosthetics can be used to further enhance the effect.

Note: As with Disguise, this skill cannot be used to make someone look taller or shorter than he or she actually is.

Musical Composition (Mental/Hard) Defaults to Musical Instrument-2, or to Poetry-2 for song Prerequisite: See below

This is the ability to compose a piece of music. A successful roll means the piece is a pleasant listening experience.

Modifiers: -1 per additional musical instrument group used in the piece. Thus, a composition utilizing a saxophone section, drums and a solo trombone would require a successful roll at -2.

The composer must have a skill in each instrument in the composition at IQ-2 (and one of the instruments at IQ) in order to compose for a particular group of instruments.

Note: The Musical Ability advantage *does* add to this skill.

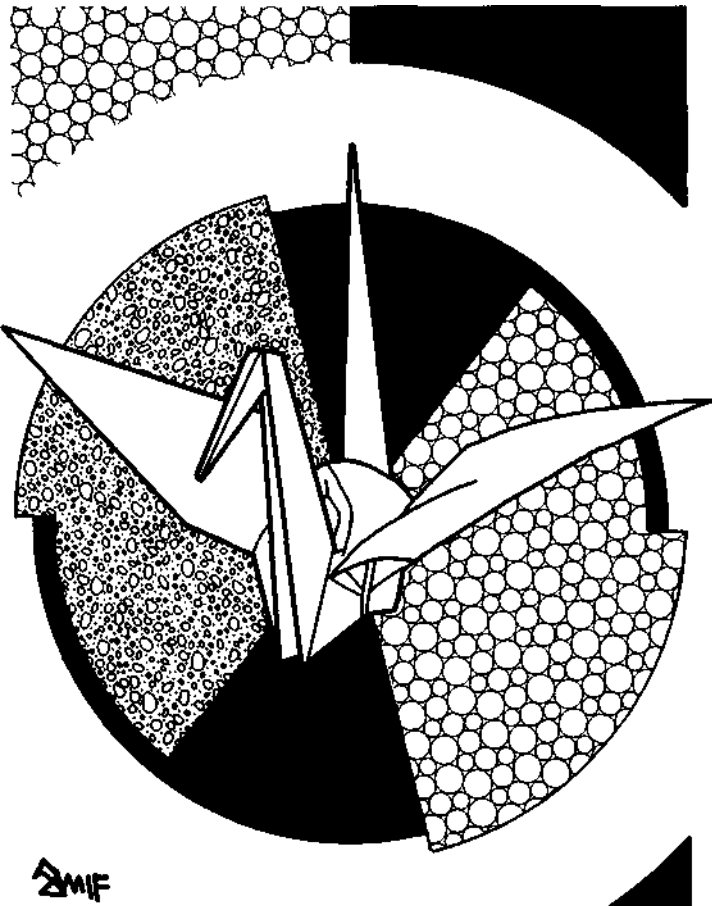
Neurophon (Mental/Very Hard) No default
Prerequisite: Physiology-10 or better

*The neurophon is specific to the **Humanx** universe; however, the idea of an instrument that can affect the listeners' emotions is common in fiction, and this skill can be used to play any magical, psionic or ultra-tech instrument of this kind.*

The neurophon is a musical instrument which produces a neuronc resonance capable of affecting emotion in receptive listeners. A neurophon can be used to affect reaction rolls in either direction. If he can get his audience to sit and listen calmly to his performance, a neurophon player rolls against his Neurophon skill; he may adjust the reaction roll of the listeners - to him or anyone - by an amount equal to his margin of success on the Neurophon roll. If he has only a few seconds, or if the audience is not paying full attention to the sounds of his instrument, he may adjust a reaction roll by 1 only, regardless of his margin of success.

Most sentients are affected by the neurophon, but many lower animals are not. Anyone aware of the emotion-influencing ability of the neurophon, and wishing to resist, may do so with a roll vs. IQ-3. Deafness is no protection from the siren-song vibrations of a neurophon.

Origami (Mental/Easy) Defaults to IQ-4
This is the ability to fold paper into recognizable shapes.



Picture-Writing (Mental/Hard) Defaults to other
Picture-Writing-3

This is the ability to draw and paint pictographs. A full set of writing tools and paper is required. The Literacy advantage is required for this skill.

Similar sets of pictographs default to one another at -3; totally foreign ones have no default.

Punning (Mental/Average) Defaults to Bard-3
Prerequisite: Language skill-13 or better

The ability to make humorous, impromptu puns. This skill can be used to allow a character who's a much better punster than his player. However, the GM should always encourage his players to make up their own puns, rather than making Punning rolls, whenever possible. Particularly impressive impromptu punning in a given session should be grounds for a character point bonus.

A character with Odious Personal Habit "Constant Punning" is a paronomasiac. This is a -5-point disadvantage, and earns a -1 reaction penalty from those exposed to it.

Scene Design (Mental/Average) Defaults to IQ-5 or
Architecture-3

This is the ability to design a set for the stage. A failed skill roll means either the set looks out of place, gets in the way of the performers, is hazardous, or has some other problem invented by the GM.

Sensie Interface/TL (Mental/Hard) Defaults to
Cyberdeck Operation-3

This skill only exists in settings where the technology of recording and playing back sensory input (known as "sensies") exists.

This is the skill of interfacing with a sensie recorder to create works of sensie art. Sensie Interface is modified by the Sensie Talent advantage (p. 30).

Stage Combat (Physical/Average) Defaults to
Performance-3, Combat/Weapon
skill-3, or Combat/Weapon Art-2

This skill allows an actor to perform a choreographed fight safely, yet in an entertaining manner. A critical failure indicates an injury; 1d-2 damage to a random location.

Modifiers: -4 for an unfamiliar weapon.

Weapon skills may default from this skill at -2.

Symbol Drawing (Mental/Hard) Defaults to
appropriate Ritual Magic-4

See p. 147 under *Knowledge Skills*.

Video Production/TL (Mental/Average) Defaults to
IQ-6 or any Performance skill-4

You are familiar with video production equipment, and can competently direct a show (TV, holovid, movie, etc.). This can be a very useful skill in a modern or post-modern campaign, letting you deal with a world of rock videos, politicians-as-performers and mass media. Note that if you're using the skill by default, technical problems with the equipment are almost a certainty, even if you roll well and know exactly what *effect* you want.

Weaving (Mental/Easy) Defaults to IQ-4 or DX-4
See p. 137 under *Craft Skills*.

ATHLETIC SKILLS

Body Sense (Physical/Hard) Defaults to DX-6 or
Acrobatics-3

This is the ability to adjust quickly after blinking, teleporting or any similar sort of magical or psionic "instant movement." Roll at -2 if you are changing facing, -5 if you are going from vertical to horizontal or vice versa. Note that you cannot change physical *position* during a teleport - only orientation. (Yes, you *can* use Teleport to get up in one turn if knocked prone - but it's not easy!)

A successful roll allows you to act normally on your next turn. A failed roll means disorientation - no actions except defense are possible for one turn. A critical failure means you fall down, physically stunned.

Modifiers: +3 for Absolute Direction or 3D Spatial Sense (p. 31).

Bulldancing (Physical/Hard) Defaults to Acrobatics-5
See p. 128 under *Animal Skills*.

Combat/Weapon Sport (Variable) Default varies
See p. 133 under *Combat/Weapon Skills*.

Darts (Physical/Easy) Defaults to DX-4 or Throwing
See p. 146 under *Hobby Skills*.

Equestrian Acrobatics (Physical/Hard) Defaults to
Acrobatics-3 or Riding-3
Prerequisite: Riding
See p. 128 under *Animal Skills*.

Flight (Physical/Average) Default varies
These rules differ slightly from those originally presented on p. B242 and under the Levitation skill in GURPS Psionics.

This is the skill to use a non-technological flight power well, for acrobatics, tight turns and so on. The Flight skill *requires* specialization (see p. B43) in a particular mode of flight. Each specialization of the Flight skill defaults to every other at -2. In all cases, the Perfect Balance advantage (p. 63) gives +1 to the Flight skill, and the 3D Spatial Sense advantage (p. 31) gives +2.

Specializations of the Flight Skill:

Flight (Gliding)

This is the Flight skill for winged beings who possess Flight with the *Gliding* limitation. It defaults to DX for races that can glide naturally, and to DX-4 for beings (such as supers or wizards) who somehow gain the ability to glide unnaturally.

Flight (Unwinged)

This is the Flight skill for beings whose flight involves some means other than wings - be that an air jet, a magic spell, a psi talent or generic "super" Flight. It defaults to DX for races that can fly this way naturally. For a psi using the PK Levitation skill or for a wizard using the Flight or Hawk Flight spell, it defaults to DX-4; however, such flyers receive a bonus equal to 1/8 their skill with the psi ability or spell being used. These skills mostly represent the ability to activate the power, but give a slight bonus for controlling that power as well. In all other cases, this skill defaults to a flat DX-4.

Flight (Winged)

This is the Flight skill for beings who possess Flight with the *Winged* limitation. It defaults to DX for races that can fly naturally, and to DX-4 for beings (such as winged supers or wizards using the *Shapeshift (Giant Eagle)* spell) who somehow gain the ability to sprout wings and fly unnaturally.

Flying Races and the Flight Skill

For creatures that can fly naturally - whether they fly via a magic spell, psionic levitation or wings - flight is as effortless as walking is for land-bound creatures. However, in the same way that land-bound creatures have to be taught to execute tactical movement or complex acrobatics, flying creatures must train in order to fight while airborne or to carry out complex aerial maneuvers. This ability is covered by the Flight skill.

Note that since the Flight skill defaults to DX for flying races, they effectively get 2 points in the Flight skill for free and can buy their skill up from this default (see p. B44).

Hiking (Physical/Average) No default
See p. 152 under *Outdoor Skills*.

Inertialess Agility (Physical/Hard) No default

This is the ability to handle yourself under "free" (inertialess) conditions. It is handled identically to the Free Fall skill; see p. B48. Inertialess drives are pure space opera - this is *not* a realistic skill!

Juggling (Physical/Easy) Defaults to
Sleight of Hand-3

Basic Juggling is extremely easy to learn. The juggler rolls at base level to keep three balanced objects in the air, or two balanced objects with one hand. More complicated tricks simply require more extreme penalties:

Each extra object is a -3 to skill. Unbalanced objects are -2 to skill. Unmatched objects are -1 to -6, depending on how close they are in weight. Various maneuvers each have their own penalty, starting at -2 for a simple under-the-leg pass. Juggling full shot glasses without spilling anything is about -12! Penalties are doubled for any trick which the juggler has not previously rehearsed for a number of hours equal to the base penalty of the trick.

Team Juggling is a separate P/E skill, but the two skills default to each other at -2.

A juggler must make a skill roll whenever he tries a new maneuver or trick, or every 15 seconds, whichever comes first. If he fails the roll, he will drop as many objects as he failed by. On a critical failure the juggler overreaches himself. He drops all of the objects and must make an immediate unmodified DX roll or fall down. If he's juggling dangerous objects (knives, torches, bowling balls), he will take damage from one or more of the objects on a critical failure (GM should roll the number of objects that cause damage randomly). No active defense is possible, but PD and DR protect normally. Damage is equal to thrust damage for the juggler's ST-2, taken to either the left or right hand (choose randomly) or any other body part used in the act (including feet, forearms, the mouth, the top of the head or the back of the neck).

Lifting (Physical/Hard) *No default*
This skill is based on ST, not DX. It is the trained ability to use your strength to its best advantage when you lift. Add 10% of your Lifting skill to your ST when figuring how much you can lift, carry, shove, or drag. This does not apply to encumbrance or weapon damage.

Low-G Flight/TL (Physical/Average) *Defaults to ST-6 or Piloting (Ultralight or Hang-Glider)-4*
This is a sports skill (see p. B49), covering human-powered flight in low-gravity environments using nothing more than a set of light, strap-on wings.

Riding (Flying Person) (Physical/Average) *Defaults to DX-5*
This skill allows you to stay on a flying person's back. It does *not* default to Animal Handling-3, but it does default to any other Riding skill, or Surfboard or Skateboard skill, at -4.

Skating (Physical/Hard) *Defaults to DX-6*
This is the skill of moving across ice on a pair of narrow blades strapped to the feet. It covers both the travel and sport aspects of skating, including races and contests.

A roll is required when starting out on the ice, and another roll every 30 minutes (or for every hazardous situation). A failed roll means you fall. On a critical failure, take 1d-2 damage to a randomly-chosen limb, and suffer through the appropriate crippling effects until you heal. If a limb takes 4 points of damage, the limb is actually broken.

Stage Combat (Physical/Average) *Defaults to Performance-3, Combat/Weapon skill-3, or Combat/Weapon Art-2*
See p. 130 under *Artistic Skills*.

Tournament Law (Mental/Easy) *Defaults to IQ-6*
See p. 147 under *Knowledge Skills*.

COMBAT/WEAPON SKILLS

Blowpipe (Fukiya) (Physical/Easy) *Defaults to DX-4*
This is the ability to blow powders or bamboo splinters at close-range targets. To use a blowpipe as a long-range weapon, use the Blowpipe skill on p. B49.

Body Language (Mental/Hard) *Defaults to Psychology-3 or Detect Lies-3*
This skill lets you "read" subtle motions and stance shifts in the subject. A fighter with this skill can predict an incoming attack. It also works in non-combat situations, by letting the user interpret body posture and nuances. If multiple attackers are present, the character must pick *one* foe to watch each turn.

In combat, a Body Language roll can be attempted once every turn (the GM makes those rolls in secret). On a success, the GM will inform the user of his enemy's *general* intentions (i.e., he will Step and Attack, try to Slam or Grapple, etc.). The user will get a +1 to all his Active Defenses and Close Combat rolls for that turn.

If the roll is made by 3 or more, the GM tells the player the specific maneuver the enemy will attempt (a Spin Kick, for instance). This gives the user a +2 to all defense rolls, as above. Additionally, any Feints tried against him will fail automatically. On a critical success, the user defends automatically (he still spends an Active Defense, though). Failure reveals nothing. On a critical failure, he misread the signals; the GM lies to the PC, who defends at -3.

This skill can also be used to gauge the feelings of a person. Treat the skill as an Empathy (p. B20) or Detect Lies roll (p. B65), rolling against Body Language-3.

Modifiers: All Vision modifiers apply. An enemy with a shield or cloak will be harder to "read" - reduce skill by the PD of either.

Boxing (Physical/Average) *No default*
Although not considered a martial art by the average Westerner, boxing is a scientific unarmed combat technique. Boxing falls somewhere between Brawling and Karate in terms of precision and finesse.

Boxing punches add 1/5 of the character's Boxing skill to damage. There is no similar bonus for kicks. In fact, the Boxing

skill does not teach one how to kick; use DX-2 or Brawling-2 instead. Parries are 2/3 of the skill, at -3 against weapons other than thrusting attacks, and at -2 against kicks (boxing does not train to specifically defend against kicks).

Where Boxing does excel, however, is in teaching fighters how to dodge, by reading the foe's body language before a punch is thrown. Against bare-handed or thrusting attacks, a boxer gets a Dodge bonus equal to 1/8 his skill (rounding down). This Dodge bonus does not count against swinging or ranged attacks.

In a cinematic campaign, Boxers get the same extra attack bonuses as martial artists (see p. MA65). They cannot have the Trained By A Master (p. 31) advantage, however, so they cannot make Chambara attacks (p. MA64).

Note that some Asian styles have incorporated Western boxing or very similar techniques.

Bullfighting (Physical/Average) *Defaults to DX-5*
See p. 128 under *Animal Skills*.

Cloak (Physical/Average) *Defaults to DX-5, Buckler-4 or Shield-4*

This is the skill of using a cloak or cape, both offensively and defensively. This *was* actually studied as a skill! Treat a cloak in close combat as if it were a shield (see sidebar, p. B114).

There are two types of cloaks used in combat: a large, heavy, hooded full-length cloak, and the smaller, light-weight, torso-length dress cloak that many supers wear as capes.

Heavy Cloak

The heavy cloak is used as a shield; treat the defensive maneuver as a Block, figured at half Cloak skill with PD 2.

The offensive maneuver with a heavy cloak is to attempt to envelop the opponent. The cloak is treated as a thrown weapon (SS 12, Acc 1, Max 2, no half damage). The maximum aiming bonus is +1. A thrown heavy cloak may be Dodged or Blocked, and Parried by a weapon of 2 lbs. or more. A heavy cloak weighs five pounds.

At a one-yard range, the attacker may hold on to the heavy cloak while throwing it. If the throw misses or the defense is

successful, one turn is needed to ready it again for offensive or defensive use. If the throw is successful, the attacker may attempt to pull his opponent off-balance. Roll a Quick Contest of ST; the attacker is at +2. If the defender loses the contest, he is at -2 DX the next turn. If he loses by 5 or more, he is pulled off his feet onto his knees. On a critical failure, the defender falls down. It takes a successful DX roll and one turn to remove the cloak. In the meantime, the cloak blinds the defender and prevents any attack or active defense.



Light Cloak

The light cloak is more versatile. Although it only has PD 1 when used as a shield, it can be used more creatively as an attack weapon. A light cloak weighs two lbs. As a weapon, it can:

- Be thrown over the opponent's head.
- Entangle the opponent's weapon or arm.
- Be snapped at the opponent's face.

Throwing the light cloak is similar to throwing the heavy cloak (same range modifiers), but it cannot be held onto, can be parried by *any* readied weapon, and requires no DX roll to remove. The opponent is blinded until he takes a turn to remove the cloak.

Entangling the opponent's weapon allows the cloak-wielder to retain his grip on the cloak. Roll a Quick Contest of the attacker's Cloak skill (minus any penalty to hit - see *Striking at Weapons*, pp. B110-111) and the defender's Weapon skill (or DX if carrying a ranged weapon). If a melee weapon is entangled, the defender must win a Quick Contest of Weapon Skills before he can use his weapon again. Each such attempt counts as an action. If the cloak-user wishes to attack with another weapon, he is at -2 (in addition to any off-hand penalties) if he retains his hold on the entangling cloak. The defender may fire an entangled gun, but the shot is at an addition -6 to hit, and no aim bonuses may be taken. A successful Contest of DX vs. Cloak skill is required to free a missile weapon.

Entangling the arm is a Quick Contest of Cloak-2 (the -2 is for aiming at the arm) versus the defender's DX. If the defender is holding a melee weapon in either hand, he has the opportunity to Parry the cloak before the Quick Contest. The defender must win a Quick Contest of ST to free an entangled arm. Weapon fire from an entangled arm is treated as above.

Snapping the light cloak in the opponent's face is done at Cloak-5. If the attack is successful, the attacker may be blinded for a turn. Any defense may be used against this attack. Critical success on the Cloak skill roll does one point of damage to one eye (roll randomly to determine which one), blinds the opponent for one second and mentally stuns him. If the attacker makes the attack roll by less than 5 and the defender fails the defense roll, the defender's DX is reduced by 1 for the next turn only.

Damage to cloaks is handled by the rules in the sidebar on p. B120. A cloak (heavy or light) has DR 1, and can only be destroyed by 5 points or more of *cutting* damage (3 points for a light cloak).

Combat/Weapon Art or Sport (Variable)

Default varies

These skills are combat skills turned to peaceful uses, aiming at beauty, exercise or tournament competitions, rather than lethal intent. A Combat/Weapon Art skill emphasizes graceful movements and perfect stances, while the Sport concentrates on speed of movement and inflicting no actual damage in attacks. Art and Sport skills have the same base and default as the equivalent combat skills, with defaults between them at -3 (e.g., Karate Art or Karate Sport at 15 gives an effective Karate skill of 12, and vice versa).

Many martial arts styles are mainly "artistic" in the sense that their style is more aesthetically pleasing than effective in combat. Others have become sports, with rules that impair their use in the streets. This explains situations where skilled martial artists are beaten by street fighters. This may be an instance where reality would interfere with playing, however; most players would not like to have a -3 penalty in a combat situation, accurate as that might be.

On the other hand, a street fighter (one with normal Karate skill, for instance) will perform less well in exhibitions of skill and in no-contact tournaments; hence the -3 penalty to perform either the Art or Sport version. A failure on the Art roll for someone defaulting from the combat skill probably indicates a less than perfect move in an exhibition. A failure on a Sport roll is likely to indicate a foul that may get the user disqualified!

Fanning (Physical/Easy)

Defaults to

Guns (Pistol)-4 or DX-6

Single-action revolvers may be fired rapidly by *fanning*. The weapon is held with the trigger all the way back. The other hand repeatedly strikes the hammer, cocking and releasing it to fire the weapon. Fanning halves Acc and doubles Snap Shot penalties. A revolver can be fired three times per second this way; the second and third shots are at full Recoil penalties. Fanning a *double-action* revolver makes no appreciable difference in RoF.

Modifiers: A revolver can be temporarily modified for fanning by tying the trigger back. Wire or wet rawhide are the usual materials for trigger-tying. A gun so modified can only be used for fanning (or slipping the hammer; see p. 135), until the tie is removed. The gun can be *permanently* modified by removing the trigger. Only a gunsmith can remove the trigger; anyone can tie it back. Either technique gives a +1 to Fanning rolls.

A shooter must have two free and working hands to fan. Only shooters with four or more arms can fan two revolvers at the same time. Some experts have achieved fair close-range accuracy with this technique; for most shooters it is a good way to bruise the hand and make lots of noise.

Fast-Draw Knife from Teeth (Physical/Easy)

No default

Fast-Draw Knife from Teeth is a new type of Fast-Draw skill. There is no default to or from Fast-Draw Knife; it must be practiced separately. Critical failure does normal cutting damage (impaling for daggers) to the knife-wielder's mouth!

Fencing (Physical/Average)

Defaults to DX-5

Realistically, the rapier, smallsword and saber should be treated as mutually unfamiliar weapons. Each is at -4 to one skilled with another. Since fencing skill relies greatly on training the reflexes, it takes 100 hours of training to be familiar with another fencing weapon. Optionally, unfamiliar weapon types could be studied as *maneuvers* - see sidebar, p. 165.

Fire-Siphon (Physical/Average) Defaults to DX-5

This is the skill of using various *low-tech* devices to spray burning incendiary mixtures at a target. For high-tech devices, use Guns (Flamethrower). When these weapons are in use, experts in their handling are a necessity - but it is a dangerous profession.

On a critical failure, roll 3 dice. On a 5 or less, the target is sprayed, but there is no flame unless the sprayer strikes a flame at the target. No fuel is sprayed on 5-17. An 18 indicates a backfire; the weapon explodes and does its normal damage to the firer's hex and all adjacent hexes.

Force Whip/TL (Physical/Average) Defaults to Whip-3

This is the ability to fight with any kind of whip-like force weapon, as opposed to "rigid" force weapons such as force swords.

Garrote (Physical/Easy) Defaults to DX-5

This is the skill used to strangle a victim with rope or wire. It can only be used on an unaware or helpless victim. The first attack is made from behind (a number of Stealth rolls may be required to reach the intended victim), at -5 for attacking the throat but +4 since the victim is unaware, giving the attacker a net -1 to skill. The victim (if he is not stunned) may attempt to parry at -3. On a success, he manages to put his hand (or any ready one-handed weapon) between his throat and the garrote. The hand takes no damage unless a wire garrote (see below) is being used.

On the turn of the attack, and every turn thereafter, the attacker does thrust damage to the throat (this damage is multiplied by 1.5 if it is crushing, or by 2 if it is cutting). A rope garrote does crushing damage, while a thin wire one does cutting damage; with either, the target also starts to suffocate (see sidebar, p. B122). The victim can try to break free by winning a Quick Contest of ST-5 or Judo-3 against the attacker's Garrote skill.

If an improvised Garrote is used (almost any piece of rope will do), the skill is at -2. A wire garrote must have handles on both ends, or the attacker will take thrust/cutting damage to each hand! However, a genuine garrote is an illegal weapon almost everywhere.

Harpoon (Physical/Hard) Defaults to Spear Throwing-2

A harpoon, used for mainly for whaling, is a large, heavy spear with a line attached to it. Its damage is thrust+5, minimum Strength is 11 and weight is six pounds. If used in hand-to-hand combat, it only inflicts normal spear damage, and takes one turn to ready between thrusts. Otherwise, treat it as a thrown spear.

Jitte/Sai (Physical/Average) Defaults to DX-5 or Shortsword-3

This skill is a variation on the Shortsword skill. The jitte, or sai, is hilled like a sword, but the "blade" is lined like a huge fork. It may be blunt, or have a sharp point, but it has no edge. It can be used as a baton or stabbing weapon, or to disarm by twisting an opponent's sword from his hands.

A jitte wielder can initiate the disarm by striking at the opponent's weapon with the declared intention to disarm (see p. B111). If he hits, roll a Quick Contest of Weapon Skills; the Jitte user is at +2. If The jitte wielder wins, the foe drops the weapon; if he loses, there is no special effect. If the jitte wielder loses by 5 or more, *he* loses the jitte.

On any successful parry, by either opponent, the jitte wielder can immediately try to disarm his opponent by twisting his weapon from his hand. Roll a Quick Contest of Weapon Skills, as above.

A weapon held in two hands is at +2 to resist the disarm attempt. Note that a jitte can only be used to disarm a foe armed with a rigid weapon; it is ineffective against flexible weapons such as whips.

Katana (Physical/Average) Defaults to DX-5 or Broadsword-2

This is the skill of using the Japanese longsword, the katana. This weapon can be used either one-handed or two-handed. Style and stance are totally different from Western techniques. Swinging damage is increased by 1 when swinging the sword two-handed.

Parry when used one-handed is 1/2 skill. Used two-handed, and carrying no more than Light Encumbrance, Parry is 2/3 skill. Default is Broadsword-2 for one-handed use, or Two-Handed Sword-2 if used in two hands.

Kusari (Weighted Chain) (Physical/Hard) Defaults to DX-5 or Flail-2

A kusari is a weighted chain of length equal to about twice the wielder's height. It is difficult to defend against: -2 to Block, -4 to Parry. The kusari is used two-handed: the wielder uses one hand to hold the chain while his other hand whirles it around over his head until he lets it fly. He can shorten the reach of the chain to fit the situation; maximum reach is four yards. A kusari cannot be used if there is no headroom (for instance, inside an average-sized room) or in an area full of obstacles (for instance, a bamboo grove). People standing around the wielder count as obstacles.

A successful kusari attack is like a successful hand-to-hand grapple (see p. B111). An entangled victim cannot move, attack or make any active defenses until he frees himself; this requires a DX-4 roll. A kusari grapple can also be used to grab the foe's weapon. If a weapon parry against a kusari succeeds, the kusari wielder must immediately roll against his skill. Success means the kusari wrapped around the foe's weapon or weapon arm; a critical failure means the kusari flew from its user's hand! On the next turn, roll a Quick Contest of ST. The loser loses his weapon; the lost weapon falls to the ground. On a lie, the kusari pulls free. The kusari cannot be readied until it has been freed.

Like a ranged weapon, a kusari miss can hit someone else, including the wielder (see p. B117). On a critical miss, a roll of 3, 4, 17 or 18 indicates that the wielder has hit himself in the head.

A kusari is an unbalanced weapon and becomes unready as soon as it is swung. It takes one turn to ready for each hex of length, and two turns to wrap up and put away for each hex of length.

Main-Gauche (Physical/Average) Defaults to DX-5

This is the skill of using a knife in the off-hand, offensively and defensively, in conjunction with a weapon in the other hand. It includes the Knife skill, but not Knife Throwing.

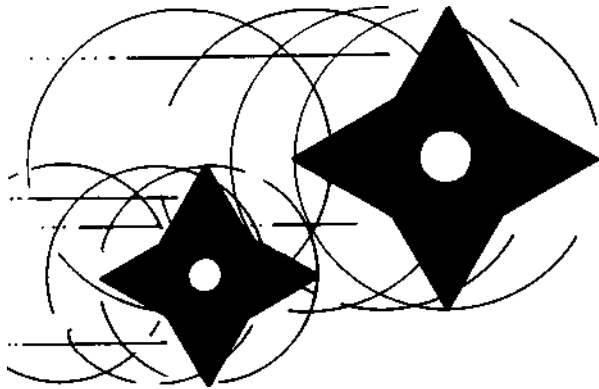
The advantages of this skill over the Knife skill are:

1. The parry is 2/3 of the skill.
2. There is no penalty for using the off-hand on defense.
3. There is no -1 penalty for parrying with a knife.

Attacking with a knife in the off hand is still at -4 for using the off-hand, unless the user is Ambidextrous or knows the Off-Hand Weapon Training maneuver.

A main-gauche is primarily used with a rapier, but may be used with other fencing weapons, or other light hand weapons. The main-gauche user may Parry one attack per turn, using the knife, at 2/3 skill. A different attack in the same turn may be parried with the other weapon, at its normal Parry.

This skill can be used with any sort of knife or dagger, or even with a jitte. Note that a light weapon may break on a Parry - see sidebar, p. B111.



Monowire Whip (Physical/Hard) Defaults to Whip-2

A monowire whip is a *weighted* length of monomolecular wire, attached to a short handle. It is used exactly like a whip (p. B52). However, a control allows the wire to be extended from one to seven yards, or retracted into its handle, altering its reach and the time required to ready it after each swing. It requires one turn to extend or retract the monowire.

A monowire whip is *dangerous* to use; any "drop weapon" critical miss by the user indicates he has hit himself or a friend.

Damage is swing-2 as with a normal whip, but damage type is cutting, with +1d added to the damage. Armor protects with only 1/10 its normal DR. If a monowire whip is used as a lasso or to snare a weapon, it will act as a wire garrote instead, cutting into the target, and doing thrust+1d cutting damage *every turn* it is pulled taut until the victim escapes - or is cut in half.

Parry Missile Weapons (Physical/Hard) No default

This skill allows a sword, staff, spear or similar weapon to parry thrown or missile weapons. A fighter with Toughness +2 or higher, or wearing armored wristbands or gloves, may parry with his hands. Bullets still cannot be parried. Arrows and shuriken are parried at no penalty; darts and crossbow bolts are parried at -5. Thrown hand weapons are easy to parry for someone with this skill: +2 for knives, +4 for larger weapons. The actual Parry is 1/2 of the Parry Missile Weapons skill.

Sensitivity (Mental/Very Hard) No default

This skill represents training in being very aware of one's foe - including his exact location, stance and balance - while at close quarters. It is not the same as Blind Fighting, and does not directly allow combat in the dark or under similarly adverse conditions.

Modifiers: Add a permanent +1 for DX 12+, or +2 if DX is 14+. Add 1/3 of any Telepathy Power (the Empathy advantage gives +1).

A successful Sensitivity roll gives +1 to the Blind Fighting,

Immovable Stance and Push skills, and to the Close Combat, Corps-a-Corps and Sticking maneuvers (see *GURPS Martial Arts* for details). Success by 3 or more gives a +2. These bonuses apply only when fighting a single foe in close combat. This is cumulative with any bonuses from the Sticking maneuver.

Opinions vary widely regarding the real-life status of sensitivity training. Masters debate whether or not it is useful to study it as a separate skill, and even whether or not it really works.

Short Staff (Physical/Hard)

Defaults to DX-5

or Staff-2

This skill lets you use a one-handed stick (usually no longer than 15 inches in length) with great speed and agility. Parry is 2/3 skill. Parrying with the off-hand is done at no penalty, although attacks are still made at -4 unless the Off-Hand Weapon Training maneuver is learned.

Shuriken (Physical/Hard)

Defaults to

DX-6 or Throwing-2

This is the ability to throw razor-sharp shuriken stars and similar non-hafted blades without cutting yourself.

Slipping the Hammer (Physical/Easy)

Defaults to

Guns (Pistol)-2 or DX-5

This is a one-handed technique for rapidly firing a single-action revolver. The weapon is held with the trigger pressed or tied all the way back (see *Fanning*, p. 133, for details). The thumb pulls the hammer back to full cock, then releases it to fire. A good slip-hammer shooter can fire twice per second. A shooter with this skill can aim and brace on the first shot in a series of slip-hammer shots; shooters without the skill cannot aim or brace. Roll to hit separately for each shot.

Modifiers: Filing the hammer (Armoury skill) to slide easily out from under the thumb adds +1.

Spell Throwing (Physical/Easy)

Defaults to

DX-3, Throwing, or Spell Throwing (other spell)-2

See p. 149 under *Magical Skills*.

Stage Combat (Physical/Average)

Defaults to

Performance-3, Combat/Weapon skill-3, or Combat/Weapon Art-2

See p. 130 under *Artistic Skills*.

Style Analysis (Mental/Hard)

Defaults to

Body Language-6 or Tactics (Hand to Hand)-6

This skill allows you to analyze your foe's fighting style by observing his combinations, guards, stances and so on. Style Analysis can only be used on a foe who is engaged in melee combat (although the character who is using Style Analysis need not be - observation from afar is a perfectly valid technique). If multiple fighters are present, the observer must pick only one to watch each turn. There is no benefit in using this skill against a foe whose style you are already familiar with.

To use this skill, a fighter must be able to see his foe and may take no actions other than All-Out Defense or Concentrate for a minimum of one full turn. At the beginning of his next turn, he may roll against Style Analysis to analyze his foe's style.

Modifiers: All Vision modifiers apply. -2 if the foe is observed for only one second of combat, +1 if he is observed for four or more seconds, +2 if he is observed for eight or more seconds. Apply any shock penalties for wounds.

Success permanently eliminates any penalties for being unfamiliar with the foe's fighting style; failure reveals nothing, and a repeated attempt may be made. Critical success also acts as a Body Language roll, giving +2 to all defenses for the next turn only. Critical failure indicates a *gross* error and gives a -3 on the next defense roll made against that attacker, whether that roll is made in a second or in a year.

If Combinations (p. 171) are being used, a successful Style Analysis roll (as outlined above) counts as being "familiar with the attacker's style," and gives the usual +1 to see the combination coming.

Sumo Wrestling (Physical/Average) No default

A Sumo wrestling match consists of grappling (a Contest of DX, see p. B87) and slam attacks (a Contest of ST, see p. B112). You can substitute Sumo Wrestling for DX in these contests, and for any other use of DX in unarmed close combat. Furthermore, the wrestler can either get a ST bonus equal to 1/5 of his Sumo Wrestling skill or replace his ST with his skill, whichever is better, for the purposes of any close combat maneuver such as an attempt to Break Free.

In a regular Sumo contest, the wrestler loses if he is thrown out of the 15' diameter ring, or if he loses his balance and touches the ground with anything besides his feet. If any blood is drawn, *both* fighters lose and the ring is sprinkled with purified rice.

Sumo wrestlers may take Fat as a disadvantage to increase their weight. The extra weight makes the wrestler harder to throw in the wrestling ring. For each 25 lbs. by which a wrestler outweighs his opponent, add +1 to his effective Sumo Wrestling skill and ST in the Contests of Skill.

Throwing (Rock-Dropping) (Physical/Hard)

Defaults to Throwing-4

The rock-dropping attack used by certain flying creatures (such as the Great Eagles presented in *Fantasy Folk*) is a separate Physical/Hard skill. Treat it as a specialization of the Throwing skill. Rock-dropping is treated as a normal ranged attack, made from above.

Throwing Stick (Physical/Easy) Defaults to DX-4

This is the ability to throw a carefully balanced and shaped throwing stick, such as a boomerang. This type of throwing stick does *not* return to the user.

A throwing stick has the following stats: swing+1 crushing damage, SS 11, Acc 2, 1/2D STx6, Max STx10, weight one pound, Min ST 7.

Tonfa (Physical/Hard) Defaults to DX-6 or Shortsword-3

The tonfa is a baton with a protruding handle on one of its sides. It is used for striking, much like a billy club. As a defensive weapon, however, it is grasped by the handle and held against the forearm. Parry is 2/3 skill.

Wrestling (Physical/Average) No default

This is a Western sport that can also be useful in combat. Wrestling teaches how to take down opponents, pin them and to apply some holds and locks. While not as effective as Judo, this skill gives its user an edge in close combat.

You can use your Wrestling skill to replace DX in close combat, just as for Judo. You also add 1/8 of your skill to your effective ST to attempt a takedown or a pin, to grapple, to use an Arm Lock (see p. 165) or to break free (see p. B112).

CRAFT SKILLS

Appreciate Beauty (Mental/Very Hard) Defaults to appropriate art or craft, IQ-5 or Savoir-Faire-5

See p. 129 under *Artistic Skills*.

Beverage-Making (Mental/Easy) Defaults to IQ-4

This is the skill of preparing beverages, and is to drink what Cooking is to food. In primitive societies, it also includes the skill of locating the proper ingredients in the wild.

Cooperage (Mental/Easy) Defaults to IQ-4 or DX-4

A cooper is a barrel-maker, an essential trade in the early days of long voyages. No ship will set sail across an ocean without a cooper, due to the nature of wooden barrels; they need constant attention to avoid leakage. Since barrels are used to carry all water and alcohol, and nearly all foodstuffs, a cooper is a very important man.

A successful Cooperage skill roll is needed once per week on a voyage. Each time a roll is failed, 5% of the food and 10% of the liquids on board at that time go bad. Continue rolling each week.

Distilling (Mental/Average) Defaults to IQ-4

This is the ability to distill or brew fine ales, meads and wines. It is a most important skill, for in many places the water is too foul to drink. Proper equipment and ingredients are necessary.

Dyeing (Mental/Average) Defaults to IQ-4

This is the ability to mix and apply dyes of various colors. It is used primarily as a source of income. It is necessary to have the proper ingredients, but a trained dyer will recognize them in the wild.

Fireworks/TL (Mental/Hard) Defaults to IQ-6 or Chemistry-3

This is the skill of making fireworks, as well as flares, smoke bombs and flash grenades.

Glassblowing (Physical/Hard) Defaults to DX-6

This is the ability to make vases, glasses and other fine objects out of glass. It requires a hot forge and the proper equipment.

Masonry (Physical/Easy) Defaults to IQ-3

This is the ability to build things out of brick or stone. It is used primarily as a source of income. Simple tools (hammer, chisel and crowbar) are required. A mason will have some knowledge of simple engineering, such as might be required to erect scaffolding and move large blocks; this sort of Engineering defaults to Masonry at -3.

Needlecraft (Physical/Average) Defaults to DX-4

This is the ability to sew decoratively. It is not just used to accent clothing and furnishings; it is a form of fine art. In medieval settings, it is common among ladies of good breeding, as well as those who make their living at it. Nothing more is required than a fine needle and colored thread.

Netmaking (Physical/Easy) Defaults to DX-6

This is the ability to make and repair fishing nets out of strong cord. It is used primarily as a source of income in seashore towns. It may also be used to make nets used as weapons, common in gladiatorial arenas.

Shipbuilding/TL (Starship) (Mental/Average) Defaults to IQ-5 or Shipbuilding-S

At TL8+, construction of spaceships and starships is routine enough to default to IQ. It has just enough in common with ocean shipbuilding of the same TL to let the skills default to each other at -5. Roll against this skill to design a ship, to identify a ship and learn something about it, or to aid in damage control.

Stone Knapping (Mental/Average) Defaults to IQ-5

This is Armoury/TL0 (see p. B53). It is the ability to fashion tools and weapons from stone, wood and bone.

Tanning (Physical/Average) Defaults to IQ-4

This is the ability to create leather out of animal hide. It is very useful in wilderness areas, or as a source of income for trappers and other game hunters. A tanner will be able to find everything necessary to make good, serviceable leather by walking through the forest, although fine suede, dyed leather, etc., may require special ingredients. A professional tanner will have a shop and large vats, on the downwind side of town; tanning is the smelliest of all medieval professions.

Tattooing (Mental/Average) Defaults to IQ-5

This is the skill of using tattooing equipment safely, choosing pigments and needles, etc. The aesthetic quality of the tattoo depends on the tattooist's Artist skill.

Weaving (Physical/Easy) Defaults to DX-2

This is the ability to weave fabrics from yarn. In societies where this skill is primarily artistic, treat Weaving as a Mental/Easy skill that defaults to IQ-4 or DX-4. In such societies, it is often believed that the character of the woven article reflects the character of the person who created it.

In societies which use the loom, this skill is usually a Craft skill, and is used primarily as a source of income. In this case, treat Weaving as a Physical/Easy skill that defaults to DX-2.

A weaver would know how a loom is constructed, but actually building one would be a job for a mechanic.

ESOTERIC SKILLS

This new skill category covers mystical and cinematic skills that actually allow one to *do* things that are "impossible" in real-life. This definitely includes all cinematic martial arts skills! Note that Magical and Psionic skills have their own entries (beginning on pp. 148 and 155 respectively), while most esoteric *knowledge* skills are treated as either Scientific skills or Knowledge skills.

Many Esoteric skills require an Unusual Background of some sort. One specific Unusual Background is *Trained By A Master*, required to learn any of the cinematic fighting skills below. Eidetic Memory is *of no* help whatsoever when learning any skill that has Trained By A Master as a prerequisite.

Augury (Mental/Very Hard) Defaults to Theology-4 or Occultism-3

This skill is useful for interpreting omens or dreams. The latter can be used by the GM as a means of dropping hints to his players.

The interpreter must specialize in one culture. For cross-cultural defaults, use the same penalties as with *Savoir-Faire*.

Autohypnosis (Mental/Hard) No default

This is a specialty of Hypnosis. It allows one to tap inner reservoirs of strength. Entering an autohypnotic state requires a skill roll and 3d minutes of concentration. The character cannot talk or move during the initiation of the trance state. A successful roll allows the character to do one of the following:

Improve concentration to aid performance of lengthy mental tasks (study, decryption, a long repair job). The task must be a relatively sedate one, done in a quiet place (library, lab or placid wilderness). Success gives a +1 bonus; critical success gives a +3 bonus.

Negate pain/fatigue. Cancels the effects of being at ST or HT 1-3. The roll is made at -4. Only one attempt may be made per hour.

Increase Will for the purposes of resisting torture, phobias or psionic attack. The roll is made at -2. Success adds 2 to Will for one hour. Critical success adds 5 to Will for one hour.

Compare this to the *Meditation* skill, p. 142.



Blind Fighting (Mental/Very Hard) *No default*
Prerequisite: Trained By A Master
or Weapon Master

Users of this skill have learned to fight blindfolded or in absolute darkness. As a result, they "sense" their targets without having to see them. There are legends of blind masters who are deadlier than any sighted man.

This skill allows you to use your other senses, mainly hearing, but also smell and even touch, to exactly pinpoint where your attackers are. Each successful roll allows one hand-to-hand attack or active defense without any lighting modifiers, even in total darkness; the user will also have no penalty when fighting against invisible enemies. A blind (either temporarily or permanently) character with this skill can attack and defend without penalty (see p. B27). However, attacks in total darkness, while blind or against invisible enemies, are at -2 to target specific parts of the body.

Characters with this skill and Zen Archery (p. 145) can shoot targets without seeing them, by making rolls on both skills at -6.

Modifiers: Acute Hearing and Alertness. Background noise will affect the roll; -1 for rain, -2 for heavy rain or a storm, -3 for a crowded, noisy area or heavy machinery, -4 for a full football stadium, -5 in the middle of an artillery barrage. If the character cannot hear at all, the roll is at -7, but he can still attempt a roll, as the skill is not completely based on hearing. If the user has any Telepathy or ESP Power (see the *Basic Set* or *Psionics*), he can add 1/3 of his total Power to this skill.

An attacker can try to use Stealth against a foe with the Blind Fighting skill; in that case, roll a Quick Contest between those skills, with Stealth at -4 on any turn the stealthy fighter tries to attack. Invisibility Art (see p. 141) is completely useless against a character with this skill.

Blinding Touch (Mental/Very Hard) *No default*
Prerequisites: Trained By A Master,
Pressure Points-15+

This is an attack to a specific pressure point that blinds the target temporarily. To use the skill, the attacker first has to successfully hit the target's forehead in a particular spot, making a Karate-8 roll or Hit Location (Karate)-5 roll, whichever is higher. This attack does no damage, but roll a Quick Contest between the attacker's Blinding Touch skill and the defender's HT. If the defender loses, he is blinded for 2d seconds. During that time, all attacks will be at -10, and active defenses will be at -4 if the victim makes a Hearing-2 roll; otherwise he cannot defend at all!

Body Control (Mental/Very Hard) *No default*
Prerequisites: Trained By A Master,
Breath Control, Meditation

This skill allows the user to control and affect involuntary biological functions like heart rate, blood flow and digestion. A character with this skill can enter into a deathlike trance; 30-skill turns of concentration (minimum 1) are required. A trained doctor must win a Quick Contest (Physician-2 vs. Body Control) to realize that the character is alive, and no one else will have a chance of determining otherwise.

This skill can also be used to flush poisons out of the system. First, a successful Poisons roll (or Naturalist, for a natural venom or poison) must be made to recognize the type of poison. This roll cannot be attempted, of course, until the first symptoms show, unless the victim knows beforehand that he has been poisoned. A roll against the skill will flush the poison, in 1d hours, without further damage. The roll is modified by any HT modifier to resist the poison (see p. B132).

Breaking Blow (Mental/Hard) *No default*
Prerequisite: Trained By A Master

This skill allows the user to mystically find the weakest spot in any object. 20-skill turns of concentration (minimum 1) are required. On a successful roll, he can break the object if he inflicts over 10% of its hit points.

Modifiers: +1 if the object is made of wood or a similar material; -1 if it is made of brick or concrete, -3 if it is stone, and -5 for metal.

In combat, this skill can be used to find the weakest spots of any artificial armor or force field; on a successful roll, only 20% (1/5) of the target's DR *for armor only* is counted against the attack. For each additional attack, another Breaking Blow roll is required.

On a failed roll, the attack is carried out normally. On a critical failure, the user does the damage to his hand or foot; if he was using Power Blow in the attack, it's time to break out the plaster and the bandages!

This skill can be allowed in a realistic campaign. Martial artists can and do break solid objects with seemingly impossible ease. The following restrictions apply, however. First, eliminate the ability to bypass armor; that is cinematic. Second, the skill works at an additional -6 unless it is performed in a carefully-controlled environment, i.e., the object must be on a well-braced, well-balanced stand, the user must have time to concentrate (double concentration time) and any other restriction the GM finds convenient. Any ordinary failure in a non-controlled situation is considered a critical failure (see above).

Change Control (Mental/Hard) *No default*
Prerequisite: Multiple Forms

This skill allows a natural Shapeshifter (see *Multiple Forms*, p. 62) to perform much finer metamorphoses than simply from form to form, which requires no skill roll. With a successful Change Control roll, he can Shapeshift only a *part* of his body to another form. Most of the time, the desired changes will be to use the advantages of another form. More than one such trait can be "transplanted" at a time, but all must come from the same form. Every trait after the first adds a -1 to the roll.

The change made with this skill remains until the character chooses to end it. No roll is necessary to undo a change.

Chi Treatment (Mental/Hard) *Defaults to IQ-6*

This treatment attempts to correct the flow of Chi, or spirit-substance, through a network of vessels resembling the bloodstream. It involves acupuncture and burning lumps of moxa (mugwort) on body points which correspond to major organs. It does not immediately alter a sick person's status. However, each time a Chi healer makes a Chi Treatment skill roll, the patient gains a +1 on his *next* HT roll to resist or overcome effects of the disease. Chi treatment may never give the patient more than a +3 bonus on these rolls.

Dislocating (Physical/Hard) *No default*
Prerequisites: Trained By A Master, Escape-15+

This advanced escape technique is rumored to be taught to some ninja clans and other assassin cults. The user can temporarily dislocate limb joints in order to slip through bonds. For instance, by displacing certain hand bones, the ninja can easily slip out of handcuffs.

To use this skill, the character has to concentrate for 20-Will minutes (minimum one minute) and make a Dislocating roll, at *half* the penalties to the Escape roll; if successful, he receives a

+3 bonus to his Escape skill, or can add 1/5 of his Dislocating skill to the Escape roll, *whichever is higher*. On a failure by 2 or less, nothing happens. On a failure by 3 or more, the character hurt himself, taking 1d damage if he was dislocating the hand or ankle, or 1d+1 if he was trying to dislocate an arm or leg joint, which may cripple the limb. On a critical failure, he automatically takes enough damage to cripple the limb.

Dreaming (Mental/Very Hard) Defaults to IQ-10

This skill allows you to remember and control your dreams, and to gain insight into their meanings.

To use this skill, you go to sleep concentrating on a single problem. On a successful roll, the GM will provide some relevant insight or piece of advice. This advice will not necessarily be the safest or most profitable course of action, but will be the course most true to your nature and morals. The GM might also call your attention to some relevant detail that you might previously have been only subconsciously aware of.

*Drunken Fighting (Physical/Hard) No default
Prerequisites: Trained By A Master
or Weapon Master and Karate or Judo
at DX+3 or 16, whichever is higher*

This skill cannot be higher than the character's skill with Judo or Karate. Many martial arts styles have a "Drunken" sub-style. This complex skill is considered by some to be a fancy technique, unsuited for practical purposes. Others claim that master Drunken Fighters are deadly opponents. The rules below subscribe to the latter school of thought.

In theory, the staggering, unpredictable movements of the Drunken Fighter confuse attackers; the fighter seems to stumble just in time to dodge a blow, or trip and "accidentally" hit an enemy. To simulate this deceptive movement, whenever a Drunken Fighter is in combat, roll a Quick Contest between the Drunken Fighting skill and the opponent's IQ at the beginning of every turn. Roll IQ at +3 if the attacker knows about the Drunken Fighting style; he must also be familiar with the attacker's fighting style. If the Drunken Fighter wins the contest, his enemy is at -1 to either hit or defend during the round (Drunken Fighter's choice) for every point by which he lost the contest. If the Drunken Fighter loses, however, he suffers a similar penalty. On a tie, combat is resolved normally.

Experts (skill 18+) can fight while intoxicated without penalty.

Enthrallment (see specific skill) No default

These four skills can be used to represent the near-magical effects achieved by bards in fantasy fiction. For game purposes, these are not psionic or magic powers, but are more closely related to hypnotism. All have prerequisites of Bard skill and at least one level of the Charisma advantage. Neither Charisma nor Voice modifies these skills, however.

Each of the four Enthrallment skills has its own time and fatigue requirements, as well as duration. All follow the same general procedure, however. Each requires two skill rolls: Bard and the appropriate Enthrallment skill.

At the outset of the tale, roll versus Bard skill to start the Enthrallment process. If a storyteller can't grab the audience's attention at the outset of the tale, he won't have much of a chance of controlling them by the end.

Normal success on the Bard skill roll does not affect the Enthrallment roll. Critical success grants a +1 bonus. The amount a Bard roll is missed by is subtracted from the Enthrallment roll. Critical failure means Enthrallment has no chance of success with this audience this session.

If a *player* actually tells a good tale, the GM should grant a +1 to +3 to both the Bard and Enthrallment rolls!

After the minimum amount of time needed to Enthrall has passed, the storyteller rolls against his Enthrallment skill. This is a Quick Contest of his Enthrallment Skill vs. each audience member's Will.

If the storyteller ties or loses a Quick Contest, there is no effect. A critical failure, however, results in a hostile audience! Details are listed with each skill.

Audience size: An "audience" can be one listener or a hundred - as many as can hear the tale. However, the number of audience members that can be Enthrallled at one sitting is limited to the Charisma level of the storyteller *squared*, to a maximum of 25 people for five levels of Charisma.

These skills may never be known at a skill level higher than one's Bard skill.

*Persuade (Mental/Average) No default
Prerequisites: Bard-12+ and Charisma 1 +*

A storyteller may attempt to Persuade an audience to his views. This may be used whenever a reaction roll is called for, and grants a bonus to the reaction roll.

The amount the bard wins the Quick Contest by is added to a reaction roll, up to a maximum of +3 for ordinary success, and +4 for critical success. If the storyteller fails the Quick Contest, there is neither bonus nor penalty to the reaction roll. On a critical failure, the best possible reaction is Poor.

Time and fatigue requirements: The attempt takes one minute and costs the storyteller 2 Fatigue, whether it is successful or not.

Duration: As long as the reaction lasts. That is, until the storyteller does something to change the NPC's opinion!

*Sway Emotions (Mental/Average) No default
Prerequisites: Persuade-12+ and Charisma 1 +*

The storyteller may attempt to instill the audience with any one emotion he desires for one hour. If the storyteller *wins* the Quick Contest, the audience, up to the maximum number the teller can influence, becomes imbued with an emotion of the storyteller's choice for the next hour. Critical failure results in a hostile audience!

Some sample emotions are love, hate, lust, anger, greed, jealousy, fear, sadness, joy, peace, unrest, depression, boredom, patriotism and disgust.

Time and fatigue requirements: It takes a minimum of ten minutes of uninterrupted storytelling to Sway an audience's emotions. The attempt costs the storyteller 4 Fatigue whether it is successful or not.

Duration: One hour.

*Suggest (Mental/Hard) No default
Prerequisites: Persuade-12+ and Charisma 1 +*

The storyteller may attempt to instill the minds of the audience with a single, simple suggestion. A suggestion should have no complex grammatical clauses - just a subject, verb, object and at most two modifiers. "Kill the king!" is an acceptable suggestion, but "Kill the king if he doesn't accede to our demands!" is not.

If the suggestion goes against the personal safety of the audience, it is resisted at +5; if it goes against their beliefs, convictions or knowledge, it is resisted at +3. If the storyteller *wins* the Quick Contest, the audience will try to act on the suggestion to the best of their abilities - each assuming that the idea was his own! On a critical failure, the storyteller is so clumsy in his attempt to manipulate the audience that they realize it, and become hostile to the storyteller!

Time and fatigue requirements: It takes 20 minutes of uninterrupted storytelling to lodge a suggestion in the minds of an audience. It costs the storyteller 6 Fatigue to attempt to instill a suggestion whether the attempt succeeds or fails. When the suggestion finally lapses, the subjects will wonder why they acted the way they did, if it is something they would never do normally. Otherwise, they won't think twice about their behavior.

Duration: A suggestion lasts ten minutes - or longer, if the storyteller continues to talk to the audience and makes a successful Suggest roll every ten minutes!

Captivate (Mental/Hard) No default
Prerequisites: Suggest-12+ and Charisma 1 +

Captivating an audience has a particular meaning here. A captivating story is told so skillfully that the subject loses his will, and does whatever the storyteller wants him to do. In effect, the captivated subject believes himself to be *in* the tale, and is vulnerable to being manipulated by the teller of the tale - all the while, convinced he is performing noble deeds.

If the storyteller *wins* the Quick Contest, the subject becomes intensely loyal to the storyteller. The audience will follow *any* direct order the storyteller gives; in the absence of a direct order, they will act in the storyteller's best interest as they understand it.

If the subject is told to do something very hazardous or against his normal code of behavior (GM's decision), he gets a Will-5 roll to break the captivation. Otherwise, he is a loyal supporter of the storyteller for all intents and purposes.

Time and fatigue requirements: It takes 30 minutes of uninterrupted storytelling to attempt to Captivate. The attempt to Captivate costs the storyteller 8 Fatigue whether it is successful or not.

Duration: Captivation lasts until one of four things happen:

- 1) the subject becomes unconscious (including sleep);
- 2) the storyteller becomes unconscious (including sleep);
- 3) the storyteller attacks the Captivated subject; or
- 4) the subject loses half his HT in damage.

Fire Walking (Mental/Easy) Defaults to Will-5

This skill allows the character to enter a mental state where he can leap through flames and walk across hot coals barefoot. Roll versus skill once per walk. Success indicates no damage from the fire; failure indicates 1d-3 damage to each foot. Critical failure indicates *a fall*, resulting in 1d of burns to the body and then 1d-3 to each hand and foot on the following turn as the victim crawls to his hands and knees and scrambles out of the flames.

Flying Fists (Mental/Very Hard) No default
Prerequisites: Trained By A Master, Karate-20+, and Power Blow, Breaking Blow, Mental Strength and Meditation, all at 16+

This is the mythical skill that allows martial artists to strike enemies *from a distance*. No established martial art teaches it; to learn the skill, qualified students must search for a teacher who knows it. Only a handful of masters in any given game world know the secret of the Flying Fists - if it exists at all.

The attacker must be able to see the target and concentrate for 25-skill turns (minimum one). At the end of the round, he can make a Flying Fists roll against the target, minus any Speed/Range modifiers (see p. B201). If the roll is successful, the attacker can then make a Karate punch or kick in the air, also minus all Range/Speed modifiers, *and the target will take damage as if he had been hit!* No defense roll is possible, unless

the target knows he is being attacked in this manner, in which case he can "project" his Chi to defend against the attack. This is resolved by rolling a Quick Contest of the defender's Mental Strength or Will roll (whichever is higher) against the Flying Fists Skill. If the defender wins or ties, he takes no damage.

Flying Leap (Mental/Hard) No default
Prerequisites: Trained By A Master, Power Blow and Jumping

This skill allows martial artists to make incredible leaps, covering 10+ yards in a single bound. The fighter must concentrate for 20-skill seconds (minimum one). For the following round, his strength will be *tripled* for jumping purposes (see p. B88). On a failure, jumping rolls will be at -5. A critical failure means the leaper falls down automatically.

Someone making a Drop Kick, Jump Kick, or Flying Jump Kick (see *GURPS Martial Arts*) can use the ST multiplier given by the Flying Leap skill for damage purposes. All attacks done in this manner are at an additional -2 to hit, due to the increased difficulty in timing.

Hand of Death (Mental/Very Hard) No default
Prerequisites: Trained By A Master, Breaking Blow, Pressure Secrets and Power Blow, all at level 20+

In martial arts circles, legends abound about a secret technique that can kill a man, no matter how strong, with only a touch. Theories about this power are numerous: some say it is a mystic ability by which the victim's very soul is destroyed, while others hypothesize that the touch sets off vibrations that slowly destroy internal organs. Rumors claim that some of the world's top martial artists have been murdered by dark masters with this ability.

The Hand of Death is the ultimate version of the Pressure Points skill. A master of this skill can somehow cause the gradual deterioration of a victim's nervous system simply by touching him. The touch can be delivered in combat, or even casually; a victim with the Trained By A Master advantage can roll against IQ-3, or his own Pressure Points skill, to know that he has been attacked. No effects are immediately apparent.

One hour after the Hand is applied, and every three hours thereafter, a Quick Contest between the character's HT and the attacker's Hand of Death Skill (maximum 16) is rolled. A failure results in the loss of 1 HT; a critical failure causes the loss of 3d HT. This goes on until the victim scores a critical success or wins three consecutive contests (either of which will shake off the effects of the Hand) or he dies. Western doctors will be baffled; no Medical skill will help or explain this HT loss. Only Yin/Yang Healing will work. Roll a Quick Contest of Skills between the healer and the attacker; one success removes the effects of the Hand for one day, and three successful Contests in a row will cure the patient. Also, the person who inflicted the Hand of Death can remove its effect, if he is persuaded to do so. Magical and psionic healing will restore lost HT, but cannot remove the Hand.

This skill can be unbalancing in some campaigns. In a 20th-century world, for instance, PCs could use the Hand to kill with impunity - no jury would believe they had killed somebody by touching him. In pre-modern worlds, of course, rulers and lynch mobs can be more readily convinced to deal with mystic killers. If PCs abuse the Hand in a campaign, the GM should introduce countermeasures - perhaps a medical cure is found for the Hand, or an assassin cult learns of the PCs' skills and decides to eliminate them to preserve the secret. Alternatively, GMs could restrict this skill to NPCs.

Hypnotic Hands (Mental/Hard) *No default*
Prerequisites: Trained By A Master, Hypnotism-15+

The fighter makes hypnotic motions with his hands, lulling the enemy into a trance-like state. To use the skill, the target must be within (skill/2) yards, and he must be able to see the attacker. The martial artist must then spend at least one turn performing the hand motions; during that time he can not make any attacks, and all Active Defenses are at -2. At the end of this period, the martial artist projects his Chi at the (hopefully) now-suggestible victim. A Quick Contest between Hypnotic Hands and Will or Mental Strength is rolled; if the target wins, he is unaffected. The victim is at -1 for every turn above 1 that the attacker spent making the motions - if performed long enough, the technique will wear down the strongest-willed foe.

If the victim loses the contest, he is Mentally Stunned (see p. B127) for 1 turn for every point by which he lost the Contest (roll against IQ normally to recover after that). During that period, he will also be vulnerable to hypnotic suggestions: all Hypnotism rolls made against the victim for that period are resisted at -5 to Will (this -5 penalty also applies to such Hypnotism-based skills as Invisibility Art).

Immovable Stance (Physical/Hard) *No default*
Prerequisite: Trained By A Master

This skill allows the user to anchor himself to the ground in such a way that it may take many strong men to move him. It is a combination of expert balance and the channelling of one's Chi in the proper way.

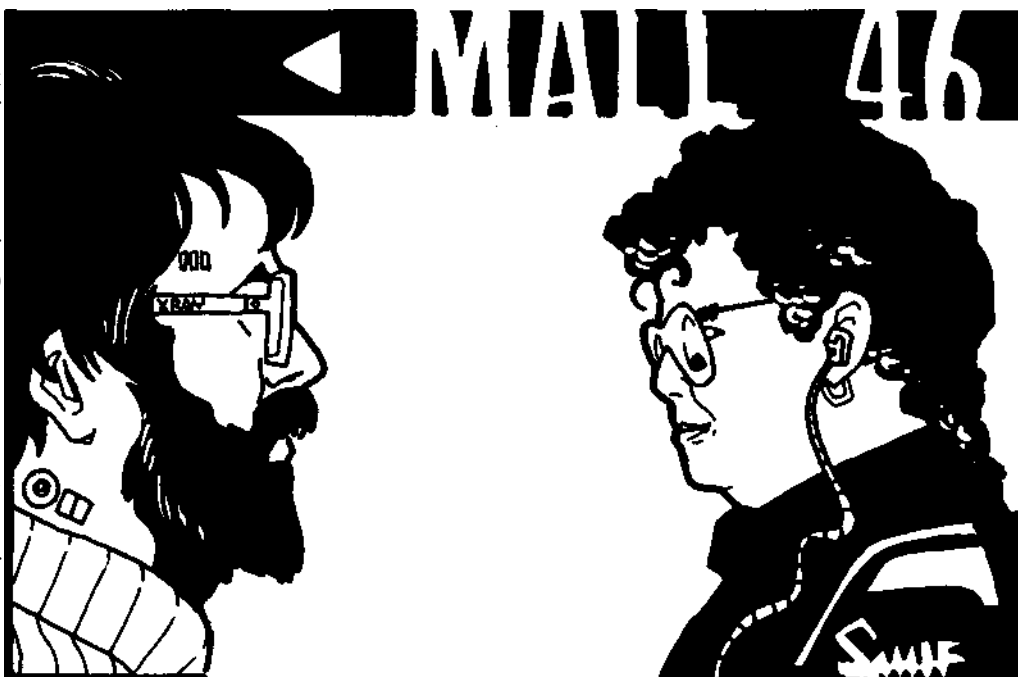
A fighter with this skill can resist slam attacks with it, by either using the Immovable Stance skill in place of ST, or adding 1/5 of his skill to ST, *whichever is greater*. The fighter can also resist Judo throws (see p. B51), and the Push skill (see p. 144) with this skill.

Invisibility Art (Mental/Very Hard) *No default*
Prerequisites: Trained By A Master, both Hypnotism and Stealth at 16+

This is the fabled skill of the master ninja and other assassin cults. A user of this skill can stand in plain sight without being noticed; it is said that true masters can walk through a crowd unobserved.

To use this skill, the character must take a turn of concentration after announcing this action. If he is standing perfectly still (a Meditation or Breath Control roll will achieve this), he gets a +2 on all his rolls. He must then win a Contest of Skills (Invisibility Art vs. Vision roll) against each and every person who can see him. Each win for the user means that one subject is unable to see him.

Modifiers: If the viewer is concentrating on something else, or is otherwise distracted, the resistance roll is made at -3. By the same token, anyone specifically looking for intruders will resist at +3. If someone sees the ninja and raises the alarm, by



pointing and crying out, anyone who believes the warning will resist at +3 on the next turn.

Once a person notices the user of Invisibility Art, that person will continue to be able to see him until the "invisible" intruder can get out of sight somehow. (In a darkened area, this can be as easy as stepping into a shadow.)

If the ninja uses a smoke bomb or flash grenade before attempting his roll, the resistance roll is also at -3. Thus, he seems to vanish in a cloud of smoke.

The person making the Invisibility Art roll gets a bonus equal to the darkness penalty in the area, if any; this ability works best in the dark. Movement, on the other hand, impairs the use of this skill; if the character is moving slowly (walking speed or less), the roll is at -2, and he must also make a Stealth roll to avoid being heard. If he is running or participating in any strenuous activity, his skill is at -5. This skill cannot be used once the user is in combat; he must remove himself from the subject's line of sight before trying again.

Each successful roll allows the ninja to remain invisible for one turn.

Kiai (Physical/Hard) *No default*
Prerequisite: Trained By A Master

This skill is based on HT, not DX. The character channels his Chi outward, giving a mighty shout that freezes lesser foes. Once every 20-skill turns, the fighter can attempt the Kiai on a victim; this counts as an attack. Roll a Quick Contest (Kiai skill vs. Will). If the target loses, he is mentally stunned, as per p. B127.

Modifiers: -1 to Kiai skill for every full two hexes of distance. The victim resists at +1 if he is Hard of Hearing, at +2 if Deaf!

Normally, this skill only works against one victim at a time; although everyone can hear the shout, the attacker's Chi is focused against a single foe. However, when a skilled martial artist announces his presence with a Kiai, all foes may be affected as part of an Intimidation attempt (see p. 159). A Kiai delivered with this skill subtracts 2 from the Will of all enemies for this purpose.

Light Walk (Mental/Hard) *No default*

Prerequisites: Trained By A Master, and Acrobatics and Stealth, both at 15+

This skill, called *Ch'in Rung*, allows a character to walk without leaving visible traces. The training involves walking on the edge of a large jar without tipping it over; the jar is at first filled with water, but at the end of the training the character will be able to walk over an empty jar without moving it. More intensive training follows, and eventually the student will be able to walk over snow or mud leaving no trace. Experts were rumored to be able to walk over thin paper without breaking it.

On a successful *Light Walk* roll, the user will leave no visible tracks; no *Tracking* rolls will succeed unless they rely on something more than sight. Thus, a human tracker would be baffled, but bloodhounds would suffer no penalty at all.

A character with *Light Walk* can also attempt to walk over thin ice or flimsy surfaces. His *Move* during these circumstances is 1/3 normal, modified as the GM sees fit. Thin ice will require a normal *Light Walk* roll; attempting to walk over rice paper strung over a room, on the other hand, requires a roll at -8!

Furthermore, add 1/5 of the *Light Walk* skill to *Stealth* skill when the intention is to move quietly.

Lucid Dreaming (Mental/Easy) *Defaults to Will-4*

This is the skill of controlling your dreams. When the dream is caused by an external agency (such as a spell, spirit or deity), a *Quick Contest* between the dreamer's skill and the agency's effective skill (or its IQ) determines who controls the dream.

This is *not* the same as the *Dreaming* skill (p. 139), which includes the ability to *analyze* your dreams.

Meditation (Mental/Very Hard) *No default*

Meditation is the skill of calming the emotions, controlling the mind and relaxing the physical body. It allows one to reach a state of self-induced trance in which the mind is totally relaxed but able to react immediately. A concentration period equal to 18-skill turns (minimum 1) is required.

A successful *Meditation* roll keeps an injured person from falling unconscious, being shocked or stunned. It also allows the user to concentrate on the task at hand and ignore outside disturbances. A successful *Meditation* roll will give the user a +2 on any *Mental* skill (other than magic, psionics and other metahuman abilities) used in the next turn, and the intense concentration also gives the user +2 to resist direct mental control by psionic or magical means; all other IQ rolls on that turn will be at -2, however.

The art of meditation requires a long course of study and discipline, and the GM may wish to attach an *Unusual Background* to this skill in some campaigns. Note also that the skill described above is better-suited to cinematic campaigns than to realistic ones. In realistic games, use the following skill instead:

Meditation (Mental/Hard) *Defaults to IQ-5*

This is the ability to enter a trance-like state which may then be maintained for several hours. A meditative trance may be required for certain rituals, as well as being a common preparation for prayer. While in a such a trance, *Fatigue* is regained at twice the normal rate.

Mental Strength (Mental/Hard) *No default*

Prerequisite: Trained By A Master or Weapon Master

The character has learned to focus his *Chi* to resist mental attacks. This skill replaces IQ in any resistance roll against spells and psionic abilities, as well as *Hypnotism*, *Hypnotic Hands* and *Invisibility Art*.

Modifiers: Strong and Weak Will. This skill does not replace most normal Will rolls.

This skill may also be learned by a mage or psionicist character, at the GM's option.

Mountain Heart (Mental/Very Hard) *No default*

Prerequisites: Trained By A Master, Body Control 15+

This (extremely cinematic) skill allows you to actually convince your body that it has taken less damage than it really has!

To call upon *Mountain Heart* requires at least three seconds. You must first make a *Breath Control* roll, then a *Body Control* roll, then the *Mountain Heart* roll itself. If any of these rolls are failed, the process must start over again, beginning with the *Breath Control* roll.

If the *Mountain Heart* roll is successful, you take back 1d of lost hit points. You may never exceed your normal Hit Point total with *Mountain Heart*, nor may you use *Mountain Heart* to recover more Hit Points than you had after your last successful use of *Mountain Heart*.

Example: Shadow Lotus' last successful use of *Mountain Heart* brought her to 11 Hit Points; she takes three more points of damage and uses *Mountain Heart* again - she may not recover more than three Hit Points from this use of *Mountain Heart*.

Once you've successfully used *Mountain Heart*, you may not use it again until you take fresh damage.

Characters should keep track of their "real" damage, irrespective of *Mountain Heart* rolls, since this damage indicates the amount of time necessary for a full recovery.

Example: If Leaping Dragon takes 25 points of damage, and regains 13 of them through *Mountain Heart*, he'll have to recuperate long enough to heal all 25 points, not just the 12 he still felt after *Mountain Heart*.

Also, a character who takes HTx6 points of "real" damage dies of massive internal trauma, regardless of *Mountain Heart*.

Mountain Heart is a very powerful cinematic ability, and GMs should exercise extreme caution in introducing it into the campaign.



Muscle Reading (Mental/Very Hard) No default
Prerequisites: Physiology, Psychology
and Trained By A Master

Muscle Reading is the skill of learning a subject's intentions by feeling involuntary muscular tensions. The player must ask the GM a single yes/no question, while the character hints about the desired information to the subject of the Reading. A successful skill roll answers the question. Critical success yields extra information, while failure provides no information, and critical failure produces misinformation. A roll of a natural 18 causes the subject to notice that the reader is groping him in an odd place.

A separate version of this skill must be learned for each species. Knowledge of the appropriate species' physiology is required to locate the appropriate muscle groups, and of psychology to successfully make the leading comments that will cause the subject to subconsciously react.

This skill differs from the Body Language skill (p. 132) in what is read (tension versus posture), what is learned (the subject's attitudes rather than his next physical move), and the method of sensing the signals (a blind person can be an excellent Muscle Reader). It is not related to Detect Lies at all, which is a psychological technique.

This is a tactile skill. Touching the subject's torso is required (for humanoids - requirements for other races are GM's option). Bonuses for Sensitive Touch (p. 65) apply. Each question takes one second. There is no bonus or penalty for repeated attempts.

Modifiers: For clothing: +2 if touching the subject's bare skin, no modifier for a shirt, -1 for a suit jacket, -2 for a sweater, -3 for clothing with DR 1 and -10 for DR 2. Reading through clothing or armor with DR 3+ is impossible.

For contact: a hearty handshake (hand on shoulder) gives no modifier, chaste dancing gives +1, a chaste hug +2, a lascivious hug (or dancing) gives +4 and full body contact gives +6. Under most circumstances, these last two forms of contact will be interpreted as a seduction attempt!

If the subject is intoxicated: a +1 if he is Cheerful/Mellow, no modifier if he is Elated, -1 if he is Boisterous, -2 if he is Unsteady, -4 if he is Drowsy and -8 if he is Weaving. If he is Vomiting or worse, the attempt is impossible.

Muscle Reading does not *have* to be subtle. It is possible to use it for direct, overt interrogation - stripping a prisoner, grabbing him in the most effective way possible and asking direct questions. This would result in a +8 to the skill rolls, and possibly affect the interrogator's Reputation in interesting ways.

Attempted use of Muscle Reading may be detected. A Muscle Reader who suspects an attempt to read him may roll against his own skill (modified for degree of contact as above, but by his *own* clothing). Success reveals whether or not an attempt is being made. Failure reveals nothing ("You can't tell"), and critical failure gives the wrong answer. Note that just as an enthusiastic Reading can be mistaken for a seduction attempt, seduction may make a suspicious person worry about being read.

A skilled Reader can also spot a Reading attempt on someone else, by sight - roll as above, but with an additional -5. Muscle Reading may be *resisted* only by the Body Control skill, as a Quick Contest of Skills. Note that it is irrelevant whether or how the victim answers the leading comments or questions - his body is providing the answers involuntarily.

Muscle Reading can be used simultaneously with any other skills that can be used while touching someone. A person skilled in both Muscle Reading and Detect Lies may appear to be telepathic!

Net Tan (Mental/Very Hard) No default
This Oriental skill allows the user to nourish his body with its own substances. This involves breath control and other disciplines such as refusing to spit. On a successful skill roll, Nei Tan triples the length of time the user can hold his breath. A successful roll also allows the practitioner to regain a point of lost Fatigue in only two minutes. At the GM's option, Nei Tan may also give its user a +1 to HT for purposes of Aging rolls. GMs may choose not to permit this skill in their campaigns, or might require a difficult quest to find a master before it can be learned.

Power Blow (Mental/Hard) No default
Prerequisite: Trained By A Master
or Weapon Master

The user draws from his inner strength to deliver a devastating punch or kick. This requires 20-skill turns of concentration (minimum one), followed by a Power Blow roll. Then the attack is made, with all normal modifiers. If successful, the fighter's ST is doubled for damage purposes. With a skill level higher than 20, ST can be *tripled* if the user concentrates for 30-skill turns.

This skill can be used in non-combat situations. For instance, a character trying to move a heavy object can try to use Power Blow to momentarily double or triple his Strength. This could explain the tale that Shaolin monks were able to lift a 500-pound metal cauldron (filled with hot coals to boot!) as the last part of their initiation test. Prodigious leaps can also be achieved with this skill, although the Flying Leap skill (above) is more effective in this regard.

Example: A martial artist with ST 11 and Power Blow-17 could leap almost five feet straight up, or make a standing broad jump of 19 feet!

Using Power Blow for feats of strength costs 1 d Fatigue.

Precognitive Parry (Mental/Hard) No default
Prerequisites: Trained By A Master
or Weapon Master;
Danger Sense or ESP Power 3
and Precognition-15+;
one weapon skill at 20+

This is a combination of psionic and Chi skills that allows a martial artist to parry attacks he could not possibly defend against, like bullets and beam weapons. This is done by sensing where the incoming attack will arrive, and intercepting it with one's limb or weapon *before* the attack gets there. To use this skill, one must be aware that he is about to be attacked (a gunman aiming at him, for instance). A roll against Precognitive Parry is then made. On a success, the fighter can make a Parry roll normally.

This doesn't mean he can swat bullets away with impunity, however. All he is doing is interposing a weapon (or maybe a limb) between himself and the bullet or beam. The attack will do damage normally against the weapon (use the *Breaking Weapons* rules on p. B 1 1 1) unless the fighter makes his Parry roll by 5 or more, or scores a critical success; any damage past that necessary to break the weapon (or cripple the hand or arm parrying the attack) will affect the defender. The only weapon exempt from this rule is the Force Sword, which either burns up the bullet or deflects the energy beam. In fact, the skill is almost useless without Force Swords, so it is best limited to space-opera campaigns. When used against normal attacks, the skill gives a +1 bonus on any Active Defense.

Pressure Points (Mental/Hard) Defaults to
Yin/Yang Healing-4 in a Cinematic campaign

Prerequisite: Trained By A Master

This is the application of acupuncture techniques to combat. The attacker seeks to strike pressure points in the body that allow him to paralyze, and even kill, an opponent. In game terms, the attacker must make a successful roll using Karate or the appropriate combat skill (see below); use the *Parts of the Body* modifiers (p. B203) at an extra -2. At least 1 point of damage must get through clothing or armor; natural Toughness does *not* protect. Then, roll a Quick Contest of Skills between the attacker's Pressure Points skill and the victim's HT. If the attacker wins, the body part is paralyzed; otherwise, nothing happens other than normal damage.

Arms or legs struck this way are considered crippled for 5d turns. A hit to a torso pressure point will diminish, or even totally arrest, the victim's breathing. He starts suffocating as per p. B122 and must make a HT roll every second to recover. A hit to the head will stun the victim; he must roll versus IQ to recover.

The Pressure Points skill can be used with Judo techniques, in conjunction with the Arm or Wrist Lock Maneuver (p. 165). The Pressure Points skill is used after a successful lock has been applied; the attacker can choose to do damage in addition to the momentary crippling. A separate version of this skill can also be used with missile weapons.

Limitations: This skill is designed to work on the human body. Attacks on animals are at -6 unless a Zoology-2 or a Naturalist-4 roll is made. Nonhuman beings of basically humanoid physiology (Dwarves or Elves, for instance) are affected at -2 (the same for an Elf attacking a human). More alien creatures (a human-looking being with three hearts in different parts of the body, for instance) have penalties - perhaps huge ones - or may be impervious to this type of attack (GM's call). All these penalties can be reduced or eliminated if the attacker can make appropriate Xenology (see p. 159) and Physiology (p. B61) rolls.

There is enough documentation about the use of this skill to warrant an open mind. GMs may allow this skill in a realistic campaign; the difficulty of the hit rolls will make practical use of this skill very hard for most characters, so the potentially unbalancing effects can be kept in check. The GM may also change this skill to Mental/Very Hard, making high levels of the skill almost impossible for beginning characters.

Pressure Secrets (Mental/Very Hard) No default

Prerequisites: Trained By A Master,

Pressure Points at 18+

This powerful skill teaches the user the most vulnerable vital points in the human body. A user of this skill can kill a normal man with a light blow, by crushing and tearing vital organs and nerve clusters with deadly precision. Due to its lethality, Pressure Secrets is very rarely taught. Many masters teach this skill only to one or two carefully-chosen pupils after a long apprenticeship; others take the secret to their graves.

On a successful roll, the user's next hand-to-hand attack will do double damage after penetrating armor and Toughness; his hands or feet have in effect become impaling weapons. Attacks on normal "vital organs" (see p. B203) will do triple damage. This also applies to Arm Locks (see p. 165); the damage or DX penalty resulting from a lock is doubled, representing the ability to know exactly where to apply the pressure to tear or sprain joints and ligaments.

Limitations: The same as for the Pressure Points skill (above).

This is definitely not a realistic skill; GMs may restrict or forbid this skill if they consider it too unbalancing for their campaign. Alternatively, they can limit it to NPCs, thus creating terrifying enemies for the heroes.

Push (Physical/Hard)

No default

Prerequisite: Trained By A Master

This difficult skill allows the user to "gently" push away an adversary, or to cause him to lose his balance. A small man with a high level in this skill could knock down or push away a Weightlifter.

To use this skill, the character must score a hit in combat; the target can attempt any active defense, but PD from armor does not protect. This "blow" does no damage, but can be used in either of two ways. The first option is to cause the opponent to fall; the victim must roll against DX, at -1 for every point the Push roll was made by, or fall down. Alternatively, the attack can be treated as a slam attack (see p. B112 and B106), with the Push skill replacing ST and DX.

Ritual Magic (Mental/Very Hard)

No default;

must specialize

This skill reflects an understanding of the intellectual and mystical process involved in conducting magical rituals. On a successful skill roll, you can understand the purposes of a ritual being conducted in your presence, as well as the types of entity being summoned. You must specialize in a specific form of magic. Specializations include Voodoo, Witchcraft, Native American, and so on. Each type defaults to any other at -5. The processes involved are roughly the same, but the actual rituals and spirits involved are quite different.

The Ritual Magic skill is a prerequisite to use the magical Paths presented in *GURPS Voodoo*, and each of these Paths defaults to Ritual Magic -6 (to a maximum level of 14). See Chapter 3 of *Voodoo* for details.

Shapeshifting (Mental/Hard)

No default

Prerequisite: Morph, or planar travel abilities (see below)

This is the skill of molding your body and features (real or virtual; see below) into another shape. This skill is only available those who possess a power - such as Morph (p. 61) - that allows them to easily alter their shape, or to those who can travel to other planes - such as the astral plane, cyberspace or dream worlds - where the traveler's form can be altered by thought. On a successful skill roll, you can bring about the desired change to your form over the next 3 seconds.

Depending on the form desired, the GM may add penalties to the skill. Small changes (slightly altering facial features, or making the body one or two inches taller, for instance) have no penalty. Significant changes require rolls at -2 (changing race and gender) to -8 (for becoming a member of another species). When picking the skill, you can select one form besides your usual one that you can take without penalty. Add an additional form for every eight levels in the skill.

Characters with a skill of 20 or higher in this skill have mastered the art of shapeshifting. They can reshape their features into any form, no matter how ludicrous, as long as their basic form remains relatively unchanged. Cartoon-like effects become possible on a simple skill roll, and can appear immediately (eyes growing to the size of plates, jaws literally falling out of their faces, and so on; consult *Toon* for inspiration). The GM can outlaw this "special effect" rule if it threatens the tone of the campaign, of course.

Sonar Imaging (Mental/Average) *No default*
Prerequisite: Sonar Vision

This skill, available only to those with Sonar Vision, lets the user "paint" a misleading sonar picture. The sound-image can only be detected by other sonar users; eyes, radar and smell can see right through the illusion. The image may simulate moving objects, sea weeds or other obstacles, turbulence or the sonar-casts of other creatures. To maintain the illusion, the user must win a Quick Contest of Skill vs. the IQ of the victim. The victim suffers a -1 penalty for every 5 hexes of distance from the imaging character.

Throwing Art (Physical/Hard) *No default*
Prerequisites: Trained By A Master, Throwing at 16+

This skill transcends mere throwing and turns almost any object into a deadly weapon. Forks, kitchen knives and other long sharp objects can be thrown as daggers; any blunt object can do thrust+1 damage; baseball bats do swing+1 crushing, pencils do thrust-3 impaling; playing cards do thrust-3 cutting damage!

Furthermore, when using a *balanced* throwing weapon, the character is even more lethal; add 1/5 of his Throwing Art skill to the damage he does with those weapons. This is not cumulative with bonuses from the Weapon Master advantage.

Yin/Yang Healing (Mental/Hard) *Defaults to IQ-6*

This is the skill of using acupuncture, massage or moxa burning at various key body points to readjust the body's medical balance, which is thrown off by injury or illness. It is a synthesis of herbalism (see p. 150) and Chi treatments (see p. 138).

GMs may decide whether Yin/Yang Healing counts as the care of a competent physician for treatment of damage and illness (see pp. B56, B128), or whether it does not work at all. In the first case, depending on the campaign world, he may assign an Unusual Background advantage as a prerequisite.

Zen Archery (Mental/Very Hard) *No default*
Prerequisites: Trained By A Master, Bow at level 20+

The archer must concentrate for 20-skill turns (minimum one). Successful use of this skill allows use of a bow with only 1/3 (round down) the normal modifiers for target speed, range and size.



HOBBY SKILLS

Chess (Mental/Easy) *Defaults to IQ-4 or Strategy-4*

This is the ability to play a good game of chess. It also includes the knowledge of game etiquette and tournament procedures. Chess is often studied as a Hobby skill (see p. B54), although in a campaign where it is important, or where a character plans to make a career out of it, the GM may require that it be purchased at the regular point cost.

Chess is a culturally-related skill; those who have grown up in a culture where chess is known will have a default of IQ-4 or Strategy-4. Someone who has had no prior exposure to the game, but is given at least an hour's instruction, will gain an identical default skill. At the GM's option, Strategy can default to Chess-4 in a cinematic campaign.

Chess is similar to the TL skills in that it is not merely a game but a body of knowledge that grows progressively through time. Although to the average player it would not matter, this knowledge is indispensable to those of master level (skill 20) and higher. In fact, the knowledge of past techniques and gambits is of such utility to the chess master that if he is playing another master from a culture or time with a less extensive body of chess knowledge (GM's call), he has a +1 to his effective skill. This bonus applies only when playing another *master* of the game, as less-skilled players would miss the subtleties.

It is possible to simulate a full game of chess. To do so, a series of Quick Contests is made. The GM keeps a running score for each player, following these guidelines:

Won Contest: +1
Won with a Critical Success: +3
Failed Roll: -1
Critical Failure: -3

A successful roll which still lost has no point value.

The player who first achieves a score 10 points above his opponent's is considered to have won the game. If there are three tied contests in a row, the player who is behind is considered to have forced a draw. He can always choose to decline the draw and continue playing. (If the players are tied at the moment, both must agree to draw, or the game continues.)

Each Quick Contest represents approximately one minute of game play; thus, a master will almost always defeat a novice in a matter of minutes, while evenly-matched players of any level will take much longer. Of course, the GM has the option of resolving the entire game with a single Quick Contest, but the minute-by-minute simulation can be more exciting for the participants !

Darts (Physical/Easy) Defaults to DX-4 or Throwing

The ability to accurately throw small sport darts at a static target. Anyone who knows this skill at DX level or better gets a +1 to his normal *default* to use any balanced, hand-thrown, pointed weapon (i.e. Knife or Shuriken, but not Axe or Spear Thrower).

With rare exceptions, this is a Hobby skill, and bought at half price.



Games (Mental/Easy)

Defaults to IQ-5

In a campaign where detailed roleplaying is important, a character may also be a gamer. The Vikings and Celts, for instance, were very fond of board games like hnefatafl, nine men's morris and fox and geese, and there have been many archaeological finds of boards and pieces. Chess reached Europe from India via Arab traders, and chess-like games are common to many cultures. Ancient Africans played mankala, and variations of Go are found throughout Oriental history. Modern miniatures gaming dates to the 18th century, when toy soldiers were used both as a military training aid and as a social pastime.

Each game must be acquired as a separate skill. Most cultures regard an ability to play one or more games well as a worthwhile social accomplishment.

In some campaigns, vast sums might be staked on a game, or a hero might be forced to game against a powerful monster or wizard, with the lives of his companions at stake. Sometimes, a game might be played to settle a dispute, as a kind of bloodless duel. If this is the case, or if the character wishes to make a profession out of gaining, this skill should be treated as a Professional skill, and should *not* be purchased at half cost.

Kite Flying (Physical/Easy)

Defaults to DX-2

This is the skill of flying kites. It is usually learned as a Hobby skill, but some cultures employ manned kites - gliders that are tethered and controlled from the ground - for military purposes, and these also use this skill. To fly an *untethered* glider, or to compensate for an error on the ground while aloft, requires the Piloting (Manned Kite) skill. All Kite Flying rolls are at -2 for a manned kite.

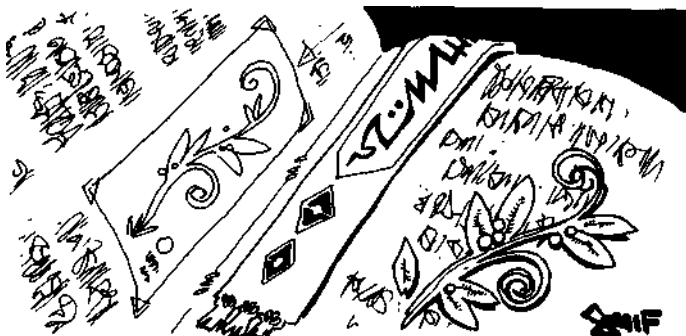
Outflying other kites is handled as a Contest of Skill.

KNOWLEDGE SKILLS

This new skill category includes any skill that covers factual knowledge of a *specific* area, time period, culture, mythology, ritual or system of beliefs.

These skills are distinct from Social skills that cover cultural or religious matters: a high level in a Knowledge skill simply indicates that the user has *memorized* many facts, rituals or tales, not that he necessarily *understands* them! Likewise, these skills differ from "soft" scientific skills (like Occultism or Philosophy), because they do not give the user any special ability to think comparatively, formulate new hypotheses or engage in debate - they simply give him a source of specific information. Sports trivia is as much a Knowledge skill as is knowledge of an Aztec sacrifice ritual!

The Area Knowledge and Heraldry skills from the *Basic Set* are good examples of Knowledge skills.



Area Knowledge (Cyberspace) (Mental/Easy)

Defaults to IQ-4

A variant on the Area Knowledge skill, this gives you expertise on a particular area of the net. It may not be available in all campaigns - not all worlds have a cyberspace network.

Area Knowledge (Galaxy) (Mental/Hard)

Defaults to IQ-4

A galaxy is a huge, complex place. Area Knowledge for an entire galaxy is a Mental/Hard skill. It includes the location of very important planets (home-worlds, jump points, etc.), awareness of the major races, and a general understanding of the current political situation.

A general Area Knowledge of anything larger than a galaxy would be meaninglessly broad. Buy the skill for each galaxy.

Bardic Lore (Mental/Hard)

Defaults to IQ-6

A true bard will know many songs and poems, long and short, memorized word for word. On a successful roll, he can perform one accurately; a failed roll means he forgot or garbled something. A separate roll, on Bard skill, is necessary to make the performance *exciting!*

A bard does not necessarily have skill in composing new poems and songs (although the best do); those abilities are covered by the Poetry and Musical Composition (p. 129) skills, respectively.

Hidden Lore (Mental/Average)

*No default;
must specialize*

You have acquired some secret or mystical knowledge not commonly known by the public at large. Hidden Lore is much like Area Knowledge in that you *must* specialize in this skill, and in that different specialties do not default to one another.

Because it's by definition secret, starting characters will seldom have any Hidden Lore skills. If they do, the GM should, at a minimum, require them to account for their unusual knowledge somewhere in their character story. He may also require an Unusual Background from a starting character who wants to know a Hidden Lore, or simply rule that certain Hidden Lore skills are completely unavailable to starting characters, period.

Likewise, earned character points should only be spent on Hidden Lore if the character has, through play, discovered some reliable source of information on the relevant Hidden Lore. The GM can also place an arbitrary cap on the amount of Hidden Lore any given source can provide.

Example: An ancient manuscript might give any student up to 4 points to spend on Hidden Lore, and no more. The student must earn and spend the points normally, but if he has 6 points available, he can only spend 4 of them on Hidden Lore after reading the tome.

It should be remembered that most Hidden Lore is secret because somebody powerful wants it kept that way. Thus discussing your Hidden Lore or revealing your knowledge in any way can be extremely hazardous.

Some possible Hidden Lore specialties include:

City Secrets: You know many secrets about a single city. These might include hidden or illicit refuges, social or economic weaknesses, and various power struggles and alliances among the city's rulers. This skill must be bought separately for each city.

Demon Lore: You know secrets of the infernal hierarchies and their goals and plans here on Earth.

Faerie Lore: You know about the faeries and their secret kingdom.

Sewer Lore: Before he can take any level in this skill, a character must first have Area Knowledge: Local Sewers-14 or better. This represents an acquaintance with the inhabitants of the city sewers, their dwelling places, activities and alliances. As with City Secrets, this skill must be bought separately for each city.

Spirit Lore: You know about ghosts and other spirit creatures.

Performance/Ritual (Mental/Average)

Defaults to IQ-5, Acting-2 or Bard-2

The ability to perform a specific religious ritual (holiday celebration, wedding, funeral, etc.) before a congregation. It includes precise knowledge of the appropriate trappings, motions and prayers, etc., as well as the performance skill necessary to capture and hold the attention of those participating. A particular ritual may have a Theology specialization as a prerequisite. Each ritual is a separate skill.

Rituals and Ceremonies (Mental/Hard) Defaults to IQ-6

This is the TL0 version of Theology (see p. B62). It includes complete knowledge of not only a tribe's religious beliefs, but how to conduct its ceremonies as well. This skill is very useful for shamans, even if they aren't the tribal religious leaders. This is a Knowledge skill and *not* a Scientific skill - comparative religion and religious debate are not TL0 concepts!

Ritual Magic (Mental/Very Hard)

*No default;
must specialize*

See p. 144 under *Esoteric Skills*.

Sacrifice (Mental/Hard)

*No default
Prerequisite: Theology*

This is the knowledge of the tools and methods to use when sacrificing blood, objects, animals and people to the gods. Higher Sacrifice skill levels allow the sacrifice of more valuable offerings. A different skill is required for each religion, and one still needs Theology to know the appropriate prayers, rituals and feast days for a sacrifice. Depending on the society, a sacrifice may bring good fortune, avert disaster or produce other magical effects.

Skaldic Lore (Mental/Hard)

Defaults to IQ-6

A skald, or storyteller, has a broad base in Norse history, sagas and mythology, which were a single body of knowledge. A skald will know many sagas and poems, long and short, memorized word for word. This skill is otherwise identical to the Bardic Lore skill (146).

Note that a hall full of drunken warriors might not notice a dozen mistakes, if the skald is loud and has a good, table-pounding cadence. A fellow skald would be far more impressed by accuracy.

Symbol Drawing (Mental/Hard)

*Defaults to
appropriate Ritual Magic-4*

This is the art of drawing the symbols used in magical rituals. Such symbols are usually made with ceremonial powders, paints, tiles, et cetera, on the ground, floor, wall or appropriate scroll or parchment. This skill determines both the character's knowledge of the symbols and his ability to draw them; people with the appropriate Ritual Magic skill will know the symbols for their tradition, but may find it hard to draw them properly. Symbol Drawing is a separate skill for each magical tradition.

These symbols help in conducting rituals. For every 2 points by which the celebrant makes his Symbol Drawing roll, add +1 to the ritual conducted over it. A symbol must be redrawn each time it is used for another ritual. Symbols can be drawn with nontraditional powders or materials, but they are usually less effective: the bonus becomes +1 for every 3 points of success.

Example: Vever Drawing, the skill of drawing the magical symbols called *vevers* used in the Voodoo tradition, defaults to Ritual Magic (Voodoo)-4. See *GURPS Voodoo* for details.

Tea Ceremony (Mental/Hard)

*Defaults to IQ-6 or
Meditation-2*

This is the skill of making tea as a meditative art - a mark of status and breeding in many Asian cultures. It requires pure water, special powdered tea and a number of implements, including a teacup.

Tournament Law (Mental/Easy)

*Defaults to IQ-6;
must specialize*

This is the study of the history and rules of athletic competition. A roll on Tournament Law might be required to detect a subtle foul, for instance. This is also the skill to roll against when the GM must test a character's knowledge of the history, personalities, etc., of a given sport.

Users must specialize in one specific type of tournament; rules can vary widely between different sports, so there is no default between them, unless the GM determines otherwise. However, a roll against Tournament Law-3 can be used in place of a *Savoir-Faire* roll when dealing with any tournament judge in his official capacity, regardless of the event.

MAGICAL SKILLS

Alchemy/TL (Mental/Very Hard) No default

The Alchemy skill has been greatly expanded. The following description covers the subject in far more detail than the **Basic Set** does.

Alchemy is the science of magical transformations and transmutations. It is a mechanical process, using the mana inherent in certain things. Therefore, it can be studied and used by those without Magical Aptitude! Indeed, Magical Aptitude confers no benefit on those studying Alchemy. It is treated like any other science - it just happens that its subject is magical.

The chief effort of most alchemists is the manufacture of substances having magical effects. The general name for such substances is *elixirs*. These are covered in detail in **GURPS Magic**.

Alchemy works normally in areas of normal and high mana. In low-mana areas, elixirs take twice as long to make, and work for only half as long, although those with permanent effect work normally. In areas of very high mana, elixirs take only half as long to make, but any failure is critical. And in 0-mana areas, elixirs cannot be made or used.

Like magical spells, Alchemy can be learned at only half-speed without a teacher. It cannot be learned in a no-mana area! Much of the skill has to do with experience in watching, hearing and feeling the magical reactions proceed. A lone student can do this by experimentation - but only in an area where Alchemy works!

An alchemist can make any elixir from the list on pp. M100-102. Each alchemist is *expert* in the creation of a number of elixirs equal to his Alchemy skill; any other elixir requires use of reference books and is created at a -2 to skill. The player of a PC alchemist should make a list of the elixirs his character is expert with; none of the elixirs have prerequisites other than Alchemy skill itself. When an alchemist increases his skill level, he may select one more elixir to "know," choosing from those for which he has access to the formula.

If an alchemist is expert with an elixir, he needs no book or other instructions. Otherwise, he must have a copy of the formula to refer to as he works. A reference book of alchemical instructions is called a *formulary*.



Detection and Analysis

An alchemist gets a roll against his Alchemy skill to detect an elixir when he sees it, or smells food/drink containing it - this does not reveal the *type*, just that an elixir is present. To analyze an elixir, an Alchemist must make his Alchemy roll. Analysis takes four hours. He can reduce this time to ten seconds if he tastes the elixir - but if he does, *any* failed roll means it affects him as though he had taken it all, *if the effect is a bad one*.

Identifying Magic Items

An alchemist cannot identify magic with the same precision that a mage can, but by taking an hour and making a roll at Alchemy-2, an alchemist can tell if an object is enchanted. A critical success gives a hint as to the nature of the enchantment. The process requires \$50 worth of materials. It does not affect the item being tested - but on a critical failure, that item may be splashed with acid or flame. The result depends on the item.

Turning Lead to Gold

In the popular mind, this is the chief goal of alchemy. Actually, few alchemists bother trying. However, there are always those who seek to find or create the "Philosopher's Stone," a fabled item or substance by which base metals can be turned to gold . . . and there are always rumors of lost libraries containing formularies that point the way. Whether these rumors are true is entirely up to the GM.

Simple Chemistry

Chemistry skill defaults to Alchemy-3; an alchemist is a chemist, of a very specialized variety! This default should be used only for general knowledge; an alchemist could not perform a complex chemical analysis, but might (for instance) be able to recognize chemicals by their appearance, smell, et cetera. Medieval alchemists did much of their analysis by taste, a practice now recognized as unwise ...

Body Sense (Physical/Hard)

Defaults to DX-6 or Acrobatics-3

See p. 131 under *Athletic Skills*.

Flight (Physical/Average)

Defaults to DX-4

See p. 131 under *Athletic Skills*.

Illusion Art (Mental/Hard)

Defaults to IQ-6 or Artist-3

Illusionists can use this skill to create illusions that will elicit an emotional response - awe, stupefaction, dread, disgust, sadness, affection, mirth, anger ...

Magic Breath (Physical/Easy)

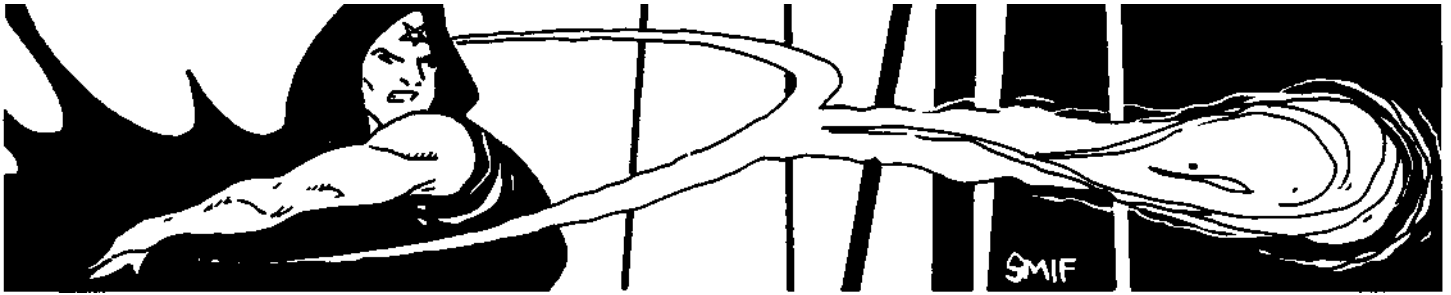
Defaults to DX-2

This is the ability to hit a target with the Breathe Fire spell or any other spell that works as a breath weapon. You must be facing your target. This is treated as a normal melee attack (or feint), rather than a ranged attack; it can be Blocked or Dodged, but not Parried. A separate roll is required each turn.

Magic Jet (Physical/Easy)

Defaults to DX-4

This is the ability to hit a target with any jet spell (e.g., Flame Jet, Water Jet, Air Jet). Rear attacks are possible as with melee weapons; otherwise, it is like Magic Breath, above.



Occultism: Demonology (Mental/Average)
Defaults to IQ-6

See p. 157 under *Scientific Skills*.

Ritual Magic (Mental/Very Hard) *No default;*
must specialize

See p. 144 under *Esoteric Skills*. Note that this has nothing to do with the Magery and spells of regular *GURPS* magic; rather, it deals with magical effects brought about through specialized mystical or religious ritual practices.

Rune-Lore (Mental/Very Hard) *No default*

This skill provides general knowledge of a single rune language (e.g., Futhark Rune-Lore). Each rune language must be learned individually. Although there are only a few runes to learn, each one requires deep understanding of its true meaning, variant forms, relationships with the other runes and the world around it, and so on; thus, the skill is not a trivial one.

The Runes

In addition to the general rune-lore, a character must learn each rune individually before he can use it. There is a rune for each of the verbs and nouns of improvised Spellcasting (see pp. M86-87). Each rune is a separate skill with no default. Rune-Lore is a prerequisite for study of the individual runes, and no rune can be known at a higher level than the mage's Rune-Lore skill for that language. Magery does not help in the study of runes.

A mage who has Rune-Lore for more than one language must learn the runes separately for each language! Knowledge of the Futhark Man-rune does not help at all when dealing with an Indian Man-rune, for instance.

Most runes are common knowledge, learnable by anyone. The GM may make some runes hidden or secret, requiring a quest or extensive research to find; this makes a good campaign objective or sub-plot. Someone who has Rune-Lore skill gets a skill roll to recognize an unfamiliar symbol as a new rune of that language, even if he has never seen it before. At that point, he still does not "know" the rune, but having seen it, he may start to learn it normally.

To read a runic inscription and determine just what spell it is intended to cast, roll separately at skill-3 for each rune in the inscription.

"Verb" runes are treated as Mental/Hard (for Create, Control, Heal, Transform and Sense) or Mental/Average (for Communicate, Weaken, Strengthen, Move, Protect and Warn) skills.

"Noun" runes are treated as Mental/Hard (for Earth, Animal, Magic, Body, Mind and Undead), Mental/Average (for Air, Fire, Water, Plant, Illusion and Light/Dark) or Mental/Easy (for Food and Sound) skills.

These words are the most common meanings; related words may be used in their place in a spell. For instance, the verb Weaken might also be used as Reduce, Damage, Harm, Undo, Rot or Break.

Spell Throwing (Physical/Easy) *Defaults to DX-3,*
Throwing, or Spell Throwing
(other spell)-2

This is the skill used to hit a target with a missile spell after it has been created (see p. B150). All normal ranged weapon rules and modifiers apply.

The following specializations are available: (Ball) for Acid Ball, Concussion and Fireball; (Curse-Missile) for Curse-Missile; (Ice Dagger) for Ice Dagger; (Ice Sphere/Stone Missile) for Ice Sphere and Stone Missile; (Lightning) for Lightning; (Poltergeist) for Poltergeist; (Silk) for Spider Silk; Spell Throwing proper for Throw Spell; (Sunbolt) for Sunbolt; and (Winged Knife) for Winged Knife.

Note that "throwing" is not an entirely accurate name for this skill. The missile spells fly under their own power when released, regardless of the caster's ST; the Spell Throwing skill helps the caster *direct* the missile.

Symbol Drawing (Mental/Hard) *Defaults to*
appropriate Ritual Magic-4

See p. 147 under *Knowledge Skills*.

Thaumatology (Mental/Very Hard) *Defaults to IQ-6*

This skill covers academic knowledge of the theories behind magic. This is different from Occultism, the academic study of magical beliefs and practices of different cultures; Thaumatology deals with the "physics" of mana and magic. Non-mages may learn this skill, but it is easier for a mage; add Magery to IQ when learning this skill, as one does for spells (mages have "applied knowledge" to help them!).

This skill is useful (to some degree) in any kind of magical research. GMs may choose to use this skill in conjunction with the *New Inventions* rules (pp. 125-126, and also pp. B186-187) when mages wish to create new spells.

It may also be useful when dealing with previously-unknown spells, or the often surprising results of critical spell successes or failures. It can help one understand what is possible with magic, or determine how to enchant a magic item to perform in a desired manner. The better the degree of success on the roll, the more insight is obtained.

Obviously, the default is only available to those who have had an opportunity to learn something about "real" magic.

Weird Magic (Mental/Very Hard) *No default*

Weird Magic is the arcane equivalent of the Weird Science skill (p. 159). It may be used to gain partial understanding of otherwise unfathomable magic, such as strange magical artifacts left by lost races. A successful Weird Magic roll will give a +2 bonus to rolls to cast an improvised spell (see p. M85), or aid in creating a new spell by research (see p. M16).

MEDICAL SKILLS

Chi Treatment (Mental/Hard)

See p. 138 under *Esoteric Skills*.

Defaults to IQ-6

Herbalist (Mental/Varies)

Defaults vary

Prerequisites: vary

A great variety of Herbalism skills has appeared in previously-published *GURPS* products, under the names "Herbalism," "Herbalist" and "Herbary." In all cases, these skills deal with the location and preparation of herbs for medical purposes. Defaults and prerequisites vary, depending on the exact skill description, but in general, Herbalism will default to either Botany-6 or Naturalist-6, and one of those skills will *also* be a prerequisite.

Difficulty is a function of TL and realism level. In realistic TL3 or lower settings, this skill is used instead of Physician. It includes general medical knowledge, and should be regarded as a Mental/Hard skill. In realistic TL4 or higher societies, this skill is really just a narrow subset of the Naturalist skill (limited to herbs) and can be treated as a Mental/Average skill. In settings where herbalism also includes the ability to perform "herbal alchemy" - i.e., manufacturing herbal concoctions with miraculous or magical effects (such as talismans and bve potions) - the skill should be treated as a Mental/Very Hard skill, regardless of the campaign TL.

Two variations are presented here as examples:

Herbalist (Mental/Hard) Defaults to Naturalist-6 This is actually the low-tech version of the Physician skill. Herbalism is the art of making and administering herbal cures and remedies. An herbalist has a thorough knowledge of local plants, their medicinal properties, and how they may be applied. He can also identify and locate them in the wild.

This skill is used in several ways. First, an herbalist can simply roll against his skill level to find an herb which will be helpful in a given situation. The better the roll, the more helpful the herb. This usage is appropriate for crisis situations during an adventure, when the herbalist doesn't have all day to look about for just the right plant. If the herbalist *does* have all day, he may roll once per hour to find the herb best suited to his current

needs, subject to its availability in the local environment. The GM may decide that the herb simply doesn't grow in the particular area, but he doesn't have to tell the player that.

The Herbalist skill is also used to prepare a specific medicine from plants, which enhances their effects (GM's discretion). A successful roll lets the character prepare a known concoction, or invent a new one. In the latter situation, a better roll gives a better medicine.

In the event of a critical failure, a *harmful* herb or medicine will result. How harmful depends on the GM's mercy.

Herbary/TL (Mental/Varies)

No default

Prerequisite: Botany-12+

Herbary is a venerable English word meaning, among other things, the science of herbs. This skill is the knowledge of herbal concoctions - from harvesting, to storage, to effects, to delivery, to potency. It does not include any knowledge of medicine. Once an herbalist has correctly identified a plant with the Botany skill, he must roll against his Herbary skill (minus any preparation difficulty penalty) to successfully transmute the raw material to an active herbal concoction.

Herbary skill level determines the *number* of prepared herbs a beginning herbalist starts with. These concoctions must be made from plants he is familiar with.

In most campaigns, Herbary will be a M/A skill. In campaigns where these preparations have miraculous properties, it becomes a M/VH skill.

Pharmacy/TL (Mental/Hard)

Defaults to IQ-7

This is the skill of preparing medicines for the treatment of disease. In cultures where herbs are used for this purpose, use the Herbalist skill (above) instead; this "laboratory skill" covers mainly synthetic cures.

This skill also defaults to Alchemy-3 in settings where magical cures really work.

Yin/Yang Healing (Mental/Hard)

Defaults to IQ-6

See p. 145 under *Esoteric Skills*.

MILITARY SKILLS

This new skill category covers any non-Combat/Weapon skill that would, under normal circumstances, be taught *only* to military personnel. Most of these skills can be thought of as "professional skills" for members of the armed forces. The GM may charge an Unusual Background cost for any non-military character who wants to start out with a Military skill that is not cross-listed in another skill group.

Skills such as Camouflage, Demolition, Leadership, Strategy, Tactics and Underwater Demolition can all be counted as Military skills, as can any Driving or Gunner skill that would normally apply only to military equipment; e.g., Driving (Tank) or Gunner (Surface-to-Air Missile).

Cryptanalysis/TL (Mental/Hard)

See p. 156 under *Scientific Skills*.

No default

Cryptography/TL (Mental/Hard)

See p. 156 under *Scientific Skills*.

No default

Cryptology/TL (Mental/Hard)

See p. 156 under *Scientific Skills*.

No default

Explosive Ordnance Disposal/TL (Mental/Hard)

Defaults to Demolition-4

Prerequisite: DX 12+

This is the ability to disarm and dispose of bombs, explosives, fuses, etc. EOD is normally resolved as a Quick Contest of Skills between the EOD skill of the disarmer and the modified Demolition skill of the person who created the device.

Modifiers: -1 to -10 for lack of appropriate equipment, -1 to -5 for distractions to concentration (such as enemy fire or swarms of biting ants) or physical motion (such as sitting in a rocking boat while working).

Note that EOD personnel have stringent physical requirements that are a bit unusual; none may have respiratory allergies. Sneezing while defusing is not advisable.

As with Parachuting, a failure or critical failure does not automatically mean that the disarmer is killed. The GM can be much more creative than that. Sudden hissing noises, mysterious parts falling off, cramps, itches and alarm bells are all possible in the right circumstances. It is best if the GM makes the rolls, and just describes the physical circumstances to the victim. Fright Checks are always appropriate for the survivors of a failed EOD attempt.

Nuclear Ordnance Disposal. This is an additional specialization of Explosive Ordnance Disposal. Without this specialization, any attempt is made at EOD-2. Disarming the trigger of most nuclear weapons is not difficult; disarming a home-made terrorist device might be more difficult. Only a critical failure verified by a second critical failure can result in a nuclear detonation. A failure will, at worst, detonate only the HE (High Explosive) trigger which is used to slam the nuclear masses together . . . not that this is a great deal of consolation to the EOD operator.

On an unverified critical failure, the immediate area (GM determines if and how much) may be contaminated with radioactive material by the HE explosion.

Forward Observer/TL (Mental/Average)

Defaults to IQ-5

This is the skill of directing fire from artillery or aircraft onto a target. It includes the use of map, compass and terrain features to locate targets, and the tactical skill of matching ordnance to target for best effect.

Modifiers: -1 if no binoculars are available, -3 if no map is available (a military global positioning system is an adequate replacement at TL7+), -5 for neither map nor binoculars, and -1 for each 500 yards from the target (-3 per 500 yards without binoculars). Using a laser range-finder or designator (available at TL7) gives +5 to the roll.

A failure means the ordnance misses the desired target without harming the enemy; critical failures do something embarrassing or dangerous. The very worst critical failures (GM's choice) drop the ordnance on the observer's own position. An air force-trained observer has +1 to skill when directing air strikes and -1 to skill when directing artillery fire.

A more detailed treatment of air and artillery observation is found in *GURPS High-Tech*, pp. 71-82.

Intelligence Analysis/TL (Mental/Hard)

Defaults to IQ-6

See p. 161 under *Thief/Spy Skills*.

No-Landing Extraction (Mental/Average)

Defaults to IQ-6

This is the skill of getting things from the ground into or onto a flying aircraft without requiring a landing. There are several systems; they all require considerable preparation and equipment by the ground element (GM's decision or 2d hours to get

everything ready for the pick-up). Failures result in no pick-up, or damage to the cargo or passenger (GM's decision). A critical failure always causes cargo loss, or passenger death or critical injury.

Note that it is not necessary that the person to be picked up have the No-Landing Extraction skill. . . as long as someone in the ground element *does* have that skill.

Nuclear-Biological-Chemical Warfare/TL (Mental/Average)

Defaults to IQ-5

This is the ability to operate in a nuclear, biological, or chemical hazard environment with appropriate protective gear. Without this skill, one runs a considerable risk of misusing the protective gear and exposing oneself to contamination.

This skill requires access to the proper equipment; improvisations are possible (if the GM consents) but at -5 to -15. Note that even so, a person with good NEC Warfare skill is far more likely to improvise successfully; the difference between high skill and IQ-5 will probably be the difference between life and death.

However, when an improvisation is rolled, use the highest skill in the whole party.

Savoir-Faire (Military) (Mental/Easy)

Defaults to IQ-4

See p. 160 under *Social Skills*.

SIGINT Collection/Jamming/TL (Mental/Hard)

No default

This is the ability to operate sophisticated electronic intelligence-gathering, direction-finding, jamming, electronic counter measures (ECM) and electronic counter-counter measures (ECCM) systems aimed against SIGINT (SIGnals INTelligence) emitters. Such emitters can be COMINT (COMmunications INTelligence) targets - e.g., voice and Morse radios, telephones, etc. - or ELINT (ELEctronic INTelligence) targets - e.g., radars, telemetry, etc.

As with the Cryptanalysis skill (p. 156), SIGINT Collection/Jamming training requires a Top Secret/Special Compartmentalized Intelligence Clearance, making it extremely unlikely that anyone with potential security-risk disadvantages would be selected for such training. Interception and direction-finding require emissions of more than one minute's duration or repeated emissions. SIGINT equipment is very sensitive and rough treatment or inadequate maintenance will rapidly lead to its failure.

Modifiers: -2 for emission brevity, -1 to -10 for rough handling or poor maintenance of equipment. SIGINT is also a continuously changing field; new techniques and equipment are fielded frequently. GMs may assign penalties of -1 to -10 for anyone who has been away from the field for a long time (in this field, two months is a long time) and has not been given a chance to familiarize himself with the changes.

Tactics (Naval) (Mental/Hard)

Defaults to Tactics-2, Naval Strategy-6 or IQ-6

This is a required specialization of Tactics.

Traffic Analysis/TL (Mental/Hard)

No default

This is the ability to identify target unit types and organizational structures from data such as callsigns, prosigns and transmission patterns of intercepted communications traffic.



OUTDOOR SKILLS

Animal Guise (Mental/Average) Defaults to IQ-5

This is the TL0 version of the Disguise skill (see p. B65).

It is used primarily in the stalking of game, although it may be used in religious or magical ceremonies by primitive tribes.

The character wears animal skins, smears his body with musk or dung, and camouflages himself with mud or clay. A disguise requires about 15 minutes to prepare, assuming you have a skin available.

Modifiers: +2 if approaching from downwind; +1 to +3 for a successful Naturalist roll regarding the habits of the animal being imitated; -1 for each animal over one of the same type being approached (-1 for every 10 in the case of herd animals); -1 to -3 if the skins are old or in poor condition; and -1 to -3 for a failed Naturalist roll.

Rolls should be made starting at 200 yards from the animals being stalked, and at every 50 yards thereafter. The GM may alter this depending on the acuity of the prey's senses. A relatively blind animal like the woolly rhino can be approached more easily, requiring fewer rolls. The importance of the various elements of the disguise also depends on the animal; this is one reason why a Naturalist roll helps.

Bow and Palette (Physical/Average) Defaults to DX-5

This is a method of fire-making which uses a wooden palette and a slender rod. One end of the rod is set into a hole in the palette and spun rapidly: either by rubbing the hands together with the rod between them, or using a small bow, the string of which is looped once around the rod. Dried leaves, grass or pulped wood fiber is packed around the bottom of the spinning rod, and the heat from the friction produced ignites the packing. It takes from one to five minutes to start a fire this way, under ideal conditions.

Modifiers: +3 if two people work together, one gently blowing on the packing while the other spins; -5 if the packing is wet; -3 if the palette and spindle are wet; -1 if the packing is damp.

A character may attempt a default roll for this skill only if he has seen it done before. Above TL0, this skill is obsolete, but is commonly learned as a Hobby skill (at half cost) by outdoors enthusiasts.

Cartography/TL (Mental/Average) Defaults to IQ-5 or Navigation-5

See p. 155 under *Scientific Skills*.

Flint Sparking (Physical/Easy) Defaults to DX-4

A primitive method for starting fires, flint sparking takes a long time - anywhere from five minutes to two hours. Two rocks are required: one must have bits of flint or iron in it; the other must be hard and nonporous. The stones are banged together, creating sparks which will hopefully ignite a small pile of dried grass, leaves, etc.

Modifiers: +3 if a partner gently blows on the smoldering kindling; -5 if kindling is wet; -3 if kindling is damp.

A default roll to use this skill may only be tried if the character has seen the skill used before. Above TL0, this skill is obsolete, but is commonly learned as a Hobby skill (at half cost) by outdoors enthusiasts.

Hard-Hat Diving/TL (Mental/Average)

Defaults to Scuba-2

This is the skill of diving with helmet, weights and (usually) full diving dress. Most hard-hat diving is with lines and hoses attached to a surface air supply; hard-hat equipment can be used with a rebreather or from a submarine, but these are uncommon techniques.

When attempting to avoid a difficult or dangerous situation, the diver can roll against this skill rather than the appropriate attribute or other skill. Failure indicates some sort of job-specific difficulty; e.g., a punctured hose or suit, a fouled line, a broken helmet, etc.

For more details, see *GURPS High-Tech, Working Underwater*, pp. 90-91.

Hiking (Physical/Average)

No default

This skill is based on HT, not DX. It represents training for endurance walking, hiking, marching, etc. It also includes knowledge of how best to carry a pack, how to pace yourself, and so on. Roll vs. Hiking before each half-day's march; on a successful roll, increase distance traveled (see p. B187) by 20% before calculating terrain effects. If a party is traveling together, all must make the Hiking roll in order to get the increased distance.

The GM may allow bonuses for good maps and good walking shoes, but not for terrain; effects of terrain on distance are covered on pp. B187-188.

Mimicry (Physical/Hard) Defaults to IQ-6 or HT-6

This skill is based on HT, not DX. There are three areas of specialization: Human Speech, Bird Calls and Animal Sounds. Each one is learned as a separate skill. Bird Calls and Animal Sounds default to each other at -6.

Human Speech skill enables one to imitate hominid or human vocal sounds with a successful skill roll. This does not allow him to converse in a foreign language, but if he has heard it he can reproduce the *sound* of it. If the character is trying to mimic a specific person there is a -3 modifier, -5 if the person mimicked is well-known to those who hear the impersonation.

Bird Calls lets the character reproduce the whistles, chirps and other sounds made by birds. A successful skill roll means that a bird of the species imitated will be fooled, and it will approach the caller to investigate. People are even easier to fool. Roll a Quick Contest of Skills vs. Naturalist-3, or IQ-6.

Animal Sounds works just like Bird Calls. Generally, only animals with a distinctive sound or call can be mimicked. Thus one could imitate a lion's roar, a wolf's howl, or even a frog's croak, but a rabbit would be virtually impossible. A successful roll will attract animals of the type mimicked, if any are in the area.

Characters with the Voice advantage get a +1 to all Mimicry rolls.

Open-Dress Diving/TL (Mental/Average)

Defaults to Scuba-2

This skill lets you dive in "open" diving dress, a closed helmet supplied with air under pressure from a pump on the surface. Air pressure holds water out of the helmet. This works fairly well as long as the diver stays vertical, but the helmet fills with water if he falls . . . or even leans over too far! It is available at late TL5 and early TL6, after which it is obsolete.

One roll is required every five minutes, or whenever executing a difficult maneuver. On a failure, the dress fills with water and the diver must swim to the surface, at -2 to Swimming skill. On a critical failure of either the Diving or Swimming roll, he is tangled in his lines and cannot get up. Unless his handlers pull him up, he is doomed.

*Orienteering/TL (Mental/Average) Defaults to IQ-5
or Navigation-2*

This is the ability to locate oneself with respect to terrain (the U.S. military calls this "land navigation"). Orienteering rolls are -1 to -10 (GM's discretion) for being in an unfamiliar area. It is much harder to locate oneself in the Arctic barrens than in downtown Cleveland!

Modifiers: Orienteering rolls are +1 for an accurate map, a compass or clear view of the sun or stars and at least one hour to make observations (these bonuses are not cumulative); +3 if you have Absolute Direction, or are using a high-tech global positioning system or inertial compass.

Skating (Physical/Hard) Defaults to DX-6

See p. 132 under *Athletic Skills*.

Surveying/TL (Mental/Average) Defaults to IQ-5

See p. 158 under *Scientific Skills*.

Survival (Urban) (Mental/Average) Defaults to IQ-5

This talent covers the physical part of staying alive in a city environment, whether it's overpopulated or empty. The social problems of city survival are covered by the Streetwise skill. A specialist in Urban Survival could (for instance) find clean rain-water; locate manholes from above or below; quickly locate building entrances, exits, stairwells, and so on; recognize and avoid physically dangerous areas, like crumbling buildings; make and read city maps, and find his way out of strange city areas; find a warm place to sleep outside in cold weather; and locate common types of buildings or businesses without asking anyone, just by his "feel" for the way cities are laid out.

PROFESSIONAL SKILLS

Abacus (Mental/Average) No default

This skill allows you to use an abacus to perform calculations. Simple problems can be solved in one second and difficult ones in two seconds; complex problems will take at least five seconds, and often more. A failure with this skill produces an obvious wrong answer. A critical success with this skill will halve the computation time for all but simple problems; a critical failure will cause a subtle error that looks like a right answer.

Aviation/TL (Mental/Average) Defaults to IQ-5

Professional aviators require a body of additional knowledge beyond that required to steer the vehicle. This normally covers the basics of map reading and navigation, practical meteorology, aerial laws and regulations, and so on.

Bartender (Mental/Average) Defaults to Carousing-3

This skill incorporates knowledge of stocking and maintaining a professional-quality bar, in addition to knowing how to mix a variety of drinks.

A professional bartender also knows how to interact with customers in a professional yet friendly way - including the ability to calm down unruly drunks before the bouncer needs to get involved. At higher levels, the skill takes on an element of showmanship, allowing the bartender to present the drinks in unique and attractive ways, and to mix them with showy tricks and flourishes.

Finally, a bartender will have a working knowledge of local laws relating to alcohol trade and consumption, and will be able to accurately gauge the intoxication level of any given customer.

*Courtesan (Mental/Average) Defaults to
Savoir-Faire-5*

This skill represents the business side of high-class prostitution (and is quite different from Professional skill: Streetwalker). It involves knowing and avoiding entanglements with the law or organized crime, making professional contacts, calming or escaping from unruly or dangerous customers, and various techniques of professional seduction. It also includes a detailed knowledge of birth control and disease prevention techniques available at the character's culture and tech level.

Cyberdeck Operation/TL (Mental/Very Hard)

Defaults to Computer Operation-8

This is the ability to operate a neurally-controlled cyberdeck; it exists only in worlds where there is a Net. It controls how well you move through the Net, how many programs you can control at once, and many other variables. See Chapter 3 of *GURPS Cyberpunk* for more information.

In order to manipulate the Net in ways the original programmers did not intend, you will need both this skill and Computer Hacking (p. 155). When you are hacking on the Net, your effective Cyberdeck Operation skill cannot be greater than your Hacking skill.

Exorcism (Mental/Hard)

Defaults to IQ-6 or Theology-3

To drive a spirit from its possessed victim or its haunt requires an exorcism. Someone without the Clerical Investment advantage takes a -4 to his Exorcism skill or default when performing the ritual - he may understand the ritual, but he lacks a priest's holy support. A NPC clergyman will usually perform this ritual for free, *if* the players can convince him that the person or location is actually possessed.

Exorcism is not a magical skill; it is a religious skill involving a complex ritual (although, depending upon the originating culture of the spirit, it might be performed with equal efficiency by a Malay witch-doctor or a Catholic priest). The length of the ritual depends on the HT of the spirit (generally 15 minutes for every 1 HT possessed by the spirit). Upon completion of the ritual, the exorcist rolls against his Exorcism skill or default value. Some spirits will wait patiently through the ritual, anticipating the combat to come; others will try to distract or disable the exorcist before the ritual can be completed. If the Exorcism roll fails, the spirit remains, and the exorcist must wait at least a week before repeating the ritual. On a critical failure, the exorcist rolls on the Fright Check table (see p. B94), adding 10 to his die roll. Furthermore, even if he keeps his sanity, he may never attempt to exorcise this particular spirit again.

A critical success automatically banishes the demon or ghost. If a regular success is rolled, the exorcist and his opponent meet in a Quick Contest, pitting the exorcist's Will + Exorcism skill against the total of the spirit's ST + IQ. When fighting a spirit in a living host, the exorcist adds to his total the ST and Will of the possessed subject, as the victim tries to "push" the spirit out (obviously, this is not applicable to corpses and locations). If the spirit wins, it remains and the exorcist may not repeat the ritual for a week.

However, a successful IQ roll after a failed exorcism may reveal something about the spirit that will help the exorcist in his next attempt to banish that foe, giving him a +2 on later skill rolls. Only one such +2 bonus is allowed.

Should the exorcist win the Contest of Wills, the spirit of a deceased mortal will be laid to rest. A successfully exorcised demon or non-human spirit loses its hold on the possessed person or body, and will usually flee in humiliation. Make a reaction roll for the spirit. On any Poor or better reaction, it will flee, but on a Bad or Very Bad reaction, the spirit will immediately use whatever resources it has to take vengeance on the exorcist and those nearby.

Fortune Telling (Mental/Average) Defaults to IQ-4 or Fast Talk -3

This represents the professional fortune teller's ability to read a subject's character and wishes and leave him feeling satisfied with a reading. It does not actually have anything to do with real psychic gifts. Very skilled Fortune Tellers will command a high wage for their counsel. This skill includes familiarity with all the popular fortune telling methods - palmistry, phrenology, tea-leaves, crystal gazing and tarot. Astrology is an exception - that requires a much more specialized knowledge, and is a skill in its own right (see the Astronomy skill, p. B60), but Astrology and Fortune Telling skills can be used together, to allow the Fortune Teller to present the horoscope with the maximum possible persuasion and emotional effect.

If the Fortune Teller is willing to accept a -3 penalty to his skill roll, he may use it to attempt to extract personal information from his subject:

"I see a great sadness in your recent past."

"Yes! My wife just left me."

"And she is not the only one close to you who has betrayed you."

"That's right - she ran off with my business partner."

This skill is modified by Charisma. Characters with the Empathy advantage also get a +3 to Fortune Telling (including default use).

Musical Notation (Mental/Easy) No default

This is the skill of reading and writing musical notation. Note that this skill does not let you compose music or write lyrics but if you do compose a piece, writing it in musical notation will allow others to play it.

Panhandling (Mental/Easy) Defaults to Fast Talk -2, Bard-3 or IQ-5

This is the ability to successfully beg food and money from strangers. It tells you who to approach and how, and how to avoid legal entanglements. A successful Panhandling roll will yield \$0.50 times the number the roll succeeded by. A failure will result in a rebuff, and a critical failure will cause your target to call the police or attack you physically. A critical success will yield some sort of unexpected bonus - your target will buy you

dinner, or give you something useful (a raincoat, new shoes) or at least pawnable. A busy beggar can make up to 2d rolls per hour on a reasonably well-traveled thoroughfare.

Panhandling is modified by Charisma, and characters with the Pitiabile advantage (see p. 29) get a +3 to all rolls. Appearance modifies Panhandling *inversely* to its normal effects - in other words, attractive people get a penalty to Panhandling, and unattractive people get a bonus (this does not apply, however, to those with Horrific or Monstrous appearance; see p. 80). Panhandlers may use the Disguise skill to appear less attractive than they otherwise might.

Sailor/TL (Mental/Average) Defaults to IQ-5

Professional sailors require a body of additional knowledge beyond that required to steer the vessel. This normally covers the basics of map reading and navigation, practical meteorology, nautical laws and regulations, and so on.

See *Shiphandling*, p. 161.

Temporal Operation/TL (Mental/Average)

*Defaults to Temporal
Electronics-2*

This is the skill of running time machines. Successful Operation rolls get the travelers precisely to the target place and time, without unpleasant side effects. Failed rolls may cause them to arrive a week too early, 15 feet in the air, without some of their equipment, or suffering from Timesickness (p. 84). The GM may establish a "failure table," or just make it up as he goes along.

In campaigns where the operators remain behind their consoles at "home time" while the agents are in the field, Operation rolls may be required to "lock on" and transfer the agents. ("Beam us up!") This is always necessary if the operators are PCs. If the GM plays "control," he may use die rolls or act when it is dramatically convenient. ("Roger, team, we can see the charging Cossacks, and we're doing our best to get you outta there, just be a couple more minutes. . .")

If the method of travel in the campaign involves drugs or hypnosis instead of a machine, this is the only Temporal skill, and it defaults to Physician-5 or Biochemistry-7.

The GM may allow other defaults for other types of time travel. For a campaign set in the Victorian era, with a wonderful Wellsian time machine crafted all of brass and crystal with hundreds of moving parts, operation could default to Mechanic-5 . . . if a mechanic studies it long enough, he might actually figure it out!

For a cross-time campaign, this is "Parachronic Operation."

Typing (Physical/Easy) Defaults to DX-4 or special default (see below)

This is the skill of using a typewriter. Typing speed is skillx3 words per minute on a manual, or skillx5 on a TL7 electric. After 1880, skill at typing is always saleable. After 1900 it is practically a necessity for office employment. Journalism, law and many other crafts and professions require at least a hunt-and-peck familiarity with the typewriter. (Members of these professions can assume a default Typing skill of 3 less than their Professional skill.)

Video Production/TL (Mental/Average) Defaults to IQ-6 or any Performance skill-4

See p. 130 under *Artistic Skills*.

PSIONIC SKILLS

Body Sense (Physical/Hard) Defaults to DX-6
or Acrobatics-3

See p. 131 under *Athletic Skills*.

Flight (Physical/Average) Defaults to DX-4

See p. 131 under *Athletic Skills*.

Mind Block (Mental/Average) Defaults to Will-4

Mind Block is the technique of creating a non-psionic mental block to prevent psis from listening in on thoughts or emotions with *Telereceive* or *Emotion Sense* skills (only). It does *not* require psionic ability.

An example of a mental block might be doing complicated mathematical calculations, or repeating poetry over and over again. Anyone can do this for a short time (roll vs. IQ or Will+4), but maintaining a deliberate mental block while doing something else, under stress, or for more than a minute, requires skill.

The GM may require a Mind Block roll whenever a question arises about whether someone is or is not thinking about something important. This procedure is useful even for those who don't have the skill - roll against the default value. A new roll may be required each minute that the person does nothing, or each turn in combat or stressful situations (e.g., when someone is *trying* hard not to think about something that concerns him a lot).

If this skill is used, roll a Contest of Skills between *Mind Block* and *Telereceive*, once per minute. This is separate from any other roll required to make the skill work or to get through a *Mind Shield*. If the subject wins, the peeper will get nothing but poetry or multiplication tables. If he loses, he is not successfully blocking; a successful *Telereceive* will discover part or all of whatever he is thinking.

If the *Mind Block* user rolls a critical failure, *he thought about it* - in detail - right there in the forefront of his mind!

If someone is doing *nothing* but concentrating on blocking, they get a +2. Someone who is mentally or physically stunned rolls at -3. Rolls to hide *emotions* rather than thoughts are harder, and should be made at -2 or more depending on how strong the GM rules they are. GMs may impose additional penalties for other circumstances, e.g., trying to mind block your emotions while sneaking up on your most hated enemy.

Paraphysics/TL (Mental/Very Hard) No default
Prerequisites: *Physics* and
Biochemistry at 12+

See p. 157 under *Scientific Skills*.

Psionics/TL (Mental/Very Hard) No default

See p. 158 under *Scientific Skills*.

SCIENTIFIC SKILLS

Abacus (Mental/Average) No default

See p. 153 under *Professional Skills*.

Alchemy/TL (Mental/Very Hard) No default

See p. 148 under *Magical Skills*.

Artificial Intelligence/TL (Mental/Hard) Defaults to
Computer Programming-3 or *Teaching-5*

This skill represents knowledge of the latest AI technology and the ability to train artificially-intelligent machines, including expert systems. To teach an AI, the trainer's skill in the area being taught must be greater than that of the machine. He can work with an expert in the subject area, but the AI's skill in the subject area will never be more than two levels above the trainer's, and will never exceed that of the collaborator.

To determine training time, assume the machine's intelligence is equal to its tech level, and each equivalent character point of training takes one month. At the end of each month, the AI trainer must make a successful *Artificial Intelligence* roll, or no character point is gained.

For example, a TL8 expert system is to be trained in the *Zoology* skill to level 11. *Zoology* is a *Mental/Hard* skill, so a skill of 11 (IQ+3) will cost 10 points (see p. B44). Training will take at least ten months, more if any AI rolls are missed.

Cartography/TL (Mental/Average) Defaults to IQ-5
or *Surveying-5* or
Navigation-5

This is the ability to create and interpret maps and charts. At TL7+, it includes knowledge of computer mapping techniques, as well as automatic map generation from sensor information.

Characters attempting to map a location as they move through it must make a *Cartography* roll to determine if the map is accurate.

Computer Hacking/TL (Mental/Very Hard) Defaults to
Computer Operation-8 or
Computer Programming-4

This skill is used to "hack" into computer systems or accounts that you don't have legal access to. A successful roll is required each time you wish to gain surreptitious access to a new account or system, or to find or change a given item of information in a computer system. On a critical failure, you not only fail to gain access, but leave some sort of incriminating evidence of your attempt.

Very sophisticated computer systems will give a penalty of -1 to -15 to all *Hacking* rolls. This modifier is assigned by the GM according to the sophistication of the system.

Note that no cyberdeck is needed for *Hacking* - only a regular terminal with access to the system, whether directly or through a communications network. However, the skill *can* be used in conjunction with a cyberdeck in campaigns where such equipment is available. See Chapter 4 of *GURPS Cyberpunk* for more details.

Conspiracy Theory (Mental/Very Hard) Defaults to
History-4 or *Occultism-4*

This is the study of interlocking networks of conspiracies. A conspiracy theorist can answer questions about the conspiratorial view of history - i.e., the various groups thought to be behind the assassination of President Kennedy, or the French

Revolution. It does *not* automatically impart knowledge about how any given conspiracy works *today*, however. Conspiracy theorists can sometimes determine whether a certain strange occurrence is truly a coincidence or a result of a given conspiracy. There may be a penalty of -1 to -5 depending on circumstances (GM's option). Only a critical success will give insight about what group caused the occurrence, or why.

Remember that even without Conspiracy Theory skill, one may sometimes detect the workings of a conspiracy. Depending on the situation, the skills of Criminology, Forensics, Occultism or any of the sciences might be as good as Conspiracy Theory to let you realize that *something is wrong here*.

See *History: Esoteric*, p. 157.

Cryptanalysis/TL (Mental/Hard) *Special default;*
see below

This is the ability to *break* codes and to recognize, analyze and break into encryption systems. It may be used in wartime, in espionage, or simply in high-stakes business dealings. It can involve anything from state-of-the-art tactical encryption systems to unsophisticated substitution ciphers.

There is no default when dealing with modern, high-tech encryption. However, pre-20th-century ciphers were much simpler, and even in present-day and futuristic campaigns, simple ciphers can be encountered - terrorists seldom have access to good encoding equipment, and professional spies often lack the equipment and training of modern cryptographers. Thus, agents may encounter the same symbol codes, substitution ciphers and other basic deceptions used throughout history. When attempting to crack these simple codes, characters may attempt a default roll at Mathematics-3, IQ-5, Cryptography-5 or Cryptology-5. Alternatively, the GM can actually hand out coded messages and let the players try to solve them.

Those with access to a computer gain a bonus of +1 to +5 when using Cryptanalysis. A home computer confers +1, a mini-computer confers +2, a mainframe confers +3 or +4 and a super-computer offers a +5. One must have a trained programmer, or a Computer Operation skill of 15+, to effectively use a computer in Cryptanalysis. Appropriate software is also required.

When decoding, a sample of the code (with translation) gives a +5. If the message to be decoded is shorter than 25 words, roll at -5. Anyone with a Mathematical Ability advantage gets +3 to Cryptanalysis rolls.

Note that some codes will be effectively unbreakable; the NSA has had Cray supercomputers working full-time for years on some high-level diplomatic systems, without success.

Cryptanalytical training requires a Top Secret/Special Compartmentalized Intelligence Clearance in the U.S., and similar clearance in other nations (see *Security Clearance*, p. 29). Therefore, those whose disadvantages pose a security risk may not learn this skill through normal channels.

Furthermore, agents with this skill become targets for enemy spies, and superiors may be quite reluctant to let a trained cryptanalyst go on risky missions. Spies and criminals may find their way around such restrictions . . . An intelligence agency with powerful connections might arrange to have some of its members trained through unofficial channels. Foreign cryptanalysts may find themselves forced into spying by defection.

Cryptography/TL (Mental/Hard) *Special default;*
see below

This skill allows one to encode information. It is the exact opposite of Cryptanalysis (above), and like that skill, covers the use of all varieties of encryption systems, codes and ciphers.

The difficulty modifier for encryption should be based on the complexity of the procedure and how commonly known it is.

Cryptographers may also *devise* codes and ciphers of their own. When they create a hasty cipher, note the amount by which they succeed on their Cryptography roll. This equals the penalty applied to rolls by enemy cryptanalysts trying to read the message. By rolling at -2, one can try to devise a code that appears to be innocent conversation, thereby avoiding attention from eavesdroppers. Anyone can attempt to devise a *trivial* code or cipher on an IQ-5 roll, but such schemes never have any Cryptanalysis penalty, no matter what the roll.

To create a more effective code requires 3d days of work, plus an additional day for each failed roll. The penalty to break such a code is equal to *twice* the amount by which the Cryptography roll was made. This means that a master cryptographer (skill of 20-25) can easily create codes which can only be solved at -20 to -30! If the penalty to solve the code reduces the effective Cryptanalysis skill of the code-breaker to less than 3, then that code is considered *completely unsolvable* by the analyst, even with a critical success.

Cryptographers are subject to the same security measures and career restrictions as cryptanalysts. Previous *GURPS* supplements have confused this skill with Cryptanalysis (above) and Cryptology (below), but they are not the same thing. In a campaign where all three skills are being used, Cryptography defaults to either of these other skills (and vice versa) at -5.

Cryptology/TL (Mental/Hard) *Special default;*
see below

This is the scientific study of codes and ciphers. A cryptologist has a *theoretical* understanding of encryption schemes, including how they change with TL and why some schemes are more effective than others. He can try to apply his knowledge practically, to create or break codes, but this not his forte - he is a scientist, not a technician, and such attempts should always be made at -5 or worse.

Previous *GURPS* supplements have confused this skill with Cryptanalysis and Cryptography (above), but they are *not* the same thing. In a campaign where all three skills are being used, Cryptology defaults to either of these other skills (and vice versa) at -5.

Cyphering (Mental/Easy) *Defaults to IQ-2*

This is the ability to do simple mathematical manipulations - add, subtract, multiply and divide. In any society where illiteracy is the norm, this skill must be specifically learned. It is necessary to any but the most primitive merchant or administrator, and is a prerequisite to Accounting and Mathematics. One who has Mathematics skill need not roll against Cyphering.

Most peasants never need this skill, and many others - even nobles - never bothered to learn their cyphering. Default use of this skill is "counting on fingers," feasible only for adding and subtracting numbers below 20.

Mathematical Ability adds directly to Cyphering skill. The Lightning Calculator ability makes this skill unnecessary.

Herbalist (Mental/Hard) *Defaults to Naturalist-6*
See p. 150 under *Medical Skills*.

Herbary (Mental/Average) *No default*
Prerequisite: Botany-12+

See p. 150 under *Medical Skills*.

History: Esoteric (Mental/Hard) *No default*
In a world with immortals, supernatural powers and occult conspiracies, the commonly accepted version of history likely will be wrong. Esoteric History covers important developments of the past unknown to the world at large: knowledge of influential organizations and people, intricate conspiracies and other such secrets. Compare *Conspiracy Theory*, p. 155.

Hydrology/TL (Mental/Average)

Defaults to Meteorology-6

Hydrology is the science dealing with the waters of the earth - their properties, phenomena and distribution. It includes the hydrologic cycle: precipitation, evaporation and runoff to rivers, oceans and lakes, whether from soil or vegetation. A hydrologist also could answer questions about flood control, irrigation, erosion, glaciers, currents and so on. The equivalent for Titan, methology, is basically the same, but for methane oceans and currents. It defaults to Meteorology-8; general hydrology and methology specializations would default to each other at -3.

Hyperspace Physics/TL (Mental/Very Hard)

No default

Prerequisites: Mathematics, Physics and Nuclear Physics, all at 15+

Hyperspace Physics is an esoteric branch of physics relating to the nature of hyperspace, jump points and alternate spacetimes. Study of it begins at Tech Level 9. It is used in the design of hyperdrives and (more importantly) in finding jump points.

Occultism: Demonology (Mental/Average)

Defaults to IQ-6

Demonology is a *required* specialization of Occultism, and is in many ways the counterpart to Theology. It is the study of evil spirits: demons, devils and the like. This skill covers the knowledge of the infernal forces recognized by different cultures and the netherworlds they inhabit. This may be used to determine the relative power of demons by their place in the infernal hierarchy, their habits and natures, and methods of dealing with them. It also may be used to recognize demonic possession and (at the GM's discretion) in conjunction with Magery to perform an Exorcism (p. 153) as effectively as with Clerical Investment.

Occultism: Vampire (Mental/Average)

Defaults to IQ-6

This specialization covers knowledge of vampires: their habits, strengths and weaknesses. Often, those with this skill will focus primarily upon means of detection and destruction. The skill can be as broad or narrow as the variety of vampires in the campaign. It is not recommended that PCs begin play with high levels of this skill, as it could be used to destroy the mystery of even very exotic vampires if not carefully monitored.

Oral Literature (Mental/Hard) *Defaults to IQ-6*

In pre-literate cultures, this is the only Literature skill available. Since this is the norm in such cultures, there is no -5 penalty for the illiterate to study Oral Literature (see p. B61).

Paleontology (Mental/Hard) *Defaults vary*

This is the science of fossil study. A Paleontology roll is required to recognize fossils and make hypotheses about the creature's habitat, diet, body structure, etc. A successful roll (+4 if laboratory facilities are available) also may identify the approximate age of the object.

Paleontologists may specialize in one of the following fields; each has its own default and defaults to the others at -2.

Paleozoology (defaults to Zoology-4) studies prehistoric animals from fossilized bones, food and feces; footprints, and such.

Paleobotany (defaults to Botany-3) studies vegetable fossils.

Paleoanthropology (defaults to Anthropology-2) studies human fossils and tools, and the relation of primitive tribes to their habitats.

Micropaleontology (defaults to Botany-4 or Biochemistry-3) is the study of fossils too small to be seen by the naked eye. This skill cannot be used outside of a lab.

General Paleontology defaults to one of the above specialized skills -2 or Anthropology-5.

Paraphysics/TL (Mental/Very Hard) *No default*

Prerequisites: Physics and Biochemistry at 12+

This is the study of the underlying physics behind psi powers. A paraphysicist can develop the theoretical basis under which new psi abilities or psychotronic devices work, or answer questions about how psi interacts with the physical world.

Philosophy (Mental/Hard) *Defaults to IQ-6*

This is the study of a body of beliefs similar to Theology (p. B62). Each different philosophy is a specialization. A student of philosophy does not necessarily believe in the principles he studies, or, if he believes, does not necessarily think they are divinely ordained. The beliefs of philosophy are not necessarily related to a religious or supernatural concept.

This skill particularly suits a martial-arts campaign in which the character knows combat skills with different (and even antagonistic) spiritual teachings; by adopting both schools' *philosophical* teachings, they may be combined without conflict (note that in Asia, many people combine opposing religions "matter-of-factly," despite blatant contradictions between them).

If, during an adventure, a philosophical PC is dubious about the lightness of a course of action, the GM should let him roll against his Theology or Philosophy (Buddhism, Shinto, Taoism or other specialized religion). On a successful roll, and depending on how good the roll was, the GM can "enlighten" the PC, if possible with a clever phrase or even a parable. The GM should not tell the player what to do, but should instead indicate to him how a person with the character's background would feel.

A successful Philosophy roll can also be used to predict the behavior of other characters who are ruled by that philosophy.

Photonics/TL (Mental/Hard) *Defaults to (other Photonics)-4 or (same Electronics)-4*

Prerequisite: Mathematics

This is an engineering skill very similar to Electronics, but it deals with fiber optic, or *photonic*, equipment. The properties of photons moving through a fiber are very different from those of electrons through a wire. Photonics is primarily used for storage and transmission of electrical power, but it is also used in fields such as communications and mainframe computer design.

Planetology/TL (Mental/Average) *Defaults to IQ-5, Geology-4, Meteorology-4, or other Planetology-3*

This Scientific skill is the overall study of planetary make-up and conditions - geological, meteorological, climatological, atmospheric, hydrographic and ecological - of one general planetary type. Pick one skill:

Rock/Ice Worlds: Mercury/Pluto types (also most moons, asteroids and other small, airless planets). *Earth-like:* Essentially, all habitable worlds. *Hostile Terrestrial:* Titan types. *Gas Giants:* Jupiter/Uranus types.

Planetology can be used in place of several other skills. Geology and Meteorology default to it at -3; Botany, Ecology, and Zoology at -4; Survival in that world's major terrain(s) at -5. For detailed information about a world, consult an expert in the pertinent scientific skill - Geology, Meteorology and so on. GM may assess penalties for worlds that differ greatly from the norm for their type.

Probability Physics/TL (Mental/Very Hard) *No default*
Prerequisites: Mathematics, Physics and Nuclear Physics, all at 15+

An extremely complex field that delves into the very nature of reality. Applied probability physics results in "magical" technology like antigrav generators, probability weapons and reality anchors. Probability physics is closely related to Hyperspace Physics, but is so convoluted that it must be studied as a separate field.

Psionics/TL (Mental/Very Hard) *No default*
The *science* of psi abilities. In worlds where the scientific basis of psionics is well known, study of this skill does not require the user to be psionic. Psionics is closely related to Probability physics.

Science! (Mental/Very Hard) *No default*
Prerequisites: see below

Science! is a cinematic skill, and is inappropriate for use in realistic campaigns. It is intended to simulate the movie scientist who knows a little - or a lot! - about *everything*.

You have a general acquaintance with the fundamental techniques and theories of virtually every branch of laboratory and theoretical science. You're equally at home monitoring a chemistry experiment, excavating an archaeological dig or expounding on a sociological theory. You're "Mr. Know It All."

Science! skill will not allow you to create a new theory, invention or experiment, but on a successful roll you will know about any theory, invention or experiment that anyone *else* has published, *in any branch of science*, and be able to reconstruct it with the proper equipment. The GM can allow this to become as much or as little of a *deus ex machina* as he wishes. "You recall an interesting experiment your colleague, Dr. Juntz, once performed with paramecia. Of course, the paramecia he was experimenting on weren't the size of Buicks, but the theory should still apply."

In order to take Science! skill, you must first purchase the Research skill at 13 or higher. Then you must buy two skills (investing at least 2 points each, or 4 total) from the following: Agronomy, Alchemy, Anthropology, Archaeology, Astrogation (if applicable), Astronomy, Biochemistry, Botany, Chemistry, Computer Programming, Diagnosis, Ecology, Economics, Electronics, Engineer, Forensics, Genetics, Geology, Linguistics, Mathematics, Metallurgy, Meteorology, Naturalist, Nuclear Physics, Physician, Physics, Physiology, Psychology, Surgery, Veterinary, Weird Science, Zoology, or any other M/H or M/VH skill drawn from the "hard" or "soft" sciences (but not from the liberal arts). Your skill in Science! can never be more than 2 less than your skill in the *lowest* prerequisite science. For example, if your prerequisite skills are Biochemistry-16 and Botany-14, you cannot take Science! at more than 12.

Any character with a Science! skill of 13 or more is entitled to use the title "Professor," regardless of whether or not he's affiliated with any institution of higher learning.

Examples of characters from fiction with the Science! skill include Buckaroo Banzai, Prof. Challenger, Dr. Van Helsing, the Professor from *Gilligan's Island* and Dr. Quest from the cartoon *Jonny Quest*.

For the corresponding magical skill, see *Thaumatology*, p. 149.

Speed-Reading (Mental/Average) *No default*
Prerequisite: Literacy

You have trained yourself to read two to three times faster than normal. Normally, reading speed is proportional to IQ (the exact rate depends on the script); a character with this skill may add his skill level to IQ for calculating reading speed. The actual skill roll determines how much you retain. If you fail a Speed-Reading roll, you must make a roll vs. (IQ minus the amount you failed the Speed-Reading roll by) every time you want to remember or use what you read. You can later go back and re-read the material to eliminate the retention problem.

Characters with Eidetic Memory still have to make their Speed-Reading rolls, but add +5 to retention rolls if they fail.

Surveying/TL (Mental/Average) *Defaults to IQ-5, Cartography-5 or Navigation-5*
Prerequisite: Mathematics

This represents general expertise in surveying and mapping geographical areas. Specifically, it is a specialized branch of mathematics which teaches the art of determining the area of any portion of the Earth's surface, the lengths and directions of the bounding lines and the contour of the surface as well as of accurately depicting the whole on paper.

Temporal Electronics/TL (Mental/Hard) *Defaults to Temporal Operation-6 or other Electronics-5*
Prerequisite: Temporal Physics

This is an Electronics skill specialty (see p. B43) that deals with building and repairing time machines. Its practitioners are usually called "temporal engineers," just because "electronicist" is such an obnoxious word, but this is *not* an Engineering skill.

There is no default for persons from cultures without time travel - and in some campaigns, the PCs may have invented the machine, making them the only Temporal Engineers available.

For a cross-time campaign, this is "Parachronic Electronics."

Temporal Physics/TL (Mental/Very Hard) *Defaults to Temporal Electronics-6, or Physics/TL9+-4*
Prerequisite: Physics/TL9+

This is the theoretical science of time travel, as the campaign defines it. Its primary use in the game is to stretch the abilities of the equipment, effectively "bending the rules." While engineers and operators are able to do this as well, they will be able to work faster and with a greater chance of success if a physicist has worked out the principles of the attempt. (Of course, if the physicist's theory is flawed, the people trying to implement it may notice, or they may make for an even bigger disaster.)

For a cross-time campaign, this is "Parachronic Physics."

Thanatology (Mental/Hard) *Defaults to Diagnosis, Psychology or Sociology at -5, or Professional Skill: Mortician-3*

This is the esoteric study of death in all its aspects. It includes pathology and embalming, as well as the study of death

as it figures in history, sociology, psychology, theology, occultism and mysticism.

Thanatology is often obsessively studied by cultists and those unbalanced by exposure to unearthly forces. However, a dispassionate, scientific study of Thanatology is possible without endangering one's sanity, and an individual who has undertaken such a rigorous exploration of the subject may be able to provide valuable insights into the motives and methods of cultists and their ilk.

Thaumatology (Mental/Very Hard) Defaults to IQ-6

See p. 149 under *Magical Skills*.

Weird Science (Mental/Very Hard) No default

This is not a realistic skill, and should only be allowed in cinematic, silly or (of course) weird campaigns.

This skill allows the character to create astonishing new crackpot scientific theories that are far ahead of their time. A successful Weird Science roll will give a +5 bonus on any attempt to invent something using the Invention rules on p. 125. A successful roll also adds a +1 to Gadgeteering attempts (see p. 121), and +2 to any roll on a Scientific skill to deal with something out of the ordinary. Critical failures at Weird Science skill are always spectacular, although not necessarily fatal, or even dangerous. A critical success on a Weird Science roll gives the character some incredible insight into a totally different problem, as well as helping solve the current one. (This is the well-known Law of Serendipity in action.)

Weird Science skill may also be used to analyze alien artifacts and other incomprehensible tech beyond the ken of ordinary mortals. Thus, a successful Weird Science skill roll will give the user a default Piloting skill roll on a TL14 starsled, or enable him to program the average TL7 VCR. Unfortunately, many people with Weird Science skill are so fond of complicated theories that they have difficulty working the kitchen faucet.

Xenobiology/TL (Mental/Average) No default

This is the overall study of life of all kinds, native to any one general planetary type. Pick one skill:

Rock/Ice: Pluto/Mercury type planets.

Terrestrial: Earth-like planets.

Hostile Terrestrial: Titan types.

Gas Giants: Jupiter/Uranus types.

Xenobiology can be used in place of several other skills. Zoology, Ecology and Botany default to it at -3; Genetics, Biochemistry and Physiology at -4. For detailed information about a life form, consult an expert in the pertinent biological skill. GM may assess penalties for worlds that differ greatly from their type's norm.

Xenology/TL (Mental/Hard) Defaults to IQ-6

This is an overall knowledge of the major alien races in the known universe, their cultures, lifestyles, mores, societies and psychology. It identifies an alien's race, and gives information about its culture, physical make-up, attributes and possible behavior patterns once identified; it provides *very basic* information about aliens of new races. It would also be useful in a fantasy campaign in which the world is largely unknown and contains dozens of different races.

A successful Xenology roll is required before use of Diplomacy with aliens; for very alien races, even Merchant, Tactics, etc., will be different and will require a Xenology roll first. If the Xenology roll fails, the actual skill being attempted is at a -4.

Modifiers: +1 or more for familiar races; -1 to -6 for "very alien" races. Difficult questions should carry an appropriate penalty. Prolonged observation should give a bonus, especially for new races. A xenologist may specialize in a particular alien race, getting a +5 on rolls for that race and a -1 on all others.

"Depth" of a xenologist's knowledge will also depend on the number of races known to science: -1 for 5-10 races, -2 for 11-50, -3 for 51-100, -4 for more than 100. This applies only to remembering facts about an already-known race. When contacting new races, experience with a wide variety of aliens is an advantage: +1 if 11-50 races are already known, +2 if more than 50 are known.

SOCIAL SKILLS

Appreciate Beauty (Mental/Very Hard) Defaults to appropriate art or craft, IQ-5 or Savoir-Faire-5

See p. 129 under *Artistic Skills*.

Erotic Art (Physical/Hard) Defaults to Acrobatics-5 Prerequisite: Sex Appeal-13

This represents a general knowledge of advanced sexual technique. The exact game effects are left to the GM's discretion.

Currently, this skill is only known in certain Eastern cultures, most notably among followers of Tantric Hinduism. Those proficient in it may prefer spontaneity to technique with people they are personally fond of.

Intimidation (Mental/Average) Defaults to ST-5 or Acting-3

This is the skill of hostile persuasion. The essence of Intimidation is to convince the subject that you are able and willing, and perhaps eager, to do something awful to him.

Intimidation may be substituted for a reaction roll in any situation, although it is at a -3 penalty when used in a request for aid. A successful Intimidation roll gives a Good (although

usually not friendly) reaction. A failed roll gives a Bad reaction. On a critical success, the subject must make a Fright Check at -10!.

The exact result of a successful roll depends on the target. An honest citizen will probably cooperate, sullenly or with false cheer. A low-life may lick your boots (even becoming genuinely loyal). A really tough sort may not be frightened, but may react well anyway: "You're my kind of scum!" The GM decides, and roleplays it.

When Intimidation is used against a PC (or, at the GM's option, against an NPC), this can also be rolled as a contest of Intimidation vs. Will. See *Influence Rolls*, sidebar, p. B93.

Modifiers: Up to +2 for displays of strength or bloodthirstiness, or +3 for superhuman strength or inhuman bloodthirstiness. Appropriate reputation modifiers certainly count! +1 for each 6" of height that you have over the subject, -1 if you are shorter (-2 if more than 6" shorter). +2 for Hideous appearance, +3 for Monstrous appearance and +4 for Horrific appearance. An unnatural creature (such as a vampire, werewolf or space alien) that *looks* human should receive +3 to all Intimidation rolls if the subject knows his true nature, unless that is common knowledge!

The GM may give a further +1 bonus for witty or frightening dialogue, but should apply a penalty if the attempt is clumsy or inappropriate. Fearlessness (p. 25) counts *against* intimidation attempts. The GM may apply *any* level of penalty if the PCs are attempting to intimidate somebody who, in his opinion, just can't be intimidated. This includes anyone with the Unfazeable advantage (p. 31).

Magical and Psionic Modifiers: Spells and psi talents can be used to frighten people. If any such ability is used to supplement an attempt to intimidate, allow +2 for a successful attempt - +4 for a critical success. A failure has no effect unless the GM wants to penalize a critical failure in some creative way.

Intimidating a Group: This skill may be used against several people at once. For every five targets you attempt to intimidate with a single roll, apply a -1 penalty to your skill - up to a maximum of -5 (25 people). A single person cannot intimidate a group of larger than 25 people. A group of characters may attempt to intimidate a group of larger than 25 - 3 characters could intimidate up to 75 people! Use the bonuses of the *best* intimidator in the group, and the penalties of the toughest target in the enemy group.

Specious Intimidation: If the PC can make both a Fast-Talk and an Intimidation roll, and roleplays it well, he can appear to be intimidating even when he can't back it up. This is the only way to intimidate some people (martial arts masters, world leaders, bellicose drunks). Success on both rolls gives a Very Good reaction. Success on one and failure on the other gives a Poor reaction. Failure on both gives a Very Bad reaction.

Note that Interrogation skill can default to Intimidation-3. It will not help you tell a good answer from a bad one, but it can get people to talk.

Performance/Ritual (Mental/Average)

Defaults to IQ-5, Acting-2, Bard-2

See p. 147 under *Knowledge Skills*.

Savoir-Faire (Dojo) (Mental/Easy) Defaults to IQ-4

This skill will tell you the correct way to behave in a martial arts dojo, fencing salle, etc. For Japanese martial arts, this means removing footwear and bowing on the edge before entering the wooden mat, when to bow to an opponent, traditional greetings, etc. Failure to follow these traditions will at best earn a reaction penalty, and at worst invite violent retribution.

Characters must specialize in the practices of one particular culture. This skill defaults to any appropriate Tournament Law-3.

Savoir-Faire (Military) (Mental/Easy)

Defaults to IQ-4

Savoir-Faire for a soldier includes a knowledge of the customs, traditions and regulations of his own service. It also includes a knowledge of the unwritten rules: what is acceptable even if not regulation, and what is forbidden although there is nothing in writing against it.

Savoir-Faire (Servant) (Mental/Easy) Defaults to IQ-4

This is the knowledge of how to serve the upper class. There are certain procedures that are always done just so (the salad fork goes *outside* the dinner fork, the Duke is announced *before* the Earl, etc.), and certain attitudes in a servant are unacceptable. Someone with the regular Savoir-Faire skill is mildly acquainted with the servant's skills, but most upper-class people don't know exactly what a servant does - they only notice their servants when things go wrong.

When the Savoir-Faire skill is taken, it must be labeled "(Servant)" or it is assumed to be normal Savoir-Faire. They default to each other at -2. A Savoir-Faire (Servant) roll is needed to successfully pass as a trained servant, a useful role for a spy.

Tea Ceremony (Mental/Hard)

Defaults to

IQ-6 or Meditation-2

See p. 147 under *Knowledge Skills*.

THIEF/SPY SKILLS

Brain Hacking (Mental/Very Hard) Defaults to Will-6

Prerequisite: Psychology

This is the skill of using a neural interface for interrogation, brainwashing and mind control. It is only available in campaigns where cyberpunk-style "neuro-tech" exists, and only works on those with neural cyberdeck interfaces.

Brain hacking uses specialized hardware. Any computer or cyberdeck with a neural interface can be modified by installing an altered "piggyback" board (originally intended to allow one netrunner to accompany another on a run through cyberspace). Preparing the card takes \$5,000 and one week, and knowledge that is not easily available. The number of brain hacking cards that can be installed is equal to the Complexity of the computer.

The most basic form of brain hacking is based on a Contest of Brain Hacking skill between the hacker and the victim. Each round of the Contest takes one-tenth of a second. Each time the hacker wins the Contest, he learns the answer to one yes/no question.

If ten Contests are won in a row, and the hacker has been asking about a single subject (GM's discretion as to what constitutes a single subject), the victim's defenses have completely collapsed concerning that subject, and the hacker learns *everything* the victim knows about it.

Knowledge gained in this way consists of raw facts, unconnected by reasoning ability. Hacking a molecular biologist gives no skill in Biology (Molecular). The hacker *would* learn the names of several good reference texts.

The hacker obviously has a tremendous advantage: even if the victim wins the Contest of Skills, he has only temporarily held off the assault - he can neither damage the hacker nor learn anything. He is in serious trouble; it is only a matter of time before he slips.

This skill can also be used to drive the victim insane, alter his personality or memories, insert delayed-action *viruses* that will trigger and control his actions at a later date, and even use his brain as a storage medium for sensitive data! Each of these feats requires a specialized program, preparation time and one or more Brain Hacking rolls, perhaps at a penalty. The GM can flesh these out himself, or use the rules on pp. WT114-117.

Computer Hacking (Mental/Very Hard) Defaults to Computer Operation-8 or Computer Programming-4

See p. 155 under *Scientific Skills*.

Filch (Physical/Average) Defaults to Pickpocket-5

Filch represent skill in shoplifting and similar activities - it only covers the actual deed of taking an item from a store shelf, open kitchen window, etc., without being noticed. Making a clean escape afterwards and concealing the object successfully, are covered by other skills. Included in the skill is the craft of using a filch - a long pole with a hook on the end.

Intelligence Analysis (Mental/Hard) Defaults to IQ-6

This skill is listed on p. B66, but no rules are provided to cover its use.

Agents with this skill may attempt to analyze data in the field. Such efforts can occasionally provide insights into enemy activity. Furthermore, intelligence analysis reveals the accuracy of the information, thereby indicating the reliability of a specific source.

GMs should make all Intelligence Analysis rolls in secret. On a successful roll, adventurers may gain information about the significance and accuracy of their data. If this information concerns an enemy organization, they may well uncover a plot against themselves. Analysis of less personal documents can appraise the value of their find.

When enemy agents intentionally give the party false information, the GM should roll a secret Quick Contest of Skills between the PC's Intelligence Analysis and the enemy's skill at disinformation (Fast-Talk, Forgery, etc.). If the analyst wins, he will notice any flaws in the information. However, out-of-date documents do not necessarily indicate a deliberate lie. The GM

should provide precise details on what is wrong with the intelligence, and let adventurers draw their own conclusions.

The GM may always penalize Intelligence Analysis rolls by whatever amount seems appropriate. No analysis, however brilliant, can produce data that does not exist. Incomplete information should cause a penalty of from -1 to -5. If the intelligence concerns an arcane scientific or bureaucratic principle, analysts without skills in the appropriate field suffer a -3 on their rolls.

Standard analysis relies on comparing data from several sources, in order to weed out contradictions. Agents working with a single set of data suffer a -3 penalty on Contests of Skill to find false information.

Starglazing (Physical/Easy)

Defaults to

DX-4 or Lockpicking-4

Starglazing is the use of a pocket knife to crack windows, and the skill includes all forms of jemmy work, prying and levering.

Uttering of Base Coin/TL (Mental/Hard)

Defaults to Forgery-2

This is the skill of counterfeiting coins. It is generally only useful in TLs 6 or lower. It requires materials appropriate to current TL. A real coin is also required for making a mold. A skill roll is made to see how good the mold is; the amount by which the roll is made gives a level of quality. A receiver of the coin must win a Quick Contest of Skills, using his IQ vs. this level+10, to spot the forgery. An exceptionally poor effort may inflict injury on the forger, depending on the means used to make the forgery.

VEHICLE SKILLS

Airshipman/TL (Mental/Hard) Defaults to IQ-6

This is the ability to perform the tasks of an airship crew member. In the 20th century, it represents experience on zeppelins and blimps. An airshipman opens and shuts gas cell valves, releases ballast, drops mooring lines, etc. Having this skill does *not* mean you can pilot airships or balloons (that requires the Piloting skill).

An Airshipman roll is required when the airship is taking off and landing, and when maneuvering in foul weather, high altitude, around mountains, or in battle. A failed roll generally means only a waste of lift gas or ballast, with results adjudicated by the GM, but a critical failure could mean a disastrous loss of maneuverability, sudden altitude drop, or loss of tack, depending on the circumstances.

Aviation/TL (Mental/Average) Defaults to IQ-5

See p. 153 under *Professional Skills*.

*Exoskeleton/TL (Physical/Average) Defaults to IQ-6,
DX-6 or Battlesuit-2*

This is the ability to use powered exoskeletons, from the personal, non-augmenting walkers that enable humans to move in very high gravity (see *GURPS Space*) to the large cargo exoskeletons that take the place of forklifts in high-tech societies. Unfamiliar units are operated at a penalty, as with Driving skill (p. B68).

For any ordinary DX roll, an exo wearer rolls on the lower of Exoskeleton skill or DX. For DX-based skills, he rolls on the lower of (skill-1) or (Exoskeleton-1). The GM may assess penalties for actions that should be especially difficult in a suit, such as Acrobatics. However, most exoskeletons (or "exosuits") have removable gauntlets so the wearer can do delicate work.

Sailor/TL (Mental/Average)

Defaults to IQ-5

See p. 154 under *Professional Skills*.

Shiphandling/TL (Mental/Hard) Defaults to IQ-6

*Prerequisites: Meteorology, Navigation and
Seamanship at 12+*

This is the ability to competently manage the operation of a large ship - the captain and ship's master are usually experts. The Boating and Powerboat skills enable you to handle small vessels (up to 15 yards), but the Shiphandling skill is necessary to direct the operation of any larger ship. It involves directing the crew in the tasks necessary to control the speed and direction of the ship.

Modifiers: -2 if mastering an unfamiliar type of ship.

A Shiphandling roll is required when maneuvering for battle and when encountering bad weather. In a battle, a failed roll means the ship does not go exactly where it was intended. In the Age of Sail, this means that broadsides will be less effective (reduce firepower by 10% x the amount missed by), boarding will not be as easy as planned (or it will be easier, if you're trying to avoid it) and the ship may lose the wind advantage or even suffer a collision! At higher tech levels, this may mean sailing out from under the protective cover of missile defenses or electronic jamming. The GM must use his discretion.

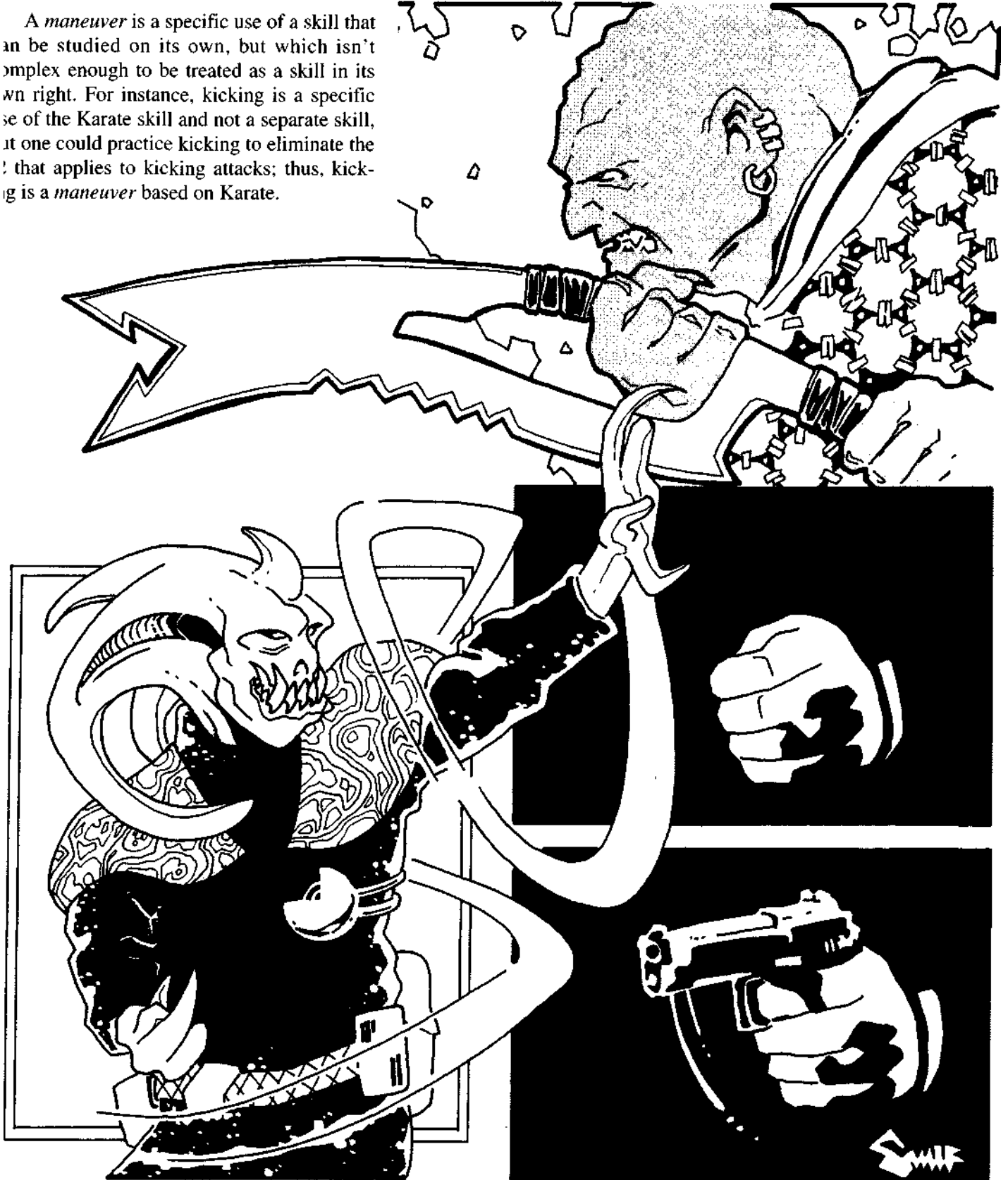
A failed roll while encountering bad weather means the ship is swamped or damaged. This might simply mean having to break out the spare parts, or it could mean the ship actually needs extensive repairs. On most ships, there are at least three people trained in Shiphandling. Someone with Shiphandling skill needs to be on duty at all times.

6



MANEUVERS

A *maneuver* is a specific use of a skill that can be studied on its own, but which isn't complex enough to be treated as a skill in its own right. For instance, kicking is a specific use of the Karate skill and not a separate skill, so one could practice kicking to eliminate the threat that applies to kicking attacks; thus, kicking is a *maneuver* based on Karate.



In game terms, a maneuver defaults to its prerequisite skill, and can be improved from the default by spending character points. Given the number of tasks possible with any given skill, this may sound as though it adds a great deal of complexity, but it doesn't. You never *have* to improve a maneuver, or even write it down! Maneuvers are simply normal uses of a skill that any practitioner will have *some* ability at; that is why maneuvers (unlike skills) are always bought from a default. Only those who specialize in certain uses of the skill and improve their defaults have to enter maneuvers on their character sheets.

Creating Maneuvers

The lists of acrobatics (in the sidebars, pp. 166-170) and martial arts (starting on p. 165) maneuvers presented in this section are tiny subsets of all the possible maneuvers that one might come up with. If a specific feat can be carried out at a penalty to some skill, then that feat can be made into a maneuver and the skill penalty bought off by someone who specializes in it. Players and GMs alike will want to try their hand at designing "signature" maneuvers for characters, such as a Rappelling maneuver based on the Climbing skill for their commando character, or several different pitches based on the Throwing skill for their star pitcher.

To translate a maneuver into *GURPS* terms, decide on the following six things; the Kicking maneuver (p. 170) is used here to illustrate the process:

Name: First, a maneuver should have an intuitive name that describes the feat it represents. *E.g., "Kicking" is short and to the point; it describes the act of attacking with the foot instead of the hand.*

Defaults: A maneuver always defaults to one or more skills, an attribute, or in some cases, another maneuver (a special exception to the *Double Defaults* restriction on p. B45; see the sidebar). The default penalty is just the skill penalty to perform the feat. There can be more than one default, but when figuring a maneuver from default level, always use the best default. *E.g., Kicking defaults to Brawling-2 or Karate-2, because to kick someone, you would normally have to make a Brawling or Karate attack at -2.*

Prerequisites: Anyone can attempt a maneuver at its default, but the prerequisites must be known at 12 or better to actually improve the maneuver beyond this level. Normally, the prerequisite skills are the ones to which the maneuver defaults, but others are possible. *E.g., Kicking has the prerequisite of Brawling or Karate. Anyone can kick at Brawling-2 or Karate-2, but to raise the maneuver above this level, the Brawling or Karate skill must first be known at 12+.*

Difficulty: Once the prerequisites have been met, a maneuver may be improved by spending character points, just like a skill. The costs for this can be found on the *Maneuver Cost Table*, below. There are only two difficulty levels for maneuvers: Average and Hard. Hard maneuvers have more serious consequences on a failed die roll, and are more expensive to improve. *E.g., since you can fall down on a failed kick — a serious problem in combat - Kicking is treated as a Hard maneuver.*

Double Defaults and Maneuvers

Normally, a skill cannot default to another skill known only by default (see p. B45). However, maneuvers are not really skills, and are an exception to this rule. Provided that *both* maneuvers are based on the same underlying skill, a maneuver *can* default to another maneuver known only at default.

Example: Kicking defaults to Brawling-2 or Karate-2. Since Jump Kick is based on Karate and defaults to Kicking-2, it also defaults to Karate-4. However, since Jump Kick is a Karate maneuver and not a Brawling maneuver, it does not default to Brawling-4.





Maneuvers and Non-Combat Skills

The term "maneuver" was used in *GURPS Martial Arts* (where these rules originally appeared) to denote a specialized combat move. While this is fine for combat-related feats, it sounds odd when used to describe other activities - especially those that default to Mental skills! Some people may find the following more intuitive: maneuvers based on Physical skills that are unrelated to combat are called *techniques or feats* and those based on Mental skills are called *methods or procedures*. Note that in all cases, the term "maneuver" is also correct. Unique terms may also be used to describe the maneuvers associated with specific skills.

Example 1: GURPS Cyberpunk lists a number of attack and defense programs for netrunners that default to the Computer Hacking, Computer Programming and Cyberdeck Operation skills (see pp. CY89-92). The GM may decide to treat these as maneuvers, but in this setting, they could just be called *programs*.

Example 2: In GURPS Mage: The Ascension, mages learn special fields of knowledge called *Spheres*. Specific spell-like effects are treated as maneuvers that default to Spheres, but in this setting they are called *rotas* (p. MTA88).

Note that some maneuvers are listed as having *Special* difficulty. This means that they *cannot* be improved. Maneuvers like this include punching with Karate (called "Hand Strike" in *GURPS Martial Arts*) and the Judo Throw.

Maximum: Many maneuvers cannot be improved beyond a certain point relative to the skills they default to. This is the case for maneuvers that are closely tied to the base skill. More specialized or esoteric maneuvers may have a higher maximum, or none at all. *E.g., since it isn't likely that someone would be better at kicking than they are at punching, the Kicking maneuver cannot be improved above the skill it is being based on (Brawling or Karate).*

Description: This outlines the specific effects of the maneuver, the emphasis being on how the maneuver differs from the usual use of the skill that it defaults to. *E.g., the description of Kicking indicates that it does more damage than punching, and that the attacker has to make a DX roll to avoid falling down on a failed kick.*

Note that if a maneuver has many alternate defaults and prerequisites, it always requires specialization to just one of those skills. (Such maneuvers will generally indicate this with the statement, "Must specialize.")

Example: The Feint maneuver (p. 168) can be purchased for any Combat/Weapon Skill, but only affects feints made with the weapon(s) that it was purchased for. If you knew Axe/Mace, Broadsword and Knife, you would have to learn Feint (Axe/Mace), Feint (Broadsword) and Feint (Knife) separately.

Learning Maneuvers

Maneuvers are improved from their default values according to the table below. Note that most maneuvers that default from Mental skills will be Average, while most reasonably-complex, physical combat maneuvers will be Hard.

maneuver cost table

	<i>Average</i>	<i>Hard</i>
Default	0 points	0 points
Default+1	½ point	1 point
Default+2	1 point	2 points
Default+3	2 points	4 points
Default+4	4 points	6 points

Further increases cost 2 points per level.

When the controlling skill goes up, any maneuvers that default to that skill will increase as well, just as for skills that default to other skills (see p. B44-45). As mentioned above, some maneuvers can be improved *beyond* the level of the controlling skill, while others cannot be improved beyond the level of the prerequisite.

Depending on the difficulty of the maneuver and the type of skill it is based on, you may be able to increase a maneuver by up to 6 levels for no more than it would cost to raise the *whole underlying skill* by only 1! This makes it possible to create "one-trick" characters - but it will usually be more cost-effective to divide points relatively evenly between skills and favored maneuvers.

SAMPLE COMBAT MANEUVERS

The following are some combat maneuvers that might be of use in an action-oriented campaign. See the sidebars for some maneuvers that can be used with the Acrobatics skill. Many more, highly-specialized combat maneuvers can be found in *GURPS Martial Arts*.

Arm or Wrist Lock (Average)

*Defaults to
Judo or Wrestling* Prerequisite:
Judo or Wrestling**

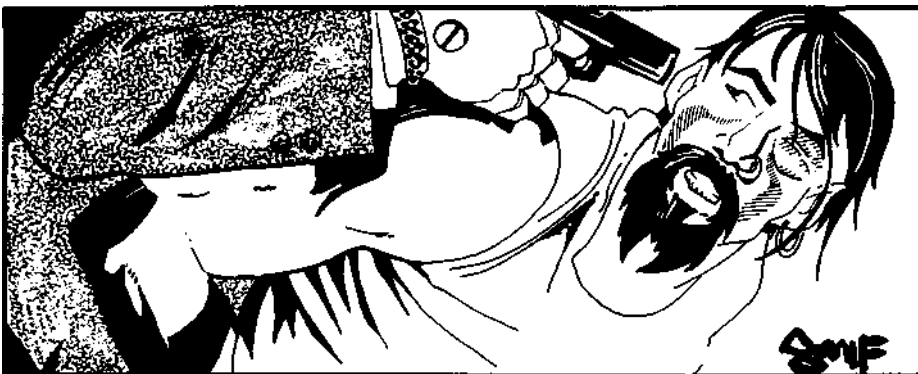
A character with the Judo or Wrestling skill can twist an opponent's limbs, paralyzing or crippling him.

First, you must either successfully Parry an attack in hand-to-hand combat (this *can* be a weapon attack, if the foe is no more than one yard away) or make a grapple (using DX, Judo or Wrestling). If you succeed, you grab one of the victim's arms. *On the same turn*, roll a Quick Contest: your Arm Lock skill vs. his DX, Wrestling or Judo skill (whichever is best). If you win, you have trapped his arm in a lock. The attacker may indicate the particular nature of the lock (i.e., behind the foe's back, his arm extended from his side, etc.). Your foe may try to break free; use Arm Lock+4 or ST against his ST or Judo in another Quick Contest. If you win, you have immobilized the arm; the victim can try to break free in subsequent rounds, but at a cumulative -1 penalty.

On the next turn, you may choose to inflict pain or damage on the trapped limb. A third Quick Contest (Arm Lock or ST vs. HT) is required. The victim is at +3 if he has the High Pain Threshold advantage and your intention was only to cause pain. If you win, you inflict 1 point of damage *or pain* (causing DX and IQ penalties without actual damage) for every point by which you make the roll. If you do crippling damage, you break the arm or hand you were holding; no further damage can be inflicted, but all further attempts to cause pain are at +3! The arm lock counts as torture for the purposes of Interrogation (see p. B66). The victim must also make a Will roll minus the damage inflicted, or drop any weapon he was holding in that hand. Of course, if the hand or arm is crippled, any weapon held by it is automatically dropped.

Furthermore, other attacks may be inflicted on the victim: close combat attacks can be used against someone held by the lock, and the victim defends at -4, in addition to any other penalties caused by the damage or pain caused by the lock itself.

*A stick, tonfa or other weapon can be used as a lever to inflict an Arm Lock. Use the rules above, except that the default and prerequisite skills become the appropriate weapon skill (usually Short Staff, Shortsword or Tonfa).



Maneuvers and Optional Specializations

Maneuvers and optional specializations (see p. B43) are two different ways of representing the fact that in real life, some people will train to become especially good at one aspect of a skill. In *GURPS* terms, an optional specialization is chosen when you want to focus on a specific *body of knowledge* covered by a more general skill, while a maneuver is learned when you want to focus on a specific *technique* taught by a skill. In other words, one reflects theory and the other, practice.

When a skill has been learned with an optional specialization and is also being used as the basis of maneuvers, maneuvers can default to either the general skill or the specialized skill, but the player must specify where the points are being spent. A general maneuver describes the technique as it applies to the entire body of knowledge covered by the skill, while a specialized maneuver will only cover that technique as it applies to the specialization.

Example: A character with Chemistry-15 takes the optional specialization of Organic Chemistry at 20, which means that his general Chemistry skill is 14. If the GM rules that Synthesis is an Average procedure that defaults to Chemistry-2, then the character has a default of 18 in *Organic Synthesis*, but only a 12 in all other forms of Synthesis. If he decides to improve his default, then he must specify whether the points are being spent on the general or specialized maneuver.

Maneuvers and Familiarity

At the GM's option, the maneuver rules can also be used to handle skill *familiarity* (p. B43) for technical skills. The character uses familiar equipment within his specialization at full skill, but uses unfamiliar equipment at a skill penalty of -2 to -4. With this system, the use of an unfamiliar item of equipment becomes a new maneuver, defaulting to skill-2 to skill-4. It can be improved to a maximum level equal to the underlying skill. This allows a character to "buy" familiarity with a wide variety of equipment.

Most familiarities should be treated as Average maneuvers, unless the equipment in question is *especially* odd. Note that when these rules are being used, characters receive only one familiarity for "free," regardless of skill level, and must buy any others that are desired. For firearms, which usually have a -2 unfamiliarity penalty, full familiarity would cost 1 point per added type. For the fencing weapons (rapier, smallsword and saber), which usually have a -4 penalty, full familiarity would cost 4 points per type.

Just Watch This One! Expanding the Acrobatics Skill with Maneuvers

These rules are from an article by Steffan O'Sullivan in Roleplayer magazine, issue #25.

The concept of maneuvers can be easily expanded to the Acrobatics skill - in fact, some of the martial arts maneuvers default to Acrobatics already. Many people feel that the Acrobatics skill is too comprehensive to be only one skill; by using maneuvers, we can expand the skill to the dimensions it deserves without crippling the basic skill by dividing it.

Ground Rules

The Acrobatics skill includes all of the following maneuvers, at the defaults listed. No one with Acrobatics *needs* to raise any maneuvers to be able to try them!

In order to raise an individual maneuver, the character *must* have Acrobatics at skill 12 or higher (i.e., Acrobatics is a prerequisite for all of these maneuvers).

An individual maneuver cannot have more points put into it than the character has in Acrobatics itself. E.g., if an acrobat wishes to put 4 points into the Tightrope Walking maneuver, he must have at least 4 points in Acrobatics first.

Points in *all* Acrobatic maneuvers totalled cannot exceed *twice* the points in Acrobatics skill. E.g., a character with 4 points in Acrobatics can put no more than 8 points into Acrobatic maneuvers.

All maneuvers have a maximum of Acrobatics+4.

Please note that Tumbling is of *Special* difficulty. It cannot be raised above the level of Acrobatics, since it is what people consider Acrobatics for most game purposes.

The Acrobatics Maneuvers

Acrobatics is divided here into six maneuvers - individual GMs are free to expand this.

Back Kick (Hard) *Defaults to Karate-4 or Kicking-2*
Prerequisite: Karate; cannot exceed Karate skill level

This maneuver lets a fighter attack back hexes without changing facing. The roll is at Karate-4, in addition to any other modifiers. The user must be aware of the attacker behind him. The kicker's Active Defenses against all attacks are at -2 for that round.

Breakfall (Average) *Defaults to Judo or Acrobatics*
Prerequisite: Judo

This is a basic Judo maneuver, involving slapping the mat or ground to absorb the shock of landing. When the user is thrown for damage (see Judo Throw, p. MA51), a successful Breakfall roll will prevent damage. In any fall, a roll against Breakfall will reduce the effective distance of the fall by one yard. This is *not* cumulative with the results of a successful Acrobatics roll (p. B48).

Choke Hold (Hard) *Defaults to Judo-2 or Wrestling-3*
Prerequisite: Judo or Wrestling; cannot exceed prerequisite skill level

This special grapple consist of locking one forearm around the target's neck, applying pressure to the windpipe and effectively shutting off the victim's oxygen supply. A Choke Hold is very difficult to break: the more the target struggles, the tighter the choke becomes. This maneuver can also result in permanent damage to the target's throat. It was used by police to control dangerous criminals until its potential lethality prompted the authorities to ban it.

To effect a Choke Hold, the attacker must have grappled the victim with both hands *from behind*. After a successful grapple, a Choke Hold roll is necessary to place the victim in the hold (the target can make any Active Defense against this; PD does not protect). Once the hold is in place, the victim starts to suffocate (see p. B122). Breaking Free is very difficult; the victim is at -5 to all rolls to do so (attacks like Elbow Strikes can be used without any additional penalties, however). Also, the Choke Hold can inflict damage as per *Strangling* (see p. B112), if the user so desires; this may happen accidentally, if the victim is struggling wildly. Against an uncontrolled victim, make a Choke Hold roll at an additional -2 to avoid inflicting damage. If the attacker *intends* to hurt a thrashing victim, add +3 to the ST of the attacker for damage purposes.

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Close Combat (Average) Defaults to any close-combat
Weapon skill-2 or other Weapon skill-6
Prerequisite: Any weapon skill; must specialize;
cannot exceed prerequisite skill level,
or skill-3 for long weapons

In close combat, weapon attacks made with legal close-combat weapons are normally at -2, while longer weapons may not be used to attack at all. This maneuver can be learned to eliminate the -2 for using a close-combat weapon at reach C, or to allow longer weapons to attack in close combat.

For a legal close-combat weapon (Blackjack, Knife, etc.), this maneuver can be improved to allow the weapon to be used at no penalty in close combat, although the Close Combat maneuver cannot exceed the prerequisite skill level.

For a longer weapon, this maneuver allows an attack to be made at a reach 1 hex shorter than its shortest normal reach, but at -6. This involves holding the weapon as far away from the target as possible and requires at least 1 hex of clearance behind and to one side of the attacker. Characters can reduce the penalty with certain weapons by learning to shift grips on their weapon, practicing attacks that maximize the available maneuvering space, etc. By improving this maneuver, the penalty for using a longer weapon can be reduced to as little as -3.

This maneuver must be learned for each weapon skill the character wishes to improve.

Disarming (Hard) Defaults to *DX, Judo or Weapon skill*
Prerequisite: none

This maneuver allows an unarmed man to take an attacker's weapon. The defender must have successfully parried the weapon attack, or must grab the weapon arm, as per p. B 1 1 1 , substituting Disarming for DX. On the next turn, a Quick Contest between Disarming and DX is necessary to remove the weapon. A failure means the attacker keeps the weapon: a critical failure means a hit on the hand! For weapons that have disarming capabilities, replace Disarming with the appropriate weapon skill.

For another way to disarm an opponent, see *Ann or Wrist Lock* (p. 165).

Dual-Weapon Attack (Hard) Defaults to *Combat skill-4*
Prerequisite: Any one-handed combat skill;
must specialize; cannot exceed prerequisite skill level

This maneuver allows the attacker to strike with *two weapons at once*, at the same foe or two adjacent ones. Each weapon is at -4, in addition to any off-hand and hit location penalties. Such attacks are difficult to defend against if aimed at a single foe. The defender's attention is divided: -1 to defend against each attack of a Dual-Weapon Attack aimed at a sole opponent. (This applies to any number of attacks made with paired weapons.)

If multiple attack rules are being used, an attacker with two weapons can add one extra attack to his total, at -4. The other attacks receive no modifiers. He can distribute his attacks between the two weapons as he desires.

Elbow Strike (Average) Defaults to *Karate-2*
Prerequisite: Karate; cannot exceed Karate skill level

This maneuver is particularly useful if somebody is attacking or grappling you from behind. To attack enemies behind you in close combat, roll against Elbow Strike, with no modifiers for not facing the enemy (attacks to a specific part of the body, such as the vitals or head, are at an extra -1, for a total of -3, in addition to the standard penalties on p. B203). Frontal attacks are resolved as for a normal punch. The attack does the same damage as a Karate punch.



Just Watch This One!

(Continued)

Tumbling (Special)
 Defaults to *Acrobatics;*
cannot exceed Acrobatics skill
level

Tumbling, also called Vaulting, includes such basic maneuvers as the forward roll, backward roll, diving roll, and others that most people think of when they try an Acrobatics roll in a combat situation. This is the skill that an Acrobatic Dodge (p. B108) is rolled against. Likewise, diving between a foe's legs, reducing falling damage, vaulting to the back of a horse, diving through a window, etc., are all uses of Tumbling.

A basic acrobatic maneuver that isn't included in the *Basic Set* is a Chest Roll - from knees to feet in one second, ending up one or two hexes directly in front of or directly behind the acrobat. This amounts to a successful Acrobatics roll allowing the character to get from knees to feet and end in a hex other than where he started the turn. A Backward Chest Roll (toward the rear hex) is at -2.

Continued on next page ...

Just Watch This One!

(Continued)

Team Acrobatics (Hard)

Defaults to Acrobatics

Team Acrobatics involves more than one person. The simplest team acrobatics maneuvers, such as a human pyramid, do not even require an Acrobatics roll, although they are slow and clumsy to build without practice.

A human column is called Stacking, and *does* require *all* parties involved to make a Team Acrobatics roll. This usually means one person standing on another's shoulders; the upper acrobat is called the top-mounter, and the lower the understander. Two six-foot acrobats can be 11 feet high if one stands on the other's shoulders. (Add two feet for an average reach with arms outstretched - that is, the top-mounter could reach the top of a 13-foot-high wall.) They can walk around at Move 1 without needing to roll again, but the top-mounter's weight must be within the understander's *Extra-Heavy* encumbrance limit. They can reach higher if the top-mounter stands on the understander's upstretched hands. The understander needs to make a ST-3 roll as well as Team Acrobatics-3 roll. The understander also needs to make a Team Acrobatics-3 roll for *every step* he wants to take. A third acrobat can help hold up the top-mounter if all three make Team Acrobatics rolls: no ST roll is needed, and walking at Move 1 is allowed without further Acrobatics rolls.

In a shoulder stack, a third person may stand atop the second's shoulders, adding even more height, but the rolls for all parties are against Team Acrobatics-5. In addition, once the third person starts to climb, the ground level acrobat needs an initial ST-3 roll, then a straight ST roll every *second*, and may not move at all.

It takes four seconds to make a two-person shoulder stack, and eight seconds to make a three-person stack. Doubling these times gives a +1 to all rolls except ST rolls.

Voltige is basically people-tossing, but not in a hostile sense. This is as much teamwork as stacking, but harder due to the precise timing involved. All *voltige* maneuvers are at Team Acrobatics-2. A simple *voltige* maneuver is where one person (called the *cavalier*, or tosser) stands with knees bent and hands cupped, as his partner (called the *voltigeur*) runs briefly forward, springing up to the cavalier's hands and jumping upward. At the exact moment of the jump, the cavalier straightens up and heaves his hands upward, imparting an increased momentum to the *voltigeur*. Add the two characters' STs together to determine height reached in this way (see p. B88). You cannot use the four-yard running start mentioned in the **Basic Set**, but allow a one-foot bonus with a two-yard running start.

Continued on next page ...

Feint (Hard)

Defaults to any Combat skill
Prerequisite: Any Combat skill;
must specialize; cannot exceed prerequisite skill+4

This maneuver is identical to the Feint described on p. B105. It can be raised up to four levels past the prerequisite skill level.

Example: Tsung has Karate-16. Using Karate as a default, he has a Feint skill of 16. He can raise his Feint (Karate) to 17 with 1 point. 2 points will increase this to 18, and each additional 2 points will increase his Feint one more level, to a maximum of 20.

Ground Fighting (Hard) Defaults to any Combat skill-4
Prerequisite: Any Combat/Weapon skill;
must specialize; cannot exceed prerequisite skill level

Fighting while lying down has a penalty of -4 to all hand-to-hand attacks and -3 to all active defenses. Some fighting styles teach techniques to fight from the ground, represented by points in this maneuver. Fighters can use Ground Fighting (Combat Skill) at no penalty to attack, and a roll against Ground Fighting allows an active defense at only -1.

Head Lock (Hard)

Defaults to Judo-4 or Wrestling-4
Prerequisite: Judo or Wrestling; cannot exceed prerequisite skill level

This attack consists of putting the target's head in a lock, similar in some ways to a Choke Hold, but holding it in such a way that the target can be thrown while using the neck as the axis of the throw - which will almost certainly break the target's neck. After grappling the foe, the attacker must roll against Head Lock to grab the neck (the target can make any Active Defense against this; PD does not protect). On a success, the target's head has been put in a lock.

The following turn, the attacker can either try to choke the victim (treat this as a normal strangling attempt), or he can throw him; the throw is resolved as a Quick Contest between the attacker's Judo or Wrestling skill and the defender's ST, DX, Judo or Wrestling, *whichever is highest*. If the attacker wins, the target takes swing damage (plus a bonus equal to 1/8 Wrestling or Judo skill) to the neck, which is multiplied by 1.5. If the defender wins or ties, no damage is taken and the victim can try to Break Free.

Hit Location (Hard) Defaults to any Combat skill-3
Prerequisite: Any Combat/Weapon skill;
must specialize; cannot exceed prerequisite skill level

This maneuver lets the attacker reduce the penalties for hit location. Hit Location must be bought separately for each combat skill. One does not roll against the Hit Location maneuver to use it; instead, each level of Hit Location gives the attacker a bonus that can be used to offset hit location penalties. This bonus is +1 if Hit Location is known at skill-2, +2 if it is known at skill-1 and +3 if it is known at skill. No further improvement is possible. This bonus can never result in the attack being made at a higher level than the prerequisite skill; it can *only* be used to offset hit location penalties.

Example: Geoff has Karate-15 and Hit Location-15. This gives a bonus of +3. He can attack the brain (-7 to hit) at only -4 and the vitals (-3 to hit) at no penalty; he may also attack the arms or legs (-2 to hit) at no penalty, but not at +1.

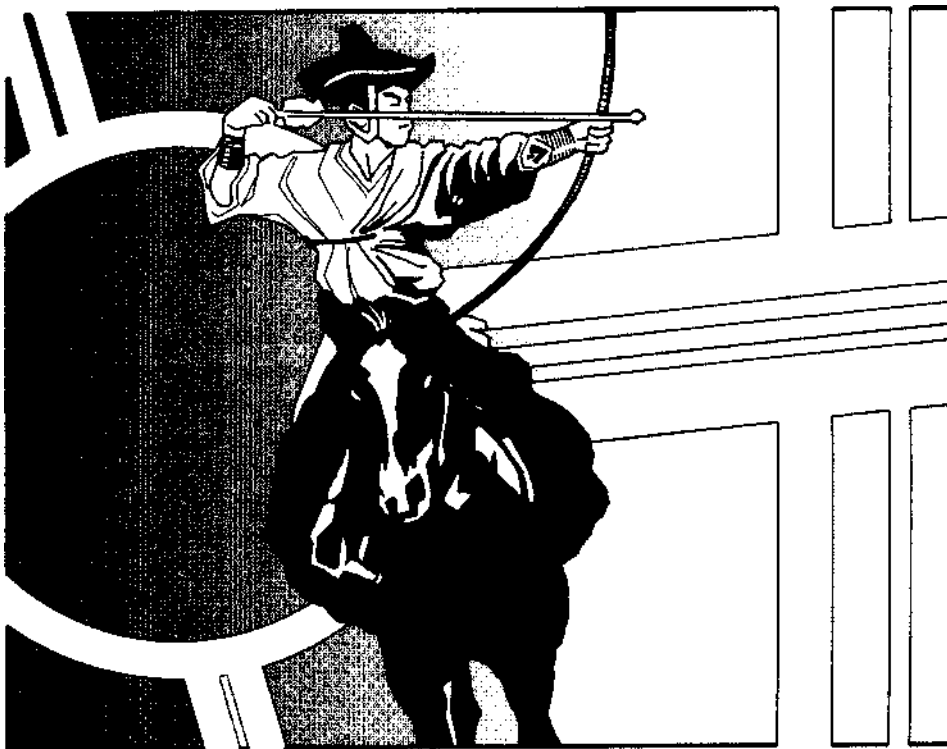
Hit Location has *no effect* on maneuvers that are by definition already targeted on one specific part of the body. To improve your chance of hitting with such a maneuver, improve the maneuver.

Horse Archery (Hard)

Defaults to Bow-4
Prerequisites: Bow and Riding at 12;
cannot exceed Bow skill

This represents lengthy training in the use of the short, composite bow from horseback, and associated tactics. It might conceivably be learned "in play," but the sheer amount of practice involved would make this hard; it is probably best limited to steppe nomads (and characters with an appropriate Unusual Background).

This reduces the penalties for using a bow from horseback (see p. B137). For example, 1 point decreases the penalty for turning in the saddle to fire to the rear to -3 (and removes the Riding penalty); 2 points will reduce the penalty to -2, and so on. Other trick shots will take only half the usual penalties (round up) if the archer can make his Horse Archery roll. The character can also use horse-archer tactics and will recognize others' use of them on an IQ roll.



Jab (Average)

Defaults to Boxing-3 or Karate-3
Prerequisite: Boxing; cannot
exceed Boxing skill level

This is a quick snapping blow which can either allow multiple light attacks or be used as a feint for a more powerful attack. Using a jab allows one extra attack that round, but both attacks must be jabs. Jab damage is thrust-3 plus Boxing bonuses. Also, a single jab can be used instead of a Feint maneuver; the jab is counted as an attack, and if it hits can do damage normally, but the same to-hit roll is used as a Feint roll (see p. B105); the next attack will get the bonuses of the Feint (if any).

Example: Leon "the Drill" Martinez has Boxing-14 and Jab-13. He attacks an adversary with Boxing-12 with a Jab. He rolls a 9, making his Jab roll by 4; the other boxer rolls his Parry successfully. However, the boxer also has to roll against his Boxing skill; he rolls a 12, losing the Contest by 4 points. On the next round, Leon throws a punch; his enemy will be at -4 to defend.

Just Watch This One!

(Continued)

Example: Two ST 11 characters doing a voltige maneuver with a two-yard running start could get the voltigeur's feet 68" (5' 8") off the ground! If the voltigeur were six feet tall, he could grasp the top of a 13-foot wall, since the arms stretched upward add two feet to the reach. The advantage of voltige over stacking is speed: stacking takes at least four seconds, while voltige is a single action.

There are other voltige maneuvers. Some are more complicated, even involving three persons, such as one person being swung for momentum by two people, then "tossed" upright to a stacking position atop the other acrobats' hands, which are held straight up! Each member needs to make a Team Acrobatics-2 roll, but it takes only one second to prepare (if the voltigeur is already lying down), and two seconds to swing into position.

Stilt Walking (Average)

Defaults to Acrobatics

An acrobat may walk on stilts with a successful Stilt Walking roll every ten minutes. Skill dictates how high the feet may be off the ground: an acrobat's feet may be Stilt Walking-8 feet off the ground for hand-held stilts (minimum one foot), and Stilt Walking-12 feet for strapped-on stilts that do not come above the knee (allowing both hands free). Other acrobatic feats while wearing strap-on stilts are at -5: combat is at -3. Both hands are needed to operate the stilts for hand-held stilts. Ladder Walking defaults to Stilt Walking-3.

Aerial Acrobatics (Hard)

Defaults to Acrobatics-2

The Aerial Acrobatics maneuver includes swinging on ropes, chandeliers, suspended rings, trapezes, etc. It is called Rigging Acrobatics in circuses.

Simple, straightforward swinging with the arms is rolled at Aerial Acrobatics+2 (defaults to Acrobatics), while anything involving active use of the legs or flipping or twisting is at Aerial Acrobatics - or worse, at the GM's option. Aerial Acrobatics is the maneuver to use for any fancy maneuvers while hanging by your arms or legs - such as swinging up to a balcony you're dangling from, for example, or imitating Tarzan.

Aerial Acrobatics effects are too complicated to give in detail here - notice that rules for simple rope and chandelier swinging take up a full page in *GURPS Swashbucklers!* (Such swashbuckling maneuvers will also appear in *Compendium II*.)

Continued on next page ...

Just Watch This One! (Continued)

Multiple acrobats increase the difficulty of a trick: -2 for two acrobats working together, -3 for three people, and so on. (Alternately, the GM may make the acrobats roll against *two* maneuvers at *no* penalties: Team Acrobatics and Aerial Acrobatics.) This modifier (or additional roll) is applied to *each* acrobat involved in the stunt, but can dramatically increase reach. Figure that a person hanging from a trapeze by his knees has a reach equal to his height. Each additional person can add up to eight feet in reach, and three yards in length for leaping purposes.

Nine out of ten aerial accidents in circuses occur because the rigging failed, not the performer. See pp. B212-213 for weight-bearing capacity of rope. Grapnels and S hooks make lousy trapeze attachments - swing the tiniest bit out of rhythm, and off they come . . . and off you go!

Tightrope Walking (Hard)

Defaults to Acrobatics-2

Tightrope walking can be very useful to an adventurer - if he can get a rope in the right place to begin with. Using a balancing pole adds +5 for a very long and limber pole, down to +1 for something rigid and short like a spear or umbrella. You have a penalty to your roll equal to your encumbrance level. The GM may assess other penalties based on factors like a slick or frayed rope, the distance of the walk, wind or other distractions.

Slack-Rope Walking is at Tightrope Walking-3, and may be learned as a separate maneuver if the GM is willing - starting at Acrobatics-5! (This is an example of a "double default.")

Characters with the Perfect Balance advantage (see p. 63) have no reason to learn this maneuver.

Gymnastics (Hard) Defaults to Acrobatics

It is very unfair to lump so many different and beautiful maneuvers under one heading. This "maneuver" includes the showy cartwheels, flip-flops, walkovers, handsprings, somersaults, tinsikas, splits, balancing positions, etc., that wouldn't be used in many game situations, but might be useful in a performance. The GM may make any one of these types of skills into its own maneuver, if desired. Certain types, such as the various somersaults, might have a penalty to the default for difficulty. The maneuver difficulty in general is listed as *Hard*, above, because it is assumed that for a performance, the acrobat will be using only his best tricks. The GM should usually require two skill rolls for Gymnastics: one against this maneuver for flawless execution of the skill, and one against Performance skill to rate the showmanship quality.

Jump Kick (Hard)

Defaults to Karate-4 or Kicking-2
Prerequisite: Karate; cannot exceed Karate skill level

A classic maneuver in fiction, although most martial arts teachers discourage its use in real-life situations. This kick increases the attack's reach to 2 hexes; damage is thrust+2 (plus Karate bonuses), and the attack is at -2 to parry. If you miss, roll vs. DX-4 or Acrobatics-2 to avoid falling.

Kicking (Hard)

Defaults to Karate-2 or Brawling-2
Prerequisite: Karate or Brawling; cannot exceed prerequisite skill level

This maneuver allows kicking to be improved separately. Other types of kick can default to either Kicking or Karate; use whichever default is higher. The skill level with the Kicking maneuver does not affect damage; use the unmodified Karate skill for this. If a kick misses, roll vs. Kicking skill or DX to avoid falling. Damage from a regular kick is thrust/crushing, plus 1/5 (round down) of Karate skill or 1/10 (round down) of Brawling skill.

Knee Strike (Average)

Defaults to Karate-1 or Brawling-1
Prerequisite: Karate or Brawling; cannot exceed prerequisite skill+2

This attack does thrust-1 damage, plus Karate or Brawling bonuses. If the target has been grappled successfully, he defends at -2. If the target has been grappled from the front, the natural target of a Knee Strike is the groin, and there is no hit location penalty to attack the groin! Unlike most Karate attacks, which have Reach C. 1, this attack is Reach C only.

Neck Snap (Hard)

Defaults to ST-4
Prerequisite: None; cannot exceed ST+3

This brute-force attack consists of grabbing and suddenly twisting the victim's head, hoping to snap the neck. A very strong man can kill instantly with it.

First, the attacker must grapple the victim by the head with both hands. On the following round, the attacker rolls a Quick Contest, his Neck Snap maneuver versus the victim's ST or HT (whichever is greater), plus Toughness, if any. If the attacker wins the contest, he does swing/crushing damage, which is multiplied by 1.5 against the neck. On a tie, or if the victim wins, no damage is inflicted.

Neck damage, even if not lethal, can be crippling. If the victim survives, he must roll vs. HT, as for a crippling injury (p. B129); a lasting injury will keep him in a neck brace for the allotted period, and all crushing damage done to his neck during that time will be *doubled* (representing the chance that the injury will aggravate itself).

Off-Hand Weapon Training (Hard)

Defaults to any Combat/Weapon Skill-4
Prerequisite: Any Combat/Weapon Skill; must specialize; cannot exceed prerequisite skill level

Anyone who has learned to use a weapon with the master hand can learn to use the same weapon with the off hand. This maneuver allows one to eliminate the -4 off-hand penalty, but only for that particular weapon. This maneuver is very useful when using paired weapons (see also *Dual-Weapon Attack*, p. 167). Off-hand training can also be applied to other skills, and to train the off-hand skill up if the master hand is lost or crippled.

Note: This maneuver appeared as a skill in earlier *GURPS* supplements.

Rabbit Punch (Average)

*Defaults to Brawling-3
Prerequisite: Brawling; cannot exceed
Brawling skill level*

This is a swinging blow that uses both hands like a mace. The blow does swing damage plus Brawling bonuses. With his hands locked together, however, the fighter cannot parry very well; Parry is only 1/2 Brawling skill. Locking one's hands together is risky: on a critical failure, *both* hands take thrust damage in addition to any other effects of the critical failure.

Roundhouse Punch (Average)

*Defaults to Brawling-3
or Boxing-3*

*Prerequisite: Brawling or Boxing; cannot
exceed prerequisite skill level*

This heavy punch is a wide swing with the whole body behind it. It is often used in an All-Out Attack (see p. B105). Damage is swing-1, plus Brawling or Boxing bonuses. This attack is both slow and easy to defend against, however; by using it, the attacker automatically surrenders initiative (he is "readying" his punching hand) and the target gets a +2 on active defenses against the roundhouse. Experienced fighters usually reserve the attack for use against a stunned foe; it makes a good *coup de grace*.

Spin Kick (Hard)

Defaults to Karate-3 or Kicking-1

*Prerequisite: Karate; cannot
exceed Karate skill level*

This kick consists of a quick pivot of the body resulting in a back kick or a side kick against an enemy in front of the attacker. The intended result of the sudden shift in the attacker's center of gravity is to surprise the enemy, but an experienced martial artist is not likely to be fooled by it.

Optional Rule: Combinations

The following optional rule is related to maneuvers, and is quite limited in usefulness without them, but it may be used on its own if desired.

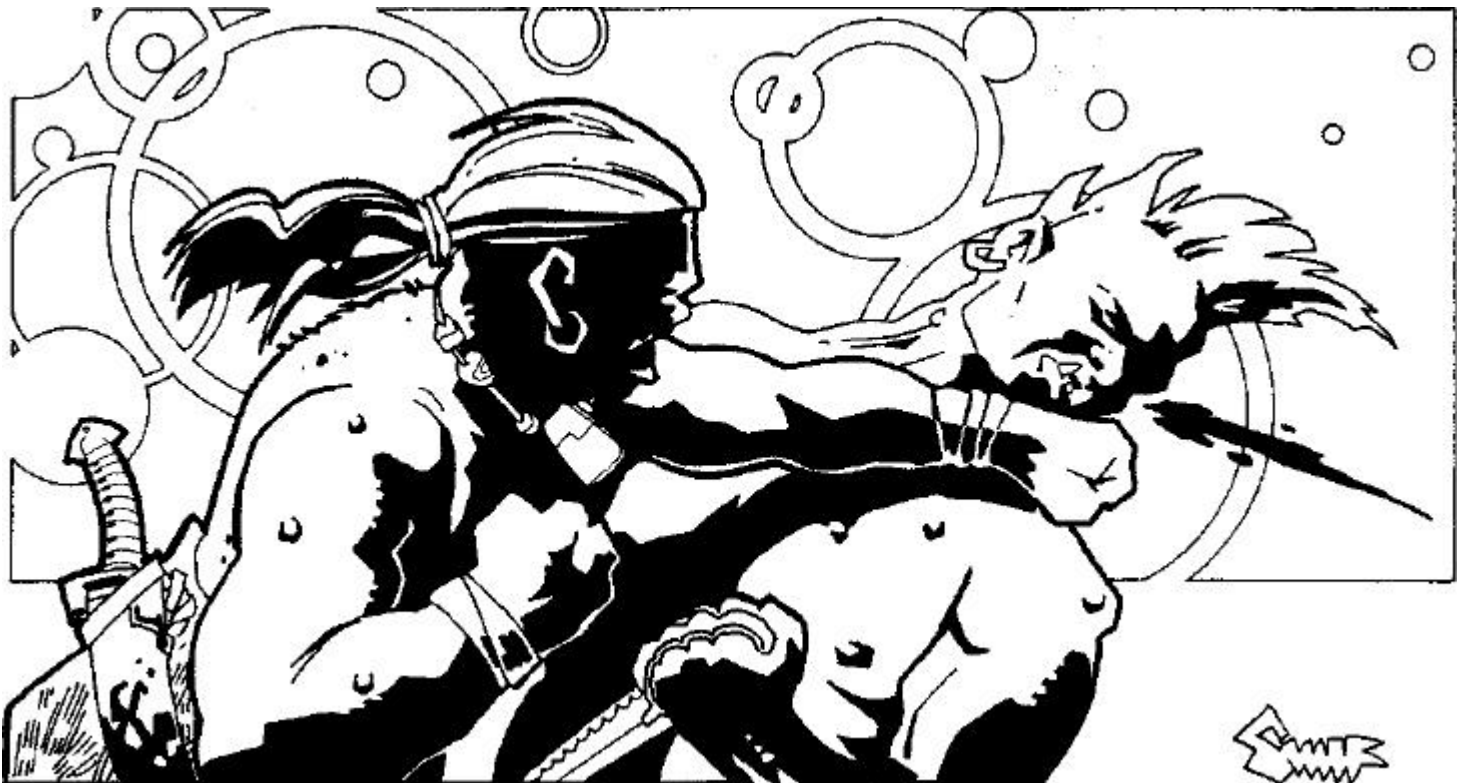
Trained fighters learn more than simple kicks, punches and throws. As they progress in training, they learn to combine different moves in quick sequences. For instance, a punch and a follow-up kick can be practiced until punching and kicking become almost one motion. The traditional martial-arts *kata* is an exercise which practices these linked maneuvers, or *combinations*.

Combinations allow a fighter to flow smoothly from one motion to the next. The main drawback of using combinations is that an opponent familiar with the character's fighting style may be able to predict those moves (see *Style Familiarity*, p. 30).

For gaming purposes, a fighter can link up to three *Step And . . .* maneuvers or Active Defenses into a combination. This costs 4 character points to link two maneuvers, or 6 for three maneuvers. He can use the whole combination instead of an attack of defense. A combination that begins with an attack can be used instead of an attack, while one that starts with an Active Defense will be counted as a defending Parry.

Only one combination can be used each turn, even if the cinematic multiple attack rules are being used. No cinematic skill can be used in a combination.

Continued on next page . . .





Optional Rule: Combinations (Continued)

Example: Terry the karate master has two combinations: Kick-Punch, and Parry-Punch-Kick. On his combat turn, he can make one normal attack, and use the Parry-Punch-Kick combination as his Active Defense. Alternatively, he can attack with the Kick-Punch set, and defend normally.

The player must announce his intention to use a combination at the beginning of the round. The GM secretly rolls a Quick Contest between the first skill used in the combination (for instance, if the first maneuver is a Karate Parry, use the unmodified Karate skill) and the opponent's highest *hand-to-hand* combat skill (this can be an armed or unarmed combat skill, and his weapon *training* will help him, even if he doesn't have a weapon). If the combination-user wins, he proceeds with the combination. The target can only defend until all the combination moves are finished. If the user loses, he can only use the first maneuver, and his opponent defends at +3.

Defenders who are familiar with the attacker's style, or who have the Body Language skill (p. 132), get a +1 bonus in the contest against attackers using combinations. Defenders with both get a +2 bonus.

This rule can be unbalancing, as it allows characters to perform multiple attacks on each turn. If it distorts your combats, increase the bonus allowed to the defender if he wins the Quick Contest.

Combinations require both speed and precision to work. This mixture can only rarely be obtained with any weapon of significant heft or length. Except in a highly-cinematic campaign, the GM should limit combinations to bare-handed maneuvers and maneuvers made with weapons that weigh no more than one pound and whose Reach is given as either "C" or "C, 1." This usually means blackjacks, daggers and knives, and exotic martial-arts weapons such as combat fans, Chinese slashing wheels, jittes and neko-de.

The Spin Kick allows a simultaneous feint and attack. The attacker must roll twice. First, roll a Quick Contest of Spin Kick vs. the opponent's Karate, Brawling or DX for the feint, then roll a second time to deliver the attack. If the feint is successful, use the rules on p. B96 to determine the enemy's defense penalties. However, if the defender wins the contest, he gets a *bonus* equal to the amount by which he won the contest; the kick was badly delivered and the attacker "telegraphed" the kick, making it easier to defend against. The Spin Kick does normal kicking damage.

Stamp Kick (Average)

*Defaults to Brawling-3,
Karate-3 or Kicking-1
Prerequisite: Karate or Brawling;
cannot exceed prerequisite skill level*

This attack consists of a swift, downward stamp with the heel, using the attacker's entire body weight to give additional force to the kick. The attack does more damage than a normal kick, but can only be used to attack the foot of a standing opponent or to attack an opponent who is lying on the ground. It is commonly used as a finishing move on a downed foe. Use of this attack in a tournament is frowned upon. Damage is thrust+1, plus Brawling or Karate bonuses. On a miss, the attacker must roll vs. HT or take this damage to the foot he was striking with.

Sweeping Kick (Hard)

*Defaults to Karate-3
or Kicking-1
Prerequisite: Karate;
cannot exceed Karate skill level*

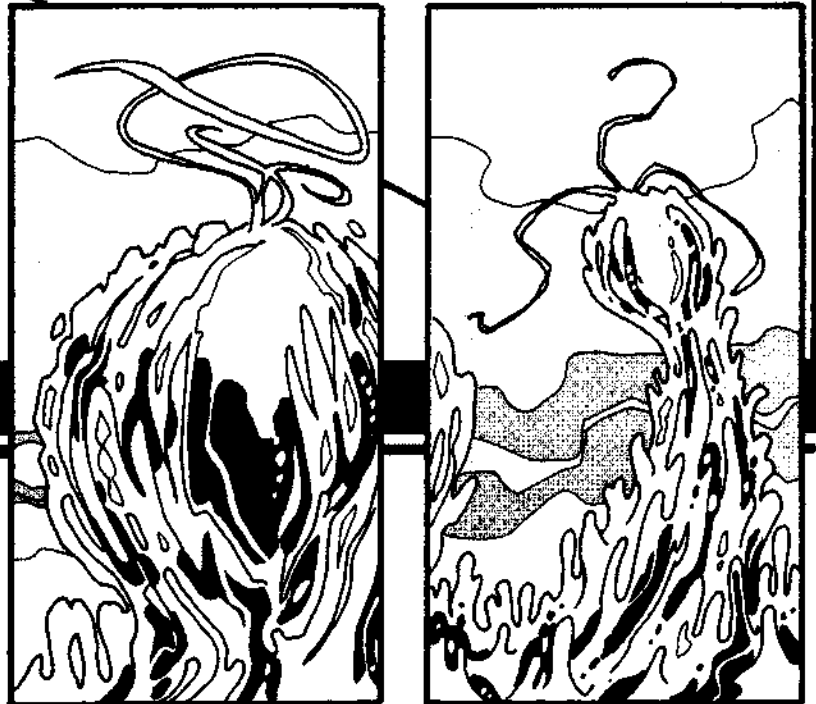
This is an attempt to kick the adversary's legs out from under him. If the attack is not successfully Parried or Dodged, roll a contest between Sweeping Kick skill and the victim's DX. Modifiers: +1 to the stronger of the two. If the victim loses, he is knocked down, unless he can make an Acrobatics-5 roll to somersault in the air and land safely.



7 RACIAL GENERATION



Many genres call for characters who are members of nonhuman species. For the purposes of these rules, a *race* is defined as a single nonhuman species, along with that species' dominant cultural background — although it could also be taken to mean a certain make of intelligent android, or a specific type of undead or magical monster. Rules for generating such characters have previously been published in *GURPS Aliens* and *Uplift* (for space aliens), *Blood Types* (for the undead, especially vampires), *Fantasy Folk* (for fantasy races) and *Robots* (for intelligent androids). A highly-condensed overview of these rules is presented in this chapter. For more details, see the specific supplement in question.



The Rule of 12

If evolution or the creator provides a certain advantage, then that advantage generally works. Consequently, *racial* advantages that require an attribute roll will often work more efficiently than the attribute suggests, as follows:

For advantages that require an attribute roll, members of a race with an average of less than 12 in that attribute will roll at 12 or the individual's actual attribute, whichever is *higher*. For races with an average attribute of 12 or more, always use the individual's actual attribute, even if that is *less* than 12!

NPC Races vs. PC Races

A *player character race* is one that the PCs are permitted to be members of at the time of character creation. A *non-player character race* is one that the GM has reserved for personal use. These terms are intended to remind the GM that not every race that can be designed using the racial generation rules will necessarily be appropriate for players to use as characters. There is no "official" distinction between a NPC race and a PC race, though. As always, that's a decision the GM should make. Try not to be *too* restrictive, however - races that are traditionally considered NPCs in other games can often prove to be wonderful roleplaying challenges as PCs in *GURPS!*

First, a word of caution. It will soon become apparent to gamers who are already familiar with the *character* generation rules that these *racial* generation rules have fewer arbitrary limitations and balancing factors than do the rules for creating individual characters. These balancing factors were incorporated into the character generation rules to make it harder for players to unbalance the GM's campaign. Fewer safeguards have been introduced for racial creation, because this is intended to be a *GM's* system, and the GM is free to decide what is or is not balanced in his campaign.

This lack of balancing factors means that it *is* possible to abuse these racial generation rules to create a race that will have a significant advantage in points or effectiveness over normal human characters. It is simply assumed that the GM will not wish to allow such races - at least, not as PCs. To this end, while unbalanced racial creation is quite possible using the following rules, we have attempted to provide enough guidelines herein to keep less-experienced GM's from *accidentally* creating an unbalanced race.

THE GENERATION PROCESS

The meat and bones of creating nonhumans lies in creating a *racial template* - an assortment of attribute modifiers (see below), advantages, disadvantages, quirks and skills that will, under normal circumstances, apply to every member of the race. Just as in character creation, each of these elements has a positive or negative point value. These values are totalled to find the final point value of the racial template.

All of the elements of a racial template must normally be purchased together by all members of the race, and so the template has a single, overall point cost known as the *racial cost*. All racial templates assume a human norm; therefore, humans cost 0 points and require no racial template of their own.



Most of the character advantages, disadvantages and skills in the *GURPS Basic Set* and *Compendium I* can be taken racially; the *Racial and Super Advantages* (p. 49) and *Disadvantages* (p. 101) in this book are especially appropriate. *Natural Attacks* (p. 72) are intended *exclusively* for the purpose of race creation, while for fantasy races, the *Occult and Paranormal Advantages* (p. 33) and *Disadvantages* (p. 96) may also prove useful.

Racial disadvantages and quirks are generally not applied against a character's normal limits (e.g., the -40 points of disadvantages and -5 points of quirks suggested in the *Basic Set*). However, if a PC race is particularly powerful *and* possesses more than -20 points worth of racial disadvantages, the GM may wish to consider limiting PC members of that race to only -20 or -30 points of personal disadvantages. This somewhat offsets the powerful abilities of such races, and prevents the campaign from becoming a freak show.

Racial Attribute Modifiers

Racial attribute modifiers are used to determine the attribute scores of an *average* member of a race whose racial average attribute scores differ from the human norm of 10. They offset the central value of the race's attribute distribution. These modifiers are treated as a special case of racial advantages and disadvantages.

Racial attribute modifiers are paid for according to the table on p. B13, reading attributes above 10 as bonuses and attributes below 10 as penalties. These bonuses or penalties are applied to every member of the race.

Example: A racial -1 to IQ gives a racial average IQ of 9 and would cost -10 points, while a racial +3 to ST gives a racial average ST of 13 and costs 30 points.

When raising or lowering attributes, an individual character pays for his attribute score *before* the racial modifier is applied.

Example: A character who has paid to be a member of a race with +3 ST wants a final ST of 16. He would first pay 30 points to buy his strength up to 13, then add the racial ST bonus of +3 for a total of 16. If he later wanted to use earned character points to increase his strength still further, he would pay 30 more points (twice the cost difference between 13 - his ST without the racial modifier - and 14) to increase his ST to 17.

Thus, it costs a *race* the same number of points to offset the central value of an attribute distribution by *N* as it costs an *individual* of any race to purchase an attribute that differs from its racial average score by *N*.

Limiting Racial Attribute Bonuses

Racial attribute bonuses can result in fairly significant cost breaks for characters who wish to purchase high levels of an attribute. For instance, the character in the example above has effectively paid 60 points for ST 16, as opposed to the usual 80 points - a savings of 20 points.

Generally, this effect can be justified as being a kind of built-in compensation for the fact that racial packages force players to purchase abilities in an all-or-nothing fashion, tying up points in abilities that might in fact be useless or even undesirable to a particular character, which can severely limit flexibility during character design.

In some cases, however, a racial package can give significant attribute bonuses without costing the player anything in flexibility, which may lead to abuse. GMs who are worried about such attribute bonuses unbalancing the campaign may wish to consider using one or more of the following optional rules, especially for player-designed races:



They Look Like They Look

When choosing racial advantages and disadvantages, avoid assigning point values to purely cosmetic alterations in the race's anatomy, and instead concentrate on those abilities that actually affect play. The single most important thing to keep in mind when designing nonhuman races is that outward appearance is *only a special effect!* The race only pays for the significant consequences (positive and negative) of its bodily structure. Nothing can unbalance a multi-racial campaign as thoroughly as assigning point values to racial characteristics unnecessarily. As always, it is ultimately up to the GM to determine which racial abilities cross the dividing line between special effects and actual advantages and disadvantages.

How They Think

It's easy to figure out what nonhumans look like, and even how they act. The hardest part about playing a nonhuman character is deciding how they *think* - *which* is what roleplaying is all about. Humanity's two primary motivations seem to be sex and material comfort. Other races might not share these drives. Of course, any ordinary creature must feel some instinct to preserve its young and itself, or the race will vanish. Races which lack *this* drive would have psychologies that humanity would find literally incomprehensible.

Sub-Races

To bring more variety to a nonhuman race, the GM may define sub-races within a race. A sub-race is a recognized, sizeable portion of the race which differs significantly from the norm in game terms. Extreme sexual dimorphism, true biological subspecies, half-breeds, radical mutations (or even upgrades, in the case of an android) are all possibilities.



Taboo Traits

The GM may rule that it is *impossible* for individuals of a certain race to possess any given advantage, disadvantage or skill. Not being able to buy a particular skill or advantage is not normally considered a disadvantage, and carries no point value. (This is necessary for game balance! If "cannot learn medical skills" were worth -10 points as a disadvantage, that would be a free 10 points for any player willing to abuse the spirit of the rules while creating a non-doctor character.) The GM can also arbitrarily declare that a race gets a certain penalty with a skill or group of skills. There is likewise no point value attached to such limitations, under normal circumstances, for the same reasons.

The GM is cautioned about putting more than a few such "taboos" on any one race (although some racial traits will logically eliminate a whole host of possibilities - Sessile races, for instance, are forbidden any further movement-related traits). The GM will find that his players will more easily accept such dicta if he presents them with a plausible cultural, psychological or physiological reason for the taboo.

One exception to this general rule is when a race receives a severe penalty on a skill that is *absolutely necessary for survival* in the campaign. In this instance, the GM may wish to consider using the Incompetence disadvantage (p. 91).

Countervailing Attribute Modifiers: For every racial attribute bonus taken by a PC race, a fixed amount of penalties must be taken as well. A suggested ratio is -1 in penalties for every +2 in bonuses.

Maximum Individual Attribute Bonus: No PC race can have a racial attribute bonus that exceeds some limit. A suggested maximum is +3.

Maximum Total Attribute Bonus: No PC race can have racial attribute modifiers whose total point value exceeds some limit. A suggested maximum is 50 points.

They Cost What They Cost: Races simply do not *have* attribute modifiers - they are given *suggested* attribute levels, but no cost is added to the racial template. Members of all races buy their attributes on the usual attribute chart on p. B13. In this case, the GM should insist that PC members of a race purchase attributes that are in line with the racial average (e.g., no ST 10 ogres!).

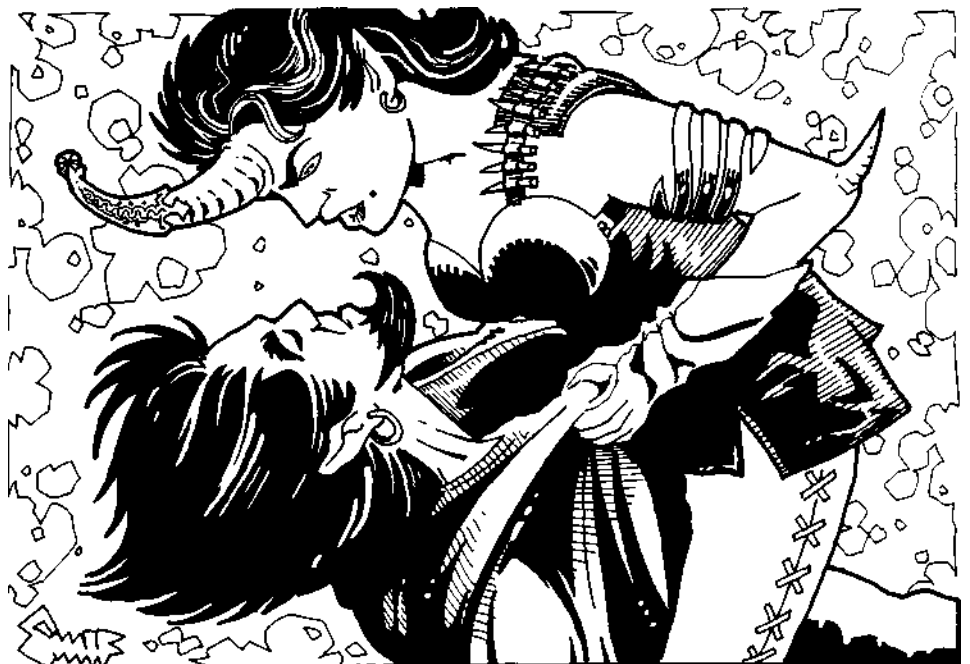
Split ST for Hybrid Races

Some races are best described as "hybrids" of two distinct body types that differ radically in build and physical strength (e.g., a horse and a man. in the case of a Centaur). To determine the total cost of racial ST for such beings, first determine a ST score for each half of the hybrid being separately.

Assign each half of the body a regular ST modifier (see p. 7 for the rules governing ST). If either half of the body has No Fine Manipulators (see p. 103), then apply that limitation (-40%) to the ST cost for that half of the body. Note that hybrid races *never* qualify for the "Natural" limitation (see p. 8). for obvious reasons! Once a cost is arrived at for the ST of each half, *average* the two costs to determine the final racial ST cost.

In most cases, ST will be "split" along upper-body/lower-body lines. Upper-body ST will normally determine biting and hand weapon damage, throwing ability and Fatigue available for Spellcasting or psi use; lower-body ST will normally determine carrying capacity, damage with constriction and kicks, and travel Fatigue. Natural attacks that rely upon ST for damage use the ST of whatever half of the body they are attached to. The GM should establish all such details when designing the race.

In all cases, individual ST adjustments modify *both* ST scores. Likewise, any effect that modifies ST will affect both ST scores equally.



Racial Advantages and Disadvantages

A nonhuman race could conceivably possess almost any advantage or disadvantage that an individual character could, within reason. When in doubt, the GM should exercise common sense: a whole race of Eunuchs is *probably* nonsensical, while size-related disadvantages - such as Dwarfism. Fat. Gigantism. Overweight and Skinny - are relative to a racial norm, and are better handled using the Inconvenient Size disadvantage (p. 102) when applied on a racial basis.

Extra Limbs

Many nonhumans have extra limbs, or limbs with unusual capabilities. These are normally treated as advantages; see Extra Arms (p. 54), Extra Legs (p. 55) and Strikers (p. 66) for details.

Racial Quirks

Racial quirks are minor disadvantages or personality traits that apply to all members of a race. They can be a useful tool for defining the biases and leanings of a race. The GM must be careful when assigning these, however, since overuse of racial quirks can pigeonhole individual characters to the point where they all seem identical.

Racial Skills

A distinction must be drawn between *racial skill bonuses*, *group skill bonuses* and *racially-learned skills*.

Racial Skill Bonus

A *racial skill bonus* is a natural talent for a certain skill. It is expressed as, for instance, "+1 Forgery" or "+3 Fast-Talk." Not every member of the race has the skill. Individuals get the benefit of the bonus only after they pay at least a half-point to actually learn the skill - not on default use.

The cost for a +1 racial bonus is equal to *half the* cost (from the table on p. B44) to learn the skill at DX (for physical skills) or IQ (for mental skills). The cost for a +2 racial bonus is equal to *half the* cost to learn the skill at IQ+1 or DX+1, and the cost for a +3 racial bonus is equal to *half the* cost for IQ+2 or DX+2. No racial skill bonus should ever exceed +3.

Racial skill bonuses apply to all specializations of a skill, even for those skills which normally *require* specialization, such as Survival and Engineer.

Group Skill Bonuses

Occasionally, the GM may wish to make a certain race gifted in an *entire field* of endeavor. Group skill bonuses are designed to make this easy for the GM.

A group skill bonus can be bought for any reasonably-related group of skills that the GM decides upon - including the skill groups in this book and the **Basic Set** - with the exception of the Combat/Weapon, Esoteric, Magical, Military, Psionic and Thief/Spy groups. The cost is 6 points per +1 with those skills. It is recommended that GMs treat the Science group as a special case, and divide it into two sub-groups, each costing 6 points per +1: soft sciences (Anthropology, History, Literature, Psychology, etc.) and hard sciences (Alchemy, Architecture, Meteorology, Physiology, etc.). The Research skill should be regarded as belonging to both subgroups.

Group skill bonuses should never be allowed on a less than racial basis. The GM who wishes to grant a race a bonus with a small number of related skills

Character Cost vs. Racial Strength

Part of the fun of playing nonhuman characters is dealing with "people" that are not only different from humans, but more than human. Many GMs will want to create at least a few PC and NPC races with physical and mental powers far beyond normal humans. In game terms, this means characters with a high racial point cost.

This creates an apparent contradiction in the campaign, however. The question arises. "If these guys are so great, why don't they control the whole world?"

The most obvious answer is to say, "they do." There's no reason why humanity has to be the dominant race of the campaign. Mankind could be an insignificant minor race or an audacious upstart to the ancient civilizations of the nonhumans!

However, even if the GM prefers an anthropocentric campaign, he needn't forsake superhuman races. The factors that allow an individual to excel are quite different from those that allow one race to dominate another. A humanocentric story or campaign usually assumes that humanity has several advantages, relative to other races, that would never show up on an individual character sheet.

First, humans are *prolific*. A woman can easily bear six to 12 children in her lifetime. A single male can father children with a huge number of women. Other races might be strictly monogamous, or tied to a complex fertility cycle, or simply generally infertile, allowing humanity to dominate them through sheer numbers. This is borne out in nature, where extremely capable species such as the dominant carnivores inevitably have smaller numbers than "lesser" species.

Second, humans are *aggressive*. They tend to want money, property and power for its own sake. A pragmatic race might let the humans move in and assume the burden of running things. The race might insist on a few basic rights, but would not necessarily want political power. An extremely powerful or supernatural race may simply pursue goals that humans cannot comprehend, leaving them to do as they please.

Finally, humans are *organized*. A super-race might never need to band together for protection from nature as humanity's ancestors did. Such a race might be quite at a loss to withstand an organized human military campaign or political program. Indeed, such a race might find real economic and cultural benefit in accepting organization by humanity.

Of course, humans may one day encounter a race that is more prolific, aggressive and organized than we are . . . orcs with spaceships. The outcome is left as an exercise for the GM.

Player-Created Races

Although the creation of nonhuman races for a campaign is primarily the responsibility of the GM, the adventurous GM might allow an especially good player or group to design races for their characters. Such player-generated races can add an appropriate feeling of randomness to the fantasy campaign. Of course, opportunistic players can also seriously undermine game balance if allowed to abuse these rules.

A few tips, then, for the GM whose players may be interested in creating their own races:

Player-generated races work best in a campaign that already has a plethora of different races. If you're asking the whole party to play nonhumans, make sure you have a few ready-made PC races on hand for those who might not be interested in the extra game mechanics of racial creation.

The GM should closely oversee every step of the creation process. It's *his* campaign. *Nothing* that he doesn't approve of should be allowed, no matter how convincingly the player argues!

Be leery of player-created NPC races. Remember, NPC races should be somewhat mysterious to the players, and mystery is hard to maintain when the creator is a member of the party. If a player comes to you with a number of good NPC races, encourage him to start his own *GURPS* campaign

such as a small subset of one of the groups in the *Basic Set* - can do so, and may amend the point cost to the extent that he finds reasonable (2 to 5 points per +1, depending on the size and utility of the skill group).

Racially-Learned Skills

A *racially-learned skill* is an actual *automatic* level of proficiency which every member of the race acquires. In most cases, this will be innate or instinctive. For example, a race with padded feet might possess the Stealth skill.

A racially-learned skill is expressed as, for instance, "Astrogation at IQ," or "Poetry at IQ+2." Note that the actual level of skill possessed by an individual member of a race will vary according to the underlying attribute score of that individual. It is assumed that while every member of the race receives the same instruction (or has the same feet!), the more intelligent members are able to apply the knowledge more efficiently and creatively. The "Rule of 12" (p. 74) does *not* apply to racially-learned skills. The point cost of racially-learned skills is figured according to the chart on page B44.

For skills where specialization is required, the GM may either set the specialization for the whole race or allow the player to select his character's specialization.

Effects of Experience

Racial skill bonuses (including *group skill bonuses*) can never be increased through experience. When improving a skill through experience, disregard the racial bonus and calculate the new level based solely upon the points spent, then apply the racial skill bonus to *the final* skill level. For example, if a race has +1 Fast-Talk, it would cost a member of that race only 1 point to have Fast-Talk at IQ. If that character later wanted to raise Fast-Talk to IQ+1, it would cost 1 more point.

Racially-learned skills may be increased in the same way as normally-bought skills, either when the character is created or through experience. For example, if a certain race has Bow at DX, it would cost a character 4 points, straight out of the chart on p. B44, to increase his skill to DX+1.



Racial Magic

Many fantasy races and creatures of horror fiction are magical. There are several ways in which the GM can grant his races magical powers:

Advantages: The GM can specify that almost any advantage stems from the race's magical nature as a "special effect." Such advantages will not work in "no mana" zones; if regions without mana are *particularly* common in the campaign world, the GM should assess a -10% limitation to such advantages. The *Occult and Paranormal* advantages on pp. 33-48 are especially suited to this role.

Racial Knacks: The GM can define a racial knack for a certain spell. Knacks are an optional magical system found in *GURPS Magic*. They are also briefly discussed under *Inherent Magic*, p. 38.

Racially-Learned Spells: These are completely normal spells - all rules and prerequisites apply. The only thing that distinguishes them is that they are (under normal conditions) taught to every member of the race at an early age. Generally speaking, a race with racially-learned spells must also have racial Magery.

Racially-Innate Spells: A racially-innate spell is known intuitively to all members of a race; it isn't *taught* to them. Races that live in areas without high mana must have racial Magery before they can have racially-innate spells. Any spell can be innate, but the GM is cautioned against granting the more powerful spells to PC races through this method.

The minimum cost for a racially-innate spell is the number of points necessary to bring that race's skill to 12 (based on racial Magery and the race's default IQ), or one point, whichever is *more*. If an individual has his IQ reduced to the point where his skill would fall below 12, the spell will not work. The GM may allow a player who voluntarily buys down IQ during initial creation to also buy off innate spells. The GM does not *have* to allow this, however. If the character is allowed to buy off his innate spells at creation, those abilities can never be recovered. If the character retains the innate spell, it is considered to be "dormant." If he later has his IQ or Magery raised to the point where his skill equals 12 or more, the ability activates and he can use the spell normally.

The only prerequisite for the use of a racially-innate spell is a personal skill of 12 or more with that spell. All other prerequisite spells, advantages and characteristics are disregarded.

Filling in the Blanks

Once the GM has selected a new race's advantages, disadvantages, quirks and skills, he's ready to face the real challenge of racial creation. Some questions that still need to be answered . . .

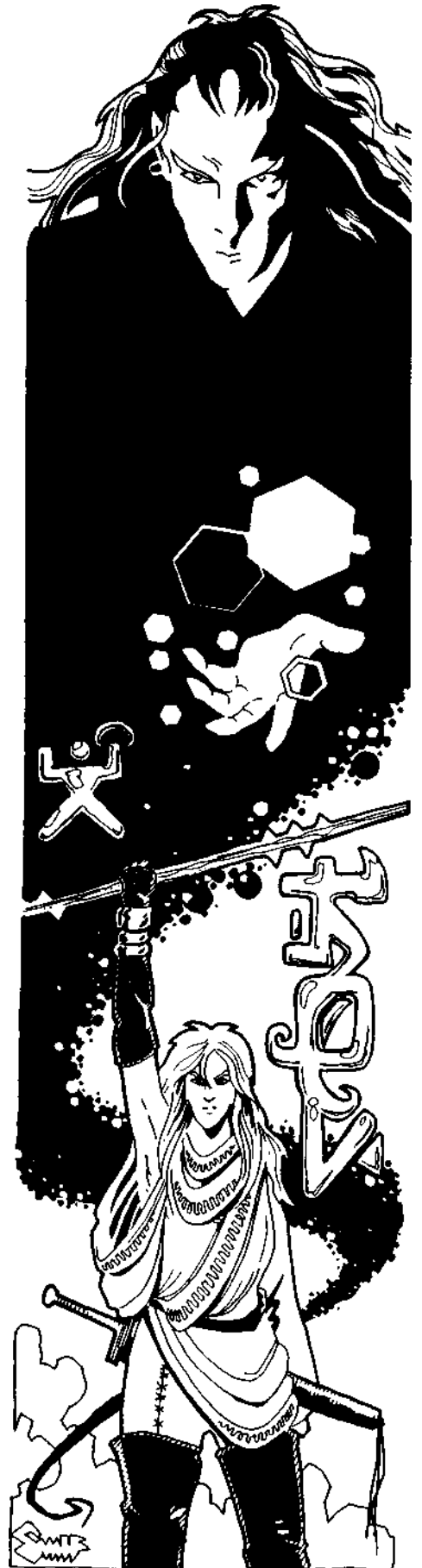
* What does the race look like? How big is it? How tall? What shape? What color? Does it have hair? What color? Does it have eyes? Does it have distinctive markings? Does it have hands or claws? What direction do its joints bend?

* Where and how was the race created? What environmental pressures combined to give the race its advantages and disadvantages?

* How does the race live? How do they govern themselves? Are they gregarious or solitary in nature? If gregarious, do they favor large cities, small villages or family groups?

* How does the race think? Do they have a racial philosophy? Do they have a religion? Do they have many religions? How do they react in an emergency? Do they like new things, or are they complacent? Can they be trusted?

* How does the race get along with others? Do they fight among themselves? How do they react to new races? Suspiciously? Enthusiastically? Do they trade with other races? Are there other races they particularly like or dislike?



PERSONALITY TRAITS

Stefan Jones originally created this optional system to help define a new race's personality for *GURPS Uplift*.

Traits represent basic categories of behavior, which may give rise to specific mental advantages or disadvantages. They may be the result of diet, social systems, reproductive behavior and other factors. A creature's final balance of traits will govern its instincts.

There are eight basic traits: *Chauvinism*, *Concentration*, *Curiosity*, *Egotism*, *Empathy*, *Gregariousness*, *Imagination* and *Suspicion*. Each trait has between five and eight levels, starting at 0,

Chauvinism

This is a measure of the whole species' "ego," and its tendency to bond into in-groups.

Level	Description	Point Cost	Page Reference
0	Strong Xenophilia	-15	p. 95
1	Xenophilia	-5	p. 95
2	Undiscriminating	-1	p. 94
3	Broad-Minded	-1	p. 86
4	Human Norm	0	-
5	Chauvinistic	-1	p. 87
6	Intolerance: Racial	-5	p. B34
7	Xenophobia	-15	p. B36

Concentration

This is a measure of how much the species' individuals can concentrate on a single action, plan ahead, and think "deep thoughts."

Level	Description	Point Cost	Page Reference
0	Short Attention Span	-10	p. 94
1	Distractible	-1	p. 89
2	Human Norm	0	—
3	Attentive	-1	p. 86
4	Single-Minded	5	p. 30

Curiosity

This is the tendency for individuals to go out of their way to investigate new things and yearn for adventure.

Level	Description	Point Cost	Page Reference
0	Obdurate	-10	p. 92
1	Incurious	-5	p. 91
2	Staid	-1	p. 94
3	Human Norm	0	-
4	Nosy	-1	p. 92
5	Curious	-5	p. 89
6	Extremely Curious	-10	p. 89

Egotism

This determines the sense of *personal* importance that the members of the species have.

Level	Description	Point Cost	Page Reference
0	Hive Mentality	-20	p. 102
1	Selfless	-10	p. 94
2	Humble	-1	p. 91
3	Human Norm	0	-
4	Proud	-1	p. 93
5	Selfish	-5	p. 94
6	Self-Centered	-10	p. 94

with higher levels indicating a greater degree of that trait in the racial personality. Each level is an advantage or a disadvantage; -1-point disadvantages can be considered quirks. *Homo sapiens* is the norm on this scale; thus, the trait cost for the human race is zero.

See the **Basic Set**, *Advantages* (Chapter 2) and *Disadvantages* (Chapter 3), for the description of each trait level. Note that most of these quirks, advantages and disadvantages can be bought and used by human characters as ordinary quirks, advantages and disadvantages.

Empathy

This is a measure of whether the species can sense, or comprehend, the feelings and attitudes of others.

Level	Description	Point Cost	Page Reference
0	Solinsist	-10	p. 94
1	Callous	-6	p. 86
2	Oblivious	-3	p. 92
3	Human Norm	0	-
4	Responsive	-1	p. 93
5	Sensitive	5	p. 30
6	Charitable	-15	p. 86

Gregariousness

This is a measure of the species' need (or dislike) for company.

Level	Description	Point Cost	Page Reference
0	Reclusive	-10	p. 93
1	Loner	-5	p. 91
2	Uncongenial	-1	p. 94
3	Human Norm	0	-
4	Congenial	-1	p. 89
5	Chummy	-5	p. 87
6	Gregarious	-10	p. 90

Imagination

Imaginative creatures tend to come up with new ideas and find patterns in seemingly "random" data.

Level	Description	Point Cost	Page Reference
0	Hidebound	-5	p. 91
1	Dull	-1	p. 89
2	Human Norm	0	-
3	Dreamer	-1	p. 89
4	Imaginative	-1	p. 91
5	Versatile	5	p. 31

Suspicion

This trait determines how the species reacts toward new things - with pleasure or with fear or distrust. A very suspicious creature may be paranoid by human standards !

Level	Description	Point Cost	Page Reference
0	Imperturbable	10	p. 26
1	Collected	5	p. 22
2	Cool	1	p. 23
3	Human Norm	0	—
4	Careful	-1	p. 86
5	Edgy	-5	p. 90

APPENDIX 1 ABBREVIATIONS FOR *GURPS* TITLES

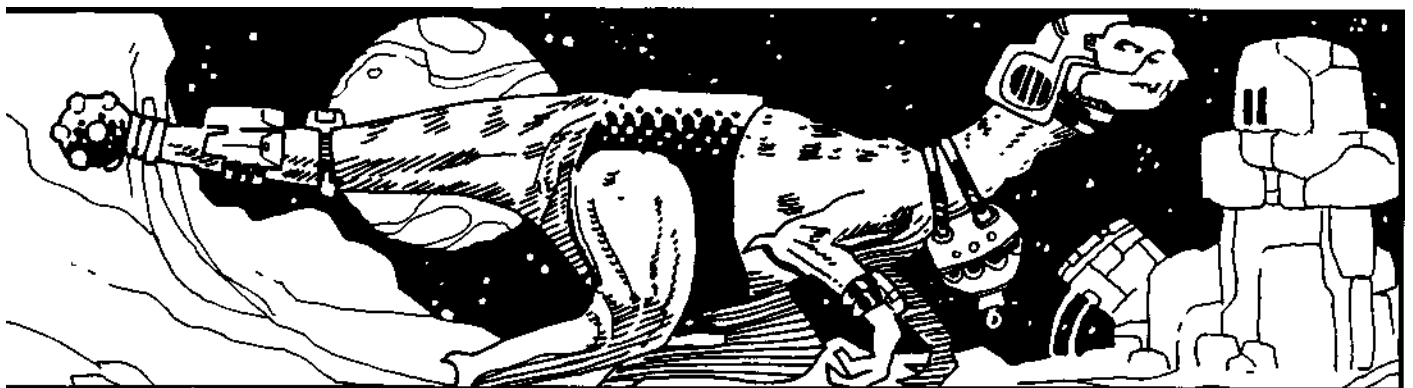
The following abbreviations are used throughout this book, and will be used when making page references in all *future GURPS* books. Every effort has been made to maintain consistency with past usage, where possible.

Abbreviation	Title
A.....	<i>Aliens</i>
AA.....	<i>Aces Abroad</i>
AD.....	<i>Autoduel</i>
AE.....	<i>Alternate Earths</i>
AH.....	<i>Atomic Horror</i>
AN.....	<i>Arabian Nights</i>
AZ.....	<i>Aztecs</i>
B.....	<i>Basic Set</i>
BB.....	<i>Bunnies & Burrows</i>
BE.....	<i>Bestiary</i>
BIO.....	<i>Bio-Tech</i>
BT.....	<i>Blood Types</i>
CA.....	<i>Camelot</i>
CCS.....	<i>Callahan's Crosstime Saloon</i>
CH.....	<i>China</i>
CI.....	<i>Compendium I: Character Creation</i>
CII.....	<i>Compendium II: Combat and Campaigns</i>
CL.....	<i>Cliffhangers</i>
CM.....	<i>Celtic Myth</i>
CN.....	<i>Creatures of the Night</i>
CO.....	<i>Conan</i>
CT.....	<i>Cthulhupunk</i>
CW.....	<i>Cyberworld</i>
CY.....	<i>Cyberpunk</i>
CYA.....	<i>Cyberpunk Adventures</i>
D.....	<i>Dinosaurs</i>
E.....	<i>Espionage</i>
F.....	<i>Fantasy</i>
FA.....	<i>Fantasy Adventures</i>
FB.....	<i>Fantasy Bestiary</i>
FF.....	<i>Fantasy Folk</i>
FII.....	<i>Fantasy II: Adventures in the Mad Lands</i>

Abbreviation.....	Title
G.....	<i>Grimoire</i>
GB.....	<i>Goblins</i>
GR.....	<i>Greece</i>
H.....	<i>Horror</i>
HA.....	<i>Harkwood</i>
HO.....	<i>Horseclans</i>
HT.....	<i>High-Tech</i>
HU.....	<i>Humanx</i>
I.....	<i>Illuminati</i>
IA.....	<i>Ice Age</i>
IN.....	<i>In Nomine</i>
IOU.....	<i>Illuminati University</i>
IR.....	<i>Imperial Rome</i>
IST.....	<i>International Super Teams</i>
J.....	<i>Japan</i>
L.....	<i>Lensman</i>
M.....	<i>Magic</i>
MA.....	<i>Martial Arts</i>
MAA.....	<i>Martial Arts Adventures</i>
MAO.....	<i>Middle Ages I</i>
MD.....	<i>Mixed Doubles</i>
ME.....	<i>Mecha</i>
ML.....	<i>Magic Items</i>
MIT.....	<i>Magic Items 2</i>
MTA.....	<i>Mage: The Ascension</i>
OE.....	<i>Operation Endgame</i>
OSF.....	<i>OW Stone Fort</i>
OW.....	<i>Old West</i>
P.....	<i>Psionics</i>
PM.....	<i>Places of Mystery</i>
PR.....	<i>Prisoner</i>
PY n/p.....	<i>Pyramid, issue n, page p</i>
R.....	<i>Religion</i>
RAT n/p.....	<i>Road Atlas n, page p</i>

Page references in *GURPS* are given by the appropriate one-to-three-letter abbreviation, followed by the page number; e.g., "p. M72" means "page 72 of *GURPS Magic*," and "p. B109" refers to page 109 of the *GURPS Basic Set*.

Abbreviation.....	Title
RH.....	<i>Robin Hood</i>
RI.....	<i>Riverworld</i>
RO.....	<i>Robots</i>
RP n/p.....	<i>Roleplayer, issue n, page p</i>
RS.....	<i>Reign of Steel</i>
S.....	<i>Space</i>
SA.....	<i>Space Adventures</i>
SAT n/p.....	<i>Space Atlas n, page p</i>
SB.....	<i>Space Bestiary</i>
SC.....	<i>Supporting Cast</i>
SO.....	<i>Special Ops</i>
SP.....	<i>Scarto Pimpernel</i>
SS.....	<i>Super Scum</i>
ST.....	<i>Supertemps</i>
SU.....	<i>Supers</i>
SUA.....	<i>Supers Adventures</i>
SW.....	<i>Swashbucklers</i>
TE.....	<i>Terradyne</i>
TL.....	<i>Timeline</i>
TR.....	<i>Tredroy</i>
TT.....	<i>Time Travel</i>
TTA.....	<i>Time Travel Adventures</i>
U.....	<i>Uplift</i>
UT.....	<i>Ultra-Tech</i>
VC.....	<i>Vampire Companion</i>
VE.....	<i>Vehicles</i>
VI.....	<i>Vikings</i>
VO.....	<i>Voodoo</i>
VTM.....	<i>Vampire: The Masquerade</i>
WAC.....	<i>War Against the Chtorr</i>
WC.....	<i>Wild Cards</i>
WT.....	<i>Warehouse 23</i>
WTA.....	<i>Werewolf The Apocalypse</i>
WW.....	<i>Witch World</i>



APPENDIX 2 — ADVANTAGE LISTINGS

This alphabetical listing of advantages gives point costs and page references. Every effort has been made to ensure these listings are reasonably complete. Very world-specific advantages that are not included in this book appear here as well. See the given page reference(s) for details.

Name

The name of the advantage, identical to the name given in the relevant supplement. Classes of particularly world-specific advantages have been grouped under single entries, such as "Cybernetic Implants," "Garou Gifts," "Robotics," and "Vampiric Disciplines." See the advantage description for details.

Name	Cost	Page Reference
360-Degree Vision	25	68, SU35, U19
3D Spatial Sense	10	31, S33
Absolute Direction	5	B19
Absolute Timing	5	B19
Absorption	Variable	49
Academic Status	5/level	10U18
Acceleration Tolerance	10	19
Acute Faz	2/level	55
Acute Hearing	2/level	B19
Acute Taste and Smell	2/level	B19
Acute Vision	2/level	B19
Administrative Rank	5/level	19
Alcohol Tolerance	5	19
Alertness	5/level	B19
Ally	Variable	B23
Ally (Unwilling)	Variable	19
Ally Group	Variable	19
Ally Group (Unwilling)	Variable	20
Altered Time Rate	100/level	49, SU35
Alternate Identity	15/5	20
Ambidexterity	10	B19
Amphibious	10	49, SU36
Animal Empathy	5	B19
Animal Form	100	33
Appearance	Variable	B15
Arcane	10/level	MTA44
Arête	Variable	MTA44
Armor Plates	59	57
Autotrance	5	20
Avatar	15/level	MTA44
Awareness	15/35	33, MTA44
Bardic Immunity	10	21, RH6
Beast-Kin	15	21
Being of Pure Thought	290	34
Bioelectric Shock	10	50, R078
Bionics	Variable	CY30, RP26/13
Bioplas Dermal Armor	45	SA30
Bite	30+	50
Blessed	10/20	34, R93
Blood Healing	25	VTM58
Body of Air	50	50
Body of Earth	40	50
Body of Fire	5/level	50
Body of Ice	25	50
Body of Metal	9/level	50
Body of Stone	8/level	51, SU37
Body of Water	40	51
Bouncing	12/level	51
Brachiator	5	51, U17
Breath Holding	2/level	21, SU37
Breathe Fire	20	72
Broadcast	3/level	51
Carapace	56	57
Cast Iron Stomach	15	51, U17
Cat's Nine Lives	5	FB112
Catfall	10	51, SU37
Chameleon	7/level	51, SU37
Channeling	10	34
Charisma	5/level	B19

Cost

The cost of the advantage in character points. A "+" means that there are advanced forms of the advantage that cost more ("30+" means "30 points or more"). Smoothly-varying point ranges are indicated with a hyphen ("1-10" means "any value from 1 to 10 points"). Costs of advantages that can be bought in several, equally-expensive levels are indicated with "/level" ("1Q/level" means "ten points per level"). Costs of advantages with several levels of varying cost are given in the form of cumulative level costs, separated by slashes ("15/25/35" means level 1 costs 15 points,

level 2 costs a total of 25 points and level 3 costs a total of 35 points). Advantages with "Variable" cost have more detailed cost schemes - see the advantage description.

Page Reference

The first number listed indicates the "official" version of the advantage. If no letter appears before the number, it refers to a page in this book. Otherwise, the advantage is either listed in the **Basic Set**, or is genre-specific and not included in this book. See Appendix 1 for the meaning of the abbreviations. If multiple references are given, it is because the descriptions contain different information, all of which may be useful to the reader.

Name	Cost	Page Reference
Chronolocation	15	21
Claim to Hospitality	1-10	21
Claws	15/40/55	67, SU76
Clerical Investment	5/level	22, B19, R92
Clerical Magic	Variable	35
Client	Variable	U31
Clinging	25	51, SU38
Collected	5	22
Combat Reflexes	15	B20
Common Sense	10	B20
Compartmentalized Mind	50/level	52
Composed	5	22
Constriction Attack	15	52, SU75, BE102
Contacts	Variable	22
Cool (Natural Attack)	15	72
Cool (Quirk)	1	23
Costume	15	52
Courtesy Rank	1/level	23
Cultural Adaptability	25	23
Cybernetic Implants	Variable	CY29, RP19/7
Damage Resistance	Variable	52, SU38
Dampen	15	72
Danger Sense	15	B20
Daredevil	15	23
Dark Vision	25	52
Deafen	15	72, U25
Decreased Life Support	10	52
Deep Sleeper	5	23
Delirium	100	WTA55
Destiny	Variable	35
Destiny	5/level	MTA45
Diplomatic Immunity	20	24, IST30
Discriminatory Smell	15	52, SU38
Discriminatory Taste	10	53
Disease-Resistant	5	24
Divination Talent	5	36
Divine Favor	Variable	36
Doesn't Breathe	20	53, SU39, VTM59
Doesn't Eat/Drink	10	53, SU39
Doesn't Sleep	20	53, SU39
Dominance	5+	53
Double-Jointed	5	B20
Dream	3/level	MTA45
Drug Factory	Variable	53, R078
Duplication	75/copy	53
Early Maturation	5/level	53
Eidetic Memory	30/60	B20
Eidetic Sense of Smell	10	BB22
Elastic Skin	20	53
Empathy	15	B20
Enhanced Block	6	24
Enhanced Dodge	15	24
Enhanced Move	10/level	54
Enhanced Parry	6/10	24
Enhanced ST	Variable	7, SU39
Enhanced Time Sense	45	54, MTA46
Extended Lifespan	5/level	54
Extra Arm Length	10/hex	54, SU75, U21
Extra Arms	Variable	54, SU74, U20

<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>	<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>
Extra Encumbrance	5	54	Intuitive Mathematician	25	26
Extra Fatigue	3/level	24	Invisibility	40	59, SU42
Extra Flexibility	5/10	55, SU35	Invisibility to Machines	20	59
Extra Gnosis	8/level	WTA56	Invulnerability	Variable	59, SU42
Extra Hit Points	5/level	24	Iron Hand	10/15	26
Extra Humanity	5/level	VTM69	IST Membership	65+5/Rank	IST29, SU97
Extra Legs	Variable	55	Karmic Ties	Variable	39, WW58
Extra Life	25	36	Kindred Advantage*	Variable	VC14
Extra Rage	4/level	WTA56	Knacks	Variable	38, M96
Extra Stun	2/level	24	Knighthood	Variable	CA7
Faerie Empathy	10	36	Language Talent	2/level	B20
Faith Healing	30	36	Laser	25	73
Familiar	Variable	37	Legal Enforcement Powers	5/10/15	B21
Fashion Sense	5	24, VTM59	Legal Immunity	5 to 20	27
Favor	Variable	25	Lensman	100	L28
Faz Sense	IO	55, HLI39	Less Sleep	3/level	27
Fearlessness	2/level	25	Light Hangover	2	27
Field Sense	10	55, U18	Lightning	20	73, U26
Filter Lungs	5	56	Lightning Calculator	5	B21
Fit	5	25	Limited Magery (Dance)	8/13/18	39
Flash	15	72, U25	(Dark-Aspected)	8/13/18	39
Flexibility	15	56, SU40	(Moon-Aspected)	8/13/18	39
Flight	40	56, SU40	(Musical)	8/13/18	39
Fugue	50	38	(One-College)	10/16/22	39
Full Coordination	50/attack	56, SU40	(Solitary)	10/16/22	40
Fur	4	56, RO79	(Song)	10/16/22	40
G-Experience	10	25	(Star-Aspected)	8/13/18	40
Gadgeteer	25/50	25, S U14	(Sun-Aspected)	8/13/18	40
Garou Gifts	Variable	WTA114	Literacy	Variable	B21
Generation	Variable	VTM59	Longevity	5	B21
Gesa	Variable	CM55	Luck	15/30	B21
Ghost	100/130	VO55	Lunar Influence	5	39
Gills	10	56, SU40	Lycanthropic Dominance	35	60
Gizmos	5/10/15	124, SU72	Magic Resistance	2/level	B21, M104
Gliding	20	56, U18	Magical Aptitude	15/25/35	B21, M103
Group Skill Bonus	Variable	177	Magnetic Sense	5/level	60
Growth	IQ/level	56	Mana Damper	5+	40
Guardian Spirit	Variable	OW29	Mana Enhancer	25+	40
Hard to Kill	5/level	25	Manual Dexterity	3/level	27
Harmony with the Tao	20	38, MAA100	Martial Arts Styles	Variable	MA24, MAA112
Healing	25	57	Mathematical Ability	10	B22
Health/Life Insurance	0	IOU18	Matter Surfing	30	60
Heavy Scales	29	57, U27	Mechanical Telepathy	120	27
Heir	5	25	Medium	10	41
Hermaphromorph	2	57	Metabolism Control	5/level	60, U18
Heroic ST	Variable	57	Microscopic Vision	4/level	60, SU43
Hide	28	57	Military Rank	5/level	B22
High Pain Threshold	10	B20	Mimicry	15	60
High Technology	Variable	26, U18	Mindlink	1/level	41
Higher Purpose	5	26	Mindshare	Variable	60
Horns	Variable	67, U25	Mode Training	10	WAC56
Hyperactive	30	57	Modified Arm DX	Variable	61, SU75
Hyper-Reflexes	15	58, RO79	Modified Arm ST	Variable	61, SU74
Hyper-Strength	30	58, RO79	Morph	40	61, FF28
Hyperflight	50/75	57	Move Through Ice	10	62
Ice Clinging	10	52, A14	Mucous Skin	0	U27
Ice Skates	5	58, SU41	Multimillionaire	25/level	27
Illuminated	60	38	Multiple Forms	5/additional form	62
Illusion	20	72, U26	Mundanity	5/level	IOU19
Image	20	72	Musical Ability	1/level	B22
Immortality	140	58, SU41	Mythos Awareness	5 or 15	CT47
Immunity to Disease	10	B20	Nanomorphics	Variable	RO71
Immunity to Paradox	50	MTA46	Natural Spellcasting	15	41
Immunity to Poison	15	58, SU41	Neural Cyberdeck Interface	Variable	27, CT32, CW121
Immunity to the Delirium	25	MTA46, WTA57	Nictating Membrane	10/level	62, SU43
Immunity to Timesickness	Variable	26	Night Vision	10	B22
Imperturbable	10	26	No Hangover	5	28
Improved G-Tolerance	5 to 25	26	Node	Variable	MTA46
In-Between Invulnerability	60	VO99	Non-Reciprocal Damage	30	41
Increased Density	5/level	58	Oracle	15	42
Increased Speed	25/level	26, SU4I	Oxygen Storage	14	62
Independently Focusable Eyes	15	58, SU4I	Panimmunity	2/5/10	28, TE117
Infravision	15	58	Parabolic Hearing	4/level	62, SU43
Inherent Magic (Knacks)	Variable	38, M96	Passive Defence	25/level	63, SU44
Initiate Powers	Variable	VO58	Patron	Variable	B24
Initiation	Variable	VO55, 58	Patron (Secret)	Variable	28
Injury Tolerance	Variable	58	Patron (Unwilling)	Variable	28
Insubstantiality	80	59, SU42	Penetrating Call	5	63, WTA57
Interface Jack	10	26, U87	Penetrating Vision	10/level	63
Intuition	15	B20	Perfect Balance	15	63

<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>
Peripheral Vision	15	B22
Pheromone Control	25	63, RO79
Pious	5	29
Pitiable	5	29
Plant Empathy	5	29
Polarized Eyes	5	63, SU44
Power Investiture	10/level	42
Pressure Support	Variable	63, SU44
Psi Powers	Variable	B165, P10
Psionic Resistance	2/level	42
Pure Breed	5/level	WTA57
Quintessence	2/level	MTA46
Racial Memory	15/40	42
Racial Skill Bonus	Variable	177, FF21
Racially Innate Spells	Variable	179, FF13
Radar Sense	50+1/hex	63, SU44
Radio Hearing	10	64, U18
Radio Speech	25	64
Rank	5 to 10/level	29
Rank (Academic)	5/level	29, 10U18
Rank (Lodges)	5/level	VO54
Rank (Merchant)	10/level	29
Rank (Religious)	5/level	22,29
Rapid Healing	5	B22
Rapier Wit	5	29, IOU20
Reawakened	10	43
Reciprocal Rest	15	43
Recovery	10	64, SU44
Reduced Sleep	10	64, SU44
Reflection	Variable	64
Regeneration	10 to 100	64, SU44
Regnancy	Variable	64
Regrowth	40	64, SU44
Reputation	Variable	B17
Resistance to Disciplines	Variable	VTM71
Resistant to Poison	5	29
Resurrection	150	64
Retgression	40	43
Ridiculous Luck	60	29
Robotics	Variable	RO9
Sanctity	5	29
Sanitized Metabolism	5	65
Scales	3	57, U27
Second Sight	5	43
Second-Stage Stability	25	L29
Secret Communication	20	65, U20
Security Clearance	Variable	29
See Ethical Markings	15	RI37
See Invisible	15	65, SU45
Semi-Literacy	0 or 5	29
Sense of Perception	100	65
Sensie Talent	2/level	30
Sensitive	5	30
Sensitive Touch	10	65, SU45
Serendipity	15/30	30
Shadow Form	50	65
Shapeshifting (Aztec)	15	AZ34
Shapeshifting (Were)	Variable	43
Sharpshooter	45	30
Shock	20	73
Shrinking	Variable	65
Sidhe Blood	Variable	CM55
Silence	5/level	66, SU46
Silver Sense	5	WTA58
Single-Minded	5	30
Smashing Tail	Variable	BE101, U25
Smoke	15	73, U26
Snatcher	Variable	45
Sonar Vision	0/25	66, U18
Sonic Blast	20	73, U26
Sonic Claws	60	SA30
Speak Underwater	8	66
Speak with Animals	15	66, SU46
Speak with Fish	10	66, SU46
Speak with Plants	15	66
Spear	30	67, U25
Spearman's Invulnerability	30	CM80
Special Rapport	10	46
Spectrum Vision	40	66, SU46
Spheres (Magickal)	Variable	MTA50

<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>
Spines	5/15	67
Spiny Fur	33	56, U27
Spirit Empathy	10	46
Status	5/level	B18
Step Sideways	60	WTA58
Stretching	30+	66, SU46
Strikers	Variable	66, SU76, U21
Strong Will	4/level	B23
Style Familiarity	1 to 25	30
Subsonic Hearing	0/5	67, U19
Subsonic Speech	0/20	67, U20
Super Climbing	3/level	67, SU46
Super Flight	20/level	67
Super Jump	10/level	68, SU46
Super Luck	100	46
Super Powers	Variable	SU55
Super Running	20/level	68
Super Swimming	10/level	68
Surge	15	73
Swimmer	0	U18
Teeth	0/5/10	67, U25
Telescopic Vision	6/level	68, SU47
Temperature Tolerance	10/level	30, SU47
Temporal Inertia	15	46
Temporary Identity	0	20
Temporary Wealth	Variable	18, CY27, RP18/13.19/14
Tenure	5	31
Thick Fur	28	57, U27
Thick Hide	28	57, U27
Time-Jumper (Harmonian)	75	CCS44
Time-Jumper	Variable	46
Totem Spirit	Variable	WTA59
Toughness	10/25	B23
Trained by a Master	40	31
Transference	40	68
Transformation	Variable	68
Treatment, The	125+	IOU20
Tree-Kin	15	31
True Faith	15	47
Tunnel	40+	69, SU47
Ultrahearing	0/5	69, SU47
Ultrasonic Speech	0/25	69, U20
Unaffected by Loud Noises	10	BB22
Unaging	15	69, SU47
Undying	175	69
Unfazeable	15	31
Universal Digestion	15	69, U19
Unrestricted Reproduction	5/15	U19
Unusual Background	Variable	B23
Vacuum Adaptation	27	69
Vacuum Support	40	70, SU47
Vampiric Disciplines	Variable	VTM66, 96, VC31.99
Vampiric Dominance	Variable	53
Vampiric Immortality	60	70
Vampiric Invulnerability	150	70, VTM60
Vampiric Resurrection	150	70
Venom	15/level	71, U26
Versatile	5	31
Very Fit	15	31
Very Rapid Healing	15	31
Very Thin Fur	0	57
Visualization	10	47
Voice	10	B23
Voices on the Wind	10/level	CM80
Walk on Air	20	71
Walk on Liquid	15	7 LSWS
Warm	15	73
Wealth	Variable	B16
Weapon Master	20/45	32, MA25
Webbing	20+2/level	71
Were Form	5/form	BF93
Were Form, Garou	52	WTA60
Were Forms	Variable	43-44, BE1 13, MHO, VI86, WW51
Wild Mana Generator	50	CM80
Winged Flight	30	56, U20
World-Jumper	Variable	48
World Sight	10	48
Wyrd	Variable	35
Zeroed	10	32

APPENDIX 3 — DISADVANTAGE LISTINGS

This is an alphabetical listing of disadvantages with point values and references. Again, every effort has been made to ensure these listings are reasonably complete.

Name

The name of the disadvantage. Note that some disadvantages have more than one name. In those cases, we have included both names on the list.

Name	Cost	Page Reference
Absent Mindedness	-15	B30
Academic Status	-5/level	IOU18
Accelerated Aging	-20/level	101.SU48
Acceleration Weakness	-5	79
Addiction	Variable	B30
Addiction (VR)	-25	95
Addiction (Wireheading)	-10	CY16
Age	-3/year	B27
Albinism	-10	B27
Alcohol Intolerance	-1	79
Alcoholism	-15/20	B30
Alcohol-Related Quirks	-1	79
Allergic Susceptibility	-5 to -15	96
Altered Time Rate	-100	101
Amnesia	-10/25	86
Anachronism	-10	VC19
Anaerobic	-30	101
Appearance	Variable	B15
Appearance (Horrific)	-30	80, L30
Appearance (Monstrous)	-25	80, VC19
Aquatic	-40	101, U22
Astral Entity	-25	96, P98
Attentive	-1	86
Bad Back	-15/25	80
Bad/Poor Grip	-10/5	10LFF35
Bad Sight	-10/25	B27
Bad Smell	-10	80
Bad Temper	-10	B31
Beardless	-10	CM55
Berserk	-15	B31
Bestial	-10/-15	10LFF35
Blindness	-50	B27
Blood Bonded	-40	VIM63
Bloodlust	-10	B31
Bloodthirst	-15	96
Body of Gas	-30	101
Body of Water	-20	101
Bowlegged	-1	80
Broad-Minded	-1	86
Bully	-10	B31
Callous	-6	86
Cannot Climb	-10	101
Cannot Cross Running Water	-15	VC19
Cannot Harm Innocents	-10	86
Cannot Learn	-30	86
Cannot Swim	-10	101
Capricious	-15	CM56
Careful	-1	86
Centauroid	0	101
Charitable	-15	86
Chauvinistic	-1	87
Chronic Depression	Variable	87
Chummy	-5	87
Cleft Lip	-15	WTA61
Clueless	-10	87
Code of Honor	-5 to -15	B31
Cold-Blooded	-5/-10	101, U23
Colour Blindness	-10	B28
Combat Paralysis	-15	B32
Compulsive Behavior	-5 to -15	B32
Compulsive Carousing	-5/-10	87
Compulsive Gambling	-5 to -15	88, SW9
Compulsive Generosity	-5	88, B239
Compulsive Love for...	-5 to -15	J29
Compulsive Lying	-15	B32

Cost

The point value of the disadvantage. See *Appendix 2 - Advantage Listings* for an explanation of the notation used.

Page Reference

As in Appendix 2, this page reference refers to the newest or most complete entry for the disadvantage.

Name	Cost	Page Reference
Compulsive Spending	-5 to -15	88, B240
Compulsive Vowing	-5	88, CA8
Confused	-10	88
Congenial	-1	89
Cowardice	-10	B32
Curious	-5 to -15	89, U36
Curse, The	-10	WTA61
Cursed	-75	96, R95
Cyber-Rejection	-10/25	81
Deafness	-20	B28
Deep Sleeper	-5	VC20
Delicate Metabolism	-20/40	81
Delusions	-1 to -15	B32
Dependency	Variable	81.SU48
Dependent	Variable	B38
Destiny	Variable	97
Destiny: Dark Fate	-20	VC20
Devout Buddhist	-5	89, CH31.J30
Disciplines of Faith	Variable	89
Disembodied Brain	-100	83
Disowned	-5/-15	77
Distractable	-1	89
Disturbing Voice	-10	81
Divine Curse	Variable	96
Draining, The	-10	97
Dread	Variable	97, FF35
Dreamer	-1	89
Dull	-1	89
Dulled Nose	-3/level	BB24
Duties	Variable	B39
Duty (Involuntary)	Extra -5	77
Dwarfism	-15	B28
Dying Race	-10	102
Dyslexia	-5/-15	B33
Easy to Read	-10	89
Edgy	-5	90, U38
Eerie Presence	-10	VC20
Enemy	Variable	B39
Enemy (Unknown)	Variable	77
Epilepsy	-30	B28
Eunuch	-5	B28
Evil Twin	Variable	77
Excommunicated	-5/-10	78
Extra Sleep	-3/level	81
Extravagance	-10	90
Extreme Fanaticism	-15	90
Extremely Hazardous Duty	-20	78
Fanaticism	-15	B33
Fat	-10/20	B28
Flashbacks	-5 to -20	90
Fragile	-20	102
Free Sick	-10	81
Frightens Animals	-5/-10	97
Gesa	Variable	CM55
G-Intolerance	-10/20	HI
Gigantism	-10	B28
Glory Hound	-15	90
Gluttony	-5	B33
Greed	-15	B33
Gregarious	-10	90
Guilt Complex	-5	90
Gullibility	-10	B33
Hairless	-15	WTA61
Hard of Hearing	-10	B28
Hemophilia	-30	B28

<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>	<i>Name</i>	<i>Cost</i>	<i>Page Reference</i>
Hidebound	-5	91	Obdurate	-10	92
Hive Mentality	-20	102	Oblivious	-3	92
Hobgoblin	Variable	MTA47	Obnoxious Drunk	-1	80
Honesty	-10	B33	Obsession	-5 to -15	93
Horizontal	-10	102, U20	Odious Personal Habits	-5 to -15	B26
Horrible Hangovers	-1	79	On the Edge	-15	93
Human Face	-35	WTA61	One Arm	-20	B29
Humble	-1	91	One Eye	-15	B29
Hunchback	-10/-15	81, AZ36, WTA61	One Fine Manipulator	-15	103, U22
Ignorance	-5/skill	78	One Hand	-15	B29
Illiteracy	0 or -10	B33	Overconfidence	-10	B34
Imaginative	-1	91	Overweight	-5	B29
Impulsiveness	-10	B33	Pacifism	-15/-30	B35, SU17
Incompetence	-1	91	Pallor	-10/-5	103
Inconvenient Size	-10/-15	102, U23	Pangs of Macha	-10	CM56
Increased Life Support	-10/level	102, U23	Paranoia	-10	B35
Incurious	-5	91	Parasite	-15/-30	103, FF37
Indecisive	-10	91	Parthenomania	-10/-20	93
Infectious Attack	-5	97, BT66	Personal Curse	Variable	VC22
Inhuman Feature	-5	VC21	Personality Change	-1	80
Innsmouth Look, The	-20	CT48	Phobias	Variable	B35, 93
Innumerate	-1/-5/-10	91	Planetbound	Variable	103
Insomniac	-10/-15	82	Post-Combat Shakes	-5	93
Intolerance (Racial)	-5	B34, U35	Poverty	Variable	B16
Intolerance	Variable	B34	Prefrontal Lobotomy	-15	93
Invertebrate	-20	102, U20	Presentient	-20	103
Involuntary Dampen	-15	102	Primitive	-5/TL	B26
Jealousy	-10	B34	Probationary Personality	-5	U23
Jinxed	-20 to -60	98	Proud	-1	93
Karmic Ties	Variable	98, WW58	Pyromania	-5	B36
Killjoy	-15	91	Quadriplegic	-50	83
Kindred Disadvantages	Variable	VC19	Quirks	-1	B41
Kleptomania	-15	B34	Reclusive	-10	93
Klutz	-5/-15	82	Reduced Gnosis	-8/level	WTA63
Lack of Claws	-41	WTA62	Reduced Hit Points	-5/level	83, U24
Lame	-15 to -35	B29	Reduced Humanity	-5/level	VTM69
Laziness	-10	B34	Reduced Manual Dexterity	-3/level	83, U22
Lecherousness	-15	B34	Reduced Move	-5/level	103, U24
Lifebane	-10	98	Reduced Rage	-4/level	WTA63
Light Sleeper	-5	82	Reprogrammable Duty-	-25	104
Lives on Campus	-5	IOU22	Reputation	Variable	B17
Loner	-5	91	Responsive	-1	93
Lover's Distraction	-15	91	Restricted Reproduction	Variable	U24
Low Empathy	-15	91	Robotics	Variable	RO9
Low Pain Threshold	-10	B29	Sadism	-15	B36
Low Self Image	-10	92	Scalped	-5	84
Lunacy	-10	92	Secret	Variable	78
Magic Susceptibility	-3/level	98	Secret Identity	Variable	79, SU20
Manic-Depressive	-20	92	Self-Centered	-10	94
Megalomania	-10	B34	Self-Destruct	-20	104, RO80
Migraine	-5 to -20	82	Selfish	-5	94
Miserliness	-10	B34	Selfless	-10	94
Missing Digit	-2/-5	82	Semi-Literacy	0 or -5	94
Mistaken Identity	-5	78	Semi-Upright	-5	104, U20
Motion Sickness	-10	82	Sense of Duty	-5 to -20	B39
Mundane Background	-10	98	Sessile	-50	104, FF37
Murder Addiction	-60	98	Shadow Form	-20	104
Musk	-5	WTA62	Shamanic Initiation	-10	FI51
Mute	-25	B29	Shinto Priest	-5	89, J30
Nanomorphics	Variable	RO71	Short Arms	-10	104
Nervous Stomach	-1	79	Short Attention Span	-10	94, U36
Night Blindness	-10	82	Short Lifespan	-10/level	104
Nightmares	-5	92	Shrinking	Variable	104
No Body Heat	-5	99	Shyness	-5 to -15	B37
No Depth Perception	-10	82, U23	Skinny	-5	B29
No Faz	-10	HU39	Slave Mentality	-40	94, FF37
No Fine Manipulators	-30	103, U22	Sleepwalker	-5	84
No Insurance	-100	10U23	Sleepy Drinker	-1	80
No Jack	-10	U23	Sleepy	Variable	104, FF37
No Manipulators	-50	103, U22	Slow Eater	-10	104
No Natural Healing	-20	103	Slow Healing	-5/level	104
No Physical Body	-100	83	Slow Metabolism	-10/level	104, FF37
No Reflection	-10	103, VC20	Social Disease	-5	84
No Sense of Humor	-10	92	Social Stigma	-5 to -20	B27
No Sense of Smell/Taste	-5	B29	Solipsist	-10	94
No Shadow	-10	103	Space Sickness	-10	84
Nocturnal	-10	103	Split Personality	-10/-15	B37
Non-Iconographic	-10	92, CW22	Staid	-1	94
Nosy	-1	92	Status	-5/level	B18

Name	Cost	Page Reference	Name	Cost	Page Reference
Sterile	-3	84	Unique	-5	94
Stress Atavism	Variable	105, U24	Unliving	-50	100, FF38
Stubbornness	-5	B37	Unluckiness	-10	B37
Stuttering	-10	B29	Unnatural Feature	-5	85
Subjugation	-20	105, FF38	Unpredictable Change	Variable	BE94
Sundead	-40	VTM64	Untrained Shape-Changing	-15	100
Supersensitive	-2/level	99	Unusual Biochemistry	-5	106
Susceptibility to Poison	-5	84	Vampiric Dependency	-50	106
Taint of Corruption	-.5	VC23	Very Unfit	-15	85
Telepathic Addiction	-10/20	99	Voices	-5 to -15	94, VO56
Terminally Ill	Variable	84	Vow	Variable	B37
Timesickness	Variable	84	Vulnerability	Variable	106, SU48
Tourette's Syndrome	Variable	85	Weak Immune System	-30	85
Trademark	Variable	94	Weak Will	-8/level	B37
Trickster	-15	94	Weakness	Variable	106, SU49
Truthfulness	-5	B37	Weirdness Magnet	-15	100
Uncongenial	-1	94	Workaholic	-5	95
Uncontrolled Change	Variable	105	Wyrd	Variable	35
Undiscriminating	-1	94	Xenophilia	-5/-15	95
Uneducated	-5	79, U25	Xenophobia	-15	B36, U35
Unfit	-5	85	Yin-Yang Imbalance	-5/-10	100
Unhealing	-20/30	106, FF38	Youth	-2/level	B29

APPENDIX 4 — SKILL LISTINGS

This is an alphabetical listing of all skills in *GURPS*, along with type, defaults and page references.

Name

The name of the skill. *Classes* of highly specialized skills have been grouped under single entries, such as "Psi Skills" and "Spells." See the reference(s) for details.

Type

Whether the skill is Physical or Mental, and its difficulty:

PE - Physical/Easy ME - Mental/Easy MVH - Mental/Very Hard

PA - Physical/Average MA - Mental/Average

PH - Physical/Hard MH - Mental/Hard

Name	Type	Default	Page Reference
Abacus	MA	None	153
Accounting	MH	IQ-10, Merchant-5, Mathematics-5	B58
Acrobatics	PH	DX 6	B48
Acting	MA	IQ-5, Bard-5, Performance-2	B62
Administration	MA	IQ-6, Merchant-3	B62
Agronomy/TL	MA	IQ-5	B59
Airshipman/TL	MH	IQ-6	161
Alchemy/TL	MVH	None	148, B59
Animal Guise	MA	IQ-5	152
Animal Handling	MH	IQ-6	B46, OW33
Anthropology	MH	IQ-6	B59
Appreciate Beauty	MVH	art or craft skill, IQ-5, Savoir-Faire-5	129, VTM65
Archaeology	MH	IQ-6	B59
Architecture/TL	MA	IQ-5	B59
Area Knowledge (type)	ME	IQ-4	B62
Area Knowledge (Cyberspace)	ME	IQ-4	146
Area Knowledge (Galaxy)	MH	IQ-4	146
Armoury/TL (type)	MA	IQ-5, Weapon skill-6	B53
Artificial Intelligence/TL	MH	Teaching-5,	155
Computer Programming ³			
Artist	MH	IQ-6	B47
Astrogation/TL	Var.	Navigation-5, Astronomy-4, Mathematics-4	B59, S34
Astrology	MH	IQ-6	AN56
Astronomy/TL	MH	IQ-6	B60
Augury (type)	MVH	Theology -4, Occultism-3	137
Autohypnosis	MH	None	137
Aviation/TL	MA	IQ-5	153
Axe/Mace	PA	DX-5	B49
Axe Throwing	PE	DX-4	B49
Ball Game	PA	DX-5, ST-5	AZ37

Default

The main or most common default or defaults for the skill. There may be others (sometimes *many* others), and highly-specialized or circumstantial defaults are *not* given - see the skill description for those.

Page Reference

As per the other appendices, this page reference refers to the newest or most complete entry for the skill. Any number not preceded by an abbreviation refers to this book.

Name	Type	Default	Page Reference
Barber	ME	None	G16
Bard	MA	IQ-5, Performance-2	B47
Bardic Lore	MH	IQ-6	146, MTA47, RH9
Bartender	MA	Carousing-3	153
Battlesuit/TL	PA	IQ-5, DX-5, Vacc Suit-3	B49
Beam Weapons/TL (type) (other Beam Weapons)-4	PE	DX-4,	B49
Being Ridden	PA	DX-5	128, HO49
Beverage-Making	ME	IQ-4	136
Bicycling	PE	DX-4, Motorcycle	B68
Biochemistry/TL	MVH	Chemistry-5, Xenobiology-4	B60
Black Powder Weapons/TL (type)	PE	DX-4	B49
Blackjack	PE	DX-4	B49
Blacksmith/TL	MA	IQ-5, Jeweler-4	B53
Blind Fighting	MVH	None	138
Blinding Touch	MVH	None	138
Blowpipe (Fukiya)	PE	DX-4	132, J31
Blowpipe	PH	DX-6	B49
Board Games (type)	ME	IQ-5	AN58, MAO30
Boating	PA	IQ-5, DX-5, Powerboat-3	B68
Body Control	MVH	None	138
Body Language	MH	Psychology-3, Detect Lies-3	132
Body Sense	PH	DX-6, Acrobatics-3	131, M105.
P100, SU22			
Boinger	PA	DX-4, Thrown Weapon-1	TT34
Bolas	PA	None	B49
Botany/TL	MH	IQ-6, Agronomy-5, Planctology-4, Xenobiology-3	B60
Bow and Palette	PA	DX-5	152

Name	Type	Default	Page Reference	Name	Type	Default	Page
Bow	PH	DX-6	B50	Suggest	MH	None	139
Boxing	PA	None	132.MA28	Sway Emotions	MA	None	139
Brain Hacking	MVH	Will-6	160	Equestrian Acrobatics	PH	Acrobatics-3, Riding-3	128
Brawling	PE	None	B50	Erotic Art	PH	Acrobatics-5	159, MTA47, VO57
Breaking Blow	MH	None	138				B65
Breath Control	MVH	None	B48	Escape	PH	DX-6	133, H45
Broadsword	PA	DX-5, Shortsword-2,	B50	Force Sword	MH	IQ-6, Theology-3	161
				Exoskeleton/TL	PA	IQ-6, DX-6, Battlesuit-2	150
Buckler	PE	DX-4, Shield-2	B50	Explosive Ordnance	MH	Demolition-4	
Bulldancing	PH	Acrobatics-5	128	Disposal/TL			
Bullfighting	PA	DX-5	128	Falconry	MA	IQ-5	B46
Bun Fu	PH	None	BB53	Fanning	PE	Guns-4, DX-6	133, OW80
Calligraphy	PA	Artist-2, DX-5	B47	Fast-Draw (type)	PE	None	B50, OW79
Camouflage	ME	IQ-4, Survival-2	B65	Fast-Draw (Balisong)	PE	None	MA28
Carousing	PA(HT)	HT-4	B63	Fast-Draw	PE	None	133
Carpentry	ME	IQ-4, DX-4	B53	(Knife from Teeth)			
Cartography	MA	IQ-5, Navigation-5,	155	Fast-Talk	MA	IQ-5, Acting-5	B63
		Surveying-5		Featherworking	MA	IQ-5	129
Change Control	MH	None	138	Fencing	PA	DX-5	133,850, M AA 100, SW12
Chemistry/TL	MH	IQ-6, Alchemy-3	B60				BB27
Chess	ME	IQ-4, Strategy -4	145	Fiber Crafts	MH	IQ-6	129
Chi Treatment	MH	IQ-6	138	Fight Choreography	MA	Stage Combat-2	161.GB81
Choreography	MA	Dancing-2	129	Filch	PA	Pickpocket-5, Sleight of Hand-5	
Climbing	PA	DX-5, ST-5	B57	Fire Eating	PA	None	129
Cloak	PA	DX-5, Buckler-4, Shield-4	132	Fire-Siphon	PA	DX-5	134
Combat/Weapon Art (type)	Var.	Combat/Weapon skill-3	133	Fire Walking	ME	Will-5	140
Combat/Weapon Sport (type)	Var.	Combat/Weapon skill-3	133	Fireworks	MH	IQ-6, Chemistry-3	136
Computer Hacking/TL	MVH	Computer Op.-8,	155	First Aid/TL	ME	Physician, IQ-5,	B56
		Computer Prog.-4				Vet-5 or Physiology -5	
Computer Operation/TL	ME	IQ-4	B58	Fishing	ME	IQ-4	B57
Computer Programming/TL	MH	None	B60	Flail	PH	DX-6	B50
Conducting	MA	IQ-5,	129	Flight (type)	PA	DX-4. (other Flight)-2	131.FF8
		Musical Instrument-2		Flint Sparking	PE	DX-4	152
Consonant Tree Lore	MH	None	CM57	Flower Arranging	ME	IQ-4	129, AZ37
Conspiracy Theory	MVH	History-4, Occultism-4	155	Flying Fists	MVH	None	140
Cooking	ME	IQ-4	B53	Flying Leap	MH	None	140
Cooperage	ME	IQ-4, DX-4	136	Fjord	MVH	None	B257
Courtesan	MA	Savoir-Faire-5	153	Force Shield	PE	DX-4	B50
Criminology/TL	MA	IQ-4	B60	Force Sword	PA	DX-5, (other sword skill)-3	B50
Crossbow	PE	DX-4	B50	Force Whip/TL	PA	Whip-3	134
Cryptanalysis/TL	MH	Special	156, SO54	Forensics/TL	MH	Criminology-4	B61
Cryptography/TL	MH	Special	156	Forgery/TL	MH	IQ-6, DX-8, Artist-5	B65
Cryptology/TL	MH	Special	156, MIT41	Fortune Telling	MA	IQ-4, Fast-Talk -3	154
Cyberaxe (type)	MH	equivalent	129	Forward Observer/TL	MA	IQ-5	151. HT80. SO54
		Musical Instrument-4		Free Fall/TL	PA	DX-5, HT-5	B48. S35
Cyberdeck Operation/TL	MVH	Computer Operation-8	153	Freight Handling	MA	IQ-5	B46
Cyphering	ME	IQ-2	156, F114	Gambling	MA	IQ-5, Mathematics-5	B63
Dancing	PA	DX-5	B47	Games (type)	ME	IQ-5	146. VI29
Darts	PE	DX-4, Throwing	146	Gardening	ME	IQ-4	129.J31
Demolition/TL	MA	IQ-5, Engineer-3,	B65	Garrote	PE	DX-5	134
Underwater Demolition-2				Genetics/TL	MVH	Biochemistry -5,	B61. TE118
Detect Lies	MH	IQ-6, Psychology -4	B65			Physiology -5,	
Dextrobopping	PH	None	L32	Geology/TL	MH	Xenobiology-4	
Diagnosis/TL	MH	IQ-6, First Aid-8, Vet-5,	B56	Gesture	ME	IQ-4, Sign Language	B55
		Physician-4		Glassblowing	PH	DX-6	136
Diplomacy	MH	IQ-6	B63	Gunner/TL (type)	PA	DX-5, (other Gunner)-4	B50
Directing	MH	Performance-5	129	Guns/TL (type)	PE	DX-4, (other Guns) -4	B51
Disguise	MA	IQ-5	B65	Hairdressing	MA	IQ-4	CM57
Dislocating	PH	None	138	Hand of Death	MVH	None	140
Distilling	MA	IQ-4	136	Hard-Hat Diving/TL	MA	Scuba-2	152, HT90. SO55
Dreaming	MVH	IQ-10	139				
Dreamlands Lore	MH	Dream Travel-5	CT49	Harpoon	PH	Spear Throwing-2	134
Driving/TL (type)	PA	IQ-5, DX-5,	B68	Hedgewise	MA	IQ-5	BB27
		(other Driving)-4		Heraldry	MA	IQ-5, Savoir-Faire-3	B58
Drunken Fighting	PH	None	139	Herbalist	MH	Naturalist-6	150
Dyeing	MA	IQ-4	136	Herbary/TL	MVH	None	150. R97
Ecology/TL	MH	IQ-6, Naturalist-3,	B60	Hidden Lore (type)	MA	None	147
		Planetology-4,		Hiking	PA(HT)	None	152
		Xenobiology-3		History	MH	IQ-6, Archaeology -6	B61
Economics	MH	IQ-6, Merchant-6	B60	History: Esoteric	MH	None	157
Electronics Operation/TL (type)	MA	IQ-4, Electronics-3	B58	Holdout	MA	IQ-5, Sleight of Hand-3	B66
Electronics/TL (type)	MH	(other Electronics)-4	B60	Howl (type)	PA(HT)	None	WTA65
Emmfozing	PH	DX-6	L32	Hyperborean Baton (type)	PH	(other Hyper. Baton)-6	CO17
Engineer/TL (type)	MH	Mechanic-6	B60				
Enigmas	MH	IQ-6	MTA47, WTA66				
Enthrallment: Captivate	MH	None	140				
Persuade	MA	None	139				

<i>Name</i>	<i>Type</i>	<i>Default</i>	<i>Page Reference</i>	<i>Name</i>	<i>Type</i>	<i>Default</i>	<i>Page Reference</i>
Hyperspace Physics/TL	MVH	None	157	Net	PH	None	B51
Hypnotic Hands	MH	None	141	Netmaking	PE	DX-6	137
Hypnotism	MH	None	B56	Neurophon	MVH	None	130
Illumination	PA	Artist-2, DX-5	129, MAO29	No-Landing Extraction	MA	IQ-6	151,SO55
Illusion Art	MH	IQ-6, Artist-3	148	Nuclear Physics/TL	MVH	None	B61,HT29
Immovable Stance	PH	None	141	Nuclear Powerplant	MH	None	HT29
Inertialless Agility	PH	None	131	Engineer/TL			
Integrating Calculator Op	MA	None	L32	Nuclear Weapons	MH	None	HT29
Intelligence Analysis/TL	MH	IQ-6	161, B66, E22, SO52	Engineer/TL			
Interrogation	MA	IQ-5, Intimidation-3	B66, E22	Occultism	MA	IQ-6	B61
Intimidation	MA	ST-5, Acting-3	159	Occultism: Demonology	MA	IQ-6	157
Invisibility Art	MVH	None	141	Occultism: Vampire	MA	IQ-6	157
Jeweler/TL	MH	IQ-6, Blacksmith-4	B53	Open-Dress Diving/TL	MA	Scuba-2	152
Jitte/Sai	PA	DX-5, Shortsword-3	134	Oral Literature	MH	IQ-6	157
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