

GURPS

Fourth Edition

PSIS™



Written by **JASON "PK" LEVINE**

Edited by **SEAN PUNCH**

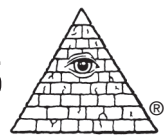
Illustrated by **DAN SMITH**

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CONTENTS

INTRODUCTION	3
Using This Supplement	3
Recommended Books	3
About the Author	3
1. BUILDING PSIS.	4
Character Concept	4
Psionic Power	4
Visibility	4
PSYCHIC TRAITS	5
Advantages	5
Disadvantages	5
Skills	7
<i>Psi-Flavored Skills</i>	8
2. PSYCHIC TEMPLATES	9
<i>Unusual Background (Psi)</i>	9
Celebrity	9
Child	10
Criminal	11
Experiment	12
<i>Power-Based Disadvantages</i>	13
Investigator	13
Manipulator	14
Mythbuster	15
Parapsychologist	16
Secret Agent	17
Soldier	18
Soothsayer	18
<i>Normal Janes and Joes</i>	19
3. PSIONIC PACKAGES.	20
Anti-Psi	20
Astral Projection	21
<i>Overlapping Abilities</i>	21
Ergokinesis	22
ESP	24

Probability Alteration	25
Psychic Healing	26
Psychic Vampirism	27
Psychokinesis	29
<i>Telekinetic Cheat Sheet</i>	29

Telepathy	31
Teleportation	32
<i>Bulk Compensation</i>	33

INDEX	34
------------------------	-----------

About GURPS

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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.

Being a telepath means you’re special and rare and valuable.

– *Babylon 5* #5.13

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
Managing Editor ■ PHILIP REED
e23 Manager ■ STEVEN MARSH

Page Design ■ PHIL REED and
JUSTIN DE WITT
Art Director ■ WILL SCHOONOVER
Production Artist & Indexer ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS

Marketing Director ■ PAUL CHAPMAN
Director of Sales ■ ROSS JEPSON
GURPS FAQ Maintainer ■
VICKY “MOLOKH” KOLENKO

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INTRODUCTION

Templates make **GURPS** character creation a breeze – pick a few options and make a couple of choices, and you’ve got a useful, playable, personalized hero. But some options go beyond simple choices, and psi is one of them. It’s one thing to say what skills a secret agent ought to take . . . but which psionic powers and abilities should he have? A teleporting spy makes just as much sense as an ergokinetic one, after all!

GURPS Psis answers this with a two-pronged approach. First, it offers a set of templates for character concepts that should fit any psionic campaign without being tied to specific psychic abilities. Second, it includes over 100 different “grab-n-go” psionic packages built with the streamlined abilities from **GURPS Psionic Powers**. Each package comprises a mix of abilities, perks, skills, and psi techniques, all carefully chosen to work well together and bundled into 25-, 50-, and 100-point options.

Whether you’re playing a low-powered game and can’t figure out how to build an effective psi with only 25 points of abilities, or have so *many* points available that you can’t figure out where to start, **Psis** has a solution – almost as if it read your mind . . .

USING THIS SUPPLEMENT

If you’re relatively new to **GURPS** – and especially if you were still figuring out the **GURPS Basic Set** when your GM sprung **GURPS Psionic Powers** on you – you’ll find **GURPS Psis** handy. First, read p. 4 to get a handle on several “big picture” issues for psionic campaigns. Next, review pp. B258-260 to learn how character templates work, and then jump to Chapter 2 and pick a template that looks fun to play. Your template may require you to choose skills or disadvantages; if you get stuck here, *Psi-Flavored Skills* (p. 8) and *Power-Based Disadvantages* (p. 13) offer plenty of suggestions. Finally, skim Chapter 3 and select one 50-point package of psi capabilities or two 25-point ones, following the advice in your template’s *Customization Notes* section or simply going with what sounds cool!

For now, don’t worry about all the stats. Just be sure to consult with your GM at each step. Ask if his campaign has any “required traits” (like Unusual Background), whether you have extra points to spend, and which – if any – psi abilities are off-limits. Also have him approve your psi packages and walk you through *Overlapping Abilities* (p. 21), if necessary.

If you’re an experienced gamer, then all that is old news – but you might appreciate a “cheat sheet” on what’s here. The GM has to rule on whether psis have Social Regard, Unusual Background, Secret, and/or Social Stigma (pp. 5-7); consider how psi interacts with Exorcism, Gambling, and Photography (pp. 7-8); make several decisions discussed under *Power Level* and *Unusual Background (Psi)* (p. 9); pick which unusual problems in *Power-Based Disadvantages* are available to psis; think about how strictly he wants to apply *Overlapping Abilities*; and of course decide what psi abilities exist, paying special attention to TK (p. 29) and Exoteleport

(p. 32). With the players, he should also discuss whether templates and/or psi packages are mandatory for the campaign. It’s possible to allow freeform character design but restrict psionic gifts to the packages here, or to require templates but leave psi to the players.

Players designing PCs freeform will still find the notes on traits on pp. 5-8 and under *Power-Based Disadvantages* useful. They may wish to skim the templates for inspiration – or to make sure they’re not omitting something important! And even players with leave to design their own abilities might prefer the speed and simplicity of psi packages.



RECOMMENDED BOOKS

The **GURPS Basic Set** and **GURPS Psionic Powers** are required to make full use of this book. The character templates, general advice for building psis, and new options for existing traits *will* be useful to readers using other approaches to psionics, but all references to psionics rules and psi abilities here are to **Psionic Powers**. **GURPS Psionic Campaigns** offers advice for psychic character concepts and themes that would also be useful to anyone playing a psi.

ABOUT THE AUTHOR

Jason Levine, more commonly known as “Rev. Pee Kitty,” has written countless words about psi over the past few years, despite barely being able to read his own mind. He lives on a large patch of land in the middle of nowhere where he, his wife, and their small menagerie can hide from the world. He works as the assistant **GURPS** line editor and in his spare time, he plays games, collects toys, and runs the website www.mygurps.com.

Expert Skill (Psionics)

see p. B193

This is a useful catchall skill for almost anything dealing with psionics. It improves your chance of detecting psi use (*Psionic Powers*, p. 11), allows you to test for latent abilities (*Psionic Campaigns*, p. 7), and can be used to help restore a crippled ability or power (*Psionic Powers*, p. 6). It's also the "go-to" skill for understanding any psionic phenomenon. The GM may allow a roll against Expert Skill (Psionics) to answer *any* question directly related to psi, with an appropriate penalty for difficult questions.

Gambling

see p. B197

Gambling is tied very closely to luck – and thus to Luck. As an optional rule, any use of Luck or Second Chance on a Gambling roll allows *three* rerolls instead of the usual two, choosing the best of *four* results. However, if the GM has declared that this rule is in play, you *cannot* reroll if the original Gambling roll critically failed! That's just the way of Lady Luck . . .

Psi-Flavored Skills

Some skills are an especially good fit for campaigns that feature psionics. They may make sense *only* in such games (e.g., skills concerning psychotronics) or they may simply take on new dimensions when psi exists (e.g., Psychology). Encouraging heroes to choose these skills – and building NPCs who take advantage of them – is a way to add another (subtle) level of psi-focus to the game.

Autohypnosis, Dreaming, Electronics Operation (Psychotronics), Electronics Repair (Psychotronics), Engineer (Psychotronics), Exorcism, Expert Skill (Psionics), Fortune-Telling, Hidden Lore (Astral *or* Psis), Hypnotism, Mental Strength, Mind Block, Occultism, Photography, Physics (Paraphysics), Psychology (Parapsychology *or* unspecialized).

Hidden Lore

see p. B199

The Conspiracies specialty includes knowledge of any *psionic* conspiracies. Some additional specialties are appropriate in campaigns that feature psi:

Astral: You know the details of the inner astral plane (*Psionic Powers*, p. 28), including little-known locations and whatever passes for the political climate. You're also familiar with every non-unique form of astral denizen – and with several of the (more powerful) unique ones!

Psis: You know all sorts of psionic secrets. This includes details about underground institutes, who the factions are (and their agendas), and which famous people are secretly psis.

Tricks: You know the tricks, props, and routines used to fool audiences and marks, whether done by stage magicians or street hustlers. This doesn't allow you to *perform* these routines! Roll to recognize any magic trick for what it is; this isn't a Quick Contest.

Hypnotism

see p. B201

Hypnotism can help a subject with subconscious psionic abilities come to terms with his gifts. In game terms, it can act as justification for a psi to buy up a latent ability or remove the Unconscious Only limitation.

This skill can also be used to help a victim of the Mental Surgery or Mindwipe ability, or the Amnesia psi technique, recover his memories. Treat this as a Regular Contest between the hypnotist and the psi's skill, rolling once per day of treatment.

Finally, a friendly hypnotist can help a psi (or anyone!) focus on a long task. Treat this as improved concentration, per the Autohypnosis skill (p. B179). Using both skills doesn't give a cumulative bonus.

Mental Strength

see p. B209

In addition to helping resist the abilities mentioned in the *Basic Set*, Mental Strength is good against *mental* effects contested by a score other than Will, such as the abilities listed in *Psionic Powers*. Make a DX-, IQ-, HT-, or Per-based Mental Strength roll to resist, as appropriate.

Mind Block

see p. B210

Anyone expecting to face telepaths should consider spending at least a point on this skill. The ability to stop mind-reading (and, with some difficulty, emotion-reading) – even after failing to resist – is *very* useful.

Photography

see p. B213

In some settings, *Kirlian photography* may be a valid way to capture psychic energy, usually as a blurry, colorful aura. This can be used to identify spirits or the active use of psi – and possibly (at the GM's discretion) even psis who aren't currently using their abilities! This involves preparing special film and lens filters, and gives -4 to Photography, which may be bought off as an Average technique.

If Kirlian photography is bunk, it's still possible to attempt it (and waste points on the technique!), but the auras it produces depend solely on the colors in the background of the shot.

Psychology

see p. B216

Psychology (Parapsychology) is an *optional* specialty. It may be used to understand the mental process behind psi, to diagnose psionic problems and mental blocks, to help psis recover from crippled abilities or powers (*Psionic Powers*, p. 6), and to perform psychical testing (*Psionic Campaigns*, p. 7).

If Psychology is split into the *required* specialties of Applied and Experimental in the setting, then Parapsychology becomes a third specialty that defaults to either of the other two at -5. This raises its difficulty back to Hard.

SOLDIER

150 points

You devote your psychic powers to the art of combat, where they either enhance your battlefield utility or serve as your primary weapon. You may be a bodyguard, a gladiator, or a gang member instead of an actual soldier, but regardless of your role, you use every advantage you have to stay alive while taking out as many enemies as possible.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 50 points from the packages in Chapter 3. • 20 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], HT +1 or +2 [10/level], HP +1 to +3 [2/level], Per +1 or +2 [5/level], Ambidexterity [5], Combat Reflexes [15], Danger Sense [15], Daredevil [15], Fearlessness 1-5 [2/level], Fit [5] or Very Fit [15], High Pain Threshold [10], Luck [15], Military Rank [5/level], Rapid Healing [5] or Very Rapid Healing [15], or additional Talent for your psionic power(s) [5/level].

Disadvantages: -15 points chosen from among Code of Honor (Pirate's or Professional) [-5] or (Soldier's) [-10], Duty [Varies], Fanaticism (Nation, etc.) [-15], Greed [-15*], Overconfidence [-5*], or Sense of Duty (any) [Varies]. • Another -35 points chosen from among the previous traits, *Power-Based Disadvantages* (p. 13), or Alcoholism [-15], Addiction [Varies], Appearance (Unattractive) [-4], Bad Temper [-10*], Bloodlust [-10*], Bully [-10*], Chronic Pain (p. 6) [Varies], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Vowing [-5*], Flashbacks [Varies], Impulsiveness [-10*], Lecherousness [-15*], Manic-Depressive [-20], No Sense of Humor [-10], Stubbornness [-5], or Wounded [-5].

Primary Skills: Two of Beam Weapons (any), Crossbow, or Guns (any), all (E) DX+2 [4]-14; Axe/Mace, Bow, Broadsword, Force Sword, Polearm, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+1 [4]-13; Flail, Judo, Karate, Sling, or Two-Handed Flail, all (H) DX [4]-12; Tactics (H) IQ [4]-12; or 4 points to raise one or more offensive psionic skills. • Two of Brawling, Fast-Draw (any), Gunner (any), Knife, or Shield, all (E) DX+1 [2]-13; Acrobatics (H) DX-1 [2]-11; Artillery, Forward Observer, or Soldier, all (A) IQ [2]-12; or Intimidation (A) Will [2]-12.

Secondary Skills: First Aid (E) IQ [1]-12; • Four of Parachuting (E) DX [1]-12; Battlesuit, Boating (any), Driving (any), NBC Suit, Piloting (any), Riding (any), Stealth, Throwing, or Vacc Suit, all (A) DX-1 [1]-11; Seamanship, Spacer, or Submariner, all (E) IQ [1]-12; Tactics (H) IQ-2 [1]-10†; Hiking (A) HT-1 [1]-11; or Observation, Survival (any), or Urban Survival, all (A) Per-1 [1]-11.

Background Skills: Three of Free Fall (A) DX-1 [1]-11; Area Knowledge (any), Camouflage, or Savoir-Faire (Mafia, Police, or Military), all (E) IQ [1]-12; Armoury (any), Electronics Operation (Comm, EW, Force Shields, Sensors, or Sonar), Explosives (any), Heraldry, Holdout, Leadership, Navigation (any), or Scuba, all (A) IQ-1 [1]-11; Expert Skill (Military Science or Psionics) or Intelligence Analysis, both (H) IQ-2 [1]-10; or Carousing or Swimming, both (E) HT [1]-12.

* Multiplied for self-control number; see p. B120.

† If not chosen as a primary skill.

Lens

Talented (+50 points): DX +1 [20]. • Add 20 points chosen from the template's advantage options. • Choose *one* additional primary skill from the first list, *one* further primary skill from the second list, *two* additional secondary skills, and *two* additional background skills.

Customization Notes

At lower TLs, psi may be your primary weapon! Several Ergokinesis, Psychokinesis, and Telepathy abilities are capable of doing direct damage; focus on those and pick up Tactics or a weapon skill as backup. Once guns appear on the battlefield, however, psi quickly becomes more useful as a support ability; consider defensive and movement abilities instead. Photokinesis (in Ergokinesis) can make you harder to hit, blind enemies, and block line of sight; both Psychic Healing and Psychic Vampirism can salve your wounds (in different ways); and Teleportation is the ultimate in rapid movement and surprise attacks.

Choose your remaining skills based on TL and role. A medieval warrior will want a melee weapon, Shield, Survival, and Hiking or Riding. A modern gang member needs Brawling, Guns, and Intimidation. A futuristic soldier might take Battlesuit, Soldier, Tactics, and Guns or Beam Weapons.

Well, I guess there can only be one official, secret police psychic in this family, huh.

— *Medium* #3.18

SOOTHSAYER

150 points

You're a professional psychic. In a low-tech setting, you might chant your prophecies in the market or dispense sage advice from your ascetic mountaintop home. In modern times, you may be a cult leader or a zealot, but you more likely have a small shop where you provide insight for a nominal fee. While some psis might accuse you of selling out, you know that your abilities are genuinely helping people. If you *have* sold out for fortune and fame, see *Celebrity* (pp. 9-10).

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [10]; Basic Move 6 [0].

Advantages: 50 points from the packages in Chapter 3. • 35 points chosen from among DX +1 [20], Per +1 or +2 [5/level], Allies (True believers) [Varies], Animal Empathy [5], Charisma 1-3 [5/level], Clerical Investment [5], Common Sense [10], Contact Group (Spirits) [Varies], Contacts (Fellow mystic, spirit, etc.) [Varies], Cultural Familiarities [1/familiarity], Eidetic Memory [5], Intuition [15], Language Talent [10], Languages [2-6/language], Luck [15], Parapsychologist (p. 5) [5/level], Patron (Church or powerful spirit) [Varies], Sensitive [5] or Empathy [15], Serendipity 1-2 [15/level], Single-Minded [5], Voice [10], or additional Talent for your psionic power(s) [5/level].

Psychic Null

50 points

You're completely immune to direct psionic abilities. Any psi attempting to affect you fails automatically, and must make a Will roll to avoid a headache. If he was trying to read your mind for the first time, he must *also* make a Fright Check. Even if attacked indirectly (e.g., TK Bullet), your DR 2 helps protect you.

Advantages: Psi Static (Anti-Psi, -0%) [30]; Psychic Armor 2 [16].

Perks: Gaze into the Abyss; Simple Defense. [2]

Skills: Psychic Armor (H) Will-1 [2].

Disruptor

100 points

You can shut down, interrupt, *or* overload a psi's abilities from a distance (at normal range penalties). If the target fights back, you also have +5 to resist any mental psi. You have no special defense against physical counterattacks, however.

Advantages: Anti-Psi Talent 2 [10]; Cancellation 4 [70]; Psionic Overload [5]; Psionic Shield 5 [10].

Skills: Cancellation (H) Will+2 [4]*; Psionic Shield (H) Will [1]*.

* Includes +2 from Anti-Psi Talent.

Strong Screamer

100 points

You can generate psi static in a 16-yard radius around yourself. Your psi techniques enhance this, turning your static into something that fatigues any affected psychic while optionally letting you project it some distance away. Confidence in your ability gives you a bonus to intimidate or interrogate psis.

Advantages: Screaming 6 [84].

Perks: Hostile Dampening. [1]

Skills: Screaming (H) Will [4].

Techniques: Projection (H) Screaming+0 [5]; Tiring Scream (H) Screaming+0 [6].

ASTRAL PROJECTION

Two of the 25-point packages listed here are "add-ons" for psis with the Astral Travel ability; this prerequisite is noted. The 50- and 100-point packages represent different takes on projecting to the astral plane, and don't overlap (see boxed text) very well; it's generally better to choose a single 100-point package instead of two 50-point ones.

Astral Perception

25 points

You can see and hear astral entities as easily as if they were in the real world, and are also fairly good at seeing past attempts at Cloaking (**Psionic Powers**, p. 29). You even have a sixth sense for fields that interfere with astral travel.

Advantages: Astral Sight 3 [13] with Hearing [4].

Perks: Astral Awareness. [1]

Skills: Astral Sight (H) Per [4].

Techniques: Penetrate Disguise (H) Astral Sight-3 [3].

Extra Speed

25 points

Prerequisite: Astral Travel.

When projecting, your top speed is equal to *four times* your normal astral Move.

Advantages: Astral Celerity 4 [24].

Skills: Astral Movement (H) DX-2 [1].

Spirit Warrior

25 points

Prerequisite: Astral Travel.

When projecting, you have DR 3 and an astral sword (1d-2 cutting damage) capable of banishing foes. You've learned to pull your silver cord into yourself, making it impossible to hit in astral combat.

Overlapping Abilities

Certain common traits show up in multiple packages for some powers. For example, Second Chance appears in four Probability Alteration packages. Thus, it's possible to end up with several "copies" of the same ability, perk, skill, or psi technique. If any *perks* overlap, just replace one with a different perk. For other traits, follow these steps:

1. Add any points spent on the same *technique*. Use them to take the highest level of that technique possible with the given points.
2. Add any leftover points from step 1 to the points spent on the same *ability*. Use the total to take the highest level of the ability possible with the given points.
3. Add any leftover points from step 2 to the points spent on the same *skill*. Use the total to take the highest level of the skill possible with the given points.
4. Use any leftover points from step 3 to raise a psi technique or to buy one or more power perks.

Example: Alison is an astral projector who takes the packages Spirit Warrior (above) and Visual Hunter (p. 22), which gives her two Astral Sword abilities. The two packages spend a total of 16 points on Astral Sword, enough to buy Astral Sword 2 [14] with 2 points left over. She adds those 2 points to the 6 points spent by the two packages on skill, which buys Astral Sword (H) DX+1 [8].

Note that Visions is a special case; see *ESP* (pp. 24-25) for details.

Overlapping Talent

When multiple packages have the same power Talent, simply add together the levels of Talent. If the total would exceed the campaign maximum (usually four levels), spend the leftover points in this priority:

1. Add Protected Power (with the -10% power modifier) [5].
2. Raise any of the packages' psionic skills.
3. Improve any psi techniques or buy any power perks.

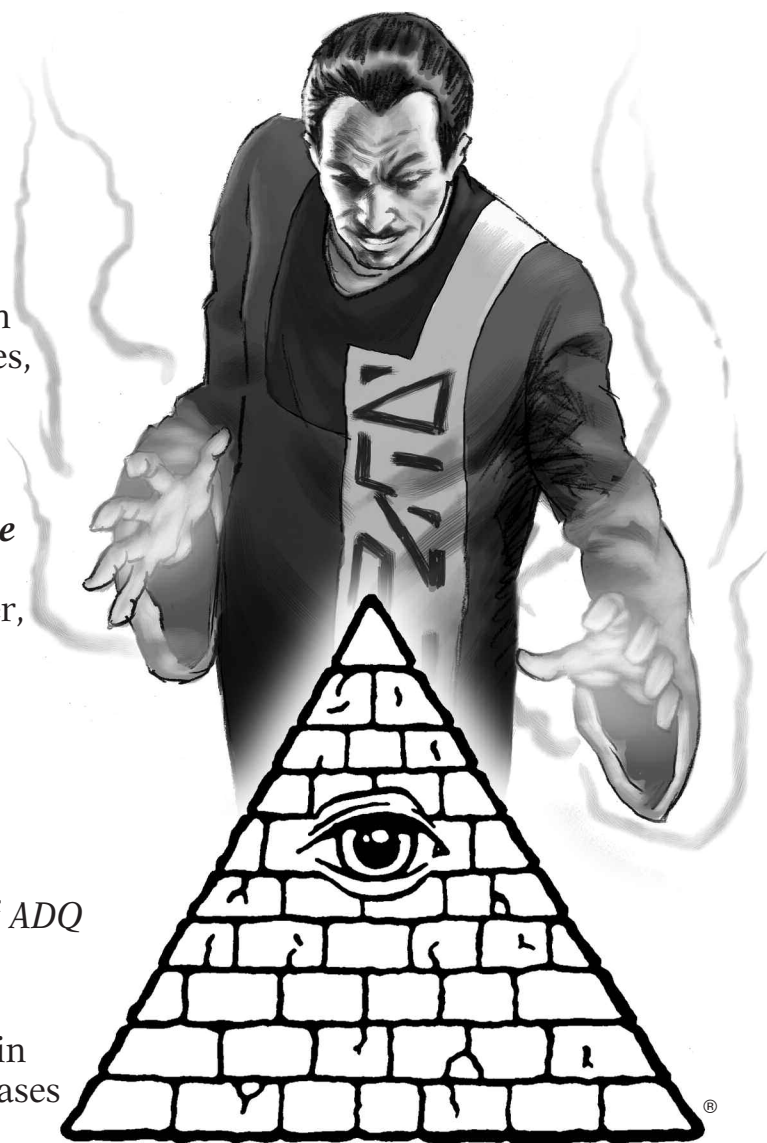
INDEX

- Abilities, *of templates*, 9;
overlapping, 21.
- Accelerated recovery package, 27.
- Addiction disadvantage, 5, 13.
- Advanced telekinesis package, 30.
- Advantages, 5.
- Amperage regulator package, 22.
- Anesthesiologist package, 27.
- Antibodies package, 26.
- Anti-Psi, *appropriate*
disadvantages, 13; *packages*,
20-21.
- Astral Hidden Lore, 8.
- Astral perception package, 21.
- Astral Projection, *appropriate*
disadvantages, 13; *packages*,
21-22.
- Backlash limitation, 6.
- Basic anti-psi package, 20.
- Basic projector package, 22.
- Basic telekinesis package, 29.
- Basic weakening package, 27.
- Beginner's luck package, 25.
- Blatant abilities, 4.
- Brainwashing skill, 7.
- Bulk Compensation technique, 33.
- Celebrity template, 9-10.
- Cellular control package, 27.
- Character concept, 4.
- Chess master package, 25.
- Child template, 10-11.
- Childlike lens, 11.
- Chronic Pain disadvantage, 6, 13.
- Chummy disadvantage, 6, 13.
- Code of Honor disadvantage, 6,
13.
- Combat fixer package, 26.
- Communications hub package,
32.
- Compulsive Behavior
disadvantage, 6.
- Compulsive Snooping
disadvantage, 6, 13.
- Computer domination package,
23.
- Craftiness Talent, 5.
- Criminal template, 11-12.
- Debilitation package, 28.
- Deflector shield package, 29.
- Delusions disadvantage, 6.
- Dependency disadvantage, 6.
- Disadvantages, 5-7, 13; *in*
templates, 9.
- Disruptor package, 21.
- Doom-bringer package, 25.
- Dream theft package, 27.
- Dreaming skill, 7, 8.
- Dual-plane projector package, 22.
- Easy to Read disadvantage, 6.
- Eavesdropper package, 31.
- EM sense package, 22.
- EM warrior package, 23.
- Emotional vampire package, 27.
- Empath package, 31.
- Empathic bond package, 26.
- Enemies disadvantage, 7, 13.
- Energy absorber package, 22.
- Energy theft package, 27-28.
- Enhancements, special, 6.
- Ergokinesis, *appropriate*
disadvantages, 13; *new perk*,
23; *packages*, 22-23.
- ESP, *appropriate disadvantages*,
13; *packages*, 24-25.
- Evisceration package, 33.
- Exorcism skill, 7, 8.
- Experiment template, 12-13.
- Expert Skill (Psionics), 8.
- Extra speed package, 21.
- Fast flight package, 30.
- Fast projector package, 22.
- Fetching package, 33.
- Firestarter package, 30.
- Flashbacks disadvantage, 7, 13.
- Flying burglar package, 29.
- Foolishness package, 28.
- Fortune-teller package, 24.
- Gambling skill, 8.
- Ghost in the machine package,
23-24.
- Ghost sight package, 24.
- Grounded package, 33.
- GURPS**, 3; **Basic Set**, 3; **Psionic**
Powers, 3, 4, 8, 9, 20, 21, 29,
31; **Psionic Campaigns**, 3-5,
8; **Bio-Tech**, 19.
- Hacker's touch package, 23.
- Hard to hit package, 24, 25.
- Healing, *see Psychic Healing*.
- Hidden Communication package,
31.
- Hidden Lore skill, 8.
- Highly resistant package, 20.
- Hop other package, 33.
- Hop package, 33.
- Hover-step package, 29.
- Hyper-observant package, 25.
- Hypnotism skill, 8.
- Ice maker package, 29.
- Illusionist package, 23.
- Internal Memory perk, 23.
- Intuitive divination package, 24.
- Investigator template, 13-14.
- Kirlian photography, 8.
- Lay on hands package, 27.
- Lenses for templates, 10-19.
- Life-force devourer package, 28.
- Likable package, 31.
- Limitations, special, 6.
- Local scan package, 31.
- Long-term projector package, 22.
- Lucky devil package, 25.
- Manipulator template, 14-15.
- Mental guard package, 31.
- Mental mastery package, 32.
- Mental override package, 32.
- Mental strength skill, 8.
- Mind Block skill, 8.
- Mind Clouding ability, technique
for, 33.
- Minority Group Social Stigma, 7.
- Mundane Background
disadvantage, 7, 13.
- Mythbuster template, 15-16.
- Normal people with psi, 19.
- Object-sending package, 33.
- Organ grinder package, 30.
- Overconfidence disadvantage, 7.
- Overlapping, *abilities*, 21; *Talent*,
21.
- Packages*, 20-33; *format of*, 20;
using, 20.
- Parapsychologist, *Talent*, 5;
template, 16-17.
- Past-scanner package, 24.
- Patrons advantage, 5.
- Perception master package, 20.
- Perk, new, 23.
- Personal teleportation package,
33.
- Phantasm package, 22.
- Photography skill, 8.
- Photon projection package, 23.
- Power-Activated limitation, 6.
- Power-based disadvantages, 13.
- Power level of templates, 9.
- Powers, deciding on, 4.
- Precognitive master package, 25.
- Probability Alteration, *appropriate*
disadvantages, 13; *packages*,
25-26.
- Psi detector package, 24.
- Psi-flavored skills, 8.
- Psi packages, *see Packages*,
specific, packages.
- Psi thief package, 29.
- Psi unusual Background, 9.
- Psionic abilities of templates, 9.
- Psionic powers, deciding on, 4.
- Psis Hidden Lore, 8.
- Psychic enhancement, 6.
- Psychic Healing, *appropriate*
disadvantages, 13; *packages*,
26-27.
- Psychic ninja package, 32.
- Psychic null package, 21.
- Psychic only enhancement, 6.
- Psychic tracker package, 24.
- Psychic traits, 5-8.
- Psychic Vampirism, *appropriate*
disadvantages, 13; *packages*,
27-29.
- Psychic's Code of Honor, 6, 13.
- Psychokinesis, *appropriate*
disadvantages, 13; *packages*,
29-30.
- Psychokinetic warrior package,
30.
- Psychology skill, 8.
- Puppeteer package, 32.
- Rain dancer package, 26.
- Regulate body package, 26.
- Reprogrammer package, 31.
- Restore damage package, 26.
- Saintly healer package, 27.
- Savant lens, 11.
- Screamer packages, 20, 21.
- Second-Class Citizen Social
Stigma, 7.
- Secret agent template, 17.
- Secret disadvantage, 7.
- Sensory projection package, 25.
- Shadow package, 31.
- Shout package, 32.
- Simple screamer package, 20.
- Situational manipulator package,
25.
- Skills, 7-8.
- Social Regard advantage, 5.
- Social Stigma disadvantage, 7.
- Soldier template, 18.
- Soothsayer template, 18-19.
- Space heater package, 30.
- Spark slinger package, 23.
- Special Abilities enhancements, 5.
- Spirit warrior package, 21-22.
- Spotter package, 25.
- Strong screamer package, 21.
- Subtle abilities, 4.
- System control package, 23.
- System shock package, 28.
- Talent advantage, 5; *overlapping*,
21.
- Talented lenses, 10-19.
- Tele-dodge package, 33.
- Telekinesis, *see Psychokinesis*.
- Telekinetic cheat sheet, 29.
- Telepath Social Stigma, 7.
- Telepathy, *appropriate*
disadvantages, 13; *packages*,
31-32.
- Teleportation, *appropriate*
disadvantages, 13; *packages*,
32-33.
- Thought thief package, 32.
- TK Grab ability, determining
weight limits for, 29.
- Trade bodies package, 31.
- Treat disease package, 26.
- Tricks Hidden Lore, 8.
- Ultra-telekinesis package, 30.
- Unexpected psi template, 19.
- Unusual Background advantage,
5, 9.
- Utility lifting package, 30.
- Versatile teleportation package,
33.
- Visibility of abilities, 4.
- Visions of future and past
package, 24.
- Visual hunter package, 22.
- Waking nightmare package, 28.
- Weather wizard package, 26.
- Wild Talent advantage, 5.
- X-ray specs package, 24.
- Zone of logic package, 28.

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