

GURPS UPDATE

We know many Third Edition **GURPS** players will want to start playing Fourth Edition games right away. With this conversion guide, you'll be able to! **GURPS Update** has all the information you need to bring nearly all of your PCs into the Fourth Edition. Painstakingly compiled by David Morgan-Mar, **Update** has side-to-side charts with every single advantage, disadvantage, and skill in Third Edition, with its Fourth Edition counterpart listed alongside. Where there's not a good fit, a detailed note explains your other options for modeling the ability in the new rules. There are also conversion rules for magic, psionics, templates, attributes, secondary characteristics, and more. And it's **FREE** here on e23!

What is e23?

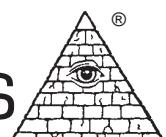
e23 offers game material, in digital form, from Steve Jackson Games, Issaries, and other selected publishers. Surf our site for the files you want . . . and get them instantly with a credit card or PayPal. There's no minimum order. e23 has more than just reprints and out-of-print books from the good old days – e23 has new, original material not available anywhere else for many Steve Jackson Games lines, including **GURPS** (both Third Edition and Fourth Edition), **Transhuman Space**, **In Nomine**, **GURPS WWII**, **GURPS Traveler**, and more! Visit us at e23.sjgames.com.



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STEVE JACKSON GAMES





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-

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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

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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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GURPS UPDATE

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and *GURPS Fourth Edition* by SEAN PUNCH, DAVID PULVER, and STEVE JACKSON

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INTRODUCTION

When the *GURPS Basic Set, Third Edition* was released, we also released *GURPS Update*, a conversion guide so that those with *GURPS Basic Set, Second Edition* could play Third Edition games. Now that Fourth Edition is here, we're doing something similar. Updating *all* the new rules would require a book almost as big as the entire *GURPS Basic Set, Fourth Edition*!

This edition of *GURPS Update* is designed to help you convert characters from

Third to Fourth Edition rules with a minimum of fuss. It doesn't go into all the new rules – you'll need the full *GURPS Basic Set, Fourth Edition* for that. What it does is ease the transition for existing campaigns and characters, so you can convert the characters quickly and continue to use them with the new Fourth Edition rules. You can also use *GURPS Update* as a quick reference to what has changed in character creation, so you

don't have to laboriously compare the Third and Fourth Edition rule books yourself.

This update only deals with material from *GURPS Basic Set, Third Edition* and *GURPS Compendium I*. It doesn't try to cover world-specific rules only published in sourcebooks, so you won't find conversion rules for the Coat of Slime advantage or Dextrabopping skill. If you really need those, there are tools and suggestions in the Fourth Edition rules to help you.

CONVERTING A CHARACTER

To convert a character from Third Edition to Fourth Edition, you must first decide on the purpose of the conversion. Is it to produce a Fourth Edition character whose skills and abilities match as closely as possible those of the Third Edition character, or is it to generate a “quick-and-dirty” conversion so you can get playing as soon as possible?

In either case, the point value of your character is almost certain to change. Attempting to keep the same point total will be difficult and will probably distort the character concept to boot. The best approach is to convert the character's attributes and abilities, and then simply add up the new point cost. In an ongoing campaign, any differences between the point costs of existing characters should

simply be ignored, as the characters have been interacting already . . . attempting to adjust them will interfere with their known abilities and the flow of the campaign.

For a *thorough conversion*, work through each of the following sections in sequence. Make sure you understand the conversions of attributes and characteristics and have them all settled to your satisfaction before moving on. Most advantages and disadvantages can be converted just by reference to the table, but be sure to read any notes and apply the advice given. Finally, work through the skills, again reading any relevant notes. Take into account any changed adjustments to skill levels caused by changes to advantages or disadvantages, as well as any changes to skill difficulties and

controlling attributes. Half-point skills should either be raised to a full point or dropped to default.

For a *quick-and-dirty conversion*, follow the same process, but in a looser fashion. Boxed text in each section gives additional advice on doing the quickest possible conversion to Fourth Edition. Many of the additional notes on advantages, disadvantages, and skills can be skimmed over or ignored if a conversion is given in the tables – though you may be missing some of the finer details of the rule changes governing those abilities. These changes can be assimilated later when you have time to read through Fourth Edition and this *Update* in detail.

ATTRIBUTES

The four basic *GURPS* attributes are still Strength, Dexterity, Intelligence, and Health. Strength has changed substantially and will need careful attention, but the other three attributes work the same way and have only changed in point cost.

Strength (ST)

Strength has changed considerably. The appropriate way to convert your ST score

depends on whether you are a normal example of a race with a roughly human range of strength, a super with unnaturally high strength, a machine, or a massive creature with high strength largely attributable to body mass.

Human-Like Races

The basic damage done in combat uses the same progression as in Third Edition. For example, a ST 15 character in Fourth Edition

does the same basic damage (1d+1 thrust, 2d+1 swing) as a ST 15 character did in Third Edition.

However, the weight a character with a given ST is able to lift has changed. For example, a Third Edition character with ST 20 could lift twice as much as a ST 10 character. In Fourth Edition, that difference is squared, so a ST 20 character can lift *four times* as much as a ST 10 character.

The GM needs to decide what is more important to preserve: combat damage, lifting ability, or both. For most character concepts, combat damage is the simplest choice. Preserving both damage and lifting ability is complex and requires bookkeeping.

Another potential factor in your choice of converted ST score is the minimum ST required to ready unbalanced weapons instantly. The minimum ST and readying rules for melee weapons have changed slightly. Refer to *Weapon Statistics* (pp. B271-274) for the rules on what ST is needed to ready your weapons. You may find you need to increase your ST score by a point or two to keep instant readying ability with the following weapons: flail, glaive, great axe, halberd, maul, poleaxe, scythe, or warhammer. The minimum ST to wield a weapon has not increased for any weapon.

To preserve combat damage, simply retain your ST score. The point cost of that ST will change: ± 10 points per ± 1 ST. Then calculate your Basic Lift and work out your new encumbrance levels. Characters with ST 10 will be able to carry exactly the same amount as in Third Edition, while characters with higher ST will be able to carry more than they could in Third Edition.

If, on the other hand, you wish to preserve lifting ability, convert the ST score according to the *Quadratic Strength Conversion Table*, then calculate the cost as above. This approximately preserves lifting ability, but results in strong characters doing less damage in combat than in Third Edition.

Finally, if you wish to preserve both damage and lifting ability, use the following procedure. **If your ST is above 10**, use the *Quadratic Strength Conversion Table*. Then add enough levels of Striking ST (at 5 points per level) to match your Third Edition ST score. This will add 5 points per level of Striking ST. **If your ST is below 10**, keep your ST score the same, and buy levels of Lifting ST (at 3 points per level) to bring your lifting ability up to Third Edition capacity, as shown on the *Quadratic Strength Conversion Table*. This procedure is fiddly and results in a complex character sheet; it is not worth the effort unless you require an exact match of abilities.

How Quadratic ST Conversion Works

Both Third Edition and Fourth Edition characters with an average ST of 10 can carry the same maximum load on their backs: 300 lbs. In Third Edition this was $30 \times ST$, but in Fourth Edition it is $3 \times ST \times ST$. To keep this carrying capacity the same across all Strengths, use the following formula and round to the nearest whole number:

Fourth Edition ST = square root of (10 × Third Edition ST)

Use this formula to calculate Fourth Edition ST for Third Edition ST scores not found on the *Quadratic Strength Conversion Table*.

Quick-and-Dirty Basic Attribute Conversion

Ignore this entire section. Just keep your ST, DX, IQ, and HT scores the same, ignore the point cost changes, and move on to *Secondary Characteristics*.

Quadratic Strength Conversion Table

3e ST	4e ST	3e ST	4e ST
1	3	31-34	18
2	4	35-38	19
3	5	39-42	20
4	6	43-46	21
5	7	47-50	22
6-7	8	51-55	23
8-9	9	56-60	24
10-11	10	61-65	25
12-13	11	66-70	26
14-15	12	71-75	27
16-18	13	76-81	28
19-21	14	82-87	29
22-24	15	88-93	30
25-27	16	94-99	31
28-30	17	100-105	32

Supernormal Beings and Machines

The same decision regarding preserving damage or lifting ability applies to characters who are superhumans, supernaturally strong creatures such as undead monsters, or machines or robots. However, in these cases, it is usually lifting ability that should be preserved, because in Fourth Edition most of the likely targets for massive amounts of damage will have significantly reduced DR and HP. Convert your ST score according to the *Quadratic Strength Conversion Table*; only add Striking ST if the amount of damage inflicted is integral to your character concept, bearing in mind the changes to DR and HP.

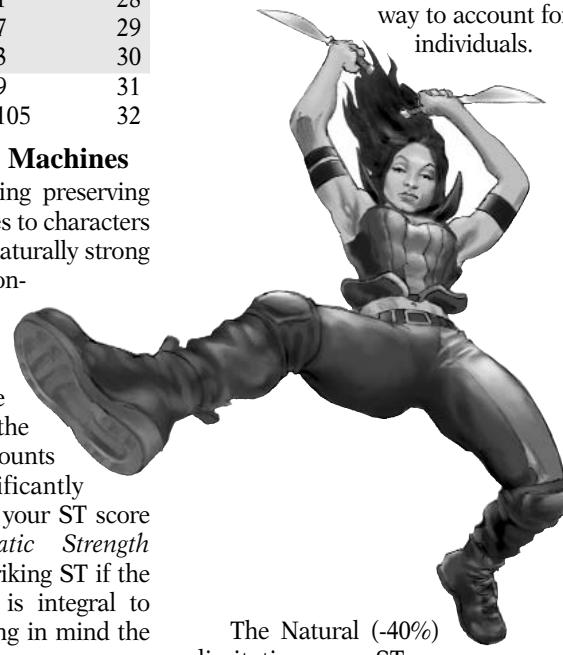
To convert ST scores above 105, see *How Quadratic ST Conversion Works*.

Massive Creatures

Massive creatures are stronger than humans primarily because of sheer body size. Such creatures have had ST scores assigned in various ways in Third Edition, not always consistent. In Fourth Edition, calculate a “normal” massive creature’s ST score based on its mass as follows, rounding down:

$$ST = 2 \times (\text{cube root of weight in pounds}).$$

Thus, a 1,000-lb. bear has ST 20 and a 16,000-lb. elephant has ST 50. These figures may vary by up to 10% either way to account for unusual individuals.



The Natural (-40%) limitation on ST no longer exists. Creatures with “Natural” ST should ignore the limitation and apply the conversion rules here.

Dexterity (DX)

Your Dexterity score is unchanged. The point cost of that Dexterity, however, has changed: ± 20 points for ± 1 DX.

Intelligence (IQ)

Your Intelligence score is unchanged. The point cost of that Intelligence, however, has changed: ± 20 points for each ± 1 IQ.

Health (HT)

Your Health score is unchanged. The point cost of that Health, however, has changed: ± 10 points for each ± 1 HT.

SECONDARY CHARACTERISTICS

Additional attribute-like numbers that provide game mechanical information about a character are now called *secondary characteristics*. Some of these, such as HP and Basic Move, are familiar; others, such as Basic Lift and Perception, are new.

Damage

Basic damage is still based on Strength, and the progression is the same for all ST scores 8 and above. If you have kept the same ST score (and it's higher than 7), your basic thrust and swing damage are unchanged. If you have changed your ST score (or it's below 8), look up your new thrust and swing damage in the *Damage Table* (p. B16).

Basic Lift

This new characteristic is equal to $ST \times ST / 5$ lbs. If you have extra Lifting ST, add it to your ST before doing this calculation.

Hit Points

Hit points are now based on ST, not HT. A Fourth Edition character has HP equal to ST, adjusted up or down at a cost of ± 2 points per ± 1 HP. If you wish to retain the same number of hit points, buy more or fewer as necessary.

Will

Will equals IQ plus any Strong Will or minus any Weak Will. Stronger and weaker Will is now a flat ± 5 points per ± 1 Will, rather than +4 for Strong Will and -8 for Weak Will.

Quick-and-Dirty Secondary Characteristic Conversion

Ignore the section on *Secondary Characteristics*. Use these guidelines to generate your secondary characteristics:

Damage: Based on ST (usually will be unchanged).

Basic Lift: Calculate $ST \times ST / 5$ lbs.

Hit Points: Either keep the same or set equal to your ST, as preferred.

Will: Equal to your IQ plus or minus levels of Strong or Weak Will, respectively.

Perception: Equal to your IQ plus any levels of the Alertness advantage.

Fatigue Points: Either keep the same or set equal to your HT, as preferred.

Basic Speed: Unchanged.

Basic Move: Round Basic Speed down to the nearest whole number.

Dodge: Equal to Basic Speed+3, rounded down.

Perception

This new characteristic is by default equal to IQ. It can be bought up or down for ± 5 points per ± 1 Perception. Additional levels of Perception are equivalent to the Alertness advantage; simply add the levels of Alertness to Perception.

Fatigue Points

Fatigue points are now based on HT, not ST. A Fourth Edition character has FP equal to HT, adjusted up or down at a cost of ± 3 points per ± 1 FP. If you wish to retain the same number of fatigue points, buy more or fewer as necessary.

Basic Speed

This is the same as in Third Edition, calculated as HT plus DX, divided by 4. Basic

Speed can now be adjusted up or down at a cost of ± 5 points per ± 0.25 Basic Speed.

Basic Move

This is the same as in Third Edition, calculated by rounding Basic Speed down to the nearest whole number. Basic Move can now be adjusted up or down at a cost of ± 5 points per ± 1 Basic Move.

Dodge

Dodge is equal to Basic Speed+3, rounded down to a whole number.

Size Modifier

Human-sized races have Size Modifier 0 (-1 for Dwarfism, +1 for Gigantism). For other races, refer to *Size Modifier* (p. B19).

SOCIAL BACKGROUND

Aspects of social background are more fully defined in Fourth Edition than in Third Edition. In some cases, converted characters will gain new characteristics.

Tech Level

Simply record your home TL. If it is different from the campaign TL, you should already have Primitive or High Technology, which translate into levels of Low TL and High TL respectively. The definitions of TLs have changed somewhat; see *Tech Level and Starting Wealth* (p. B27) for details.

Cultural Familiarity

This is a new characteristic in Fourth Edition, which is based on character concept.

Everyone is assumed to be familiar with one social culture, for no point cost. The GM should determine what cultures are present

in the campaign. You must choose a native culture.

If you are familiar with the social nuances of another culture, this is Cultural Familiarity in that culture. The cost is 1 point for other cultures of your own or similar races, 2 points for an alien culture.

Language

Languages are no longer skills, and literacy is treated separately for each language rather than as a blanket trait.

The best way to convert language skills to Fourth Edition is to base the conversion on character concept rather than language skill levels. For each language you possess, decide which of the following levels apply for both spoken and written forms.

Spoken Language

None: Cannot speak or understand at all. 0 points.

Broken: Can speak and understand slowly and with difficulty. 1 point.

Accented: Understand freely, but speak with an obvious non-native accent. 2 points.

Native: Speak and understand fluently and unaccented. 3 points.

Written Language

None: Cannot read or write. 0 points.

Broken: Can read and write haltingly, misunderstanding many words. 1 point.

Accented: Read freely, but write with odd or foreign word choices and expressions. 2 points.

Native: Read and write fluently. 3 points.

Record each language with the total point cost: e.g., French (None/ Native) [3]. If your

levels of spoken and written language are the same, abbreviate it like this: French (Accented) [4].

Everyone is assumed to have one native language for no point cost. Record this as, for example, Dwarvish (Native) [0]. If your comprehension of your native language is less than this, the point cost is the cost of learning it as an additional language, *minus* 6, e.g. Orcish (Broken/ None) [-5].

Sign Language

Sign language is also no longer a skill. Sign languages generally only have one form (signed), not two (spoken and written). Native fluency thus only costs 3 points.

If you are deaf or mute, you have a native sign language *and* a native written language for no point cost – if you do not, it is worth negative points, as explained above.

Quick-and-Dirty Social Background Conversion

Tech level and cultural familiarity are straightforward. Refer to the headings in the main text and follow the directions there.

Languages involve more work, but may still be quicker to convert based on character concept as recommended in the main text. For a truly dirty conversion that may be marginally quicker, record each language you possess as shown in the table below. (The point cost is given for reference; ignore it if you are not concerned with it.) Assume you know your native language at a minimum skill of IQ+4, even if you don't. Proficiency levels separated by a slash are Spoken/Written.

3e Skill level	Literate	Semi-Literate	Illiterate
6 or less	Broken [2]	Broken [2]	Broken/None [1]
7-12	Accented [4]	Accented/Broken [3]	Accented/None [2]
13 or more	Native [6]	Native/Broken [4]	Native/None [3]

Subtract 6 points from the cost of your native language.

ADVANTAGES

Many Third Edition advantages map directly to an advantage of the same name in Fourth Edition. Many don't. For quick reference on any changes to advantage names and point costs, refer to the table. If there is an annotation or asterisk (*), see the note for that advantage for an explanation.

Quick-and-Dirty Advantage and Disadvantage Conversion

Look up each advantage and disadvantage you possess on the relevant table. If a Fourth Edition equivalent is given, use that and ignore any additional notes. If the table says to refer to a note, read the note to find out what the best equivalent is.

ADVANTAGE CONVERSION TABLE

3e Advantage	Cost	4e Advantage	Cost	3e Advantage	Cost	4e Advantage	Cost
360-Degree Vision	25	360° Vision*	25	Bardic Immunity	10	Bardic Immunity	10
3D Spatial Sense	10	3D Spatial Sense	10	Beast-Kin	15	see note	
Absolute Direction	5	Absolute Direction	5	Being of Pure Thought	210	see note	
Absolute Timing	5	Absolute Timing	2	Bioelectric Shock	10	Innate Attack*	4
Absorption	Variable	Damage Resistance	5/level*	Bite	30	Vampiric Bite	30
Academic Status	5/level	Status*	5/level	Blessed	10 or 20	Blessed	10 or 20
Acceleration Tolerance	10	Resistant to Acceleration (+3)	1*	Body of Air	50	Alternate Form*	Variable
Acute Faz	2/level	Acute Vibration Sense	2/level	Body of Earth	40	Alternate Form*	Variable
Acute Hearing	2/level	Acute Hearing	2/level	Body of Fire	5/level	Alternate Form*	Variable
Acute Taste and Smell	2/level	Acute Taste and Smell	2/level	Body of Ice	25	Alternate Form*	Variable
Acute Vision	2/level	Acute Vision	2/level	Body of Metal	9/level	Alternate Form*	Variable
Administrative Rank	5/level	Administrative Rank	5/level	Body of Stone	8/level	Alternate Form*	Variable
Alcohol Tolerance	5	Alcohol Tolerance	1	Body of Water	40	Alternate Form*	Variable
Alertness	5/level	Perception*	5/level	Bouncing	12/level	see note	
Ally	Variable	Allies	Variable*	Brachiator	5	Brachiator*	5
Ally (Unwilling)	Variable	Allies	Variable*	Breath-Holding	2/level	Breath-Holding	2/level
Ally Group	Variable	Allies	Variable*	Breathe Fire	20	Innate Attack*	5
Ally Group (Unwilling)	Variable	Variable*		Broadcast	3/level	Radio*	10
Altered Time Rate	100/level	Altered Time Rate	100/level	Cast Iron Stomach	15	see note	
Alternate Identity	5/15	Alternate Identity	5/15	Catfall	10	Catfall	10
Ambidexterity	15	Ambidexterity	5	Chameleon	7/level	Chameleon	5/level
Amphibious	10	Amphibious	10	Channeling	10	Channeling	10
Animal Empathy	5	Animal Friend	5/level*	Charisma	5/level	Charisma	5/level
Animal Form	100	Alternate Form*	Variable	Chronolocation	15	Chronolocation	5
Appearance (Attractive)	5	Appearance (Attractive)	4	Claim to Hospitality	1 to 10	Claim to Hospitality	1 to 10
Appearance (Handsome)	15	Appearance (Handsome)	12	Claws	Variable	Claws	Variable*
Appearance (Very Handsome)	25	Appearance (Very Handsome)	16	Clerical Investment	5/level	Clerical Investment*	5
Armor Plates	59	Damage Resistance (3)*	15	Clerical Magic	Variable	see note	
Autotrance	5	Autotrance	1	Clinging	25	Clinging	20*
Awareness	15/35	Detect*	30/50	Collected	5	Fearlessness (3)*	6
				Combat Reflexes	15	Combat Reflexes	15
				Common Sense	10	Common Sense	10

3e Advantage	Cost	4e Advantage	Cost	3e Advantage	Cost	4e Advantage	Cost
Compartmentalized Mind	50/level	Compartmentalized Mind	50/level	Gills	10/0	Doesn't Breathe (Gills, -50%)	10/0
Composed	5	Fearlessness (2)	4	Growth	10/level	Growth	10/level*
Constriction Attack	15	Constriction Attack	15	Hard to Kill	5/level	Hard to Kill	2/level
Contacts	Variable	Contacts	Variable	Harmony with the Tao	20	Wild Talent	20/level
Cool (Mundane)	1	Fearlessness (1)	2	Healing	25	Healing*	30
Cool (Natural Attack)	15	see note		Heir	5	see note	
Costume	15	Shtick (Costume)	1	Hermaphromorph	2	Hermaphromorph*	5
Courtesy Rank	1/level	Courtesy Rank	1/level	Hide	Variable	see note	
Cultural Adaptability	25	see note		High Pain Threshold	10	High Pain Threshold	10
Damage Resistance	3/level	Damage Resistance	5/level*	High Technology	Variable	High TL	5/level
Dampen	15	see note		Higher Purpose	5	Higher Purpose	5
Danger Sense	15	Danger Sense	15	Hyperactive	30	see note	
Daredevil	15	Daredevil	15	Hyperflight	50/75	see note	
Dark Vision	25	Dark Vision	25	Hyper-Reflexes	15	see note	
Deafen	15	see note		Hyper-Strength	30	see note	
Decreased Life Support	10	Reduced Consumption	2/level*	Ice Skates	5	Terrain Adaptation	5
Deep Sleeper	5	Deep Sleeper	1	Illuminated	60	Illuminated	15
Destiny	Variable	Destiny	Variable	Image	20	see note	
Diplomatic Immunity	20	Diplomatic Immunity	20	Immortality	140	see note	
Discriminatory Smell	15	Discriminatory Smell	15	Immunity to Disease	10	Immunity to Sickness	15
Discriminatory Taste	10	Discriminatory Taste	10	Immunity to Poison	15	Immunity to Poison	15
Disease-Resistant	5	Resistant to Disease (+8)	8	Immunity to	10	Immunity to Timesickness	5
Divination Talent	5	Magyery 0 (one spell only, -50%)	3	Imperturbable	10	Fearlessness (+5)	10
Divine Favor	Variable	Patron	Variable*	Improved G-Tolerance	5/level	Improved G-Tolerance	5/level
Doesn't Breathe	20	Doesn't Breathe (Oxygen absorption, -25%)	15	Increased Density	5/level	see note	
Doesn't Eat or Drink	10	Doesn't Eat or Drink	10	Increased Speed	25/level	Basic Speed	5/level*
Doesn't Sleep	20	Doesn't Sleep	20	Independently Focuseable Eyes	15/level	Enhanced Tracking	5/level
Dominance	5	Dominance	20*	Infravision	15	Infravision	10
Double-Jointed	5	Flexibility*	5	Inherent Magic (Knacks)	Variable	Injury Tolerance	Variable*
Drug Factory	20	see note		Insubstantiality	80	Insubstantiality	80
Duplication	75/copy	Duplication	35/copy	Interface Jack	10	see note	
Early Maturation	5/level	Feature (Early maturation)	0	Intuition	15	Intuition	15
Eidetic Memory	30/60	Eidetic Memory*	5/10	Intuitive Mathematician	25	Intuitive Mathematician*	5
Elastic Skin	20	Elastic Skin	20	Invisibility	40	Invisibility	40
Empathy	15	Empathy*	15	Invisibility to Machines	20	Invisibility (Machines Only, -50%)	20
Enhanced Block	6	Enhanced Block	5	Invulnerability	Variable	see note	
Enhanced Dodge	15	Enhanced Dodge	15	Iron Hand	10/15	see note	
Enhanced Move	10/level	Enhanced Move	20/level*	Karmic Ties	Variable	see note	
Enhanced Parry	6/10	Enhanced Parry	5/10	Language Talent	2/level	Language Talent*	10
Enhanced Time Sense	45	Enhanced Time Sense*	45	Laser	25	Innate Attack	4*
Extended Lifespan	5/level	Extended Lifespan	2/level	Legal Enforcement Powers	5/10/15	Legal Enforcement Powers	5/10/15
Extra Arms	10/arm	Extra Arms	10/arm*	Legal Immunity	5/10/15/20	Legal Immunity	5/10/15/20
Extra Encumbrance	5	Lifting ST	3/level*	Less Sleep	3/level	Less Sleep	2/level
Extra Fatigue	3/level	Fatigue Points	3/level	Light Hangover	2	No Hangover*	1
Extra Flexibility	10	see note		Lightning	20	Innate Attack	6*
Extra Hit Points	5/level	Hit Points	2/level	Lightning Calculator	5	Lightning Calculator	2
Extra Legs	Variable	Extra Legs	Variable*	Literacy	0/5/10	see note	
Extra Life	25/life	Extra Life	25/life	Longevity	5	Longevity	2
Extra Stun	Variable	see note		Luck	15/30/60	Luck	15/30/60
Faerie Empathy	10	see note		Lunar Influence	5	see note	
Faith Healing	30	Healing*	30	Lycanthropic Dominance	5	Dominance	20*
Familiar	Variable	Allies	Variable*	Magyery	15+10/level	Magyery	5+10/level*
Fashion Sense	5	Fashion Sense	5	Magic Resistance	2/level	Magic Resistance	2/level
Favor	Variable	Favor	Variable*	Magical Aptitude	15+10/level	Magyery	5+10/level
Faz Sense	10	Vibration Sense	10	Magnetic Sense	5/level	Detect (Magnetic Fields)*	10
Fearlessness	2/level	Fearlessness	2/level	Mana Damper	Variable	Mana Damper	10/level*
Field Sense	10	Detect (Electric and magnetic fields)	20	Mana Enhancer	Variable	Mana Enhancer	50/level*
Filter Lungs	5	Filter Lungs	5	Manual Dexterity	3/level	High Manual Dexterity	5/level
Fit	5	Fit	5	Mathematical Ability	10	Mathematical Ability	30*
Flash	15	see note		Matter Surfing	30	see note	
Flexibility	15	Double-Jointed*	15	Mechanical Telepathy	120	see note	
Flight	40	Flight	40	Medium	10	Medium	10
Fugue	50	see note		Metabolism Control	5/level	Metabolism Control	5/level
Full Coordination	50/attack	Extra Attack	25/attack	Microscopic Vision	4/level	Microscopic Vision	5/level*
Fur	Variable	see note		Military Rank	5/level	Military Rank	5/level
Gadgeteer	25/50	Gadgeteer	25/50	Mimicry	15	Mimicry*	10
G-Experience	10	G-Experience	1 to 10*	Mindlink	1/level	Mindlink	Variable*
				Mindshare	Variable	see note	

3e Advantage	Cost	4e Advantage	Cost	3e Advantage	Cost	4e Advantage	Cost
Modified Arm DX	Variable	Arm DX	Variable*	Shrinking	Variable	Shrinking*	5/level
Modified Arm ST	Variable	Arm ST	Variable*	Silence	5/level	Silence	5/level
Morph	40	Morph	Variable*	Single-Minded	5	Single-Minded	5
Move Through Ice	10	Permeation (Ice)	10	Smoke	15	Obscure (Vision) 10*	20
Multimillionaire	25/level	Wealth	Variable	Snatcher	80	Snatcher	80*
Multiple Forms	5/form	Alternate Form*	Variable	Sonar Vision	25	Sonar*	20
Musical Ability	1/level	Musical Ability	5/level	Sonic Blast	20	see note	
Natural Spellcasting	15	see note		Speak Underwater	8	Speak Underwater	5
Neural Cyberdeck Interface	Variable	see note		Speak with Animals	15	Speak with Animals	25
Nictitating Membrane	10/level	Nictitating Membrane*	1/level	Speak with Fish	10	Speak with Animals	15
Night Vision	10	Night Vision*	1/level	Speak with Plants	15	(All aquatic, -40%)	
No Hangover	5	No Hangover	1	Special Rapport	10	Speak with Plants	15
Non-Reciprocal Damage	30	see note		Spectrum Vision	40	Special Rapport	10
Oracle	15	Oracle	15	Spirit Empathy	10	see note	
Oxygen Storage	14	Doesn't Breathe (Oxygen storage $\times 100, -30\%$)*	14	Status	5/level	Status	5/level
Panimmunity	2/5/10	Resistant to Disease*	3/5/10	Stretching	30+15/level	Stretching*	6/level
Parabolic Hearing	4/level	Parabolic Hearing	4/level	Strikers	Variable	Striker*	Variable
Passive Defense	25/level	see note		Strong Will	4/level	Will	5/level
Patron	Variable	Patrons	Variable*	Style Familiarity	Variable	see note	
Penetrating Call	5	see note		Subsonic Hearing	0/5	Subsonic Hearing	0/5
Penetrating Vision	10/level	Penetrating Vision	10/level	Subsonic Speech	0/20	Subsonic Speech	0/10
Perfect Balance	15	Perfect Balance	15	Super Climbing	3/level	Super Climbing	3/level
Peripheral Vision	15	Peripheral Vision*	15	Super Flight	20/level	Enhanced Move (Air)	20/level
Pheromone Control	25	see note		Super Jump	10/level	Super Jump	10/level
Pious	5	Social Chameleon*	5	Super Luck	100	Super Luck	100
Pitiable	5	Pitiable	5	Super Running	20/level	Enhanced Move (Ground)	20/level
Plant Empathy	5	Green Thumb*	5/level	Super Swimming	10/level	Enhanced Move (Water)	20/level
Polarized Eyes	5	Protected Eyes*	5	Surge	15	see note	
Power Investiture	10/level	Power Investiture	10/level	Telescopic Vision	6/level	Telescopic Vision*	5/level
Pressure Support	5/10/15	Pressure Support	5/10/15	Temperature Tolerance	1/level	Temperature Tolerance	1/level
Psionic Resistance	2/level	Resistant to Psionics	Variable*	Temporal Inertia	15	Temporal Inertia	15
Racial Memory	15/40	Racial Memory	15/40	Tenure	5	Tenure	5
Radar Sense	50+1/level	Scanning Sense*	Variable	Time-Jumper	100	Jumper (Time)	100
Radio Hearing	10	Radio (Receive only, -50%)	5	Toughness	10/25	Damage Resistance (Tough Skin, -40%)	3/level
Radio Speech	25	Radio	10	Trained By A Master	40	Trained By A Master*	30
Rank	5/level	Rank	5/level	Transference	40	see note	
Rapid Healing	5	Rapid Healing	5	Transformation	15	see note	
Rapier Wit	5	Rapier Wit	5	Tree-Kin	15	see note	
Reawakened	10	Reawakened	10	True Faith	15	True Faith	15
Reciprocal Rest	15	see note		Tunnel	40+10/level	Tunneling	30+5/level
Recovery	10	Recovery	10	Ultrahearing	0/5	Ultrahearing	0/5
Reduced Sleep	10	see note		Ultrasonic Speech	0/25	Ultrasonic Speech	0/10
Reflection	8/level	Damage Resistance (Reflection, +100%)	10/level	Unaging	15	Unaging	15
Regeneration	Variable	Regeneration	Variable	Undying	175	see note	
Regnancy	15	Dominance	20*	Unfazeable	15	Unfazeable	15
Regrowth	40	Regrowth	40	Universal Digestion	15	Universal Digestion	5
Religious Rank	5/level	Religious Rank	5/level	Unusual Background	Variable	Unusual Background*	Variable
Reputation	Variable	Reputation	Variable	Vacuum Adaptation	27	see note	
Resistant to Poison	5	Resistant to Poison (+3)	5	Vacuum Support	40	see note	
Resurrection	150	Unkillable 2*	100	Vampiric Dominance	5	Dominance	20*
Retrogression	40	see note		Vampiric Immortality	60	see note	
Ridiculous Luck	60	Ridiculous Luck	60	Vampiric Invulnerability	150	Supernatural Durability*	150
Sanctity	5	Above Suspicion	1	Vampiric Resurrection	150	Unkillable*	Variable
Sanitized Metabolism	5	Sanitized Metabolism	5	Venom	15/level	see note	
Scales	Variable	see note for Hide		Versatile	5	Versatile	5
Second Sight	2/5	Detect Magic*	10	Very Fit	15	Very Fit	15
Secret Communication	20	see note		Very Rapid Healing	15	Very Rapid Healing	15
Security Clearance	Variable	Security Clearance	Variable*	Visualization	10	Visualization	10
See Invisible	15	See Invisible	15	Voice	10	Voice	10
Semi-Literacy	0/5	see note for Literacy		Walk on Air	20	Walk on Air	20
Sense of Perception	100	see note		Walk on Liquid	15	Walk on Liquid	15
Sensie Talent	2/level	see note		Warm	15	see note	
Sensitive	5	Sensitive	5	Wealth	Variable	Wealth	Variable
Sensitive Touch	10	Sensitive Touch	10	Weapon Master	20/45	Weapon Master*	Variable
Serendipity	15/30	Serendipity	15/level	Webbing	20+2/level	Binding*	2/level
Shadow Form	50	Shadow Form	50	World Sight	10	see note	
Shapeshifter	Variable	Shapeshifting*	Variable	World-Jumper	100	Jumper (World)	100
Sharpshooter	45	Gunslinger*	25	Wyrd	Variable	Destiny	Variable
Shock	20	see note		Zeroed	10	Zeroed	10

Notes on Advantages

Advantages with additional conversion notes are listed here under their Third Edition names. If a Third Edition advantage is not listed here, it has the same name and operates in a similar way in Fourth Edition (but may have a different point cost; see the table).

360-Degree Vision

This is now spelled *360° Vision*. The limitation *Eyestalks* (-20%) is renamed *Easy to Hit* (-20%), but the cost remains the same. This advantage now confers a +5 bonus on attempts to detect Shadowing.

Absorption

This becomes Damage Resistance with the Absorption enhancement. The way this works has changed significantly. In Third Edition, each level of Absorption could absorb 6 points of damage, thereafter acting as DR 2. In Fourth Edition, each level of Damage Resistance (Absorption, +100%) can absorb 1 point of damage, thereafter acting as DR 1. Decide whether it is more important to preserve absorption capacity or DR. If the former, take six levels of Damage Resistance per level of Absorption, if the latter, take two per level of Absorption. (Splitting the difference and taking four levels of Damage Resistance for each level of Absorption is also an option, and is recommended if you have no strong preference.) If Absorption included the special limitation for -20%, use the +80% Absorption enhancement on Damage Resistance instead of +100%.

Academic Status

This should simply be treated as a slightly modified form of Status. If you're running a *GURPS IOU* campaign, you should be prepared to wing it anyway!

Acceleration Tolerance

This is now constructed as a type of Resistant. Acceleration is a rare hazard, for a base cost of 5 points. Acceleration Tolerance granted a +5 to HT rolls; the closest degree of resistance is +3, for a 1/3 multiplier, giving a cost of 1 point. Optionally, choose +8 on HT rolls for a multiplier of 1/2, giving a final cost of 2 points, or total immunity to acceleration for 5 points.

Alertness

The new Perception characteristic encompasses sense rolls and Alertness. It can be bought up directly. Simply buy as many extra levels of Perception as Alertness.

Ally, Ally (Unwilling), Ally Group, or Ally Group (Unwilling)

All these advantages now exist under the name Allies. Your Allies can transfer to Fourth Edition without any changes in how they work, in campaign terms. The only thing that will change is their point values.

1. Recalculate the Ally's own point cost for his attributes, advantages, disadvantages, and skills under Fourth Edition rules. NPC Allies may no longer have a PC, or other NPCs, as an Ally.

2. Calculate your point total, excluding any costs for Allies or Dependents.

3. Determine the Ally's point total as a percentage of your point total and determine the base cost of the Ally as per the table *Ally's Power* in Fourth Edition. For Ally Groups, add the point cost of all the Allies in the group before referring to the table. An Ally or Ally Group that exceeds 150% of your point total becomes a Patron.

4. Apply the Frequency of Appearance modifier from Fourth Edition.

5. If the Ally is unwilling, apply the *Unwilling* limitation.

Allies may now also be Dependents. The distinction is no longer made on absolute point value, but on how the NPCs appear in the campaign. An NPC is an Ally if he helps you; he is a Dependent if you are responsible for his safety. If both situations apply, he is both! If you have an Ally who would also qualify as a Dependent under this new definition, calculate his value as a Dependent as well, and add that to his cost as an Ally to determine the total cost.

Animal Empathy

This most closely corresponds to the Animal Friend Talent. To most closely match the bonuses granted by Third Edition Animal Empathy, take four levels of Animal Friend, totaling 20 points. You may consider taking a lower level for fewer points, however. The Fourth Edition Animal Empathy advantage is completely different, involving the ability to read the emotions of animals. You may consider taking it in addition to Animal Friend if it reflects the character concept.

Animal Form

This corresponds to the Alternate Form version of Shapeshifting. See the Fourth Edition rules for *Shapeshifting* (p. B83) to calculate the new point cost.

Armor Plates

This no longer confers Passive Defense, because Passive Defense no longer exists.

Awareness

The 15-point version is Detect (All supernatural phenomena and beings) [30], while the 35-point version adds Detect (Auras) [20] for a total of 50 points.

Beast-Kin

This is now broken into constituent parts: Animal Friend (4) [20], an additional level of Magery (Animal college only, -40%) [6], Sense of Duty (Animals) [-15], and Vow (Vegetarianism) [-5], for a total cost of 6 points.

Being of Pure Thought

This is essentially the Spirit meta-trait [261], although it would be suitable to change Insubstantiality from Usually On (-40%) to Always On (-50%) and remove Usually On (+5%) from Invisibility. These modifications change the total cost to 251 points.

Bioelectric Shock

This is purchased as an Innate Attack that does 1d of localized burning damage, with the Damage Modifier (burn, +20%), and No Signature (+20%) enhancements, and the Contact Agent (-20%), Costs Fatigue (2 per use, -10%), and Melee Attack (reach C, no parry, -35%) limitations. Base cost is 5 points, -25%, for a total of 4 points. The +3 to First Aid rolls for CPR can be retained as a special effect if desired.

Body of . . .

All the various "Body of . . ." advantages are now elemental meta-trait. If you have the default switchable form, this is now the Alternate Form version of Shapeshifting. See *Elemental Meta-Traits* (p. B262) to find the cost of the alternate form template, and then refer to Alternate Form to calculate the cost of the ability to switch into that form. If, on the other hand, you cannot switch out of the elemental form, simply refer to the relevant elemental meta-trait for the racial template cost. The precise abilities of the elemental meta-trait differ from the definitions of the advantages in Third Edition; check the Fourth Edition definitions for details.

Bouncing

This advantage cannot easily be modeled using the rules in the *GURPS Basic Set*. It will be addressed in *GURPS Powers*.

Brachiator

This no longer has a minimum ST requirement, and gives +2 to Climbing skill instead of granting Acrobatics at DX-2 and Climbing at DX.

Breathe Fire

This is an Innate Attack that does 1d of burning damage. To best simulate the 3-hex range, take the Reduced Range (1/2, -10%) limitation. Total cost is 5, -10%, rounded back up to 5. If additional dice of damage had been bought, multiply the total number of dice by 5 points and then apply the -10% limitation.

Broadcast

Note the range is a base 10 miles, which can be changed with the Increased Range or Reduced Range modifiers to match the level of Broadcast range if desired. Radio includes the ability to hear radio by default, so the Radio Hearing prerequisite is not required.

Cast Iron Stomach

This is now most closely matched by Reduced Consumption 2 (Cast-Iron

Stomach, -50%) [2]. This only grants +2 to resist disease or poison, so you may want to add Resistant to Poison and Disease (+3) [5].

Claws

The definitions of different types of claws and their effects have changed, as well as the point costs. See *Claws* (p. B42) for details.

Clerical Investment

This now only grants Religious Rank 0. Points used for additional levels of Clerical Investment in Third Edition should be used to buy levels of Religious Rank.

Clerical Magic

If the GM has built a custom style of clerical magic listed under this name, it should be reconstructed using analogous Fourth Edition rules. Power Investiture is a likely candidate for part of the package.

Clinging

The special limitation modifiers have changed as well as the base cost, and will need to be recalculated.

Collected

It may be appropriate to take an additional quirk: Assumes things are not dangerous until proven so.

Cool (Natural Attack)

This is now Temperature Control with the (Cold, -50%) limitation. The amount and rate of cooling vary with levels of the advantage; see *Temperature Control* (p. B90) to calculate point cost for an appropriate number of levels. Temperature Control is by default switchable, equivalent to the (At will, +10%) enhancement on Cool. If the ability is not switchable, use the (Always on, -20%) limitation on Temperature Control.

Cultural Adaptability

Although an advantage of the same name exists in Fourth Edition, it provides different benefits. To simulate the Third Edition version, take Charisma 1 [5], Language Talent [10], and Smooth Operator 1 [15], for a total cost of 30 points. You may, however, prefer to take one of the new versions of Cultural Adaptability and work with the new rules.

Damage Resistance

This now has many options; the cost will need to be recalculated if it includes any enhancements or limitations.

Dampen

This can be simulated with Affliction (Accessibility: Only on Electrical, -20%; Area Effect, 2 yards, +50%; Emanation, -20%; Unconsciousness, +200%) [31].

Deafen

This is Affliction (Area Effect, 2 yards, +50%; Disadvantage: Deafness, +20%, Emanation, -20%; Hearing-Based, +50%) for

a total cost of 20 points per level. One level simulates Deafen's HT roll to resist; additional levels grant penalties to the roll. The duration is now the margin of failure of the resistance roll in minutes, not a flat 3 minutes.

Decreased Life Support

Choose a level of Reduced Consumption that best fits the character concept.

Divine Favor

Convert this to a Patron, with your deity as the Patron, and calculate the cost from there.

Dominance

This works the same way, but the base cost is changed. Dominated slaves are now treated as unwilling Allies, rather than having a flat cost. See *Allies* (p. B36) for more information.

Drug Factory

To reproduce this advantage for a given drug, find a Fourth Edition advantage that produces the same effect as the drug. Likely candidates include Affliction (for baneful drugs that do not cause damage), Healing (for healing drugs), and Toxic Attack (to simulate poisons). Then apply some of the following enhancements and limitations as appropriate: Blood Agent (-40%), Cyclic (variable) for poisons, Follow-Up (+0%) for drugs carried on Claws or Teeth, Limited Use (variable) to represent limited doses, Onset (variable), and Resistible (variable). Drugs *require* one or the other of Blood Agent or Follow-Up.

Eidetic Memory

This no longer provides any bonuses to skill levels or points spent on skills. It also no longer gives a bonus to spell skill levels. If you wish to simulate those aspects of the Third Edition advantage, buy multiple Talents and/or extra levels of Magery as well.

Empathy

This now gives a bonus to Detect Lies, Fortune-Telling, and Psychology skills.

Enhanced Move

Each level of Enhanced Move in Third Edition added your original Move score, while in Fourth Edition each level *doubles* Basic Move. Thus, to reproduce very high Moves in Third Edition, fewer levels of Enhanced Move will be required. Basic Move can be bought up at 5 points per 1 yard/second for fine tuning.

Enhanced Time Sense

This works the same way, except that the special enhancement to psionics no longer exists. To simulate this, build all your psionic abilities with speed-increasing enhancements where appropriate.

Extra Arms

The basic cost of Extra Arms is unchanged, but shorter and longer arms and no physical attack capability are now treated

as modifiers. Refer to *Extra Arms* (p. B53) to calculate the new costs.

Extra Encumbrance

If you want to match closely the amount a Third Edition character with Extra Encumbrance can carry, you will need to make some judgment calls and do some math! First, decide what your Fourth Edition ST is (see *Strength*, p. 1). Then calculate encumbrance levels using Basic Lift. If you want to enhance the encumbrance levels, add Lifting ST, noting that each level of Lifting ST changes BL according to the formula $(ST \times ST) / 5$ lbs.

Extra Flexibility

This is now built into the costs for Extra Arms as an enhancement. The cost for beings without extra limbs is 5 per limb.

Extra Legs

Base costs are the same, but Cannot Kick is now a limitation rather than a flat point deduction. The Move penalties for losing various numbers of legs have changed.

Extra Stun

Stun damage is no longer an optional rule, so this advantage is useless. Consider some levels of Hard to Subdue instead.

Faerie Empathy

This is essentially Charisma 3 [15] with the Accessibility limitation (Only on faeries, -30%), for a total of 11 points.

Faith Healing

Besides the name change, the details of how this works in terms of success rolls and Fatigue costs have changed. See *Healing* (p. B59) for details.

Familiar

Familiars are now Allies. See *Allies* (p. B36) for how to calculate the new point cost.

Favor

This still costs 20% of the cost of the Ally, Contact, or Patron who owes you the favor, but the costs of those may have changed. See *Allies* (p. B36), *Contacts* (p. B44), and *Patron* (p. 10) for details.

Flash

This Third Edition advantage is complex, combining two different effects (blinding and DX penalty) with two different ranges. It cannot be reproduced exactly in Fourth Edition, but something similar can be built with Affliction (Area Effect, 2 yards, +50%; Disadvantage: Blindness, +50%; Emanation, -20%; Link, +10%; Reduced Duration, 3 seconds, -50%; Vision-Based, +150%) [29] and Affliction (Area Effect, 2 yards, +50%; Attribute Penalty: -3 DX, +30%; Emanation, -20%; Link, +10%; Vision-Based, +150%) [32], for a total cost of 61 points. If you take

just one of the components, it will not need the Link enhancement, reducing the cost by 1 point; for example Affliction (Area Effect, 2 yards, +50%; Disadvantage: Blindness, +50%; Emanation, -20%; Reduced Duration, 3 seconds, -50%; Vision-Based, +150%) [28]. See *Affliction* (p. B33) for details on how to construct other possible blinding effects.

Fugue

This esoteric ability no longer exists. For something similar, try Duplication with an Accessibility limitation (Only for combat, -20%).

Fur

The various types of fur correspond to other advantages as follows:

Very Thin Fur: Fur [1]. Yes, you have to pay a point for this now; it prevents sunburn!

Fur: Damage Resistance 1 [5], Fur [1], Temperature Tolerance 1 [1]; total 7 points.

Thick Fur: Damage Resistance 1 [5], Fur [1], Temperature Tolerance 2 [2]; total 8 points.

Spiny Fur: Damage Resistance 1 [5], Short Spines [1]; total 6 points.

G-Experience

The 10-point version corresponds to Third Edition, but you may wish to consider taking a cheaper version to reflect experience in a limited number of different gravities.

Growth

Growth is now exponential, allowing growth of +1 SM per level. This means that to duplicate *large* amounts of growth, you will need fewer levels of Growth. At Third Edition Growth levels from 1 to 5, take the same level of Fourth Edition Growth. For human-sized characters with Third Edition Growth above 5, calculate the maximum size to which the character can grow, look up the nearest linear measurement in the *Size and Speed/Range Table*, and read off the corresponding Size figure. That number is how many levels of Growth to take.

Healing

This is essentially the same, but details of success rolls and specific mechanics have changed. See *Healing* (p. B59) for details.

Heir

This no longer exists as an advantage in itself. See *Heir* under *Potential Advantages* (p. B33).

Hermaphromorph

Changing sex with the new version of this advantage is *much* faster. More closely simulating the default Third Edition version requires the limitations Nuisance Effect (Bad Temper while preparing, -5%) and Preparation Required (8 hours, -60%), for a total cost of 2 points, the same as in Third Edition.

Hide or Scales

The various types of hide correspond to other advantages as follows:

Very Light Scales: 0 – point feature.

Scales, Thick Hide, or Heavy Scales: Damage Resistance 1 [5].

Carapace or Armor Plates: Damage Resistance 2 [10].

Hyperactive

For the nearest equivalent, replace this with Basic Speed +2.00 [40] and Increased Consumption 2 [-20], for a total of 20 points.

Hyperflight

Depending on character concept, this can be either Warp with one of the levels of the Hyperjump limitation, or Flight (probably with the Space Flight enhancement) plus many levels of Enhanced Move (Air and/or Space). Refer to *Warp* (p. B97), *Flight* (p. B56), and *Enhanced Move* (p. B52) for details.

Hyper-Reflexes

For the nearest equivalent, replace this with Basic Speed +1.00 (Link with Combat Reflexes, +10%, Costs 1 FP per second, -10%) [20] and Combat Reflexes (Link with Basic Speed, +10%) [17], for a total cost of 37.

Hyper-Strength

To simulate this, first decide how much extra ST is needed – see *Strength* for details of the choices available. Then buy the extra ST with the limitation (costs 1 FP per second, -10%).

Image

This advantage cannot easily be modeled using the rules in the *GURPS Basic Set*. It will be addressed in *GURPS Powers*.

Immortality

Buy the components separately as: Immunity to Metabolic Hazards [30], Regeneration (Very Fast) [100], and Unaging [15], for a total cost of 145.

Increased Density

You can take the same level of Damage Resistance (Crushing, -40%) for 3 points per level, and then adjust the Swimming skill separately. The knockback and slam adjustments should be ignored, as the Fourth Edition rules for these have changed significantly. Since body mass now correlates with hit points, use the formula for the ST of massive creatures (p. 2), reading ST as HP, to determine the appropriate number of HP for your mass. Buy additional HP if needed. The actual change in your body mass is just a special effect, worth no points.

Increased Speed

One level of Increased Speed is equivalent to four levels of Basic Speed.

Inherent Magic (Knacks)

To build a knack, find an advantage that mimics the required effect and take it with the Mana Sensitive (-10%) limitation. Knacks are not constructed by reference to a spell any more.

Injury Tolerance

Costs for No Blood, No Brain, No Neck, and No Vitals remain the same. No Cutting/Impaling Bonus is best simulated by Homogeneous for 40 points.

Interface Jack

This is no longer an advantage.

Intuitive Mathematician

This no longer includes Mathematical Ability, which can be bought separately. See the note for Mathematical Ability (p. 10).

Invulnerability

This advantage no longer exists. Buy a very high Damage Resistance and/or specialized Immunities instead.

Iron Hand

For one hand this can be simulated with Blunt Claws [3] and Damage Resistance 1 (Partial: One hand, -80%; Tough Skin, -40%) [1] for a total of 4 points. For both hands, use Blunt Claws [3], Damage Resistance 1 (Partial: Hands, -40%; Tough Skin, -40%) [1], and Ham-Fisted 1 [-5]; this now costs -1 point, a net disadvantage!

Karmic Ties

This is best represented by a potential advantage that can cover newfound Allies, Dependents, Enemies, or Patrons. See *Potential Advantages* (p. B33) for how to do this.

Language Talent

This works differently with the new language rules. See *Language Talent* (p. B65) for details.

Laser

This is an Innate Attack that does 1d-1 burning damage for a base cost of 5x0.7, rounded up to 4 points. The default range is now 100, with a 1/2D range of 10. If desired, this can be reduced to better match Laser's range of 12, by adding Reduced Range (1/10, -30%), bringing the cost down to 3 points.

Light Hangover

No Hangover is only 1 point and Light Hangover no longer exists, so you may as well upgrade!

Lightning

This is purchased as an Innate Attack that does 1d of burning damage, with the Damage Modifier (sur, +20%) enhancement. Base cost is 5 points, +20%, for a total of 6 points. The default range is now 100, with a 1/2D range of 10. If desired, this can be reduced to better match Lightning's range of 6, by adding

Reduced Range (1/10, -30%), bringing the cost down to 5 points.

Literacy, Semi-Literacy

These are no longer treated as advantages. See *Literacy* (p. B24) for details.

Lunar Influence

This can be simulated by buying three extra levels of ST, DX, and HT with the Accessibility limitation (Only during full moon, -40%) and three *negative* levels with the limitation (Only during new moon, -40%). The net cost is 0 points.

Lycanthropic Dominance

This is just Dominance, but the base cost is changed. Dominated slaves are now treated as unwilling Allies, rather than having a flat cost. See *Allies* (p. B36) for more information.

Magery, Magical Aptitude

There is now an additional level called Magery 0, but characters with Magery 1 or higher are unaffected in terms of usage or cost. Limited forms of Magery are now built using limitations rather than specific point costs – see *Magery* (p. B66) for details. Magical Aptitude is simply an old name for Magery.

Magnetic Sense

The range of this ability is now determined using the *Size and Speed/Range Table*.

Mana Damper

The range and switchability of this ability work differently now. See *Mana Damper* (p. B67) for details.

Mana Enhancer

The range and switchability of this ability work differently now. See *Mana Enhancer* (p. B68) for details.

Mathematical Ability

This is now a leveled Talent, costing 10/level. Three levels best matches the Third Edition version, but you may consider other amounts.

Matter Surfing

This can be simulated with a special limitation on Flight: (Matter surfing, -25%).

Mechanical Telepathy

This is a combination of Mind Reading (Telecommunication, -20%) [24], Mindlink (Telecommunication, -20%) [Variable], Possession (Mindlink required, -40%) [60], and Radio [10]. See each individual advantage for details and the point cost of Mindlink.

Microscopic Vision

Each level now grants 10x magnification, not 2x. You will need fewer levels to achieve the same magnification.

Mimicry

As well as the reduced point cost, Mimicry now allows the character to copy sounds with less study time.

Mindlink

Mindlink is now more powerful, but costs more at low levels. For 5 points, Mindlink now allows automatic success in telepathically contacting one person, rather than just bonuses to success rolls. Decide if this fits with the character concept and purchase it if it does. See *Mindlink* (p. B70) for costs of linking to more than one person.

Mindshare

A Mindshare should be built from various combinations of Mind Reading, Mindlink, Telecommunication, and perhaps Possession. Examine these advantages to determine an appropriate set of modifiers for each.

Modified Arm DX

The cost of this has changed because the cost of DX has changed. See *Arm DX* (p. B40) for details.

Modified Arm ST

The cost of this has changed. See *Arm ST* (p. B40) for details.

Morph

This is now a type of Shapeshifting and has restrictions on what racial templates can be assumed, which determines the point cost. See *Shapeshifting* (p. B83) for details.

Multiple Forms

This is essentially the Alternate Form version of Shapeshifting. See *Shapeshifting* (p. B83) for details.

Natural Spellcasting

This is Wild Talent (Emergencies Only, -30%; Focused: Magical, -20%; Retention, +25%) [15].

Neural Cyberdeck Interface

This is no longer an advantage.

Nictitating Membrane

Note the spelling change to “Nictitating” in Fourth Edition. Each level now provides only +1 to HT rolls instead of +3. PD is gone, but the DR bonus remains the same.

Night Vision

This now eliminates up to -1 darkness penalty per level. To reproduce the Third Edition advantage, take 9 levels.

Non-Reciprocal Damage

Treat this as an enhancement to Shapeshifting, worth +50%.

Oxygen Storage

This is now a limitation on Doesn't Breathe, and may be bought at different levels. How long you can hold your breath with

this advantage has changed from a flat one hour to a calculation based on HT.

Panimmunity

The 10-point version is called Immunity to Disease.

Passive Defense

This no longer exists. If your PD was higher than 3, you will experience a reduction in your defenses and may need to compensate somehow. Decide what features grant you enhanced defenses and choose other advantages that fit the character concept, such as Combat Reflexes, Enhanced Block, Enhanced Dodge, or Enhanced Parry.

Patron

The cost of a patron may have changed. There is now an additional base cost of 20 points, appropriate for very powerful organizations, and special powers or equipment are enhancements rather than flat additional point costs. See *Patrons* (p. B72) for details.

Penetrating Call

If you merely want to simulate a loud voice, take Penetrating Voice [1]. If you wish to retain the Fright Check effect, build this as a custom Affliction with the Sense-Based enhancement and possibly Malediction.

Peripheral Vision

This now grants a +3 bonus to detecting Shadowing attempts. If your Peripheral Vision is due to eye stalks, apply the new -20% limitation Easy to Hit to reclaim some points.

Pheromone Control

This can be simulated with an additional level of Appearance (Area Effect, 4 yards, +100%; Accessibility: own species only, -10%; Emanation, -20%; Sense-Based: smell, -20%) [6] and Affliction (Area Effect, 4 yards, +100%; Disadvantage: Lecherousness, +10%; Accessibility: own species only, -10%; Emanation, -20%; Sense-Based: smell, -20%) [16], for a total of 22 points.

Pious

This is renamed and works slightly differently. See *Social Chameleon* (p. B86) for details.

Plant Empathy

This most closely corresponds to the new Talent Green Thumb. To most closely match the bonuses granted by Third Edition Plant Empathy requires two levels of Green Thumb, totaling 10 points. You may consider taking a higher level for better skill bonuses, however. The Fourth Edition Plant Empathy advantage is completely different, involving the ability to read the wellbeing of plants. You may consider taking it *in addition* to Green Thumb if it reflects the character concept.

Polarized Eyes

This is now a form of Protected Sense and works slightly differently.

Psionic Resistance

This is now a form of Resistant, available in three levels: Resistant to Psionics (+3) [10], Resistant to Psionics (+8) [15], and Immunity to Psionics [30].

Radar Sense

The default Radar Sense corresponds to the Imaging Radar type of Scanning Sense. The Low-Res Radar option corresponds to Radar. If the Radar Sense is unusual, it may correspond to Para-Radar. See *Scanning Sense* (p. B81) for details of options and costs.

Radio Speech

Note the range is a base 10 miles, which can be changed with the Increased Range or Reduced Range modifiers if desired.

Reciprocal Rest

Treat this as an enhancement to Shapeshifting worth +30%.

Reduced Sleep

Depending on character concept, use either Less Sleep or Doesn't Sleep.

Regnancy

This is just Dominance, but the base cost is changed. Dominated slaves are now treated as unwilling Allies, rather than having a flat cost. See *Allies* (p. B36) for more information.

Resurrection

The new Unkillable advantage mimics most of the effects of Resurrection. See *Unkillable* (p. B95) for other possible options.

Retrogression

This should be bought as Possession with an enhancement or limitation with a value decided by the GM.

Second Sight

Details of how this works as a Detect power are slightly different.

Secret Communication

This is most likely a form of Telecommunication with the Racial limitation; see *Telecommunication* (p. B91) for options. If the form of communication is actually secret from other races, members of the race may qualify for a Secret too.

Security Clearance

The point costs for this have changed. See *Security Clearance* (p. B82) for details.

Sense of Perception

A somewhat equivalent result can be built as desired with a combination of advantages selected from Clairsentience, Microscopic Vision, Penetrating Vision, Scanning Sense, See Invisible, and Telescopic Vision.

Sensie Talent

Since this only gave a bonus to a single skill, simply buy the skill up to an appropriate level instead.

Shapeshifter

Were-creatures correspond to the Alternate Form version of Shapeshifting. See *Were-Creatures* under *Alternate Form* (p. B83) for advice on how to build such shapeshifters.

Sharpshooter

The Gunslinger advantage works somewhat differently from Sharpshooter. See *Gunslinger* (p. B58) for details.

Shock

This is purchased as an Innate Attack that does 1d of localized burning damage, with the Damage Modifier (sur, +20%), and No Signature (+20%) enhancements, and the Contact Agent (-20%), and Melee Attack (reach C, no parry, -35%) limitations. Base cost is 5 points, -15%, for a total of 5 points.

Shrinking

Shrinking now lets you shrink by -1 SM per level, rather than halving your size. You will need approximately twice as many levels to shrink to the same size.

Smoke

This is essentially 10 levels of Obscure (Vision), although the result works slightly differently. See *Obscure* (p. B72) for details and further options. If desired, the temporary blindness can be built as a linked Affliction.

Snatcher

The value of some limitations has changed.

Sonar Vision

The default ranges in air and water have changed. New modifiers can be used to customize the advantage if desired.

Sonic Blast

This is an Innate Attack that does 1d crushing damage for a base cost of 5 points. The default range is now 100, with a 1/2D range of 10. If desired, this can be reduced to better match Sonic Blast's range of 6, by adding Reduced Range (1/10, -30%), bringing the cost down to 4 points.

Spectrum Vision

This is now Hyperspectral Vision (Extended High-Band, +30%; Extended Low-Band, +30%) [40]. You may wish to consider removing one or both enhancements to reduce the point cost, if the character concept does not require them.

Spirit Empathy

This is essentially Charisma 3 [15] with the Accessibility limitation (Only on spirits, -30%), for a total of 11 points. The new Fourth Edition advantage Spirit Empathy is a different ability.

Stretching

This now allows you to stretch by +1 SM per level, rather than doubling size per level. You will need approximately twice as many levels to achieve the same amount of stretching.

Strikers

Strikers should be rebuilt using the new rules under *Striker* (p. B88) to calculate point cost. For claws, see *Claws* (p. B42).

Style Familiarity

This advantage will be discussed in *GURPS Martial Arts*.

Surge

Something like this can be simulated with Affliction (Accessibility: Only on Electrical, -20%; Area Effect, 2 yards, +50%; Increased 1/2D, $\times 10$, +15%; Unconsciousness, +200%) [35]. This is built the same as Dampen – the difference is only cosmetic, but can be played up as a special effect.

Telescopic Vision

Each level now eliminates -1 in range penalties rather than zooming in by a factor of two. This means you need approximately twice as many levels for a similar effect, although you may want to add the new No Targeting limitation to reduce the final cost by -60%.

Trained By A Master

Besides being cheaper, this grants some new abilities. See *Trained By A Master* (p. B93) for details.

Transference

To simulate this, use Permeation (Flesh) [5] and Possession (Parasitic, -60%) [40] for a total cost of 45 points.

Transformation

This is now an application of the Alternate Form version of Shapeshifting. See *Shapeshifting* (p. B83) for details and point cost calculation.

Tree-Kin

This is now broken into constituent parts: Green Thumb 4 [20], an additional level of Magery (Plant college only, -40%) [6], Sense of Duty (Plants) [-15], Vow (Eat no harmed plant material) [-5], for a total cost of 6 points.

Undying

This is closely simulated by a combination of Unkillable 1 [50] and Regeneration (1 HT/second) [100] for a total of 150 points.

Unusual Background

GMs may wish to reconsider Unusual Background costs on a character-by-character basis, once point costs have been recalculated for Fourth Edition.

Vacuum Adaptation

This is equivalent to Damage Resistance 1 [5], Immunity to Decompression [5],

Nicitating Membrane 1 [1], Temperature Tolerance 10 [10], and Vacuum Support [5], for a total cost of 26 points.

Vacuum Support

This is not the same as the Fourth Edition advantage of the same name, which only covers part of the abilities granted by Third Edition Vacuum Support. The full package is Doesn't Breathe [20], Pressure Support 3 [15], and Vacuum Support [5], for a total cost of 40 points.

Vampiric Dominance

This is just Dominance, but the base cost is changed. Dominated slaves are now treated as unwilling Allies, rather than having a flat cost. See *Allies* (p. B36) for more information.

Vampiric Immortality

Buy the components separately: Doesn't Breathe [20], Immunity to Metabolic Hazards [30], and Unaging [15], for a total cost of 65 points.

Vampiric Invulnerability

This is essentially the same as Supernatural Durability, but works slightly

differently. See *Supernatural Durability* (p. B89) for details.

Vampiric Resurrection

Like Resurrection, this is subsumed into the new Unkillable advantage. Vampiric Resurrection corresponds to at least Unkillable 2, possibly Unkillable 3. Hindrance and Trigger limitations may be especially suitable. See *Unkillable* (p. B95) for details.

Venom

All the various types of Venom should be built as Innate Attacks that inflict Toxic damage. Refer to the notes on *Special Modifiers* under *Innate Attack* (p. B61) for advice on how to construct different Venom attacks.

Warm

This is now Temperature Control with the (Heat, -50%) limitation. The amount and rate of heating vary with levels of the advantage; see *Temperature Control* (p. B92) to calculate point cost for an appropriate number of levels. Temperature Control is by default switchable, equivalent to the (At will, +10%) enhancement on Warm. If the ability is not

switchable, use the (Always on, -20%) limitation on Temperature Control.

Weapon Master

This advantage has changed considerably. See *Weapon Master* (p. B99) for details.

Webbing

This is now bought as Binding (Area Effect, 2 yards, +50%; Engulfing, +60%; Sticky, +20%; Wall, permeable, +30%). The total cost will be 2 points per point of ST of the webs, multiplied by 260%. The Persistent enhancement granted by Sticky means that the webs remain sticky for 10 seconds and then lose their stickiness, not that they vanish after 10 seconds. Extended Duration is only needed to enhance how long the web remains Sticky, not how long it will exist. There are many other possible combinations of options, if you wish to customize how the Binding works. See *Binding* (p. B40) for details.

World Sight

This ability is covered by Medium and Spirit Empathy. Select one or both of these abilities, depending on character concept.

DISADVANTAGES

Many Third Edition disadvantages map directly to a disadvantage of the same name in Fourth Edition. Many don't. For quick reference on any changes to disadvantage names and point costs, refer to the table. If there is an annotation or asterisk (*), see the note for that disadvantage for an explanation.

Mental disadvantages that could be overcome with a Will roll in Third Edition now use different rules to resist their effects. See *Self-Control for Mental Disadvantages* (p. B120) for details. The default self-control number is 12, resulting in the listed cost of the advantage. Such disadvantages are listed

below with (12) after the Fourth Edition disadvantage name. If desired, they can be taken with different self-control numbers, resulting in modified point costs.

DISADVANTAGE CONVERSION TABLE

3e Disadvantage	Cost	4e Disadvantage	Cost	3e Disadvantage	Cost	4e Disadvantage	Cost
Absent-Mindedness	-15	Absent-Mindedness	-15	Bloodlust	-10	Bloodlust (12)	-10
Accelerated Aging	-10/level	Short Lifespan*	-10/level	Bloodthirst	-15	Uncontrollable	-15
Acceleration Weakness	-5	Acceleration Weakness	-1	Body of Air (Unswitchable)	-30	Appetite (Blood) (12)	
Addiction	Variable	Addiction*	Variable	Body of Water (Unswitchable)	-20	Body of Air*	36
Age	-3/year	see note		Bowlegged	-1	Body of Water*	175
Albinism	-10	see note		Broad-Minded	-1	Bowlegged	-1
Alcohol Intolerance	-1	Alcohol Intolerance	-1	Broad-Minded	-1	Broad-Minded	-1
Alcoholism	-15/-20	Alcoholism	-15/-20	Bully	-10	Bully (12)	-10
Allergic Susceptibility	Variable	Revulsion	Variable	Callous	-6	Callous*	-5
Altered Time Rate	-100	Decreased Time Rate	-100	Cannot Climb	0/-1	Incompetence (Climbing)	0/-1
Amnesia	-10/-25	Amnesia	-10/-25	Cannot Harm Innocents	-10	Pacifism	-10
Anaerobic	-30	Weakness	-60	Cannot Harm Innocents		Cannot Harm Innocents	
		(Oxygen; 1d per minute)*		Cannot Learn	-30	Cannot Learn	-30
Appearance (Hideous)	-20	Appearance (Hideous)	-16	Cannot Learn	0/-1	Incompetence (Swimming)	0/-1
Appearance (Horrible)	-30	Appearance (Horrible)	-24	Careful	-1	Careful	-1
Appearance (Monstrous)	-25	Appearance (Monstrous)	-20	Centauroid	0	see note	
Appearance (Ugly)	-10	Appearance (Ugly)	-8	Charitable	-15	Charitable (12)	-15
Appearance (Unattractive)	-5	Appearance (Unattractive)	-4	Chauvinistic	-1	Chauvinistic (Quirk)	-1
Astral Entity	-25	Astral Entity*	171	Chummy	-5	Chummy	-5
Attentive	-1	Attentive	-1	Clueless	-10	Clueless	-10
Bad Back	-15/-25	Bad Back	-15/-25	Code of Honor	Variable	Code of Honor	Variable
Bad Grip	-5/level	Bad Grip	-5/level	Cold-Blooded	-5/-10	Cold-Blooded	-5/-10
Bad Sight	-10/-25	Bad Sight	-10/-25	Color Blindness	-10	Color Blindness	-10
Bad Smell	-10	Bad Smell	-10	Combat Paralysis	-15	Combat Paralysis*	-15
Bad Temper	-10	Bad Temper (12)	-10	Compulsive Behavior	Variable	Compulsive Behavior (12)	Variable
Berserk	-15	Berserk (12)	-10	Compulsive Carousing	-5	Compulsive Behavior	-5
Bestial	-10/-15	Bestial	-10/-15	Compulsive Carousing		(Carousing) (12)	
Blindness	-50	Blindness*	-50				

3e Disadvantage	Cost	4e Disadvantage	Cost	3e Disadvantage	Cost	4e Disadvantage	Cost
Compulsive Gambling	Variable	Compulsive Behavior (Gambling) (12)	-5	Incompetence	-1	Incompetence	-1
Compulsive Generosity	-5	Compulsive Behavior (Generosity) (12)	-5	Inconvenient Size	Variable	see note	
Compulsive Lying	-15	Compulsive Behavior (Lying) (12)	-15	Increased Life Support	Variable	Increased Life Support*	Variable
Compulsive Spending	Variable	Compulsive Behavior (Spending) (12)	-5	Incurious	-5	Incurious (12)	-5
Compulsive Vowing	-5	Compulsive Behavior (Vowing) (12)	-5	Indecisive	-10	Indecisive (12)	-10
Confused	-10	Confused (12)	-10	Infectious Attack	-5	Infectious Attack	-5
Congenial	-1	Congenial	-1	Innumerate	Variable	Innumerate*	-5
Cowardice	-10	Cowardice (12)*	-10	Insomniac	-10/-15	Insomniac	-10/-15
Curious	Variable	Curious (12)*	-5	Intolerance	-5/-10	Intolerance	-5/-10
Cursed	-75	Cursed	-75	Intolerance (Religious)	-5/-10	Intolerance	-5/-10
Cyber-Rejection	-10/-25	see note		Invertebrate	-20	Invertebrate	-20
Deafness	-20	Deafness	-20	Involuntary Dampen	-15	see note	
Delicate Metabolism	-20/-40	see note		Jealousy	-10	Jealousy	-10
Delusion	Variable	Delusions	Variable	Jinxed	-20/level	see note	
Dependency	Variable	Dependency*	Variable	Karmic Ties	Variable	see note	
Dependent	Variable	Dependents*	Variable	Killjoy	-15	Killjoy*	-15
Destiny	Variable	Destiny	Variable	Kleptomania	-15	Kleptomania (12)	-15
Disciplines of Faith	Variable	Disciplines of Faith	Variable	Klutz	-5/-15	Klutz	-5/-15
Disowned	-5/-10	Social Stigma (Disowned)	-5/-10	Lame	-15/-25/-35	Lame*	-10/-20/-30
Distractible	-1	Distractible	-1	Laziness	-10	Laziness	-10
Disturbing Voice	-10	Disturbing Voice	-10	Lecherousness	-15	Lecherousness (12)	-15
Divine Curse	Variable	Divine Curse	Variable	Lifebane	-10	Lifebane*	-10
Draining, The	-10	Draining*	-10	Light Sleeper	-5	Light Sleeper	-5
Dread	Variable	Dread	Variable	Loner	-5	Loner (12)	-5
Dreamer	-1	Dreamer	-1	Lover's Distraction	-15	see note	
Dull	-1	Dull	-1	Low Empathy	-15	Low Empathy	-20
Duty	Variable	Duty	Variable	Low Pain Threshold	-10	Low Pain Threshold	-10
Dwarfism	-15	Dwarfism*	-15	Low Self-Image	-10	Low Self-Image	-10
Dying Race	-10	see note		Lunacy	-10	Lunacy	-10
Dyslexia	-5/-15	Dyslexia*	-10	Magic Susceptibility	-3/level	Magic Susceptibility	-3/level
Easy to Read	-10	Easy to Read	-10	Manic-Depressive	-20	Manic-Depressive	-20
Edgy	-5	Fearfulness 1	-2	Megalomania	-10	Megalomania*	-10
Enemy	Variable	Enemies*	Variable	Migraine	Variable	Chronic Pain*	Variable
Epilepsy	-30	Epilepsy	-30	Miserliness	-10	Miserliness (12)	-10
Eunuch	-5	Neutered	-1	Missing Digit	-2/-5	Missing Digit	-2/-5
Evil Twin	Variable	Enemies*	Variable	Mistaken Identity	-5	Mistaken Identity	-5
Excommunicated	-5/-10	Social Stigma (Excommunicated)	-5/-10	Motion Sickness	-10	Motion Sickness	-10
Extra Sleep	-3/level	Extra Sleep	-2/level	Mundane Background	-10	Mundane Background	-10
Extravagance	-10	see note		Murder Addiction	-60	Uncontrollable Appetite (12)*	-15
Extreme Fanaticism	-15	Fanaticism (Extreme)	-15	Mute	-25	Mute	-25
Fanaticism	-15	Fanaticism	-15	Nervous Stomach	-1	Nervous Stomach	-1
Fat	-10/-20	Fat*	-3/-5	Night Blindness	-10	Night Blindness	-10
Flashbacks	Variable	Flashbacks	Variable	Nightmares	-5	Nightmares (12)	-5
Fragile	-20	Vulnerability (Crushing damage, x2)*	-30	No Body Heat	-5	No Body Heat	-5
Free Sick	-10	see note		No Depth Perception	-10	No Depth Perception	-15
Frightens Animals	-5/-10	Frightens Animals*	-10	No Fine Manipulators	-30	No Fine Manipulators	-30
Gigantism	-10	Gigantism*	0	No Manipulators	-50	No Manipulators	-50
G-Intolerance	-10/-20	G-Intolerance	-10/-20	No Physical Body	-100	see note	
Glory Hound	-15	see note		No Reflection	-10	No Reflection	-10
Gluttony	-5	Gluttony (12)	-5	No Sense of Humor	-10	No Sense of Humor	-10
Greed	-15	Greed (12)	-15	No Sense of Smell/Taste	-5	No Sense of Smell/Taste	-5
Gregarious	-10	Gregarious	-10	No Shadow	-10	No Shadow	-10
Guilt Complex	-5	Guilt Complex	-5	Nocturnal	-10	Nocturnal	-20
Gullibility	-10	Gullibility (12)	-10	Non-Iconographic	-10	Non-Iconographic	-10
Hard of Hearing	-10	Hard of Hearing	-10	Nosy	-1	Nosy	-1
Hemophilia	-30	Hemophilia	-30	Obdurate	-10	Incurious*	-5
Hidebound	-5	Hidebound	-5	Oblivious	-3	Oblivious	-5
Hive Mentality	-20	see note		Obnoxious Drunk	-1	Personality Change	-1
Honesty	-10	Honesty (12)	-10	Obsession	Variable	Obsession*	-5/-10
Horizontal	-10	Horizontal*	-10	Odious Personal Habit	-5/-10/-15	Odious Personal Habits	-5/-10/-15
Horrible Hangovers	-1	Horrible Hangovers	-1	On the Edge	-15	On the Edge (12)	-15
Humble	-1	Humble	-1	One Arm	-20	One Arm	-20
Hunchback	-10	Hunchback*	-10	One Eye	-15	One Eye*	-15
Ignorance	-5/skill	Social Stigma*	-5/skill	One Fine Manipulator	-15	One Hand	-15
Illiteracy	0/-5/-10	see note		One Hand	-15	One Hand	-15
Imaginative	-1	Imaginative	-1	Overconfidence	-10	Overconfidence (12)	-5
Impulsiveness	-10	Impulsiveness (12)	-10	Overweight	-5	Overweight*	-1
				Pacifism	Variable	Pacifism	Variable
				Pallor	-5/-10	Pallor	-5/-10
				Paranoia	-10	Paranoia	-10
				Parasite	-15/-30	see note	
				Personality Change	-1	Personality Change	-1
				Phobia	Variable	Phobias (12)*	Variable

3e Disadvantage	Cost	4e Disadvantage	Cost
Planetbound	Variable	Dependency*	Variable
Poor Grip	-5	Bad Grip 1	-5
Post-Combat Shakes	-5	Post-Combat Shakes (12)	-5
Poverty	Variable	Poverty	Variable
Prefrontal Lobotomy	-15	see note	
Presentient	-20	see note	
Primitive	-5/TL	Low TL	-5/TL
Proud	-1	Proud	-1
Pyromania	-5	Pyromania (12)	-5
Quadriplegic	-50	Quadriplegic*	-80
Reclusive	-10	Intolerance*	-10
Reduced Hit Points	-5/HP	Hit Points	-2/HP
Reduced Manual Dexterity	-3/level	Ham-Fisted*	-5/10
Reduced Move	-5/level	Basic Move	-5/level
Reprogrammable Duty	-25	Reprogrammable	-10
Reputation	Variable	Reputation	Variable
Responsive	-1	Responsive	-1
Sadism	-15	Sadism (12)	-15
Scalped	-5	Wounded*	-5
Secret	Variable	Secret	Variable
Secret Identity	Variable	Secret Identity	Variable
Self-Centered	-10	Selfish (6)*	-10
Self-Destruct	-20	Self-Destruct	-20
Selfish	-5	Selfish (12)	-5
Selfless	-10	Selfless (12)*	-5
Semi-Literacy	0/-5	see note for Illiteracy	
Semi-Upright	-5	Semi-Upright*	-5
Sense of Duty	Variable	Sense of Duty*	Variable
Sessile	-50	No Legs (Sessile)	-50
Shadow Form	-20	Shadow Form	-20
Short Arms	-10	Short Arms*	-10
Short Attention Span	-10	Short Attention Span (12)	-10
Short Lifespan	-10/level	Short Lifespan	-10/level*
Shrinking	Variable	see note	
Shyness	-5/-10/-15	Shyness	-5/-10/-20
Skinny	-5	Skinny	-5
Slave Mentality	-40	Slave Mentality	-40
Sleepwalker	-5	Sleepwalker (12)	-5
Sleepy	-10/-20/-25/-35	Sleepy	-8/-16/-20/-26
Sleepy Drinker	-1	Personality Change	-1
Slow Eater	-10	Slow Eater	-10
Slow Healing	-5/level	Slow Healing*	-5/level
Slow Metabolism	-10/level	see note	
Social Disease	-5	Social Disease	-5
Social Stigma	Variable	Social Stigma	Variable
Solipsist	-10	see note	

Notes on Disadvantages

Disadvantages with additional conversion notes are listed here under their *Third Edition* names. If a *Third Edition* disadvantage is not listed here, it has the same name and operates in a similar way in *Fourth Edition* (but may have a different point cost; see the table).

Accelerated Aging

This is *Short Lifespan*, but the definitions of the levels have changed. You need only half as many levels of *Short Lifespan* to simulate the same effects. See *Short Lifespan* (p. B154) for details.

Addiction

The point costs are unchanged, but there are new rules for withdrawing from minor addictions. See *Addiction* (p. B122) for details.

Age

Age is no longer a disadvantage. See *Age and Beauty* (p. B20) for details on the effects

of age. It may be appropriate for an aged character to take the new *advantage* Social Regard (Venerated)!

Albinism

Albinism is used as an example under *Modifying Existing Disadvantages* (p. B165). The example is given as a combination of Distinctive Feature (Albino) [-1], and Weakness (Sunlight, 1d per 30 minutes; Variable, -40%) [-9], for a total of -10 points. However, this does not include poor vision in sunlight, which was part of the *Third Edition* disadvantage. If you wish to simulate that effect as well, add Bad Sight (Nearsighted; Only in direct sunlight, -30%) [-17], but note this does not exactly reproduce the Vision and ranged attack penalties. If you are from a TL that provides ready access to sunglasses, Bad Sight will take a special mitigator of -60%, reducing its value from -17 to -5.

3e Disadvantage	Cost	4e Disadvantage	Cost
Space Sickness	-10	Space Sickness	-10
Split Personality	-10/-15	Split Personality (12)*	-15
Staid	-1	Staid	-1
Status	-5/level	Status	-5/level
Sterile	-3	Sterile	0
Stress Atavism	Variable	Stress Atavism (12)*	Variable
Stubbornness	-5	Stubbornness	-5
Stuttering	-10	Stuttering	-10
Subjugation	-20	Social Stigma (Subjugated)	-20
Supersensitive	-2/level	Supersensitive*	-15
Susceptibility to Poison	-5	Susceptible to Ingested Poison 5*	-5
Telepathic Addiction	-10/-20	Addiction	-5/-15
Terminally Ill	-50/-75/-100	Terminally Ill	-50/-75/-100
Timesickness	Variable	Timesickness*	-10
Tourette's Syndrome	-15/-30	Neurological Disorder*	Variable
Trademark	-5/-10/-15	Trademark	-5/-10/-15
Trickster	-15	Trickster (12)	-15
Truthfulness	-5	Truthfulness (12)	-5
Uncongenial	-1	Uncongenial	-1
Uncontrolled Change	-10	Shapeshifting*	Variable
Undiscriminating	-1	Undiscriminating	-1
Uneducated	-5	Social Stigma (Uneducated)	-5
Unfit	-5	Unfit -5	
Unhealing	-20/-30	Unhealing	-20/-30
Unique	-5	Unique	-5
Unliving	-50	Fragile (Unnatural)	-50
Unluckiness	-10	Unluckiness	-10
Unnatural Feature	-5	Unnatural Features*	-1/level
Untrained Shape-Changing	-15	Shapeshifting*	Variable
Unusual Biochemistry	-5	Unusual Biochemistry	-5
Vampiric Dependency	see note		
Very Unfit	-15	Very Unfit	-15
Voices	-5/-10/-15	Phantom Voices	-5/-10/-15
Vow	-5/-10/-15	Vow	-5/-10/-15
VR Addiction	-25	Addiction (VR)	-25
Vulnerability	Variable	Vulnerability*	Variable
Weak Immune System	-30	Susceptible to Disease*	-4/level
Weak Will	-8/level	Will	-5/level
Weakness	Variable	Weakness	Variable
Weirdness Magnet	-15	Weirdness Magnet	-15
Workaholic	-5	Workaholic	-5
Wyrd	Variable	Destiny	Variable
Xenophilia	-5/-15	Xenophilia (12)*	-10
Yin-Yang Imbalance	-5/-10	see note	
Youth	-2/level	see note	

Anaerobic

Constructing *Anaerobic* as a Weakness results in 1d damage per minute of exposure to oxygen, not per second.

Astral Entity

An *Astral Entity* has the Spirit meta-trait with a specific package, which is now an advantage. See *Spirit* (p. B263) for details.

Blindness

This no longer allows you to buy Acute Hearing or Acute Taste and Smell for half price, and no longer grants a +1 reaction bonus in civilized countries.

Body of Air

This is now an elemental meta-trait. The unswitchable form is now an advantage!

Body of Water

This is now an elemental meta-trait. The unswitchable form is now an advantage!

Callous

The effects of this have changed considerably. See *Callous* (p. B125) for details.

Centauroid

There is no need to record this as a 0-point feature. Simply buy Extra Legs as needed.

Combat Paralysis

This now also gives a -2 on Fright Checks, but otherwise works the same.

Cowardice

Cowardice now also gives a penalty on Fright Checks. For the default self-control number of 12, this is -2. See *Cowardice* (p. B129) for details.

Curious

Different levels of Curious can be simulated by taking different self-control numbers.

Cyber-Rejection

This is no longer a disadvantage. In a campaign in which the inability to accept implants is important, the GM can use Weakness or a non-supernatural Revulsion to characterize it.

Delicate Metabolism

The -20-point version is Restricted Diet (Very common; Substitution, -50%) [-5]. The -40-point version corresponds to one of the rarer levels of suitable food or fuel, probably without the Substitution limitation. See *Restricted Diet* (p. B149) to determine the point cost to best simulate the character's needs.

Dependency

In most cases, this costs the same. The special limitation of aging unnaturally is now a +30% enhancement rather than a flat -10 extra points. There are new levels of Dependency available, if they better suit the character concept. See *Dependency* (p. B130) for details.

Dependents

Dependents work in the same way, but the method of calculating the point cost of a Dependent has changed. It is now calculated in a similar way to the cost of Allies. Use the procedure under *Ally*, *Ally (Unwilling)*, *Ally Group*, or *Ally Group (Unwilling)* (p. 7), reading "Dependent" for "Ally," to determine the new cost of a Dependent.

Draining, The

The cost of The Draining is -10, assuming you must feed on human blood and that this is illegal. The cost may now vary for other situations; see *Draining* (p. B132) for details.

Dwarfism

The mechanics of Dwarfism have changed substantially. Notably, it gives -1 to your Size Modifier. See *Dwarfism* (p. B19) for further details.

Dying Race

This is really a feature of an entire race, not a character. Members of a dying race are likely to have Sterile [0] or perhaps some Weakness to very common substances. The social aspects of being a member of a dying race can be modeled as desired with appropriate combinations of Reputation, Social Regard, and Social Stigma.

Dyslexia

This now costs the same number of points at any TL.

Enemies

There are now different levels of intent available for enemies. Enemies who are only out to stalk you or upstage you rather than ruin or kill you are now worth fewer points; dangerous enemies are worth the same number of points. See *Enemies* (p. B135) for details.

Evil Twin

An Evil Twin is now a type of Enemy, and the point cost has changed. See *Enemies* (p. B135) for details.

Extravagance

This should be bought as a Compulsive Behavior, perhaps combined with a Social Stigma limited to those of high Status.

Fat

The higher level of Fat is now called Very Fat. Fat and Very Fat no longer give penalties to reaction rolls. The penalties to Disguise and Shadowing, and the bonuses to Swimming and resisting knockback, are now different at each level. See *Fat* (p. B19) for details.

Fragile

This does not correspond to the new Fourth Edition disadvantage Fragile.

Free Sick

This should be taken as Space Sickness with an Accessibility limitation (Only in inertialess conditions). This will be worth different amounts, depending on how common inertialess drives are in the campaign.

Frightens Animals

This is now worth a flat -10 points at any TL. The reaction of animals has been clarified: they react at -4. The reaction from people who notice this disadvantage is now a flat -1 at any TL.

Gigantism

This is now a 0-point feature that trades off a -2 penalty on Disguise and Shadowing skills for improved Intimidation due to height and +1 to Size Modifier.

Glory Hound

This is a combination of Compulsive Behavior (Seek publicity, 6) [-10], Overconfidence [-10], Reputation +1 (Hero,

to fans) [5], and Reputation -1 (Showoff, to associates) [-5]. Total cost is -20 points.

Hive Mentality

This is Selfless (6) [-10] and Will -2 [-10], for a total of -20 points.

Horizontal

Horizontal beings without claws or hooves now have a penalty on kicking damage of -1 per die.

Hunchback

The mechanics of this disadvantage have changed considerably. See *Hunchback* (p. B139) for details.

Ignorance

This is now a Social Stigma, of the sort typified by a Viking's reaction to a fellow who has not learned to use an axe or sail a ship.

Illiteracy, Semi-Literacy

These are no longer treated as disadvantages. See *Literacy* (p. B24) for details.

Inconvenient Size

This is no longer a disadvantage. All of the important effects of being an unusual size are covered by the new Size Modifier rules. Any other benefits and inconveniences are not worth points.

Increased Life Support

The increased food requirement part of this disadvantage is now handled separately by Increased Consumption, and the costs of levels have changed. The environmental components of Increased Life Support remain essentially the same. See *Increased Consumption* (p. B139) and *Increased Life Support* (p. B139) for details.

Innumerate

This is now fixed at -5 points. In cultures where innumeracy is widespread, the GM is encouraged not to count Innumerate against the campaign disadvantage limit . . . whereas in cultures that value numeracy, being Innumerate may come with a Social Stigma as well. The game effects of Innumerate have also been clarified; see *Innumerate* (p. B140) for details.

Involuntary Dampen

This is Affliction (Accessibility: Only on Electrical, -20%; Always On, -20%; Area Effect, 2 yards, +50%; Emanation, -20%; Unconsciousness, +200%) [29]. This is now a powerful advantage worth only 2 points less than the switchable form!

Jinxed

This disadvantage no longer exists.

Karmic Ties

This is best represented by a potential advantage that can cover newfound Allies, Dependents, Enemies, or Patrons. See *Potential Advantages* (p. B33) for how to do this.

Killjoy

This has not changed, but the game effects have been clarified. See *Killjoy* (p. B140) for details.

Lame

The point costs for each level have been reduced. Instead of One Leg restricting Move to 2, and Legless or Paraplegic restricting Move to 0, characters with these levels of Lame must now buy their Basic Move down to these levels. Also, someone with prosthetics that eliminate the effects of Lame must include them as a Mitigator limitation on the point cost. See *Lame* (p. B141) for details.

Lifebane

This now grants a +2 bonus for other people to detect you in outdoor settings.

Lover's Distraction

This can be modeled as a type of Compulsive Behavior with essentially the same game effects, perhaps with a minor Obsession for your loved one.

Megalomania

This no longer requires the redundant Fanatic (Self) as a prerequisite. Feel free to remove it if you wish.

Migraine

The new Chronic Pain disadvantage covers migraines. It has different mechanics and costs depending on the severity of its DX and IQ penalties, which can now be customized. See *Chronic Pain* (p. B126) for details.

Murder Addiction

The addictive qualities of this disadvantage are essentially an Uncontrollable Appetite. It may be appropriate to take Uncontrollable Appetite with a lower self-control number. The social aspects of Murder Addiction should be covered with Enemies, Secrets, or Social Stigmas as appropriate to the character.

No Physical Body

This can be simulated with ST 0 [-100], Fearlessness 5 [10], Increased Life Support (Dedicated brain support equipment) [-10], Legless [-30], No Manipulators [-50], and Unattractive [-4]. Additionally, Basic Move must be bought down to 0; the cost will depend on DX and HT scores. If senses or communication systems are not wired in, you may also qualify for some or all of Blindness [-50], Deafness [-20], Mute [-25], No Sense of Smell/Taste [-5], or Numb [-20].

Obdurate

This no longer exists. Use Incurious instead.

Obsession

Obsessions may no longer be worth -15 points. See *Obsession* (p. B146) for guidelines on point values of Obsessions.

One Eye

This no longer automatically includes a reaction penalty. If your one eye is unattractive or otherwise disturbing, purchase a lower level of Appearance separately.

Overweight

This now gives only +1 to Swimming rolls. It also now gives +1 to ST when resisting knockback and a -1 penalty to Disguise or Shadowing. There is no longer an automatic reaction penalty from being Overweight. If you wish to keep such a penalty, purchase it as a Social Stigma.

Parasite

To simulate this, use Dependency (Host; Constantly, x5), using a rarity that suits the availability of suitable host species. See *Dependency* (p. B130) for details.

Phobias

The severity of phobias is now handled with the self-control roll mechanic. Third Edition mild Phobias have the same cost as a Fourth Edition Phobia with a self-control roll of 12; severe Phobias cost the same as a Phobia with a self-control roll of 6. See *Phobias* (p. B148) for further details.

Planetbound

This is a type of Dependency. Assuming space travel is common, one's home planet is a rare item, worth -30 points, modified by the maximum time that can be spent offworld. The rate of hit point loss is now dependent on this time, and cannot be configured separately. See *Dependency* (p. B130) for details.

Prefrontal Lobotomy

Simulate this by simply not taking any aggressive advantages or disadvantages, and taking a low IQ and mental disadvantages such as Hidebound or Incurious.

Presentient

This is really a set of Taboo Traits, and should be constructed as such. Specifically: Taboo Trait (IQ-based skills harder than easy), Taboo Trait (Spoken languages). Presentient characters should often have Innumerate or Non-Iconographic as well. Characters with IQ under 6 are now automatically incapable of learning technological skills or languages.

Quadriplegic

Prosthetics that allow movement and manipulation now count as Mitigators and reduce the point cost of this disadvantage.

Reclusive

Mimic this by taking Intolerance and specifying that it applies to everyone who is not yourself.

Reduced Manual Dexterity

Ham-Fisted only comes in two levels, giving -3 to DX for -5 points or -6 to DX for -10 points.

Scalped

Wounded does not include lowered Appearance; buy this separately if desired.

Self-Centered

This more extreme version of Selfish is modeled by taking a lower self-control number for Selfish. The resulting reaction penalty to perceived slights is now -5 instead of -6.

Selfless

This no longer includes -1 to Will. Purchase that separately, if desired.

Semi-Upright

The penalty to Move with an upright gait is now 40% instead of a flat 2.

Sense of Duty

If your Sense of Duty is to an individual, the point cost is reduced from -5 to -2. Otherwise, it remains the same.

Short Arms

This is -5 points per Short Arm, assuming two arms. The cost is explained under the advantage Extra Arms (p. 8).

Short Lifespan

The definitions of the levels have changed. You will need only half as many levels to simulate the same effects. See *Short Lifespan* (p. B154) for details.

Shrinking

This should be bought as the Shrinking advantage with the Always On (-40%) limitation. See *Shrinking* (p. B85) for details of point costs.

Slow Healing

Each level of Slow Healing now doubles the time between HT rolls to regain lost hit points, rather than adding a flat one day. This means fewer levels are needed for very slow healing. The maximum level is now Slow Healing 3; take Unhealing instead if you heal more slowly than once per eight days.

Slow Metabolism

This can be simulated with Extended Lifespan and Decreased Time Rate, although multiple levels of Decreased Time Rate – if the GM permits more than one level – will need to be applied to achieve the same effect. Each level of Slow Metabolism corresponds approximately to three levels each of Extended Lifespan and Decreased Time Rate. Unaging is a cheaper option for more than seven levels of Extended Lifespan.

Solipsist

This should be modeled by taking Incompetence in specific social skills.

Split Personality

This now works differently. Third Edition Split Personality characters may no longer be possible under Fourth Edition rules. See *Split Personality* (p. B154) for details.

Stress Atavism

The base costs for mild, moderate, and severe Stress Atavism are now -10, -15, and -20 respectively, rather than -12, -16, and -20. These are modified by Fourth Edition self-control number modifiers rather than the Third Edition frequency of attack modifiers.

Supersensitive

This now has a fixed cost and range of 20 yards.

Susceptible to Poison

This is now worth -1 point per -1 on HT rolls to resist poison. Reproducing the -5 penalty requires five levels, for a total of -5 points.

Timesickness

This now comes in only a single severity and frequency, causing stunning for 1d hours on a failed HT roll, and 1d×10 minutes on a successful HT roll. If you wish, a more severe version could be built by combining with Susceptible, a Weakness, or other disadvantages with the Accessibility limitation (Only after time travel, -50%).

Tourette's Syndrome

The -15-point version of Tourette's Syndrome corresponds to the -15-point level of Neurological Disorder, but the -30-point version of Tourette's falls between the -35-point and -55-point levels of Neurological Disorder; choose one or the other. Consider

also taking Noisy or Odious Personal Habits to reflect involuntary vocalizations.

Uncontrolled Change

This is an application of the Uncontrollable limitation on Shapeshifting, probably the Alternate Form version. Depending on the tendencies of the changed form, Uncontrollable might be worth -10% (for an innocuous form) or -30% (if the changed form is dangerous to bystanders). Note this produces a net advantage. Many uncontrolled shapeshifters will also have a Split Personality (p. B156) and/or traits with the Accessibility limitation (Only by one side of split personality, -40%) (see p. B110).



Unnatural Feature

The effects of Unnatural Features are now quantified. Each level gives a -1 penalty to Disguise and Shadowing rolls, and a +1 bonus to other characters using Observation or Shadowing against you.

Untrained Shape-Changing

This is an application of the Uncontrollable limitation on Shapeshifting, probably the Alternate Form version. Since Untrained Shape-Changing implies the changed form is uncontrollable, the limitation is worth -30%.

Vampiric Dependency

This is Dependency (Human blood, weekly) [-20] and Restricted Diet (Fresh, raw

meat) [-10]. The transferal of drunkenness is a special effect worth 0 points.

Vulnerability

The way this works and the point costs have changed. Each level of Vulnerability now multiplies damage, rather than adding to it. See *Vulnerability* (p. B161) for details.

Weak Immune System

Each level of Susceptible to Disease gives a -1 to HT rolls for resisting disease. To simulate Weak Immune System, take three levels.

Xenophilia

The Third Edition Xenophilia versions can be reproduced exactly in Fourth Edition using the self-control roll rules. The -5-point version is Xenophilia (15) [-5], while the -15-point version is Xenophilia (9) [-15].

Yin-Yang Imbalance

This can be simulated with Lecherousness (12) [-15] and Susceptible to Disease 2 [-8]. Additionally, Yin-imbalanced characters have Bully (12) [-10], Resistant to Heat (+3) [10], and Susceptible to Cold 3 [-12]; while Yang-imbalanced characters have Impulsive (12) [-10], Resistant to Cold (+3) [10], and Susceptible to Heat 3 [-12]. Also, the GM may rule that males with Yin-imbalance and females with Yang-imbalance may lose a level of appearance due to hermaphroditism.

Youth

Youth is no longer a disadvantage. Young characters should be built according to the guidelines given under *Children* (p. B20).

SKILLS

Many Third Edition skills map directly to a skill of the same name in Fourth Edition. Many don't. For quick reference on any changes to skill names and types, refer to the table. If there is an annotation or asterisk (*), then there are rule changes to consider – see the note for that skill for an explanation. Fourth Edition skills that *require* specialization are marked with a dagger (†), as in the Fourth Edition rules.

A few skills from Third Edition are specialized cinematic martial arts skills. These

are not covered in the Fourth Edition *Basic Set*. Until the new edition of *GURPS Martial Arts* is published, use the existing Third Edition rules for these skills.

Skill Levels and Point Values

In many cases, point values for skills converted to Fourth Edition will change. It is up to you to decide if you wish to preserve the skill levels and live with the changed point values, or adjust the skill levels to achieve a better point value balance with other converted

characters. The easiest option is to maintain the skill levels and recalculate (or just ignore) the point values as needed.

The point value of a given skill level, skill difficulty, and base attribute is the same for costs of 1, 2, and 4 points. If you have a Third Edition skill that is the same difficulty and based on the same attribute in Fourth Edition, and you have 1, 2, or 4 points in that skill, then your Fourth Edition skill level and point cost remains the same. The costs for skill levels outside this range have changed.

Half-points no longer exist. If you have a skill with half a point in it, either drop the skill completely or raise the skill by one level and the cost to 1 point.

Once you have 4 points in a skill, each additional skill level now costs a flat 4 points, no matter what attribute it is based on.

Refer to the *Skill Point Conversion Table* for a summary of point cost changes.

Quick-and-Dirty Skill Conversion

Look each skill you possess up on the table. If a Fourth Edition equivalent is given, use that at the same skill level and ignore any additional notes. If the table says to refer to a note, read the note to find out what the best equivalent is.

Skill Point Conversion Table

Skill Level	Third Edition						Fourth Edition				
	P/E	P/A	P/H	M/E	M/A	M/H	M/VH	Easy	Average	Hard	Very Hard
Attribute-4	—	—	—	—	—	—	1/2	—	—	—	—
Attribute-3	—	—	1/2	—	—	1/2	1	—	—	—	1
Attribute-2	—	1/2	1	—	1/2	1	2	—	—	1	2
Attribute-1	1/2	1	2	1/2	1	2	4	—	1	2	4
Attribute+0	1	2	4	1	2	4	8	1	2	4	8
Attribute+1	2	4	8	2	4	6	12	2	4	8	12
Attribute+2	4	8	16	4	6	8	16	4	8	12	16
Attribute+3	8	16	24	6	8	10	20	8	12	16	20
Attribute+4	16	24	32	8	10	12	24	12	16	20	24
Attribute+5	24	32	40	10	12	14	28	16	20	24	28
Additional levels	+8	+8	+8	+2	+2	+2	+4	+4	+4	+4	+4

SKILL CONVERSION TABLE

3e Skill	Type	4e Skill	Type	3e Skill	Type	4e Skill	Type
Abacus	M/E	see note	Type	Bow	P/H	Bow	DX/A
Accounting	M/H	Accounting	IQ/H	Bow and Palette	P/A	Survival†*	Per/A
Acrobatics	P/H	Acrobatics	DX/H	Boxing	P/A	Boxing	DX/A
Acting	M/A	Acting	IQ/A	Brain Hacking	M/VH	Brain Hacking	IQ/H
Administration	M/A	Administration	IQ/A	Brawling	P/E	Brawling	DX/E
Agronomy/TL	M/A	Farming/TL	IQ/A	Breaking Blow	M/H	Breaking Blow	IQ/H
Airshipman/TL	M/H	Airshipman/TL	IQ/E	Breath Control	M/VH	Breath Control	HT/H
Alchemy/TL	M/VH	Alchemy/TL	IQ/VH	Broadsword	P/A	Broadsword	DX/A
Animal Guise	M/A	Disguise/TL	IQ/A	Buckler	P/E	Shield† (Buckler)	DX/E
Animal Handling	M/H	Animal Handling†*	IQ/A	Bulldancing	P/A	Dancing (Bulldancing)*	DX/A
Anthropology	M/H	Anthropology	IQ/H	Bullfighting	P/A	Sports (Bullfighting)	DX/A
Appreciate Beauty	M/VH	Connoisseur†*	IQ/A	Calligraphy	P/A	Artist (Body Art)	IQ/H
Archaeology	M/H	Archaeology	IQ/H	Camouflage	M/E	Camouflage	IQ/E
Architecture/TL	M/A	Architecture/TL	IQ/A	Captivate	M/H	Captivate	Will/H
Area Knowledge	M/E	Area Knowledge†	IQ/E	Carousing	P/A	Carousing	HT/E
Area Knowledge (Cyberspace)	M/E	Area Knowledge† (Cyberspace)	IQ/E	Carpentry	M/E	Carpentry	IQ/E
Area Knowledge (Galaxy)	M/H	Area Knowledge† (Galaxy)	IQ/E	Cartography/TL	M/A	Cartography/TL	IQ/A
Armoury/TL	M/A	Armoury/TL†*	IQ/A	Change Control	M/H	see note	Type
Artificial Intelligence/TL	M/H	see note	Type	Chemistry/TL	M/H	Chemistry/TL	IQ/H
Artist	M/H	Artist†	IQ/H	Chess	M/E	Games† (Chess)	IQ/E
Astrogation/TL	M/A	Navigation/TL† (Hyperspace)	IQ/A	Chi Treatment	M/H	Esoteric Medicine	Per/H
Astronomy/TL	M/H	Astronomy/TL	IQ/H	Choreography	M/A	Group Performance† (Choreography)	IQ/A
Augury	M/VH	Fortune-Telling† (Augury)	IQ/A	Climbing	P/A	Climbing	DX/A
Autohypnosis	M/H	Autohypnosis	Will/H	Cloak	P/A	Cloak	DX/A
Aviation/TL	M/A	see note	Type	Combat/Weapon Art	Variable	Combat Art*	Variable
Axe Throwing	P/E	Thrown Weapon† (Axe/Mace)	DX/E	Combat/Weapon Sport	Variable	Combat Sport*	Variable
Axe/Mace	P/A	Axe/Mace	DX/A	Computer Hacking/TL	M/VH	Computer Hacking/TL	IQ/VH
Bard	M/A	Public Speaking	IQ/A	Computer Operation/TL	M/E	Computer Operation/TL	IQ/E
Bardic Lore	M/H	Literature*	IQ/H	Computer	M/H	Computer	IQ/H
Bartender	M/A	Professional Skill (Bartender)	IQ/A	Programming/TL	M/A	Programming/TL	Type
Battlesuit/TL	M/A	Battlesuit/TL	DX/A	Conducting	M/A	Group Performance† (Conducting)	IQ/A
Beam Weapons/TL	P/E	Beam Weapons/TL†*	IQ/E	Conspiracy Theory	M/VH	Expert Skill† (Conspiracy Theory)	IQ/H
Beverage-Making	M/E	Cooking (Beverage-making)	IQ/A	Cooking	M/E	Cooking	IQ/A
Bicycling	P/E	Bicycling	DX/E	Cooperage	M/E	Professional Skill (Cooper)	IQ/A
Biochemistry/TL	M/VH	Biology/TL† (Planet type, Biochemistry)	IQ/VH	Courtesan	M/A	Professional Skill (Prostitute)	IQ/A
Black Powder Weapons	P/E	Guns/TL† (Musket)	IQ/E	Criminology	M/A	Criminology	IQ/A
Blackjack	P/E	Brawling	DX/E	Crossbow	P/E	Crossbow	DX/E
Blacksmith	M/A	Professional Skill (Blacksmith)	IQ/A	Cryptanalysis/TL	M/H	Cryptography/TL	IQ/H
Blind Fighting	M/VH	Blind Fighting	Per/VH	Cryptography/TL	M/H	Cryptography/TL	IQ/H
Blinding Touch	M/VH	Pressure Points*	IQ/H	Cryptology/TL	M/H	Mathematics/TL† (Cryptology)	IQ/H
Blowpipe	P/H	Blowpipe	DX/H	Cyberaxe	M/H	Musical Instrument† (Cyberaxe)	IQ/H
Blowpipe (Fukiya)	Blowpipe	DX/H	Type	Cyberdeck Operation/TL	M/VH	Computer Operation/TL*	IQ/E
Boating	P/A	Boating/TL†*	DX/A	Cyphering	M/E	see note	Type
Body Control	M/VH	Body Control	HT/VH	Dancing	P/A	Dancing	DX/A
Body Language	M/H	Body Language	Per/A	Darts	P/E	Sports (Darts)	DX/A
Body Sense	P/H	Body Sense	DX/H	Demolition	M/A	Explosives/TL† (Demolition)	IQ/A
Bolas	P/A	Bolas	DX/A	Detect Lies	M/H	Detect Lies	Per/H
Botany/TL	M/H	Biology/TL† (Planet type, Botany)	IQ/VH	Diagnosis/TL	M/H	Diagnosis/TL	IQ/H

3e Skill	Type	4e Skill	Type	3e Skill	Type	4e Skill	Type
Diplomacy	M/H	Diplomacy	IQ/H	Heraldry	M/A	Heraldry	IQ/A
Directing	M/H	Group Performance† (Directing)	IQ/A	Herbalist	M/H	Pharmacy/TL† (Herbal)*	IQ/H
Disguise	M/A	Disguise/TL	IQ/A	Herbary	Variable	see note	
Dislocating	P/H	see note		Hidden Lore	M/A	Hidden Lore†	IQ/A
Distilling	M/A	Professional Skill (Distiller)	IQ/A	Hiking	P/A	Hiking	HT/A
Dreaming	M/VH	Fortune Telling† (Dream Interpretation)*	IQ/A	History	M/H	History†*	IQ/H
Driving/TL	P/A	Driving/TL†*	DX/A	History (Esoteric)	M/VH	History† (Esoteric)	IQ/H
Drunken Fighting	P/H	see note		Holdout	M/A	Holdout	IQ/A
Dyeing	M/A	Professional Skill (Dyer)	IQ/A	Hydrology/TL	M/A	Expert Skill† (Hydrology)	IQ/H
Ecology/TL	M/H	Biology/TL† (Planet type, Ecology)	IQ/VH	Hyperspace Physics/TL	M/VH	Physics/TL (Hyperspace)	IQ/VH
Economics	M/H	Economics*	IQ/H	Hypnotic Hands	M/H	see note	
Electronics/TL	M/H	Engineer/TL† (Electronics)	IQ/H	Hypnotism	M/H	Hypnotism	IQ/H
Electronics Operation/TL	M/A	Electronics Operation/TL†*	IQ/A	Illumination	P/A	Artist (Illumination)	IQ/H
Engineer/TL	M/H	Engineer/TL†	IQ/H	Illusion Art	M/H	Artist (Illusion)	IQ/H
Enthrallment	Variable	Enthrallment	Will/H	Immovable Stance	P/H	Immovable Stance	DX/H
Equestrian Acrobatics	P/H	Acrobatics (Equestrian)	DX/H	Inertialess Agility	P/H	Free Fall*	DX/A
Erotic Art	P/H	Erotic Art	DX/A	Intelligence Analysis	M/H	Intelligence Analysis	IQ/H
Escape	P/H	Escape	DX/H	Interrogation	M/A	Interrogation	IQ/A
Exorcism	M/H	Exorcism	Will/H	Intimidation	M/A	Intimidation	Will/A
Exoskeleton	P/A	Battlesuit*	DX/A	Invisibility Art	M/VH	Invisibility Art	IQ/VH
Explosive Ordnance	M/H	Explosives/TL† (EOD)	IQ/A	Jeweler/TL	M/H	Jeweler/TL	IQ/H
Disposal/TL				Jitte/Sai	P/A	Jitte/Sai	DX/A
Falconry	M/A	Falconry	IQ/A	Judo	P/H	Judo*	DX/H
Fanning	P/E	see note		Juggling	P/E	Hobby Skill (Juggling)	DX/E
Fast-Draw	P/E	Fast-Draw†	DX/E	Jumping	P/E	Jumping*	DX/E
Fast-Draw	P/E	Fast-Draw†*	DX/E	Karate	P/H	Karate*	DX/H
(Knife from Teeth)				Katana	P/A	Broadsword	DX/A
Fast-Talk	M/A	Fast-Talk	IQ/A	Kiai	P/H	Kiai	HT/H
Featherworking	M/A	Artist† (Featherworking)	IQ/H	Kite Flying	P/E	Hobby Skill (Kite flying)	DX/E
Fencing	P/A	see note		Knife	P/E	Knife	DX/E
Fight Choreography	M/A	Group Performance† (Fight Choreography)	IQ/A	Knife Throwing	P/E	Thrown Weapon† (Knife)	DX/E
Filch	P/A	Filch	DX/A	Kusari	P/H	Kusari	DX/H
Fire Eating	P/A	Fire Eating	DX/A	Lance	P/A	Lance	DX/A
Fire-Siphon	P/A	Liquid Projector/TL† (Flamethrower)	DX/E	Language	Variable	see note	
Fire Walking	M/H	see note		Lasso	P/A	Lasso	DX/A
Fireworks/TL	M/H	Explosives/TL† (Fireworks)	IQ/A	Law	M/H	Law†*	IQ/H
First Aid/TL	M/E	First Aid/TL	IQ/E	Leadership	M/A	Leadership	IQ/A
Fishing	M/E	Fishing	Per/E	Leatherworking	M/E	Leatherworking	DX/E
Flail	P/H	Flail*	DX/H	Lifting	P/H	Lifting*	HT/A
Flight	P/A	Aerobatics*	DX/H	Light Walk	M/H	Light Walk	DX/H
Flint Sparking	P/E	Survival†*	Per/A	Linguistics	M/VH	Linguistics	IQ/H
Flower Arranging	M/E	Professional Skill (Florist)*	IQ/A	Lip Reading	M/A	Lip Reading	Per/A
Flying Fists	M/VH	see note		Literature	M/H	Literature	IQ/H
Flying Leap	M/H	Flying Leap	IQ/H	Lockpicking/TL	M/A	Lockpicking/TL	IQ/A
Force Shield	P/E	Shield† (Force)	DX/E	Low-G Flight/TL	P/A	Sports (Low-G Flight)	DX/A
Force Sword	P/A	Force Sword	DX/A	Lucid Dreaming	M/E	Dreaming*	Will/H
Force Whip/TL	P/A	Force Whip	DX/A	Magic Breath	P/E	Innate Attack†*	DX/E
Forensics	M/H	Forensics	IQ/H	Magic Jet	P/E	Innate Attack†*	DX/E
Forgery	M/H	Forgery	IQ/H	Main-Gauche	P/A	Main-Gauche	DX/A
Fortune Telling	M/A	Fortune Telling†*	IQ/A	Make-Up/TL	M/E	Makeup/TL	IQ/E
Forward Observer/TL	M/A	Forward Observer/TL	IQ/A	Masonry	P/E	Masonry	IQ/E
Free Fall	P/A	Free Fall	DX/A	Mathematics	M/H	Mathematics/TL†*	IQ/H
Freight Handling	M/A	Freight Handling	IQ/A	Mechanic/TL	M/A	Mechanic/TL†	IQ/A
Gambling	M/A	Gambling	IQ/A	Meditation	Variable	see note	
Games	M/E	Games†	IQ/E	Mental Strength	M/H	Mental Strength	Will/E
Gardening	M/E	Gardening	IQ/E	Merchant	M/A	Merchant*	IQ/A
Garrote	P/E	Garrote	DX/E	Metallurgy/TL	M/H	Metallurgy/TL	IQ/H
Genetics/TL	M/VH	Biology/TL† (Planet type, Genetics)	IQ/VH	Meteorology	M/A	Meteorology/TL†*	IQ/A
Geology/TL	M/H	Geology/TL†*	IQ/H	Micropaleontology	M/H	Paleontology/TL† (Micropaleontology)	IQ/H
Gesture	M/E	Gesture	IQ/E	Mimicry	P/H	Mimicry	IQ/H
Glass Blowing	P/H	Professional Skill (Glassblower)	DX/A	Mind Block	M/A	Mind Block	Will/A
Gunner	P/A	Gunner/TL†*	DX/E	Monowire Whip	P/H	Monowire Whip	DX/H
Guns	P/E	Guns/TL†*	DX/E	Motorcycle	P/E	Driving† (Motorcycle)	DX/A
Hand of Death	M/VH	see note		Mountain Heart	M/VH	see note	
Hard-Hat Diving/TL	M/A	Diving Suit/TL	DX/A	Muscle Reading	M/VH	see note	
Harpoon	P/H	Thrown Weapon† (Harpoon)	DX/E	Musical Composition	M/H	Musical Composition	IQ/H
				Musical Instrument	M/H	Musical Instrument†	IQ/H
				Musical Notation	M/E	see note	
				Naturalist	M/H	Naturalist	IQ/H
				Navigation/TL	M/H	Navigation/TL†*	IQ/A
				Needlecraft	P/A	Artist (Needlecraft)	IQ/H
				Nei Tan	M/VH	Breath Control*	HT/H
				Net	P/H	Net	DX/H

3e Skill	Type	4e Skill	Type	3e Skill	Type	4e Skill	Type
Netmaking	P/E	Knot-Tying*	DX/E	Shipbuilding/TL	M/A	Engineer/TL† (Ships)	IQ/H
Neurophon	M/VH	Musical Influence	IQ/VH	Shiphandling/TL	M/H	Shiphandling/TL†*	IQ/H
No-Landing Extraction	M/A	see note		Short Staff	P/H	Smallsword	DX/A
Nuclear Physics/TL	M/VH	Physics/TL (Nuclear)	M/VH	Shortsword	P/A	Shortsword	DX/A
Nuclear-Biological-Chemical Warfare	M/A	NBC Suit	IQ/A	Shuriken	P/H	Thrown Weapon† (Shuriken)	DX/E
Occultism	M/A	Occultism	IQ/A	SIGINT	M/H	Electronics Operation/TL†	IQ/A
Open-Dress Diving/TL	M/A	Diving Suit/TL	DX/A	Collection/Jamming/TL			
Oral Literature	M/H	Literature*	IQ/H	Sign Language	M/A	see note	
Orienteering	M/A	Navigation/TL† (Land)	IQ/A	Singing	P/E	Singing	HT/E
Origami	M/E	Hobby Skill (Origami)	DX/E	Skaldic Lore	M/H	Literature*	IQ/H
Packing	M/H	Packing	IQ/A	Skating	P/H	Sports (Skating)*	DX/A
Paleoanthropology	M/H	Paleontology/TL† (Paleoanthropology)	IQ/H	Skiing	P/H	Sports (Skiing)*	DX/A
Paleobotany	M/H	Paleontology/TL† (Paleobotany)	IQ/H	Sleight of Hand	P/H	Sleight of Hand	DX/H
Paleontology	M/H	Paleontology/TL†*	IQ/H	Sling	P/H	Sling	DX/H
Paleozoology	M/H	Paleontology/TL† (Paleozoology)	IQ/H	Slipping the Hammer	P/E	see note	
Panhandling	M/E	Panhandling	IQ/E	Snake Charming	M/A	see note	
Parachuting	P/E	Parachuting/TL	DX/E	Sonar Imaging	M/A	see note	
Paraphysics/TL	M/VH	Physics/TL (Paraphysics)	M/VH	Spear	P/A	Spear	DX/A
Parry Missile Weapons	P/H	Parry Missile Weapons	DX/H	Spear Thrower	P/A	Spear Thrower	DX/A
Performance	M/A	Performance	IQ/A	Spear Throwing	P/E	Thrown Weapon† (Spear)	DX/E
Performance/Ritual	M/A	Religious Ritual†	IQ/H	Speed Reading	M/A	Speed Reading	IQ/A
Persuade	M/A	Persuade	Will/H	Speed-Load	P/E	Fast-Draw† (Ammo)	DX/E
Pharmacy/TL	M/H	Pharmacy/TL†*	IQ/H	Spell Throwing	P/E	Innate Attack†*	DX/E
Philosophy	M/H	Philosophy†	IQ/H	Sports	P/A	Sports	DX/A
Photography/TL	M/A	Photography/TL	IQ/A	Staff	P/H	Staff	DX/A
Photonics/TL	M/H	Engineer/TL† (Photonics)	IQ/H	Stage Combat	P/A	Stage Combat	DX/A
Physician/TL	M/H	Physician/TL	IQ/H	Starglazing	P/E	Lockpicking/TL*	IQ/A
Physics/TL	M/H	Physics/TL	M/VH	Stealth	P/A	Stealth	DX/A
Physiology/TL	M/VH	Physiology/TL	IQ/H	Stone Knapping	M/A	Armoury/TL†*	IQ/A
Pickpocket	P/H	Pickpocket	DX/H	Strategy	M/H	Strategy†	IQ/H
Picture-Writing	M/H	see note		Streetwise	M/A	Streetwise	IQ/A
Piloting/TL	P/A	Piloting/TL†*	DX/A	Style Analysis	M/H	see note	
Planetology	M/A	Expert Skill (Planetology)*	IQ/H	Suggest	M/H	Suggest	Will/H
Poetry	M/A	Poetry	IQ/A	Sumo Wrestling	P/A	Sumo Wrestling*	DX/A
Poisons	M/H	Poisons/TL	IQ/H	Surgery/TL	M/VH	Surgery/TL	IQ/VH
Polearm	P/A	Polearm	DX/A	Surveying/TL	M/A	Mathematics/TL† (Surveying)	IQ/H
Politics	M/A	Politics	IQ/A	Survival	M/A	Survival†	Per/A
Pottery	M/A	Artist (Pottery)	IQ/H	Survival (Urban)	M/A	Urban Survival	Per/A
Power Blow	M/H	Power Blow	Will/H	Sway Emotions	M/A	Sway Emotions	Will/H
Powerboat/TL	P/A	Boating/TL†	DX/A	Swimming	P/E	Swimming	HT/E
Precognitive Parry	M/H	see note		Symbol Drawing	M/H	Symbol Drawing†	IQ/H
Pressure Points	M/H	Pressure Points	IQ/H	Tactics	M/H	Tactics	IQ/H
Pressure Secrets	M/VH	Pressure Secrets	IQ/VH	Tanning	P/E	Professional Skill (Tanner)	IQ/A
Probability Physics/TL	M/VH	Physics/TL (Probability)	M/VH	Tattooing	M/A	Artist (Body Art)	IQ/H
Prospecting	M/A	Prospecting	IQ/A	Tea Ceremony	M/H	Meditation (Tea Ceremony)	Will/H
Psionics	M/VH	Expert Skill† (Psionics)	IQ/H	Teaching	M/A	Teaching	IQ/A
Psychology	M/H	Psychology	IQ/H	Teamster	M/A	Teamster†	IQ/A
Punning	M/A	Public Speaking (Punning)	IQ/A	Teletypes	M/E	Electronics Operation/TL† (Communications)	
Push	P/H	Push	DX/H	Temporal Electronics/TL	M/H	Electronics Repair/TL† (Temporal)*	IQ/A
Research	M/A	Research/TL	IQ/A	Temporal Operation/TL	M/A	Electronics Operation/TL† (Temporal)	IQ/A
Riding	P/A	Riding†	DX/A	Temporal Physics/TL	M/VH	Physics/TL (Temporal)	M/VH
Riding (Being Ridden)	P/A	Mount	DX/A	Thanatology	M/H	Expert Skill† (Thanatology)	IQ/H
Ritual Magic	M/VH	Ritual Magic†	IQ/VH	Thaumatology	M/VH	Thaumatology	IQ/VH
Rituals and Ceremonies	M/H	Religious Ritual†*	IQ/H	Theology	M/H	Theology†	IQ/H
Rune-Lore	M/VH	Symbol Drawing†*	IQ/H	Throwing	P/H	Throwing	DX/A
Running	P/H	Running*	HT/A	Throwing (Rock-Dropping)	P/H	Dropping	DX/A
Sacrifice	M/H	Religious Ritual†	IQ/H	Throwing Art	P/H	Throwing Art	DX/H
Sailor/TL	M/A	see note		Throwing Stick	P/E	Thrown Weapon† (Stick)	DX/E
Savoir-Faire	M/E	Savoir-Faire†*	IQ/E	Thrown Weapon	P/E	Thrown Weapon†	DX/E
Scene Design	M/A	Artist (Scene Design)	IQ/H	Tonfa	P/H	Tonfa	DX/A
Science!	M/VH	see note		Tournament Law	M/E	Games†*	IQ/E
Scrounging	M/E	Scrounging	Per/E	Tracking	M/A	Tracking	Per/A
Scuba	M/A	Scuba/TL	IQ/A	Traffic Analysis	M/H	Intelligence Analysis/TL (Traffic Analysis)	IQ/H
Sculpting	P/A	Artist (Sculpture)	IQ/H	Traps/TL	M/A	Traps/TL	IQ/A
Seamanship/TL	M/E	Seamanship/TL	IQ/E	Two-Handed Axe/Mace	P/A	Two-Handed Axe/Mace	DX/A
Sensie Interface/TL	M/H	Artist (Sensies)	IQ/H	Two-Handed Sword	P/A	Two-Handed Sword	DX/A
Sensitivity	M/VH	see note		Typing	P/E	Typing	DX/E
Sex Appeal	M/A	Sex Appeal	HT/A				
Shadowing	M/A	Shadowing	IQ/A				
Shapeshifting	M/H	see note					
Shield	P/E	Shield†*	DX/E				

3e Skill	Type	4e Skill	Type	3e Skill	Type	4e Skill	Type
Underwater Demolition	M/A	Explosives/TL† (Underwater Demolition)	IQ/A	Whip	P/A	Whip	DX/A
Uttering of Base Coin/TL	M/H	Counterfeiting/TL	IQ/H	Woodworking	P/A	Artist (Woodworking)	IQ/H
Vacc Suit	M/A	Vacc Suit	DX/A	Wrestling	P/A	Wrestling	DX/A
Ventriloquism	M/H	Ventriloquism	IQ/H	Writing	M/A	Writing	IQ/A
Veterinary/TL	M/H	Veterinary/TL	IQ/H	Xenobiology	M/A	Biology/TL†	IQ/VH
Video Production/TL	M/A	see note		Xenology	M/H	Expert Skill† (Xenology)	IQ/H
Weaving	Variable	Professional Skill (Weaver)*	DX/A	Yin/Yang Healing	M/H	Esoteric Medicine	Per/H
Weird Magic	M/VH	see note		Zen Archery	M/VH	Zen Archery	IQ/VH
Weird Science	M/VH	Weird Science	IQ/VH	Zoology/TL	M/H	Biology/TL† (Planet type, Zoology)	IQ/VH

Notes on Skills

Third Edition skills with additional conversion notes are listed here under their Third Edition names.

Abacus

This is no longer a skill. An abacus is merely equipment used with Accounting, Merchant, or other mathematical skills at low TLs, much like a pocket calculator today.

Animal Handling

This now requires a specialization. It is now Average instead of Hard, though, so it is possible to buy multiple specializations for the same cost as the Third Edition skill.

Appreciate Beauty

This rather rarefied skill is replaced by the more general Connoisseur. Connoisseur requires specialization, but is Average instead of Very Hard, so multiple specializations will be possible for the same point cost.

Armoury

This now requires a specialization at all tech levels.

Artificial Intelligence

Depending on the nature of artificial intelligence, this skill could be a specialty of Computer Programming or Teaching, or might use the same teaching methods one would use on biological beings.

Aviation

The tasks covered by this skill are now covered by using a Piloting roll based on IQ.

Bardic Lore

A bard's knowledge of the songs and tales of his culture may be replicated with the Literature skill. Bards with a large repertoire may also have Eidetic Memory.

Beam Weapons

This now requires a specialization.

Blinding Touch

This skill no longer exists, but a blinding touch can now be attempted with the Pressure Points skill, and this specific ability improved as a technique.

Boating

This now requires a specialization. Submarines are covered by the new Submarine skill.

Bow and Palette

Attempting to light a fire with a bow and palette is a DX-based roll against Survival. Someone who has practiced this enough to have a high level of skill may wish to buy it as a Survival-based technique.

Bulldancing

This is a special Dancing skill that must be approved by the GM for specific campaigns. See *Dancing* (p. B185) for details.

Change Control

This skill no longer exists. Shapeshifters cannot partially change their bodies. If you can assume intermediate forms, buy them as separate templates, or take Morph instead of Multiple Forms.

Combat/Weapon Art, Combat/Weapon Sport

These skills are now simply Combat Art and Combat Sport, and have the same definition as in Third Edition. The difficulty and defaults of the Combat Art and Combat Sport skills are the same as for the corresponding combat skills, some of which have changed in Fourth Edition.

Cyberdeck Operation

This is now just computer operation performed through a neural interface.

Cyphering

This skill no longer exists. Its abilities are subsumed under low TL versions of Accounting, Merchant, or other mathematical skills.

Dislocating

This skill no longer exists, but dislocating a limb can now be attempted with the Escape skill, and improved as a technique.

Dreaming

The Fourth Edition skill of Dreaming is more like Third Edition's Lucid Dreaming skill.

Driving

The required specializations of Driving have changed. See *Driving* (p. B188) for details.

Drunken Fighting

This ability should be defined by the GM as a technique.

Economics

Characters with Economics skill may benefit from the new skill Market Analysis.

Electronics Operation

Most specializations remain valid, but Electronics Operation (Computers) is now simply Computer Operation.

Exoskeleton

This is now covered as a familiarity of the Battlesuit skill.

Fanning

This should be defined by the GM as a technique based on Guns (Pistol).

Fast-Draw (Knife from Teeth)

This is a specialization of Fast-Draw. The GM may decide to merge it with Fast-Draw (Knife) or make it a separate specialization with no default as in Third Edition, as desired.

Fencing

This has been split into individual weapon skills. See *Main-Gauche*, *Rapier*, *Saber*, and *Smallsword* under *Melee Weapon* (p. B208) for details.

Fire Walking

This is not a skill. In reality, it is a simple parlor trick that can be learned quickly. The GM may require a Will roll at some penalty to attempt it. For unnatural resistance to fire, take Damage Resistance (Heat) or (Fire).

Flail

Two-handed flails now have their own skill: Two-Handed Flail.

Flight

This corresponds to the new skill Aerobatics. The Fourth Edition Flight skill represents endurance flying, not maneuverability.

Flint Sparking

Attempting to light a fire with flint sparking is a DX-based roll against Survival. Someone who has practiced this enough to have a high level of skill may wish to buy it as a Survival-based technique.

Flower Arranging

Professional Skill (Florist) is appropriate for someone who arranges flowers for a living. If the flower arranging is primarily artistic, it may be more appropriate to take Artist (Flower Arranging) instead or as well.

Flying Fists

This is a specialized martial arts skill that will be addressed in *GURPS Martial Arts*.

Fortune Telling

This now requires a specialization.

Geology

This now requires a specialization for planet type.

Gunner

The required specializations of Gunner have changed. See *Gunner* (p. B198) for details. Indirect fire weapons such as catapults or howitzers now use the new Artillery skill. If you only fire indirect weapons, take Artillery instead of Gunner; if you fire both direct and indirect heavy weapons you will need both skills. You no longer get a bonus to Gunner skill for IQ 10 and above. If you have IQ above 9 and want to maintain your Gunner skill level, you will need to spend more points for it.

Guns

The required specializations of Guns have changed. See *Guns* (p. B198) for details. You no longer get a bonus to Guns skill for IQ 10 and above. If you have IQ above 9 and want to maintain your Guns skill level, you will need to spend more points for it.

Hand of Death

This skill no longer exists, but GMs may wish to define it as a technique of Pressure Secrets.

Herbalist

This corresponds to Pharmacy/TL (Herbal) if you are simply using the natural pharmacological components of plant material to help heal. If there is any mystical component involved, you should take Esoteric Medicine or Herb Lore as well.

Herbary

The average difficulty version of this skill is Pharmacy/TL (Herbal). The very hard version involves miraculous properties and corresponds to Herb Lore.

History

This now requires a specialization.

Hypnotic Hands

This is a specialized martial arts skill that will be addressed in *GURPS Martial Arts*.

Inertialess Agility

This is essentially Free Fall. If the difference between free fall and inertialess conditions is important in the campaign, this can be defined as a required specialization of Free Fall.

Judo

Parrying bonuses granted by Judo are now different. Judo can also help you retreat. See *Judo* (p. B203) for details.

Jumping

This works differently. Instead of substituting your Jumping skill for ST or DX to determine how far you can jump, you substitute half your Jumping skill level for Basic Move.

Karate

Parrying and damage bonuses granted by Karate are now different. See *Karate* (p. B203) for details.

Language

Languages are no longer treated as skills. See *Language* (p. B23) for details.

Law

This now requires a specialization.

Lifting

This works differently. Instead of adding 10% of your Lifting skill to ST when determining how much you can lift (without requiring a skill roll), you increase your Basic Lift by 5% on a successful Lifting roll.

Lucid Dreaming

This is now the new Dreaming skill. The Third Edition skill of Dreaming is replaced by Fortune Telling (Dream Interpretation).

Magic Breath, Magic Jet

The new Innate Attack skill is used to hit targets with missile attack spells. The required specializations have changed; see *Innate Attack* (p. B201) for details.

Mathematics

This now requires a specialization.

Meditation

The realistic version of this skill is Meditation (IQ/H). The cinematic version is no longer a skill.

Merchant

Characters with Merchant skill may benefit from the new skill Market Analysis.

Meteorology

This now requires a specialization for planet type.

Mountain Heart

This no longer exists. If you can heal unnaturally fast, take Regeneration, perhaps with appropriate limitations.

Muscle Reading

This is a specialized martial arts skill that will be addressed in *GURPS Martial Arts*.

Musical Notation

This ability is assumed in both Musical Composition and Musical Instrument. If you can read music but can't compose or play very well, take one of those skills with an optional specialization in musical notation.

Navigation

This now requires a specialization.

Nei Tan

This is essentially just Breath Control. The GM may continue to allow the bonus to HT for aging rolls as an option.

Netmaking

This can be treated as an application of Knot Tying, an optional specialization, or a technique, depending on GM preference.

No-Landing Extraction

This is a sample technique based on Piloting. See *No-Landing Extraction* (p. B233) for details.

Oral Literature

In pre-literate cultures, this is simply Literature. A person from a literate culture specializing in oral literature should simply take an optional specialization.

Paleontology

This now requires a specialization, and covers several skills that were separate in Third Edition.

Pharmacy

This is almost certainly Pharmacy/TL (Synthetic), since lower-TL versions would have used Herbalist or Herbarium in Third edition.

Picture-Writing

This is no longer a skill. The ability to write pictographs is simply literacy in a language with a pictographic writing system, and is handled by the new rules for languages. See *Language* (p. B23) for details.

Piloting

The required specializations of Piloting have changed. See *Piloting* (p. B214) for details.

Planetology

For an overall knowledge of a type of planet, this is best represented by Expert Skill (Planetology), which covers aspects of Ecology, Geography (Physical), Geology, and Meteorology. For more precise knowledge or practical applications, take some or all of these skills.

Precognitive Parry

This is a specialized martial arts skill that will be addressed in *GURPS Martial Arts*.

Rituals and Ceremonies

Since shamans and similar religious leaders at TL0 only perform rituals and do not have a theoretical understanding of religion, they only need the new Religious Ritual skill, not Theology.

Rune-Lore

Symbol Drawing can be specialized in a rune language, and provides the same familiarity with magical runes as Rune-Lore.

Running

This works differently. Instead of adding 1/8 of your Running skill to your Speed to

Quick-and-Dirty Maneuver Conversion

For maneuvers based on skills with Fourth Edition equivalents, simply record your maneuvers with the same levels under the new heading of *Techniques*. For a maneuver based on a skill without a Fourth Edition equivalent, just base it on a similar skill.

determine running Move, you may use your Running skill instead of HT when rolling to avoid fatigue or injury from running.

Sailor

The tasks covered by this skill are now covered by using a Seamanship roll based on IQ.

Savoir-Faire

This now requires a specialization. Third Edition Savoir-Faire (with no specialization) is Fourth Edition Savoir-Faire (High Society).

Science!

This is an example of a wildcard skill. See *Optional Rule: Wildcard Skills* (p. B175) for details. The rules for taking wildcard skills and their point costs are very different.

Sensitivity

This is a specialized martial arts skill that will be addressed in *GURPS Martial Arts*.

Shapeshifting

This skill no longer exists. Shapeshifters do not need it to assume familiar body shapes, and cannot assume ludicrous shapes.

Shield

This now requires a specialization, to encompass use of bucklers and force shields.

Shiphandling

This now requires a specialization. Submarines are now covered by the Submarine skill.

Sign Language

Languages are no longer treated as skills. See *Language* (p. B23) for details.

Skaldic Lore

A skald's knowledge of the songs and tales of his culture may be replicated with the Literature skill. Skalds with a large repertoire may also have Eidetic Memory.

The magic system has not changed greatly in Fourth Edition. Most spell names, difficulties, and effects remain the same, although their point costs as skills have changed; see the *Skill Point Conversion Table*. One significant change is that spells that were resisted by IQ in Third Edition are now resisted by Will in Fourth Edition. The degrees of ritual motions and words required to cast spells have been

Skating

This is a Sports skill. The Fourth Edition Skating skill represents endurance and race skating, not the ability to skate.

Skiing

This is a Sports skill. The Fourth Edition Skiing skill represents endurance and race skiing, not the ability to ski.

Slipping the Hammer

This should be defined by the GM as a technique based on Guns (Pistol).

Snake Charming

This should be treated as a technique of either Animal Handling (Reptiles) or Hypnotism.

Sonar Imaging

If the GM decides this is possible, this should be taken as Artist (Sonar Imaging).

Spell Throwing

The new Innate Attack skill is used to hit targets with missile attack spells. The required specializations have changed; see *Innate Attack* (p. B201) for details.

Stargazing

This is best treated as a technique of Lockpicking skill.

Stone Knapping

This is Armoury (Melee Weapons) at TL0. Stone knapping could also be a Survival technique in appropriate campaign settings.

Sumo Wrestling

This has broadened in scope to represent any trained grabbing, shoving, and tripping unarmed combat technique, and provides specific benefits in combat. See *Sumo Wrestling* (p. B223) for details.

MAGIC

changed slightly to fit in with the progression of reduced spell costs, which remains at -1 mana per five skill levels above 10.

Essentially, your spell list can be used as-is in Fourth Edition, with only the point costs changed. Refer to *Magic* (p. B234) for any changes in the way particular spells work.

Eidetic Memory no longer gives a bonus to spell levels. You can simulate this bonus by

Style Analysis

This is a specialized martial arts skill that will be addressed in *GURPS Martial Arts*.

Temporal Electronics

If you can design time machines as well as build and repair them, take Engineer/TL (Temporal) as well.

Tournament Law

This is now covered by the Games skill. With a specialization, Games covers knowledge of the rules, regulations, and judging of the sport. See *Games* (p. B197) for details.

Video Production

This could be one or both of Artist (Video Production) and Electronics Operation/TL (Media), depending on character concept.

Weaving

Professional Skill (Weaver) is appropriate for a character who weaves to make a living. If the weaving is primarily artistic in nature, it may be more appropriate to take Artist (Weaving) IQ/H instead or as well.

Weird Magic

This skill no longer exists. If desired, make it a required specialization of Weird Science.

Maneuvers

The optional maneuver system in Third Edition is still an option in Fourth Edition, but the name has been changed to *techniques* to better reflect their application to noncombat skills. Maneuvers based on skills with Fourth Edition equivalents generally work the same way, but point costs have changed. Refer to the *Maneuver to Technique Conversion Table* for a summary of point cost changes.

Maneuver to Technique Conversion Table

Technique Level	Third Edition		Fourth Edition	
	Average	Hard	Average	Hard
Default	0	0	0	0
Default +1	1/2	1	1	2
Default +2	1	2	2	3
Default +3	2	4	3	4
Default +4	4	6	4	5
Additional levels	+2	+2	+1	+1

If you have a maneuver based on a skill that does not have a Fourth Edition equivalent, choose a similar skill to base it on.

taking one or two extra levels of Magery instead.

A full treatment of all the magic spells in *GURPS Magic* and *GURPS Grimoire* is not given in *GURPS Basic Set, Fourth Edition*. Dealing with most spells must wait until the release of the new *GURPS Magic*. Until then, you can continue to use Third Edition rules for those spells.

PSIONICS

Quick-and-Dirty Psionics Conversion

For each psionic power you possess, record the corresponding psionic talent as given in the *Psionic Power and Skill Conversion Table*. Find the average level of all your skills within that power and look the result up on the *Psionic Skill Level Conversion Table*, and record the listed number of levels in that psionic talent. Then for each psionic skill, record the corresponding advantage from the *Psionic Powers and Skills Conversion Table*. If you have a high level of power, you may wish to refer to the listed advantage and buy multiple levels of it to better mimic the power level.

Psionics has been completely changed in Fourth Edition. Psionic powers and skills no longer exist; they have been replaced by a new system involving psionic power modifier limitations on advantages and psionic talents (essentially new psionic advantages). To convert psionic abilities, you will need to rebuild them from scratch with the new rules. Refer to *Psionics* (p. B254) for the full rules on creating psionic characters and proceed from there, keeping the following advice in mind.

Each psionic power corresponds to a set of advantages, an associated psionic power modifier limitation, and a psionic talent. Note that *levels of power do not correspond to levels of talent*. Psionic power level is raw power, while psionic talent is the skill with which that power is wielded.

Each psionic skill corresponds to a particular advantage (within the set governed by its associated power) with the psionic power modifier limitation. Note that *levels of skill do not correspond to levels of the advantage*. The level of a psionic skill is instead related to the level of talent of its controlling power.

Refer to the *Psionic Powers and Skills Conversion Table* for talents and advantages corresponding to *GURPS Basic Set, Third Edition* psionic powers and skills. Most of these advantages have special enhancements and limitations that can be used to customize your psionic ability; refer to each individual advantage for details.

If you have powers or skills from *GURPS Psionics* that are not covered here, simply find an advantage that mimics your ability

Psionic Powers and Skills Conversion Table

3e Power	4e Skill	4e Talent	4e Advantage
Antipsi	None	Psi Static	
Psi Static		Resistant to Psionics	
Psionic Resistance			
ESP	ESP Talent	Clairsentience (Clairaudience, -30%; ESP, -10%)	
Clairaudience		Clairsentience (Clairvoyance, -10%; ESP, -10%)	
Clairvoyance		Precognition (ESP, -10%)	
Precognition		Psychometry (ESP, -10%)	
Psychometry			
Healing	Psychic Healing Talent	Healing (Psychic Healing, -10%)	
Healing			
Psychokinesis	PK Talent	Temperature Control (Cold, -50%; Psychokinetic, -10%)	
Cryokinesis		Flight (Psychokinetic, -10%)	
Levitation		Damage Resistance (Force Field, +20%; Psychokinetic, -10%)	
PK Shield		Temperature Control (Heat, -50%; Psychokinetic, -10%)	
Pyrokinesis		Telekinesis (Psychokinetic, -10%)	
Telekinesis			
Telepathy	Telepathy Talent	Empathy (Telepathic, -10%)	
Emotion Sense		Innate Attack (Fatigue; Malediction, Variable; Telepathic, -10%)	
Mental Blow		Mind Shield (Telepathic, -10%)	
Mind Shield		Mind Control (Conditioning Only, +0%; Telepathic, -10%)	
Mindwipe		Detect Psionics* (ESP, -10%)	
Psi Sense		Affliction (Malediction, Variable; Sleep, +150%; Telepathic, -10%)	
Sleep		Mind Control (Telepathic, -10%)	
Telecontrol		Mind Reading (Telepathic, -10%)	
Telereceive		Telesend (Telepathic, -10%)	
Telesend			
Teleportation	Teleportation Talent	Warp (Teleportation, -10%)	
Autoteleport		Warp (Ranged, +40%; Teleportation, -10%)	
Exoteleport			

* Detect Psionics is an ESP ability in Fourth Edition, not a Telepathy ability.

and, if desired, add a new talent (such as Electrokinesis Talent or Psychic Vampirism Talent). Advanced psionics rules will be covered in *GURPS Powers*.

For each power, your psionic power level governed the range or weight that you could affect with your abilities. This is now customized for each advantage within the power either by taking multiple levels of the advantage, or using range and area of effect modifiers.

For each skill, your psionic skill level governed how successfully you could use that ability. This is now combined for all abilities into the talent for the relevant psionic power; choose a talent level that best suits the majority of your skills in that power. For guidelines, see below.

Psionic Skill Level Conversion Table

3e Skill Level	4e Talent Level
below 10	0
10-14	1
15-19	2
20-24	3
25 and above	4

TEMPLATES

Templates are now a core feature of *GURPS*. They come in two types: *character templates* and *racial templates*.

Character Templates

You can use a Fourth Edition character template just as you would a Third Edition one.

Racial Templates

In Third Edition, it was possible to take a racial template and get a “point break” on high attribute scores because of the uneven progression of point costs. In Fourth Edition, this cannot happen. The flat cost of attributes prevents any such point breaks. Thus you can mix and match templates and scratch-generated characters freely, without concern over any point disparity.

Apart from this, racial templates are also used in the same way as in Third Edition.