

Quick Notes

The *GURPS 4E GM's Screen* included a number of items that I did not scan.

- *Trade News from Steve Jackson #78* (8 pages) ... products already out and a listing of all Steve Jackson Games releases to date that are in print. You can get the same list from the website <http://www.sjgames.com>.
- Small insert explaining what the items contained in the GM's Screen and a listing of the three books to follow the Core (Fantasy, Magic, and Infinite Worlds) rules and advertising for Cardboard Heroes: Modern Characters.
- *GURPS Lite* (32 pages). This can be downloaded from <http://www.sjgames.com/gurps/lite/gurpslite.pdf>.

The last item included is the *Character Creation* booklet. This is the *GURPS Update* (<http://www.sjgames.com/gurps/resources/4eupdate.pdf>) with a few additions.

- Original document is 24 pages while the one that comes with the GM's Screen is 48. The front page includes a new "Contents" section and write-up for the additional pages. Note that if you add this page to the *GURPS Update* that the page numbers will be incorrect. The new front page is in addition to the cover page of the *GURPS Update*. Therefore you will have two pages 1's and all the pages will be one page off from the new "Contents" page.
- Pages 26-29 are the standard *GURPS 4E Character Sheet* which you can get from <http://www.sjgames.com/gurps/resources/CharacterSheet.pdf>.
- 30-31 is an alternate *GURPS 4E Character Sheet*.
- 32-33 is the first page of the standard *GURPS 4E Character Sheet*.
- 34 is an alternate page 2 of the *GURPS 4E Character Sheet* that includes space for spell information.
- 35 is the first page of the standard *GURPS 4E Character Sheet*.
- 36-37 is a handy *Character Creation Cheat Sheet*.
- 38 is the *NPC Record Card* which you can get from <http://www.sjgames.com/gurps/resources/NPCandTimeUse.pdf>.
- 39 is the *GM Control Sheet* which can be downloaded from <http://www.sjgames.com/gurps/resources/GMControlSheet.pdf>.
- 40 is the *Campaign Planning Form* which can be downloaded from <http://www.sjgames.com/gurps/resources/CampaignPlanning.pdf>.
- 41-48 is the *Master List of Traits* that in my opinion should have been included with the books.

So as you can see, there is a lot of crap that Steve Jackson Games included in the GM's Screen that you can get from them for free. Not worth the \$20 purchase in my opinion. Only thing remotely useful in the entire thing was the two sections of the *Character Creation Booklet* (*Character Creation Cheat Sheet* and *Master List of Traits*). As for the GM screen itself, its ok, only a 2-panel picture on the front. I will concede that the layout of the GM tables and information is handy. Still, I cannot help but feel as though I have been milked by the company.

If you wish to print off the GM screen it is collated in the PDF to print front and back.

Enjoy this new scan. Remember, if you like it, support the industry and buy it.

Cordially,

^KriTTeR^



CHARACTER CREATION

THIS BOOKLET INCLUDES . . .

GURPS Update

This is the official guide to translating your Third Edition character to Fourth Edition. If you have an already existing campaign, or just a favorite character, these pages will walk you through the conversion process to bring all your stats up to date.

Character Sheets

Different character concepts require different character sheets . . . so here are several choices for you. First is the standard double-sided character sheet found in the *GURPS Basic Set* and on our website. Next are two double-sided variants. The Template variant has boxes to note racial Attribute alterations on the front and a "Template Traits" box on the back. For warrior characters from any genre, this sheet has weapon stats on the front for quick reference, and an expanded Skill listing on the back.

Next are the one-sided variant sheets. These are intended to be combined with either a standard front or back page to form the perfect sheet for your character.

For instance, many character concepts have lots of skills. If the standard sheet doesn't have enough room, the first variant sacrifices space from the Languages, Cultural Familiarity, and Reaction Modifiers boxes to expand the Skills box. This sheet can be combined with the Standard back, or the Spellcaster Variant back pages.

Characters with numerous Advantages (such as supers and psi-users) need addition-

CONTENTS

GURPS UPDATE	2
INTRODUCTION	2
CONVERTING A CHARACTER	2
ATTRIBUTES	2
SECONDARY CHARACTERISTICS	4
SOCIAL BACKGROUND	4
ADVANTAGES	5
DISADVANTAGES	13
SKILLS	18
MAGIC	24
PSIONICS	25
TEMPLATES	25

al space. The next variant more than doubles the space available for Advantages, and can be used with both the Standard and the Spellcaster Variant back pages.

The final variant sacrifices space in the Weapon boxes to include 60 slots for recording your favorite spells. This back page works well with the Standard front page, or with the Extra Skills or Supers variant front pages.

NPC Character Sheet

For those NPCs with too much information for a Record Card, but not enough for a full character sheet, we present the One-Sided NPC Character Sheet. This sheet also works well for game demos.

Character Creation Cheat Sheet

Character creation can involve a lot of flipping through the book. This two-page cheat sheet consolidates most of the charts and tables important to building a character. With these pages, and the Master List of Traits that follow, experienced players (and GMs

CHARACTER SHEETS	26
NPC CHARACTER SHEET	35
CHARACTER CREATION	
CHEAT SHEET	36
NPC RECORD CARDS	38
GM CONTROL SHEET	39
CAMPAIGN PLANNING FORM	40
MASTER LIST OF TRAITS	41

creating NPCs) can quickly create their characters and move on to the actual game play.

NPC Record Cards

These are the same NPC Record Cards found in the *GURPS Basic Set*, but we've arranged four blanks on a page, for easier photocopying.

GM Control Sheet

This form can also be found in the *GURPS Basic Set* and on our website at www.sjgames.com/gurps/resources/.

Campaign Planning Form

This form can be found in the *GURPS Basic Set* and on our website at www.sjgames.com/gurps/resources/, but this version adds several extra lines to take advantage of the slightly larger page area.

Master List of Traits

These pages can also be found in the *GURPS Basic Set*.

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CHARACTER SHEET

CHARACTER SHEET				CURRENT
ST		[]	HP	
DX		[]	WILL	
IQ		[]	PER	
HT		[]	FP	

Languages	Spoken	Written
		[]
		[]
		[]
		[]
		[]

DR	TL: _____ []
	Cultural Familiarities
	_____ []
	_____ []
	_____ []

BASIC LIFT (ST × ST)/5 _____ **DAMAGE** Thr _____ Sw _____
BASIC SPEED _____ [] **BASIC MOVE** _____ []

PARRY	Reaction Modifiers
	Appearance _____ Status _____ Reputation _____ _____ _____ _____ _____
BLOCK	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL _____	BM \times 1 _____	Dodge _____
Light (1) = 2 \times BL _____	BM \times 0.8 _____	Dodge -1 _____
Medium (2) = 3 \times BL _____	BM \times 0.6 _____	Dodge -2 _____
Heavy (3) = 6 \times BL _____	BM \times 0.4 _____	Dodge -3 _____
X-Heavy (4) = 10 \times BL _____	BM \times 0.2 _____	Dodge -4 _____

[illegible]

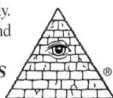
SPEED/RANGE TABLE
For complete table,
see p. 550.

Speed/ Range Modifier	Linear Measurement (range /speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd
-16	1,000 yd
-17	1,500 yd

HIT LOCATION

Mod	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.



You may copy this form for personal use only. This and other **GURPS** forms may also be downloaded at www.sjgames.com/gurps/resources/.

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HAND WEAPONS

Weapon	Skill	Damage	Reach	Parry	Notes

ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Totals:		\$	Lbs.

CHARACTER SHEET

Name _____

ADVANTAGES AND PERKS

[illegible]

DISADVANTAGES AND QUIRKS

[illegible]

CHARACTER NOTES

[illegible]

POINT SUMMARY

Attributes/Secondary Characteristics		
Advantages/Perks/TL/Languages/ Cultural Familiarity		
Disadvantages/Quirks		
Skills/Techniques		
Other		

SKILLS

Name

Level	Relative Level
-------	----------------

[illegible]



CHARACTER SHEET

Name _____

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
--------	--------	-------	-------	-------

Cost

Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
--------	--------	-----	-------	-----	-------	----	------	-----	----	-------

Cost

Weight

CHARACTER NOTES

ARMOR & POSSESSIONS

Item

Location

Cost

Weight

POINT SUMMARY

Attributes/Secondary Characteristics []

Advantages/Perks/TL/Languages/

Cultural Familiarity []

Disadvantages/Quirks []

Skills/Techniques []

Spells []

Other []

Totals:

\$

Lbs.

Name

Level

Cost

Name

Level

Cost

Name

Level

Cost

SPELLS

CHARACTER CREATION CHEAT SHEET

Attribute/Secondary Characteristic Cost Table

ST	+/-10 points/level
DX	+/-20 points/level
IQ	+/-20 points/level
HT	+/-10 points/level
HP	+/-2 points per +/-1 HP
Striking ST	5 points per +1 ST
Lifting ST	3 points per +1 ST
Will	+/-5 points per +/-1 Will
Per	+/-5 points per +/-1 Per
FP	+/-3 points per +/-1 FP
Basic Speed	+/-5 points per +/-0.25 Speed
Basic Move	+/-5 points per +/-1 yard/second

Job's Wealth Level	Monthly Pay Multiplier	Typical Status Level
Poor	1/5	-2
Struggling	1/2	-1
Average	1	0
Comfortable	2	1
Wealthy	5	2
Very Wealthy	20	3
Filthy Rich	100	4
Multimillionaire 1	1,000	5
Multimillionaire 2	10,000	6
Multimillionaire 3	100,000	7
Multimillionaire 4	1,000,000	8

Wealth	Cost
Dead Broke	-25
Poor	-15
Struggling	-10
Average	0
Comfortable	10
Wealthy	15
Very Wealthy	30
Filthy Rich	50
Multimillionaire	50+25/level

Appearance	Cost
Horrific	-24
Monstrous	-20
Hideous	-16
Ugly	-8
Unattractive	-4
Average	0
Attractive	+4
Handsome/Beautiful	+12
Very Handsome/Beautiful	+16
Transcendent	+20

Technology Level:	+/-5 points per +/-TL
Cultural Familiarity:	1 or 2 points

Language Comprehension	Cost
None	0
Broken	2
Accented	4
Native	6

Damage/Basic Lift Table

ST	Thrust	Swing	BL	ST	Thrust	Swing	BL
1	1d-6	1d-5	0.2	27	3d-1	5d+1	146
2	1d-6	1d-5	0.8	28	3d-1	5d+1	157
3	1d-5	1d-4	1.8	29	3d	5d+2	168
4	1d-5	1d-4	3.2	30	3d	5d+2	180
5	1d-4	1d-3	5	31	3d+1	6d-1	192
6	1d-4	1d-3	7.2	32	3d+1	6d-1	204
7	1d-3	1d-2	9.8	33	3d+2	6d	218
8	1d-3	1d-2	13	34	3d+2	6d	231
9	1d-2	1d-1	16	35	4d-1	6d+1	245
10	1d-2	1d	20	36	4d-1	6d+1	259
11	1d-1	1d+1	24	37	4d	6d+2	274
12	1d-1	1d+2	29	38	4d	6d+2	289
13	1d	2d-1	34	39	4d+1	7d-1	304
14	1d	2d	39	40	4d+1	7d-1	320
15	1d+1	2d+1	45	45	5d	7d+1	405
16	1d+1	2d+2	51	50	5d+2	8d-1	500
17	1d+2	3d-1	58	55	6d	8d+1	605
18	1d+2	3d	65	60	7d-1	9d	720
19	2d-1	3d+1	72	65	7d+1	9d+2	845
20	2d-1	3d+2	80	70	8d	10d	980
21	2d	4d-1	88	75	8d+2	10d+2	1125
22	2d	4d	97	80	9d	11d	1280
23	2d+1	4d+1	106	85	9d+2	11d+2	1445
24	2d+1	4d+2	115	90	10d	12d	1620
25	2d+2	5d-1	125	95	10d+2	12d+2	1805
26	2d+2	5d	135	100	11d	13d	2000

Cost of Living Table

Status	Status Cost	Examples	Cost of Living
8	40	Emperor, god-king, overlord	\$600,000,000
7	35	King, pope, president	\$60,000,000
6	30	Royal family, governor	\$6,000,000
5	25	Great noble, multinational corporate boss	\$600,000
4	20	Lesser noble, congressional representative, Who's Who	\$60,000
3	15	Landed knight, guild master, big city mayor	\$12,000
2	10	Landless knight, mayor, business leader	\$3,000
1	5	Squire, merchant, priest, doctor, councilor	\$1,200
0	0	Freeman, apprentice, ordinary citizen	\$600
-1	-5	Bondsman, poor citizen	\$300
-2	-10	Serf, street person	\$100

How to Select Basic Attributes

The basic attributes you select will determine your abilities – your strengths and weaknesses – throughout the game. Choose wisely.

6 or less: *Crippling.* An attribute this bad severely constrains your lifestyle.

7: *Poor.* Your limitations are immediately obvious to anyone who meets you. This is the lowest score you can have and still pass for “able-bodied.”

8 or 9: *Below average.* Such scores are limiting, but within the human norm. The GM may forbid attributes below 8 to active adventurers.

10: *Average.* Most humans get by just fine with a score of 10!

11 or 12: *Above average.* These scores are superior, but within the human norm.

13 or 14: *Exceptional.* Such an attribute is immediately apparent – as bulging muscles, feline grace, witty dialog, or glowing health – to those who meet you.

15 or more: *Amazing.* An attribute this high draws constant comment and probably guides your career choices.

All of the above assumes a *human*. For nonhumans, read each point above or below the human norm of 10 as a 10% deviation from the racial norm instead.

Choosing Your Skill Levels

Gauging what skill levels you need to survive is no easy task. Determining how much skill is *realistic* can be tricky as well. When creating a PC (or an NPC), bear the following guidelines in mind.

Ordinary Folks

For an "average" person, it is reasonable to assume attributes between 9 and 11, and from 20 to 40 points in "life skills" (varying with education and dedication). Most people spread these points fairly evenly over roughly a dozen skills. This will result in skill levels between 8 and 13. Skills used to earn a living tend toward the upper end of this range (12 or 13), while little-used skills and those originating from long-forgotten college courses are at the lower end (8 or 9).

Experts

Once your skill level reaches 14, additional levels of skill don't improve your odds of success much. Furthermore, it can cost a lot of points to acquire higher skill levels. If you are an adventurer, though, the investment is worthwhile, to help you overcome the penalties for difficult tasks. For instance, if you have Lockpicking-23, ordinary locks are no easier for you – you fail on a 17 or 18, no matter what. But when you run into a *hard* lock that gives -6 to skill, your effective skill is 17 and you *still* only fail on a 17 or 18!

Masters

If you are a "master" in your field, you might be tempted to increase your skill levels *ad infinitum*. However, a true master has a detailed understanding of every aspect of his calling, best represented by stopping at a masterful level (20 to 25) in the "main" skill and branching out into several "subsidiary" skills. An extreme level (anything over 25) in one skill tends to be excessive and unbelievable – and is frequently *less useful* than a lesser level combined with one or more subsidiary skills.

Masters should also consider putting some points into advantages that negate skill penalties for adverse conditions. For instance, a kung fu master might buy Trained By A Master (reducing his penalties for multiple attacks and parries) and Combat Reflexes (improving his chances of defending himself), extending his capabilities in ways that high skill alone cannot.

To encourage players to develop their characters laterally instead of sinking all their points into just one or two skills, the GM might wish to consider limiting PCs to skill levels in the 20-25 range.

Build Table

ST	Height	Weight Range by Build				
	Range	Skinny (-5)	Average (0)	Overweight (-1)	Fat (-3)	Very Fat (-5)
6 or less	4'4"-5'2"	40-80 lbs.	60-120 lbs.	80-160 lbs.	90-180 lbs.	120-240 lbs.
7	4'7"-5'5"	50-90 lbs.	75-135 lbs.	100-175 lbs.	115-205 lbs.	150-270 lbs.
8	4'10"-5'8"	60-100 lbs.	90-150 lbs.	120-195 lbs.	135-225 lbs.	180-300 lbs.
9	5'1"-5'11"	70-110 lbs.	105-165 lbs.	140-215 lbs.	160-250 lbs.	210-330 lbs.
10	5'3"-6'1"	80-120 lbs.	115-175 lbs.	150-230 lbs.	175-265 lbs.	230-350 lbs.
11	5'5"-6'3"	85-130 lbs.	125-195 lbs.	165-255 lbs.	190-295 lbs.	250-390 lbs.
12	5'8"-6'6"	95-150 lbs.	140-220 lbs.	185-290 lbs.	210-330 lbs.	280-440 lbs.
13	5'11"-6'9"	105-165 lbs.	155-245 lbs.	205-320 lbs.	235-370 lbs.	310-490 lbs.
14 or more	6'2"-7'	115-180 lbs.	170-270 lbs.	225-355 lbs.	255-405 lbs.	340-540 lbs.

Skill Cost Table

		Difficulty of Skill			
Your Final Skill Level		Easy	Average	Hard	Very Hard
Attribute-3	-	-	-	-	1
Attribute-2	-	-	-	1	2
Attribute-1	-	1	2	4	8
Attribute+0	1	2	4	8	16
Attribute+1	2	4	8	16	24
Attribute+2	4	8	16	24	28
Attribute+3	8	12	16	20	24
Attribute+4	12	16	20	24	28
Attribute+5	16	20	24	28	32
+1	+4	+4	+4	+4	+4

Tech Level and Starting Wealth

TL	Example	Typical Starting Wealth	Typical Monthly Pay
TL0	Stone Age (Prehistory and later)	\$250	\$625
TL1	Bronze Age (3500 B.C.+)	\$500	\$650
TL2	Iron Age (1200 B.C.+)	\$750	\$675
TL3	Medieval (600 A.D.+)	\$1,000	\$700
TL4	Age of Sail (1450+)	\$2,000	\$800
TL5	Industrial Revolution (1730+)	\$5,000	\$1,100
TL6	Mechanized Age (1880+)	\$10,000	\$1,600
TL7	Nuclear Age (1940+)	\$15,000	\$2,100
TL8	Digital Age (1980+)	\$20,000	\$2,600
TL9	Microtech Age (2025+?)	\$30,000	\$3,600
TL10	Robotic Age (2070+?)	\$50,000	\$5,600
TL11	Age of Exotic Matter	\$75,000	\$8,100
TL12+	Whatever the GM likes!	\$100,000	\$10,600

Technique Cost Table

Your Final Skill Level	Difficulty of Technique	
	Average	Hard
Default	0 points	0 points
Default+1	1 point	2 points
Default+2	2 points	3 points
Default+3	3 points	4 points
Default+4	4 points	5 points
+1	+1 point	+1 point

The 8 Steps of Character Creation

- ☐ Starting Points (p. B10)
- ☐ Character Concept (p. B11)
- ☐ Basic Attributes (p. B14) and Secondary Characteristics (p. B15)
- ☐ Build (p. B18), and Age and Beauty (p. B20)
- ☐ Social Background (p. B22), Wealth and Influence (p. B25), Friends and Foes (p. B31), and Identities (p. B31)
- ☐ Advantages (p. B32) and Perks (p. 100)
- ☐ Disadvantages (p. B119) and Quirks (p. B162)
- ☐ Skills (p. B167) and Techniques (p. B229)

Size Modifier Table

Longest Dimension	Size Modifier
0.05 yard (1.8")	-10
0.07 yard (2.5")	-9
0.1 yard (3.5")	-8
0.15 yard (5")	-7
0.2 yard (7")	-6
0.3 yard (10")	-5
0.5 yard (18")	-4
0.7 yard (2')	-3
1 yard (3')	-2
1.5 yards (4.5')	-1
2 yards (6')	0
3 yards (9')	+1
5 yards (15')	+2
7 yards (21')	+3
10 yards (30')	+4
15 yards (45')	+5
20 yards (60')	+6
30 yards (90')	+7

MASTER LIST OF TRAITS

ADVANTAGES

M/P/Soc tells whether an advantage is *mental*, *physical*, or *social*.

X/Sup tells whether an advantage is *exotic* or *supernatural*. A – in this column means it is *mundane*.

<i>Advantage</i>	<i>M/P/Soc</i>	<i>X/Sup</i>	<i>Cost</i>	<i>Page</i>
360° Vision	P	X	25	34
3D Spatial Sense	P	–	10	34
Absolute Direction	P	–	5	34
Absolute Timing	M	–	2	35
Accessory	P	X	1	100
Acute Hearing	P	–	2/level	35
Acute Taste and Smell	P	–	2/level	35
Acute Touch	P	–	2/level	35
Acute Vision	P	–	2/level	35
Administrative Rank	Soc	–	5 or 10/level	30
Affliction	P	X	10/level	35
Alcohol Tolerance	P	–	1	100
Allies	Soc	–	Variable	36
Altered Time Rate	M	X	100/level	38
Alternate Form	P	X	Variable	83
Alternate Identity	Soc	–	5 or 15	39
Ambidexterity	P	–	5	39
Amphibious	P	X	10	40
Animal Empathy	M	–	5	40
Animal Friend	M	–	5/level	90
Appearance	P	–	Variable	21
Arm DX	P	X	12 or 16/level	40
Arm ST	P	X	3, 5, or 8/level	40
Artificer	M	–	10/level	90
Autotrance	M	–	1	101
Binding	P	X	2/level	40
Blessed	M	Sup	10+	40
Brachiator	P	X	5	41
Breath-Holding	P	X	2/level	41
Business Acumen	M	–	10/level	90
Catfall	P	X	10	41
Chameleon	P	X	5/level	41
Channeling	M	Sup	10	41
Charisma	M	–	5/level	41
Chronolocation	M	–	5	35
Claim to Hospitality	Soc	–	1 to 10	41
Clairementence	M	Sup	50	42
Claws	P	X	Variable	42
Clerical Investment	Soc	–	5	43
Clinging	P	X	20	43
Combat Reflexes	M	–	15	43
Common Sense	M	–	10	43
Compartmentalized Mind	M	X	50/level	43
Constriction Attack	P	X	15	43
Contact Group	Soc	–	Variable	44
Contacts	Soc	–	Variable	44
Courtesy Rank	Soc	–	1/level	29
Cultural Adaptability	M	–	10	46
Cultural Familiarity	Soc	–	1 or 2/culture	23
Cybernetics	P	–	Variable	46
Damage Resistance	P	X	5/level	46
Danger Sense	M	–	15	47
Daredevil	M	–	15	47
Dark Vision	P	X	25	47
Deep Sleeper	P	–	1	101
Destiny	M	Sup	Variable	48
Detect	M/P	X	Variable	48
Digital Mind	P	X	5	48
Discriminatory Hearing	P	X	15	49
Discriminatory Smell	P	X	15	49
Discriminatory Taste	P	X	10	49
Doesn't Breathe	P	X	20	49
Doesn't Eat or Drink	P	X	10	50

<i>Advantage</i>	<i>M/P/Soc</i>	<i>X/Sup</i>	<i>Cost</i>	<i>Page</i>
Doesn't Sleep	P	X	20	50
Dominance	M	Sup	20	50
Double-Jointed	P	–	15	56
Duplication	M/P	X	35/copy	50
Eidetic Memory	M	–	5	51
Elastic Skin	P	X	20	51
Empathy	M	–	15	51
Enhanced Defenses	M	–	Variable	51
Enhanced Move	P	X	20/level	52
Enhanced Time Sense	M	X	45	52
Enhanced Tracking	P	X	5/level	53
Extended Lifespan	P	X	2/level	53
Extra Arms	P	X	Variable	53
Extra Attack	P	–	25/attack	53
Extra Head	P	X	15/head	54
Extra Legs	P	X	Variable	54
Extra Life	M	X	25/life	55
Extra Mouth	P	X	5/mouth	55
Fashion Sense	M	–	5	21
Favor	Soc	–	Variable	55
Fearlessness	M	–	2/level	55
Filter Lungs	P	X	5	55
Fit	P	–	5	55
Flexibility	P	–	5	56
Flight	P	X	40	56
Fur	P	X	1	101
Gadgeteer	M	–	25 or 50	56
G-Experience	M	–	1 to 10	57
Gifted Artist	M	–	5/level	90
Gizmos	M	–	5/gizmo	57
Green Thumb	M	–	5/level	90
Growth	P	X	10/level	58
Gunslinger	M	–	25	58
Hard to Kill	P	–	2/level	58
Hard to Subdue	P	–	2/level	59
Healer	M	–	10/level	90
Healing	M	X	30	59
Hermaphromorph	P	X	5	59
High Manual Dexterity	P	–	5/level	59
High Pain Threshold	P	–	10	59
High TL	M	–	5/level	23
Higher Purpose	M	Sup	5	59
Honest Face	P	–	1	101
Hyperspectral Vision	P	X	25	60
Illuminated	M	Sup	15	60
Improved G-Tolerance	P	–	5 to 25	60
Independent Income	Soc	–	1/level	26
Indomitable	M	–	15	60
Infravision	P	X	0 or 10	60
Injury Tolerance	P	X	Variable	60
Innate Attack	P	X	Variable	61
Insubstantiality	M/P	X	80	62
Intuition	M	–	15	63
Intuitive Mathematician	M	–	5	66
Invisibility	M/P	X	40	63
Jumper	M	Sup	100	64
Language Talent	M	–	10	65
Legal Enforcement Powers	Soc	–	5, 10, or 15	65
Legal Immunity	Soc	–	5 to 20	65
Less Sleep	P	–	2/level	65
Lifting ST	P	X	3/level	65
Lightning Calculator	M	–	2	66
Longevity	P	–	2	66

<i>Advantage</i>	<i>M/P/Soc</i>	<i>X/Sup</i>	<i>Cost</i>	<i>Page</i>
Luck	M	–	Variable	66
Magery	M	Sup	5 + 10/level	66
Magic Resistance	M	Sup	2/level	67
Mana Damper	M	Sup	10/level	67
Mana Enhancer	M	Sup	50/level	68
Mathematical Ability	M	–	10/level	90
Medium	M	Sup	10	68
Merchant Rank	Soc	–	5 or 10/level	30
Metabolism Control	P	X	5/level	68
Microscopic Vision	P	X	5/level	68
Military Rank	Soc	–	5 or 10/level	30
Mimicry	M	X	10	68
Mind Control	M	X	50	68
Mind Probe	M	X	20	69
Mind Reading	M	X	30	69
Mind Shield	M	X	4/level	70
Mindlink	M	Sup	Variable	70
Modular Abilities	M/P	X	Variable	71
Morph	P	X	Variable	84
Musical Ability	M	–	5/level	91
Neutralize	M	X	50	71
Nictitating Membrane	P	X	1/level	71
Night Vision	P	–	1/level	71
No Hangover	P	–	1	101
Obscure	P	X	2/level	72
Oracle	M	Sup	15	72
Outdoorsman	M	–	10/level	91
Parabolic Hearing	P	X	4/level	72
Patrons	Soc	–	Variable	72
Payload	P	X	1/level	74
Penetrating Vision	P	X	10/level	74
Penetrating Voice	P	–	1	101
Perfect Balance	P	–	15	74
Peripheral Vision	P	–	15	74
Permeation	P	X	Variable	75
Photographic Memory	M	–	10	51
Pitiable	Soc	–	5	22
Plant Empathy	M	–	5	75
Police Rank	Soc	–	5 or 10/level	30
Possession	M	X	100	75
Power Investiture	M	Sup	10/level	77
Precognition	M	Sup	25	77
Pressure Support	P	X	5 to 15	77
Protected Sense	P	X	5/sense	78
Psi Static	M	Sup	30	78
Psychometry	M	Sup	20	78
Puppet	M	X	5 or 10	78
Racial Memory	M	X	15 or 40	78
Radiation Tolerance	P	X	Variable	79
Rank	Soc	–	5 or 10/level	29
Rapid Healing	P	–	5	79
Rapier Wit	M	–	5	79
Reawakened	M	Sup	10	80
Recovery	P	X	10	80
Reduced Consumption	P	–	2/level	80
Regeneration	P	X	Variable	80
Regrowth	P	X	40	80
Religious Rank	Soc	–	5 or 10/level	30
Reputation	Soc	–	Variable	26
Resistant	P	–	Variable	80
Sanitized Metabolism	P	X	1	101
Scanning Sense	P	X	Variable	81
Sealed	P	X	15	82
Security Clearance	Soc	–	Variable	82
See Invisible	P	X	15	83
Sensitive	M	–	5	51
Sensitive Touch	P	X	10	83
Serendipity	M	–	15/level	83
Shadow Form	P	X	50	83
Shapeshifting	P	X	Variable	83
Shrinking	P	X	5/level	85
Shtick	M/P	–	1	101
Signature Gear	Soc	–	Variable	85
Silence	P	X	5/level	85

<i>Advantage</i>	<i>M/P/Soc</i>	<i>X/Sup</i>	<i>Cost</i>	<i>Page</i>
Single-Minded	M	–	5	85
Slippery	P	X	2/level	85
Smooth Operator	M	–	15/level	91
Snatcher	M	Sup	80	86
Social Chameleon	M	–	5	86
Social Regard	Soc	–	5/level	86
Speak Underwater	P	X	5	87
Speak With Animals	M	X	25	87
Speak With Plants	M	X	15	87
Special Rapport	M	Sup	5	88
Spines	P	X	1 or 3	88
Spirit Empathy	M	Sup	10	88
Status	Soc	–	5/level	28
Stretching	P	X	6/level	88
Striker	P	X	5-8	88
Striking ST	P	X	5/level	88
Subsonic Hearing	P	X	0 or 5	89
Subsonic Speech	P	X	0 or 10	89
Super Climbing	P	X	3/level	89
Super Jump	P	X	10/level	89
Super Luck	M	Sup	100	89
Supernatural Durability	P	Sup	150	89
Talent	M	–	Variable	89
Teeth	P	X	0, 1, or 2	91
Telecommunication	M/P	X	Variable	91
Telekinesis	M/P	X	5/level	92
Telescopic Vision	P	X	5/level	92
Temperature Control	M/P	X	5/level	92
Temperature Tolerance	P	–	1/level	93
Temporal Inertia	M	Sup	15	93
Tenure	Soc	–	5	93
Terrain Adaptation	P	X	0 or 5	93
Terror	M	Sup	30 + 10/level	93
Trained By A Master	M	–	30	93
True Faith	M	Sup	15	94
Tunneling	P	X	30 + 5/level	94
Ultrahearing	P	X	0 or 5	94
Ultrasonic Speech	P	X	0 to 10	94
Ultrasound	P	X	0 or 10	94
Unaging	P	X	15	95
Unfazeable	M	–	15	95
Universal Digestion	P	X	5	95
Unkillable	P	X	50 to 150	95
Unusual Background	M	–	Variable	96
Vacuum Support	P	X	5	96
Vampiric Bite	P	X	30 + 5/level	96
Versatile	M	–	5	96
Very Fit	P	–	15	55
Very Rapid Healing	P	–	15	79
Vibration Sense	P	X	10	96
Visualization	M	Sup	10	96
Voice	P	–	10	97
Walk on Air	P	X	20	97
Walk on Liquid	P	X	15	97
Warp	M	Sup	100	97
Wealth	Soc	–	Variable	25



Weapon Master	M	–	Variable	99
Wild Talent	M	Sup	20/level	99
Xeno-Adaptability	M	–	20	46
Zeroed	Soc	–	10	100

DISADVANTAGES

M/P/Soc tells whether a disadvantage is *mental*, *physical*, or *social*.

X/Sup tells whether a disadvantage is *exotic* or *supernatural*. A – in this column means it is *mundane*.

If the *cost* of the disadvantage is followed by *, then you must select a self-control number; the cost given is for a self-control number of 12.

Advantage	M/P/Soc	X/Sup	Cost	Page
Absent-Mindedness	M	–	-15	122
Acceleration Weakness	P	–	-1	165
Addiction	M/P	–	Variable	122, 164, 165
Alcohol Intolerance	P	–	-1	165
Alcoholism	P	–	-15 or -20	122
Amnesia	M	–	-10 or -25	123
Appearance	P	–	Variable	21
Attentive	M	–	-1	163
Bad Back	P	–	-15 or -25	123
Bad Grip	P	–	-5/level	123
Bad Sight	P	–	-25	123
Bad Smell	P	–	-10	124
Bad Temper	M	–	-10*	124
Berserk	M	–	-10*	124
Bestial	M	X	-10 or -15	124
Blindness	P	–	-50	124
Bloodlust	M	–	-10*	125
Bowlegged	P	–	-1	165
Broad-Minded	M	–	-1	163
Bully	M	–	-10*	125
Callous	M	–	-5	125
Cannot Float	P	–	-1	165
Cannot Learn	M	–	-30	125
Cannot Speak	P	–	-15	125
Careful	M	–	-1	163
Charitable	M	–	-15*	125
Chauvinistic	M	–	-1	163
Chronic Depression	M	–	-15*	126
Chronic Pain	P	–	Variable	126
Chummy	M	–	-5	126
Clueless	M	–	-10	126
Code of Honor	M	–	-1 or -5 to -15	127, 163
Cold-Blooded	P	X	-5 or -10	127
Colorblindness	P	–	-10	127
Combat Paralysis	P	–	-15	127
Compulsive Behavior	M	–	-5 to -15*	128
Confused	M	–	-10*	129
Congenial	M	–	-1	164
Cowardice	M	–	-10*	129
Curious	M	–	-5*	129
Cursed	M	Sup	-75	129
Deafness	P	–	-20	129
Debt	Soc	–	-1/level	26
Decreased Time Rate	M	X	-100	129
Delusions	M	–	-1 or -5 to -15	130, 164
Dependency	P	X	Variable	130
Dependents	Soc	–	Variable	131
Destiny	M	Sup	Variable	131
Disciplines of Faith	M	–	-5 to -15	132
Dislikes	M	–	-1	164
Distinctive Features	P	–	-1	165
Distractible	M	–	-1	164
Disturbing Voice	P	–	-10	132
Divine Curse	M	Sup	Variable	132
Draining	P	Sup	Variable	132
Dread	M	Sup	Variable	132
Dreamer	M	–	-1	164
Dull	M	–	-1	164
Duty	Soc	–	Variable	133
Dwarfism	P	–	-15	19
Dyslexia	M	–	-10	134
Easy to Kill	P	–	-2/level	134
Easy to Read	M	–	-10	134
Electrical	P	X	-20	134
Enemies	Soc	–	Variable	135
Epilepsy	P	–	-30	136

Advantage	M/P/Soc	X/Sup	Cost	Page
Extra Sleep	P	–	-2/level	136
Fanaticism	M	–	-15	136
Fat	P	–	-3	19
Fearfulness	M	–	-2/level	136
Flashbacks	M	–	Variable	136
Fragile	P	X	Variable	136
Frightens Animals	M	Sup	-10	137
G-Intolerance	P	–	-10 or -20	137
Gigantism	P	–	0	20
Gluttony	M	–	-5*	137
Greed	M	–	-15*	137
Gregarious	M	–	-10	126
Guilt Complex	M	–	-5	137
Gullibility	M	–	-10*	137
Habits or Expressions	M	–	-1	164
Ham-Fisted	P	–	-5 or -10	138
Hard of Hearing	P	–	-10	138
Hemophilia	P	–	-30	138
Hidebound	M	–	-5	138
Honesty	M	–	-10*	138
Horizontal	P	X	-10	139
Horrible Hangovers	P	–	-1	165
Humble	M	–	-1	164
Hunchback	P	–	-10	139
Imaginative	M	–	-1	164
Impulsiveness	M	–	-10*	139
Incompetence	M	–	-1	164
Increased Consumption	P	–	-10/level	139
Increased Life Support	P	X	Variable	139
Incurious	M	–	-5*	140
Indecisive	M	–	-10*	140
Infectious Attack	P	Sup	-5	140
Innumerate	M	–	-5	140
Insomniac	P	–	-10 or -15	140
Intolerance	M	–	Variable	140
Invertebrate	P	X	-20	140
Jealousy	M	–	-10	140
Killjoy	P	–	-15	140
Kleptomania	M	–	-15*	141
Klutz	P	–	-5	141
Lame	P	–	-10 to -30	141
Laziness	M	–	-10	142
Lecherousness	M	–	-15*	142
Lifebane	M	Sup	-10	142
Light Sleeper	P	–	-5	142
Likes	M	–	-1	164
Loner	M	–	-5*	142
Low Empathy	M	–	-20	142
Low Pain Threshold	P	–	-10	142
Low Self-Image	M	–	-10	143
Low TL	M	–	-5/level	22
Lunacy	M	–	-10	143
Magic Susceptibility	M	Sup	-3/level	143
Maintenance	P	–	Variable	143
Manic-Depressive	M	–	-20	143
Megalomania	M	–	-10	144
Minor Handicaps	P	–	-1	165
Miserliness	M	–	-10*	144
Missing Digit	P	–	-2 or -5	144
Mistaken Identity	P	–	-5	21
Motion Sickness	P	–	-10	144
Mundane Background	M	–	-10	144
Mute	P	–	-25	125
Nervous Stomach	P	–	-1	165
Neurological Disorder	P	–	Variable	144
Neutered	P	–	-1	165

<i>Advantage</i>	<i>M/P/Soc</i>	<i>X/Sup</i>	<i>Cost</i>	<i>Page</i>
Night Blindness	P	–	-10	144
Nightmares	M	–	-5*	144
No Depth Perception	P	–	-15	145
No Fine Manipulators	P	X	-30	145
No Legs	P	X	Variable	145
No Manipulators	P	X	-50	145
No Sense of Humor	M	–	-10	146
No Sense of Smell/Taste	P	–	-5	146
Nocturnal	P	X	-20	146
Noisy	P	–	-2/level	146
Non-Iconographic	M	–	-10	146
Nosy	M	–	-1	164
Numb	P	–	-20	146
Oblivious	M	–	-5	146
Obsession	M	–	-1, -5, or -10*	146, 164
Odious Personal Habits	M	–	-5, -10, or -15	22
On the Edge	M	–	-15*	146
One Arm	P	–	-20	147
One Eye	P	–	-15	147
One Hand	P	–	-15	147
Overconfidence	M	–	-5*	148
Overweight	P	–	-1	19
Pacifism	M	–	Variable	148
Paranoia	M	–	-10	148
Personality Change	M	–	-1	164
Phantom Voices	M	–	-5 to -15	148
Phobias	M	–	Variable*	148
Post-Combat Shakes	M	–	-5*	150
Proud	M	–	-1	164
Pyromania	M	–	-5*	150
Quadriplegic	P	–	-80	150
Reprogrammable	M	X	-10	150
Reputation	Soc	–	Variable	26
Responsive	M	–	-1	164
Restricted Diet	P	–	-10 to -40	151
Restricted Vision	P	–	-15 or -30	151
Revulsion	P	Sup	-5 to -15	151
Sadism	M	–	-15*	152
Secret	Soc	–	-5 to -30	152
Secret Identity	Soc	–	Variable	153
Self-Destruct	P	X	-10	153
Selfish	M	–	-5*	153
Selfless	M	–	-5*	153
Semi-Upright	P	X	-5	153
Sense of Duty	M	–	-2 to -20	153
Sexless	P	X	-1	165
Shadow Form	P	X	-20	153

<i>Advantage</i>	<i>M/P/Soc</i>	<i>X/Sup</i>	<i>Cost</i>	<i>Page</i>
Short Attention Span	M	–	-10*	153
Short Lifespan	P	X	-10/level	154
Shyness	M	–	-5, -10, or -20	154
Skinny	P	–	-5	18
Slave Mentality	M	–	-40	154
Sleepwalker	M	–	-5*	154
Sleepy	P	X	Variable	154
Slow Eater	P	X	-10	155
Slow Healing	P	–	-5/level	155
Slow Riser	P	–	-5	155
Social Disease	P	–	-5	155
Social Stigma	Soc	–	-5 to -20	155
Space Sickness	P	–	-10	156
Split Personality	M	–	-15*	156
Squeamish	M	–	-10*	156
Staid	M	–	-1	164
Status	Soc	–	-5/level	28
Stress Atavism	M	X	Variable*	156
Stubbornness	M	–	-5	157
Stuttering	P	–	-10	157
Supernatural Features	P	Sup	Variable	157
Supersensitive	M	Sup	-15	158
Susceptible	P	–	Variable	158
Terminally Ill	P	–	-50, -75, or -100	158
Timesickness	P	–	-10	158
Total Klutz	P	–	-15	141
Trademark	M	–	-1 or -5 to -15	159, 164
Trickster	M	–	-15*	159
Truthfulness	M	–	-5*	159
Uncongenial	M	–	-1	165
Uncontrollable Appetite	M	Sup	-15*	159
Unfit	P	–	-5	160
Unhealing	P	X	-20 or -30	160
Unique	M	Sup	-5	160
Unluckiness	M	–	-10	160
Unnatural Features	P	–	Variable	22
Unusual Biochemistry	P	X	-5	160
Very Fat	P	–	-5	19
Very Unfit	P	–	-15	160
Vow	M	–	-1 or -5 to -15	160, 165
Vulnerability	P	X	Variable	161
Weak Bite	P	X	-2	161
Weakness	P	X	Variable	161
Wealth	Soc	–	Variable	25
Weirdness Magnet	M	Sup	-15	161
Workaholic	M	–	-5	162
Wounded	P	–	-5	162
Xenophilia	M	–	-10*	163

MODIFIERS

The following modifiers are generally applicable to advantages and disadvantages. Many traits have their own special modifiers as well; consult the specific trait description for details. Under **Type**, an attack modifier is denoted by A; a gadget limitation is denoted by G. A – means it is neither.

ENHANCEMENTS

<i>Name</i>	<i>Type</i>	<i>Value</i>	<i>Page</i>
Accurate	A	+5%/level	102
Affects Insubstantial	–	+20%	102
Affects Substantial	–	+40%	102
Area Effect	A	+50%/level	102
Armor Divisor	A	Variable	102
Aura	A	+80%	102
Based on (Different Attribute)	A	+20%	102
Blood Agent	A	+100%	102
Cone	A	Variable	103
Contact Agent	A	+150%	103
Cosmic	–	Variable	103
Cyclic	A	Variable	103
Damage Modifiers	A	Variable	104
Delay	A	Variable	105

<i>Name</i>	<i>Type</i>	<i>Value</i>	<i>Page</i>
Double Blunt Trauma (dbt)	A	+20%	104
Double Knockback (dkb)	A	+20%	104
Drifting	A	+20%	105
Explosion (exp)	A	+50%/level	104
Extended Duration	–	Variable	105
Follow-Up	A	Variable	105
Fragmentation (frag)	A	+15%/die	104
Guided	A	+50%	105
Hazard	A	Variable	104
Homing	A	Variable	105
Incendiary (inc)	A	+10%	105
Increased Range	–	+10%/level	106
Jet	A	+0%	106
Link	–	+10% or +20%	106
Low Signature	A	+10%	106
Malediction	A	Variable	106

Name	Type	Value	Page
Mobile	A	+40%/level	107
No Signature	A	+20%	106
Overhead	A	+30%	107
Persistent	A	+40%	107
Radiation (rad)	A	+25% or +100%	105
Ranged	-	+40%	107
Rapid Fire	A	Variable	108
Reduced Fatigue Cost	-	+20%/level	108
Reduced Time	-	+20%/level	108
Respiratory Agent	A	+50%	108
Selective Area	A	+20%	108
Selectivity	-	+10%	108
Sense-Based	A	Variable	109
Side Effect	A	Variable	109
Surge (sur)	A	+20%	105
Symptoms	A	Variable	109
Underwater	A	+20%	109
Variable	A	+5%	109
Wall	A	+30% or +60%	109

LIMITATIONS

Name	Type	Value	Page
Accessibility	-	Variable	110
Always On	-	Variable	110
Armor Divisor	A	Variable	110
Blood Agent	A	-40%	110
Bombardment	A	Variable	111
Breakable	G	Variable	117
Can Be Stolen	G	Variable	117
Contact Agent	A	-30%	111

Name	Type	Value	Page
Costs Fatigue	-	Variable	111
Damage Limitations	A	Variable	111
Dissipation	A	-50%	112
Emanation	A	-20%	112
Emergencies Only	-	-30%	112
Extra Recoil	A	-10%/level	112
Full Power in Emergencies Only	-	-20%	112
Inaccurate	A	-5%/level	112
Limited Use	-	Variable	112
Melee Attack	A	Variable	112
Mitigator	-	Variable	112
No Blunt Trauma (nbt)	A	-20%	111
No Knockback (nkb)	A	-10%	111
No Wounding (nw)	A	-50%	111
Nuisance Effect	-	Variable	112
Onset	A	Variable	113
Pact	-	Variable	113
Preparation Required	-	Variable	114
Reduced Range	-	-10%/level	115
Resistible	A	Variable	115
Sense-Based	A	Variable	115
Takes Extra Time	-	-10%/level	115
Takes Recharge	-	Variable	115
Temporary Disadvantage	-	Variable	115
Trigger	-	Variable	115
Unconscious Only	-	-20%	115
Uncontrollable	-	-10% or -30%	116
Unique	G	-25%	117
Unreliable	-	Variable	116
Untrainable	-	-40%	116

SKILLS

ficulty is E for Easy, A for Average, H for Hard, or VH for Very Hard.

faults marked with * either do not always apply or vary in special circumstances; see the entry in the main text.

ills marked with † *require* specialization.

Skill	Attr	Diff	Defaults	Page
Accounting	IQ	H	IQ-6, Finance-4, Mathematics (Statistics)-5, Merchant-5	174
Acrobatics	DX	H	DX-6	174
Acting	IQ	A	IQ-5, Performance-2, Public Speaking-5	174
Administration	IQ	A	IQ-5, Merchant-3	174
Aerobatics	DX	H	DX-6	174
Airshipman/TL	IQ	E	IQ-4	185
Alchemy/TL	IQ	VH	None	174
Animal Handling†	IQ	A	IQ-5	175
Anthropology†	IQ	H	IQ-6, Paleontology (Paleoanthropology)-2, Sociology-3	175
Aquabatics	DX	H	DX-6	174
Archaeology	IQ	H	IQ-6	176
Architecture/TL	IQ	A	IQ-5, Engineer (Civil)-4	176
Area Knowledge†	IQ	E	IQ-4, Geography (Regional)-3*	176
Armoury/TL†	IQ	A	IQ-5, Engineer (same)-4	178
Artillery/TL†	IQ	A	IQ-5	178
Artist†	IQ	H	IQ-6	179
Astronomy/TL	IQ	H	IQ-6	179
Autohypnosis	Will	H	Meditation-4	179
Axe/Mace	DX	A	Flail-4, Two-Handed Axe/Mace-3	208
Battlesuit/TL	DX	A	DX-5, Diving Suit-4, NBC Suit-2, Vacc Suit-2	192
Beam Weapons/TL†	DX	E	DX-4	179
Bicycling	DX	E	DX-4, Driving (Motorcycle)-4	180

Skill	Attr	Diff	Defaults	Page
Bioengineering/TL†	IQ	H	Biology-5	180
Biology/TL†	IQ	VH	IQ-6, Naturalist-6	180
Blind Fighting	Per	VH	None	180
Blowpipe	DX	H	DX-6	180
Boating/TL†	DX	A	DX-5, IQ-5	180
Body Control	HT	VH	None	181
Body Language	Per	A	Detect Lies-4, Psychology-4	181
Body Sense	DX	H	DX-6, Acrobatics-3	181
Bolas	DX	A	None	181
Bow	DX	A	DX-5	182
Boxing	DX	A	None	182
Brain Hacking/TL	IQ	H	Special	182
Brainwashing/TL	IQ	H	Special	182
Brawling	DX	E	None	182
Breaking Blow	IQ	H	None	182
Breath Control	HT	H	None	182
Broadsword	DX	A	Force Sword-4, Rapier-4, Saber-4, Shortsword-2, Two-Handed Sword-4	208
Camouflage	IQ	E	IQ-4, Survival-2	183
Captivate	Will	H	None	191
Carousing	HT	E	HT-4	183
Carpentry	IQ	E	IQ-4	183
Cartography/TL	IQ	A	IQ-5, Geography (any)-2, Mathematics (Surveying)-2, Navigation (any)-4	183
Chemistry/TL	IQ	H	IQ-6, Alchemy-3	183
Climbing	DX	A	DX-5	183
Cloak	DX	A	DX-5, Net-4, Shield (any)-4	184
Combat Art or Sport	DX	Varies	Special	184

<i>Skill</i>	<i>Attr</i>	<i>Diff</i>	<i>Defaults</i>	<i>Page</i>
Computer Hacking/TL	IQ	VH	None	184
Computer Operation/TL	IQ	E	IQ-4	184
Computer Programming/TL	IQ	H	None	184
Connoisseur†	IQ	A	IQ-5*	185
Cooking	IQ	A	IQ-5, Housekeeping-5	185
Counterfeiting/TL	IQ	H	IQ-6, Forgery-2	185
Crewman/TL	IQ	E	IQ-4	185
Criminology/TL	IQ	A	IQ-5, Psychology-4	186
Crossbow	DX	E	DX-4	186
Cryptography/TL	IQ	H	Mathematics (Cryptology)-5	186
Current Affairs/TL†	IQ	E	IQ-4, Research-4	186
Dancing	DX	A	DX-5	187
Detect Lies	Per	H	Per-6, Body Language-4, Psychology-4	187
Diagnosis/TL	IQ	H	IQ-6, First Aid-8, Physician-4, Veterinary-5	187
Diplomacy	IQ	H	IQ-6, Politics-6	187
Disguise/TL†	IQ	A	IQ-5, Makeup-3	187
Diving Suit/TL	DX	A	DX-5, Battlesuit-4, NBC Suit-4, Scuba-2, Vacc Suit-4	192
Dreaming	Will	H	Will-6	188
Driving/TL†	DX	A	DX-5, IQ-5	188
Dropping	DX	A	DX-3, Throwing-4	189
Economics	IQ	H	IQ-6, Finance-3, Market Analysis-5, Merchant-6	189
Electrician/TL	IQ	A	IQ-5, Engineer (Electrical)-3	189
Electronics Operation/TL†	IQ	A	IQ-5, Electronics Repair (same)-5, Engineer (Electronics)-5	189
Electronics Repair/TL†	IQ	A	IQ-5, Electronics Operation (same)-3, Engineer (Electronics)-3	190
Engineer/TL†	IQ	H	Special	190
Enthrallment	Will	H	None	191
Environment Suit/TL	DX	A	DX-5*	192
Erotic Art	DX	A	DX-5, Acrobatics-5	192
Escape	DX	H	DX-6	192
Esoteric Medicine	Per	H	Per-6	192
Exorcism	Will	H	Will-6, Religious Ritual (any)-3, Ritual Magic (any)-3, Theology (any)-3	193
Expert Skill†	IQ	H	None	193
Explosives/TL†	IQ	A	IQ-5*	194
Falconry	IQ	A	IQ-5, Animal Handling (Raptors)-3	194
Farming/TL	IQ	A	IQ-5, Biology-5, Gardening-3	194
Fast-Draw†	DX	E	None	194
Fast-Talk	IQ	A	IQ-5, Acting-5	195
Filch	DX	A	DX-5, Pickpocket-4, Sleight of Hand-4	195
Finance	IQ	H	Accounting-4, Economics-3, Merchant-6	195
Fire Eating	DX	A	None	195
First Aid/TL	IQ	E	IQ-4, Esoteric Medicine, Physician, Veterinary-4	195
Fishing	Per	E	Per-4	195
Flail	DX	H	Axe/Mace-4, Two-Handed Flail-3	208
Flight	HT	A	HT-5	195

<i>Skill</i>	<i>Attr</i>	<i>Diff</i>	<i>Defaults</i>	<i>Page</i>
Flying Leap	IQ	H	None	196
Force Sword	DX	A	Any Sword-3	208
Force Whip	DX	A	Kusari-3, Monowire Whip-3, Whip-3	209
Forced Entry	DX	E	None	196
Forensics/TL	IQ	H	IQ-6, Criminology-4	196
Forgery/TL	IQ	H	IQ-6, Counterfeiting-2	196
Fortune-Telling†	IQ	A	IQ-5, Fast-Talk-3, Occultism-3	196
Forward Observer/TL	IQ	A	IQ-5, Artillery (any)-5*	196
Free Fall	DX	A	DX-5, HT-5	197
Freight Handling/TL	IQ	A	IQ-5	197
Gambling	IQ	A	IQ-5, Mathematics (Statistics)-5	197
Games†	IQ	E	IQ-4	197
Gardening	IQ	E	IQ-4, Farming-3	197
Garrote	DX	E	DX-4	197
Geography/TL†	IQ	H	IQ-6*	198
Geology/TL†	IQ	H	IQ-6, Geography (Physical)-4, Prospecting-5	198
Gesture	IQ	E	IQ-4	198
Group Performance†	IQ	A	IQ-5*	198
Gunner/TL†	DX	E	DX-4	198
Guns/TL†	DX	E	DX-4	198
Hazardous Materials/TL†	IQ	A	IQ-5	199
Heraldry	IQ	A	IQ-5, Savoir-Faire (High Society)-3	199
Herb Lore/TL	IQ	VH	None	199
Hidden Lore†	IQ	A	None	199
Hiking	HT	A	HT-5	200
History†	IQ	H	IQ-6	200
Hobby Skill	DX or IQ	E	DX-4 or IQ-4	200
Holdout	IQ	A	IQ-5, Sleight of Hand-3	200
Housekeeping	IQ	E	IQ-4	200
Hypnotism	IQ	H	None	201
Immovable Stance	DX	H	None	201
Innate Attack†	DX	E	DX-4	201
Intelligence Analysis/TL	IQ	H	IQ-6, Strategy (any)-6	201
Interrogation	IQ	A	IQ-5, Intimidation-3, Psychology-4	202
Intimidation	Will	A	Will-5, Acting-3	202
Invisibility Art	IQ	VH	None	202
Jeweler/TL	IQ	H	IQ-6, Smith (Copper)-4, Smith (Lead and Tin)-4	203
Jitte/Sai	DX	A	Force Sword-4, Main-Gauche-4, Shortsword-3	208
Judo	DX	H	None	203
Jumping	DX	E	None	203
Karate	DX	H	None	203
Kiai	HT	H	None	203
Knife	DX	E	Force Sword-3, Main-Gauche-3, Shortsword-3	208
Knot-Tying	DX	E	DX-4, Climbing-4, Seamanship-4	203
Kusari	DX	H	Force Whip-3, Monowire Whip-3, Two-Handed Flail-4, Whip-3	209
Lance	DX	A	DX-5, Spear-3	204
Lasso	DX	A	None	204
Law†	IQ	H	IQ-6	204
Leadership	IQ	A	IQ-5	204
Leatherworking	DX	E	DX-4	205

<i>Skill</i>	<i>Attr</i>	<i>Diff</i>	<i>Defaults</i>	<i>Page</i>
Lifting	HT	A	None	205
Light Walk	DX	H	None	205
Linguistics	IQ	H	None	205
Lip Reading	Per	A	Per-10	205
Liquid	DX	E	DX-4	205
Projector/TL†				
Literature	IQ	H	IQ-6	205
Lockpicking/TL	IQ	A	IQ-5	206
Machinist/TL	IQ	A	IQ-5, Mechanic (any)-5	206
Main-Gauche	DX	A	Jitte/Sai-4, Knife-4, Rapier-3, Saber-3, Smallsword-3	208
Makeup/TL	IQ	E	IQ-4, Disguise-2	206
Market Analysis	IQ	H	IQ-6, Economics-5, Merchant-4	207
Masonry	IQ	E	IQ-4	207
Mathematics/TL†	IQ	H	IQ-6*	207
Mechanic/TL†	IQ	A	IQ-5, Engineer (same)-4, Machinist-5	207
Meditation	Will	H	Will-6, Autohypnosis-4	207
Melee Weapon	DX	Varies	Special	208
Mental Strength	Will	E	None	209
Merchant	IQ	A	IQ-5, Finance-6, Market Analysis-4	209
Metallurgy/TL	IQ	H	Chemistry-5, Jeweler-8, Smith (any)-8	209
Meteorology/TL†	IQ	A	IQ-5	209
Mimicry†	IQ	H	IQ-6*	210
Mind Block	Will	A	Will-5, Meditation-5	210
Monowire Whip	DX	H	Force Whip-3, Kusari-3, Whip-3	209
Mount	DX	A	DX-5	210
Musical Composition	IQ	H	Musical Instrument-2, Poetry-2 (for song)	210
Musical Influence	IQ	VH	None	210
Musical Instrument†	IQ	H	Special	211
Naturalist†	IQ	H	IQ-6, Biology-3	211
Navigation/TL†	IQ	A	Special	211
NBC Suit/TL	DX	A	DX-5, Battlesuit-2, Diving Suit-4, Vacc Suit-2	192
Net	DX	H	Cloak-5	211
Observation	Per	A	Per-5, Shadowing-5	211
Occultism	IQ	A	IQ-5	212
Packing	IQ	A	IQ-5, Animal Handling (Equines)-5	212
Paleontology/TL†	IQ	H	Biology-4*	212
Panhandling	IQ	E	IQ-4, Fast Talk-2, Public Speaking-3	212
Parachuting/TL	DX	E	DX-4	212
Parry	DX	H	None	212
Missile Weapons				
Performance	IQ	A	IQ-5, Acting-2, Public Speaking-2	212
Persuade	Will	H	None	191
Pharmacy/TL†	IQ	H	IQ-6*	213
Philosophy†	IQ	H	IQ-6	213
Photography/TL	IQ	A	IQ-5, Electronics Operation (Media)-5	213
Physician/TL	IQ	H	IQ-7, First Aid-11, Veterinary-5	213
Physics/TL	IQ	VH	IQ-6	213
Physiology/TL†	IQ	H	IQ-6, Diagnosis-5, Physician-5, Surgery-5	213
Pickpocket	DX	H	DX-6, Filch-5, Sleight of Hand-4	213
Piloting/TL†	DX	A	IQ-6	214
Poetry	IQ	A	IQ-5, Writing-5	214

<i>Skill</i>	<i>Attr</i>	<i>Diff</i>	<i>Defaults</i>	<i>Page</i>
Poisons/TL	IQ	H	IQ-6, Chemistry-5, Pharmacy (any)-3, Physician-3	214
Polearm	DX	A	Spear-4, Staff-4, Two-Handed Axe/Mace-4	208
Politics	IQ	A	IQ-5, Diplomacy-5	215
Power Blow	Will	H	None	215
Pressure Points	IQ	H	None	215
Pressure Secrets	IQ	VH	None	215
Professional Skill	DX or IQ	A	Special	215
Propaganda/TL	IQ	A	IQ-5, Merchant-5, Psychology-4	216
Prospecting/TL	IQ	A	IQ-5, Geology (any)-4	216
Psychology	IQ	H	IQ-6, Sociology-4	216
Public Speaking	IQ	A	IQ-5, Acting-5, Performance-2, Politics-5	216
Push	DX	H	None	216
Rapier	DX	A	Broadsword-4, Main-Gauche-3, Saber-3, Smallsword-3	208
Religious Ritual†	IQ	H	Ritual Magic (same)-6 Theology (same)-4	217
Research/TL	IQ	A	IQ-5, Writing-3	217
Riding†	DX	A	DX-5, Animal Handling (same)-3	217
Ritual Magic†	IQ	VH	Religious Ritual (same)-6	218
Running	HT	A	HT-5	218
Saber	DX	A	Broadsword-4, Main-Gauche-3, Rapier-3, Shortsword-4, Smallsword-3	208
Savoir-Faire†	IQ	E	IQ-4*	218
Scrounging	Per	E	Per-4	218
Scuba/TL	IQ	A	IQ-5, Diving Suit-2	219
Seamanship/TL	IQ	E	IQ-4	185
Search	Per	A	Per-5, Criminology-5	219
Sewing/TL	DX	E	DX-4	219
Sex Appeal	HT	A	HT-3	219
Shadowing	IQ	A	IQ-5, Observation-5, Stealth-4 (on foot only)	219
Shield†	DX	E	DX-4	220
Shiphandling/TL†	IQ	H	IQ-6*	220
Shortsword	DX	A	Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, Tonfa-3	209
Singing	HT	E	HT-4	220
Skating	HT	H	HT-6	220
Skiing	HT	H	HT-6	221
Sleight of Hand	DX	H	Filch-5	221
Sling	DX	H	DX-6	221
Smallsword	DX	A	Main-Gauche-3, Rapier-3, Saber-3, Shortsword-4	208
Smith/TL†	IQ	A	IQ-5*	221
Smuggling	IQ	A	IQ-5	221
Sociology	IQ	H	IQ-6, Anthropology-3, Psychology-4	221
Soldier/TL	IQ	A	IQ-5	221
Spacer/TL	IQ	E	IQ-4	185
Spear	DX	A	Polearm-4, Staff-2	208
Spear Thrower	DX	A	DX-5, Thrown Weapon (Spear)-4	222
Speed-Reading	IQ	A	None	222
Sports	DX	A	Special	222
Staff	DX	A	Polearm-4, Spear-2	208
Stage Combat	DX	A	Combat Art or Sport-2, an actual combat skill-3, Performance-3	222

<i>Skill</i>	<i>Attr</i>	<i>Diff</i>	<i>Defaults</i>	<i>Page</i>
Stealth	DX	A	DX-5, IQ-5	222
Strategy†	IQ	H	IQ-6, Intelligence Analysis-6, Tactics-6	222
Streetwise	IQ	A	IQ-5	223
Submarine/TL†	DX	A	IQ-6	223
Submariner/TL	IQ	E	IQ-4	185
Suggest	Will	H	None	191
Sumo Wrestling	DX	A	None	223
Surgery/TL	IQ	VH	First Aid-12, Physician-5, Physiology-8, Veterinary-5	223
Survival†	Per	A	Per-5, Naturalist (same planet)-3	223



<i>Skill</i>	<i>Attr</i>	<i>Diff</i>	<i>Defaults</i>	<i>Page</i>
Sway Emotions	Will	H	None	192
Swimming	HT	E	HT-4	224
Symbol Drawing†	IQ	H	Special	224
Tactics	IQ	H	IQ-6, Strategy (any)-6	224
Teaching	IQ	A	IQ-5	224
Teamster†	IQ	A	IQ-5, Animal Handling (same)-4, Riding (same)-2	225
Thaumatology	IQ	VH	IQ-7 (magical settings only)	225
Theology†	IQ	H	IQ-6, Religious Ritual (same)-4	226
Throwing	DX	A	DX-3, Dropping-4	226
Throwing Art	DX	H	None	226
Thrown Weapon†	DX	E	DX-4*	226
Tonfa	DX	A	Shortsword-3	209
Tracking	Per	A	Per-5, Naturalist-5	226
Traps/TL	IQ	A	IQ-5, Lockpicking-3	226
Two-Handed Axe/Mace	DX	A	Axe/Mace-3, Polearm-4, Two-Handed Flail-4	208
Two-Handed Flail	DX	H	Flail-3, Kusari-4, Two-Handed Axe/Mace-4	208
Two-Handed Sword	DX	A	Broadsword-4, Force Sword-4	209
Typing	DX	E	DX-4, any skill requiring typing-3	228
Urban Survival	Per	A	Per-5	228
Vacc Suit/TL	DX	A	DX-5, Battlesuit-2, Diving Suit-4, NBC Suit-2	192
Ventriloquism	IQ	H	None	228
Veterinary/TL	IQ	H	Animal Handling (any)-6, Physician-5, Surgery-5	228
Weather Sense	IQ	A	IQ-5	209
Weird Science	IQ	VH	None	228
Whip	DX	A	Force Whip-3, Kusari-3, Monowire Whip-3	209
Wrestling	DX	A	None	228
Writing	IQ	A	IQ-5	228
Zen Archery	IQ	VH	None	228

TECHNIQUES

Techniques marked with * are highly cinematic and may not be appropriate for realistic games. Under *Difficulty*, A means Average and H means Hard. Under *Defaults*, PS means any prerequisite skill.

<i>Technique</i>	<i>Difficulty</i>	<i>Defaults</i>	<i>Page</i>
Arm Lock	A	Judo or Wrestling	230
Back Kick	H	Karate-4	230
Choke Hold	H	Judo-2 or Wrestling-3	230
Disarming	H	PS	230
Dual-Weapon Attack*	H	PS-4	230
Elbow Strike	A	Brawling-2, Karate-2	230
Feint	H	PS	231
Finger Lock	H	Arm Lock-3	231
Ground Fighting	H	PS-4	231
Horse Archery	H	Bow-4	231
Impersonate	A	Mimicry (Speech)-3	233
Jump Kick	H	Karate-4	231
Kicking	H	Brawling-2, Karate-2	231
Knee Strike	A	Brawling-1, Karate-1	232
Lifesaving	H	Swimming-5	233

<i>Technique</i>	<i>Difficulty</i>	<i>Defaults</i>	<i>Page</i>
Motion-Picture Camera	A	Photography-3	233
Neck Snap	H	ST-4	232
No-Landing Extraction	H	Piloting-4	233
Off-Hand Weapon Training	H	PS-4	232
Retain Weapon	H	PS	232
Rope Up	A	Climbing-2	233
Scaling	H	Climbing-3	233
Set Trap	H	Explosives (Demolition)-2	233
Slip Handcuffs	H	Escape-5	233
Sweep	H	PS-3	232
Whirlwind Attack*	H	PS-5	232
Work by Touch	H	Lockpicking-5	233