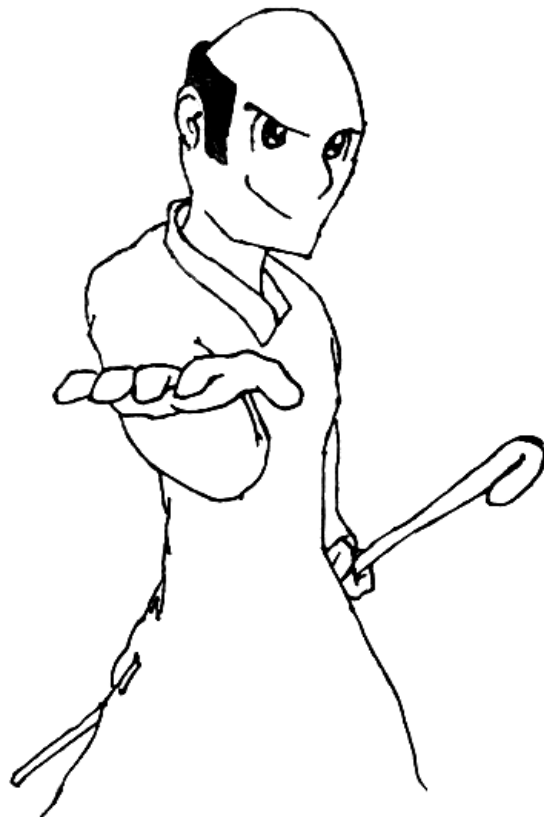


GURPS Advantages

A Compendium of Pregenerated Abilities



Compiled by Atreyu Hibiki; submitted by the good people of the SJGames forums, at

<http://forums.sjgames.com/>

Illustrations by Atreyu Hibiki.

The material presented here is the original creation of the referenced submitters, intended for use with the [GURPS](#) system from [Steve Jackson Games](#). This material is not official and is not endorsed by Steve Jackson Games.

The fonts used were Times New Roman and Arial, from Microsoft, and Beyond Wonderland, from www.1001freefonts.com

Greetings. What you now hold in your hands (if you printed it, that is. More likely you're reading it on a screen) is an unofficial gaming supplement for use with the GURPS roleplaying system by Steve Jackson Games. This 'book' was conceptualized after the success of a similar project, GURPS Historical Folk. The idea was along the lines of "If people would download a document filled with generic job templates, they probably would be interested in having premade abilities, as well." After helping a number of people put together their ability concepts, I opened a thread on the SJGames forums with the express purpose of making this collection. I present the contents of that post here:

Following the apparent interest in the [Historical Folk 4e](#) thread, I am considering creating a collected PDF 'book' of easy-grab abilities. The idea here is to make a list that any GM would feel comfortable using in a Supers or Anything-Goes campaign.

For ease of use in a generic game I'm placing some rules:

- All abilities must follow 'standard' GURPS rules, so no homebrew base advantages allowed.*
- All abilities should cost as near to 50 points as possible, and must cost between 47 and 53 points. This allows for a GM to say 'each player may have one ability from this list'...*
- All abilities should come with a description of what it does, how it functions in game terms, and any important 'special effects'.*
- I'd also like suggested Powers the ability could fall under, but this isn't necessary.*
- If you would like an ability that was previously posted on the board, either in a thread on a subject or in a character post to be included, please re-post it here.*
- If you post your ability here, it is assumed that you would like it included in the eventual collection. You will receive credit by your online name, unless you PM me otherwise.*

Here's a template based on the abilities offered in Powers:

Ability Name: Blah (+blah%)

Advantage Blah (Modifiers) [point cost]

Notes: Description of Ability, including special effects. Total Point Cost.

So here's the result: a collection of 192 50-point abilities, ready to be dropped into whatever campaign you desire. As a bonus, we offer a collection of 21 "mini-templates," skill and advantage packages to help you kick-start a few types of characters; two sections on genre-specific 50-point abilities; 34 5-point abilities for use by themselves and with Modular Abilities; 37 25-point abilities for those with less points to spend; and 15 75-point abilities for those who have a larger budget. I hope these will aid you in your play, and please, enjoy!

-Atreyu Hibiki.

This is version 2.8 of this document.

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Abilities

50 Point Abilities

4.6mm OICW (+125%/+120%): Small Piercing

Attack 4d+1 (Extra Recoil +1, -10%; Increased

Range *20, +40%; Limited Use, 2 uses/Shots 30, Fast Reload, -15%; Rapid Fire, RoF 15, Selective Fire, +110%) [30] + Crushing Attack 1d+2 (Explosion 1, +50%; Fragmentation, 1d, +15%; Inaccurate -1, -5%; Increased 1/2D *100, +30%; Increased Max *10, +15%; Limited Use, 6 uses, Fast Reload, -5%; Minimum Range, 1/20 max, -10%; Overhead, +30%) [18].

Notes: Essentially, this is a 4.6mm PDW plus an integral 20mm grenade launcher (which fires airburst rounds with a minimum range of 50 yards). Examples include one of the prototypes of US XM29. Inspired by real world weaponry. *48 points.*

Submitted by GurpsFan.

40mm AGL (+165%): Crushing Attack 4d (Explosion 1, +50%; Extra Recoil +2, -20%; Fragmentation, 2d, +30%; Increased 1/2D *100, +30%; Increased Max *10, +15%; Limited Use, 4 uses/Shots 28, Fast Reload, -10%; Rapid Fire, RoF 7!, +70%) [53].

Notes: Automatic Grenade Launcher (AGL), also known as "grenade machine gun". Examples include US Mk-19. Inspired by real world weaponry. *53 points.*

Submitted by GurpsFan.

50-Point Ability (-60%/-70%): Toxic Attack 50 damage (Accessibility, Must perform specific incantations and gestures, -10%; Accessibility, Only with 50 assistants, -30%; Cosmic, Ignores DR, +300%; Costs Fatigue, 50 FP, -250%; Increased 1/2D, x10, +15%; Magical, -10%; Needs Sample, 50 strands of the target's hair, -15%; Reduced Range, 1/2, -10%; Takes Extra Time 5, -50%; Alternative Ability, x1/5) [5] + Fatigue Attack 50 points (the same modifiers as above plus Requires IQ Roll (-10%), -70%) [45].

Notes: This ability inflicts *exact* 50 points of damage on the target; DR has no effect! If the caster makes an IQ roll at the end of casting, he can choose to give 50 points of fatigue instead of damage (on failure, nothing happens). The caster must get 50 worshipers together, and perform a specific magical ritual with 50 strands of the target's hair, taking 50 turns of Concentrate maneuvers. After the ritual, a pale-green energy ball of death appears in the caster's hand and he can throw it with Innate Attack (Projectile) skill. The energy ball's range is 50 yards. It takes the caster 50 FP to activate this ability... the caster will need to

buy a lot of FP, or to scrape up enough FP from the 50 assistants using the Ceremonial Magic/Combining Powers rules. Good luck. *50 points.*

Submitted by Gurps Fan.

Addictively Yours! (+145%): Affliction 2 (Addiction, +15%; No Signature, +20%; Aura, +80%; Extended Duration: Permanent, +150%; Blood Agent, -40%; Biological, -10%; Always On, -10%; Melee Attack, reach C, -30%; Onset, one day, -30%.

Notes: Anyone you are physically intimate with (this is not limited to just sexual activity), has a chance to become physically addicted to spending time with you. Anyone you infect that fails a HT-1 roll will gain the following addiction after 24 hours: Addiction (Spending time with infector; Expensive, Totally Addictive, Stimulant).

The infected must spend no less than 1 hour each day with you to satisfy their addiction (though they will often wish to spend more time with you than this). Breaking the addiction can be achieved through being weaned off it, going cold turkey off the addiction, or receiving a blood transfusion from the infector. *49 points.*

Submitted by Rowan.

Almost Magic Missiles (+650%): Crushing Attack 1D+1 (Cosmic, Ignores DR, +300%; Surprise Attack, +150%; Very Rapid Fire 5, +80%; Increased 1/2 Range x10, +15%; Accurate 23, +115%; No Knockback, -10%) [50]

Notes: Generates a ball of mystic force in your hand that is thrust at your opponent, nearly always hitting. The ball ignores your opponent's armor, and it gives almost a 100% chance of hitting if you take time to aim. Based on the D&D spell Magic Missile. *50 points.*

Modifying: If you want, you may lower the amount of Accuracy, and replace it with Homing instead. This is an even trade when you lower the Accuracy bonus to 13, and begins saving points at lower amounts of Acc.

Submitted by Tsuru-Sennin.

Analyze Powers (+65%): Detect (All Supernatural Powers; Accessibility, Must specify one target and

then scan, -20%; Analyzing, +100%; Costs Fatigue, 1 FP, -5%; Reduced Time 1, +20%; Takes Recharge, 5 seconds, -10%; Vision-Based, -20%) [50].

Notes: Assesses what kind of power the target possesses on a successful IQ roll (at the range penalty). You can use this ability as a zero-time free action, but each attempt costs 1 FP and you must wait 5 seconds until recharge is complete. When using this ability, you must pick one specific "target" within your field of view - you can sense whether John is a mage and how powerful his magic is, but you *can't* tell by one attempt who of John, Paul, George and Ringo is a mage. Adapted from [this](#). 50 points.

Submitted by Gurps Fan.

Animal Partners (+60%): Ally (100% of your point total, Almost all the time; Summonable, +100%; Requires Ready, -10%; Gadget, Breakable, DR 24, -5%; SM -7, -5%; Can be stolen by trickery, -20%) [24] + Five allies of the same point total as Alternate Abilities [25]

Notes: You have a team of creatures that you can conjure up at will. You can only have one at a time. Each summoning requires a roll of 15 or less at the time of summoning. On a failure, the being is simply unavailable: it may be asleep or unreceptive to your commands. As long as your creatures are around during combat, you may not do anything except issue their orders and walk.

These creatures are kept within individual containers between 3.5" and 5" at their longest dimension. These containers can be anything: common examples are baseball-sized spheres or trading cards. They can be stolen if you're not careful. See also Battle Beasts, Drawn Together, and Trading Card Creatures. 49

points

Modifying: To have a larger team, each extra ally will cost 5 additional points.

Submitted by Atreyu Hibiki.

Annihilation Gun (+65%/+160%/-5%): Impaling Attack 1d (Armor Divisor 10, +200%; Limited Use, 1 use, Slow Reload, -35%; No Blunt Trauma, -20%; No Wounding, -50%; Reduced Range, 1/10, -30%) [14] + Affliction 1 (HT; Attribute Penalty, HT -10, +50%; Disadvantage, Fragile, Explosive, +15%; Extended Duration, Permanent, +150%; Follow-Up, Impaling Attack, -65%; Linked, Crushing Attack, +10%) [26]

+ Crushing Attack 2d (Delay, Fixed, 1 second, +0%; Explosion, +50%; Follow-Up, Impaling Attack, -65%; Linked, Affliction, +10%) [10].

Notes: Despite the fearsome name, Annihilation Gun is nothing more than a short-range dart gun. The dart contains a dose of glop consisting of a horde of "matter transmutation" nanomachines and a small amount of one-second delay fused explosive. The Annihilation Gun dart injects the target (animate or inanimate) with the nanites, which immediately disperse in the victim, and the nanoglop's "matter transmutation" process rearranges subatomic particles composing his body into metastable, explosive substance in a fraction of a second. In effect, the victim becomes a bomb! This transmutation also destabilizes the victim's integrity as a chemical-mechanical system, imposing a -10 penalty on any of his HT roll. These effects last permanently until the victim is treated with an appropriate countermeasure against nanite attacks. Exactly one second after the transmutation, the dart's internal explosive goes off, doing 2d cr ex damage (note that this damage is tripled for Follow-Up explosion). As a usual effect of Fragile (Explosive), the victim must make a HT roll - at -10, of course - if this blast inflicts a major wound, and on critical failure *he* instantly explodes and dies (p.B137). Even if he luckily survives this blast, remember that he also explodes on any critical failure with major wounds as long as he is Fragile (Explosive). And before explosion, the attacker had better make sure to run away from the victim as far as possible. 50 points.

Submitted by Gurps Fan.

Another Type of Werewolf (-30%/-20%/-70%):

Long Talons (*Costs 2 FP to use, -10%; Only while Berserk, -20%*) [8] + Discriminatory Smell (*Only while Berserk, -20%*) [12] + Regeneration: Extreme (*Can only heal half the damage, -50%; Only while Berserk, -20%*) [45] + Berserk (CR: 9) [-15]

Notes: The victim of this condition is no ordinary berserk. When the Red Rage overcomes him (or her), the sufferer gains supernatural abilities that don't equal invincibility, but do equal Badass. The Berserk cannot regenerate *all* damage, but he can heal half of it at 10HP per second. While the Berserk has the ordinary limits of his condition, it

gets a lot harder to reach them. And he will show the effects of having been in combat. He can also hunt down his enemy by scent, making it less likely that the Berserk will snap out of it because his opponent escaped. The claws can be physical, chi-based, or they can represent sheer viciousness - it's the GM's call. Persons with this package could easily be mistaken for werewolves or demons. And Orcs with this package would be considered gods by their own people. *50 points.*

Submitted by Mysterious Dark Lord v3.2.

Arm Blades (-20%/+10%/-60%): Damage Resistance 3 (Partial, Arms, -20%) [12] + Enhanced Parry (arm blades) [5] + Long Talons (Switchable, +10%) [13] + Striking ST +4 (One Attack Only, -60%) [8] + Karate (H) DX+2 [12].

Notes: Retractable blades set into the arms. May be a natural mutation, cybernetic implant, or whatever. These blades provide significant protection to the arms, whether deployed or sheathed. This package also includes hand-to-hand training (Karate and Enhanced Parry). *51 points.*

Submitted by ham2anv.

Armor Disintegration Beam (-80%): Corrosion Attack 25D (No Wounding, -50%; Reduced Range, 1/10, -30%; Inaccurate 3, -15%; Increased 1/2D Range, x10, +15%) [50]

Notes: You have a short-range beam attack that can only damage DR on others. Useful for weakening those brick-type supers or highly-armored vehicles. *50 points.*

Submitted by Tsuru-Sennin.

Aura of Vengeance (+400%): Affliction 1 (Advantage, DR 3 with Force Field and Reflection, +330%; Malediction 1, +100%; Melee Attack, Reach C, -30%) [50].

Notes: Gives the target a gleaming aura that rebounds any incoming damage up to 3 against his foe. The caster must touch the subject. This ability is considered a "beneficial Affliction." *50 points.*

Submitted by Gurps Fan.

Awaken Instinct (+150%): Affliction 2 (10 points of advantages, +100%; -60 points of disadvantages, +60%; Uncontrollable, -20%; Based On Will, +20%; Costs 2 Fatigue, -10%). [50]

Notes: This ability is designed for "furry" races, but

may have interesting effects on humans as well. It awakens hidden instincts in a target, causing them to revert to their "true self." The target gets Will-1 to resist. You, the afflicter, do not have a say in what instincts are awakened. Your foe's instincts might turn out to be lapine, in which case they would flee all combat, or your foe's instincts might be that of a solitary predator, such as an alligator or tiger. This usually grants disadvantages (such as lowered IQ or Stress Atavism), but it also grants a few points of advantages (such as +2 Per, +2 Move, or +1 HT). (In very nasty cases where the ability backfires, your foe may actually shapeshift, gaining claws, sharp teeth, and the skills necessary to use them...) *50 points.*

Modifying: Every 5% of enhancements costs 1 point. For example, removing the Costs 2 Fatigue would be 2 points.

Submitted by Almafeta.

Bakusai Tenketsu ("Blasting Point Hole") (-80%/-80%/+105%): Damage Resistance 14 (Tough Skin, -40%; Limited, Crushing, -40%) [14] + Damage Resistance 6 (Tough Skin, -40%; Limited, Cutting, -40%) [6] + Crushing Attack 3D (Explosion 1, +50%; Fragmentation 1, +15%; Malediction 1, +100%; Against Earth and Stone Only, -30%; Melee Attack C, -30%) [31]

Notes: The application is simple; touch a boulder or rock (or just the ground), and it explodes into fragments (3d/1d crushing/cutting damage). This is used as a quarrying technique by its inventors, but has combat applications. The training toughens the skin, making it resistant to most melee attacks and mostly immune to the effects of the explosion. The shrapnel from the blast is the primary weapon. Based on Ryoga Hibiki's attack from Ranma 1/2. *51 points.*

Submitted by Mysterious Dark Lord v3.2.

Ball Lightning (+10%): Burning Attack 9d (Variable Delay up to 10sec +10%; Explosion +50%; Drifting +20%; Surge +20%; Side Effect: Stunning +50%; Emergencies Only -30%; Unconscious Only -20%; Uncontrollable -30%; Temporary Disadvantage, Weirdness Magnet -15%; Costs 5 FP -25%; Unreliable-11 -20%) [50]

Notes: When you are in trouble, Ball Lightning will

sometimes manifest nearby, drifting around seemingly at random. After at most 10 seconds, this ball lightning explodes, shorting out machinery and stunning people. As in Fortean Poltergeist, this phenomenon is accompanied by fish falls and similar weird occurrences. A ball lightning leaves you severely fatigued, losing 5 FP when it occurs. *50 points.*

Modifying: This ability may be an alternate ability of the Fortean Poltergeist.

Submitted by zorg.

Baneful Polymorph (+400%): Affliction 1 (Advantage, Alternate Form (Harmless Animal), +150%; Extended Duration, Permanent, +150%; Malediction 1, +100%) [50].

Notes: Choose a small harmless animal, like a frog or rabbit. This ability allows you to transform your foes into your chosen animal. You must also specify a way for your curse to be broken (perhaps the kiss of the prince/princess). *50 points.*

Submitted by UncreativeNameMaker.

Battle Rage (-80%/-80%): Altered Time Rate 1 (Maximum Duration, 1 minute, -65%; Trigger, Berserk, Common and dangerous, -15%) [20] + Extra Attack 6 (Costs Fatigue, 1 FP/second, -10%; Limited Use, 1 use/day, -40%; Multi-Strike, +20%; Requires Will Roll, -5%; Single Skill, -20%; Temporary Disadvantage, Berserk (no self-control roll), -25%) [30].

Notes: You can voluntarily enter the self-trance state that the rush of adrenaline fills your body. To activate the ability, take one turn to Ready and then make a roll against Will. During the duration, you act and react twice as fast as normal and you make at least *seven* attacks in one second your subjective time.

Note that the combination of All-Out Attack (Double) and Rapid Strike or Dual Weapon Attack permits adding another two to the number of attacks you can make during one maneuver (see also [this post by Kromm](#)), and Altered Time Rate 1 allows you to take one extra maneuver in one second of the objective time - in conclusion, you can strike foes *18 times* per objective second at the maximum! This ability has some obvious drawbacks: you get exhausted *fast* (1 FP per your *subjective* second), and you're in a berserk state that you try attacking anyone in your vicinity. You can use this ability only once per day. *50 points.*

Submitted by Gurps Fan.

Big Stone Thrower (-80%): Crushing Attack 50d (Accessibility, Only with 11-20 assistants, -25%; Increased Max, x2, +5%; Increased 1/2D, x5, +10%; Inaccurate, Acc 1, -10%; Minimum Range, 1/20 maximum range, -10%; Preparation Required, 10 minutes, -30%; Takes Extra Time 2, -20%) [50].

Notes: You're a living siege engine! This ability works like a small-sized medieval trebuchet. You need at least 11 trained artilleryists helping you. Your squad must spend 10 minutes winching up the counterweight to load a stone in advance and 2 seconds taking Ready maneuvers to operate the firing mechanism. Then you can hurl the projectile at last. Range is 50/200. The thrown projectile flies in an arc following a convex parabola, so you can't attack targets closer to you than 10 yards. Still, it's assumed that the trajectory is fairly flat in comparison with the flight distance, not curved enough to qualify for the Overhead enhancement. Historical trebuchets could throw not only stones but any appropriately-sized objects, e.g., barrels of burning oil or the severed heads of enemy soldiers. The write-up above doesn't represent this capability. *50 points.*



Suggested Sources: None. Big Stone Thrower is a piece of mechanical artillery; it's not likely to fall under any power in the sense of Powers.

Submitted by Gurps Fan.

Blood Sword (+120%): Cutting Attack sw+3d (No Blunt Trauma, -20%; No Knockback, -10%; Temporary Disadvantage, Berserk, -10%; Costs 5 HP, -50%; Trigger, Bleeding, -15%; Maximum Duration, Up to 10 minutes, -50%; Melee Attack, reach 1, -25%; ST based, +100%; Armor Divisor 10, +200%) [47]

Notes: You must be bleeding (you must have lost HP) to activate this ability, pay 5 HP to create a Blood Sword. Causes 3d damage plus ST bonus. Works only 10 minutes. *47 points.*

Submitted by SandmanBr.

Brainstorm (-50%): IQ+5 (Skills Only, -10%;

Limited Use, 1 per day, -40%) [50]

Notes: You aren't that bright *all* the time - but you're *very* bright when you are. Once per day (for one minute), all of your IQ-based skills, including default rolls, gain a +5 bonus, as you recall abilities that you haven't used in years, and begin to comprehend anything else. It's GM's call as to whether or not 'skills only' applies to spells and other skill-like substances. I wouldn't call it, unless you want to have a PC who can become Super Mage, but only once per day... *50 points.*

Modifying: Increasing the number of uses per day (to 2, then 4, then 10) costs 2 points per point of Brainstorm IQ. Increasing the bonus by +1 costs 10 points per +1. Changing a point of Brainstorm IQ to a point of normal IQ costs 10 points, less 2 points per level of Limited Use that has been bought off.

Submitted by Almafeta.

Bullet-Time (-50%): Altered Time Rate 1 (Costs 4 FP, 2 FP to maintain, -20%; Takes Recharge, 1 hour, -30%) [50]

Notes: Once an hour a character can react twice as fast for 4 FP a minute to start and 2 FP for each subsequent minute. Very useful for combat but lasts long enough for other operations. *50 points.*

Submitted by Hitako47.

Calming Influence (+380%): Affliction (Disadvantage: Total Pacifism, +30%; Area Effect, 16 yards, +200%; Selective Area, +20%; Emanation, -20%; Contact Agent, +150%) [48]

Notes: The ultimate ability for a hostage negotiator. Any person who comes within 16 yards of you loses their ability to harm anyone. You may choose for it not to affect your friends. *48 points.*

Modifying: This is a very flexible ability! You can replace Total Pacifism with any combination of disadvantages totaling 30 points. Some suggestions: No Fine Manipulators means that any opponents within 16 yards suddenly lose their ability to carry their weapons, or anything else, for that matter. Paraplegic would drop your foes in their tracks as you approach, and Hemophilia makes them bleed uncontrollably! Radiating the 15 point Delusion that you are a god along with a 15 point Asceticism will gather you hordes of followers... until they wander out of your range.

Submitted by Atreyu Hibiki.

Cast-Iron Stomach (+0%/+0%/-80%): Immunity to Ingested Damage [30] + Jaw ST 10 [10] + DR 10 (Teeth Only, -80%) [10]

Notes: You can eat pretty much *anything*. Death cookie? Eaten with abandon! Radioactive materials? Hey, as long as you digest it, you're fine. You can't quite chew a lamp-post - you just don't have the jaw strength - but you could try without undue damage to your teeth. And hey, later, you probably could munch on a lamp-post. Or ground glass. Or hemlock. *50 points.*

Submitted by Fabricati.

Celerity (-55%/+0%): Altered Time Rate (Costs 1 FP, -5%; Limited Use, 3 per day, -20%; Takes Recharge, 1 hour, -30%) [45] + Single Minded [5]

Notes: Gives you the ability to move really fast for a short period of time, through a 60-second burst of Altered Time Rate (B38) and Single Minded (B85). It tires you out quickly, though, costing 1 FP per minute you utilize your speed. Designed for use in a low-powered Supers campaign, but would work just as well in most other genres. Some suggestions of uses of this power are using an All-out-Attack and All-out Defense at the same time, or hurrying long actions with Altered Time Rate and doing them effectively well with Single Minded. *50 points.*

Submitted by nik1979.

Chef's Delight (+50%/+10%): Create (Food) (Transmutation, +50%; Costs 2 extra FP, -10%; Link, Control Food, +10%) [30] and Control (Food) (Link, Create Food, +10%) [22]

Notes: Summon a banquet! You can conjure up ten pounds of food from thin air for 4 FP, or convert handy materials into food for only 3 FP. Control allows you to summon it up already prepared and ready to eat! Food is a Medium Category for Create, and a Common category for Control. Based on the Create Food spell from GURPS Magic. *52 points.*

Submitted by Atreyu Hibiki.

Class-20 Shield with Capacitor V (-80%/-80%): DR 20 (Ablative, -80%; -20% Flexible, +20% Force Field) [20] + Regeneration, Extreme (-40% DR Only; -50% Maximum Duration 10 minutes) [30]

Notes: A Class-10 shield. If the Capacitor is

activated, it will quickly replenish the shield (50%/second). However, the capacitor cannot be shut down, and once ten minutes pass, it will shutdown on its own for 5 minutes. Built for troops with a need of a moderate protection level, which is not very prone to drop during combat. Designed with a small projectile or energy weapon in mind. Blunt, crushing attacks are rather effective against this defense system. *50 points.*
Submitted by Molokh.

Class-30 Shield with Capacitor IV (-80%/-80%): DR 30 (Ablative, -80%; Flexible, -20%; Force Field, +20%) [30] + Regeneration, Instant (-40% DR Only; -50% Maximum Duration 10 minutes) [20]
Notes: A Class-30 shield. If the Capacitor is activated, it eventually replenish the shield (at a rate of about 3% per second). However, it cannot be shut down, and once ten minutes pass, it will shutdown on its own for 5 minutes. Built for troops needing good protection and who can afford a rather modest combat-recharge rate. Designed with a small projectile or energy weapon in mind. Blunt, crushing attacks are rather effective against this defense system. *50 points.*
Submitted by Molokh.

Class-44 Shield with Capacitor V(a) (-80%/-80%): DR 44 (Ablative, -80%; 20% Flexible, +20% Force Field) [44] + Regeneration, Extreme (-40% DR Only; -50% Maximum Duration, 10 minutes; Alternate Ability, x1/5) [6]
Notes: A different design, this combo allows carrying a huge shield battery, and a powerful capacitor, so the shield regains its power very fast... and it can hold lots of power. However, it has two flaws: first, it may not recharge while the shield is up; second, the capacitor will shut down after a while, and will not re-activate for 5 minutes. Built for heavy troopers that need a high level of protection, and can afford relying on some cover for the time of recharge. Designed with a small projectile or energy weapon in mind. Blunt, crushing attacks are rather effective against this defense system. *50 points.*
Submitted by Molokh.

Clone-Ray (+420%): Affliction 1 (Advantage, Duplication, No Sympathetic Injury, +420%) [52]

Notes: This beneficial affliction creates a clone of the target; the target is compelled to spend the next second Concentrating as the clone is created. The clone has the original's HP, FP, current damage, skills, and current memories from the time of cloning. The clone lasts 1 minute per point of success on the Affliction roll. Based off a power from the computer game Freedom Force. *52 points.*
Submitted by Almafeta.

Clothing-Dissolving Slime (+230%): Corrosion Attack 0D+5 (Accessibility, Only on worn, artificial armor, -20%; Cyclic, 1 second, 4 cycles +300%; Jet, +0%; No Wounding, -50%) [50].
Notes: Lechers' best friend! This ability projects a jet of slime that dissolves the target's armor including clothing. The slime adheres to the target for 4 seconds, and degrades armor at the rate of 1 DR (5 points of damage) per second. "Armor" here means only worn, artificial ones and this ability has no effect against the target's natural DR or HP. 5 points equal $0.3*5 = 1.5$ dice. Inspired by Tsuru-Sennin's [Armor Disintegration Beam](#). *50 points.*
Submitted by Gurps Fan.

The Clown Cannon (-65%): Super-Jumping 14 (Base 10 points: Bouncing +50%; Breakable, DR 15, -10%; Can Be Hit, SM +2, -25%; Can be Stolen, Requires Raid and a truck, -10%; Extra-Long Repair Time, -15%; Full Power Only, -10%; Nuisance Effect, Loud "Bang!" and smoke, -5%; Preparation, 1 minute, -20%; Projectile, -20%) [49]
Notes: This is a large circus cannon that shoots people. It takes about a minute to get it ready and to load the vict- uh, the passenger. With a loud "BANG!" it then ejects the passenger an average distance of 22 miles (assuming base Move of 5). If the passenger fails his landing roll (DX, Jumping, or Acrobatics), he may bounce another 20-or-so miles. Repairing any damage to the Clown Cannon is difficult, since none of the components make sense, and most are just "monkey puzzle" - extraneous bits to camouflage the real workings.
Submitted by Mysterious Dark Lord v3.2.

Complete Sensory Deprivation (+400%): Affliction 1 (Malediction 3, +200%; No Signature, +20%; Disadvantages: Blindness, Deafness, Mute, Numb,

No Sense of Smell/Taste, +120%; Extended Duration x30, +60%) [50]

Notes: You may reach out anywhere in the universe and pick a target. This ability completely deprived of all his normal senses and even makes him unable to talk. Roll a Quick Contest of your Will vs. the target's HT. If the target fails, he is completely deprived of all his normal senses and even makes him unable to talk for 30 minutes per Margin of Victory. *50 points.*

Submitted by Tsuru-Sennin.

Computer Game Style Lighting Bolt (+120%): Burning Attack 4D+2 (Cone 1 +60%, Surge +20%, Side Effect: Stunning +50%, Reduced Range 1/2 -10%) [51]

Notes: Shoot a lightning "bolt" that can hit several enemies in straight line.

Submitted by Tsuru-Sennin.

Cookie of Strength Affliction 1 (ST +4, +400%; Preparation Required, 1 hour, -30%; Triggered Delay, eating the cookie, +50%, Blood Agent, -30%) [49]

Notes: You can make a cookie that, when eaten, fills it's eater to the brim with physical strength. This effect wears off after a few minutes, though. *49 points.*

Submitted by Atreyu Hibiki.

Create Explosive Ordnance (+100%): Crushing Attack 5d (Costs Fatigue, 3 FP, -15%; Delay, Trigger, the attacker can specify the condition, +100%; Explosive, +50%; Fragmentation, 2d, +30%; Magical, -10%; Melee Attack, Reach C, Cannot Parry, -35%; Requires IQ Roll, -10%; Takes Extra Time 1, -10%) [50].

Notes: Creates a bomb in the caster's hand (on a successful IQ/IQ-based skill roll). Here a "bomb" means any one form of explosive ordnance - a grenade, antipersonnel mine, time bomb, or whatever the caster likes. The bomb remains a bomb permanently, until it goes off or someone neutralizes it by a suitable means, and the caster can't simply dismiss the bomb. Mundane EOD techniques, as well as spells that destroy magical creations, can nullify any bomb created with this spell. Each bomb is equipped with an appropriate fuse that is triggered under a condition the caster specifies when casting. Examples include manual (some seconds after pulling

the pin out), impact (when hitting the ground), pressure (when someone steps on it), time (some hours after created), proximity (when anyone come closer than some feet), or exotic triggers (when a crow caws three times while flying over the caster's house). Any one bomb does 5d cr ex [2d cut] damage. The GM determines bombs' other combat stats like weight, throwable distance, etc. *50 points.*
Submitted by Gurps Fan.

Create Panacea (+65%): Healing (Affects Self, +50%; Capped, 2 FP, -25%; Disease Only, -40%; Magical, -10%; Reduced Fatigue Cost 2, +40%; Triggered Delay, Inhaling the Panacea pill, +50%) [50].

Notes: The caster conjures up a magical cure-all pill out of thin air. Creating the Panacea pill requires a second of Concentration but no FP cost. If one suffering from a disease inhales the pill, he immediately rolls against the caster's IQ, at a penalty according to the severity of the disease (see p.B59); if successful, he is instantly cured. The Panacea pill cannot cure any disease that deserves a penalty worse than -4 (because of Capped, 2 FP). *50 points.*

Submitted by Gurps Fan.

Curse of Burning Air (+400%): Affliction 1 (Disadvantage, Weakness: Air, Very Common, 1d Every Minute, +60%; Variable Delay, +20%; Malediction 3, +200%; Extended Duration, x30, +60%; Selectivity +10%; Area Effect: 2 yd radius +50%) [50]

Notes: The curse can be lifted by fully submerging the target in liquid for at least one minute, or similar action that prevents contact with air or oxygen in particular, whichever fits the metaphysics of the curse better. An added bonus is that air and oxygen would automatically affect the vitals (lungs), and it's hard to get rid of that contact.

Submitted by Molokh.

Cyborg Courier (+50%/+0%): DR 10 (Torso Only, -10%; Tough Skin (you have normal flesh over your cybernetic armor), -40%) [25] + Lifting ST +5 [15] + Payload 10 (Carry BL pounds) [10] + Seems to be a little heavier than normal [0-point feature; the reason there isn't a Nuisance Effect: Obvious

limitation on any of the above advantages]

Notes: You have been designed to carry goods. This modification includes three parts: a 'body pocket' hollowed out under your ribcage, with the opening on your torso under your ribcage (concealable by a shirt), ceramic lined and guaranteed not to be rejected by your body for 5 years; enhancements to your bone and muscle to let your frame handle the weight; and internal protection to keep your goods from being damaged or destroyed by most falls, melee weapons, or small-arms fire. *50 points.*

Modifying: If you choose, you may lower Payload to 5, and add Obscure 3 (X-Rays or Metal Detectors; Always On, -50%). Price does not change. This will allow you to pass through airport security, etc. undetected.

Submitted by Almafeta.

Cyborg Upgrade - Absorptive Energymatrix

(+40%/+0%): DR 5 (Electricity Only -40%; Absorption - powers ER only +80%) [35] + Energy Reserve 5 [15]

Notes: Gives a robot that doesn't usually have fatigue the ability to power some of his abilities with an electric charge. This may come from a wall socket, or an enemy's electric-beam gun. *50 points.*

Submitted by zorg.

Cyborg Upgrade - Arm-Plugin (-10%/-40%):

Cosmic Modular Abilities 5 (Physical Only +50%, 1 hour Preparation Required -50%; Stuff to plug in your arm only -10%) [45] + DR 2 (1 arm only -40%) [6]

Notes: Gives you an arm-port with 5 points of physical advantages that you can reconfigure any time you have an hour to spare. Also makes that arm just a little tougher. Possible arm enhancements are included under the "5-point Abilities" section. *51 points.*

Submitted by zorg.

Cyborg Upgrade - Enhanced Leg Actuators (+0%/-40%):

Enhanced Ground Move 1 [20] + Super Jump 1 [10] + Catfall [10] + Luck (Acrobatics Only -20%; Unreliable 11 -20%) [9] + Perk: Retractable little wheels [1]

Notes: Your legs are really impressive! You jump at twice your normal move, run quite quickly, land from falls easily, and, for some reason, can skate anywhere

you want.

Submitted by zorg.

Cyborg Upgrade - Fortified Endoskeleton (-80%/+0%): DR 5 (*to prevent crippling only -80%*) [5] + Recovery [10] + Hard to Kill 5 [10] + HT+2 [20] + DR 1 [5]

Notes: A quick package for generic toughness. You recover quickly, are more difficult to kill, your skeleton is very difficult to break, and you're in pretty good shape. *50 points.*

Submitted by zorg.

Cyborg Upgrade - Improved I/O-Port [50]

Modular Abilities: Chip Slots 5 [20] + Computer Brain 1 [10] + Telecommunication: Radio [10] + Scanning Sense: Ladar (Reduced Range 10, -30%; Preparation Required 1 minute, -20%) [10]

Notes: Upgrades your cyborg package to a fancy computer brain. Allows built-in communication, increased sensing capabilities through Ladar, and lets you add and remove programming packages as needed. *50 points.*

Submitted by zorg.

Cyborg Upgrade - Overloadbooster [50]

ST+5 (Costs variable 5 FP, -15%; Variable, +5%) [45] + Energy Reserve 1 [3] + HP+1 [2]

Notes: Gives a cyborg a varying boost of strength that costs 1 FP per minute per ST added. Also gives the cyborg an Energy Reserve to spend on it.

Submitted by zorg.

Danmaku ("Bullet Storm") (+400%): Piercing Attack 2d (All-Out, -25%; Area Effect, 16 yards, +200%; Blockable, -10%; Bombardment, effective skill 10, -15%; Emanation, -20%; Rapid Fire, RoF 150, +250%; Selective Area, +20%) [50].

Notes: Sprinkles lots of bullets all over the place! The bullets fly quite slowly, but mysteriously identify friend or foe. The storm of bullets, which looks like a sort of geometrical pattern from above, will eventually overwhelm everyone around the user. The user never gets active defenses while activating this ability. *50 points.*

Modifying: This is a very basic attack ability used by opponents in various 2D top-down shooters (like Shikigami no Shiro or Touhou Koumakyou); many

have a more powerful Danmaku with different geometrical shapes, possibly with the Trigger (Injury) limitation.

Submitted by Gurps Fan.

Deathtouch (+300%): Toxic Attack 3d (Costs Fatigue, Proportional, Max 3 FP, -10%; Cosmic, Irresistible Attack, +300%; Surge, +20%; Triggered Delay, +50%; Melee Attack, Reach C, Cannot Parry, -35%; No Signature, +20%; Variable, +5%) [48]

Notes: Based on the spell on p. B246. You have a good chance of killing an unsuspecting victim with a handshake, especially as you can trigger the effect at a later time, any time you wish. The trigger can be anything you choose at the time you create your character: a snap of your fingers, the word Shazam, whatever. It can also scramble electronics, for some reason. Very nice for assassins.

Modifying: To emulate the original spell, remove Triggered Delay and Surge, both of which were added for point-balancing purposes. Doing so moves the point cost to 40 points. For the effects of the original spell without the FP cost, remove "Costs Fatigue, etc..." as well. This totals out to 45 points.

Submitted by Gurps Fan and Atreyu Hibiki.

Deathwalk (+400%): Affliction (Heart Attack, +300%; Emanation, -20%; Contact Agent, +150%; Area Effect, 2 yards, +50%; Always On, -40%; Visible, -20%; Nuisance Effect, Reaction -4, -20%)

Notes: Anyone who comes within two yards of you dies. You do not have control of this ability. You're surrounded by a slight haze effect that makes it apparent to those around you why people are keeling over dead. *50 points.*

Modifying: Adding area to the effect costs 5 additional points per doubled area. Adding Delusion: Nothing is wrong with me for -15 points will create a clueless mass murderer. Alternately, you can offer this to your munchkin players as "a secret advantage that will make you the most powerful player in the game." You can also give this to a player who wants a Secret Disadvantage. If the player doesn't know what the ability does, it's definitely a disadvantage! To make it more insidious, replace Visible and/or the reaction penalty with Onset (1 hour) (-20%). Based on an ability from the anime film *Memories*.

Submitted by Atreyu Hibiki.

"Devils of the Flesh" (+150%/-60%): Permeation: Flesh (Meld 1 +150%) [13] + Possession (Parasitic -60%) [40]

Notes: This frankly evil power allows the possessor to merge into another person's body and "take over". This is simple occupation. There is no access to memories or skills, just control of the body.

Submitted by Mysterious Dark Lord v3.2.

Digital Override (-50%): Possession (Chronic, +20%; Full Memory Access, +10%; Blood Agent, -40%; Digital, -40%) [50]

Notes: This cybernetic implant/cyberkinetic power allows the character to take command of a computer system. He must touch an open access panel or interface port (equivalent to Blood Agent) to transfer his consciousness into the target computer. He has full access to the system's records and databases, and he can install a backdoor protocol to allow him easier access in the future. Designed for use in Cyberpunk games, but also applicable in other Science Fiction-based scenarios. *50 points.*

Submitted by ham2any.

Digital Projection (-50%): Jumper (World) (Costs Fatigue, 1 FP, -5%; Projection, -25%; Takes Extra Time, 4 seconds, -20%) [50].

Notes: The character has the ability to project himself into digital "worlds" at will. By concentrating for 4 seconds, he can project his consciousness into cyberspace domains, leaving his physical form unconscious in the real world. He requires no special equipment beyond any implants he may have as part of his power. Using this power is slightly draining, however, costing 1 FP per use. *50 points.*

Submitted by ham2any.

Disintegration Ray Gun (+85%): Create 1 (Solid; Breakable, DR 4, Can break down, SM -4, Hard to repair, -50%; Can Be Stolen, Quick Contest of ST, -30%; Cosmic, No die roll required, +100%; Destruction Only, +0%; Increased 1/2D, *5, +10%; Ranged, +40%; Reduced Fatigue Cost 2, +40%; Superscience, -10%; Takes Recharge, 5 seconds, -10%; Unreliable, Malf 16, -5%) [74].

Notes: This Ray Gun is a superscience gadget that

resembles a bulky, extra-large pistol. It fires a beam that immediately brings any inanimate solid object (no effect against any living thing) up to 10 lbs. to nothingness. Once shot, it takes a 5-second recharge to fire the next shot. The "Cosmic, No die roll required" enhancement only removes the IQ roll to see if Create is successful; the attack roll is still required to hit a target object with the beam. As this Ray Gun is an experimental prototype, it sometimes doesn't work well and it's very hard to replace once destroyed. Stats: Malf 16, Acc 3, Range 50/100, RoF 1, Rcl 1. *74 points.*

Submitted by Gurps Fan.

For comparison, here's a Powers-suggested version of "disintegration" that *does* affect living targets:

Disintegration Ray Gun II (-80%): Corrosion Attack 125 points (125 points equals $125 \times 0.3 = 37.5$ dice; Breakable, DR 4, Can break down, SM -4, Hard to repair, -50%; Can Be Stolen, Quick Contest of ST, Doesn't work for the thief, -15%; Increased 1/2D, *5, +10%; Superscience, -10%; Takes Recharge, 5 seconds, -10%; Unreliable, Malf 16, -5%) [75].

Notes: This Ray Gun is a superscience gadget that resembles a bulky, extra-large pistol. It has the same stats as [Disintegration Ray Gun I](#), but it *always* does 125 points of damage and decreases DR by 25, even vs. living targets. It also contains a biometric scanner that limits usage to the authorized "owner"; even if stolen, it can't be used by the thief. Seems *much* more cost-effective than the Ray Gun I. *75 points.*

Submitted by Gurps Fan.

Dismal Gray Aura (+375%): Affliction 1 (Disadvantage: Killjoy, +15%; Area Effect 8, +400%; Always On -20%; Emanation, -20%) [48]

Notes: The Dismal Gray Aura extends 256 yards from the source, enough to cover a small village, a sports stadium, or a castle/monastery. Everyone in the area of effect has to roll as per Affliction or suffer the Killjoy disadvantage. While the effect is temporary, the victim will be re-attacked while he is within the Aura. If the victim manages to resist, he may be able to escape. Otherwise, it is unlikely anyone would even know they are being attacked - or care if they did know. *49 points.*

Submitted by Mysterious Dark Lord v3.2.

Displacer Beam (+400%): Affliction 1 (Advantage, Jumper (World) with certain limitations (see below),

+200%; Based on DX, +20%; Cosmic, Irresistible Attack, +300%; Costs Fatigue 4, -20%; Emergencies Only, -30%; Inaccurate, Acc 1, -10%; Limited Use, 1/day, -40%; Takes Extra Time 2, -20%) [50].

Notes: You can momentarily generate a hyperdimensional vortex that sends the target to another plane of reality. The target gets his active defense as well as the resistance roll on DX (DR doesn't help) to evade the vortex; on failure in both, he's caught in it and shut up in the "prison dimension". He leaves all his belongings at the point of departure, and finds himself stunned when reaching the destination. The underlying Jumper (World) is worth 20 points with the following special limitations: Cannot Escort, Cannot Follow, Limited, Naked and Stun. This Jumper carries the victim only to one specific "prison dimension" plane due to Limited; on the character creation, make sure to consult with the GM about what the plane is actually like. Also known as the Poor Man's Tachyon Shotgun. *50 points.*

Modifying: Limitations such as Costs Fatigue are just to fit the ability's point cost into the 50-point limit; you can omit one or more of them freely if you have extra points to spare.

Suggested Sources: Super or Superscience; possibly Divine or Moral ("the power of pure good that banishes the evil through a dimensional rift", instead of rubber-science explanation).

Submitted by Gurps Fan.

Divine Retribution variant 1 (+305%): Burning Attack 2d+1 (Accessibility: Only affects truly Evil beings, -10%; Accessibility: Must prominently display Holy Symbol, -10%; Area Effect: 4 yards, +100%; Cosmic: Irresistible attack, +300%; Emanation, -20%; Pact: with patron deity, -10%) [50]

Notes: The character displays a holy symbol of his deity aggressively, concentrates for one second, and all creatures of supernatural evil within 4 yards are smote with 2d+1 of holy fire that bypasses non-cosmic DR. In this case, "creatures of supernatural evil" are those affected by True Faith. Note that, as

per the Pact rules, if the character ever acts against the strictures of his faith, he will be deserted by his god and lose access to this power. The character should also take a 10 point self-imposed disadvantage, as per the Pact rules. The point cost of this disadvantage is not included in ability cost as it will probably be involved in various other abilities with Pacts. *50 points.*

Modifying: Add a fatigue cost, limited uses/day or Takes Extra Time, increase damage to "instazap" evil creatures. I suggest a minimum of 4 dice if you want to fry vile creatures in one incredible bolt of divine flame. This ability, at the current level or lower, also goes well when Linked with True Faith.

Suggested Powers: This is likely to be part of a Divine or Good power; in a game where undead are 'powered' by 'anti-life-energy', this is also a good candidate for Life power. Note that in most cases you should replace the Pact with the appropriate power modifier.

Submitted by Bruno.

Divine Retribution variant 2 (+315%/+85%):

Burning Attack 1d (Accessibility: Only affects truly Evil beings, -10%; Accessibility: Must prominently display Holy Symbol, -10%; Area Effect: 4 yards, +100%; Cosmic: Irresistible attack, +300%; Emanation, -20%; Link: Exclusive with True Faith, +10%; Pact: with patron deity, -10%) [21] + True Faith (Turning, +65%; Link: Selective with Burning Attack, +20%) [28]. *49 points.*

Notes: As per variant 1, except this version includes True Faith.

Submitted by Bruno.

Dolce & Vuiton Fashion Bag: Payload 10 (Cosmic, +50%; Gadget*, -50%; Requires a Search Roll, -5%; Inaccurate 3, -15%) [8] + Appearance Beautiful (Glamour, Will+0, -30%; Gadget*, -50%) [3] + Reputation 2 (All who think that brands are important, x1/5; Gadget*, -50%) [3] + Affliction 1 (Delusion, You must be someone important, +50%; Based on Will, +20%; Based on Vision, +150%; Aura, +80%; Emanation, -20%; Area of Effect, 8 yard radius, +150%; Gadget*, -50%; Always on, -10%; Fickle -20%) [45] + Delusion (You really believe you are someone important) [-10] + Perk (As shiny as a flashlight) [1]

Notes: You have a hideous/beautiful fashion bag from a really, really famous brand. It's big, and you can fill up to your basic lift into it (and oddly don't feel the weight), but it's never really well organized inside, so to take something out you must make a search -3 roll. With this top of the top model your reputation rises in the eyes of everybody who cares about this kind of stuff, what's more is that some people around you that see the bag (from less than 8m distance; that fail a Will+Fickle roll) start to think you must be someone important.

Unfortunately that is not so good for your brain, because you start to believe this too (What is worse, even when the bag gets stolen/lost/destroyed, this delusion stays with you). Finally, this bag is so shiny it can be used as a small lantern in the dark. It's such a glamorous bag that people perceive you as much more beautiful than you are unless they make a will roll... *50 points.*

**Gadget (Breakable, DR2, -20%; Can be stolen, Quick Contest of ST, -30%) -50%*
Submitted by Der Wanderer.

Don't Cut Me (-45%): Innate Attack (20d burning; Always On, -10%; Area Effect, +50%; Blood Agent, -40%; Emanation, -20%; Melee Attack, Reach C, -25%). [50]

Notes: If the character is hit for a point or more of cutting, piercing, or impaling damage, everything within 2 yards takes 20d burning damage.

Submitted by Shumway.

The Doolittle Effect (+410%): Affliction 1

(Negated Disadvantage, Cannot Speak, +150%; Bestial, +100%; Hidebound, +50%; Aura, +80%; Extended Duration, 1000x Duration, +120%; Works vs. Will, +20%; No Signature, +20%; Accessibility, Only vs. Non Sapient Mammals, -60%; Exposure, 1 Hour, -40%; Melee Attack Range C, -30%) [51]

Notes: By spending an hour with it, you can give any non-sapient mammal the power to speak! The animal must make a Will roll to avoid being uplifted by this power. Domestic animals gain the ability to speak, lose their hidebound disadvantage. Wild animals gain identical traits and lose their bestial disadvantage. The effects are temporary lasting from roughly 17 hours at the shortest to up to 5 days 13 hours at the longest, assuming an animal with an

average will of 10.

Gaming Notes: Animal behaviorists, Animal fans, Furrries, Zoo Keepers, Veterinarians, etc, are all likely to clamor for you. Half of PETA will probably want you dead, the other half will want to use you for some less than savory purpose. *51 points.*

Submitted by Rowan.

Drake's Net of Lightning (+250%): Burning Attack 3d-1 (Area Effect 4 yards +100%; Accessibility: Magic words -10%; Magical -10%; Persistent +40%; Extended Duration, x30 +60%; Side Effect: Stunning +50%; Surge +20%) [48]

Notes: This invocation casts a net of crackling lightning, which will stun all targets caught within. The net last for 300 seconds before disappearing.

Inspired by the [Seventh Sanctum](#). *48 points.*

Submitted by zorg.

Drawn Together (+50%): Five Allies (50% of point total; Constantly; Summonable, +100%; Preparation Required, 1 hour, -50%; Requires Artist Roll, +0%) [40] + Artist (Drawing) IQ+1 [8]

Notes: Your drawings *really* come to life! Of course, they have to be fairly decent drawings- and unless you're particularly talented, you'll have to draw from life. Note that the preparation means you can't simply *sketch* in a few seconds. This is a real drawing, that must take at least one hour and a successful Artist roll. Note that the creations may not exactly be grateful... Of course, this doesn't preclude you from having a jet with lasers. Lots of lasers. See also Animal Partners, Battle Beasts, and Trading Card Creatures. *48 points.*

Suggested Power Mods: Divine, Demonic, Super... Yeah, pretty much anything.

Modifying: Remove the prep to bring *other* people's pictures to life. Note that this still requires the Artist roll- just not *yours*! Also useful would be the Minion enhancement- or just give your Allies Slave Mentality or IQ 0. Admittedly, neither of these make for very useful allies. Well, unless it's a jet with lasers.

Submitted by Fabricati.

Electric Stun (+25%): Affliction 4 (HT-3; Accurate, +1, +5%; Armor Divisor (2), +50%; Increased 1/2D Range, x5, +10%; Environmental, Rare, -40%) [50]

Notes: Collects static from the air on days where the air is charged, and fires it in a burst that slips easier through DR than most, and will stun it's target. *50 points.*

Submitted by ham2anv.

Elven Bow (-10%/+40%): Impaling Attack 2d (Gadget Based: Bow DR1 -20%; SM 0 -25%; Can be taken by ST -30%; Increased Range x2 +10%; Accurate +3 +15%; Guided +50%; Takes Extra Time 1 second -10%) [15] + Follow-Up: Impaling Attack 3d (Guided +50%; Takes Extra Time, 1 second, -10%) [34]

Notes: You need an Elven Bow. After one second of concentration, you can shoot an unnaturally accurate arrow which seems to be guided by your own will. Certain Elven Masters can fire more quickly (add RoF), use bodkin points (Armor Divisor) or are simply more deadly (more dice of damage). *49 points.*

Modifying: Being based on a bow and arrow, this attack shouldn't be able to penetrate armor better than a 2d-attack. Thus, any extra damage you add to it should be added to the Follow-Up attack. You can also make a much cheaper (and more realistic) version by dropping the Follow-Up.

Submitted by zorg.

Emergency Power Boost (-60%/-60%): Energy Reserve 16 (Emergencies Only, -30%; Slow Recharge, -20%; Stunts/Extra Effort Only, -10%) [20] + Will +15 (Emergencies Only, -30%; Only for Power Stunts/Extra Effort, -30%) [30]

Notes: When the chips are down, you can tap reserves of strength to boost your powers immensely. This only applies if your game allows extra effort for powers. In emergency situations, you can double your effective power level with an unmodified will roll and a point of energy reserve. Also, it becomes much easier to improvise power uses, add temporary enhancements, etc. *50 points.*

Submitted by Fnordianslip.

Erasing the Name (+375%): Affliction 1 (Malediction, +100%; Advantage, Zeroed with Cosmic, +200%; Disadvantage, Total Amnesia, +25%; Extended Duration, until someone speaks subject's true name, +150%; Preparation Time, 8

hours, -60%; Trigger, subject's true name, -40%) [48]

Notes: This ritual curse erases all record of the subject (including memories – his own and others') indefinitely. The caster must possess a physical copy of the subject's true name, and if this copy is ever destroyed the curse ends. In addition, the curse ends if anyone discovers the subject's true name and speaks it in his presence. An example of this may be seen in the film "Spirited Away" 48 points.

Submitted by ham2anv.

Everyone Sees Dead People (+410%): Affliction (Negated Invisibility, +40%; Affects Insubstantial, +20%; Area Effect, 64 yards, +300%; Aura, +80%; Emanation, -20%; Always On, -10%) [51]

Notes: Upon coming within a 64 yard radius of you, any invisible being becomes visible. This works whether the being is substantial or not, and disregards source. 51 points.

Modifying: Versions of this can knock out any set of advantages totaling 40 points. It is recommended that you choose an advantage common in your game world. Suggestions: Flight, eight levels of Damage Resistance, or Innate Attacks up to 40 points.

Submitted by Atreyu Hibiki.

Excrete and Shape Blue Plasma (+235%/-35%): Create 2, Blue Plasma (+235%): (Extended Duration, Base Duration, 2 1/2 hours, +120%; Extended Duration, Permanent, with extra modifiers*, +120%; Cosmic, No creation pool needed, +50%; Takes Extra Time, 8 seconds, -30%; Requires Concentrate, -15%; Link, +10%) [34] + Control 2, Blue Plasma (-35%): (Link, +10%; Takes Extra Time, 8 seconds, -30%; Requires Concentrate -15%) [13]

Notes: By spending two FP and 8 seconds of concentration, you can form any simple item out of blue plasma excreted from your skin, which then hardens into a usable object. Normally, it lasts for about two and a half hours. However, by spending an extra four FP, you can make the duration permanent. You can produce up to forty pounds of stuff at a time. *Extended Duration, Permanent, (+150%; Costs 4

FP, -20%), +120%

Submitted by Fnordianslip.

Evil Duplicator Ray (+550%/-45%): Affliction 1 (Package 1, +560%; Disadvantage, Enemy, Evil Twin, Hunter, Constantly, +40%; Link, +10%; Gadget Package, -60%) [65] + Affliction 1 (Disadvantage, Delusion: "The Other Me is a threat to the entire Universe", +15%; Link, +10%; Duplicates only, -10%; Gadget Package, -60%) [6] *Gadget Package:* Breakable (DR 6), -10%; Size Modifier -2, -20%; Can Be Stolen/Contest of ST -30%) [-60%]

Package 1: Duplication 1 (Duplicated Gear +100%; Shared Resources, -40%) [56]

Notes: This is a large pistol that creates a short-lived Evil Twin of the subject who will instantly attack said subject. Handy when you have an infestation of Stalwart Heroes and your Minions are on their union-mandated coffee breaks. But the Weird Science of the Evil Duplicator Ray cannot handle life-forces well, so the Fatigue and Hit Points are distributed evenly between the original and duplicate. So even if the Hero defeats his Evil Twin, he will be injured unto death! MWA-HA-HA-HA-HA-HA!! 71 points.

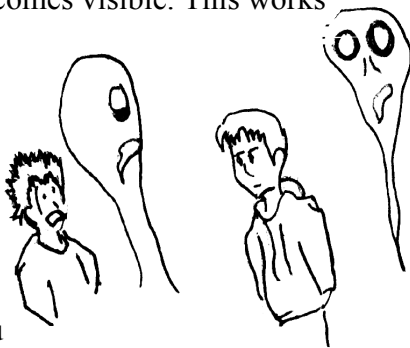
Submitted by Mysterious Dark Lord v3.2.

Evil Twin Summoner (+140%): Affliction 1 (HT; Breakable, DR 4, Can break down, SM -5, -30%; Can Be Stolen, Quick Contest of ST, -30%; Disadvantage, Enemy (Evil Twin; Hunter; Constantly), +40%; Disadvantage, Obsession (To kill the Evil Twin; self-control 6), +10%; Extended Duration, Permanent, +150%) [24].

Notes: It's a well-known fact that somewhere in the world, everyone has an Evil Twin. When a person is hit with this ray, they generate a "psychic resonance" that sends makes their twin aware of their presence, and implants an overpowering obsession in the victim: "There can be only one." The two will then constantly attack each other until one of the two is slain. 24 points.

Submitted by Gurps Fan.

Exalted Wolf: ST +2 (with -10% for Size and -40% for No Fine Manipulators included in Quadruped) [10], DX +2 (with -40% for No Fine Manipulators included in Quadruped) [24], HT +2 [20], Per +3



[15], Will +1 [5]
SM+1; Blunt Claws [3] + Discriminatory Smell [15]
+ DR 2 [10] + Night Vision 2 [2] + Penetrating Voice
[1] + Quadruped [-35] + Sharp Teeth [1] +
Temperature Tolerance 1 [1] + Stress Atavism
(Moderate, self-control 9-) [-23]

Notes: An exalted wolf is a very large wolf (about the size of a large man) with Human-level IQ, high strength, and almost supernaturally tough hide. Although perfectly capable of forming their own societies, because they lack the body needed to make any but the simplest tools, they rarely progress beyond that point (unless you rule that magic, in your campaign, doesn't need hands); without science, they usually find themselves working for another race. "Good" wolves may work for humans. "Evil" wolves may work for goblins; the wolves can carry the goblins, making them useful to the goblins, and the wolves can eat the goblins, making them feared by the goblins. 49 points.

Submitted by Almafeta.

Extradimensional Belt Pouch (-15%/-65%): Payload 50 (Breakable, DR 2, SM -6, -30%; Can Be Stolen, Must be forcefully removed, -10%; Cosmic, +50%; Unique, -25%) [43] + Gizmo 3 (Breakable, DR 2, SM -6, -30%; Can Be Stolen, Must be forcefully removed, -10%; Game Time, +0%; Unique, -25%) [6]

Notes: You have a magical/super-science/whatever belt pouch that carries any items up to your BL*5 lbs (100 lbs assuming ST 10). Stored items are hidden in another dimension, so they never encumbers you and they cannot be seen from outside. In addition, this Pouch can even create any item you wish to be available just at that time! Such an item must be handheld-sized and meet the criteria on p.B57. You can use this ability three times per week (roughly 56 hours per item). 49 points.

Submitted by Gurps Fan.

Fairy Fog (+525%): Obscure (Vision) 4 (Area Effect, 8 Yard Radius, +50%; Extended Duration, Five Minutes, +60%; Homing, Dark Vision, +75%; Mobile, Move 5, +200%; Ranged, +50%; Stealthy, +100%; Takes Extra Time, Sixteen Seconds to Ready, -20%; Terminal Condition, Skill Roll, -10%) [50].

Notes: Summons an invisible cloud which follows

whatever target the user specifies. Although the cloud can not be seen, it obscures vision, making it easy to lose track of things, especially if vision is already impaired by darkness or mist. This can rapidly lead to anyone targeted by one of these clouds becoming hopelessly lost. Fortunately, a roll against a suitable skill will reveal a simple solution, such as turning your coat inside out or reciting a prayer, which will cause the cloud to dissipate.

Submitted by Perfect Organism.

Famine's Caress (+410%): Fatigue Attack 1d (Affects Insubstantial +20; Area Effect 1, +50%; Cosmic, +300%; Hazard, Starvation +40%; No Signature +20%; Persistent, +40%; Symptoms, Moderate Pain at 1/2 FP, -40%; Dissipation, -50%; Emanation, -20%) [51]

Notes: A granted ability given to extremely loyal followers of the Horsemen of the Apocalypse Cult. Those chosen literally cause a fraction of Famine's power to emanate outward from them. With but a thought, they may cause crops and humans around them to writhe with starvation pains. Witnesses report no visible effects.

Submitted by Rowan.

Fatigue Fog (+200%): Fatigue Attack 1D+2 (Area Effect, +50%; Hazard, missed sleep, +50%; Respiratory Agent, +50%; Persistent, +40%; Mobile 1, +40%; Reduced Range 10, -30%) [48]

Notes: You can create a 2m-wide fog within 10 yards. This unnaturally dense fog cloud saps the strength of anyone who inhales it, exactly as if they had missed sleep. People who don't understand what is happening (that is, fail their Per roll) will soon lose enough Fatigue to fall into a deep, dreamless sleep. 48 points.

Submitted by Almafeta.

Feast of Flesh (+65%): Affliction 3 (HT-2; Blood Agent, -40%; Disadvantage: Restricted Diet: Human Flesh, Substitution: Raw Meat, +10%; Disadvantage: Uncontrollable Appetite: Cannibalism, +15%; Delay, Triggered, +50%; Extended Duration, Permanent, +150%; Low Signature, +10%; Melee Attack, Reach C, Cannot Parry, -35%, Onset, One Day, -30%, Preparation Required, One Hour, -50%, Trigger, Common But

Illegal, -15%) [50].

Notes: The user prepares a meal including human flesh as one of the ingredients. When this is eaten, the target must make a HT-2 roll or become compelled to eat nothing but human flesh until the curse is lifted by eating the heart of someone who loves you.

Submitted by Perfect Organism.

Final Fantasy Fire (-5%/-10%/+35%): *Fire 1:* Burning Attack 2D (Costs 1 FP, -5%; Alternate Ability, x1/5) [2] + *Fire 2:* Burning Attack 4D (Costs 2 FP, -10%; Alternate Ability, x1/5) [4] + *Fire 3:* Burning Attack 6D (Costs 3 FP, -15%; Area Effect, +50%) [41]

Notes: Drops a large fireball out of the sky to strike your foes. Also known as Fire, Fira, and Firaga. Inspired by the spells from the Final Fantasy series of games. 47 points.

Modifying: The price becomes 15 if all three abilities above are 'alternate abilities' - such as, you buy another Final Fantasy-esque spell package with a more expensive main spell.

Submitted by Almafeta.

Final Fantasy Ice (-15%/-20%/+275%): *Ice 1:* Crushing Attack 1D (Costs 1 FP, -5%; No Knockback, -10%; Alternate Ability, x1/5) [1] + *Ice 2:* Crushing attack 2D (Costs 2 FP, -10%; No Knockback, -10%; Alternate Ability, x1/5) [2] + *Ice 3:* Crushing attack 2D+2 (Area Effect, +50%; Costs 3 FP, -15%; No Knockback, -10%; Side Effect: Incapacitation, Freezing, +250%) [49]

Notes: Drops a large chunk of ice from the sky to strike your foes. 'Freezing' is treated as a very nasty form of Incapacitation, worth +200% as an Affliction, for the purposes of Side Effect. Also known as Blizzard, Blizzara, and Blizzaga. Inspired by the spells from the Final Fantasy series of games. 52 points.

Modifying: Final Fantasy Ice's innate attacks are worth 13 points if purchased as alternate attacks to a better spell group.

Submitted by Almafeta.

Final Fantasy Lightning (+15%/+10%/+55%): *Lightning 1:* Burning Attack 1D (Costs 1 FP, -5%; Shock, +20%; Alternate Ability, x1/5) [2] + *Lightning 2:* Burning Attack 3D (Costs 2 FP, -10%;

Shock, +20%; Alternate Ability, x1/5) [4] + *Lightning 3:* Burning attack 6D (Costs 3 FP, -15%; Area Effect, +50%; Shock, +20%) [47]

Notes: Calls a bolt of lightning down from the sky to strike your foe. Also known as Thunder, Thundara, and Thundaga. Inspired by the spells from the Final Fantasy series of games. 53 points.

Modifying: The price becomes 16 if all three abilities above are alternate abilities.

Submitted by Almafeta.

Final Fantasy Meteor (+200%): Crushing Attack 3D+1 (Rapid Fire, RoF 3x4, +100%; Area Effect, 4yds, +100%; Selective Area, +20%; Costs 10FP, -50%; Overhead, +30%) [51]

Notes: Diverts a swarm of meteors from space to hit your opponents. This is certainly an impressive way to defeat your opponents... According to the description in Final Fantasy 8, this does "non-elemental damage to all enemies," and is one of the forbidden spells. Based on the spell from the Final Fantasy video game series.

Submitted by Dani Hibiki.

Final Fantasy MP Pool: Energy Reserve 20 (Abilities Only, -10%; Special Recharge, requires Inn or Save Point, -70%) [12] + Fast Regeneration (ER Only, +0%; Only at Inns or Save Points, -25%) [38]

Notes: You have a pool of energy to power your spells, but it can only refill itself when you sleep at an Inn or use a Save Point. It is up to the GM to determine what qualifies as a "Save Point" in his world. 50 points.

Modifying: Each extra ER costs 0.6 points.

Submitted by Atreyu Hibiki.

Fine Invocation of Dust and Hunger (+120%): Fatigue Attack 2D (Hazard, Starvation and Dehydration, +60%; Malediction, +100%; Accessibility, Magic words and gestures, -20%; Nuisance Effect, Rumbling voice from below the earth, -5%; Costs 3 FP, -15%) [51]

Notes: This spell causes its target to suffer thirst and hunger. Few wizards can cast this spell more than once without tapping their own life-force, though. Inspired by the [Seventh Sanctum](#). 51 points.

Submitted by zorg.

Forbidden Invocation of the Thirteenth Hour

(+110%): Leech 1 (Malediction, +100%; Ranged, +40%; Area Effect, 4 yards, +100%; Emanation, -20%; Only Heals ER, -20%; Nuisance Effect, Gesture and Shout, -5%; All-Out, -25%; Requires IQ roll, -10%; Backlash: Resistible Ecstasy, -50%) [53]

Notes: With this most unholy and frightful ritual, a mage can replenish his ER (if he has one), draining those nearby of their very life-force. This experience can be compared to a drug, and can be as addictive.

Submitted by zorg.

Force Collector-Amplifier-Emitter Field (+80%/-

80%): DR 5 (Absorption, Points added only to Burning Attack, +80%; Force Field, +20%; Maximum Duration, Up to 1 hour, -10%; Superscience, -10%) [45] + Burning Attack 5d (All-Out, -25%; Costs Fatigue, 4 FP, -20%; Nuisance Effect, Backlash, Stunning, resistible, -5%; Superscience, -10%; Takes Extra Time 1, -10%; Unreliable, Malf 15, -10%) [5].

Notes: Force field with DR 5. Lasts up to one hour per activation. The field absorbs energy from incoming attacks, and converts it into force beams that are fired from the surface of the field. It amplifies 1 point of the absorbed damage into a beam of 1d burning damage! (Even when no damage is absorbed, the beam still does 5d burn.) Converting the hostile energy into the user's own attack is not an easy task - it is treated as an All-Out Attack and takes 4 FP and a 1-turn Ready maneuver. Sometimes it simply doesn't work (Malf number 15). After firing a beam, the user must make a HT roll or he becomes stunned. Inspired by Almafeta's "The More You Hit Me, The Less I Feel It" ability. 50 points.

Submitted by Gurps Fan.

Fortean Poltergeist (+70%): Telekinesis Level 6 (Area Effect 16 yds +200%; Emergencies Only -30%; Unconscious Only -20%; Uncontrollable -30%; TD: Weirdness Magnet -15%; Costs 3 FP -15%; Unreliable-11 -20%) [51]

Notes: When you're in trouble, all around you hell tends to break loose. Not always, but frequently. Chairs topple, books fly around and pictures crash down the walls. This mayhem is usually accompanied by occurrences like rain of frogs, swirling lights and

disembodied voices. You are left somewhat fatigued, losing 3 FP each time this occurs.

Submitted by zorg.

Fury of Wildfire (+50%): Crushing Attack 6D+2 (Jet, +0%; Increased Range, 100 meters, +90%; Increased 1/2D, 100 meters, +50%; Gadget, Unique, -25%; Can be stolen by a quick contest of ST, -30%; Takes Recharge, 15 seconds, -20%; Breakable, DR 50, +0%, SM -4, -15%) [50]

Notes: You have a sword from which you can fire a large energy blast. This energy blast appears as a bright red beam with fire-like twinges, but does not actually ignite anything flammable. Based on the ability from Ronin Warriors. The sword is very tough, but can be attacked, stolen, or knocked out of your hands in the middle of a fight. 50 points.

Submitted by Dani Hibiki, with help from Atreyu Hibiki.

GDI Orbital Ion Cannon (-75%): Burning Attack 42D (Overhead, +30%; Area Effect, 2 yd radius, +50%; Dissipation, -50%; Increased Range: 50x +50%, Limited Use, 2 per day, -30%; Preparation Required, 8 hours, -60%; Pact, Loyalty to GDI, -15%; Takes Extra Time 5, -50%) [53]

Notes: Calls in a strike from a charged particle beam on board an orbital satellite on any location you choose. Requires the Forward Observer (Orbital Strike) skill to target the strike. You can target nearly anything in the spotter's line of sight. You can only utilize this ability twice per day, with at least 8 hours between uses, as the batteries have to recharge. Calculating and transmitting the targeting data takes 64 seconds, just over a minute. The satellite isn't yours, though: you can only use it as long as you pledge loyalty to GDI (or insert governmental agency of choice), and perform the duties required of you through your pact. You must take a Duty, Sense of Duty, Code of Honor, etc. at character creation that will act as the pact. 50 points.

Modifying: This probably requires a comlink or other device, and the communicator can be modeled using the Gadget limitations, which will drastically decrease the point cost of the ability.

Submitted by Molokh.

Gem Sword (+25%/+25%/+20%/+20%/+10%):

Impaling Attack 2 pts (Link, Gems, +10%; Melee Attack, Reach 1, ST-based, +75%; Gadget, DR 7, SM -1, Can Be Stolen by Quick Contest of ST, -60%) [2]
Cutting Attack 1 pt (Link, Gems, +10%; Melee Attack, Reach 1, 2, ST-based, +80%; Gadget, DR 7, SM -1, Can Be Stolen by Quick Contest of ST, -60%) [1]

Impaling attack 3 pts (Link, Gems, +10%; Melee Attack, Reach 1, ST-based, +75%; Gadget, DR 7, SM -1, Can Be Stolen by Quick Contest of ST, -60%; Nuisance Effect, Requires two free hands, -5%) [9]
Cutting Attack 2 pt (Link, Gems, +10%; Melee Attack, Reach 1, 2, ST-based, +80%; Gadget, DR 7, SM -1, Can Be Stolen by Quick Contest of ST, -60%; Nuisance Effect, Requires two free hands, -5%) [2]
Modular Abilities (lengthy catalog; costly and slow; Physical Only, +50%; Attacks Linked to Innate Attacks Only, -30%; Gadget, DR 7, SM -1, Can Be Stolen by Quick Contest of ST, -60%; Requires IQ Roll, -10%) 3 (5,5,5) [30]

Notes: This thrusting broadsword is mounted with brackets that can hold magical gems. These gems grant the sword various magical characteristics such as elemental damage. The sword can hold three gems at a time, and gems can be swapped out with an Armoury (Melee Weapons) roll. Use normal stats and rules for a thrusting broadsword (thr+2 imp/sw+1 cut one-handed, thr+3 imp/sw+2 cut two-handed). Several ready-made Gem options are listed under 5-point Abilities. *50 points.*

Modifying: By reverse engineering, a thrusting broadsword by itself costs 14 points.

Submitted by ham2anv.

Ghostchip Recorder (+400%): Affliction 1 (HT; Advantage, Extra Life with Copy and Requires Body, +150%; Extended Duration, Permanent, +300%; No Signature, +20%; Preparation Required, 10 minute, -30%; Requires IQ Roll, -10%; Takes Recharge, 1 hour, -30%) [50].

Notes: This ability electromagnetically scans a target's brain in secret and creates a electronic copy of the brain burned on a "ghostchip". Booting up and warming up the device takes 10 minute and an IQ roll is required when shooting. (The GM may wish to replace this IQ roll with an IQ-based Hard skill roll, as per *Skills for Everyone* on **Powers** p.162, representing special knowledge of brain hacking.) It

costs a lot of energy to run the integrated SQUID; once shot, you must wait for 1 hour until the capacitor gets recharged to fire the next shot. If the target fails in resistance, you get the whole information of the target brain; it takes only an instant to process the data into a physical media (ghostchip). A ghostchip is non-volatile and backs up the brain semi-permanently unless somehow physically destroyed. The recording procedures accompany no gunshot or no visible beam - the target doesn't even notice that his brain's been stolen. *50 points.*

Submitted by Gurps Fan.

Ghostly Punch (+385%): Huge Piercing Attack 1D+1 (Melee Attack: Reach 1, 2, Cannot Parry, -25%; Affects Substantial, +40%; ST-Based, +100%; Takes Extra Time 2, 4 seconds, Punch then 'solidify', -20%; Accessibility, Only while Insubstantial, -10%; Cosmic: Ignores DR, +300%) [51]

Notes: A method for a ghostly character to strike the insides of a solid foe. The ghost character punches it's opponent while insubstantial, then resolidifies it's hand inside it's opponent, leaving a very large hole. It does double damage against flesh. *51 points.*

Submitted by Captain-Captain.

Gift of Tongues (-10%/-15%): Mind Reading (Cosmic: no IQ QC, +50%; Universal, +50%; Racial -20%; Sense-Based: Hearing & Sight, -30%; Telepathic, -10%; Understand Only, -50%) [27] + Telecommunication (Telesend, No Concentration Needed, +15%; Universal, +50%; Racial, -20%; Sensory-Based: Hearing & Sight, -30%; Telepathic, -10%; Speech Only, -20%) [26]

Notes: The character subconsciously monitors the minds of those he can see and hear so that he can interpret any foreign language he hears, provided of course that the words themselves aren't made-up nonsense. Likewise, if the character makes an IQ roll, any real words he says will be apparently translated to the native tongue of anyone visible that can hear him. *53 points.*

Submitted by Arakhor.

Gravity Beamer (+380%/+50%): Piercing Attack 1d (Alternate Ability, x1/5; Accurate +2, +10%;

Cosmic, Irresistible Attack, +300%; Increased 1/2D, x10, +15%; Increased Max, x2, +5%; Rapid Fire, RoF 3, +50%) [5]

plus Crushing Attack 6d (Accurate +2, +10%; Double Knockback +20%; Increased 1/2D, *10, +15%; Increased Max, *2, +5%; No Wounding, -50%; Rapid Fire, RoF 3, +50%) [45].

Notes: Use one of the two settings: "vibro beam" or "force beam". Changing settings takes one turn to Ready. "Vibro beam" is a tight beam of gravitation that pushes and pulls the matter itself constituting a part of the target; no armor provide any DR against this beam. "Force beam" is a nonlethal attack that gives greater knockback. *50 points.*

Submitted by Gurps Fan.

Gun Kata (+155%/-40%): Piercing Attack 2d (Area effect, 16 yards, +200%; Limited Use 4 with fast reload, -10%; Accessibility, only while wielding a pair of identical pistols, -20%; Accessibility, only affects a maximum of 6 random targets at a time, -5%; Costs 2 FP, -10%) [26] + Enhanced Dodge 3 (Accessibility, only during gun kata, -40%) [27]

Notes: Shoot everything in a 16 yard radius of you. Targets are chosen randomly, so it's recommended that you warn your friends to move out of the way. *53 points.*

Submitted by El Guapo.

Hammer Bros. Special (+260%): Crushing Attack 2d+2 (Overhead, +30%; Inaccurate 2, -10%; Reduced Range 1, -10%; Rapid Fire, RoF 1x3, +50%; Side Effect, 1/2 HP, Shrinking 2, +200%)

Notes: Lob a trio of hammers at your enemies! If they lose at least half of their HP, they shrink by SM 2. Based off of the Hammer Brothers' attack from the Super Mario Brothers games. *47 points.*

Submitted by Atreyu Hibiki.



Hanson (+140%): Affliction (HT-1; Area Effect, 8

yards, +150%; Dissipation, -50%; Emanation, -20%; Nausea, +30%; Retching, Secondary Effect, +10%; Sense-Based, Hearing, +150%; Untrainable, -40%). *48 points.*

Notes: People within 8 yards who hear you playing Hanson may be nauseated. Failure by 5 or more induces retching instead. Name of musical group, comedy act, etc. may be modified to personal non-preference.

Submitted by Shumway.

Healing Blood (+400%): Affliction 1 (Advantage, Fast Regeneration, +500%; Extended Duration, x10, +40%; Blood Agent, -40%; Costs 4 HP, -40%; Preparation Required, 10 minutes, -30%; Temporary Disadvantage, Hemophilia, -30%) [50].

Notes: By transferring a significant amount of his blood to the subject, the user may grant Fast Regeneration to the subject at the expense of his own ability to heal. The form of Temporary Disadvantage used here is designed to simulate "shutting off" the user's healing for the duration of the affliction. This ability is a beneficial affliction. *50 points.*

Modifying: The original version submitted included Fast Regeneration as a prerequisite, the Temporary Disadvantage was losing Fast Regeneration, and it only cost 2 HP per use. The price doesn't change.

Submitted by ham2any.

Healing Sleep (-80%/-20%): Regeneration (Very Fast, 1 HP/second; Heals Fatigue +100%; Heals Radiation +40%; Backlash, Unconsciousness, Automatic -200%; Maximum Duration, 1 Minute -65%) [20] + Regrowth (Unreliable, Malf 11, -20%) [32]

Notes: You can enter a deep sleep that will heal you very quickly, but leaves you completely defenseless. Not very useful in combat, but can be a lifesaver if you can find a some place to hide while healing. Regrowing missing parts doesn't work always, roll against the target number whenever you activate the regeneration. *52 points.*

Submitted by Tsuru-Sennin

Heroic Leap (-40%/-15%): Flight (Cannot Hover, -15%; Costs 2 FP, -10%; Accessibility, Requires a run-up, -10%; Nuisance Effect, Must land for a

second after every HT seconds, -5%) [24] + Enhanced Move: Air (Costs 2 FP -10%, Nuisance Effect, Must land for a second after every HT seconds, -5%) [16] + Catfall [10]

Notes: Allows you to make enormous, fatiguing jumps (at 4x Basic Speed) whilst you're running full-pelt. (This allows a leaper with DX 12 and HT 12 to cover approximately 2.5 miles in just 4 minutes and still have 4 FP remaining.) *50 points.*

Submitted by Arakhor.

High-Tech Scanners (+60%): Hyperspectral Vision (Extended Low-Band, +30%; Extended High-Band, +30%) [40] + Acute Hyperspectral Vision 5 [10]

Notes: You have super electronic senses, like many character in high tech fiction. Not only do they let you see all over the electromagnetic spectrum (short of cosmic rays), they are top-of-the-line, and make these things obvious and easy to understand. A low-tech version could be a fantasy monk's 'absolute vision': they don't know that infrared, radio, and ambient microwaves/x-rays are what is letting them see through illusions and some walls; they just do it. *50 points.*

Submitted by Almafeta.

Hokuto Hyakuretsu Ken (*The Hundred Crack Fist of the North Star*) (+540%/+130%): Crushing Attack 1 point (Cosmic: Irresistible attack, +300%; Link, must be used with piercing attack and affliction, +10%; Very Rapid Fire, +10%; Rapid Fire, RoF 71-150, +250%; Reduced Range, $\times 1/10$, -30%; Delay, Fixed, 5 seconds, +0%) [13] + Piercing Attack 1 point (Cosmic: Irresistible attack, +300%; Link, must be used with crushing attack and affliction, +10%; Very Rapid Fire, +10%; Rapid Fire, RoF 71-150, +250%; Reduced Range, $\times 1/10$, -30%; Delay, Fixed, 5 seconds, +0%) [13] + Affliction 1 (Daze, +50%; Malediction 1, +100%; Reduced Range, $\times 1/10$, -30%; Link, must be used with crushing and piercing attack, +10%) [23]

Notes: You can deliver 100 quick punches that do 1 point of crushing and 1 point of piercing damage each. The target receives the damage 5 seconds after your attack. Inspired by the anime *Fist of the North Star*. *49 points.*

Modifying: By removing the dazing Affliction, this becomes a 26 point ability. You may wish to replace

reduced range with Melee Attack, range C, which doesn't change the cost.

Submitted by SandmanBr.

Hyperdense Skeleton (+0%/-30%): Injury Tolerance: No Brain [5] + Injury Tolerance, Damage Reduction /2 (Only against Cutting and Crushing, -30%) [35] + Injury Tolerance: Unbreakable Bones [10].

Notes: Perfect for a bodyguard-sort in a cyberpunk campaign, or for modeling Wolverine. Based on an ability from GURPS Ultra-Tech II. *50 points.*

Submitted by Gnomes of Zurich.

Hyperspeed: Enhanced Dodge [15] + Enhanced Move (Ground) [20] + Enhanced Time Sense [45] + Increased Consumption 2 [-20] + Stuttering [-10]

Notes: You are fast. Very fast. You run and react much faster than a 'normal' person of your HT and DX. You eat like a horse, and burn 10'000 calories a day. You also talk too fast. Of course, you could try to slow down your speech to match normal people... but then, it sounds like a slowed-down tape of someone talking too fast. This advantage is complimented by Fit or Very Fit, generic increased Speed, and the Running and Jumping skills.

Submitted by Almafeta.

Illumination of the Buddha (+395%): Affliction 1 (Disadvantages, Pacifism: Total Nonviolence, Guilt Complex, Charitable and Post Combat Shakes, +55%; Area Effect, 16 yard radius, +250%; Emanation, -20%; Malediction, +150%; Hearing Based, -20%; Based On Will, Target Roll, +20%; Preparation Required, 10 minutes of meditation, -30%; Takes Extra Time 1, 2 seconds, -10%)

Notes: After two seconds of contemplating the universe, stripped of all it's illusions, the user is able to make a thunderous two handed clap. All those who hear it have the illusion of reality forcable lifted from them. Bared before them are the cruelties they have laid at the feet of others. This instantly ends most combat situations and leaves those affected incapable of further violence. Some might even be sickened at the thought of recent actions. Eventually, the illusion creeps back and they return to their former selves. Prior to using this power, one must meditate for at least ten minutes on

the nature of reality. *50 points.*

Submitted by Fnordianslip.

Inane Fighter (+360%): Affliction 1 (Attribute Penalty, DX-5, +50%; Irritant, Drunk, +20%; Aura, +80%; Melee Attack C, -30%; Area Effect, 4 yards, +100%; Malediction 1, +100%; Selective Area, +20%; Affects Insubstantial, +20%) [46]

Notes: By taking a Concentrate Maneuver, you may effect any number of people who are within 4 yards of you. Each victim receives a chance to resist with a quick contest of Will. If they lose, they receive a penalty of -5 to any DX based skills, including the effects of being drunk (see Campaigns p. 466). This effect wears off after a number of minutes equal to the amount the victim lost the Will contest by.

Inspired (sort of) by Dani Hibiki's Innate Fighter ability. *46 points.*

Submitted by Mark Skarr.

Injector Implant (-40%): Modular Abilities 1 slot, 25 points (Physical Advantages Only, +50%; Preparation Required, 10 minutes, -30%; Gadget, Breakable, DR5, SM -8, -20%; Limited, Only Injection Capsules, GM discretion, -20%; Environmental, Requires a Clean working place, Occasional, -20%) [48]

Notes: You have a complex Injector implanted which can readily deliver bio-enhancers (drugs / stem cells etc.) into your blood circulation, the lymphatic system or directly into the brain and the spine. What sort of enhancer you can inject depends on an adaptor which can be exchanged, although doing so takes 10 minutes and a clean environment, lest you risk getting dirt into the injection system. This can lead to its failure or a serious infection. You do not need a sterile laboratory, but a clean kitchen or bathroom will do. Wash and disinfect your hands and tools etc. The reason the adaptor has to be exchanged is simply that you cannot use the same valve system for injection of stem-cells, slow injection of nutrients or fast injection of steroids. The procedure to exchange the adaptor takes roughly 1h. Once you have the right adaptor you can reload the corresponding capsules yourself. The price of each capsule depends on the content. (And, of course, your setting.) The whole injection system is rather small (SM -8) and can easily be accommodated in your body (usually lower

back). Injection Capsules should contain certain modifiers: Limited Uses or Max Duration and Accessibility with a limitation of number of capsules, and Trigger. If your injection system is also coupled with a biosensor (0 CP feature) you can also add trigger to do automatic injections (low FP/ low blood-glucose etc.) A collection of Injector Capsules is available in the 25 Point Abilities section under *Injection Capsules A-J.*

Modifying and Setting Notes: If you do not intend to switch between many different Capsules you might want to consider a limited multi adaptor. (Buy a small selection as alternative abilities instead of the modular ability.) What Trigger Common to Rare means should be defined by the GM/Setting. This will also dictate the price.

Developed by: The Blue Sun Corp. *Price:* 48,000 Credits *Legality:* Legal

Submitted by Der Wanderer.

Innate Fighter (+0%): Combat Reflexes [15] + Damage Resistance 2 [10] + Enhanced Parry (all parries) [10] + Perfect Balance [15]

Notes: You have a natural aptitude for fighting, and an unnatural toughness to go with it. It is incredibly difficult to catch you unawares, and it's very easy for you to parry other people's attacks. You're also *tough*, as any attack must do at least 3 damage to hurt you at all. It's also hard to knock you off-balance. Inspired by an attempt to make armor from Ronin Warriors. *50 points.*

Submitted by Dani Hibiki.

Insidious Curse of Doom (+150%): Burning Attack 4D (Set Delay, 24 hours, +0%; Explosive, +50%; Malediction 1, +100%) [50]

Notes: The target of this horrid curse will explode twenty-four hours after being afflicted. This gives enough time to scoff about "superstitious poppycock", then end his life in a hideous fashion at the Lord-Governor's Ball. Ideal for both assassins and extortionists. Note that a lucky and durable individual could survive this, but would probably be horribly injured and/or mutilated, sending him on a Quest to Eliminate the Evil Sorcerer. *50 points.*

Submitted by Mysterious Dark Lord v3.2.

Invisibilification (+400%): Affliction (Advantage:

Invisibility +400%) [50]

Notes: The Invisibilification Affliction makes a person Invisibilified, i.e., turned invisible by someone else. Such a person is normally called an Invisibilifier. This power was developed by Craaach the Gormadian Necromancer in an effort to trip his ancient nemesis's tongue. However, this didn't work out, so he developed further and came up with:

Invisibilizationalization (+400%): Affliction (Disadvantage: Susceptible: -5 HT vs. Invisibilification +50%; Permanent +150%; Area Effect 16 yards +200%) [50]

Notes: The Invisibilizationalization Affliction makes all targets in the area permanently vulnerable to Invisibilification, at least until they manage to say "Invisibilizationalization" three times rapidly while drunk. Rumor has it that Craaach was working on even more extended afflictions when he was murdered by a mob of speech therapists. Another persistent rumor has it that he was working on an affliction called "Indivisibilification" that would turn the target into a prime number. Both abilities are inspired by Asta Kask's love of quirky english morphology. *Invisibilification and Invisibilizationalization both cost 50 points each.*
Submitted by Asta Kask.

Kiss Clairsentience Goodbye... (-80%/-80%/-80%/-60%/+0%): Mind Link 2 (Your Dupes) [10] + Mind Reading (Dupes only -60%; Sensory Only -20%) [6] + Telesend (Dupes only -60%; Only While Mind Reading -20%) [6] + Enhanced Tracking 2 [10] + Duplicate 2 (Preparation Required 1 h -50%; Takes Extra Time 5 secs -20%; Costs 1 FP -10%) [14] + Shapeshifting (Observer; Dupe Only -40%; Always Triggers upon Duplication -20%) [6] *Observer Racial Template* [-2]: ST -10 [-100]; HP +10 [20]; SM -10. Injury Tolerance (Diffuse; Swarm (Always On -50%; Reduced Area (100m Radius) -30%) +8%) [108] + Dark Vision [25] + Mute [-25] + Doesn't eat or drink [10] + Doesn't Sleep [20] + No Manipulators [-50] + No Legs (Sort of Sessile; Always centered around Original) [-10]
Notes: You have two duplicates that are an almost invisible, insubstantial cloud around you (100 m radius). They cannot move on their own but move with you. But more important, they can focus their

senses anywhere in that area, and changing that focus only takes a ready maneuver. You perceive everything they do through Mind Reading and Enhanced Tracking, and you can communicate with them using Telesend. They don't need light to see (Dark Vision). and everything without you concentrating. There are also now always three who have the chance to remember something, or to spot a hidden object, and you can listen to three conversations.

Modifying: To downsize to 25 points, reduce the number of duplicates to one. This also lowers the Mindlink and Enhanced Tracking to one as well. You also should add a disadvantage worth -10 points. Paranoia works well. To upgrade to 75 points, change IT (Diffuse / Swarm) so that it can affect the substantial world. This adds +16% to the ability and 8 points in the template. Add Quirk (Never peep on women in the shower) [-1] and TK 4 [20] or an Innate Attack that costs no more than 20 points. That increases the template to 23 points and therefore the total ability will then cost you 75 points. Your dupes can now help you with TK4, and if you have other abilities, such as Magic or Innate Attacks, they can use them too.
Submitted by Der Wanderer

K.O. (+150%): Affliction 2 (HT-1; Coma +250%; Melee Attack C -30%; Limited Use, 1 per day, -40%; Contact Agent -30%). [50]

Notes: Anyone hit on an unarmored part of the body by this attack it knocked into a coma. You may only use it once per day, and the victim gets a HT-1 roll to resist. *50 points.*
Submitted by Hitako47.

Lay Hands (+70%): Healing (Faith Healing, +20%; Reduced Fatigue 2, +40%; Reliable +2, +10%) [51]
Notes: Your god has granted you the ability to heal the wounds of others. On an IQ+2 roll, you can heal 4 points of damage per second. If you ask exceptionally strongly of your god (i.e, spending more than 0 fatigue), you can take on their damage as your pain, healing your patient even faster. Natural complements to this ability pair are Clerical Investment, Religious Rank, and True Faith. It is recommended that you take some skill in Theology, as well. 51 points.

Submitted by Almafeta.

Lecher's Delight (+260%/-70%): Affliction (Permeation (Clothing) +100%; Malediction, +150%; Link, Mind Control, +10%) [36] + Mind Control (Emotion Control, -50%; Accessibility, Embarrassment Only, -30%; Link, Affliction, +10%) [15]
Notes: Causes the subject's clothes to fall off, while simultaneously instilling them with extreme psychological embarrassment. Guaranteed to make even an orc flee from battle. *51 points.*

Modifying: To create a true Lecher's Delight, replace Embarrassment Only with Lust Only. Other emotions may be appropriate as well.

Submitted by Atreyu Hibiki.

Let Me Check My Notes... (0%/-80%): Gadgeteer [25] + Cosmic Power 12 (8 hour minimum Prep Time -60%, Only on skills for gadgets made with Gadgeteer Advantage -10%, Can Be Stolen -10%, Breakable (flammable)-25%) [24]

Notes: Riffing off Sluggo Freelance, you can make use of just about anything you invent with lightning quickness- provided you check your notes first. Of course, if they're burned to a crisp, you can't check them and will have to transcribe your notes- if you even remember them! Preferably, you should be making these notes while you're Gadgeteering. *49 points.*

Modifying: Mad Science is a natural modifier, as is Psionic. If you're long on points, don't even bother with the notes- just BAM! you know how to use it. The Cosmic Power has -105% worth of Limitations, but is capped at -80%, so there's essentially a free +25% worth of enhancements you can add to that ability without changing the cost.

Submitted by Fabricati.

Life Draining Beam (+80%/+15%): *Black Beam:* Toxic Attack 2D (Affects Insubstantial, +20%; Link, +10%; Armor Divisor 2, +50%) [15] + *Energy Conversion:* Healing (base 30) (Cannot Spend Fatigue On Power, -5%; Healing limited to damage dealt by Black Beam, -5%; Link, +10%; Reduced Fatigue 1, +20%; Self Only, -5%) [35]

Notes: You fire a beam (which radiates darkness the way light radiates from a fluorescent tube) that drains energy from the target. You can use a certain amount

of that energy to heal yourself, for free, automatically when you attack: up to 2 points healed per attack. *50 points.*

Modifying: To increase the maximum possible healing, buy additional levels of Reduced Fatigue. Each additional level of Reduced Fatigue is 1.5 points (round cost up). Each die of the Beam is worth 7.2 points (again, round the final cost up).

Submitted by Almafeta.

Liquefy Bodies (0%): Shadow Form (3-D Movement, +20%; Accessibility, Must perform specific incantations and gestures, -10%; Affects Others, +50%; Can Carry Objects, Light, +20%; Costs Fatigue, 2 FP, -10%; Finite Thickness, -50%; Magical, -10%; Requires IQ Roll, -10%) [50].

Notes: Turns the caster's body into a blob-like amorphous form, letting him pass through the narrowest chinks in any wall. The caster's belongings (up to Light encumbrance) assimilate into the blob. In game terms, treat the caster as having Shadow Form (3-D Movement; Finite Thickness) during the spell's duration, with two exceptions: he can squeeze himself into really small openings without requiring "enough width to fit shoulders through", but can never defy gravity. This tradeoff is a special effect. Shadow Form with Finite Thickness suffers the wounding multiplier *2 instead of *1.5 from cutting attacks. He isn't actually thin, but he's turned into a sort of flexible leather bag filled with blood and molten flesh - this "softened" structure is more vulnerable to cutting attack than normal humans. And remember that the caster can't make any physical attacks; his natural and artificial weapons are all melded into the colloidal, unstructured slush. The caster can also allow another person to "hitch a ride" with this spell, merging that person into the blob together. To do so, the "passenger" (who must be totally willing) must be touching with the caster during the spell's duration; unwilling subjects resist automatically. Only one person at a time can hitch a ride. *50 points.*

Submitted by Gurps Fan.

Love Potion #9 (+410%): Affliction 1 (Advantage, Charisma, see below for modifiers, +280%; Blood Agent, -30%; Preparation Required, 15 seconds,

-20%; Triggered Delay, +50%; Requires Gestures and Magic Words, -20%; Permanent, +150%) [51]
Notes: You can conjure up a potion that causes the drinker to become irresistible to the opposite gender, but they also become irresistible to the drinker. Conjuring up the potion from thin air takes 15 seconds. The effect ends once the bottle is broken. The exact advantage granted is Charisma 11 (Temporary Disadvantage, Lecherousness, CR 6, -30%; Only on opposite gender, -20%) [28]. *51 points.*

Modifying: Technically, Requires Gestures and Magic Words should probably be changed to Requires ingredients and Sink, so as to better match the song.

I didn't know if it was day or night/I started kissing everything in sight/But when I kissed a cop down on 34th and Vine, he broke my little bottle of Love
Potion number 9! -Love Potion #9, by The Clovers.
Submitted by Atreyu Hibiki.

Lucky Mascot (+240%/+60%): Visualization (Blessing, +100%; Reduced Time 7, +140%) [34] + Visualization (Cursing +100%; Limited Use, 1 per day, -40%) [16]

Notes: This is the power enjoyed by mascots of super-teams, and the reason they keep such pests around. The mascot can give bonuses to dice rolls for members of the team and occasionally give the Bad Guys a bit of bad luck. This ability is best employed from a hiding place with a good view of the battlefield. Also, it would help if the mascot were involved in the training of the team, so as to be able to visualize their maneuvers for best effect. *50 points.*
Submitted by Mysterious Dark Lord v3.2

Make The Right Choice (+230%): Intuition (Cosmic: No Roll Required, +100%; Inspired, +100%; Reliable +6, +30%) [50]

Notes: When faced with a decision, if your IQ+6 plus the number of "Good" options available minus the number of "Bad" options equals 3 or higher, you will always know the *Best* choice. In other words, if you have IQ 10 and there are 4 "Good" options and 17 "Bad" ones, you will automatically know the best choice. *50 points.*

Submitted by NineDaysDead.

Mario's Bane (+140%): Crushing Attack 4d (Side Effect 1/2 damage, Shrinking 2, +200%; Contact Agent, -30%; Melee Attack, -30%) [48]

Notes: If your attack takes at least 1/2 of your opponent's HP, they shrink by SM 2 (for a SM 0 creature, this leaves them at half their normal height.) *48 points.*

Modifying: This attack is scalable. Each die of damage costs 12 points, and each +1 costs 4 points. A goomba from Super Mario Bros would have this at 6 points of damage for 24 points.

Submitted by Atreyu Hibiki.

Matter-Transmuting Stomach (-25%/+300%): Create 1 (Solid; Accessibility, The target object must be swallowed up, -10%; Nuisance Effect, Backlash, Nauseated, Resistible, -15%; Takes Extra Time 5, -50%; Transmutation, Solid to Liquid, Solid to Solid and Liquid to Solid, Transmutation Only, +50%) [30] + Universal Digestion (Matter Eater, +300%) [20].

Notes: You can eat anything that gets into your mouth -- and even vomit it back out as something else! An object you've swallowed simply vanishes by default as the usual effect of Matter Eater, but you can also choose to turn it into any solid or liquid substance (up to 10 lbs.) by Concentrating for 32 seconds and making IQ roll. Throwing food up is an uncomfortable experience, however; you lose 2 FP and you must make an immediate HT roll to avoid nausea. *50 points.*

Submitted by Gurps Fan.

Mecha-Summoning Wristcomm (-65%): Ally (An IQ 0 character built on 400% of the summoner's starting point, base cost 35 points; Constantly, *4 point cost; Breakable, DR 2, Machine that can break down, SM -8, -30%; Can Be Stolen, Only by trickery, Doesn't immediately work for the thief, -10%; Maximum Duration, Up to 1 minute, -65%; Minion, IQ 0, +0%; Pact, -15%; Summonable, +100%; Unique, -25%) [49].

Notes: This gadget, which somewhat resembles a wristwatch, is a communicator to call your mecha over. Your mecha is usually stored in another dimension ("phased out"), but whenever you take a Concentrate maneuver and shout at this wristcomm, "Phase in!", your mecha immediately shifts into our

world. When it turns up, you're already in the cockpit and ready to fight. There are some restrictions, however. The mecha can remain "phased in" only for one minute; after that it goes back to hyperspace and it takes a 5-minute recharge to accumulate sufficient energy to plane-shift itself again. Moreover, what activates this gadget is your sense of pure justice, and it stops functioning whenever you're against justice! (The -15% Pact represents it. Note that what constitutes "justice" is at the GM's discretion.) The summoned mecha is your Ally that's built on 400% of your starting point; in a typical 250-point (typical, at least for larger-than-life heroes) campaign, the Ally will have the point total of 1000. It must possess IQ 0 [-200], Compartmentalized Mind (Controls) [25] and a sufficient level of Payload to carry you as an occupant, but otherwise you can freely design it on character creation. A bit munchkinistic (effectively trading just 50 points for some hundred-point powers!), but this seems fairly common in worlds that feature superscience mecha. Those who own a copy of 3e *Ultra-Tech 2* are probably aware that it's similar to Dimensional Infiltration Armor (p.UTT77) in concept. A sample Super Mecha is included at the end of the book. *49 points.*

Submitted by GurpsFan.

Mind Blast (+400%): Affliction 1 (Malediction 3 +200%; Based On Will +20%; Daze +50%; Secondary Unconsciousness +40%; Area Effect, 2 Yards +50%, No signature +20%, Selective Area +20%) [50]

Notes: This attack lets you try to daze or knock out people in a ranged 2 yard radius. Roll Will vs. Will of anyone in the area and not excluded, failure at resisting dazes them, failure by 5+ knocks them unconscious. *50 points.*

Submitted by Tsuru-Sennin.

"Monsieur, you come from God in Heaven!"

(-10%): Charisma 6 (Pact, -10%) [27] + Fearlessness +6 (Pact, -10%) [11] Honest Face [1] + Penetrating Voice [1] + Shtick [1] + Transcendent Appearance (Impressive; Pact, -10%) [18] + Vow (Be a good man) [-10].

Notes: You have a supernatural magnetism that makes acting against your will virtually impossible... until you start doing evil or selfish things: at this

point, you *immediately* lose any benefit given by the ability until you expiate. If you keep yourself good and selfless, however, you look like a god on earth, able to use his presence to aid others.

Particularly: Your presence is magnetic even if you look like an ordinary man: you gain a +5 reaction bonus from anyone who can see your face. When you interact directly with other people, they react at +6 (this effect stacks with the above presence bonus): your words seem simply "too true to be contradicted". You inspire trust in others, avoiding to raise unmotivated suspects anytime. Other people's reaction is not influenced by your dressing conditions: you can be out from a battle and still look reliable. When you speak, people hear: when you want to be heard other noise, everybody gets a +3 to his Hearing roll. You are nearly impossible to frighten or intimidate: you get +6 to your Will rolls to resist fear or intimidation, and give a -6 penalty to Intimidation used against you. Inspired by a line from the musical "Les Miserables," although there is no actual connection with that play. *49 points*
Submitted by KlausPrinceOfTheUndeads.

The More You Hit Me, The Less I Feel It

(+100%): DR 5 (Absorption, points added to DR, +80%; Extended Duration, takes 3 seconds to lose 1 point of the absorption's energy battery, +20%) [50]
Notes: Damage you take adds to your DR. Every 10 points adds one extra level of DR - so if four thugs hit you in the same round for 3 points of damage each, you wouldn't feel a thing, but your DR would go up by 1. Not too helpful against small arms fire, since you're probably unconscious before your DR makes you immune - good for cinematic boxers, wrestlers, martial artists, and pulp heroes. *50 points.*
Submitted by Almafeta.

Much Ado about Nothing (+401%): Affliction

(Disadvantage: Bow-legged +1%; Malediction +100%; Area Effect 2 yards; +50%; Persistent +40%; Mobile +40%; Extended Duration x1000 +120%; Wall +30%; Selective Area +20%) [51]
Notes: This creates a 6-by-2 yard wall that lasts for 10 seconds. The wall can be moved with a Move of 1. Anyone who tries to pass through the barrier, except those the user consciously allows, becomes Bowlegged and remains so for 15 minutes per point

by which he failed his HT roll. *50 points.*

Submitted by Asta Kask.

Munchkin's Magic Bullet (+900%): Piercing Attack 1d (Accurate +20, +100%; Affects Insubstantial, +20%; Cosmic, No die roll required, No active defense allowed, Irresistible attack, +700%; Increased Range *500, +80%; No Blunt Trauma, -20%; Underwater, +20%) [50].

Notes: This is an example of the fearsome combo of Cosmic enhancements on Powers p.101, plus some useful add-ons. On your turn, simply choose any target you want to hit - a foe's vitals, skull, eyes, etc. - and you always hit it point-blank. The foe gets no dodge and his DR is bypassed. If your effective skill falls below 3, take 1 second to Aim to get the Acc 23 bonus. The GM may ban PCs from taking this ability. A suggested countermeasure is to make many of their foes have Injury Tolerance: Homogenous or Diffuse. Not recommended for PC's. *50 points.*

Modifying: This attack is scalable. Each die of damage costs 50 points, each +1 costs 16.6 points, rounded up.

Submitted by Gurps Fan.

Munchkin's Universe-shaking Nondirectional Cosmic Hyperluminal Kineto-electromagnetic Interference Neurodisrupter (M.U.N.C.H.K.I.N.) (+5190%): Toxic Attack 1 point (Affects Insubstantial, +20%; Area Effect, 2475880078570760549798248448 yards (about 74 gigaparsecs), +4550%; Cosmic, Irresistible attack, +300%; Emanation, -20%; Rapid Fire, RoF 300, +300%; Selective Area, +20%; Underwater, +20%) [53].

Notes: It's a cosmic attack, literally. Pulses of cosmic energy that radiate from the attacker (reaching 74 gigaparsecs in a flat second) burn out the neural system of living beings in the affected area, and remember that even the edge of our universe is "merely" about 10 gigaparsecs away from Earth. Also note that an Area Effect attack with Emanation involves no to-hit roll and simply affects anyone in the area. Furthermore, it allows victims only to dive for cover, and actually there's no effective cover since this Cosmic, Irresistible attack ignores DR. In conclusion, the user can attack every living thing in our entire universe, with 1 point of damage, 300

times per second. Have fun. *53 points.*

Modifying: To kill nonliving foes as well, and to breach Cosmic or Hardened DR, define the attack as "Munchkin's ... Disintegrator" (M.U.N.C.H.K.I.D.), by changing the underlying Toxic Attack to Corrosion Attack. This will gradually defeat any amount of DR. M.U.N.C.H.K.I.D. costs 159 points because of the base cost 3 of Corrosion Attack 1 point.

Submitted by Gurps Fan.

My Future's So Bright I've Got To Wear Shades (-60%): Destiny (Major Advantage, Bright Future) [4] + Serendipity 1 [6] + Luck [6] + Social Regard +1 (Respected, young person with a bright future) [2] + Extra Life 1 [10] + Damage Resistance 1 [2] + 15-point Talent of choice [6] + Wealth, Comfortable [4] + IQ+1 [8] + Eidetic Memory [2]

Notes: All of the above have the modifiers (Gadget, Sunglasses, Breakable, -20%; DR 2 or less, SM -6, -10%; Can Be Stolen, Quick Contest of DX, -30%) calculated into their costs. *50 points.*

Relevant Lyrics: "I study nuclear science / I love my classes / I got a crazy teacher, he wears dark glasses / Things are going great, and they're only getting better / I'm doing all right, getting good grades / The future's so bright, I gotta wear shades" - Timbuk3, *Future's So Bright, I Gotta Wear Shades*

Optional Lens: "I'm a peeping-tom techie with x-ray eyes" [+0 points]

Physics - Nuclear /TL8 (IQ/VH) IQ-1 [4]-11

Penetrating Vision 2 (Blockable, Lead, -10%;

Gadget based as above, -60%; X Ray Vision) [6] + Compulsive Behavior (Peeping Tom, CR 12) [-5] + Secret (Peeping Tom) [-5]

Submitted by pneuman.

Nephilim's Hammer (-75%): Crushing Attack 40D (Area Effect, 4 yards, +100%; Emanation, -20%; Dissipation, -50%; Double Knockback, +20%; Fragmentation 2, +30%; Incendiary, +0%; Takes Extra Time 1, -10%; Requires Magic Words, -10%; Costs 2 HP, -20%; Costs 2 FP, -10%; Takes Recharge, 15 seconds, -20%; No Wounding, -50%; No Blunt Trauma, -20%; Accessibility: Must Strike a Surface, -10%; Nuisance Effect: Roaring, Waves of Energy, Cratered Ground if Punched, Flames, Rubble, Debris, -5%) [50]

Notes: The user of this ability shows the strength of

the Nephilim of old, and slams his fist into the earth causing 12 feet of tremendous energy to accelerate outward. The effect only causes 2d fragmentation damage (from the debris), and can ignite fires, but the foes within the area are flung backwards. Doing so is painful and tiring for the user, costing them 2 HP and 2 FP every time they use it. For example, 15 opponents with ST 10 are within 12 feet of the user of this ability. The user activates the ability and each foe takes 2 dice of damage from fragmentation, after which they are hit by 40d crushing for knockback purposes (with double knockback). So, if rolled max damage (240), the people within 1 yard are knocked back 60 yards. Within 2 yards, people are knocked back 30 yards. And so on... 50 points.

Submitted by Blackseasofinfinity.

Neutrino Iaijutsu Slash: Cutting Attack 2D (Armor Divisor 10, +200%; Melee Attack, Reach 1-4, no parry, -20%; ST-Based, +100%; Delay, up to any time, +20%; Costs 1 Fatigue, -5%; Accessibility: Only After You Fast-Draw Sword, -20%--not sure on this price; Accessibility: Requires Sword and Sheath, -10%; Chi Use, -10%; Nuisance Effect: Long Silver Streak, Flashing Rings, -5%) [49]

Notes: I gave it the best armor divisor because almost all of the iaijutsu master's cuts could cut straight through steel or something equally improbable. Also, Reach 1-4, just because their reach (in animes and crazy movies) was outrageous when they cut... pretty soon, like in games like Shinobi, they could cut from a distance entirely. The delay is for fun. with the 20% increased version, an iaijutsu master could cut a guy or an object, and if he chose to, it would split in half in a few seconds... an hour... a week... a year... :). The guy who got cut might not even know about it, then one day while he's cooking, schlick. Also a good way of modeling the Zantetsuken attack from Final Fantasy. 49 points.

Submitted by Blackseasofinfinity.

Neuralyzer (+400%): Affliction 1 (Based on Will, +20%; Disadvantage, Total Amnesia, +25%; Extended Duration, Permanent, +150%; Selective Effect, +20%; Vision-Based, +150%; Cone, 5 yards width, +100%; Gadget, DR 2, machine, SM -6, Can be Stolen, Quick Contest of ST, -65%) [50]

Notes: You have a metal cylinder about the size of an

oversized pen that will, upon use, emit a bright light that makes viewers forget events they have just seen. Dials on the side allow you to decide which memories they lose. Based on the gadget from Men in Black. 50 points.

Submitted by Atreyu Hibiki.

Neurolash (-50%/+20%): Toxic Attack 1d (Contact Agent, -30%; Link, +10%; Melee Attack, Reach C, -30%) [2] + Affliction 4 (HT-3; Contact Agent, -30%; Link, +10%; Melee Attack, Reach C, -30%; Moderate Pain, +20%; Secondary Paralysis, +30%, Selective Effect, +20%) [48].

Notes: Must touch the victim's bare skin or porous clothing. Selective Effect lets the user paralyze a specific hit location. Based on a weapon from GURPS Ultra-Tech 3e. 50 points.

Submitted by Gurps Fan.

Omniblaster (+270%/+360%/+160%/+100%): Burning Attack 2d (Accurate +3, +15%; Armor Divisor 5, +150%; Increased 1/2D, x20, +20%; Increased Max, x10, +15%; Rapid Fire, RoF 3, +50%; Surge, +20%) [37]

plus Burning Attack 1d+1 (Alternate Ability, x1/5; Accurate +11, +55%; Armor Divisor (10), +200%; Increased 1/2D, x20, +20%; Increased Max, x10, +15%; Rapid Fire, RoF 3, +50%; Surge, +20%) [6] + Crushing Attack 2d+1 (Alternate Ability, x1/5; Accurate +3, +15%; Explosion, +50%; Incendiary, +10%; Increased 1/2D, x20, +20%; Increased Max, x10, +15%; Rapid Fire, RoF 3, +50%) [6]

+ Fatigue Attack 1d (Alternate Ability, x1/5; Accurate +3, +15%; Increased 1/2D, x20, +20%; Increased Max, x10, +15%; Rapid Fire, RoF 3, +50%) [4].

Notes: Use one of the four settings: "normal", "tight-beam", "plasma" or "neural". Changing settings takes one turn to Ready. In "normal" setting you shoot a particle beam like a blaster pistol (with less damage, just for the point cost's sake). "Tight-beam" setting fires a tightly collimated high-precision beam that makes the target's armor less effective. "Plasma" setting flings a bolt (rather than beam) of plasma that explodes at the impact and causes knockback. "Neural" is nonlethal setting that only affects living beings. 53 points.

Submitted by Gurps Fan.

"Pay your due..." (+30%/+30%): Ally 1 (point value equal to 100% the character's value; constantly; Minion, +50%; Summonable, +100%; Accessibility, only people you killed during the last encounter, -40%; Limited use, once *at all*, -80%) [26] + Ally 2 (same as above [26]).

Note: You can force enemies you have slain to return back to life and fight for you! Every creature you kill during any given encounter goes to an "ally pool", which lasts until the next encounter in which you kill someone (if that happens, the new minions substitute the old ones) *or* until you choose to summon your dead enemies. With each use of the ability (up to two) you can summon a single creature worth no more points than yourself; they will obey every order you give them, no matter what. The summoned creatures last until they are destroyed, or until they complete the task you ordered them to accomplish (for trivial tasks, i.e. "open that door", the GM should consider to make the allies last a bit more). Inspired by the "Corum's cycle" by Michael Moorcock.

Submitted by KlausPrinceOfTheUndeads.

Perpetual Engine (+150%): Telekinesis 4 (Accessibility, No physical attack, -50%; Accessibility, Only on mechanical energy converting engines, -30%; Extended Duration, Permanent, +300%; Independent, +70%; Preparation Required, 8 hours, -60%; Reduced Range, 1/10, -30%; Requires IQ Roll, -10%; Takes Extra Time 2, -20%; Visible, -20%) [50].

Notes: This is a magical rite to enchant (or a supertechnological process to manufacture, or whatever) "a perpetual motion machine of the first kind". Each casting takes 8 hours and 4 seconds. Cast on hand-driven mechanical energy converters such as clockworks and hand generators, this ability conjures up a pair of immaterial hands that operate a given engine indefinitely; the enchanted machine runs as if it were being operated by a person with ST 4. This effect lasts permanently regardless of the caster's intent, even after he is incapacitated or killed. 50 points.

Modifying: This ability is scalable: downgrading Telekinesis 4 to 2 gives a 25-point ability and

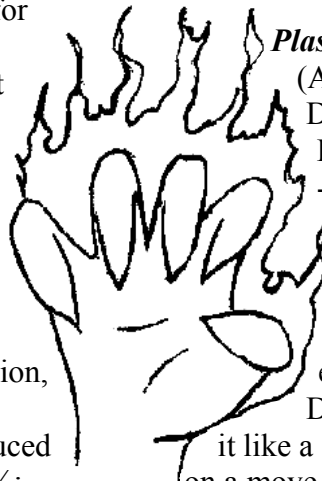
upgrading to 6 a 75-pointer.

Submitted by Gurps Fan.

Pinpoint Static Overpressure Blast (+410%): Crushing Attack 2d (Cosmic, Irresistible attack, +300%; Explosion 2, +100%; No Signature, +20%; Increased Range x5, +20%; Costs 1 FP, -5%; Inaccurate 3, -15%; Takes Recharge, 5 seconds, -10%) [51]

Notes: A standard crushing attack that mimics a static overpressure blast that explodes upon contact with a surface. Causes explosive effects, lots of knockback, etc. It's not accurate so taking time to aim won't help. It's a little tiring, and requires a build up period to use again after each use. It is virtually invisible, observers witness the object or subject suddenly fly violently away from the impact point. 51 points.

Submitted by Rowan.



Plasma Claws (+145%): Burning Attack 4d (Armor Divisor 5, +150%; Melee Attack, Destructive Parry, +10%; Melee Attack, Dual, +10%; Melee Attack, Reach C, -30%; Variable, +5%) [49].

Notes: Generates claws of high-temperature plasma from fingertips of both hands. The plasma composing claws is superhot and compressed enough to easily burn through armor.

Damages weapons it parries or that parry it like a force sword. Can adjust output. Based on a move from Battle Angel Alita. 49 points.

Modifying: This attack is scalable. Each die of damage will cost 12.25 points, and each +1 costs 4.1 points. Always round up.

Submitted by Gurps Fan.

Poor Man's Resurrection (-40%): Snatcher (Costs Fatigue, FP 3, -15%; Costs Hit Points, HP 5, -50%; Creation, +100%; Large Items, +50%; Limited Use, 1/day, -40%; More Weight, Up to 200 lbs., +50%; Preparation Required, 8 hours, -60%; Specialized, Only the living copy of a person who has died within the last 24 hours, -40%; Stunning, -10%; Unpredictable, -25%) [48].

Notes: Conjures up the clone of a dead person with his full memory while alive, to effectively bring him

back to life! The patient's weight must not exceed 200 lbs. Each casting requires 8 hours for the ritual in advance and 10 seconds for Concentration. You must make an IQ roll; a roll of 14 or more always fails regardless of your actual IQ. If successful, the patient's fully-functional clone appears at your arm's reach. Success or failure, you lose 5 FP and 5 HP for each attempt; if successful, you're also mentally stunned. Note that this ability permits you only one attempt for any one patient (due to the combination of "Limited Use, 1/day" and "Only the living copy of a person who has died within the last 24 hours").

This ability, using Snatcher with Creation, creates a living person out of nothing, as opposed to actually reviving an already dead one. This makes it irrelevant whether the patient's body is available - even patients reduced to -10*HP (cut into dice, burned to ashes, or disintegrated into subatomic particles) are all welcomed. Because of the Unpredictable limitation, any failure always summons something unintended. The GM determines actual effects according to the margin of failure: failure by 1 might make a physically functional but mindless clone, failure by 2 a life-sized anatomy model. Critical failure might create a mutant monster barely based on the patient, which immediately starts attacking you, and you're mentally stunned. The patient's corpse (if any) stays untouched, and another healer could cast Resurrection spell on him. As a result, it's possible that two "he"s exist in one world. "Which one is 'the true him'" is a philosophical problem. This ability can create only one person at a time. If you successfully reconstruct someone else dead, the previous patient's clone will be instantly brought back to nothingness. This has some side benefits, however: you can always voluntarily dismiss what you snatch/create. This works as a great, constant threat of death to the patient... you can make the best use of this favorable position. "Obey me or else." *48 points.*

Modifying: Adding Permanent, +300% for 240 points will allow you to keep as many resurrected people as you like existing at the same time.

Suggested Powers: Healing or Life; possibly Matter Control.

Submitted by Gurps Fan.

Poor Man's Telekinesis (+400%): Affliction 1 (Flight, +400%)

Notes: The target moves at up to its Speed*2 yards per second in any direction you want. (If it's an object with an "HT" of 10, its Speed is 2.5, so its move is 10... so yes, people fly faster than boulders, and cats fly faster still.) If you don't like someone, just have them fly out the door and down the street; if you really don't like someone, just have them fly straight up for a while and wait for the duration to expire... *50 points*

Submitted by Almafeta.

The Popeye Effect (-40%/-40%/-40%): DR 7 (Trigger, "Food of choice", -10%; Takes Recharge, 1 hour, -30%) [21] + Lifting ST 10 (Trigger, "Food of choice", -10%; Takes Recharge, 1 hour, -30%) [18] + Striking ST 10 (Trigger, "Food of Choice", -10%; Takes Recharge, 1 hour, -30%) [12]

Notes: Just like it sounds. Ingest your food of choice, be it spinach, whole grain oats, or wheaties, and you get to go around for one minute like you are invincible. At least, to small arms fire. After which, you lose the boosted strength and DR for a whole hour, or until you eat the stuff again, whichever is later. Eating the food and activating the effect takes a minimum of 3 seconds. *51 points.*
Modifying: Shorten the recharge, but don't get rid of it if you want that real Popeye feel. Add whatever Power Modifiers you like.

Submitted by Fabricati.

Portal Jump (-50%): Jumper (World) (Stunning -10%; Limited Quanta, 1 quantum, -10%; Special Movement, walk, -10%; Special Portal, arched area, -20%) [50]

Notes: You need a portal (literally) to make the jump - walking through any arched area will do, such as a door, window, underneath two crossed tree trunks... You must walk through it yourself, if someone tosses you through a portal there is no effect. The journey is arduous though, so you will be stunned upon exiting on the other side. It's a nice, balanced jumping power for GMs that don't want their Jumper escaping imprisonment and similar conditions, but is otherwise pretty easy to use. Intended for use with Infinite Worlds. *50 points.*

Submitted by Exxar.

Potion of Protection Affliction (Ablative DR 27,

+270%; Blood Agent, -30%; Preparation Required, 15 seconds, -20%; Triggered Delay, +50%; Requires Gestures and Magic Words, -20%; Permanent, +150%) [50]

Notes: You can conjure up a potion that grants a measure of extra damage-absorbing power. Conjuring up the potion from thin air takes 15 seconds, and once drunk, the conjured bottle isn't good for much. The DR granted does not heal, thus the permanence of the affliction wears off as it is used up. *50 points.*

Submitted by Atreyu Hibiki.

Power Drain (+400%): Affliction 1 (HT; Malediction 2, +150%; Unconsciousness, +200%; Accessibility, only on Electrical, -20%; Area Effect, 2 yards, +50%; Selective Area, +20%) [50]

Notes: Any targeted electrical object must make a HT roll. If it fails, it shuts off, with any consequences that follow. This works against anything from TVs to toasters to menacing robots.

Submitted by ham2anv.

Psychic-Babble (+405%): Affliction 1 (Stun, Based on Will +20%, Dissipation -50%, Emanation -20%, Secondary Effect, Coma, HT Failure by 5 or Critical Fail, +50%; Area Effect 16 yard, +200%; Armor Divisor 10, +200%; Nuisance Effect, limits stealth, +5%) [51]

Notes: You can radiate a low-level telepathic "white noise" that stuns anyone who comes close to you. If a victim fails their HT check by 5 or more, they fall into a coma. Designed for a non-human carnivorous race whose telepathic communication is incompatible with other life-forms' brain-waves. *51 points.*

Submitted by jacobmuller.

Pyro's Flame (+30%/-50%):

Control Fire 2 (Ranged, +50%; Requires Will Roll, -5%; Costs 3 FP per use, -15%) [48] + Burning Attack 1d (No Wounding, -50%) [3]

Notes: Allows user to create just enough fire to ignite a blaze, and then control it from a distance. Costs 3 FP per use. *51 points.*

Submitted by Atreyu Hibiki.

Repelling Aura (+380%): Affliction 1 (Area Affect, 8 yards, +150%; Based on Will, +20%; Disadvantage, Dread 8, dread of you, +170%; Reflexive, +40%; Selective Area, +20%; Emanation, -20%) [48].

Notes: A Will roll is required to approach within 8 yards of you, unless you choose to allow someone to get close. 48 points

Submitted by UncreativeNameMaker.

Rites of Explosive Ordnance Disposal (+400%): Affliction 1 (HT; Accessibility, Requires gestures and incantations, -20%; Costs Fatigue, 1 FP, -5%; Extended Duration, Permanent, Irreversible, +300%; Melee Attack, Reach C, Cannot Parry, -35%; Negated Disadvantage, Fragile, Explosive, +150%; Requires IQ Roll, -10%; Underwater, +20%) [50].

Notes: The ultimate countermeasure against bomb terrorism! The caster must touch the subject (an explosive device) and make an IQ roll. If he succeeds and the subject bomb fails the resistance by HT, then the explosive substance constituting the subject is mysteriously rendered inert permanently -- the affected bomb will *never* go off. The subject gets a bonus equal to its DR when resisting; it might be better to pry open the bomb casing in advance and then touch the exposed wiring. This ability also works on underwater explosives. Each casting costs 1 FP. *50 points.*

Submitted by Gurps Fan.

Ritual of the Banestorm (-50%): Jumper (Area Effect, 8 yard radius, +150%; Independent, +40%; New Worlds, +50%; Accessibility, Only during full moon after Halloween, -40%; Accessibility, Only during thunderstorm, -30%; All-Out Attack, -25%; Drift, *Jumper modifier*, -15%; Costs 10 HP -100%; Drifting, *Effect Modifier*, -20%; Duration -10%; Preparation Required, 1 hour -50%) [50]

Notes: This ritual can be conducted only during a thunderstorm on a full-moon night immediately after Halloween (if those nights are clear, the ritualist is SOL until next year). The ritual takes a full hour of *total* concentration (meaning no dodging, no fighting, no talking, no five-year-old nephew making faces and screaming "BOOGER!" during the ritual). The ritualist is bleeding during this ritual from self-inflicted wounds that will do 10 HP of damage by the end of it. The ritual summons into being a 16-yard-wide space warp to another plane of existence. After being summoned, the space warp lasts for several minutes, wandering

around, chucking things into another universe pretty much at random. (GM's fiat as to who and/or what gets chucked, but odds are they probably ain't gonna be happy about it.) The exact arrival point is impossible to determine exactly, as is the amount of collateral damage done during the event. And if the ritualist doesn't have friendly faces around, the angry survivors or the potentially hostile environment may finish him off before the hit-point loss does. Designed as one possible source for the origin of the Banestorm discussed in GURPS Banestorm, although this version of it is much smaller to fit into 50 points. The version cast by the Dark Elves on Yrth would be around 750 points, with several levels of Area Effect and Uncontrollable, and several other modifiers as well.

Submitted by Mysterious Dark Lord v3.2.

Rock Solid (-80%): Damage Resistance 50 (Can't Wear Armor, -40%; Hardened, +20%; Temporary Disadvantage, Sessile, -50%; Uncontrollable, -10%). [50]

Notes: At times, the character responds to an attack by turning into a rock. Of course, this leaves the character immobile... 50 points.

Submitted by Shumway.

Salamanders' Curse (+395%): Affliction 1 (HT; Cosmic: Can Target Through Symbolic Representation, +50%; Disadvantage: Fragile, Combustible and Flammable, +15%; Disadvantage: Vulnerability, Burning Attacks, Common, x4, +60%; Extended Duration, x300, +100%, Malediction, Long Distance, +200%; No Signature, +20%; Onset, One Hour, -20%; Preparation Required, Ten Minutes, -30%) [50].

Notes: Makes the target (which can be a person or an inanimate object, like a building) very vulnerable to fire. In order to activate the attack, the user must burn a symbolic representation of the target (a photograph, piece of hair or close personal possession, for instance) and perform a ten minute ceremony. Within an hour, the target becomes extremely flammable, as though they had been soaked in petrol. This effect lasts for five hours for every point that the target failed their resistance roll. The cosmic enhancement removes the requirement for the user to be able to directly perceive the target.

Submitted by Perfect Organism.

Seal of Binding (-5%): Binding 25 (Based on Will, +20%; Engulfing, +60%; Takes extra time, 8 sec, -40%; All-Out, -25%; Reduced Range, 20 yards, -20%) [50]

Notes: The Seal of Binding quite simply holds the target in place. The only way to escape is to win a contest of will against the level of the seal. 50 points.

Modifying: Each level of Seal of Binding costs 2 points.

Submitted by RedMattis.

Seal of Enslavement (+0%): Affliction 5 (Duty to Afflicter, Constantly, Involuntary, +40%; Based on Will, +20%; Maldiction 1, +100%; Effects Insubstantial, +20%; Extended Duration, Permanent, +150%; Takes Extra Time, 20 minutes, -100%; Preparation Required, 1h, -50%; All-Out, -25%; Limited Use, 1/day; -40%; Onset, 1 minute, -10%; Costs Fatigue, 9, -45%; Costs HP, 5, -50%) [50]

Notes: The Seal of Enslavement is a complicated ritual where the victim is forced to obey the user (unless the victim makes a Will-4 roll) until he or the afflicter dies. The problem is keeping the victim in place during the ritual. 50 points.

Modifying: Each Affliction level costs 10 points.

Submitted by RedMattis.

Seal of Summoning Level 1 (+400%): Affliction 1 (Advantage, see notes, +400%; Malediction, +100%; Preparation Required, 1 hour, -50%; Takes Extra Time, 10 minutes, -100%; Must know true name or have item touched by target, -40%; Long-Range, no range penalties, +150%; Backlash: Incapacitation: Ecstasy (-100%; Resistible, *0.5; Based On Will, own roll, +20%), -60%) [50]

Notes: This spell can bring spirits, demons, people from other planes, etc, to you. It requires an appropriately designed pentagram or other summoning circle and you have to know the true name of, or have an item touched by, your target. Keep in mind, even if the affliction works, you still have to pay all the costs associated with warping/jumping them to you. The energies involved are also strong enough to distract a weak

willed summoner.

The attached Advantages are World Jumper (Cannot Escort, -10%; Naked, -30%; Stunning, -10%; Anchored, to the circle prepared for them, -60%; Reliable +6, +30%; Warp Jump, +10%; Limited Jump, Only to the realm of the summoner, -10%) [20] and Warp (Naked, -30%; Anchored, -60%; Warp Jump, +10%) [20]

Thanks to the lack of reliability on Warp, be prepared to spend a lot of fatigue or extra time to make sure the summoned party actually shows up where you want them to. Otherwise, you could very well summon a demon to your plane, but in the wrong part of your lab. Bad news results when they show up outside of the pentagram. Inspired by RedMattis' Seal abilities. *50 points.*

Submitted by Fnordianslip.

Seeds of Doubt (+400%): Affliction (Negated Disadvantage: Fanaticism, +150%; Malediction, +150%; Extended Duration x300, +100%) [50]

Notes: While it will not make the victim abandon his cause immediately, this ability will instill doubts and cause him to reflect on his loyalty and no longer hold it to be self-evident, making him lose the Fanaticism disad in game terms. The effect lasts for 5 hours per point of success (victory? not sure) rather than a minute per point of success. Though technically beneficial, this should be treated as a harmful affliction since no Fanatic will willingly undergo it. Extreme Fanaticism should grant its +3 bonus to resist this affliction. This is useful for talking reason and getting through to a fanatic, but even more useful if Fanaticism is being used as a Pact limitation on the enemy's powers. And while the title reveals an evil undertone, good guys could use it under the title of Temporary Redemption or somesuch. In a setting with prolific Moral powers it might be used by both sides, or perhaps only by the neutrals. Variants that remove Vows or Disciplines of Faith can be equally appropriate, and a limited Modular Abilities that lets you choose between any variant of Seeds of Doubt will be expensive but very useful indeed. *50 points.*

Submitted by Harald B.

Sharp Telekinetic Concave Construct Generation

(+120%): Cutting Attack 3d (Variable, +5%; Underwater, +20%; Increased 1/2D Range x10,

+15%; Cone, 2 yards, +70%; Selectivity +10%) [47]

Notes: A metahuman ability that generates a sharp telekinetic concave construct that can cut and shear in half objects or people. Physically, it looks like a quarter-moon shaped blade flying from a predesignated point of the body, such as the hands. The construct generated is faintly dark with an ominous buzzing sound as it strikes. The user can also cause the construct to expand on the way to a target hitting a much larger area. Lastly the user can reduce the amount of force that is put into the construct causing less cutting damage to the target that it strikes. *47 points.*

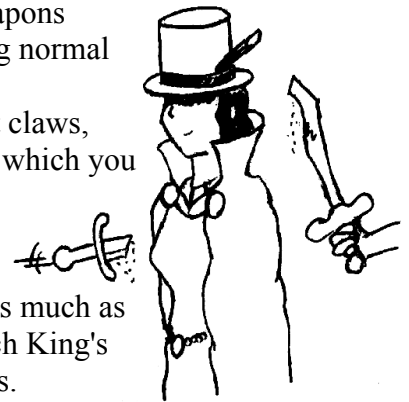
Weapon stats: 3d cutting - 1/2d n/a, Max 100, Acc 3, RoF 1, Shots n/a, Recoil 1

Submitted by Rowan.

Shatter Weapon (+30%): Crushing Attack 8d (Always On, +0%; Melee Attack, Reach C, -30%; Aura, +80%; Accessibility: Only Against Weapons Striking the Character, -20%) [52]

Notes: Weapons which strike you rarely survive to do it twice! Destroyed weapons shatter as they strike, doing normal damage. This affects any manufactured weapon, not claws, thrown stones, or surfaces which you collide with. Add a Power Modifier based on the origins of your protection (Morgul Power might be as much as -20%!). Based on the Witch King's ability in Lord of the Rings.

Submitted by Polydamas.



Smart Disassembler Nanostat Cloud (+150%): Corrosion Attack 2d (Area Effect, 2 yards, +50%; Drifting, +20%; Extended Duration, x3, +20%; Persistent, +40%; Selective Area, +20%) [50].

Notes: Fires a capsule that releases a cloud of "disassembler" nanomachines. These nanobots are smart enough to understand what's the user orders them to attack and what's not. Anything eaten by the cloud is gradually reduced to gray goo. The nanostat cloud hovers in midair for 30 seconds. Based on a weapon from GURPS Ultra-Tech 3e. *50 points.*

Submitted by Gurps Fan.

Sonic Blade (+10%/-35%): Corrosion Attack 4d (Accessibility, Not in a vacuum, -10%; Armor Divisor 2, +50%; Melee Attack, Reach C, 1, Cannot Parry, -25%; Nuisance Effect, Noisy tooth-jarring buzz, -5%) [44] + Affliction 1 (HT; Accessibility, Not in a vacuum, -10%; Accessibility, Only on a head shot, -20%; Disadvantage, Deafness, +20%; Follow-Up, -25%) [6].

Notes: A blade of coherent sound that ablates any armor and renders the target deaf if hit on the head. I've set this somewhat weaker than the original Ultra-Tech version to fit into the 50-point limit. Based on a weapon from GURPS Ultra-Tech 3e. *50 points.*

Submitted by Gurps Fan.

Steal Face (+145%/-75%): Affliction 1 (Advantage, Morph (Reduced Time 1, +20%; Cannot Memorize Forms, -50%; Cosmetic, -50%), +200%; Link, +10%; Contact Agent, -30%; Melee Attack, Reach C, Cannot Parry, -35%) [25] + Morph (Link, +10%; Reduced Time 1, +20%; Cannot Memorize Forms, -50%; Cosmetic, -50%; Needs Sample, Touch, -5%) [25].

Notes: Allows the user to swap features with someone else. He must touch the person whose face he wishes to steal for the 5 seconds that the change requires. *50 points*

Submitted by UncreativeNameMaker.

Stomp Shockwave (+0%): Crushing Attack 20D (Emanation -20%; Explosion +50%; Environmental, Not against airborne targets -20%; No Wounding -50%; Double Knockback +20%; All-Out -25%; NE: Leaves small craters on the ground -5%) [50]

Notes: You stomp the ground below you with your feet or hands, generating a shockwave that sends anyone who's standing near you sprawling. Does not do any damage per se, but people might collide with other things after this attack. Also leaves you very vulnerable to attack, so best used when surrounded by lots of weaker enemies. An attack commonly used by comic-book supers. *50 points.*

Submitted by Tsuru-Sennin.

Strange Luck (-40%): Serendipity (Game Time, +0%; Wishing, Others Only, +0%; Limited Use, 2 per day, -30%; Uncontrollable, -10%) 7 [63] + Weirdness Magnet [-15].

Notes: Weird things happen to you, and you've yet to

find any way to avoid it. However, sometimes the weird occurrences are beneficial – to someone other than you. You can guide whatever this force is from time to time, but just as often, it seems to happen without your bidding, when the chips are down.

Seven times per (game) week, but no more than twice in any given day, you can attempt to cause a beneficial happenstance for another person.

Additionally, in times of stress, this ability may activate on its own. The GM will keep track of how many uses of this ability you have left at any given time. *48 points.*

Submitted by ham2any

Stunning Forever (-75%): Affliction 19 (HT-18; Accessibility, Requires incantations, -10%; Accessibility, Requires gestures, -10%; Costs 2 FP, -10%; Melee Attack, Reach C, Cannot Parry, -35%; Requires IQ Roll, -10%) [48].

Notes: The caster must touch the subject, spend 2 FP and make a successful IQ roll to activate this ability. If hit, the subject must make a HT roll at -18 to avoid being stunned - this will be effectively irresistible for most characters (only godlike beings with HT 21+ could resist). Also note that recovery from stunning requires a successful HT roll at the same -18 penalty as the initial resistance roll. Ergo, if the caster makes this attack, then the subject is stunned and never recovers. *48 points.*

Submitted by Gurps Fan.

Suicide Bomb (-80%/-80%): HP +120 (Backlash, Attribute Penalty, HT-20, -100%; Reduced Time, +20%; Switchable, +10%; Temporary Disadvantage, Fragile, Explosive, -15%) [48] + Affliction 1 (HT; Area Effect, 512 yards, +450%; Costs Hit Points, 260 HP, -2600%; Disadvantage, Blindness, +50%; Emanation, -20%; Vision-Based, +150%) [2].

Notes: Useful for suicide bombers. With a blinding flash of light, you can detonate yourself to blast everything near you! This explosion does 6d * (your HP + 120) / 10 cr ex damage. (Assuming your original HP is 10, it's 6d*13.) This ability consists of three steps: 1) increase your HP, 2) get Fragile (Explosive) disadvantage, and 3) kill yourself with a margin of failure 3+. Activating HP +120 is your turn's free action and takes no time because of

Reduced Time, and gaining Fragile (Explosive) disadvantage is simultaneous with that. On the same turn, you can further activate Affliction to spend 260 HP. Assuming that your original HP is 10 -- and increased to 130 -- the sudden loss of 260 HP forces you to make an immediate roll to avoid death.

However, you're at HT-20 because of the Backlash added on HP +120, so it's certain that you fail the death roll by 3+ as long as you have human-level HT (no greater than 20). As a result, you can kill and explode yourself quickly and reliably. *50 points.*

Modifying: A trait that triggers Costs Hit Points, 260 HP doesn't have to be the "blinding flash of light"; I chose it just because I find it suitable for a side effect of explosion. A really munchkinish way to go is to make the most of Costs Hit Points; there's a room for net +2520% enhancements. You could even take a much higher level of Costs Hit Points, say, 1430 HP (= HP 130 * 11), -14300% . . . the effect would be astronomical. To make a truly nasty enemy, further add Regeneration (Extreme; Unkillable Only) [90] and Unkillable 2 [100]. This costs a lot of points, but you can always resurrect 11 seconds after detonation no matter how many times you've exploded.

Submitted by Gurps Fan.

Super Desperation Move Meter (-55%/-60%/-30%): Energy Reserve 5 (Bleedoff, 5 per minute, -25%, No Recovery, -30%) [9] + Very Fast Regeneration (ER only -60%, only on parries or being hit -20%) [20] + Healing (Requires SDM ER -10%, Takes Extra Time 3, -30%; Reliable 2, +10%) [21]

Notes: You have a reserve that builds while you fight, that can be used in any manner. This bleeds off after one minute. In addition, if the fight is over, you can use any spare FP in this reserve to heal yourself for eight seconds. Obviously, the longer you have between fights, the better! No Innate Attacks are included with the SDMM ability, but it should be the obvious choice. *50 points.*

Suggested Power Sources: Psionic and Chi are ideal, but just about anybody can use this ability.

Submitted by Fabricati.

Succubus's Embrace (+100%): Leech 1 (Heals FP, +60%; Hazard: Missed Sleep, +50%; Only during intimate contact, -30%; Delay: Triggered, +50%; No signature +20%; Selectivity, +10%; Steal FP, +50%;

Not vs the Truly Faithful or Innocents, -10%; Touch-Based, -20%; Contact Agent -30%; Takes Extra Time, 4 seconds per point drained, -20%; Uncontrollable, -30%) [50]

Notes: Here's an ability for sucking out life force through intimate contact. For every four seconds of intimate (kiss, hug, or sweet luv'n), skin to skin contact, the succubus can drain one hit point or one fatigue point. Thanks to the triggered delay, the victim doesn't even realize what's happening until the contact ends. Often, the succubus will drain fatigue as lost sleep. This keeps them from getting tired and leaves their lover slowly drained as they go night after night without restful sleep. Fun for driving people insane! *50 points.*

Submitted by Fnordianslip.

Super Medic (+70%): Heal (Injuries Only, -20%; Own Race Only, -20%; Reduced Fatigue Cost, 5, +100%; Reliable, +6, +30%; Takes Extra Time, x4, -20%). [51]

Notes: Heal up to 10 points of injury for free every 4 seconds, with a +6 bonus to the roll. *51 points.*

Submitted by Shumway.

Supersonic Strike (+40%/+10%): Crushing Attack 6d (Costs Fatigue 3, -15%; Linked, +10%; Melee Attack, Reach C, Cannot Parry, -35%; Melee Attack, ST-Based, +100%; Takes Recharge, 15 seconds, -20%) [42] + Crushing Attack 2d (Accessibility, Not in a vacuum, -10%; Emanation, -20%; Explosion, +50%; Linked, +10%; Takes Recharge, 15 seconds, -20%) [11].

Notes: Electromagnetically accelerates the fist to a supersonic speed and throws it against a foe. Damage is thrust plus 6d of crushing. Also causes a sonic shockwave which expands in every direction in the presence of an atmosphere (of any kind). Each use costs 3 FP. Once used, requires 15 seconds to charge the capacitor again. Based on a move from Battle Angel Alita. *53 points.*

Submitted by Gurps Fan.

Synaesthetic Detective (+40%/-10%): Acute Taste and Smell +3 (Profiling, +50%; Synaesthesia, -10%) [9] + Empathy (Synaesthesia, -10%) [14] + Perception +6 (Synaesthesia, -10%) [27] + Ultravision (Synaesthesia, -10%) [9] + Perception

-2 (Synaesthesia, -10%) [-9]

Notes: This package gives an investigator a powerful if confusing set of tools to aid in detective work. The investigator also suffers from synaesthesia, a fascinating neurological condition causing the senses to become "cross-wired", so the afflicted one "sees" smells, "hears" flavors, etc. So the investigator may perceive an interrogation subject's emotions as colors or sounds, or may perceive a scent as a piece of music. This can be helpful in the way that a "false-color" scan image is helpful, putting information in a new context so as to find previously-hidden data. On the other hand, the oddities of the altered perceptions can interfere with normal life in odd ways, such as having trouble hearing because a person's suit is literally "too loud" (the negative Perception modifier). This is a wonderful package for detective and mystery scenarios, but requires a lot of detective skills to make it work.

Submitted by Mysterious Dark Lord v3.2.

Tactile Telekinesis (-30%): Telekinesis 14 (Melee Attack, Reach C, -30%) [49]

Notes: You have the ability to move any object that you can touch with your mind. This is more than just the ability to pick objects up or hit them, but allows you to reshape flexible objects, dismantle objects with a touch of your finger (including locks!), etc. Use your imagination! Based on the primary ability of DC Comics' Kon-El Superboy. 49 points.

Submitted by Atreyu Hibiki.

Tangler (+80%): Binding 14 (Engulfing, +60%; Only Damaged By Burning Attack, +30%; Reduced Range, 1/5, -20%; Sticky, +20%; Terminal Condition, Spraying "anti-tangler aerosol", -10%) [51].

Notes: Fires a capsule that bursts into a lot of adhesive strands wrapping around the target. Max range is 20 yards. Based on a weapon from GURPS Ultra-Tech 3e. 51 points.

Submitted by Gurps Fan.

Techno-Wizardry (-80%): Cosmic Modular Ability 25 (Only for Afflictions with Specific Modifiers*, -50%; Requires IQ roll, -10%; Accessibility, Requires workshop, -20%) [50]

Notes: You can create Devices which can grant any advantage, as long as it is magical. In essence, you

are casting a spell on an object, making it into a functioning gadget until the gadget is broken. To create such a device, you need at least an hour's preparation to prepare the spell, as well as a workshop equipped with expensive machinery and technomagic paraphernalia. Each Affliction *must* include Malediction 1, Touch Based, Extended Duration: Permanent, Preparation Time, and Advantages. Each Advantage granted must include Gadget Based, Magical, and Costs FP modifiers. Useful modifiers for the Afflictions are Preparation Required, representing time studying techniques at the lab, Takes Extra Time, representing how long it takes to enchant the item in the field, and Gestures Required and/or Magic Words Required, which would prevent the Techno-Wizard from creating his gun or whatever while bound and gagged. An example Affliction and Gadget are available under 25 point abilities as Enchant Energy Pistol. 50 points.

Modifying: Each level of Modular Ability costs 2 points, so that 38 points of Modular Ability costs [76] and 13 points of Modular Ability costs [26]. However, it should be noted that the ability becomes far more versatile at higher point levels, as you can eliminate many of the Limitations you need to add to the Afflictions and Gadgets, whereas lowering the points available limits your options exponentially. At 38 points of Modular Ability, you have access to up to (+280%) worth of modifiers on the Affliction, and at 13 points you have access to only (+30%) worth of modifiers.

Submitted by zorg.

Teleport Dodge (-45%): Warp (Blink +25%; Range Limit, 10 Yards -50%; Emergencies Only -30%; Uncontrollable -10%; Unconscious Only -20%; Reliable +7, +35%) [50]

Notes: When in danger, you instinctively teleport to a nearby "safe" location. You can't actively use your ability at all. This ability functions once per turn. 50 points.

Submitted by Tsuru-Sennin.

Temporary Soul Golem (+65%/-75%/0%): Ally (Golem, an IQ 0 character built on 75% of the summoner's starting point; Constantly; Accessibility, Requires Magic Words, -10%;

Accessibility, Must make magic gestures, -10%;
Minion, IQ 0, +0%; Linked, Possession, +10%;
Maximum Duration, Up to 30 minutes, -25%;
Summonable, +100%) [20] + Possession
(Accessibility, Only at night, -20%; Linked, Ally,
+10%; Maximum Duration, Up to 30 minutes, -25%;
No Memory Access, -10%; Puppet Only, -30%) [25]
+ Puppet (Golem) [5].

Notes: You have one specific golem as an Ally, and you can summon and possess it only by taking a turn of Concentrate maneuver. This attempt always succeeds with no die roll and costs no FP. You can get out of the golem whenever you like and you can stay in it for up to half an hour (the golem vanishes immediately after that, and you can't summon it back for five minutes thereafter). Note that the your original body is left unconscious while you're in the golem - be careful to keep your body away from your foes. Should it be destroyed, you will die at the time of expiration of Possession. *50 points.*

Submitted by Gurps Fan.

Thinner (+400%): Affliction 1 (Disadvantage, Increased Consumption 4, +40%; Cumulative, +400%; Extended Duration, Permanent*, +150%; Limited Use, 1 per day, -40%; Melee Attack, Reach C, -30%; Contact Agent, -30%; Onset: 1 day, -30%; Preparation Required, 1 hour, -50%) [50]

Notes: After one hour of preparation, you may touch your victim and say the word "thinner". This allows them a HT roll, which if they fail, they suddenly gain a ravenous appetite, requiring 24 meals a day in order to not lose weight at an alarming rate. Eventually they will wither into nothingness, starving to death if they can't spend 1/2 hour eating for every hour of their life. In order to break the curse, the victim must mix their blood with some type of food, and get someone else to eat it. Since the curse is cumulative, in order to double the effect, you just have to touch them again and say "...thinner." Inspired by a Stephen King novel. *50 points.*

Submitted by Darkwind1823.

TK Tortillas Affliction (Telekinesis 8, +400%; Preparation Required, 1 hour, -30%; Triggered Delay, eating the cookie, +50%, Blood Agent, -30%) [49]

Notes: You can make a tortilla that, when eaten, increases it's eater's mental capacity and causes them

to have a TK ability equivalent to ST 8. This effect wears off after a few minutes, though. *49 points.*

Submitted by Atreyu Hibiki.

Tool Arm System (+85%/+10%): 2d Burn Attack "Modified Plasma Torch" (ROF 3 +50%, 10x 1/2D +15%, Acc 6 +15%, Low Signature (pwip) +10%, TD: One Arm -20%, Tight-Beam Burning +0%, DBT +20%) [19] + 2 Chip Slots 3 (Physical Only +50%, Alternative Abilities to Tool Arm only -40%) [30]

Notes: You have a cybernetic or robotic tool arm which can do any of a number of things, determined at loadout with hardware chipsets. These can be anything from nifty accessories to limited ammo attacks to an Amazing Deflecto Shield - provided that none of them cost more than 17 points.

Apparently inspired by the MegaBuster from the MegaMan video game series.

Source: Superscience seems the best option, though beign merely Electronic might work as well.

To Modify: For a more powerful version, add versatility with more chip slots, increase the power of the burning attack, or increase the capacity of your slots (preferably after upping the power of your IA.) *49 points.*

Submitted by Fabricati.

Totally Abusive Assassination Special (+5200%): Toxic Attack, 1 point (Contagious, +20%; Cosmic, Irresistible, +300%; Cyclic, 1 minute, 120 cycles, +4760%; Malediction, +100%; No Signature, +20%). [53]

Notes: Does 1 point of toxic damage per minute, regardless of DR, with no resistance roll allowed. It will spread to anyone who spends a minute with the victim (secondary victims probably ought to be allowed resistance rolls). It is highly recommended that GMs disallow this ability.

Submitted by Shumway.

Trading Card Creatures (+10%): Ally (50% of your point total, Almost all the time; Summonable, +100%; Requires Ready, -10%; Gadget, Breakable, DR 2, -20%; SM -7, -5%; Can be stolen by trickery, -20%; Limited Use, 1 per day, Slow Reload, -35%) [7] + Twenty-one allies of the same point total as Alternate Abilities [42]

Notes: You have a team of creatures that you can conjure up at will. You can only have one at a time. Each summoning requires a roll of 15 or less at the time of summoning. On a failure, the being is simply unavailable: it may be asleep or unreceptive to your commands. As long as your creatures are around during combat, you may not do anything except issue their orders and walk. These creatures are summoned from a deck of trading cards, one card for each creature. They can be stolen, are very breakable, and each card can only be used once until you shuffle it back into the deck. Shuffling requires 3 seconds per card you've used. You have 22 different creatures you can call upon at any time, one at a time, and each is worth 50% of your point total. Each additional Card Creature adds 2 points to the total. See also Animal Partners, Battle Beasts, and Drawn Together. *49 points.*

Modifying: In order to make it more similar to shows such as Yu-Gi-Oh, where you may have 6 allies available at a time, simply pay full points for five more of the Alternate Abilities. This costs 5 extra points per available card. A randomization effect could be added if the PC doesn't control which card they draw. One choice would be to calculate the odds of drawing any one particular card from the deck and use the Accessibility chart in Powers, p. 99. For a 22-card deck with only one of each card, this would be a 4.5% chance of drawing any particular creature, adding a (Accessibility, must draw from deck, -40%) modifier to each ally. This changes the cost of the primary ally to 4 points, and the cost of each Alternative Ability to 1 point. By itself, this lowers the cost to 25 points. Using both modifications (i.e. Deck chances and 6 primary allies) would make the cost 40 points.

Submitted by Atreyu Hibiki.

Transgender Ray (+400%): Affliction (Advantage, Morph, Gender Only, +200%; Advantage, Handsome or Beautiful, Androgynous, +120%; Extended Duration, x60, +80%) [50]

Notes: You fire a pink and blue ray of magical energy that turns boys into beautiful bishojo, and girls into hot bishonen. This is considered an advantageous affliction, as changing the appearance and voice of someone in this way is a notable way to hide their identity - but whether or not a specific target

appreciates this is totally up to the GM (or their player!). Gender Only modifier is valued at -80%. Based off an ability from Ultramaniac and The Watch.

Roleplaying Notes: To truly emulate the source material, replace the Innate Attack skill with Incompetence (Innate Attack: Transgender Ray). This reduces your skill to DX-8 - and remember, all rolls 10 points above your skill are critical failures. Critical failures have *interesting* side effects - anything from hitting the wrong person, to causing hermaphroditism, to changing the attacker's gender, to changing the target's gender permanently. You may manage to roll a critical failure even if you're physically grappling them... This option reduces the cost of the template by 2 points. *50 points.*

Modifying: An alternate build is included as Transgender Ray 2.

Submitted by Almafeta.

Transgender Ray 2 (+380%): Affliction (Advantage, Hermaphromorph, reduced time, 1 second, +90%; Advantage, Attractive, +40%; Extended Duration, Permanent, +150%; Malediction 1, +100%) [48]

Notes: See above. Based on discussions relating to Transgender Ray 1. *48 points.*

Submitted by Atreyu Hibiki.

Transmuting Spores (+430%): Toxic Attack 2D+1 (Onset, 1 week -40%; Takes Recharge, 1 hour, -30%; Respiratory Agent, +50%; Area Effect, 2 yards, +50%; Emanation, -20%; Dissipation, -50%; No Signature, +20%; Extended Duration, Permanent, +150%; Symptom, 1/2 HP, 15 point Alternate Form, +300%) [49]

Notes: Releases a gas made of millions of tiny spores at your enemy that does damage. If they are lowered below 50% of their HP by this attack, they transform into a pre-determined 0-point form of your choice. Inspired by comments from the computer game Star Command 2.

Modifying: Appropriate for any invading alien species that turn the natives into creatures like themselves, the permanent alternate form is intended to be the Newly-Infested Mycon racial template. This particular template is under much debate, so enjoy coming up with your own.

Submitted by Molokh.

Ultimate Interrogator (-20%/+80%/+0%/+0%)
Channelling (Aware +50%; Link, Mind Probe, +10%;
Nuisance Effect, -4 reaction from witnesses, -20%;
Preparation Required, 10 minutes -30%; Trigger, Eat
brain of subject -30%) [8] + Mind Probe (Link,
Channeling, +10%; Memory Bank +100%; Universal
+50%; Specialized/Dead People Only -50%;
Trigger/Eat brain of subject -30%) [36] + Racial
Memory (Anyone whose brain has been eaten) [15] +
Sharp Teeth [1] + Phantom Voices (Disturbing) [-10]
Notes: It's a simple ability - the Interrogator gains the
memories of anyone whose brain he has eaten. These
memories are clear at first, but he can only hold so
many complete sets before some of them have to fade
away. But they never completely fade away -
unnerving feelings of deja-vu for unfamiliar things
and the voices of alien memories are constantly
flittering around in his head. Of course, the possessor
of this 'gift' has a negative Reputation of amazing
horror - especially because it's true. But as an
interrogator he's top-of-the-line. If the first subject
(the bloke whose brain was eaten) doesn't have the
information you want, his companions (who watched
the whole thing) are probably willing to sing like
birds. *50 points.*
Submitted by Mysterious Dark Lord v3.2.

Unlimited Assets (-60%) Multimillionaire 3 (PDA or
similar object, DR 3-5, SM -7, Breakable, -15%; Can
Be Stolen, -20%; Unique, -25%)
Notes: You own either a group of codes or
uncopyable encryption keys on a small device which
allows you to access accounts of bank accounts with
money equal to 100,000x the starting wealth of you
campaign setting. It's recommended that you keep it
well guarded. *50 points.*
Submitted by Hitako47.

Utter Horror (or "Got Beat with the Ugly Stick")
(-20%/+360%): Terror 2 (Link, Crushing Attack,
+10%; Always on, -20%; Unconscious Only, -20%;
Uncontrollable, -10%; Only when unmasked, -10%)
[25] + Crushing Attack 1D (+360%): (Link, Terror,
+10%; Cone, 4 yards, +90%; Cosmic, Ignores DR,
+300%; Surge, +20%; Increased Range x5, +20%;
Only on Unliving, -20%; Always On, -20%; Only

when Unmasked, -10%; No Knockback, -10%; No
Blunt Trauma, -20%) [23]
Notes: People will scream and run in terror from
your unmasked face. This has nothing to do with
appearance - although survivors won't be able to
tell. Should this individual's unmasked face look in
any direction, anyone who sees it will have to make
a Fright Check at -2. Not only that, windows and
mirrors will shatter, clocks will stop, electronics
will short out, and even some rocks will crumble!
These effects persist in line-of-sight until the
individual puts on his mask. Note that the person in
question could have a Very Beautiful appearance -
but wouldn't know it because of having a "face that
can stop a clock". *48 points.*
Submitted by Mysterious Dark Lord v.3.2

Vampire's Invincibility (-80%/-40%): Unkillable 2
(Hindrance: Wood, -25%; Achilles Heel: Sunlight,
-50%; Water, -50%) [20] + Regeneration: Very Fast
(Unkillable Only, -40%) [30]
Notes: You have the same invulnerability that
vampires do. You cannot be killed by normal
means, but wood hinders it, and sunlight and
running water short it out completely. This ability
assumes you have a Weakness to each Achilles
heel. *50 points.*
Submitted by zorg.

The "Veiled Goddess" Effect (-30%): Charisma 14
(Only when face is exposed, -10%; Only vs.
opposite gender, -20%) [49]
Notes: The "Goddess" in question can have any
number of negative reaction modifiers - blotchy
skin, eats babies, votes Republican, whatever. But
once the veil goes up and Influence Rolls are made,
that +14 Reaction Bonus kicks in. Only a Critical
Failure will convince the victim to do anything but
submit. This is in many ways superior to Mind
Control, but Mind Control has it's points, too. This
might be considered an alternative to conventional
mind control (and a good way of getting those high-
Will Mind-Shielded Anti-Psi players with magic
protective amulets to dance the Funky Chicken.)
Since you can't roll worse than a 17 and rolling 5+
using 3d6 gives you a result of "Excellent," which
means NPCs pretty much worship you, this is a
fairly impressive ability.

"She must die, even now! ... Where is her sin? Her sin is that she stands between me and my desire."

- Ayesha, *She Who Must Be Obeyed*

Submitted by *Mysterious Dark Lord v3.2*

Wall Of Fire (+150%): Burning Attack 4D (Area Effect 2, +100%; Wall, Permeable, +30%; Persistent, +40%; Reduced Range x1/5, -20%) [50]

Notes: You can create a wall of fire with the dimensions of 2 yards by 6 yards. Useful as both an offensive and defensive power. *50 points.*

Submitted by *Tsuru-Sennin.*

Wall of Hate (+400%): Affliction 1 (Area Effect 4 yards, +100%; Disadvantage, Bad Temper, +25%; Disadvantage, Berserk, +25%; Extended Duration 10x, +40%; Malediction II, +150%; Persistent, +40%; Wall, permeable, +30%; Costs Fatigue, 2 FPs, -10%) [50]

Notes: You create a 12 yards-long wall of misty darkness. It can be crossed, but anyone who comes in contact with it must win a Quick Contest between his and your Will: failure means that he starts feeling an irresistible and irrational hate against everybody and everything, gaining the Bad Temper and Berserk disadvantages without any possibility to resist them! The wall lasts for 5 minutes, where its effects on people lasts for 1 minute per point they lost the Quick Contest. *50 points.*

Submitted by *KlausPrinceOfTheUndeads.*

Wand of Protection (+410%): Affliction 1 (Accessibility, Must perform specific incantations and gestures, -10%; Advantage, DR 1 with Force Field, +60%; Breakable, DR 2, SM -5, -30%; Can Be Stolen, Quick Contest of ST, -30%; Costs Fatigue, 1 FP, -5%; Cumulative, +400%; Malediction 1, +100%; Melee Attack, Reach C, -30%; Trigger, Occasional, -20%; Unique, -25%) [51]

Notes: This magical wand, enchanted in an ancient magical civilization, grants the subject a shimmering aura of protection. The caster must touch the subject with the wand (which has only a negligible length; Reach C). The aura can be stacked as the caster likes, continuing to add DR +1 per one-second casting *ad infinitum*, in principle. In practice, there are some restrictions: it costs the caster 1 FP per casting. Worse, every casting consumes a piece of very

valuable substance (e.g., diamond gems, scales of dragons, etc. Be specific). In addition, remember that Affliction expires in (margin of success) minutes. The wand is powered by some arcane, long-lost enchantment technique. Once destroyed, it can be repaired by no one. *51 points.*

Submitted by *Gurps Fan.*

Weapon Skill Master (+20%): Modular Abilities (Super-memorization, 12 points; Reduced Time, +80%; Psionic, -10%; Trait Limited, Weapon skills only, -40%; Accessibility, Only while holding the item, -10%) [50]

Notes: Here's an ability one of my PCs has in a Wildcards game. This ability lets you pick up an object and, through a form of psychometry, immediately know how to attack with it well. It works with everything from an M16 to a stapler. About a second to add 12 points in a skill, less time for less points in a skill. Requires reattunement every time you let go of something. *50 points.*

Suggested Role-playing tips: Additional fun may be had when the character picks up a fork for dinner and immediately receives images on how to kill everyone at the table with it.

Submitted by *FnordianSlip.*

Web-shooters (+200%): Binding 8 (Engulfing +60%; Only Damaged by Burning, Corrosion and Cutting +10%; Sticky +20%; Very Rapid Fire 13 +110%) [48]

Notes: You can immobilize people by shooting sticky strands of spider-like webbing. Your high rate of fire makes it easy to layer extra attacks on your "victims", thus making sure they won't escape.

Submitted by *Tsuru-Sennin.*

Well Connected (-20%): Modular Abilities 15 (Social Only, 0%; Only in Cities, -20%) With but a phone call, you can reach a Contact with a point total equal to the level of Well Connected. You can also reach an associate who can quickly set you up with an Alternate Identity, Clerical Investment, Legal Enforcement Powers, Legal Immunity (up to the level of an international diplomat!), Rank up to level 3, Security Clearance, or Zeroed. 4 points base, 4 per level; *52 points.*

Submitted by *DryaUnda.*

Mini-Templates

Aikido [52]

Acrobatics (H) DX-2 [1]
 Broadsword Art (A) DX+1 [4]
 Japanese (Fluent spoken, Broken written) [4]
 Judo (H) DX+2 [12]
 Judo Art (H) DX+2 [12]
 Shortsword Art (A) DX+1 [4]
 Staff (A) DX [2]
 Theology (Shinto) (H) IQ [4]
 Two-Handed Sword Art (A) DX+1 [4]

Techniques:

Arm Lock (A) Judo+1 [1]
 Finger Lock (H) Arm Lock-2 [2]
 Ground Fighting (H) Judo-3 [2]

Notes: As per Karate Master.

Submitted by Almafeta.

Battle Beasts [50]

Beasts On My Belt: Four Allies
 (25% of PC's value; Constantly *4;
 Special Abilities, +50%;
 Summonable, +100%) [40]

Licensed Beast Trainer: [1]

Stat Master: [1]

Talented Beast Trainer: Animal Handling
 (Collectabeast) (A) IQ+2 [8]

Notes: You have a set of summonable battle monsters that you can keep handy with you. This monster is worth 25% of the character's starting value; low IQ, Mute or Stuttering, and any disadvantage from the Domestic Animal or Wild Animal templates is appropriate, as are various elemental Weaknesses. As against that, it may have all sorts of advantages that are not generally appropriate for PCs in your campaign, not the least of which are various Innate Attacks. Additionally, you are very good at training beasts, and you know all about the different species; the occasions in which you don't, you have a hand-dandy electronic organizer which can tell you. This is a perk. Finally, a different perk gives you the license you need to raise the beasts, which can be used as a valid form of identification, as well as letting you into some places and permitting you to enter competitions that non-



licensed trainers cannot enter. See also Animal Partners, Drawn Together, and Trading Card Creatures.

Submitted by Almafeta.

But It's A Katana! [50]

Broadsword (optional specialty: Katana) (E) DX+2 [4]
 Fast-Draw (Sword) (E) DX+2 [4]
 Forced Entry (E) DX+2 [4]
 Parry Missile Weapons (op. spec: Katana) (A) DX+1 [4]
 Power Blow (H) Will [4]

Enhanced Parry (optional specialty:
 Katana) [5]

Signature Gear (Katana)* [1]

Two-Handed Sword (E) DX+2 [4]

Weapon Master: Katana [20]

Notes: Having a katana as your Signature Gear is 1 point at TL 4 and up. It costs 2 point at TLs 3 and 2, 3 points at TL 1, and 6 points at TL 0 (in case you want to be a samurai caveman). Those TLs add 1, 2, and 5 points, respectively, to the cost of this template. *50 points.*

Submitted by Almafeta.



Capoeira [52]

Acrobatics (H) DX+2 [12]
 Dancing (optional specialization: Brazilian) (E)
 DX+1 [2]
 Judo (H) DX+1 [8]
 Jumping (E) DX+1 [2]
 Karate (H) DX+2 [12]
 Knife (E) DX [1]
 Musical Instrument (any one strings/percussion
 instrument) (H) IQ-2 [1]
 Portuguese (Accented spoken, Accented written) [4]
 Shortsword (A) DX [2]
 Staff (A) DX [2]

Techniques:

Feint (H) Karate+1 [2]
 Ground Fighting (H) Karate-3 [2]
 Sweeping Kick (H) Karate-2 [2]

Notes: As per Karate Master, except you are fluent at the dancing martial art known as capoeira.

Submitted by Almafeta.

Cook [25]

Administration (A) IQ-1 [1]

Cooking (A) IQ+5 [20]

Cook Without Spices (Tec/A) Cooking [4]

Notes: You are an expert in cooking. Cook Without Spices is a technique lets you buy off the penalty for trying to cook pleasing meals without spices; a useful ability in Y2K, indeed. It defaults to Cooking-4 and maxes out at Cooking.. You also have a bit of experience in doing the 'footwork' involved in running a kitchen and dealing with starving people; you can't run the survivor's camp all by yourself, but at least you don't give the head honcho near as much trouble.

Submitted by Almafeta.

Cyborg Upgrade - Accountant Programming [50]

Killjoy [-15]

Unfazeable [15]

Precognition (Active Only, -60%; Business Affairs Only, -40%; Trigger: extensive business reports, -10%; Reliable +8, +40%; Reduced FP Cost 2, +40%) [18]

Accounting (H) IQ+2 [12]

IQ+1 [20]

Notes: Gives a cyborg programming in accounting, redesigns it to be unaffected by pleas of mercy, and allows it to calculate exactly what will happen in the business world.

Submitted by zorg.

Cyborg Upgrade - Battle Programming [50]

Enhanced Time Sense (*Costs 2 Fatigue -10%; TD: Impulsive (12) -10%*) [36]

Karate (H) DX+1 [8]

Tactics (H) IQ [4]

Soldier (A) IQ [2]

Notes: Gives a cyborg programming in three fighting skills, and upgrades its sensor package to be able to "see" events almost before they happen.

Requires an Energy Reserve.

Submitted by zorg.

Cyborg Upgrade - Bijin-Redesign [50]

Beautiful (Off-The-Shelf -50%) [6]

Flexibility [5]

Erotic Art (A) DX+4* [4]

Savoir Faire: Pillow Talk (E) IQ+2 [4]

Erotic Stimulator: Affliction 3 (Melee Reach C Cannot Parry -35%; Contact Agent -30%; Onset 1 minute -10%; Ecstasy +100%; Nuisance Effect: must moan, gasp and talk dirty very loudly -5%) [36]

*includes +3 for Flexibility.

Notes: Gives a cyborg programming in eroticism, redesigns it's exterior to be stimulating to beings of the opposite "gender", and gives it an ability that guarantees satisfaction.

Submitted by zorg.

Cyborg Upgrade - Musashi Circuits [50]

Weapon Master: Katana [20]

Broadsword (A) DX+5 [20]

Fast Draw (Katana) (E) DX+3 [8]

Feint (Katana) (Tech/H) Broadsword+1 [2]

Notes: Gives a cyborg programming in expert katana fighting.

Submitted by zorg.

Farmer [25]

Animal Handling (specialization of choice: Cow, Dog, Goat, Pig) (A) IQ [2]

Carpentry (E) IQ [1]

Farming (A) IQ+4 [16]

Guns (specialization: Rifle or Shotgun) (E) DX [1]

Machinist (A) IQ [2]

Naturalist (H) IQ-1 [2]

Veterinary (H) IQ-2 [1]

Notes: You raise food for people post-Y2K. As well as the basic farming skill, this gives you abilities useful to maintaining a farm, including just enough Machinist to make simple repairs to tools and to make simple tools (such as nails), enough Carpentry do simple carpentry (like fixing fences and patching up holes in coops), enough Naturalist to recognize common weeds (and how to treat poisonous plants), enough Veterinary to tend to your animals (and attempt to heal them), and so on.. Default rolls *could* let you do this - but you have the experience (with the +4 'easy' bonus) to do it *reliably*.

Submitted by Almafeta.

Hacker [50]

Computer Operation (E) IQ+4 [12]

Computer Programming (H) IQ+2 [12]

Cryptography (H) IQ [4]

Current Affairs (Science & Technology) (E) IQ [1]
Electronics Operation (Communications) (A) IQ [2]
Electronics Operation (Surveillance) (A) IQ-1 [1]
Electronics Repair (Computers) (A) IQ+1 [4]
Expert (Computer Security) (H) IQ [4]
Fast-Talk (A) IQ+1 [4]
Research (A) IQ+1 [4]
Scrounging (E) Per+2 [2]

Notes: The Computer Hacking skill described itself as "cinematic." This lets you have a cinematic level of ability even if you don't have cinematic skills in your campaign. It gives you the ability to make using computers look easy, create your own software, defeat most protection schemes, create your own computer from parts (which you got at a steal and which you know have the best reviews), and know how to find facts and information, as well as a touch of good old-school "phone phreaking." Your IQ should be at least 12 before taking this template, if you want to keep it cinematic.

Submitted by Almafeta.

Karate Master [52]

Karate (H) DX+4 [20]

Techniques:

Back Kick (H) Karate [5]
Disarming (H) Karate+5 [6]
Elbow Strike (A) Karate [2]
Feint (H) Karate+4 [5]
Ground Fighting (H) Karate [5]
Jump Kick (H) Karate [5]
Kicking (H) Karate [3]
Knee Strike (A) Karate [1]

Notes: You are *very* good with Karate; this level of skill would represent training for 40 hours per week every week for 5 years, while putting entire months into perfecting some of the more esoteric maneuvers. You are definitely better skilled than any training montage.

Submitted by Almafeta.

Looter [50]

Per +3 [15]
Engineer (Civil) (H) IQ+2 [12]
Heraldry (Looter's) (A) IQ+1 [4]
Navigation (Land) (A) IQ [2]
Scrounging (E) Per+4 [12]
Stealth (A) DX [2]

Survival (specialization of choice, usually Plains or Woodlands) (A) Per-1 [1]
Urban Survival (A) Per+1 [4]

Notes: You know how to obtain the materials necessary for survival. You also know the markings of other looters - and whether or not they're lying to keep the best sites secret (in this case, Heraldry acts like Detect Lies). While looting, you can spot danger readily, partly because your senses are honed from use, and partly because you've studied buildings and know the telltale signs of structural damage (both Urban Survival and Civil Engineer contribute to the latter). Civil Engineer lets you accurately predict the design of cities (to find the best loot), spot damage to buildings, and figure out what needs to be done to keep a building from collapsing as you're looting it. Stealth helps you escape from highwaymen and other highwaymen. Finally, Survival lets you forage for herbs and small game in the land outside the city.

Submitted by Almafeta.

Mage's Gift [50]

ST-2 [-20]
IQ+1 [20]
Photographic Memory [10]
Magery 2 [25]
Mana Enhancer 1 [50]
Penetrating Voice [1]
Loner (12 or less) [-5]
Low Pain Threshold [-10]
Overconfidence (12 or less) [-5]
Stubbornness [-5]
Curious (6 or less) [-10]
Dreamer [-1]

Notes: Designed to emulate the classic "wizard in the mountains" fantasy stereotype. Mages like this are often depicted as physically weak but incredibly smart. They often seem to share a few particular traits, some of which are collected here. Made for a fantasy campaign with dragons and the like. A mage with this ability can learn new spells swiftly using their Photographic Memory, and carries around their own personal energy field in which they can cast spells far better than those in the surrounding area. They have a booming voice in order to intimidate intruders from their lairs, which is useful because they like to be left alone. They take on challenges that are probably too difficult for them often, and

cannot ignore an opportunity to try something new... no matter how dangerous it is. *50 points.*
Submitted by Dani Hibiki.

Mechanic [50]

Artificer 2 [20]

Wealth (Comfortable) [10]

Electrician/TL8 (A) IQ+1* [4]

Machinist/TL8 (A) IQ+1* [4]

Mechanic/TL8 (Driving) (A) IQ+3* [12]

Notes: You know how to repair cars. Although you haven't explicitly trained in other types of repair, your common sense with machines (the Artificer) and your knowledge of cars work let you make some pretty good default rolls (at IQ 10, other machinist rolls default to a roll of 10, a 50/50 chance).

Naturally, this is worth something in the Y2K era, so you have more free money - you probably have your own junker that you're 'fixing up.' All the skills in this template receive a +2 bonus from Artificer for most, but not all uses.

Modifying: It's possible to make this a 24-point template. Take away the Wealth and one level of Artificer, and reduce Mechanic (Driving) to IQ+2 [8].

Submitted by Almafeta.

The Old One-Two [50]

Crushing Attack 1d (Double Knockback, +20%;

Melee, Dual, ST-Based, Reach C, +80%) [10]

Damage Resistance 5 (Semi-Ablative, -20%; Tough Skin, -40%) [10]

Dual-Weapon Attack (H) Brawling [5]

Brawling (E) DX [5]

Enhanced Dodge 1 [15]

Enhanced Parry (bare hands) 1 [5]

Off-Hand Weapon Training (H) Brawling+0 [5].

Notes: A simple package to kick-start a super boxer. *50 points.*

Submitted by ham2anv.

Pastry Chef Of Death [50]

Death Cookie (-45%): Toxic Attack 4d (Blood Agent, -40%; Cyclic, 1 minute, can be neutralized by milk, +40%; Triggered Delay, until cookie is eaten, +50%; Nuisance Effect, requires expensive, rare, and often illegal ingredients, -10%; Preparation Required, 1 hour bake time, -50%; Resistible, HT-2, -20%; Melee Attack, Reach C, Cannot Parry, -35%) [9]

Notes: You know how to make a deadly pastry that will, when eaten, cause 4d damage every minute until the victim drinks milk. Upon eating the cookie, the victim may make a HT-2 roll to resist it's effects. The cookie has an hour bake time. *9 points.*

Healthy Crumpet (-70%): Healing (Blood Agent, -40%; Triggered Delay, until cookie is eaten, +50%; Nuisance Effect, requires expensive, rare, and often illegal ingredients, -10%; Injuries Only, -20%; Preparation Required, 1 hour bake time, -50%; Resistible, HT-2, -20%; Reduced FP Cost 1, +20%) [9]

Notes: You know how to make a tasty pastry that will, when eaten, automatically heal 2 HP of damage. You can make them stronger, but the cooking process wears you out, expending 1 FP for each extra 2 HP the crumpet will heal. *9 points.*

Strengthening Wafer (+95%): Affliction 1 (ST+2, +100%; Extended Duration, x100, +80%; Blood Agent, -40%; Triggered Delay, until cookie is eaten, +50%; Nuisance Effect, requires expensive, rare, and often illegal ingredients, -10%; Preparation Required, 1 hour bake time, -50%; Melee Attack, Reach C, Cannot Parry, -35%) [20]

Notes: You know how to make a healthy pastry that, when eaten, will add +2 to your ST score for 100 seconds, multiplied by the amount by which you succeeded your HT roll. This is considered a "helpful affliction," but the HT roll may not be waived. *20 points.*

Sneaky Donut (-20%): Affliction 1 (Disadvantage: 65 points worth of disadvantages, chosen at character creation, +65%; Blood Agent, -40%; Triggered Delay, until cookie is eaten, +50%; Nuisance Effect, requires expensive, rare, and often illegal ingredients, -10%; Preparation Required, 1 hour bake time, -50%; Melee Attack, Reach C, Cannot Parry, -35%) [8]

Notes: You know how to make a round pastry that, when eaten, will have a brief effect of your choosing.

Cooking (Specialization: Sweets; E) IQ+2 [4]

Poisons/TL (Specialization: Ingested, A) IQ [2]

Notes: You are a renowned, but sociopathic, pastry chef. Anyone who crosses you may find themselves presented with a delicious cookie one day, that if eaten, causes 4d damage immediately and every minute until a HT-2 roll is made.

Submitted by Almafeta, modified by Atreyu Hibiki.

Strengthening Wafer, Healthy Crumpet, and Sneaky Donut by Atreyu Hibiki.

Pistol Fu [51]

Ambidexterity [5]

Extra Attack (Only Pistols, -40%) [15]

Guns (Pistols) (E) DX+5 [16]

Gunslinger (One Specific Make of Gun, -40%) [15]

Notes: You can walk in, gun in each hand, and fire at two different targets the same second as you enter.

51 points.

Submitted by Almafeta.

Sage and Leader of Young People [53]

IQ 11 [20]

Teaching (A) IQ+1 [4]

Primary Subject* (A) IQ+1 [8]

Secondary Subject* (A) IQ [4]

Charisma 1 [5]

Diplomacy-12 [8]

Expert (Elementary Education)-11 [4]

Notes: Primary and Secondary Subjects are 2 Hard skills of choice, such as Chemistry and Literature.

Elementary Education draws from various disciplines to provide answers about the minds, bodies, and characters of young people.

Modifying: This raises to 61 points if both of the disciplines the character knows are VH skills, like Biology and Physics; raise the cost to 78 points to have IQ 12, Charisma 2, and boost all skills by 1 level (mostly at 12- or 13-). This becomes 86 points if both options are taken. *53 points.*

Submitted by Mgellis.

Small Business Owner [50]

Ally Group (your employees love you!) (25% of your points, up to 20 employees, fairly often) [8]

Contact Group (Local leaders, effective skill 12-, quite often, somewhat reliable) [10]

Independent Income 2 [2]

Merchant (A) IQ+2 [8]

One 12-point skill in the field most appropriate to your job (Base + 4/3/2/1 for Easy/Average/Hard/Very Hard) *or* three 4-point skills which complement each other in your field (Base +2/1/0/-1 for Easy/Average/Hard/Very Hard) [12]

Wealth (Comfortable) [10]

Notes: You are a business owner. As well as making a tidy profit and offering you independence (you can let your second-in-command run the store and just take in your cut of the profit, if you want or need to do so), this gives you ties to the commerce and government in your town. Additionally, because you treat your employees well, they'll sometimes pitch in and help you with your troubles outside of work.

Modifying: If you'd prefer to be successful because you're so ruthless, trade in the Ally Group for a level of Business Acumen. That 10-point advantage bumps up the cost of the package by 2 for a total of 52 points.

Submitted by Almafeta.

Teacher [50]

Charisma 2 [10]

Diplomacy (H) IQ+1 [8]

Expert: Grade School Teacher (H) IQ+6 [28]

Public Speaking (A) IQ+1 [4]

Notes: You are also talented in leading large numbers of students, presenting before others, and imparting basic knowledge unto them. Teaching is a generic skill used for instruction; Expert: Grade School Teacher is the actual skill of teaching. It can stand in for Mathematics (only to perform grade-school level math), any Hard Science or Social Science skill (only those subjects taught on standardized tests), Research (only with Google and public libraries), Teaching (only for grade school subjects), and Writing (only for writing or grading grade-school-level papers).

Submitted by Almafeta.

Winged Monkey [50]

ST+1 [10] DX+2 [40] IQ-2 [-40] HT+2 [20]

Advantages: Arm ST: 2 Arms +3 [15]

Brachiator [5]

Damage Resistance 1 [5]

Extra Arm (Extra Flexible +50%; No Physical Attack -50%; Weak: One-Quarter ST -50%) [5]

Extra Arms x2 (Foot Manipulators -30%) [14]

Flight (Small Wings -10%) [36]

Perception +3 [15]

Sharp Teeth [1]

Disadvantages: Appearance: Unattractive [-4]

Bad Grip 2 [-10]

Dwarfism [-15]

Reprogrammable [-10]

Slave Mentality [-40]

Skills: Climbing (A) DX+2 [2]

Flight (A) HT [2]

Quirks: Likes Wearing Bellboy Hats [-1]

Notes: These are your classic Winged Monkeys, the perfect minions of wicked persons everywhere (especially places Over The Rainbow). They look like some species of tailed ape (except for the wings and silly hats), but are capable of clear speech and understanding explicit orders. They have an average IQ of 8, but a Minion of Evil doesn't need too much

brainpower, does he? Dwarfism is included because the Winged Monkeys are assumed to be former humans who have been changed into their current forms (and shrunk by half their height) by Evil Forces. Thus there is no "Winged Monkey Culture", no place they would fit in, and Dark Overlords are not known for making their Evil Lairs accessible to the differently-enabled, so they suffer the difficulties of Dwarfism. If you don't like this interpretation, remove Dwarfism and Perception, and the point costs balance out. *50 points.*

Submitted by Mysterious Dark Lord v3.2.

Star Wars Force Abilities

Atreyu's notes: Due to the potential for collecting these into a separate book, as well as the included power modifier (something I've removed from every other ability one has appeared in), these abilities are included in their own section.

Absorb Energy (+0%): Damage Resistance 10 (Force Field, +20%; Hardened 3, +60%; Costs 2 FP, -10%; Force Power, -10%; Limited, energy only, -20%; Requires Active Defense, -40%;) [50].

Notes: You can stop incoming energy attacks by concentrating on them and summoning the Force in your defense. If you succeed in an active defense roll (DX/2, +3, +1 if you have Combat Reflexes) and spend 2 Fatigue Points, you gain DR 10 against the incoming attack. Hardened is included to counter the Armor Divisor of blasters and Force Lightnings. *50 points.*

Submitted by KlausPrinceOfTheUndeads.

Force Speed (+25%): Enhanced Move 2 (Cosmic, instantaneous acceleration, +50%; Costs 3 FP, -15%;

Force Power, -10%;) [50].

Note: You can use the Force to speed up yourself incredibly, quadrupling your Basic Move! You can accelerate at full speed instantly, and stop in a fraction of second without any handling problem. You have to spend 3 FP to activate the power for a minute, but you can maintain it with 2 FP/minute. *50 points.*

Submitted by KlausPrinceOfTheUndeads.

Move Objects (-10%): Telekinesis 11 (Force Power, -10%) [50]. *Note:* This is the power to move objects using the Force. You have an effective ST of 11 that you can use at a distance of 10 yards. Not much compared to Jedi Masters' amazing telekinesis, but still useful. *50 points.*

Submitted by KlausPrinceOfTheUndeads.

Psionic Powers

Gurps Fan's Notes: I tried building (from the 4e materials) some abilities that more or less duplicate the nine psi powers in 3e *Psionics*. I dropped the idea of simulating the exact 3e effect - a 15ish-point ability in 3e *often* costs some hundred in 4e - to keep everything in the neat target point 50. (I regret that some abilities are artificially limited only to squeeze a power into the 50-point limit.) As a result, I managed to make nine 50-point "mini-templates", each of which represents the most basic abilities of one psi power. I excluded any abilities that requires "prerequisites", since they must be supposed to be for *adept* psi, not for *novice*. There's no Lightning, no Mindword, no Combat Teleport, etc. in the above. Adept psi (especially Psychic Vampire, Telepath and Teleporter) templates would be astronomically expensive, I'd guess... These "Novice Psi" templates are the following:

Novice Antipsi - 50 points

You have Antipsi Talent 1 [5] and the following abilities:

Neutralize (-40%): Neutralize (Psi; Antipsi Power, +0%; Costs Fatigue, 4 FP, -20%; Limited Use, 4/day, -20%) [30]. *Notes:* Temporarily deprives the subject of all his psi abilities. The subject must be touched. This ability is exhausting; it costs 4 FP for each use and can be used only 4 times per day. *30 points.*

Static (-50%): Static (Psi; Antipsi Power, +0%; Resistible, -50%) [15]. *Notes:* You inherently generate a field that nullifies any psi power within it. *15 points.*

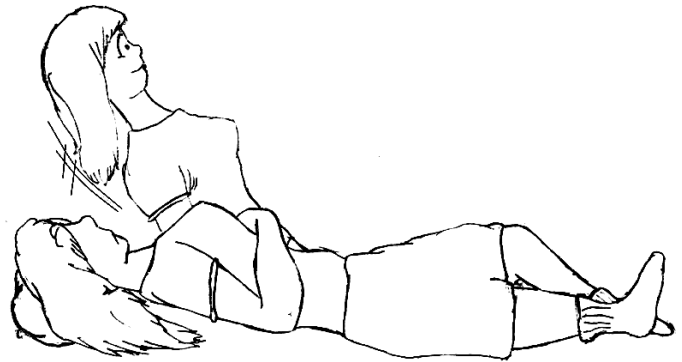
Submitted by Gurps Fan.

Novice Astral Projector - 50 points

You have Astral Projection Talent 1 [5] and the following abilities:

Astral Projection (+60%): Alternate Form (Astral Form*, 0-point template; Non-Reciprocal Damage, +50%; Projected Form, -50%; Psionic Astral Projection, -10%; Reduced Time 4, +80%; Requires IQ Roll, -10%) [24]. *Notes:* Take a turn of Concentration and make a roll on your IQ, and your "astral form" comes out of your physical body. Any physical injuries on you doesn't affect your astral form. *24 points.*

Astral Sight (+110%): Detect (Occasional, Anything Astral; Precise, +100%; Psionic Astral Projection, -10%; Reflexive, +40%; Vision-Based, -20%) [21]. *Notes:* Detects any astral entity, knowing direction and distance. Targets must be within your sight. Used as active or passive. *21*



points.

Astral Form: Insubstantial form that flies at Move 1. No interactions with physical entities. Astral Entity meta-trait [171], Mute (Substantial Only, -10%) [-22], ST 0 [-100]; HP +10 [20]; Basic Move -4 [-20]; No Manipulators [-50]; Perk (Can create the image of whatever clothing you currently/normally wear, with no DR) [1]. *0 point.*

Submitted by Gurps Fan.

Novice EK - 50 points

You have Electrokinetics Talent 1 [5] and the following abilities:

Confuse (-10%): Affliction 1 (HT; Psionic Electrokinetics, -10%) [9]. *Notes:* Disturbs bioelectric currents in the target's brain, stunning him. *9 points.*

Cyberpsi (-80%): Mind Control (Cybernetic Only, -50%; Psionic Electrokinetics, -10%; Puppet, -40%) [10]. *Notes:* Controls computers or other Digital Mind entities. *24 points.*

Dampen (-30%): Affliction 1 (HT; Accessibility, Only on Electrical, -20%; Psionic Electrokinetics, -10%) [7]. *Notes:* Disturbs internal currents in an

Electrical entity, effectively stunning it. *7 points.*

Energy Sense (-80%): Detect (Common, EM Fields; Psionic Electrokinetics, -10%; Vague, -50%; Vision-Based, -20%) [4]. *Notes:* Detects the nearest electromagnetic field. *7 points.*

Energy Shield (-60%): DR 1 (Costs Fatigue, 2 FP, -10%; Force Field, +20%; Limited, EM Radiation, -40%; Limited Use, 10/day, -10%; Psionic Electrokinetics, -10%; Requires IQ Roll, -10%) [2]. *Notes:* Defensive field that works against light-based attacks. *2 points.*

Photokinesis (-70%): Illusion (Psionic Electrokinetics, -10%; Requires IQ Roll, -10%; Static, -30%; Visual Only, -30%) [8]. *Notes:* Manipulates photons to create the illusionary image of whatever you like. The image is static and only optical (it doesn't accompany any sound or other sensory deception). *8 points.*

Surge (-10%): Burning Attack 1d (Accessibility, Only on Electrical, -20%; Psionic Electrokinetics, -10%; Surge, +20%) [5]. *Notes:* Disturbs internal currents in an Electrical entity, inflicting actual damage on it. *5 points.*

Submitted by Gurps Fan.

Novice Esper - 50 points

You have ESP Talent 1 [5] and the following abilities:

Clairvoyance, Clairaudience and Other

Clairsentiences (-80%): Clairsentience (Maximum Duration, 10 minutes, -50%; Psionic ESP, -10%; Reduced Range, 1/5, -20%) [10]. *Notes:* Displaces your sense(s) to any location within 2 yard. *9 points.*

Precognition (-70%): Precognition (Active Only, -60%; Psionic ESP, -10%) [8]. *Notes:* Obtains a glimpse of future events. *24 points.*

Psychometry (-65%): Psychometry (Active Only, -20%; Costs Fatigue, 1 FP, -5%; Mundane, -30%; Psionic ESP, -10%) [7]. *Notes:* Obtains a glimpse of what happened to the target object in the past. *7 points.*

Seekersense (-60%): Modular Abilities (Cosmic Power, 5 points; Limited, Only unmodified Detect of one Rare category, -50%; Psionic ESP, -10%) [20]. *Notes:* Detects *any* one specific target you want to detect. Tells the direction but not the distance. *7 points.*

Submitted by Gurps Fan.

Novice Healer - 50 points

You have Healing Talent 1 [5] and the following abilities:

Healing (-10%): Healing (Psionic Healing, -10%) [23]. *Notes:* Heals others' injury or disease. Doesn't heal the user himself. *23 points.*

Metabolism Control (+20%): Metabolism Control 1 (Mastery, +40%; Psionic Healing, -10%; Requires IQ Roll, -10%) [6]. *Notes:* getting occasional HT bonus, pretending to be dead, etc. *6 points.*

Sense Aura (+60%): Detect (Occasional, Aura; Analyzing, +100%; Psionic ESP, -10%; Short-Range 1, -10%; Vision-Based, -20%) [16]. *Notes:* Analyzes the target's aura which shows his vital signs and general emotions. *16 points.*

Submitted by Gurps Fan.

Novice Psychic Vampire - 50 points

You have Psychic Vampirism Talent 1 [5] and the following abilities:

Drain Attribute (-70%/-65%/-65%/-70%):

Affliction 1 (HT; Attribute Penalty, DX -1, +10%; Contact Agent, -30%; Melee Attack, Reach C, Cannot Parry, -35%; Psychic Vampirism, -10%) [4] + Affliction 1 (HT; Attribute Penalty, ST -1, +5%; Alternate Ability, x1/5; Contact Agent, -30%; Melee Attack, Reach C, Cannot Parry, -35%; Psychic Vampirism, -10%) [1] + Affliction 1 (HT; Attribute Penalty, IQ -1, +10%; Alternate Ability, x1/5; Contact Agent, -30%; Melee Attack, Reach C, Cannot Parry, -35%; Psychic Vampirism, -10%) [1] + Affliction 1 (HT; Attribute Penalty, HT -1, +10%; Alternate Ability, x1/5; Contact Agent, -30%; Melee Attack, Reach C, Cannot Parry, -35%; Psychic Vampirism, -10%) [1].

Notes: Gives a -1 penalty on any of the targets four attributes. *9 points.*

Drain Emotion (-80%): Mind Control (Emotion Control, -50%; Only removes the emotion the victim currently experiences and without giving him any new emotion, -20%; Nuisance Effect, The user experiences the drained emotion, -5%; Psychic Vampirism, -10%) [10].

Notes: The target temporarily loses all his emotions. At the same time the user experiences the drained emotion. *24 points.*

Steal Dreams (-70%/-80%): Fatigue Attack 1d

(Accessibility, Only Against Sleeping Victim, -40%; Contact Agent, -30%; Hazard, Missed Sleep, +50%; Linked, +10%; Melee Attack, Reach C, Cannot Parry, -35%; Preparation Required, 1 hour, -50%; Psychic Vampirism, -10%) [6] + Mind Probe (Accessibility, Only Against Sleeping Victim, -40%; Contact Agent, -30%; Linked, +10%; Preparation Required, 1 hour, -50%; Psychic Vampirism, -10%; Specific, Dreams Only, -40%) [4]. *Notes:* The target must be sleeping and you must touch him. Each attempt requires a one-hour ritual. Much limited as an attack, but sometimes gets useful information from the target's dream. *7 points.*

Steal Energy (-70%): Leech 1 (Accelerated Healing, +25%; Contact Agent, -30%; Only Heals FP, -20%; Psychic Vampirism, -10%; Requires IQ Roll, -10%; Steal FP, -25%) [8]. *Notes:* A fairly plain Leech attack. You must touch the target. *7 points.*

Steal Power (-80%): Neutralize (Psi; All-Out, -25%; Contact Agent, -30%; Costs Fatigue, 10 FP, -50%; Maximum Duration, Less than 30 seconds, -75%; Limited Use, 1/day, -40%; One Ability, -80%; Power Theft, +300%; Preparation Required, 1 hour, -50%; Psychic Vampirism, -10%; Takes Extra Time 2, -20%) [10]. *Notes:* The "apex" ability of the Psychic Vampirism power - the target loses one of his abilities and the user get temporary character points. Very much limited just for point cost's sake. *7 points.*

Submitted by Gurps Fan.

Novice PK - 50 points

You have Psychokinesis Talent 1 [5] and the following abilities:

Cryokinesis (+130%/-60%): Fatigue Attack 1 point (Hazard, Freezing, +20%; Malediction 1, +100%; No Signature, +20%; Psychokinesis, -10%) [6] + Temperature Control 2 (Cold, -50%; Alternate Ability, x1/5; Psychokinesis, -10%) [1]. *Notes:* Lowers the ambient temperature. This can also be used as an Malediction attack by chilling down the target's body itself. *7 points.*

Levitation (-45%): Flight (Low Ceiling, 5 feet, -25%; Psychokinesis, -10%; Requires IQ Roll, -10%) [22] + Air Move -9 [-18]. *Notes:* You can fly . . . at aerial Move 1. *4 points.*

Pyrokinesis (+110%/-60%): Burning Attack 1 point

(Malediction 1, +100%; No Signature, +20%; Psychokinesis, -10%) [3] + Temperature Control 2 (Heat, -50%; Alternate Ability, x1/5; Psychokinesis, -10%) [1]. *Notes:* Raises the ambient temperature. This can also be used as an Malediction attack by heating up the target's body itself. *4 points.*

Telekinesis (-10%/+100%/+110%/+110%): Telekinesis 2 (Alternate Ability, x1/5; Psychokinesis, -10%) [2] + Crushing Attack 1 point (Alternate Ability, x1/5; Malediction 1, +100%; No Signature, +20%; Psychokinesis, -10%; Requires IQ Roll, -10%) [1] + Fatigue Attack 1 point (Linked, Affliction, +10%; Malediction 1, +100%; No Signature, +20%; Psychokinesis, -10%; Requires IQ Roll, -10%) [6] + Affliction 1 (HT; Linked, Fatigue Attack, +10%; Malediction 1, +100%; No Signature, +20%; Psychokinesis, -10%; Requires IQ Roll, -10%) [21]. *Notes:* A regular Telekinesis, plus two alternative attacks that represent striking inside the target. (Fatigue Attack/Affliction is the most expensive on a point basis, though.) *30 points.*
Submitted by Gurps Fan.

Novice Telepath - 50 points

You have Telepathy Talent 1 [5] and the following abilities:

Emotion Sense (-80%): Empathy (Exposure Time, 1 minute, -30%; Limited Use, 1/day, -40%; Psionic Telepathy, -10%) [3]. *Notes:* Have a one-minute conversation with the target and you'll know his exact emotion. *3 points.*

Erase Signature (-75%): Affliction 1 (HT; Advantage, Obscure (Psi) 1, +20%; Limited Use, 1/day, -40%; Melee Attack, Reach C, Cannot Parry, -35%; Psionic Telepathy, -10%; Requires IQ Roll, -10%) [3]. *Notes:* Grants the target 1 level of Obscure (Psi). Skilled telepaths will often add Extended Duration, Permanent. *3 points.*

Mind Shield (-60%): Mind Shield 1 (Limited, Psionic, -50%; Psionic Telepathy, -10%; Requires IQ Roll, -10%) [2]. *Notes:* The "**Basic Set**" Mind Shield, but only works against psi powers. *2 points.*

Psi Sense (-70%): Detect (Occasional, Use of Psi Abilities; Backlash, Terrible Pain, -60%; Costs Fatigue, 6 FP, -30%; Costs Hit Points, 6 HP, -60%; Limited Use, 1/day, -40%; Precise, +100%; Psionic Telepathy, -10%; Reflexive, +40%) [4]. *Notes:* When any one psi power is activated in your

vicinity, you immediately knows it and its location (direction and distance). At the same time you suffer from terrible headache. *4 points.*

Telereceive (-80%): Mind Reading (Limited Use, 1/day, -40%; Telecommunication, -20%; Psionic Telepathy, -10%; Requires Concentration, -15%) [5]. *Notes:* You know what the target is currently thinking. You must Concentrate and the target must be already in communication with you via Telesend. *5 points.*

Telescan (-80%): Modular Abilities (Cosmic Power, 10 points; Limited, Only Detect of one specific person and with Precise, -50%; Preparation Required, 1 minute, -20%; Psionic Telepathy, -10%) [20]. *Notes:* Detects *any* one specific person you want to detect. Tells the exact location (direction and distance). *20 points.*

Telesend (-75%): Telecommunication (Telesend; Limited Use, 1/day, -40%; Psionic Telepathy, -10%; Requires Concentration, -15%; Short-Range 1,

-10%) [8]. *Notes:* Tells the target what you're currently thinking. While using this ability you must continue taking Concentration maneuvers. *8 points.*
Submitted by Gurps Fan.

Novice Teleporter - 50 points

You have Teleportation Talent 1 [5] and the following abilities:

Autoteleport (-80%): Warp (Naked, -30%; Psionic Teleportation, -10%; Range Limit, 10 yards, -50%) [20]. *Notes:* You can teleport . . . but not with your clothing. *20 points.*

Exoteleport (+145%): Affliction 1 (Will; Advantage, Warp, +200%; Based on Will, +20%; Contact Agent, -30%; Melee Attack, Reach C, Cannot Parry, -35%; Psionic Teleportation, -10%) [25]. *Notes:* If the target fails in the resistance, he immediately experiences the Autoteleport above. *25 points.*

Submitted by Gurps Fan.

5-point Abilities

The Art of Memory (-50%): Photographic Memory (Takes Extra Time, 4 seconds, -30%; Requires Will Roll, -5%; Requires Concentrate, -15%) [5]

Notes: After 4 seconds of concentrating and visualizing your memory loci you are able to store information symbolically. This allows you to play back any stored information by repeating the process and reviewing the stored information. More info on how this ability works can be found at:

http://en.wikipedia.org/wiki/Method_of_loci. A useful, mostly realistic ability, for ancient scholars and modern day memory masters.

Modifying: Will +1 (Art of Memory only, -80%) costs one point.

Submitted by Fnordianslip.

Axe (+15%): Cutting Attack 2 points (Gadget, Breakable, DR 4, SM -4, -30%; Gadget, Can Be Stolen, Quick Contest of ST, -30%; Melee Attack, Reach 1, -25%; Melee Attack, ST-Based, +100%) [5]

Notes: An innate attack write-up of a normal handaxe. Could come in handy. As a side note, the axe should be an *unbalanced* weapon, but the writeup above contains no modifier that represents

unbalancedness.

Submitted by Gurps Fan.

Blowpipe with Poisoned Darts (-10%/-50%): Small Piercing Attack 1d-3 (Inaccurate -2, -10%; Increased 1/2D, *5, +10%; No Signature, +20%; Reduced Range, 1/2, -10%; Takes Extra Time 2, -20%) [1] + Toxic Attack 2d (Follow-Up, Small Piercing Attack, -20%; Onset, 1 hour, -20%; Resistible, HT-2, -20%; Symptoms, 2/3 HP, -1 DX, +10%) [4].

Notes: A blowpipe like one listed on the Weapon Table (p.B275), but with infinite ammunition. Fires darts to deliver a dose of follow-up poison (based on Weak Venom on p.P144, but damage is changed to 2d for the point cost's sake). *5 points.*

Submitted by Gurps Fan.

Create Air (+0%): Create 1 (Air) [5].

Notes: A plain-vanilla Create ability (Powers, p.92). *5 points.*

Submitted by Gurps Fan.

Create Image (-80%): Illusion (Costs Fatigue, 2 FP, -10%; Static, -30%; Takes Extra Time 1, -10%; Visual Only, -30%) [5].

Notes: Creates a "still picture" of anything the caster imagine. No sound, touch or other sensory deceptions are included. *5 points.*

Submitted by Gurps Fan.

Create Poison (+400%) Toxic Attack 1 point (Blood Agent, -40%; Costs Fatigue, 2 FP, -10%; Cyclic, 1 second, 9 cycles, resistible, +400%; Delay, Triggered, until the pill is inhaled, +50%; Low Signature, +10%; Melee Attack, Reach C, Cannot Parry, -35%; Resistible, HT-5, -5%; Symptom, Severe Pain, 2/3 HP, +40%; Takes Extra Time 1, -10%) [5].

Notes: Creates a pill of poison in the caster's hand. *5 points.*

Submitted by Gurps Fan.

Create Zombie (+25%): Ally (25% of the caster's point total; Constantly; Costs Fatigue, 5 FP, -25%; Minion, +0%; Trigger, Common, Dead body, Illegal, -30%; Summonable, +100%; Takes Extra Time 2, -20%) [5].

Notes: Turns a corpse into a zombie that slavishly follows the caster's commands. No die roll required. *5 points.*

Submitted by Gurps Fan.

Cyborg Module A/Holdout Pistol (+0%): Piercing Attack 1d (Reduced Range 2, -10%; Limited Use, 1 per day, Fast Reload, -20%; Recoil 2, -10%; Malf 15, -10%; RoF 3, +50%) [5]

Notes: You have a small hidden pistol built into your hand that can fire one burst of three bullets per reload. The gun is difficult to spot until actually fired. *5 points.*

Submitted by zorg.

Cyborg Module B/Suppressed Gun (+50%/+0%): Piercing Attack 2d+2 (Limited Use 3 per day, Fast Reload -10%; Armor Divisor 2 +50%; Low Signature +10%) [20] + One Hand [-15]

Notes: This quiet gun replaces your hand completely, making it quite obvious (and making you one-handed, of course). It holds three rounds, before you have to take 3 seconds to reload. DR only gives half it's usual defense against it, though. *5 points.*

Submitted by zorg.

Cyborg Module C/Buzzfist (+0%): Burning Attack 1d (Follow-Up on Punch +0%; Surge +20%; Takes 5 sec Recharge -10%; No Incendiary Effect -10%) [5]

Notes: Your punch has more 'punch' to it than is immediately obvious, doing an extra 1D of damage, but it takes 5 seconds before you can do it again. It will also scramble electronics.

Submitted by zorg.

Cyborg Module D/Rotating Blades (+40%): Cutting Attack 2d (Melee Attack Reach C -30%; Side Effect: Moderate Pain +70%) [20] + One Hand [-15]

Notes: A rotating disc with cruel serrated edges that completely replaces your hand. *5 points.*

Submitted by zorg.

Cyborg Module E/Plasma Discharger (-60%/+0%): Burning Attack 2d (Jet, +0%; Reduced Range 10, -30%; Limited Use 1 per day, Slow Reload, -35%; Inaccurate 1, -5%; Highly Incendiary +10%) [4] + Perk: Can be used as a cigarette lighter [1]

Notes: You have a very short constant-stream plasma weapon that acts as a short flamethrower. It takes 6 seconds to reload after each use, and is slightly difficult to aim. It also works as a cigarette lighter.

Submitted by zorg.

Cyborg Module F/Radio Unit (-50%):

Telecommunication/Radio (*TD: Sessile* -50%) [5]

Notes: You have a built-in radio unit, but it's temperamental and doesn't work when you're moving. *5 points.*

Submitted by zorg.

Cyborg Module G/Historical Database (-80%):

Psychometry (Requires IQ roll -10%; Preparation Required 1 minute -20%; Active Only -20%; Mundane -30%) [4] + Perk: Includes a little TV for audio/video playback of data [1]

Notes: Given a full minute with an object or place, you can replay an historical overview of it's past on a small display screen. *5 points.*

Submitted by zorg.

Cyborg Module H/Overload Battery (-75%): ST+2

(Resistible Backlash Seizure -50%; Costs 2 FP/second -20%; Nuisance Effect: emit showers of sparks and a sizzling sound -5%) [5]

Notes: Allows you to increase your strength in brief spurts - but it gives you a chance of having a mechanical short in your system. *5 points.*

Submitted by zorg.

Cyborg Module I/Telescopic Arm (-50%): Long Arm +1 SM (No Physical Attack -50%; Switchable +10%; TD: Ham-Fisted -10%) [5]

Notes: You have an arm with two different lengths - but you can't use it to punch when it's extended. In this case, the Switchable modifier means Telescopic - i.e., it's normally normal length, but you can extend it at will. *5 points.*

Submitted by zorg.

Cyborg Module J/Oscillating Acousto-Disruptor (+400%): Toxic Attack 1 (Area Effect 64yards +300%; Emanation -20%; Hearing-Based +150%; Nuisance Effect: Obvious and loud shrieking sound -5%; Takes 15 sec recharge -20%, Costs 1 FP -5%) [5]

Notes: You have a shrieking attack that damages everyone that can hear you in a 64 yard radius. It tires you out a bit, and has to recharge for 15 seconds after each use.

Submitted by zorg.

Foeminder (-50%): Detect Enemies (Vague, -50%) [5].

Notes: You know when someone is close who means you harm. "Enemies" here is defined as a thinking being (arguably Common) that means you immediate or long-term harm (reducing it to Occasional). *5 points.*

Submitted by ham2anv.

Gem - Binding Stone (-80%/-80%): Binding 10 (Linked, +10%; Selectivity, +10%; Accessibility, Can only affect one target at a time, -40%; Environmental, Subject is wearing worked armor, -40%; Melee Attack, Reach 1, 2, -20%; Nuisance Effect, Requires two free hands, -5%; One-Shot, -10%) [4] + Binding 10 (Linked, +10%; Selectivity, +10%; Accessibility, Can only affect one target at a time, -40%; Environmental, Subject is wearing worked armor, -40%; Melee Attack, Reach 1, -25%; One-Shot, -10%) [1]

Notes: A successful hit locks the target's armor in place, resisting his attempts to move with an effective ST of 10. Includes Selectivity for the purpose of shutting off the Link enhancement. This allows you to turn the effect off when you just want to attack with the blade. *5 points.*

Submitted by ham2anv.

Gem - Fire Opal (-5%/-5%): Burning Attack 1d-1 (Link, +10%; Selectivity, +10%; Melee Attack, Reach 1, 2, -20%; Nuisance Effect, Requires two free hands, -5%) [4] + Burning Attack 1d-1 (Link, +10%; Selectivity, +10%; Melee Attack, Reach 1, -25%) [1]

Notes: Adds a fiery tinge to your blade, dealing extra damage to your foe. Includes Selectivity for the purpose of shutting off the Link enhancement. This allows you to turn the effect off when you just want to attack with the blade. *5 points.*

Submitted by ham2anv.

Gem - Ice Diamond (+15%): Fatigue Attack 1 pt (Freezing, +20%; Link, +10%; Selectivity, +10%; Melee Attack, Reach 1, 2, -20%; Nuisance Effect, Requires two free hands, -5%) [4] + Fatigue Attack 1 pt (Freezing, +20%; Link, +10%; Selectivity, +10%; Melee Attack, Reach 1, -25%) [1]

Notes: Adds an icy chill to your blade, dealing extra damage to your foe. Includes Selectivity for the purpose of shutting off the Link enhancement. This allows you to turn the effect off when you just want to attack with the blade. *5 points.*

Submitted by ham2anv.

Gem - Quartz Lightning (+10%/+10%): Burning Attack 1d-1 (Link, +10%; Selectivity, +10%; Surge, +20%; Melee Attack, Reach 1, 2, -20%; Nuisance Effect, Requires two free hands, Loud, -10%) [4] + Burning Attack 1d-1 (Link, +10%; Selectivity, +10%; Surge, +20%; Melee Attack, Reach 1, -25%; Nuisance Effect, Loud, -5%) [1]

Notes: Adds a shocking zap to your blade, dealing extra damage to your foe. Includes Selectivity for the purpose of shutting off the Link enhancement. This allows you to turn the effect off when you just want to attack with the blade. *5 points.*

Submitted by ham2anv.

Hand of Midas (0%): Create 1 (Gold; Limited Use, 10 uses/day, -10%; Reduced Fatigue Cost 2, +40%; Reduced Time 1, +20%; Transmutation, Lead to Gold, Transmutation only, -50%) [5].

Notes: You can turn lead into gold without any difficulty! Touch an object made of lead up to 10 lbs. in weight and roll against your IQ; on success, you transmute it into gold instantaneously. You can use this ability up to 10 times per day and remember to pay your unspent points to stabilize the conjured gold. *5 points.*

Submitted by Gurps Fan.

My Two Friends (+100%): Ally (25% of your point total; FR 15; Summonable, +100%; Minion, +0%) [4] + Ally (25% of your point total; Summonable, +100%; Minion, +0%; Alternate Ability, x1/5) [1]

Notes: You have two low-powered companions that you can call upon at any time, but you can only have one of them with you at any time. This is a good way to simulate such things as a shoulder angel vs. devil, or perhaps two different weapons pulled from the aether, or such. Let your imagination go wild! *5 points.*

Submitted by Atreyu Hibiki.

Neuroprocessor Synaptic Overlay (-45%):

Enhanced Time Sense (Costs 1 FP, -5%; Temporary Disadvantage: Mute, -20%; Takes Recharge, 15 seconds, -20%) [25] + Electrical [-20]

Notes: The overlay is in reality a layer of superconducting wires surrounding the synaptic pathways of the brain, and connecting to a subprocessor unit. When activated, all electrical signals are instead routed through the wiring, thus greatly speeding ones perception of the world. Unfortunately, due to the increased processing of the brain, coherent communication is nearly impossible, thus the speech mechanisms of the brain are temporarily disabled. This does not prevent one from communication however, if one is also equipped with a Cybernetic Uplink. It also makes the character very vulnerable to any attack that affects Electronics. *5 points.*

Modifying: For any character who already has the Electrical disadvantage, or who won't be vulnerable to electric attacks all the time, this is a 25-point ability. You could also change Electrical into a

Temporary Disadvantage, which would make you only vulnerable to electric attacks while the ETS is turned on. This changes the cost to 12 points.

Submitted by Darkwind1823.

Psychic Aspect (-80%): Honest Face [1] + Very Handsome/Beautiful (Impressive; Off the Shelf Looks, -50%; Glamour, Will, -30%) [4].

Notes: You generate a psionic/magical/supernatural aspect that makes others respond very favorably to you. Members of your own race or races very closely related to yours react to you at +2 (+4 if from another culture), unless they make a successful Will roll. Even if they make their Will roll, they still find you trustworthy and honest. Those who fail the Will roll will likely remember you as looking like "somebody important," like a Congressman or CEO they've seen on Television (but, you know, trustworthy and honest). *5 points.*

Submitted by ham2anv.

Pyromaniac's Palm (-80%): Burning Attack 5D (Incendiary, +10%; No Wounding, -50%; Melee, Reach C, cannot parry, -35%; Costs 1 FP, -5%) [5]

Notes: You can set fire on almost anything by touch. If you do at least 10 damage, (average is 17.5) you can set fire to anything that is flammable (green wood, flesh etc.). You only roll damage to see if you can set fire to the object. You cannot cause normal damage. *5 points.*

Designer Notes: Incendiary on a Burning attack moves the effective flammability class up one level. I assume that this does not count for nonflammable objects, though the rules are unclear on this, technically the description on incendiary in Powers would allow you to set fire on unflammable objects...

Submitted by Der Wanderer.

Raging Storm (-70%): 2d Cutting Attack (Requires 5 ER -25%, Requires All-Out Attack-Determined -25%, Area Effect/1 yd +0%, Emanation -20%) [5]

Notes: Designed for use with the Super Desperation Move Meter- anyone within one yard of you is in for a *serious* world of hurt if you can hold out for five seconds. Incidentally, this means you can't heal, but hey. Them's the breaks. *5 points.*

Submitted by Fabricati.

Second Breath (-70%): Alternate Form (Human-Human; Non Reciprocal Damage +50%; Reciprocal Rest +30%; Reduced Time 4 (Free Action) +80%; Max Duration (30 sec) -75%; Recharge 1h -30%; Requires magic words, -10%; Limited Uses (2/day) -30%; Gadget (Quick Contest of DX; DR 2; Unique) -75%; 2 FP/use -10%) [5]

Notes: You have a necklace in the shape of a heart, pushing a small button it springs open and shows two pictures, one of each of your two forms. Twice a day with at least 1 hour in between, you can turn into someone else (one specific other form) for 30 seconds. This form has its own HP/FP and does heal/recover while dormant. Every change costs you 2FP. With careful planning 30 seconds might be just enough for a hit and run or to deceive some pursuers. The most obvious use though is in combat (Change at the beginning and profit from full FP/HP, then if you are low on either, or get knocked out, switch back). *5 points.*

Modifying: The combination of Non Reciprocal Damage and Max. Duration has its drawbacks, since the dormant form can only surface for 30 seconds it's hard to heal it (especially bad if the dormant form has been crippled). The first thing to improve would be to remove the max duration, if you can spend 6+ hours in either form you don't need to sleep anymore, which roughly equals Doesn't Sleep for free, and the potential of two different looks rises. If you are not so tight on your budget, you can always drop/change the Gadget limitation. Another enhancement to consider would be Absorptive Change. You could always exchange Reduced Time with Active. Any Racial Template might be added and you have to pay mere 90% for it, with no discount for Max Duration, so make sure it's not much more expensive than your regular race
Submitted by Der Wanderer.

Slug Slime (+140%): Binding 1 (Aura +80%; Emanation -20%; Area of Effect, 4 meter Radius, +100%; Environmental -20%) [5]

Notes: You spread a sticky slime. Everybody who gets within 4 meters of you is slowed down and has DX -4 until he breaks free. To break free he must win a Quick Contest vs. ST 1, however this takes 1 second and then the aura hits again. *5 points.*
Submitted by Der Wanderer.

Soul Katana: Signature Gear (Good Katana 650\$) [2] + Payload 2 (Cosmic, Extradimensional, +50%; Signature Katana Only -80%) [2] + Weapon Bond (Signature Katana) [1]

Notes: You have a Katana of regular quality, which you can hide away in your soul (you need at least ST 12 or another level of Payload). A Katana is the extension of a Samurais Soul and therefore a Samurai with this Power can absorb his beloved Sword into his own soul, so he never needs to be without it (even if customs forbids you to bring weapons.) *5 points.*

Modifications: Signature Gear (Fine Katana 2600\$) [+4] Signature Gear (Very Fine Katana 13k \$) [+24] If you have ST 16+ you can reduce Payload to 1 level [-1]

Submitted by Der Wanderer.

Sound Effect (-80%): Illusion (Auditory Only, -70%; Costs Fatigue, 2 FP, -10%) [5].

Notes: You can generate any sound you can imagine around you. The activation requires a successful IQ roll and expenditure of 2 FP. You must continue Concentrating and paying 1 FP per minute to maintain this ability. *5 points.*

Submitted by Gurps Fan.

Stone Fists (+0%): Stretching I (Force Extension, +50%; Temp. Disadv. Short Arms, -0%; Temp. Disadv. Ham Fisted, -10%; Takes Extra Time 4, 8 secs, -40%) [5]

Notes: You can transform your hands and the lower half of your arms into massive stone, which makes these body parts completely invulnerable. Your stone Fists are a bit clumsy -6 to manual DX rolls (Ham Fisted). The whole transformation takes 8 seconds. This ability is extremely useful for a martial artist because he can parry weapons without fearing to get hurt. This ability does not change the length/reach of your arms! This ability does not grant extra damage for your punch. *5 points.*

Designer Notes: Temp. Disadvantage. Short Arms is a 0 point feature because its completely negated by the stretching advantage. What your Force Extension looks like is up to you, here I choose that it looks like stone. It could also look like normal arms and hands.

Modifying: Some good ways to make it more powerful are dropping Takes Extra Time; adding some more levels of Stretching (Force Extension; Reduced Time I; Arms Only) [9 CP /level], this lets you change your reach 1+x as a free action, where x is your Talent level; or adding some power to your punch: buy Striking ST (Stone Fists Only -60%), or add Blunt Claws or IA (ST-Based).

Submitted by Der Wanderer.

Vampiric Chilling Touch (-80%): Leech 1 (Accelerated Healing, +25%; Accessibility, Only against opposite sex, -20%; All-Out, -25%; Contact

Agent, -30%; Hazard, Freezing, +20%; Nuisance Effect, Makes the user look disgusting, -5%; Only Heals FP, -20%; Steal FP, -25%) [5].

Notes: You can drain 1 FP per second from the victim (treat this FP loss as freezing), and refuel your own FP at the same rate. The victim must be of the opposite sex of yours, and must be in direct, skin contact with you. While you're using this ability, you're in a deep, total concentration with your eyes glaring fierily, and your whole body pulsates with the warmth stolen from the victim, drenched with sweat. *5 points.*

Submitted by Gurps Fan.

25-point Abilities

.80 Matchlock Musket (-25%): Huge Piercing Attack 4d (Inaccurate, -5%; Increased 1/2D *10, +15%; Increased Max *10, +15%; Limited, 1 use, Slow Reload, -35%; Unreliable, Malf 14, -15%) [24]

Notes: A TL4 matchlock musket, like one listed in the **Basic Set** weapon table. Take 60 seconds to load it up and you're ready to fire. Inspired by real world weaponry. *24 points.*

Submitted by Gurps Fan.

Ancestral Memory: Reawakened [10] + Modular Abilities, Super Memorization (2 slots, 4 points, Only skills and languages from your past lives -30%) [16]

Notes: With a few seconds of concentration, you can channel your past lives to use their skills and languages. Needless to say, you can only get skills from the past and only from your past lives. Figure out what cultures they were from with your GM ahead of time! *26 points.*

Submitted by FnordianSlip.

Anime-Fu Strike (+270%):

Impaling Attack thr+2 (Jet, +0%; Increased Range, 100 meters, +90%; Increased 1/2D, 100 meters, +50%; Dual Weapon, +10%; ST-Based, +100%; No Signature, +20%) [18]

Cutting Attack thr+2 (Jet, +0%; Increased Range, 100 meters, +90%; Increased 1/2D, 100 meters, +50%; Dual Weapon, +10%; ST-Based, +100%; No Signature, +20%; Alternate Attack, x1/5) [4] (or [16]

without Alternate Attack)

Crushing Attack thr+2 (Jet, +0%; Increased Range, 100 meters, +90%; Increased 1/2D, 100 meters, +50%; Dual Weapon, +10%; ST-Based, +100%; No Signature, +20%; Alternate Attack, x1/5) [3] (or [12] without Alternate Attack)

Notes: Designed to emulate the traditional anime convention of the "force-blow from afar" attack using either your fists (Crushing damage), a sword (Cutting damage), or a spear or similar weapon (Impaling damage). By attacking at the air in the direction of your target, the force of your blow is carried through the air until it hits and damages the receiving party. Examples of this kind of attack may be seen in various anime/manga ranging from Ranma 1/2 to InuYasha to Dragonball to Love Hina to Samurai Pizza Cats.

Damage: thr+2, Damage Types: imp, cut, cr, Range: Melee 1-100 (D1/2 100)

Specials: Dual-Weapon; Anything beyond your fist/weapon is invisible

You can punch, not hard (thr +2) but far (range 1-100 meter). *25 points.*

Modifying: To increase usability (or to emulate one particular character's ability) here's some options: Accessibility, Requires a pair of (insert your weapon of choice here), -20% if your character needs, say, a pair of katanas (or the Magical Ginsu Swords, as in Samurai Pizza Cats) to fire his blast. Accessibility, (Requires a (insert your weapon of choice here), -10% if your character only needs, say, a bokken to

swing at his foe (as in Shaman King). Gadget limitations might be appropriate if you must have a single particular weapon to use this ability (as in InuYasha's requiring the Tetsusaiga to fire the Wind Slash). Change Visibility to taste (In most animes, this kind of attack is actually visible and can be parried or dodged.) Generally speaking, a character's attack will only emulate one of these abilities, as well as doing more than just thr+2 damage, so I recommend applying the modifiers to the amount of damage you want the attack to have, and only using one of crushing, cutting, or impaling damage.

Submitted by Der Wanderer.

Bertha's Blade (+20%/+20%/-70%/-70%): Impaling Attack 4 (ST-Based +100%; Melee, Reach 1, -25%; Breakable -15%; Can Be Stolen, quick contest of ST, -30%; Unique -25%; Destructive Parry +15%) [13] + Cutting Attack +3 (ST-Based +100%; Melee, Reach 1, -25%; Breakable -15%; Can Be Stolen, quick contest of ST, -30%; Unique, -25%; Destructive Parry, +15%; Alternative Attack, x1/5) [2] + Weapon Master (Broadsword; Breakable -15%; Can Be Stolen, quick contest of ST, -30%; Unique -25%) [6] + Enhanced Parry 2 (Broadsword; Breakable -15%; Can Be Stolen, quick contest of ST, -30%; Unique -25%) [3] + Weapon Bond (Bertha's Blade) [1]

Notes: You have a broadsword made of extremely dense material that weights 12 lbs. Its so heavy that you need at least ST 20 to wield it. Most weapons will shatter attempting to parry this mighty sword. But that is not all, the sword feels extremely comfortable in your hand and lets you parry swiftly... Inspired by the article "Heavier Weapons for Stronger Characters" by Rev. Pee Kitty.

Modifying: Enhanced Parry, Weapon Bond and Weapon Master were all added to reach the magical 25 points. Remove them at will.

Submitted by Gups Fan

Brick's Slower Train Stopper (-20%/-40%): Binding 10 (Melee Reach C, -30%, All-Out Attack, -25%; Costs 1 FP, -5%; Accessibility, Only on Objects/Beings that move towards you, -10%; Triggered Delay, when Binding ST exceeds 1/2 Victim ST, +50%) [14] + Clinging (only while using Binding, -40%) [12]

Notes: You can stop any heavy vehicle by first grapple it (Wait and Binding) and subsequent layering of your binding (improving your stance, gradually stopping the heavy vehicle). The vehicle still slams into you but you can cling to it and don't get knocked back. For a similar ability that won't take as long, see Brick's Instant Train Stopper in 75-point abilities. *26 points.*

Formulas: Time until layered Binding ST exceeds half of the targets ST: $t =$

$((\text{TargetST}/2)+1)/\text{BindingST}$ (rounded up)

Distance until the vehicle is stopped: $s = t \times \text{Move}$

Example: A locomotive (ST 152) is out of control and heading towards a tank containing a highly explosive substance. The heroic brick stands in its path and gets ready (Wait Maneuver) to stop the locomotive. As soon as the locomotive is in reach he starts with the binding, the locomotive slams into him but his skin is thick enough so he stays unharmed. Fortunately he clings to the locomotive (Clinging) and is not knocked back by the slam. To stop the locomotive he needs 8 layers of binding*, so it would take 8 turns until the locomotive comes to a stop and costs the brick 8 FPs. Assuming a speed of 20 m/s (equals 72 km/h) that locomotive would push the brick 160 meters, lets hope that there was enough space between the initial stopping and the tank of the superexplosive neurotoxin...

* $t = ((152/2)+1)/10 = 8$ turns

Submitted by Der Wanderer.

Bull's Strength, Apprentice Casting (+140%):

Affliction 1 (Advantage, see below, +220%; Melee Attack, C, -30%; Costs 6 FP, -30%; Requires Magic Words, -10%; Requires Gestures, -10%) [24]

Notes: Grants an ally a large strength increase, but the human body isn't designed to handle such stress. Perhaps a more advanced mage would know how to fix this problem, but you don't.

Advantage: ST +11 (Resistible Backlash, Heart Attack, -150%) [22]

"Would you get off the floor already? It's a good spell, you don't need to get so melodramatic. And stop cluching your chest, you're not fooling anyone Rodger... Rodger?" -Elminst0r, l33test apprentice in training ever. *25 points*

Submitted by Gradea.

Cattle Prod (+5%/-45%): Burning Attack 1d-3 (Melee Attack, Reach 1, -25%; Link, +10%; Surge, +20%) [1] + Affliction 4 (HT-3; Armor Divisor 0.5, -30%; Link, +10%; Melee Attack, Reach 1, -25%) [22].

Notes: A cattle prod similar to the one on the Weapon Table (p.B273), built in your arm. If you hit the target, he must make a HT-3 roll or be stunned. **23 points.**

Submitted by Gurps Fan.

Chainsaw Arm (-20%/+55%/-80%/+0%): Arm ST +5 (One arm; Temporary Disadvantage, Electrical, -20%) [12] + Cutting Attack 1d (Melee Attack, Reach 1, Cannot Parry, ST-Based, +70%; Nuisance Effect, Noisy, -5%; Takes Extra Time 1, -10%) [11] + DR 2 (Can't Wear Armor, -40%; Partial, One arm only, -40%) [2] + Unnatural Feature (Disproportionately huge muscle on the arm) [-1].

Notes: One of your arms is equipped with a built-in retractable chainsaw and cybernetic motors to wield it efficiently with one arm. (Chainsaw is a ST 10 two-handed weapon, so swinging it with one arm requires ST of at least 15.) The chainsaw yields sw+1d cutting damage and becomes unready after attacking. It runs indefinitely, tapping power from the user's own physiological energy-generating process. DR represents the structural toughness of chainsaw. Inspired by a weapon from the GURPS Basic Set Weapon Table. An example may be seen in the film "Evil Dead 2." **25 points.**

Modifying: If you have ST 30 or more, you can swing a chainsaw one-handed without suffering unreadiness. To represent this, improve Arm ST to +20 [+36] and remove Takes Extra Time from Cutting Attack [+1]. Further, enshroud the chainsaw in a sleek casing that looks exactly like a normal arm, getting rid of Unnatural Feature [+1] and Can't Wear Armor on the DR [+4]; then make it sturdier by giving extra DR +3 [+9]. Sum up all of the above and you'll get "Advanced Chainsaw Arm", the 76-point ability.

Submitted by Gurps Fan.

Cybernetic Uplink (+10%/-60%):

Telecommunication: Radio (Video, +40%; Reduced Range 10, -30%) [11] + Mind Reading (Cybernetic Only, -50%; Sense-Based:

Telecommunication(Radio), -20%; Increased Range x2, +10%) [12] + Perk: Wireless Datajack [1] *Notes:* This advantage allows the enhanced to speak via radio to any computer or similarly equipped individual up to a distance of one mile, and to actively interface with any wireless capable computer within 4yrds. **24 points.**

Submitted by Darkwind1823.

Enchant Energy Pistol (+150%): Affliction 1 (Advantage: Energy Pistol, +100%; Extended Duration: Permanent, +150%; Preparation Time, 1 hour, -50%; Malediction 1, +100%; Touch-Based, -20%; Melee Attack, Reach C, Cannot Parry, -35%; Takes Extra Time 5, 32 seconds, -50%; Once Per Day, -40%; Costs 1 FP, -5%) [25]

Notes: Allows you to create an Energy Pistol out of any suitable object you can find, be it an empty handgun, gun-shaped stick, or whatever. Before each attempt, you must spend an hour studying the necessary techniques, but once this studying is done, you can 'hold' your try until any time you might need the Pistol later. To attempt, you must hold the object for a minimum of half a minute. For each attempted casting, roll against your Will to succeed. If you're successful, congratulations! You now have an Energy Pistol. The power that you invested into the pistol dissipates if the object is broken. Designed for use with the Techno-Wizardry Ability, listed under 50 Point Abilities.

Submitted by zorg.

Energy Pistol 1 (+180%): Burning Attack 1d-1 (Gadget-Based, DR 2, Repairable, SM -5, Can Be Stolen, Quick Contest ST, -60%; Magical, -10%; Accessibility: Only usable by those with Magery 0+, -30%; Costs 1 FP, -5%; Acc+3, +15%; Armor Divisor 5, +150%; RoF 10, +100%; Affects Insubstantial, +20%) [10]

Notes: This is one possible gun created with Enchant Energy Pistol. Each shot costs the user 1 FP, but has an Acc of 6, so an aim maneuver is very useful. It also fires off 10 shots per second, rips through armor, and can harm ghosts or other insubstantial beings. It can only be used by those who are in tune with the magical forces of their universe, and requires a mana level of Low or higher to function.

Submitted by zorg.

Energy Pistol 2 (+180%): Burning Attack 1d-1 (Gadget-Based, DR 10, Repairable, SM -5, Can Be Stolen, Quick Contest ST, -50%; Acc+4, +20%; Armor Divisor 4, +120%; RoF 6, +70%; Affects Insubstantial, +20%) [10]

Notes: This another possible gun to create with Enchant Energy Pistol. Each shot has an Acc of 7, so an aim maneuver is very useful. It also fires off 6 shots per second, armor only protects 1/4 as well against it, and can harm ghosts or other insubstantial beings. Mana level doesn't affect it, and no Magery is required of it's user.

Submitted by Atreyu Hibiki, based off of Energy Pistol 1.

Flame Strike (+65%): Burning Attack 3d (Costs Fatigue 3 FP, -15%; Area Effect 3 hex, +75%; Persistent 10 seconds, +40%; Reduced Range x0.2, -20%; Takes Recharge 5 seconds, -10%; Magical, -10%) [24]

Notes: Creates a swirling pillar of fire on the targeted area doing damage to those within and those that enter the area. Based on an ability in Warcraft 3: Blood Mage. *24 points.*

Submitted by Gudiomen.

Frogsong (+300%): Rapier Wit (Alternate Form, Frog, +150%; Permanent, +150%) [20] + Musical Talent 1 [5]

Notes: As a free action during your turn, you may sing a song that allows you to make a quick contest of your Public Speaking skill vs. your opponent's Will. If you succeed, they are turned into a frog until kissed by a person they find exceptionally attractive. You're also fairly apt with musical instruments. *25 points.*

Submitted by Atreyu Hibiki.

Ghostly Strike (+285%): Impaling Attack 1d-1 (Accessibility, Only when insubstantial, -10%; Affects Substantial, +40%; Cosmic, Irresistible attack, +300%; Melee Attack, Reach C, Cannot Parry, -35%; Takes Extra Time 1, 2 seconds, -10%) [24].

Notes: You're incorporeal, but you can make your fist -- that's put into a foe -- corporeal *inside* the victim. Takes Extra Time is on purpose to thrust your hand and then "solidify" it. *24 points.*

Submitted by Gurps Fan.

Guardian Nano Injector (-80%/+150%): Impaling Attack 1 point (Limited Use, 1 use, Slow Reload, -35%; No Blunt Trauma, -20%; No Signature, +20%; No Wounding, -50%; Melee Attack, Reach C, Cannot Parry, -35%) [1] + Affliction 1 (HT; Advantage, Resistant to Nanite-Command Attacks (+8), +80%; Extended Duration, Permanent, Until a month after the injection, +150%; Follow-Up, Impaling Attack, -70%; Nanite Command, -10%) [25].

Notes: A built-in injector that grants the target "guardian nano". It makes the target far more resistant to physiological attacks by nanomachines (no effect against purely physical attacks like disassemblers). Remains effective for a month or until removed with appropriate countermeasures. Based on a gadget from GURPS Ultra-Tech 2 for third edition. *26 points.*

Submitted by Gurps Fan.

Injection Capsule A: Regrowth (-45%): Regrowth (2 Uses (Slow Reload) -25%; Trigger Common -20%) [22]

Notes: Injects a batch of genetically optimized stem-cells that get readily recruited to the site of a lesion or a major damage. Each use lets you restore one crippling injury. Beware that this does not accelerate the healing process it just enables it. Designed for use with the Injector Implant ability.

Submitted by Der Wanderer.

Injection Capsule B: Regenerate FP Regeneration (Very Fast; Fatigue Only +0%; Accessibility, Only with the correct medical cartridges, injector holds 10 cartridges, -5%; Trigger Common -20%; Max Duration, 10 minutes, -50%) [25]

Notes: Injects continuously Keratin-P over a period 10 min, due to the volatile nature of the compound you cannot store the additional Energy but must use it instantly. Designed for use with the Injector Implant ability. *25 points.*

Submitted by Der Wanderer.

Injection Capsule C: Quickheal (-50%): Regeneration HP (Fast; Accessibility, Only with the correct medical cartridges, injector holds 10 cartridges, -5%; Trigger Common -20%; Max

Duration, 30 minutes, -25%) [25]

Notes: Injects repair cells and a protein cocktail that helps fast sealing of wounds and tissue restoration, contains a small number of stem cells. For half an hour it can regenerate damage in your body at a rate of 1 HP/min). Designed for use with the Injector Implant ability. *25 points.*

Submitted by Der Wanderer.

Injection Capsule D: Radiation Scrub (-80%):

Regenerate Radiation Damage (Very Fast; Accessibility, Only with the correct medical cartridges, injector holds 10 cartridges, -5%; Trigger, Very Common, -10%; Max. Duration, 12 hours, -5%; Radiation Only -60%) [20]

Notes: This is the first injector solution that was developed, it mainly contains proteins from the BER, NER and the MMR family, some are coated in micro-liposomes for better delivery. These injection helps to repair up to 1HP / sec of radiation damage during a 12h period per injection. Designed for use with the Injector Implant ability. *20 points.*

Submitted by Der Wanderer.

Injection Capsule E: Rush (-75%): Altered Time Rate (Super Speed, +20%; Accessibility, Only with the correct medical cartridges, injector holds 4 cartridges, -15%; Trigger, Occasional, -30%; Max Duration, 10 minutes, -50%) [25]

Notes: This steroid cocktail is most popular amongst street samurais. It lets your muscles move at an incredible speed, even more so out of combat where coordination is not as important, there you can do stuff up to 3x as fast as normally. The injection lasts for 10 min and contains the energy burned by the body so there is no fatiguing after effect. Designed for use with the Injector Implant ability. *25 points.*

Submitted by Der Wanderer.

Injection Capsule F: Power Booster (-75%): ST+10 (Accessibility, Only with correct medical cartridges, injector holds 10 cartridges, -5%; Trigger Common -20%; Max Duration, 10 minutes, -50%) [25]

Notes: Mainly injects a mixture of activated sugars, oxygen carrying Poly-F-Carbs and some repair proteins to keep the physical strain to a minimum. Designed for use with the Injector Implant ability. *25 points.*

Submitted by Der Wanderer.

Injection Capsule G: Reflex Booster (-75%): DX +5 (Accessibility, Only with the correct medical cartridges, injector holds 10 cartridges, -5%; Trigger Common, -20%; Max Duration, 10 minutes, -50%) [25]

Notes: A mixture of neuron-enhancers and oxygen carriers. Increases your DX score by 5 (thus increasing all DX-based skills) for 10 minutes at a time. Designed for use with the Injector Implant ability. *25 points.*

Submitted by Der Wanderer.

Injection Capsule H: Health Booster (-75%): HT +10 (Only with correct medical cartridges, injector holds 10 cartridges, -5%; Trigger Common, -20%; Max Duration, 10 minutes, -50%) [25]

Notes: Another popular cocktail containing Pain Suppressors, Lymphatic Enhancers, activated sugars and oxygen carriers. Temporarily increases your HT by 10, but only for 10 minutes at a time. Designed for use with the Injector Implant ability. *25 points.*

Submitted by Der Wanderer.

Injection Capsule I: Energize (-25%/-25%):

Doesn't Sleep (Link +10%; 2 Uses, Slow Reload, -25%; Trigger Very Common -10%) [15] + Doesn't Eat/Drink (Link +10%; 2 Uses, Slow Reload, -25%; Trigger Very Common -10%) [8]

Notes: Every injection satisfies the physical need for sleep and food/drink. It is said that people who use this repeatedly go insane due to the sleep deprivation and the mental need thereof, though nothing has been proven. Designed for use with the Injector Implant ability. *23 points.*

Submitted by Der Wanderer.

Injection Capsule J: Oxygen Injection (-35%/-25%): Doesn't Breath (Oxygen Storage x300, -10%; Link, +10%; 2 Uses, Slow Reload, -25%; Trigger, Very Common, -10%) [13] + Very Fit (Link, +10%; 2 Uses, Slow Reload, -25%; Trigger, Very Common, -10%) [12]

Notes: This injection of Polyfluor-Carbohydrates loaded with oxygen, replaces the need to breathe air through the lungs for a prolonged period of time. Designed for use with the Injector Implant ability.

25 points.

Submitted by Der Wanderer.

Jinxed, Remix (+200%/0%): Visualization (Always On, -20%; Cursing, +100%; Reduced Time 7, +140%; Touch-Based, -20%) [30] + Delusion ("I'm the bringer of luck. My hand gives people luck. I must share my luck with everyone else.") [-5].

Notes: You're a bringer of unluckiness, though you don't believe so. Always On denotes that you *must* activate this ability -- it takes no time -- whenever you touch someone else. You roll against IQ, and the margin of success divided by 3 is imposed as a penalty on the victim's next success roll; there's no resistance roll. Designed to emulate the disadvantage from GURPS 3rd Edition. 25 points.

Submitted by Gurps Fan.

Language Teacher (+400%): Affliction 1 (Contact Agent, -30%; Melee Attack, Reach C, Cannot Parry, -35%; Advantage, One language of choice at Native, +60%; Extended Duration, Permanent, +150%; Always On, -10%; No Signature, +20%) [26]

Notes: Any time someone touches you, they instantly and permanently learn your native tongue. You have no control over this ability, it is simply there. 26 points.

Roleplaying tips: It's likely that your character will be sought out by educational boards, or governments that need to teach large numbers of operatives your language quickly. You also could have an interesting career as an interpreter or a diplomat.

Modifying: The Always On modifier is a placeholder, as it doesn't limit you much. It was intended to be used to note that the ability was always on, but it isn't a detriment to anyone's safety, health, or anything else. Removing it does not change the cost.

Submitted by Atreyu Hibiki.

Looking good today!!! (-65%): Appearance (Transcendent) (Gadget, Breakable: DR 2 or less, -20%; Can Be Stolen by stealth or trickery, -20%; Unique, -25%) [7] + Charisma 10 (Gadget, Breakable: DR 2 or less, -20%; Can Be Stolen by stealth or trickery, -20%; Unique, -25%) [18]

Notes: Somehow, you have managed to obtain a luck jacket. When you wear it you look irresistible and very charismatic... like a magic effect. 25 points.

Submitted by SandmanBr.

Mage's Churro (+155%): Affliction (Advantage, Energy Reserve 4 +120%; Advantage, Magery 0, +50%; Extended Duration, x100, +80%; Blood Agent, -40%; Triggered Delay, until cookie is eaten, +50%; Preparation Required, 1 hour bake time, -50%; Melee Attack, Reach C, Cannot Parry, -35%) [26]

Notes: You know how to make a pastry that, when eaten, will not only give the eater the temporary ability to use magic, but also a small pool of energy to use with it. This lasts for 100 seconds, multiplied by the amount by which you succeeded your HT roll. This is considered a "beneficial affliction," but the HT roll may not be waived. Inspired by the ability Pastry Chef of Death by Almafeta, included in this book. 26 points.

Modifying: Several options may be taken to convert this into a 50-point ability. One is to increase the Magery level and Energy Reserve, resulting in replacing the existing slots for those with (Advantage, Energy Reserve 9, +470%; Advantage, Magery 1, +150%), totalling to 50 points. Or you could add (Advantage, Wild Talent 2, Emergency Only, Spells Only, +200%) for 46 points.

Submitted by Dani Hibiki.

Magic Repair (-20%): Healing (Accessibility, Only On Machines, -20%; Injuries Only, -20%; Reduced Fatigue Cost 1; +20%) [24].

Notes: Only works on things that have Machine meta-trait. You touch a target machine and put your willpower into it, then the machine gets repaired supernaturally! You can heal up to 2 HP for free. 24 points.

Submitted by Gurps Fan.

Needler Remote-Control Bomb (-15%/+75%): Impaling Attack 1d (Accuracy +2, +10%; Armor Divisor 2, +50%; Increased 1/2D, x5, +10%; Limited Use, 1 use, Slow Reload, -35%; No Blunt Trauma, -20%; No Signature, +20%; No Wounding, -50%) [7] + Crushing Attack 2d (Follow-Up, Impaling Attack, -25%; Explosion, +50%; Delay, Triggered, +50%) [18].

Notes: An assassination weapon. You shoot a tiny, silent needle that can easily slip through armor. The needle itself doesn't inflict no significant damage --

the victim hardly knows that he is attacked - but it contains explosive that reacts your remote signal at any time you like. Remember that explosion inside the target does triple damage. *25 points.*

Submitted by Gurps Fan.

Omnipurpose Blood (-35%): Create 1 (Liquid; Costs Hit Point, 2 HP, -20%; Trigger, Injury, -15%) [26].

Notes: Blood that spills from your veins can turn into any substance that is liquid -- water, acid, gasoline, orange juice or whatever up to 10 lbs. You lose 2 FP and 2 HP on each activation due to blood loss, and you must get a wound opened somewhere on your body before you use this ability. This wound must be *bleeding* (blunt trauma wouldn't suffice), but when you want to create liquid less than 10 lbs, you only have to spend proportionally small amount of FP and HP (at least 1 FP and 1 HP). This tradeoff is a special effect. *26 points.*

Submitted by Gurps Fan.

Pain Spell (+130%): Affliction 1 (Malediction 1, +100%; Moderate pain, +20%; Extended Duration, x10, +40%; Costs 2 FP, -10%; Requires Magic Words, -10%; Requires Gestures, -10%) [23]

Notes: Based on the spell in GURPS Magic. The caster must make gestures and say magic words at the target. The target receives a Will roll to resist. If the target fails his will roll, the spell causes moderate pain for 10 times x seconds, where x is the amount he failed by. It's a little tiring to use, as it costs 2 FP per try. *25 points.*

Submitted by Atreyu Hibiki.

Phase (-70%): Insubstantiality (Active Defense, -40%; Emergency Only, -30%; Can Carry Objects, No Encumbrance, +10%; Costs 2 FP, -10%) [24]

Notes: This is similar to the Phase spell from Magic. You can phase out of the plane of existence to avoid an attack, to do so roll against DX/2 + 3 (+1 for combat reflexes). You can do this multiple times per turn with a cumulative -4. Each time you use this ability it costs you 2 FPs... *24 points.*

Modifying: Some recommended methods of powering up this ability as you "gain more skill" (aka pouring Character Points into it) is to remove the FP cost, followed by adding Reliable 10 or Cosmic (No Dice Roll).

Submitted by Der Wanderer.

Power Vomit (+150%): Corrosive Attack 2d (Gastric Acid; Cone, 3 yards +80%; Cyclic, 1 sec. interval, +100%; Reduced Range x1/5, -20%; Trigger, drink alcohol, -10%) [25]

Notes: Take a swig from your bottle and blast your enemies with burning stomach acid. *25 points per level.*

Modifying: If including this power in a game, you may wish to consider adding Uncontrollable Trigger and an Addiction for Alcohol.

Submitted by walkerp.

Quadriplegia (+160%): Affliction 1 (HT; Accessibility, Must perform specific incantations and gestures, -10%; Costs Fatigue, 2 FP, -10%; Disadvantage, Quadriplegic, +80%; Malediction 1, +100%) [26].

Notes: Renders the subject's four limbs nonfunctioning. During the spell's duration, treat him as having Quadriplegic disadvantage. The subject cannot move on foot or wield a weapon with hands, but he remains conscious and his sight, hearing, speech etc. stay intact. He can use spells or other abilities that require no hand or foot gestures.

Recommended Power Modifiers: Body Alteration. *25 points.*

Submitted by Gurps Fan

Ring of Duplication (-50%/-80%/-80%/-50%/-80%): Mind Link (Your Dupe) [3] + Mind Reading (Only One Specific Person -80%; Only while using Telesend, -20%; Sensory Only -20%) [6] + Telesend (One Person Only -80%) [6] + Enhanced Tracking [3] + Duplication 1 (Duplicate Gear +100%; Takes Extra Time 5 sec -20%; Maximum Duration 30 min -25%; Takes Recharge 1h -30%; Limited uses 2/day -30%; Costs 3 FP -30%) [7]

All of the above also have (Gadget, Can be stolen, -10%; Unique, -25%; Breakable, DR5, -15%), for -50% total.

Notes: This little Gadget (e.g. a ring) lets you Duplicate yourself (Including all your Gear) twice a day for 30 min, with at least 65 minutes inbetween. To do so you must spend 3 FP and it takes you 5 seconds. Furthermore, you perceive everything your Dupe does through your Mind Reading and Enhanced Tracking and can send thoughts to him via

Telesend. 25 points.

Modifying: To upgrade to 50 points, remove the Maximum Duration, Limited Uses, and reduce the FP cost to 2. This increases the Duplication cost to 32 points. To upgrade from there to 75 points, also add Construct and reduce FP cost to 1. This increases the Duplication cost to 56 points.

Submitted by Der Wanderer

Ring of Mine Mine Mine (+160%): Affliction 1 (Warp (Reduced Range 10 m, -50%; Reliable +6, +30%; Anchored to the Ring, -60%) +200%; Gadget, Can be stolen, -10%; Unique, -25%; Breakable, DR5, -15%; Malediction 2, +150%; Reduced Range 10m, -30%; Only on Objects, -40%; Takes Recharge, 1 hour, -30%; Limited uses, 2 per day, -30%; Costs 1 FP, -10%) [26]

Notes: It is a small Gadget (e.g. a ring) that lets you warp any object into your hand, twice a day, with at least 1 hour in between. The object cannot be more than 10 meters away. It costs you 2 FP (1 Affliction + 1 Warp). You roll vs. IQ -2 for the Warp and your Will for the Affliction. 25 points.

Suggested Power Source: This is a good match for Psi power, as the Talent will add to your IQ and Will rolls. Superscience and Super also work well, as would most supernatural power modifiers.

Submitted by Der Wanderer

Shrike Nano Injection Gun (+95%/+113%): Impaling Attack 1 point (Armor Divisor 10, +200%; Limited Use, 1 use, Slow Reload, -35%; No Blunt Trauma, -20%; No Wounding, -50%) [4] + Affliction 1 (HT; Extended Duration, Permanent, +150%; Follow-Up, Impaling Attack, -35%; Nanite Command, -10%; Negated Advantage, Resistant to Nanite-Command Attacks (+8), +8%) [22].

Notes: A built-in dart gun that injects "shrike nano" to the target. It suppress guardian nano or similar countermeasures, to force the victim's body to make way for other nanite intrusions. It is in effect until removed with appropriate medical/superscience treatment. Here I assume that "Nanite Command" (see *Some Weirder origins*, p. 182 of **Powers**) is assumed to be a power that falls under the source Superscience. "Nanite Command, -10%" is a power modifier belongs to Superscience and "Nanite-Command Attacks" is treated as a Common category

for Resistant. Based on a gadget from GURPS Ultra-Tech 2 for third edition. 26 points.

Submitted by Gurps Fan.

Skunk's Spray (+150%): Affliction 1 (Based on DX, +20%; Disadvantage, Bad Smell, +10%; Extended Duration – Permanent, (Bad Smell only, -20%), +120%; Jet +0%; Nauseated, +30%; Secondary Blindness, +10%; Limited Use, 8 times/day, -10%; Contact Agent, -30%) [25]

Notes: A natural attack from a skunk furry or a chemical for use in a weird ultra tech gun. 25 points.
Submitted by Rowan, based on an ability by Rev_Pee_Kitty.

Sniper Munchkin's Friend (+800%): Piercing Attack 2 (Cosmic: Ignores DR, +300%; Triggered Delay, +50%; Symptoms, 1/2 HP, Dependency: Silver, Constantly, Common, +100%; No Signature, +20%; RoF 14, +100%; Acc +15, +75%; Underwater, +20%; Surge, +20%; Guided, +50%; Selectivity, +10%; Increased Range x100, +60%; Increased 1/2D Range, x10, +15%) [25]

Notes: Say hello to my little friend! You can stack damage onto your unassuming target from a distance, completely ignoring their DR. By delaying the effect until you've done the damage you wish to, the target has no clue they're being hurt. After stacking over half their HP worth of damage, trigger it. They will suddenly find themselves requiring the touch of an object made of silver (or other semi-rare substance of your choice) or they begin losing an additional 1 HP per minute. Virtually guaranteed to kill your target. You can hit up to 14 times per second, with an Acc of 18 if you aim. As long as you can see your target, you can also guide your attack to them. Works on any target up to 1,000 yards away. 25 points.

Modifying: Many modifiers were added for the purpose of bringing the point total up to 25. For example, it works quite well with even one point of damage per hit, this would cost 10 points. The high Acc is included to support the higher RoF, these may be lowered quite easily, too. If you choose to drop Guided, then there's no need for Selectivity. Surge and Underwater were included for no particular reason. The Symptom by itself is almost guaranteed to kill your target.

Submitted by Atreyu Hibiki.

Sting (+45%/-5%/+45%): Innate Attack (1d-2 cut; Alternate Attack, x1/5; Gadget, Breakable, SM -4, -15%; Gadget, Breakable, DR 10, -10%; Gadget, Can Be Stolen, ST Contest, -30%; ST-based, +100%) [1] + Detect (Orcs, Common; Cosmic, No Roll Required, +100%; Gadget, Breakable, SM -4, -15%; Gadget, Breakable, DR 10, -10%; Gadget, Can Be Stolen, ST Contest, -30%; Vague, -50%) [19] + Innate Attack (1d-2 impaling; Gadget, Breakable, SM -4, -15%; Gadget, Breakable, DR 10, -10%; Gadget, Can Be Stolen, ST Contest, -30%; ST-based, +100%) [5].

Notes: Adds 1d-2 damage to thrust or swing, as well as automatically detecting orcs after a concentrate maneuver. 25 points.

Submitted by Shumway.

Stone Fist Power Up (+30%): Control 2 (Stone Fists only, Rare; Reflexive, +40%, Requires a free Hand, -10%) [26]

Description: You can transform either of your hands (or both) into anything you like, a claw, a sword or even a shield, but also into any handy tool (e.g. a lock pick, a crowbar etc...). Since it is your Hand that gets transformed it can even have some simple movable parts e.g. scissors, forceps or tweezers... Requires the user to already have Stone Fists, listed under 5 Point Abilities. Control 2 lets you transform up to 40 pounds, that is more than enough to transform one of your arms into a large shield. 26 points.

Submitted by Der Wanderer.

Summon Flies (+160%): Obscure Vision 5 (Extended, Hearing, +20%; Area Effect, 8 yards, +100%; Ranged, +50%; Accessibility, Must speak theatrically, -10%) [26]

Notes: You can summon a swarm of flies that will surround your target, making it difficult for them to see or hear, giving them a -5 to any appropriate rolls. 26 points.

Submitted by zorg.

Swearword of Doom! (+350%): Rapier Wit (Heart Attack, +300%; Triggered Delay, next opportune moment of unlucky death, +50%) [23]

Notes: You know a curse word so vile and potent that it causes those you use it on to become flustered

and incredibly likely to manage to kill themselves quickly. To use this word on your opponent, roll a Quick Contest of your Public Speaking skill vs. their Will. If you succeed, they will die at the first opportunity that the GM can work their death into the story, preferably in as humorous a manner as possible. Those with the Unfzable advantage are just too jaded to be bothered by swear words, no matter how vile! 23 points.

Roleplaying Notes: The PC who utilizes this should choose a word to represent the vile word. Good examples might be "Belgium!" or "Vollum you!" The GM has a unique opportunity with this ability: he chooses how the opponent dies, but it should usually be in some bizarre manner ("The orc is so astounded by your insult that he bumps into a ladder, knocking the anvil that was on top of it onto his head, killing him." "Death Adder, baffled by your cruelty, takes three steps backwards and falls off the roof. His corpse lies on the pavement below.") By adding the Triggered Delay, the character is essentially paying three points for humor value, so make it count! 23 points.

"Your mother was a hamster, and your father smelled of Elderberries!" -French Taunter, *Monty Python and the Holy Grail*

Submitted by Atreyu Hibiki.

Taking the Weight of the World (+150%): Obscure 5 (Detect Dragons; Defensive +50%; Stealthy +100%) [25]

Notes: Are you a dragon? Need to hole up for a while without giving away your position to dowsers? Well, then, this is the advantage for you! Simply switch it on, and anyone who can sense dragons (note, this does not prevent *scrying*) can't sense you. The Detect can be changed to reflect exactly what you are - Detect (Mages) or Detect (Golems) works, too! 25 points.

Submitted by Fabricati.

Thinner (+400%): Affliction 1 (Disadvantage, Increased Consumption 4, +40%; Cumulative, +400%; Extended Duration, Permanent*, +150%; Limited Use, 1 per day, -40%; Melee Attack, Reach C, -30%; Contact Agent, -30%; Onset: 1 day, -30%; Preparation Required, 1 hour, -50%) [50]

Notes: After one hour of preparation, you may touch

your victim and say the word "thinner". This allows them a HT roll, which if they fail, they suddenly gain a ravenous appetite, requiring 24 meals a day in order to not lose weight at an alarming rate.

Eventually they will wither into nothingness, starving to death if they can't spend 1/2 hour eating for every hour of their life. In order to break the curse, the victim must mix their blood with some type of food, and get someone else to eat it.

Since the curse is cumulative, in order to double the effect, you just have to touch them again and say "...thinner." Inspired by a Stephen King novel. 50 points.

Submitted by Darkwind1823.

Work Darn It! (+150%): Affliction 1 (Extra Life, includes Cosmic for bringing "dead" machines back; +380%; Machines Only, -20%; Melee Attack: Reach C, -30%; Takes Extra Time, 30 seconds, -50%; Requires IQ Roll, -10%; Melee Attack: Cannot

Parry, -5%; Requires Tools, -10%; All-Out, -25%; Contact Agent, -30%; Costs 2 FP, -20%; Takes Recharge, 15 Minutes, -25%; Once per machine, per hour, -10%) [25]

Notes: After 30 seconds of tinkering with, cursing at, and eventually hitting a broken machine, the character can get it running again for a couple of minutes. After the affliction has run its course, the machine loses extra life and returns to its broken state. You must be thoroughly involved in the task, and you cannot dodge while your head is under the hood of a car. While you do need to have tools at hand, they do not necessarily have to be the correct tools for the project, but you do need at least to have a swiss army knife. After a machine has sputtered back to brokenness, it has to cool down for an hour before you can "resurrect" it again. Designed for the submitter's psychic mechanic template. 25 points.

Submitted by Fnordianslip.

75-point Abilities

Brick's Instant Train Stopper (-65%): Binding 107 (Melee Reach 1, -25%, All-Out Attack, -25%; Costs 1 FP, -5%; Accessibility, only on Objects/Beings that move towards you, -10%) [75]

Notes: You can stop any heavy vehicle up to ST 213 by standing in its way and bracing for it (Wait and All-Out Attack maneuver). Several examples of vehicle ST (as taken from B464): Locomotives have ST 152, Semi-Trucks have ST 104, and Armored Personnel Carriers have ST 111. For a similar ability, see Brick's Slower Train Stopper in 25-point abilities. 75 points.

Submitted by Der Wanderer.

Cursed Healing (+145%): Healing (Disease Only, -40%; Area Effect, +50%; Cosmic: No die roll required, +100%; Empathic, -50%; Can remove diseases through Voodoo Ritual of Create Plague Zombie*, +25%; Diseases don't affect him for 6 months, +50%; Reliable +10, +50%; Always On, -40%) [74]

**Create Plague Zombie* (+65%): Affliction 1 (Melee Attack: Reach C, Cannot Parry, -35%; Advantage, 15 point alternate form, +150%; Extended Duration,

Permanent until exorcised or destroyed, +150%; Preparation Required, 8 hours, -60%; Takes Extra Time, 64 seconds, -60%; Requires Recently Killed Human Corpse, -60%; Requires rare herbs and expensive ritual components, -20%) [17]

Notes: Everyone who comes within a yard of you is healed of all diseases that plague them. From the common cold to AIDS, you name it, you're healed. On the downside, the one doing the healing internalizes all the diseases he heals. If he doesn't perform a voodoo ritual to transfer the disease to a specially prepared zombie within six months, he himself is affected. The ritual itself takes hours to prepare for and an assortment of costly and illegal ingredients, including one recently killed human corpse. 74 points plus 17 points for removal ritual. *Submitted by Fnordianslip.*

Electrolaser Pistol (+15%/+45%): Burning Attack 1d-3 (Accurate +1, +5%; Environmental, Air, -5%; Gadget, Breakable, DR 2, Machine, SM -5, -35%; Gadget, Can Be Stolen, Quick Contest of ST, Doesn't work for the thief, -15%; Gadget, Unique, -25%; Increased 1/2D, *5, +10%; Link, +10%;

Rapid Fire, RoF 3, +50%; Surge, +20%) [1] + Affliction 5 (HT-4; Accurate +1, +5%; Armor Divisor (2), +50%; Environmental, Air, -5%; Gadget, Breakable, DR 2, Machine, SM -5, -35%; Gadget, Can Be Stolen, Quick Contest of ST, Doesn't work for the thief, -15%; Gadget, Unique, -25%; Increased 1/2D, *5, +10%; Link, +10%; Rapid Fire, RoF 3, +50%) [73].

Notes: An electrolaser pistol, comparable to one listed on p.B280. Includes "smartgun" electronics, and limits usage to authorized persons. Requires atmosphere to make a pathway for electricity to go; beams don't work in vacuum. Loses damage in smoke, fog, etc. Burning Attack is "tight-beam". This advantage is valid only for campaigns where electrolaser weapons are unique, one-of-a-kind gadgets; in universes where electrolasers are widely available, simply buy one with money instead of points. 74 points.

Submitted by Gurps Fan.

Grow Tentacles (+660%): Affliction 1 (HT; Accessibility, Must perform specific incantations and gestures, -10%; Advantage, Extra Arm with Extra-Flexible, +150%; Costs Fatigue, 2 FP, -10%; Cumulative, +400%; Malediction 1, +100%; Secondary, Advantage, Extra Arm with Extra-Flexible, +30%) [75]. 75 points.

Creates a fully-functional tentacle that extrudes from the subject; on a success by 5+ or critical success, *two* tentacles grow out at a time! Unwilling subjects can choose to resist with HT. Repeated castings can add any number of tentacles on the same subject. Treat the tentacles exactly as Extra Arms with the Extra-Flexible enhancement.

Submitted by Gurps Fan

Hole in the World (+0%): Invisibility to Magical Detection [40] + Static (Magic) [30] + Zeroed (Divination Only, -50%) [5].

Notes: Magic doesn't exist for you, and you don't exist for magery. Magical senses cannot detect you: for a mage who can't see or hear you, you don't exist, even if he's the most powerful diviner in the world. Spells casted on you pass through you as you weren't there, affecting people and item right behind you (since you can use that for many purposes, that's a 0-point feature). Finally, divination can't catch any

detail of your past or future: you aren't mentioned in prophecies and can heavily interfere in their course, since your actions can't be foreseen. All that comes with a price: beneficial magic cannot aid you, and you can't trigger magic items at all. You pose a terrific threat for any mage crossing your way, and someone could even think to use you as a weapon against magic users. Inspired by Terry Goodkind's "The Sword of the Truth" novel series. 75 points.
Submitted by KlausPrinceOfTheUndeads.

Multi-purpose Bombs (+150%): Crushing Attack 6D (Explosion 1 +50%; Long Variable Delay, +20%; Delay, Triggered, Radio Signal +50%; Selectivity +10%; Overhead +30%; NE: Can create maximum of 10 bombs at one time -5%; Reduced Range 1/2 -10%; Variable +5%) [75]

Notes: You can "create" explosive devices that can be used either as time bombs, remote bombs or hand grenade-like thrown weapons. Your bombs can be disarmed with a successful Explosives (EOD) roll. 75 points.

Submitted by Tsuru-Sennin.

Mind Bank (+160%/-40%): Mind Probe (Memory Bank, +100%; -1 Will and self control rolls per snapshot over 10, -20%; Telepathic, -10%; Reduced Time, +120%; Can't Delete Snapshots, -30%) [52] + Super Memorization (Trait Limited: Only Mental Skills of Stored Minds, -40%, 14 points of abilities) [38] + Phantom Voices (mild) [-5] + Insomniac [-10]

Notes: You can take mental snapshots of people's minds and store their entire personality. It takes you just under a minute to accomplish this task. You can even utilize their mental skills. Unfortunately, their minds aren't dormant. So, you get to experience the fun of hearing them tell you what to do. As a side bonus, they don't shut up at night and you can't erase them. Inspired by Brain Trust from GURPS Wild Cards. 75 Points.

Submitted by FnordianSlip.

Mystic Healer (-50%/-80%/-10%): Leech 7 (Accelerated Healing +25%; Steal FP Only -25%; Heals ER -20%; Contact Agent -30%) [25] + Energy Reserve 35 (Special Recharge, Leech -70%, Abilities Only -10%) [23] + Healing (Cannot Spend Fatigue, only ER -5%; Capped, 10 ER -5%) [27]

Notes: You can steal other peoples fatigue points and then turn them into Healing power. 75 points.

Modifying: Some others might turn the stolen energies into something much more malevolent power, if so, just replace the Healing with some other power costing 27 CP. That power should/could have very large Costs ER limitation to make it cheap.

Submitted by Tsuru-Sennin.

Plasma Sword (+90%): Burning Attack 8D (Melee, Reach 1,2, Destructive parry -10%; Armor Divisor 5 +150%; Gadget, SM -5, DR 12, Machine, Can be Stolen by Trickery -45%; Uses Force Sword skill Instead of Brawling -5%) [76]

Notes: You have a device very similar to the Force Sword (Basic p. 272), except this weapon is powered by some kind of superscience battery that never needs recharging. 76 points.

Submitted by Tsuru-Sennin.

Prometheus GMPR-Multipurpose Bot:

Attributes: ST+3 [30]; HT+1 [10]; IQ-2 [-40]

Advantages: Machine [25]; Doesn't Eat or Drink [10]; AI [32]; Vacuum Support [5]; Damage Resistance +5 [25]; Doesn't Breathe [20]

Disadvantages: Social Stigma: Valuable Property [-10]; Maintenance: 1 man-hour daily [-10]; Electrical [-20]; -1 HP [-2]

Notes: A racial template for a modifiable robot. A number of suggested upgrade packages are included in other sections, entitled "Cyborg Upgrade -." 75 points.

Submitted by zorg.

PSI Teleport Alpha (-40%/-75%): Warp (Requires user to go over 88mph -30%, Reliable 5 +25%, Range Limit 10k mi. -10%, Costs 5 FP -25%) [55] + Enhanced Move (Ground) 3 (Ground Speed 40, 90mph; Road-Bound, -50%; Handling Penalty -4, -20%) [18]

Notes: You can teleport almost anywhere you've been before- provided you have enough straight road to get to 88 Mph.

Modifying this ability: For a smoother ride, get an actual vehicle and ditch the EM, which will, in turn, allow you to ditch a lot of the FP cost, or simply make it more reliable. 73 points.

Submitted by Fabricati.

Real, Ultimate Regeneration + (+150%): Healing (Cures Affliction, +60%; Reduced FP Cost x5, +100%; Reduced Time, +20%; Reliable x6, +30%; Hazard: Starvation, -40%; Unconscious Only, -20%; Affects self, +50%; Accessibility, not on others, -50%) [75]

Notes: Once a turn with no concentration you can heal up to 10 points of damage, afflictions, or crippling wounds for free. The only downside is that if you do have to spend more fatigue, say for a 12 point wound, you become quite hungry and can't regain that fatigue till you've had a large meal. Since the power activates unconsciously, you could very well end up suffering from severe hunger if you take too much damage too quickly. 75 points.

Submitted by Fnordianslip.

Six Faces (+0%): Five 0-point Alternate Forms [75]

Notes: You have six different forms: your 'true' form (which ages normally), and six others (the 0-point human template). These five other forms must be created at character creation, and you may decide on any details, including age, gender, race, eye color, skin color, hair color, voice, scars, DNA, fingerprints, etc. All your basic traits - attributes, advantages, disadvantages, skills, etc. - are the same. Unless it is publically known that you have six identities, social disadvantages like Enemy should be taken with the "Only in X form" for -20% to the value of the disadvantage. Optionally, you may take forms of less than 0 points as your alternate forms. Remember that these racial templates still benefit from your non-racial stat increases: A DX 12 IQ 12 human would become a DX 14 IQ 6 wolf, for example. 75 points.

Submitted by Almafeta.

Summon Indestructible Spirit Warrior (+10%/-50%): Clairsentience (Accessibility, Requires incantations and gestures, -20%; Aware, +50%; Fickle, -20%; Link, +10%; Visible, -10%) [55] + Telekinesis 8 (Accessibility, Requires incantations and gestures, -20%; Fickle, -20%; Link, +10%; Visible, -20%) [20].

Notes: After one minute of ritual, you can summon the "indestructible spirit warrior" (within 10 yards from you), which is composed of a pale-green, incorporeal face and pair of hands floating in the air.

As long as you keep Concentrating, the spirit warrior acts as a ST 8 person and shares its sight, hearing and smell with you. The warrior consists of Clairvoyance and Telekinesis and can't be damaged due to the lack of HP, but fickle-minded and sometimes doesn't work as desired. *75 points.*

Submitted by Gurps Fan.

Ultima (+120%): Crushing Attack 6D+2 (Explosion, +50%; Area Effect, 4yds, +100%; Selective Area,

+20%; Costs 10FP, -50%) [75]

Notes: Causes a large globe of pulsating light to appear in the midst of your opponents, dealing a large amount of damage to them. According to the description in Final Fantasy 8, this does "non-elemental damage to all enemies," and is one of the forbidden spells. Based on the spell from the Final Fantasy video game series. *75 points.*

Submitted by Dani Hibiki.

Miscellaneous Samples

Sample Iron Golem - 150 points

Assuming a 200-point campaign, this golem is built with 150 points. The following version is much more powerful than the default Clay Golem in **Magic**.

Attributes and Secondary Characteristics: ST 23 [130]; DX 14 [80]; IQ 0 [-200]; HT 15 [50]; Basic Speed 7.25 [0]; Basic Move 7 [0]; SM 0; 2,000 lbs. *60 points.*

Advantages: Body of Metal [175]; Doesn't Eat or Drink [10]; High Pain Threshold [10]; Temperature Tolerance 16 [16]. *211 points.*

Disadvantages: Cannot Float [-1]; Fragile (Unnatural) [-50]; No Sense of Smell/Taste [-5]; Social Stigma (Valuable Property) [-10]; Unhealing (Total) [-30]; Wealth (Dead Broke) [-25]. *-121 points.*

Submitted by Gurps Fan.

Sample Super Mecha - 1000 points

Attributes and Secondary Characteristics: ST 60 (Size, -30%) [350]; DX 12 [40]; IQ 0 [-200]; HT 12 [20]; Damage 7d-1/9d; Basic Lift 720 lbs.; Basic Speed 6.00 [0]; Basic Move 6 [0]; SM +3; 20,000 lbs. *210 points.*

Advantages: Compartmentalized Mind (Controls) [25]; Doesn't Breathe [20]; Doesn't Eat or Drink (Superscience, -10%) [9]; DR 50 (Can't Wear Armor, -40%) [150]; DR 20 (Can't Wear Armor, -40%; Partial, Torso only, -10%) [50]; DR 30 (Can't Wear Armor, -40%; Force Field, +20%; Limited, Ranged attacks, -20%; Superscience, -10%) [75]; Dual-Purpose Beam Generator (see below) [356]; Enhanced Move 2.5 (Ground) [50]; Hyperspectral Vision (Superscience, -10%) [23]; Machine [25];

Payload 3 (216 lbs.; 200 lbs. for occupants and 16 lbs. for cargo) [3]; Penetrating Voice [1]; Protected Hearing [5]; Protected Vision [5]; Sealed [15]; Super Jump 3 (Maneuverable, +50%; Nuisance Effect, Hazardous back-blast, -5%; Superscience, -10%) [41]; Telescopic Vision 2 [10]; Telecommunication (Radio) [10]; Temperature Tolerance 10 [10]; Vacuum Support [5]. *893 points.*

Disadvantages: Cannot Float [-1]; Electrical [-20]; Fragile (Flammable) [-10]; Ham-Fisted 2 [-10]; No Sense of Smell/Taste [-5]; Noisy 1 [-2]; Numb [-20]; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25]. *-103 points.*

Notes: This is a superscience anthropomorphic mecha, remarkably bigger than ordinary TL9 battlesuits, which is created for the good's war against the evil. It can be summoned only by people who adhere true, strict code of justice. The mecha has DR 70 on the torso and DR 50 anywhere else; furthermore, it can project a DR 30 force screen around its body to prevent ranged attacks. It also protects the pilot from temperature, vacuum and other environmental hazards. The mecha is a one-seater that is operated with Driving/TL (Mecha) skill. (TL varies with the setting.) On the ground, it can run at the maximum speed of about 80 mph. With reactionless thrusters built in the legs, though not truly fly, it can jump over an impressive distance. The entire system of the mecha are powered by a superscience "total conversion" engine (Doesn't Eat or Drink). The mecha's primary weapon is the "dual-purpose beam generator", which is built in the right arm. It's used in one of the "cannon" and "sword" settings; the former is a beam cannon that shoots down enemies over 10 miles away, and the

latter is a melee energy weapon that can slash hard targets more easily. It's designed as follows:

Dual-Purpose Beam Generator [356 points]

"Cannon" Setting (+240%): Burning Attack 18d (Accurate +13, +55%; Armor Divisor 2, +50%; Increased 1/2D, *1000, +45%; Increased Max, *500, +40%; Rapid Fire, RoF 3, +50%; Superscience, -10%) [306]. Notes: Tight-beam.

"Sword" Setting (+150%): Burning Attack 20d (Alternate Ability, x1/5; Armor Divisor 5, +150%; Melee Attack, Reach 1, 2, Destructive Parry, +10%; Superscience, -10%) [50]. Notes: Reach becomes 1-4 due to the mecha's SM (p.B402).

Note that some of the mecha's abilities, such as the force screen and reactionless thrusters, are defined as Superscience (-10%). It means that they could be neutralized by enemies' anti-superscience countermeasures.

Submitted by Gurps Fan.

Power Stealing (-10%/+440%): Leech 3 (Steal FP & HP +50%; Contact agent -30%; Touch-based -20%; Always On -20%; Link +10%) [30]

Neutralize (Cosmic, Affects All Sources +300%; Power Theft +200%; Always On -20%; Contact Agent -30%; Touch-based -20%; Linked +10%) [270]

Notes: Designed to simulate the abilities of Rogue from X-Men's primary ability. Upon touching another person, you steal their powers and drain their FP, followed by their HP. Included here due to the popularity of the question "How do I make Rogue's power in GURPS?" on the GURPS message board. *300 points.*

Submitted by Tsuru-Sennin.

Reliable Flip Coin (-80%): Destiny (Minor) (Gadget/Breakable: DR 3-5; Gadget/Can Be Stolen: Easily snatched with unopposed DX roll; Limited use, Twice per day, -30%) [1]

Notes: The coin is fated to produce the correct answer to any either/or question where the answer once learned will not have any significant effect on the course of events. Essentially this is a series of petty destinies adding up to the equivalent of a minor one. *1 point.*

Submitted by Captain-Captain

Suggested Reading

Other similar documents to this are available.

GURPS Historical Folks, a compilation of job templates easily adapted to nearly any gameworld is available at <http://mygurps.brainpuke.com/ghf.html>

Pizard's Animalia in GURPS is a webpage designed with information on various real-life animals, and a series of one-click generators that will give you game statistics for a wide variety of animals tuned to any weight and size you request! This nifty tool is at

<http://panoptesv.com/RPGs/animalia/animalia.html>

Patyrsun's Codex Arcanum is a marvelous collection of several hundred extra spells for the GURPS magic system. Although it is designed for GURPS 3rd edition, the magic system has not changed substantially from 3rd to 4th edition, so the page is still immensely useful. The Codex can be found at <http://patyrsun.tripod.com/magic.htm>

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