

GURPS

Fourth Edition


PSYCHIC POWERS



By JASON LEVINE

STEVE JACKSON GAMES

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INTRODUCTION

Psi is incredibly versatile. Given free rein, players can customize appropriate advantages into an unlimited number of potential abilities. *GURPS Powers* gives GMs dozens of pre-designed psionic powers to choose from and the tools they need to create more.

But sometimes it's nice to not have to go to the trouble.

GURPS Psionic Powers serves two purposes. First, it is a worked example, both as a showcase for what one can accomplish with *GURPS Powers* and as a time-saver for beleaguered GMs and overwhelmed players. The pregenerated abilities can be used as-is, with no knowledge of power-building necessary, and they have been arranged into levels whenever appropriate. If you want a telepath who can read distant minds and influence nearby ones, you can simply buy *Telereceive 5* and *Suggestion 3*.

In addition, this book presents psi as a unified system. All of the psi-related special options and rules from *GURPS Powers* (see p. 177), along with a few new ones, have been merged into a single framework in which every psionic ability is a combination of power and skill. Readers who don't care for this system can skip Chapter 1 and simply ignore any references to "Psionic Skills" and "Psi Techniques"; further chapters are not dependent upon this framework.

USING THIS SUPPLEMENT

While each chapter builds upon the subsequent one, readers may wish to start off by skipping to Chapter 3 and looking

at one or two sample abilities. These worked examples will help put the rules in Chapter 1 into perspective.

GURPS Psionic Powers requires the *GURPS Basic Set* to use. In addition, *GURPS Powers* is highly recommended, as this book uses several of its traits and modifiers. However, each ability contains a complete description of what it does, so readers can use this supplement with just the *Basic Set* for everything except dissecting the way certain abilities are built.

PUBLICATION HISTORY

This is the first edition of *GURPS Psionic Powers*. However, many of the powers and abilities found in Chapter 3 are updated from or inspired by the *GURPS Third Edition* book *GURPS Psionics*.

ABOUT THE AUTHOR

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard *GURPS* fan since the release of *Third Edition*. He enjoys making music, collecting Transformers, and praying to "Bob" for eternal salvation through alien intervention. His previous work includes co-authoring the *GURPS Creatures of the Night* series and writing *GURPS Dungeon Fantasy 5: Allies*. He maintains a *GURPS* fan-site at www.mygurps.com.

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

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

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On a bell curve, we're all born with certain skills. Some people are better track runners than others, and on and on, and everyone knows this. But there are some people who are more psychic, more tuned in.

– Major Ed Dames