

CONTENTS

INTRODUCTION	3	3. PSIONIC POWERS	22	PSYCHOKINESIS	53
Using This Supplement	3	<i>Psionic Range Table</i>	22	Telekinesis	53
Publication History	3	ANTI-PSI	23	<i>Innate Attacks and</i>	
About the Author	3	<i>Anti-Psi Perks</i>	24	<i>Partial Dice</i>	53
About GURPS	3	Additional Anti-Psi Abilities	26	<i>Unified TK</i>	54
1. PSYCHIC		ASTRAL PROJECTION	26	Other Abilities	55
FUNDAMENTALS	4	<i>The Astral Plane</i>	27	<i>Fun With TK Grab</i>	55
PSIONIC POWERS	4	<i>The Inner Astral Plane</i>	28	<i>Psychokinesis Perks</i>	56
<i>Psionic Advantages</i>	4	<i>Astral Projection Perks</i>	29	Additional Psychokinesis	
The Power	4	Additional Astral		Abilities	57
<i>Building a Psi: An Example</i>	5	Projection Abilities	30	TELEPATHY	57
Abilities	5	ERGOKINESIS	30	Communication	57
Skills	5	Cyberpsi	30	<i>Telespeak</i>	59
Talent	5	<i>Psi Technique: Jam</i>	31	Psi Techniques	59
HOW PSI WORKS	6	Electrokinesis	32	Control	60
Using Psionic Skills	6	<i>Cyberpsi and Digital Minds</i>	32	<i>Telepathy Perks</i>	63
<i>Powers and Options</i>	6	Photokinesis	34	Offense	64
Getting Tricky	7	<i>Ergokinesis Perks</i>	35	<i>Brute Force Attacks</i>	65
<i>Optional Crippling Rules</i>	7	Additional Ergokinesis		Sense and Defense	66
<i>Varying Difficulties</i>	8	Abilities	37	<i>A Cage of Thought</i>	66
Under the Hood:				Additional Telepathy Abilities	67
<i>Psi Techniques</i>	9			TELEPORTATION	68
Additional Psi Technique				Teleportation Modifiers	68
Guidelines	10			<i>Teleportation Perks</i>	69
Specific Enhancements	10			<i>An Alternative Exoteleport</i>	70
Getting Really Tricky	10			Additional Teleportation	
DETECTING PSI	11			Abilities	71
Noticing Psi Use	11			ADDITIONAL POWERS	71
<i>Mental Maneuvers</i>	11			Animal Telepathy	71
<i>Inanimate Objects</i>				Biokinesis	72
and Resistance	12			Dream Control	73
				<i>Abilities as Advantages</i>	74
				Psychometabolism	75
				<i>Cinematic Psis and</i>	
				<i>Uber-Techniques</i>	76
2. PSIONIC TRAITS	13			APPENDIX A: SAMPLE	
ADVANTAGES	13			CHARACTER	77
Existing Advantages	13			APPENDIX B: PSIONIC	
New Advantages	18			ABILITY TABLE	78
New Perks	19			INDEX	82
MODIFIERS	19				
Existing Modifiers	19				
<i>Modifiers and Minimum Costs</i>	19				
New Enhancements	21				
New Limitations	21				



Lead Playtester: Jeff Wilson

Playtesters: Mattias Bäckström, Richard Bing, Fred Brackin, Peter V. Dell'Orto, Ben Finney, Scott Michael Harris, Steve Kenson, Michael Kreuter, Jonathan Lang, Phil Masters, Elizabeth McCoy, Kelly Pedersen, Hans-Peter Schöni, Emily Smirle, Dustin Tranberg, Roger Burton West

Special Thanks: James Jones, Alan Leddon, Scott Maykrantz, and Elizabeth McCoy

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Psionic Powers*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

GURPS Psionic Powers is copyright © 2009 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

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.

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. *GURPS* continues to grow – see what's new at www.sjgames.com/gurps.

e23. Our e-publishing division offers *GURPS* adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (www.sjgames.com/pyramid). Our monthly PDF magazine includes new rules and articles for *GURPS*, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much

more. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The *GURPS Psionic Powers* web page can be found at www.sjgames.com/gurps/books/psionicpowers.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

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.

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
e23 Manager ■ STEVEN MARSH
Page Design ■ PHIL REED and
JUSTIN DE WITT

Managing Editor ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
Production Artist & Indexer ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS
Marketing Director ■ PAUL CHAPMAN

Director of Sales ■ ROSS JEPSON
Errata Coordinator ■ WARREN
MacLAUCHLAN MCKENZIE
GURPS FAQ Maintainer ■
VICKY "MOLOKH" KOLENKO

CHAPTER THREE

PSIONIC

POWERS

The following 10 powers represent the spread of available psychic abilities in most games. Each includes a description and the details of the power modifier; followed by several psionic abilities. Abilities with similar themes are grouped together when appropriate.

Each power ends with a few words on *Additional Abilities*. This section covers the advantages that make fine abilities for that power “as is,” by simply adding the power modifier. For readers who wish to build their own custom traits, it also provides a list of which advantages make good starting points for new abilities. Some costs here are given in non-integer form, in the interest of space (e.g., “Metabolism Control (Psychic Healing, -10%) [4.5/level]”) – in all cases, find the cost for the level you want using the value given, *then* round up. See *Abilities* (p. 5) for more advice on customization.

For additional variety, four alternative powers are presented at the end of this chapter. Each has suggestions for how and why to use it, along with a less detailed list of psionic abilities.

Every psionic ability is written up using the format below.

Ability Name

Cost: The cost of the ability in character points. This will generally take one of the following forms. *20/40/50 points for levels 1-3* means that the ability costs 20 points to buy at power level 1, 40 points for level 2, and 50 points for level 3. These are the total costs, not cumulative costs (i.e., the player pays a 40 points for level 2, not a total of 60 points). This is a “capped” ability; there are no additional power levels past 3. Meanwhile, *25/40/50 points for levels 1-3, plus 8 points per additional level* is the open-ended version; the player would pay 25 points for level 1, 40 for level 2, 50 for level 3, 58 for level 4, 66 for level 5, and so on. Finally, *10 points/level* works similarly to the advantages in the **Basic Set**: Each level costs 10 points, and there is no upper limit unless explicitly stated or the GM sets one.

Skill: The psi skill required to use the ability. Remember that *all* psi skills default to the controlling attribute at -6 (e.g., a Per/Hard psi skill defaults to Per-6). Some abilities overlap significantly. If so, they may use the same skill – do not buy the skill twice! If you are not using the system described in Chapter 1, ignore this section completely.

Description: What the ability can do. The basic rules for the underlying trait(s) are summarized here for convenience; refer to the advantage text in the **Basic Set** or **GURPS Powers** for more detail. Unless stated otherwise, the ability requires a single Concentrate maneuver to use, or an Attack maneuver if it necessitates touching an unwilling victim. Any reference to a skill roll always refers to the ability’s psi skill (see above) unless specified otherwise. If you are not using the framework from Chapter 1, replace any reference to a skill roll with one to the attribute the skill is based on.

Statistics: The actual ability build. Those who don’t need to modify the ability can skip this section. For abilities that come in levels, the first level is described in full. Subsequent levels are usually either the same as the first or are described relative to the first level (e.g., which modifiers change) rather than being written out completely.

Psi Techniques: Most abilities are followed by one or more techniques; see p. 8 for an overview. Remember that unless explicitly stated otherwise, every use of a psi technique costs 2 FP. If you are not using the rules in Chapter 1, ignore all psi techniques.

Psionic Range Table

This table is used for several psionic abilities throughout this book. For most abilities, simply look up the power level to find the corresponding range. Some abilities require you to look up a *modified* level. For example, Radar Sense (p. 34) uses this table, but with its level+3. A character with Radar Sense 5 would look at the line for level 8 on this table, which gives a range of 200 yards.

Level	Range	Level	Range
1	1 yard	8	200 yards
2	2 yards	9	500 yards
3	5 yards	10	1,000 yards
4	10 yards	11	2,000 yards (1 mile)
5	20 yards	12	5,000 yards (2.5 miles)
6	50 yards	13	10,000 yards (5 miles)
7	100 yards	14	20,000 yards (10 miles)

Further levels continue the progression, with every three levels multiplying distance by 10. Level 23 corresponds to global range, level 40 to system-wide range (e.g., anywhere in the solar system), and level 79 to universal range.

Extended Range

Hard

Default: Psidar-5; cannot exceed Psidar.

Your sweep uses long-distance modifiers (p. B241) instead of normal range penalties.

Psychic Hunches

14/29/36/51 points for levels 1-4

Skill: Psychic Hunches (IQ/Hard).

You have a knack for guessing correctly. At level 1, you can ask the GM to roll for you when confronted with multiple choices, exactly as for Intuition (p. B63).

At level 2, you can roll yourself. If you make your roll by enough to beat the Intuition penalty, the GM will tell you the best option possible, though not why it is the best option. If you fail, nothing bad happens. Critical failures follow the standard rules (*Results*, pp. 6-7) but will never feed you misinformation.

At level 3, a successful roll tells you not only the best choice, but also the safest way to handle or approach it. For example, if a crook is hiding in one of three buildings, succeeding by 2 or more might tell you, "He's in the middle building. But don't carry any flame and watch out for gunplay; it's a chemical factory."

Level 4 is identical to level 3, but your Psychic Hunches are now a passive sense. The GM rolls for you when important decisions come up, even if you don't think to ask.

In all cases, you only get one roll per situation. If the situation changes *significantly*, you may get another roll, at the GM's option.

Statistics: Intuition (ESP, -10%) [14]. Level 2 adds Inspired [29]. Level 3 is Intuition (ESP, -10%; Inspired, +100%; Link, +10%) [30] + Common Sense (Active, -40%; ESP, -10%; Link, +10%) [6]. The Active limitation is borrowed from Luck. Level 4 is Common Sense (Conscious, +50%; ESP, -10%; Link, +10%) [15] + Intuition (ESP, -10%; Inspired, +100%; Link, +10%; Reflexive, +40%) [36].

Shared Hunches

Hard

Default: Psychic Hunches-5; cannot exceed Psychic Hunches.

You can touch another person and allow him to experience your vision. This can be an effective way to communicate it quickly (one second) and quietly . . . or to convince someone.

Seekersense

7/13/18/29 points for levels 1-4

Skill: Seekersense (Per/Hard).

You can "home in" on anyone or anything, provided you have a piece of it (or something deeply connected to it) to attune to. Attuning requires a successful skill roll, modified by what you're synchronizing yourself with. A piece of the subject (e.g., a man's hair or blood, a car's muffler) provides +2; something deeply personal (e.g., a toddler's security blanket) or a photograph provides +0; anything created or used by the subject (e.g., a writer's book, a person's clothing) provides -2; and a fresh trail (e.g., footprints, an oil leak) provides -4. It takes (4d minus the margin of success) seconds to focus yourself.

ESP Perks

Card Sharp: You have an uncanny knack for guessing what cards someone is holding. This lets you "pass" a Zener card test with an IQ (plus Talent) roll and gives +1 to Gambling when playing a card game.

Dowsing: You can locate sources of potable, underground water. This requires a forked stick or pendulum and an hour of slowly walking around the area. The GM will make a Per (plus Talent) roll for you, minus normal range penalties to the closest large, underground reservoir. Success only tells you that it's nearby; you must dowse repeatedly to narrow the location down. Alternatively, the GM can roll once per full day of dowsing. If successful, you have located the water. With GM's permission, you can take this perk for other substances (e.g., Dowsing (Oil)), but in all cases, it only locates large, underground reserves of the substance – Dowsing (Gold) won't help you find missing jewelry.

Exposition Sense: When you sit down with the newspaper, radio, or TV to try to find news relevant to your current situation, you will always discover it on the first try – if it exists. Additionally, when receiving communications (memos, voice mail, email, etc.), you can quickly pick the important one(s) out of the junk mail, spam, etc. This useful ability is a mere perk because it is as much a convenience for the GM as it is for the player.

Forecast: Your Meteorology/Weather Sense (p. B209) rolls to predict the weather take half the normal time penalties. If someone is controlling the weather supernaturally, you will realize this on a successful roll, but you will not know whom.

Insider Glance: You can intuitively tell what's wrong with certain machines or systems. Halve all haste penalties (p. B346) when diagnosing a problem (only); this lets you make an instant diagnosis at only -5 to skill! When you take this perk, you must specialize in Armoury, Electronics Repair, or Mechanic skills – for example, Insider Glance (Mechanic) would affect the use of *all* Mechanic specialties.

Know-It-All: You can predict things, but only a fraction of a second before they happen (e.g., you could call out the lotto numbers without looking as they're being drawn on TV). This is mainly useful for impressing people who don't notice that you're always a little late with your predictions, but it gives +1 to Driving or Running in a cold-start race (you know when the gun's about to go off) or to Fast-Draw for classic "high noon" duels.

Visions (Aspected Dream): A weak combination of Visions (*Dreams*) and (*Aspected*) (p. 39) – you can get visions while sleeping, but only for one specific aspect. This perk *does* take a skill (Visions, IQ/Hard) or the GM can roll your IQ-6 default (plus Talent) each night.

INDEX

- Abilities, *as advantages*, 74; *within powers*, 5; *see also Powers*.
- Accessory perk, 35.
- Active limitation, 15.
- Adaptability technique, 32.
- Additional contact bonus, 6.
- Adjustment ability, 44, 79.
- Advantages, *as psionic*, 4; *existing*, 13-18; *new*, 18.
- Aerokinesis perk, 56.
- Affliction advantage, 13.
- All-Out Concentrate maneuver, 11.
- All-Out Defense (Mental Defense) maneuver, 11.
- Always On limitation, 15.
- Amnesia technique, 61, 64.
- Analysis Only enhancement, 14.
- Anesthetic technique, 49.
- Animal Speech ability, 71, 78.
- Animal Telepathy power, 71-72, 78.
- Animalism technique, 58, 64.
- Animate Life-Forms enhancement, 17.
- Anti-Psi power, 23-26, 78; *perks*, 24.
- Anti-Psi Talent, 18.
- Anti-Targeting limitation, 16.
- Area Effect enhancement, 10.
- Aspect ability, 61, 80.
- Astral Accessory perk, 29.
- Astral Armor ability, 26, 78.
- Astral Awareness perk, 29.
- Astral Celerity ability, 26, 78.
- Astral Crossing technique, 29.
- Astral movement, 27, 28.
- Astral plane, 27, 28.
- Astral Projection power, 26-30, 78; *perks*, 29; *Talent*, 18.
- Astral Sight ability, 27, 78.
- Astral Sword ability, 28, 78.
- Astral Travel ability, 28-29, 78.
- Audio technique, 40.
- Aura Extension technique, 61.
- Aura Reading ability, 46, 72, 80.
- Autoteleport ability, 68, 81.
- Avatar perk, 63.
- Awareness ability, 39-40, 79.
- Bamf perk, 69.
- Barrier Breaking technique, 29.
- Based on (Different Attribute) enhancement, 17.
- Beast Control ability, 72, 78.
- Binary Translation technique, 30, 31.
- Biokinesis power, 72-73, 79.
- Blind Projection technique, 40.
- Blink Only limitation, 18.
- Blood Healing perk, 51.
- Blue Screen technique, 32.
- Borrow Skill ability, 57, 80.
- Brain Squeeze technique, 54.
- Broad Spectrum technique, 36.
- Broadcast technique, 59, 60.
- Brute force attacks, 65.
- BSG Fast-Draw, 69.
- Building a psi example, 5.
- Bulk Compensation technique, 66, 68, 69.
- Cage of thought, 66.
- Can Carry Objects enhancement, 19.
- Cancellation, *ability*, 23, 78; *enhancement*, 13.
- Cannot Affect Self limitation, 17.
- Cannot Analyze enhancement, 14.
- Cannot Punch limitation, 17.
- Card Sharp perk, 42.
- Careful technique, 68, 69.
- Castling perk, 69.
- Channeling technique, 43.
- Chill Factor perk, 56.
- Cinematic psis, 76.
- Clairaudience ability, 40, 79.
- Clairsentience advantage, 13.
- Clairvoyance ability, 40-41, 79.
- Cloaking technique, 29.
- Coincidence ability, 44, 79.
- Coin Trick perk, 69.
- Combat Sense ability, 37, 45, 79.
- Combat Teleport ability, 68-69, 81.
- Communication power subset, 57-60.
- Common Sense ability, 43, 79.
- Compartmentalized Mind advantage, 13-14, 66.
- Confuse ability, 32-33, 79.
- Contact Agent limitation, 19.
- Contact bonus, 6.
- Control power subset, 60-64.
- Controllable Lifebane perk, 51.
- Creating new psi techniques, 9.
- Crippling Attack technique, 23, 24.
- Crippling rules, 7.
- Cross-World Communication technique, 29.
- Crowded, *areas and noticing psi use*, 12; *minds and noticing psi use*, 12, 59.
- Cryokinesis ability, 55, 80.
- Cure ability, 46, 72, 80.
- Cure Affliction technique, 47.
- Cure Disease ability, 47, 72, 80.
- Cure Injury ability, 47, 72, 80.
- Curse ability, 45, 79.
- Cursing technique, 44.
- Cyberpsi and digital minds, 32.
- Cyberpsi power subset, 30-32.
- Damage Control ability, 75, 81.
- Damage modifiers, 19.
- Damage Resistance advantage, 14.
- Dampen ability, 33, 79.
- Danger Sense ability, 43, 79.
- Dark Vision technique, 41.
- Data Retrieval ability, 30, 79.
- Daze technique, 33.
- Decreased Immunity enhancement, 21.
- Detecting psi use, 11-12, 38-39, 41-42, 59.
- Deep Probe technique, 59.
- Deep Scan technique, 33, 40.
- Deep Sleep technique, 49.
- Deep Study perk, 63.
- Defenses against attacks, 8-9.
- Delayed Effect technique, 45, 84.
- Derangable enhancement, 16.
- Designating psionic advantages, 4.
- Destabilizing technique, 51.
- Detect (Life) ability, 51, 80.
- Detect advantage, 14.
- Difficulties, varying, 8.
- Digital minds and Cyberpsi, 32.
- Directed technique, 38.
- Disease Shield ability, 48, 72, 80.
- Distant Use technique, 38, 62, 64.
- Divination power subset, 37-39.
- Doesn't Eat or Drink ability, 30, 78.
- Doesn't Sleep ability, 30, 78.
- Double Strike technique, 66.
- Dowsing perk, 42.
- Drain (Attribute) ability, 50, 72, 80.
- Drain Emotion ability, 50, 80.
- Dream Control power, 73-74, 79.
- Dream Projection ability, 73, 79.
- Dreaming limitation, 16.
- Eavesdropping, 12.
- Ecstatic Psi perk, 19.
- EK Shield ability, 33, 79.
- Electric Vision ability, 33, 79.
- Electrokinesis power subset, 32-34.
- Emotion Control ability, 61, 80, 81.
- Emotion Sense ability, 58, 81.
- Empathy ability, 49, 72, 80.
- Enhanced Power Defense advantage, 18.
- Enhancements, *for techniques*, 10; *new*, 13-18, 21.
- Ergokinesis power, 30-37, 79; *perks*, 35; *Talent*, 19.
- ESP power, 37-43, 79; *perks*, 42; *Talent*, 19.
- Event Search technique, 38.
- EVP perk, 35.
- Example character, 5, 77.
- Exclusion technique, 38, 41, 66.
- Exclusive limitation, 17.
- Exemption, 25.
- Exo-Draw perk, 69.
- Exoteleport, *ability*, 69-70, 81; *limitation*, 18.
- Expanded Area technique, 55, 57.
- Expansion technique, 24-26, 33, 36, 56, 67.
- Exposition Sense perk, 42.
- Expulsion perk, 69.
- Extended Arc technique, 34, 40.
- Extended Duration enhancement, 20.
- Extended Range technique, 42.
- Extra effort, 7.
- Extra-Sensory Awareness advantage, 17.
- Extra ST without HP ability, 57, 80.
- Familiarity penalties and using psi, 8.
- Far Draining technique, 50.
- Far Reach technique, 70.
- Far Theft technique, 51.
- Fast Activation technique, 40, 41.
- Fast-Draw skill, 69.

Fast Mold technique, 73.
 Faster Concentration enhancement, 15.
 Faster Learning technique, 58.
 Faster Onset technique, 46.
 Feats, *multiple*, 6; *see also Psi Techniques*.
 Feedback limitation, 15.
 Fixed Duration enhancement, 21.
 Fixed Range limitation, 13.
 Flash ability, 35, 79.
 Flat Edge technique, 53.
 Flight advantage, 14.
 Forecast perk, 42.
 Full Communion, *enhancement*, 17; *technique*, 60.
 Fun with TK Grab, 55.
 Gaze Into the Abyss perk, 24.
 Gecko Grip perk, 56.
 Gestalt Familiarity perk, 19.
 Gestalts, 9-11.
 Getting tricky, 7, 10.
 Ghost Air enhancement, 14.
 Glamour limitation, 20.
 Good Neighbor perk, 44.
 Group Scare technique, 65.
GURPS, 19, 53; **Atomic Horror**, 32; **Basic Set**, 3, 18, 22; **Bio-Tech**, 46, 49; **High-Tech**, 35; **Magic**, 72; **Martial Arts**, 63; **Powers**, 3-6, 9, 12, 14-20, 22, 26, 33, 43, 53, 54, 63, 74; **Psonics**, 3; **Supers**, 37; **Ultra-Tech**, 35.
 Gyroscopic enhancement, 18.
 Hallucinations limitation, 14.
 Halt Aging enhancement, 18.
 Harden Bone technique, 75.
 Hazard enhancement, 19.
 Heal Limb technique, 47.
 Healing advantage, 14.
 Healing Bond perk, 48.
 Hide Signature technique, 41.
 Hologram ability, 35-36, 79.
 Honest Face perk, 51.
 Hostile Dampening perk, 24.
 How psi works, 6-11.
 Hydrokinesis perk, 56.
 Hyperspectral Vision ability, 37, 79.
 I Know What You Mean perk, 63.
 I/O Tap ability, 30-31, 79.
 Ignition perk, 56.
 Illuminated ability, 43, 79.
 Illusion advantage, 14.
 Improved enhancement, 15.
 Improved Theft technique, 52.
 Inanimate objects and resistance, 12.
 Increased Immunity limitation, 21.
 Increased Range, *enhancement*, 20; *technique*, 39, 42.
 Increased Size technique, 36.
 Independent technique, 36, 61, 64, 72.
 Indirect technique, 65.
 Inertia Control perk, 69.
 Infravision ability, 37, 79.
 Innate attacks and partial dice, 53.
 Inner astral plane, 28.
 Innerportation ability, 70-71, 81.
 Insider Glance perk, 42.
 Instill Fear ability, 64-65, 81.
 Insubstantiality advantage, 14-15.
 Interface perk, 35.
 Interruption, *ability*, 23, 78; *limitation*, 16.
 Intimidation Factor perk, 63.
 Invigoration perk, 51.
 Jam technique, 31.
 Jumper Advantage, 15.
 Karma Bank perk, 44.
 Know-It-All perk, 42.
 Lasting Blow technique, 65.
 Lasting Effect technique, 50.
 Lend Intelligence technique, 71.
 Lethal Attack technique, 76.
 Levitation ability, 55, 80.
 Life Extension, *ability*, 48-49, 75, 80; *limitation*, 18.
 Life Support perk, 48.
 Light Amplification perk, 35.
 Lightning ability, 33-34, 80.
 Limitations, new, 13-18, 21.
 Limited limitation, 13.
 Loaded Dice perk, 44.
 Lockdown enhancement, 15.
 Lock-On, *enhancement*, 14; *technique*, 34.
 Low or No Signature enhancement, 20.
 Low Psychic Signature enhancement, 20.
 Lucky Break perk, 44.
 Malediction-Proof enhancement, 14.
 Maneuvers, mental, 11.
 Mass Drain technique, 50.
 Mass Grab technique, 55.
 Mass Port technique, 70, 71.
 Mass Surge technique, 34.
 Mass Wipe technique, 62.
 Megadose technique, 48.
 Melee Attack limitation, 20.
 Mental Blow ability, 65, 81.
 Mental maneuvers, 11.
 Mental Separation Only limitation, 13.
 Mental Stab ability, 65, 81.
 Mental Surgery ability, 61, 81.
 Mentalism limitation, 14.
 Metabolism Control ability, 49, 75, 80.
 Micro-PK Talent, 19.
 Micro-PK, *see Probably Alteration Power*.
 Mind Clouding ability, 66, 81.
 Mind Control advantage, 15.
 Mind Shield, *ability*, 65-67, 81; *advantage*, 15.
 Mind Swap ability, 62, 81.
 Mind Trap technique, 25, 67.
 Mind Tricks limitation, 15.
 Mindlink ability, 67, 81.
 Mindwipe ability, 62, 81.
 Mirror technique, 30.
 Misfire Master perk, 44.
 Modified Capacity limitation, 18.
 Modifiers to advantages, *existing*, 19-20; *minimum costs and*, 19; *new*, 13-18, 20.
 Modular Abilities advantage, 15-16.
 Mold Flesh ability, 72, 79.
 Moneyclip Magnet perk, 44.
 Multichannel Attack technique, 73.
 Multiple feats, 6.
 Multiplicity technique, 59.
 Natural Doctor perk, 48.
 Near-Death Projection perk, 29.
 Nerve Damage technique, 56.
 Netrunning ability, 31-32, 79.
 Neurological Damage technique, 65.
 Neutralize advantage, 16.
 New Approach technique, 59, 62, 64, 65.
 No Contact technique, 52.
 No Mental Separation limitation, 14.
 Nonthreatening perk, 24.
 Normal Sight limitation, 13.
 Noticing psi use, 11-12, 38-39, 41-42, 59.
 Obedience technique, 72.
 Obscure advantage, 16.
 Offense power subset, 64-66.
 Omnicast technique, 76.
 Omniscan technique, 67.
 One Power limitation, 17.
 Optional rules, *for psionic advantages*, 6-11; *normal advantages and*, 6.
 Oracle ability, 43, 79.
 Outer astral plane, 27.
 Overwhelm technique, 35.
 Painful Draining technique, 50.
 Para-Invisibility ability, 23-24, 78.
 Particle Beam technique, 34.
 Penetrate Disguise technique, 28.
 Penetrating Blow technique, 28.
 Perks, new, 19, 24, 29, 35, 42, 44, 48, 51, 56, 63, 69.
 Permanent Effect technique, 76.
 Personal Awareness perk, 24.
 Pharmaceutical Probe perk, 48.
 Photokinesis power subset, 34-37.
 Photorefraction ability, 36, 79.
 Phreaker perk, 35.
 Piggyback technique, 26, 29, 74.
 Ping perk, 63.
 Pinpoint technique, 43.
 PK Shield ability, 56, 80.
 Pleasant Theft perk, 51.
 Poison Charm perk, 51.
 Poor Control limitation, 16.
 Portersense ability, 71, 81.
 Possession advantage, 16.
 Postmortem perk, 48.
 Power defenses, 8-9.
 Power modifiers, *definition*, 4-5; *examples*, 23, 26, 30, 37, 43, 46, 49, 53, 57, 68, 11.
 Power Source perk, 35.
 Power Talent advantage, 18-19.
 Power Theft, Weak enhancement, 16.
 Powers, *components of*, 4-5; *definition*, 4; *example character*, 5, 77.
 Precise, Nontargeting enhancement, 14.
 Precision Attack technique, 23, 24.
 Precision technique, 52.
 Precognition advantage, 16.
 Preparation Required limitation, 20.
 Pressed Attack technique, 61, 64, 72.
 Probability Alteration power, 43-46, 79-80; *perks*, 44; *Talent*, 19.
 Profiling enhancement, 15.
 Prognostication ability, 37, 79.
 Projected Senses ability, 75, 81.
 Projection Clock perk, 29.
 Projection technique, 25, 33.
 Protected Power ability, 30, 37, 43, 46, 49, 51, 57, 67, 72, 75, 78-81.
 Protected Vision ability, 37, 79.
 Psi, game mechanics, 6-11.
 Psi Sense ability, 41, 79.
 Psi Static, *ability*, 26, 78; *advantage*, 17.

- Psi techniques, 8-10, 76; *designing*, 9; *see also specific abilities*.
- Psidar ability, 41-42, 79.
- Psionic abilities, write-up explained, 22.
- Psionic advantages, 4.
- Psionic Overload ability, 24, 78.
- Psionic powers, *see Powers*.
- Psionic range table, 22.
- Psionic Shield ability, 24-25, 78.
- Psychic Armor ability, 25, 78.
- Psychic Healing power, 46-49, 72, 75, 80; *perks*, 48; *Talent*, 19.
- Psychic Hunches ability, 42, 79.
- Psychic Surgery perk, 48.
- Psychic Vampirism power, 49-52, 80; *perks*, 51; *Talent*, 19.
- Psychokinesis power, 53-57, 80; *perks*, 56; *Talent*, 19.
- Psychometabolism power, 75, 81.
- Psychometry advantage, 17.
- Psychosomatic technique, 63, 74.
- Publication history, 3.
- Pyrokinesis ability, 56-57, 80.
- Quick and Dirty technique, 61-62.
- Quick Shot, technique 76.
- Racial Memory ability, 43, 79.
- Radar Sense advantage, 34.
- Range-Limited Exoteleport ability, 70, 81.
- Range table, 22, 68.
- Ranged enhancement, 20.
- Rapid Fire technique, 53.
- Rapid Launch technique, 55.
- Rationalization enhancement, 15.
- Reactive Use technique, 37.
- Recovery ability, 49, 75, 80.
- Reduced Duration limitation, 21.
- Reduced Fatigue Lost enhancement, 10.
- Reduced Time enhancement, 17.
- Reflection enhancement, 15.
- Reflective Shield technique, 25, 67.
- Regeneration ability, 49, 75, 80.
- Regrowth ability, 49, 75, 80.
- Reliable enhancement, 10, 20.
- Remote Control ability, 32, 79.
- Remote Senses power subset, 39.
- Remove Curse technique, 45.
- Repeated attempts, 6.
- Reprogramming technique, 32.
- Requires (Attribute) Roll limitation, 20.
- Reshape Dream ability, 74, 78.
- Resistance of inanimate objects, 12.
- Resistant to Disease ability, 49, 75, 80.
- Resistant to Ingested Poison ability, 49, 75, 80.
- Resistant to Poison ability, 49, 75, 80.
- Resistant to (Power), 26, 78.
- Resistant to Psionics ability, 26, 78.
- Resistant to Sickness ability, 49, 75, 80.
- Restore Limb technique, 47.
- Restore Limbs enhancement, 14.
- Retention technique, 58.
- Retractable Cord perk, 29.
- Retrocognition ability, 38, 79.
- Retrocognitive Flashbacks ability, 38, 79.
- RL Exoteleport ability, 70, 81.
- Samantha Jo, 5, 77.
- Sanitized Metabolism perk, 48.
- Scanning Sense advantage, 17.
- Schadenfreude perk, 51.
- Screaming ability, 25, 78.
- Second Chance ability, 45, 80.
- Secondary Senses technique, 32, 41, 64.
- Secure technique, 59, 60.
- See Invisible advantage, 17.
- Seekersense ability, 42-43, 79.
- Selective technique, 23.
- Self-Healing technique, 47.
- Send Senses technique, 60.
- Sense and Defense power subset, 66.
- Sensory Control ability, 62-63, 81.
- Shared Hunches technique, 42.
- Shared Sight technique, 25.
- Sharp Edge technique, 53.
- Shopper's Blessing perk, 44.
- Signature Sniffer ability, 38-39, 79.
- Silencer technique, 54.
- Simple Defense perk, 24.
- Situational modifiers, 6.
- Skeptic perk, 24.
- Skills, *for abilities*, 5; *using psionic*, 6-7.
- Sleep ability, 49, 66, 72, 81.
- Slotted Cosmic Power advantage, 15.
- Slow and Sure enhancement, 15.
- Slow limitation, 14.
- Small-Scale TK perk, 56.
- Social Vampire perk, 51.
- Soothing Touch perk, 48.
- Spectral Dodge technique, 27.
- Spirit Communication ability, 43, 79.
- Static Control perk, 35.
- Steal Dreams ability, 50, 73, 80.
- Steal Energy ability, 51, 80.
- Steal Life ability, 52, 80.
- Steal Power ability, 52, 80.
- Strike Exotic technique, 73.
- Strike Sense ability, 73, 79.
- Strong Blade perk, 56.
- Subconscious Hand-Off technique, 63.
- Subjective Navigator perk, 29.
- Substantial Communication enhancement, 14-15.
- Suggestion ability, 63-64, 81.
- Super Jump ability, 57, 80.
- Suppression technique, 33, 56.
- Surge, *ability*, 34, 79; *enhancement*, 19-20.
- Synchronize perk, 63.
- Tactical Reading perk, 63.
- Talents, *for abilities*, 18-19; *psi powers and*, 5.
- Techniques, *see Psi Techniques*.
- Telecommunication advantage, 17.
- Telecontrol ability, 64, 81.
- Telekinesis, *advantage*, 17; *power subset*, 53-54.
- Telekinetic Control ability, 54, 80.
- Telepathic Learning advantage, 16.
- Telepathy power, 57-67, 71, 73, 80-81; *perks*, 63; *Talent*, 19.
- Telepathy Sense ability, 67, 81.
- Teleportation power, 68, 81; *modifiers*, 68; *perks*, 69; *Talent*, 19.
- Telereceive ability, 58-60, 81.
- Telescan ability, 67, 81.
- Telesend ability, 60, 81.
- Telespeak ability, 59, 81.
- Temperature Tolerance ability, 57, 80.
- That Extra Inch perk, 69.
- Throat Squeeze technique, 54.
- Thunderbolt technique, 34.
- Tiring enhancement, 17.
- Tiring Scream technique, 25.
- TK Bullet ability, 53, 80.
- TK Crush ability, 54, 80.
- TK Grab ability, 54, 80.
- TK Tether perk, 56.
- Tolerance perk, 24.
- Tracking technique, 68.
- Transference technique, 45.
- Trapping with Mind Shield, 66.
- True Sight ability, 25, 43, 78, 79.
- Uber-techniques, 76.
- Ultravision ability, 37, 79.
- Umbrella perk, 56.
- Unaging advantage, 18.
- Unified telekinesis, 54.
- Universal Remote perk, 35.
- Universal technique, 60.
- Unsupervised Change technique, 46.
- Using psionic skills, 6.
- Varying difficulties, 8.
- Visions, *ability*, 39, 79; *enhancement*, 17.
- Visions (Aspected) ability, 39.
- Visions (Aspected Dream) perk, 42.
- Visions (Dream) ability, 39.
- Visions (Full) ability, 39.
- Visions (Overwhelming) ability, 39.
- Visions (Second Sight) ability, 39.
- Visual technique, 40.
- Waiving skill rolls, 8.
- Walk on Air ability, 57, 80.
- Walk on Liquid ability, 57, 80.
- Warp advantage, 18.
- Weak Latency (Psi) perk, 19.
- Weaponized limitation, 21.
- Weather Control ability, 45-46, 80.
- Wild Talent ability, 46, 80.
- Wireless technique, 32.
- Wrenching Journey technique, 70.
- Xenohealing technique, 47.
- Xeno-Reading technique, 46.

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