

# GURPS®

Fourth Edition

# POWERS™

## *The Weird*™



Written by **WILLIAM H. STODDARD**

Edited by **SEAN PUNCH**

Illustrated by **PAUL DALY,  
JOHN HARTWELL,  
CHRISTOPHER SHY,  
BOB STEVLIC, and NIKOLA VRTIS**

Additional Material by **S.A. FISHER,  
KENNETH HITE, DAVID MORGAN-MAR,  
DAVID L. PULVER, SEAN PUNCH, MATT RIGGSBY,  
and HANS-CHRISTIAN VORTISCH**

**GURPS** System Design ■ **STEVE JACKSON**

**GURPS** Line Editor ■ **SEAN PUNCH**

Assistant **GURPS** Line Editor ■ **JASON "PK" LEVINE**

**GURPS** Project Manager ■ **STEVEN MARSH**

Production Artist and Indexer ■ **NIKOLA VRTIS**

**GURPS** FAQ Maintainer ■

**VICKY "MOLOKH" KOLENKO**

Chief Executive Officer ■ **PHILIP REED**

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Executive Editor ■ **MIRANDA HORNER**

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Page Design ■ **PHIL REED and JUSTIN DE WITT**

Art Direction and Prepress Checker ■ **NIKOLA VRTIS**

*Reviewers:* Roger Burton West, Luke Campbell, John Dallman, Christopher R. Rice, Matt Riggsby, Emily Smirle, and Ben Zittere

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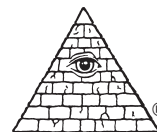
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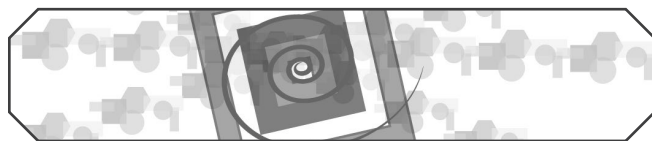
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## ABOUT GURPS

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

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*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

# INTRODUCTION

*I had worked long into the night; I did not at once realize that the sound that woke me was my doorknocker. It stopped as I was rising, but began once more as I hastened to the door, pulling a coat over my rumpled clothing.*

*I was not expecting to face a fashionably dressed woman. "Victor? May I come in?"*

*As she spoke my memory recalled her, despite her being older and in very different garb. "Clélie!", I said. "Of course, be welcome!"*

*She offered her hand, as of old, but now I bowed over it.*

*Her brow rose, and she asked, "You are answering your own door?"*

*I explained that I had no manservant at present; in fact I had given Heinrich his letter of recommendation when I began my researches, but I did not hasten to say so. Instead I put the kettle to boil, and we spoke of medicine and natural philosophy. She was more fully informed than I, for my own work had pre-occupied me. Not merely in the anatomical sciences, her own favored field, but also in the physiology that I emphasized, she had discoveries of which to tell me.*

*At last she set down her cup, and said, "But in fact, Victor, I have taken a renewed interest in that subject. In fact, I have in mind some experimental work with living animals, rather than mere dissection. But it's not easy for me to make all the arrangements. I wondered if you could act on my behalf, or introduce me to someone who can?"*

In roleplaying games, as in fiction, there's the fantastic and then there's the *weird*. Many tales have fantastic elements, taken from myths and legends, or from scientific or historical speculation; many heroes have special abilities gained from magic or technology or intensive training. And then there are classic writers like H.P. Lovecraft and contemporary ones like China Miéville who imagine things stranger than we're used to – things that shake our sense of what's possible: the *weird*. There's a current literary movement devoted to such imaginings, the New Weird; there have been dramatic series such as *The X-Files* and *Fringe*, and graphic novels such as *Planetary* (or, earlier, Grant Morrison's *Doom Patrol*); and now RPGs have started to explore this genre as well.

**GURPS Powers: The Weird** is a sourcebook for that exploration. As its title implies, it's largely about weird powers: the capabilities of exotic and mysterious supers, of cosmic entities, of alien beings who have slipped in through the cracks in reality . . . and of human explorers who have gone there and come back changed. Many of these powers are Cosmic, and so this work is partly an exploration of what can be done with the Cosmic enhancement – but it's also an examination of the *kinds* of superhuman feats that fit the weird genres. And it explores the exotic realms that are the sources of these powers and the homelands of these really alien aliens.

In addition, **The Weird** looks at the human ability to understand and create the extraordinary. Its collection of weird-science styles – largely based on the Weird Science skill and the Gadgeteer advantage – do for cinematic science what martial-arts styles do for combat. These styles can produce

empowered beings and psionic or superscience gadgets of the familiar sorts, but they can also confer stranger powers, create weird devices, and open the way into unaccountable realms.

## RECOMMENDED BOOKS

To get the most from the weird-science styles in this supplement, you'll need **GURPS Power-Ups 2: Perks**. Some of those styles can provide frameworks for ideas presented in **GURPS Fantasy-Tech 1: The Edge of Reality**, **GURPS Psionic Powers**, and Pyramid #3/46: *Weird Science*. The statistics for weird powers make use of many options from **GURPS Powers**, **GURPS Power-Ups 4: Enhancements**, and **GURPS Power-Ups 8: Limitations**.

## PUBLICATION HISTORY

This is the first edition of **GURPS Powers: The Weird**. All but a few passages are original.

*On the fringes of science  
there have always existed  
odd pockets of knowledge,  
which nobody quite knows  
what to do with, until  
suddenly a use is found and  
they take off like rockets.*

– Ian Johnston,  
**Measured Tones:  
The Interplay of  
Physics and Music**

## ABOUT THE AUTHOR

William H. Stoddard began playing roleplaying games in 1975, and published his first book, **GURPS Steampunk**, in 2000. He's an active roleplayer and Game Master in the San Diego area; many of his games have been pulp, supers, or cosmic horror, and have featured strange inventions or exotic powers. They called him mad at the university.

# CHAPTER ONE

# WEIRD SCIENCE

In the real world, science is rarely dramatic. Most research is a team enterprise, managed and funded by large organizations, with peer-reviewed and publicly reported results. And mostly, it changes human knowledge of the world slow step by slow step, through repeated observations or experiments.

In the movies – and in pulp fiction and comics – science is different. Scientists work alone, undertaking huge projects without organizational support. They figure out new phenomena without tedious collection of evidence, and arrive at radical theories that change the world. Often, their findings never become public: researchers conceal their results from

a world that's not ready for them, or are destroyed by their own inventions.

*Weird science* is comparable to cinematic martial arts. It's made possible by special advantages and skills that ordinary scientists lack. Varied approaches to scientific investigation can be defined by *styles* and *Style Familiarities*, much like those that describe various fighting styles.

(Could there be *realistic* science styles? There's no reason why not! They wouldn't include such cinematic traits as Gadgeteer or Weird Science, but otherwise they'd be similar. This supplement doesn't focus on them, however.)

## TRAITS

Setting aside powers for the moment, certain gifts and learning are particularly likely among cinematic scientists.

### ADVANTAGES

One standard **GURPS** advantage virtually *defines* cinematic science.

#### Gadgeteer

see pp. B56-57

Most weird-science styles have Gadgeteer as a prerequisite, and use the penalties for invention complexity described for gadgeteering (p. B475): no modifier if Simple, -2 if Average, -4 if Complex, or -8 if Amazing. The GM decides whether non-Gadgeteers can even attempt weird-science techniques. If they can, double the penalty and add -6, which gives -6 for Simple, -10 for Average, -14 for Complex, and -22 for Amazing.

#### New Special Limitation

Practitioners of weird-science styles may take the following modifier:

*Specialized:* You're a cinematic inventor in one narrow area. Some gadgeteers focus on means: *Biological* (anything involving genetic engineering, medicine, pathogens, or surgery), *Chemical* (nonmagical brews of all sorts, from drugs to toxic waste), *Magical*, *Nanotech* (engineering and defeating nanomachines), or *Radioactive* (gizmos that rely on or shoot radiation, whether to cure, kill, mutate, or reanimate). Others specialize by ends: *Electronics*, *Robotics*, *Software*, *Vehicles*, *Zombies*, and so on. Emphasis is on themes, not skills, some of which won't obviously be in your area; e.g., Bioengineering (Genetic Engineering) to mutate with a radiation beam. -50%, or -80% if specialized in both senses, such as Biological Vehicles or Radioactive Zombies.

#### Other Modifiers

For a really radical campaign, the GM may allow other options, or introduce NPCs who have them:

*Cosmic, Items need not obey local laws of physics:* Your inventions aren't limited by natural laws – not even “super-science” natural laws defined by the GM. You can create devices that *change* the laws of nature and function under those changed laws. This suits deities who *created* natural law in the first place, cosmic entities who operate outside it, and mortals possessed of incomprehensible genius. +50%.

Ordinarily this is good for only one device, and only if you personally build it (treat it as a Unique gadget; see p. B117). If you also take *Cosmic, Lingering effect* (for a further +100%), you can create multiple devices based on your prototype or even put it into production – you've permanently changed the laws of nature!

*Cosmic, No die roll required:* If your effective skill after applying all modifiers is 3 or more, you automatically succeed at inventing. You must still roll to determine how many bugs your invention has, but any failure is treated as ordinary success giving 1d/2 minor bugs. +100%.

### PERKS

Some perks are especially relevant to weird science. See *How Styles Work* (p. 8) for rules for buying them.

#### Anachronistic Skill

You are able to learn – or create! – one scientific skill that hasn't gained recognition in your culture or at your TL, in a version suited to your TL, subject to GM approval. See *Tech Level and Skill Availability* (p. 6) for a list of skills. Each skill requires a separate perk, but learning a skill two or more TLs early still takes just one perk, if the GM allows it.



For access to *existing* abilities at a TL higher than yours, take Cutting-Edge Training (*GURPS Power-Ups 2: Perks*, p. 16).

## Purpose

see *Power-Ups 2: Perks*, p. 19

This perk is totally appropriate for obsessive weird scientists.

## Style Familiarity

see *How Styles Work*, p. 8

## Technology Secret

*Prerequisite:* Style Familiarity (any).

Perks can represent specialized knowledge associated with broader skills. Technology Secrets most often denote understanding of how to make special materials or create advanced devices, real or legendary. They're often jealously guarded, and someone who learns a single Technology Secret may make a vast fortune – or ruin his life and drive himself mad!

*Back off, man. I'm a scientist.*

– Dr. Peter Venkman, in *Ghostbusters*

## SKILLS

Several skills have new interpretations or specialties in weird-science campaigns.

### Body Sense

see p. B181

In settings where four-dimensional movement is possible, Body Sense is useful for more than simply regaining one's bearings after teleportation. It can be used to maneuver in four-dimensional space as discussed in *Tesseractis* (p. 13) and *Dimensional Control* (pp. 24-26). This application is the basis for the Facing Change technique (p. 6).

Unless you have Extradimensionality (pp. 24-25), you must roll against Body Sense when you first *enter* four-dimensional space.

*Modifiers:* +3 if you entered by your own choice rather than being dragged or thrust there; +3 for 4D Spatial Sense (p. 24).

*Movement* through four-dimensional space to reach a desired point (e.g., to bypass a wall in three-dimensional space) requires a Body Sense roll, unless you have Hypervision (p. 25).

*Modifiers:* -1 per yard/second of movement speed in excess of 1 yard/second in terms of three-dimensional space; +3 for 4D Spatial Sense (p. 24).

If the Body Sense roll on entry fails, you're disoriented and must take time to regain your bearings; each attempt requires one second and another Body Sense roll. If the roll for movement fails, you get turned around and come back to three-dimensional space 10 yards away from your intended destination, in a random direction; you won't materialize inside something solid, but there's no guarantee of arriving in a safe place. In either case, *critical* failure leaves you seriously disoriented – you lose track of the three-dimensional space

you came from or are looking for, and can't exit four-dimensional space until you succeed at a new Projection roll (p. 7).

## Electronics Operation and Electronics Repair

see pp. B189-190

*Electronics Operation* covers many complex devices that had non-electronic (usually mechanical) equivalents before the emergence of electronics at TL6. At TL5 and below, the rules for this skill still apply but it's less jarring to call it "Machine Operation" (used for mechanisms such as industrial water pumps, lathes, or printing presses). Some machines are already covered by vehicle, weapon, or other skills.

*Electronics Repair* doesn't exist before TL6. The relevant repair skill is Mechanic (p. B207).

Electronics skills have a new specialty in some worlds:

*Para-Radionics:* Devices that emit, detect, and analyze para-radio or para-radar beams.

### Engineer

see pp. B190-191

Some new specialties are needed to create fantastic inventions, especially at lower TLs:

*Fluidic:* Creating mechanisms powered by the flow of water, air, or other liquids or gases, from clepsydras to water mills and windmills. *Defaults:* Mechanic (Millwork)-6 or Professional Skill (Plumber)-6.

*Nuclear:* Designing nuclear batteries, reactors, and warheads, using fusion, fission, or natural radioactive decay. *Default:* Mechanic (Fission Reactor or Fusion Reactor)-6.

### Hidden Lore

see pp. B199-200

In weird campaigns, a new Hidden Lore specialty is likely:

*Fringe Science:* You know about unorthodox theories and outlying data points that the scientific community rejects, in cryptozoology, parapsychology, ufology, and similar fields. You recognize the names of researchers and can discuss their careers and theories, though you can't judge how *valid* their work is – that calls for a Weird Science roll. You also know about proven findings being kept secret for the good of humanity! Where Current Affairs (Science and Technology) is knowledge of discoveries that have just gained recognition, Hidden Lore (Fringe Science) is about discoveries that *haven't*.

### Psychology

see p. B216

As part of a weird-science style, Psychology is either Applied or Experimental. A psychologist who also has the Weird Science skill can study psionic abilities by either approach.

A different methodology applies if psionics are a subject of ordinary scientific research: Parapsychology becomes a third required specialty that defaults to either of the other two at -5 (see **GURPS Psis**, p. 8).

## Weird Science

see p. B228

Not a specialized area of scientific study, but the art of generating hypotheses regarding new or unknown phenomena. In general, it should be treated as a cinematic skill like Computer Hacking or larger-than-life martial-arts skills – one not available in realistic settings. It has no prerequisites, but weird-science styles that include it *do* have prerequisite advantages

(see *How Styles Work*, p. 8). Weird Science rolls grant bonuses to inventing and understanding weird devices, and to investigating weird natural phenomena.

The GM may allow an Unusual Training perk (**Power-Ups 2**, p. 21) to grant access to Weird Science in a realistic campaign. The “believable circumstances” may be that the researcher had good luck in hitting on a fruitful speculation (such as Watson and Crick’s model for the structure of DNA) or has a talent for wild ideas (Richard Feynman might be an example).

## TECHNIQUES

Several techniques enhance effective skill in weird-science activities such as gadgeteering.

### TECH LEVEL AND SKILL AVAILABILITY

As mentioned under *Anachronistic Skill* (pp. 4-5), certain skills normally aren’t available before particular TLs. The **GURPS Basic Set** states this for several skills, but the same reasons apply to others for which it’s not made explicit. The following list specifies the TLs at which various skills first become available. It focuses on the natural sciences, and on equipment design and repair; it doesn’t cover the social sciences, or vehicle-operation or combat skills.

- TL1** – Accounting, Architecture, Armoury (Body Armor), Astronomy\*, Cartography, Diagnosis, Engineer (Civil, Combat, Mining, Vehicle Type†), Mathematics (Applied, Surveying), Mechanic†, Metallurgy, Navigation (Land, Sea), Research, Smith, Surgery\*, Traps, Veterinary.
- TL2** – Alchemy, Armoury (Heavy Weapons), Engineer (Artillery, Clockwork), Expert Skill (Natural Philosophy), Lockpicking, Mathematics (Pure).
- TL3** – Armoury (Small Arms), Cryptography, Explosives (Demolition, Fireworks).
- TL4** – Engineer (Small Arms), Hazardous Materials (Chemical), Mathematics (Cryptography, Statistics), Physiology.
- TL5** – Armoury (Vehicular Armor), Biology, Chemistry, Electronics Operation/Repair (Comm, EW, Scientific), Expert Skill (Epidemiology, Hydrology), Explosives (EOD), Forensics, Geography (Physical), Geology, Meteorology, Paleontology, Pharmacy (Synthetic), Photography, Physics.
- TL6** – Electrician, Electronics Operation/Repair (Media, Medical, Security, Surveillance), Engineer (Electrical, Electronics, Materials), Hazardous Materials (Biological), Navigation (Air), Psychology (Experimental).
- TL7** – Computer Operation, Computer Programming, Electronics Operation/Repair (Sensors, Sonar), Electronics Repair (Computers), Engineer (Microtechnology, Nuclear), Explosives (NOD, UD), Hazardous Materials (Radioactive), Mathematics (Computer Science), Navigation (Space).
- TL8** – Bioengineering, Computer Hacking, Engineer (Robotics), Expert Skill (Computer Security).
- TL9** – Armoury (Battlesuits), Engineer (Nanotechnology), Hazardous Materials (Nanotech).
- TL^** – Armoury (Force Shields), Electronics Operation/Repair (Force Shields, Matter Transmitters, Parachronic, Psychotronics, Temporal), Engineer (Parachronic, Psychotronics, Temporal), Expert Skill (Psionics, Xenology), Hazardous Materials (Exotic Matter), Navigation (Hyperspace).

\* Astronomy (Observational) and Surgery (Trauma Surgery) are available at TL0.

† Engineer (Vehicle Type) and Mechanic include multiple specialties, many of which become available at higher TLs, subject to GM judgment.

## Debugging

Hard

*Default:* prerequisite skill-3.

*Prerequisite:* Any skill useful for operating a newly invented device; cannot exceed prerequisite skill.

When testing a new invention, roll once weekly vs. the relevant version of Debugging to find bugs (see pp. B474, B476). Identifying the appropriate skill may take some creativity! For example, plausible operating skills for Ontogenetics (pp. 11-12) are Animal Handling and Teaching.

## Facing Change

Hard

*Defaults:* Body Sense or Acrobatics-3.

*Prerequisite:* Acrobatics or Body Sense; cannot exceed Body Sense+5 or Acrobatics+2.

During movement into or out of hyperspace, you can alter your body’s orientation as a free action and without disorientation. Roll at -2 if you change facing or at -5 if you go from horizontal to vertical or vice versa. Your effective skill after the penalty cannot exceed Body Sense or Acrobatics-3.

## Heuristics

Hard

*Default:* Philosophy-6.

*Prerequisites:* Illuminated and Philosophy; cannot exceed Philosophy skill.

Heuristics is the art of discovering the truth, guided by philosophical insight into the nature of reality. A successful Heuristics roll grants +2 to any skill used to discover an unknown truth or reach a moral decision.

Critical success gives +4. Failure produces no insight; critical failure sets you on the wrong track, so that only critical success on the primary skill can point you to the truth.

## Illumination

Hard

*Default:* Teaching-6.

*Prerequisites:* Illuminated *and* Teaching; cannot exceed Teaching skill.

You have special methods of instruction suited to passing on the Illuminated state (p. B60). These are based largely on asking questions the student must reflect on at length between face-to-face sessions. Treat this as intensive training (p. B293), but dependent on Will rather than HT.

## Inspired Development

Hard

*Default:* prerequisite skill.

*Prerequisites:* Gadgeteer *and* any skill useful with it; cannot exceed prerequisite skill+4.

You're cinematically gifted at turning sketchy plans into working models. You must specialize in a skill useful for inventing. When making a Prototype roll using that skill, apply all relevant modifiers to your Inspired Development level. Then use the lower of your modified technique or unmodified inventing skill for your Prototype roll.

## Inspired Research

Hard

*Default:* prerequisite skill.

*Prerequisites:* Gadgeteer *and* any skill useful with it; cannot exceed prerequisite skill+4.

You're cinematically gifted at dreaming up radical new inventions. You must specialize in a skill useful for inventing. When making a Concept roll using that skill, apply all relevant modifiers to your Inspired Research level. Then use the lower of your modified technique or unmodified inventing skill for your Concept roll.

## Mind Modification (Trait)

Hard

*Default:* prerequisite skill.

*Prerequisite:* Brainwashing, Hypnotism, Propaganda, Psychology, or Teaching; cannot exceed prerequisite skill+6.

Used to remove or add one specific mental or behavioral trait with a particular skill. Apply -1 to your Mind Modification level per full 5 points of the trait removed or added. Then use the lower of your modified technique or unmodified skill for the roll. Base time required is eight hours; multiple sessions grant a bonus for extra time (p. B346). Using Telesend in this process gives +2.

## Projection

Hard

*Default:* Meditation-6.

*Prerequisites:* Intuitive Mathematician, Mathematics (Pure), Meditation, *and* Style Familiarity (Tesseractis); cannot exceed Meditation skill.

A roll vs. Projection allows you to visualize *and* enter four-dimensional space; see *Tesseractis* (p. 13). If you concentrate for one minute (the shortest possible time), your Projection roll is at -5; taking extra time (p. B346) gives bonuses that can compensate for this. You have an additional penalty equal to *twice* your encumbrance level (e.g., Heavy encumbrance gives -6). Successful or not, the attempt costs 1 FP.

Entering four-dimensional space – or maneuvering there – requires a roll against Body Sense (p. 5). You don't gain the ability to breathe (see *Hyperspace*, p. 15), and must hold your breath (pp. B351-352). You can take oxygen with you, but the weight will make Projection harder to achieve.

## DIVERGENT TECHNOLOGY

Some weird-science styles are based on the speculations – or out-and-out fantasies – of earlier periods in the history of science. For example, Greek legend told of the artificer Daedalus constructing a giant bronze automaton, Talos, to patrol the shores of Crete. Since actual Bronze Age civilizations aren't known to have constructed automata, the Automata style (pp. 8-9) is classed as TL(1+1)^ rather than TL1^ . Later TLs *did* build automata, so the style is classed as TL2^ to TL5^ .

At the GM's option, weird-science styles may be based on more advanced divergent TLs. For example, the Automata style may have versions at TL(1+2)^ to TL(1+4)^, TL(2+1)^ to TL(2+3)^, TL(3+1)^, TL(3+2)^, or TL(4+1)^. The upper limit of each range is a divergent equivalent of TL5^ . The GM will have to make up the advanced divergent TLs – perhaps basing them on the achievements of the weird-science style itself!

## Remote Hypnosis

Hard

*Default:* Hypnotism-5.

*Prerequisites:* Charisma 1 *and* Hypnotism; cannot exceed Hypnotism skill.

In settings where hypnotism is a quasi-mystical process (*Psychical Research*, p. 13), a hypnotist may be able to induce a hypnotic trance in a previous subject at a distance. Base time required is five *minutes*. If Remote Hypnosis succeeds, the subject is in a trance. This may be a trigger for previously implanted suggestions (possibly including "Telephone for instructions"), or a second Remote Hypnosis roll might implant new suggestions, with precision limited as for the Suggest skill (p. B191).

*Modifiers:* Hypnotism modifiers (p. B201); bonus equal to hypnotist's Charisma; standard range penalties (p. B550); and modifiers for haste or extra time (p. B346). If hypnotist and subject have a Special Rapport (p. B88), the roll is at +5 and base time is only five *seconds*.



# STYLES

Cinematic science can be portrayed as a set of styles, in the same way as martial arts or magic. Like martial-arts styles, cinematic science styles grow out of the history of the field. Each one permits a different set of discoveries, inventions, or procedures.

## How STYLES Work

Weird-science styles allow cinematic scientific feats, often in the form of gadgeteering. They include the following traits:

**Style Cost:** The minimum total point cost for the style components, found as follows:

Style cost = 1 point for Style Familiarity + 1 point in the limiting skill + 1 point in each other required skill.

**Style Prerequisite:** An advantage that enables or aids cinematic feats and permits learning the style – often Gadgeteer (or Quick Gadgeteer, if the GM allows it). Its point cost is *not* counted in style cost.

**Tech Levels:** A range of TLs at which the style is pursued. These include the ^ modifier for superscience.

**Style Familiarity:** A cinematic perk that represents knowledge of a particular field of weird science. It gives these benefits:

- You have the equivalent of a Claim to Hospitality (p. B41) with other practitioners of your science, giving you a place to stay while working on your projects.
- You're familiar with the style's culture. When you deal with another scientist who has this perk, neither of you suffers -3 for lack of Cultural Familiarity when rolling vs. skills such as Savoir-Faire and Teaching.
- You can spend earned points to improve the style's techniques, even if these are normally off-limits to PCs.

**Limiting Skill:** A skill central to the style. When you perform cinematic feats, *your effective skill cannot exceed your level with the limiting skill.* Weird Science is often a limiting

skill for weird-science styles, just as Ritual Magic limits magical Path/Book skills (see **GURPS Thaumatology**).

**Other Required Skills:** Skills that all practitioners of the style must learn.

**Techniques:** Some of a style's cinematic feats are subject to skill modifiers; notably, styles with Gadgeteer as a prerequisite have complexity penalties for inventions. Techniques can compensate for such penalties. Other techniques grant bonuses to skills for specific feats. You must invest at least one point in the skill to which a technique defaults before improving the technique. (If you have less than four points in the skill, buying up the skill is usually more efficient!)

**Perks:** Perks available to style practitioners. You can buy one such perk per 10 points you have in the style's required skills. You can buy one additional perk from that list or from generally available perks related to science, technology, work, or learning ability per 20 points in scientific or technological skills.

The GM may further define *optional* traits for a style, including advantages, perks, disadvantages, skills, or techniques.

## WEIRD-SCIENCE STYLES

The following styles are a sample of past and present speculations about scientific wonders. Some include techniques that can grant advantages or remove disadvantages; see in particular *Mind Modification* (p. 11) and *Ontogenetics* (pp. 11-12). In general, such enhancements should be paid for with character points (see *Transformations*, pp. B294-296). If the recipient lacks sufficient points, the technique either fails or grants only short-term benefits. The GM may waive this for procedures that remove disabilities gained in play.

### Contrivance

Proposals for fantastic mechanisms go back to the beginnings of machine technology in the ancient world; see **GURPS Fantasy-Tech 1: The Edge of Reality** for examples. A variety of weird-science styles represent these technological "what ifs." Those given here are a small sample.

#### Automata

7 points

**Style Prerequisite:** Gadgeteer.

**Tech Levels:** (1+1)^, or 2^ to 5^.

Historically, self-moving mechanisms go back to the Roman Empire, and stories of them were told even earlier. Such a device requires a power source. Hydraulic power is Simple; overcoming the technical difficulties of pneumatic or steam power is Average. Clockwork automata become available at TL4 as Simple devices; add Clockwork to the Engineer and Mechanic specialties permitted. Automata with significant physical strength – and, prior to clockwork, those with purely internal power sources (such as Talos' single vein filled with ichor) – are Complex.

## WILDCARDS

Another option for weird science is to replace styles with Style! skills. These are bought as standard wildcard skills (p. B175). They still require the style prerequisite, but they automatically include the Style Familiarity perk, the limiting skill, and all other required skills. Other perks still cost a point apiece, but an unlimited number can be bought – and any perk that's normally specialized to one particular skill applies to every skill the Style! includes.

Techniques specific to the style – including inventions with gadgeteering penalties – can be attempted without penalty. Techniques available through Technology Secret still have that prerequisite, but can be attempted without penalty if it's met. Other techniques that default to the skills the Style! encompasses have the normal penalties.



Realistic automata carry out fixed sequences of actions. Fantastic ones that can react to the environment or respond to commands as though they had actual senses are Simple if guided by touch, Average if controlled by spoken commands, or Complex if capable of seeing. Automata with actual minds or personalities are Amazing.

The Automata style isn't normally a source of weird powers.

*Technology Secret:* Artificial Body Parts. Giving a human being a functional artificial body part is Simple if it's obviously mechanical, Average if it looks like a body part (for example, Nuada's silver arm), or Complex if it emulates sight, hearing, speech, or a vital organ. Transferring a human mind or spirit into a wholly artificial body is Amazing.

*Limiting Skill:* Engineer (Robotics).

*Other Required Skills:* Artist (Sculpting); Engineer (Fluidic); Mechanic (Robotics); Weird Science; *one* of Architecture, Armoury (Body Armor), or Mechanic (Musical Instruments).

*Techniques:* Debugging; Inspired Development; Inspired Research; Work by Touch (Mechanic).

*Perks:* Better Gear (Tools); Cheaper Gear (Tools); Technology Secret (Artificial Body Parts).

## GOFAI

*Style Prerequisite:* Gadeteer.

*Tech Levels:* (6+1)<sup>^</sup>, 7<sup>^</sup>, or (7+1)<sup>^</sup>.

Good Old-Fashioned Artificial Intelligence was based on manipulating symbols according to formal rules, on the model of pure mathematics. It dominated the field of artificial intelligence for two decades, starting with a conference at Dartmouth College in 1956. As capabilities such as perception, navigating natural environments, and social interaction proved harder than playing chess or proving theorems, computer scientists turned to other approaches that imitated animal instinct more than abstract logic. But what if symbolic AI could accomplish a wider range of tasks?

An AI has an IQ score limited by the Complexity rating of the computer that runs it (p. B472), and usually possesses one or more skills that it uses to solve problems. An AI with IQ 6 or higher can communicate in a human language, which can be used to train it in new skills, if it can learn.

Being based on pure logic, GOFAI programs always have Indomitable (p. B60): They don't respond to Influence skills at all, even with the benefit of Computer Programming (AI), and that skill isn't part of the style.

GOFAI isn't normally the source of weird powers. However, its foundation in pure abstract logic might justify giving an AI some of the philosophical abilities of Logos (p. 27), Noumena (pp. 33-35), or Void (pp. 39-40).

## COMPUTER TYPES FOR AI

An AI must run on a computer of adequate Complexity, which varies with computer type and technology. Before integrated circuits, general-purpose AI was possible only on a system that was "best equipment possible at your TL" (p. B345) – which probably only a major government could afford.

Computer Type	Complexity*	Weight	Volume	Cost
Megacomputer	7	20 tons	800 cf	\$10,000,000
Macroframe	6	2 tons	80 cf	\$1,000,000
Mainframe	5	400 lbs.	8 cf	\$100,000
Microframe	4	40 lbs.	0.8 cf	\$10,000
Medium Computer	3	4 lbs.	0.08 cf	\$1,000
Small Computer	2	0.4 lb.	0.008 cf	\$100

\* These statistics are for TL(7+1) systems with very large-scale integration (VLSI: 100,000+ transistors per chip). At TL7, Complexity is at -1 for large-scale integration (LSI: several thousand transistors per chip), -2 for medium-scale integration (MSI: hundreds of transistors per chip), -3 for transistor computers, or -4 for vacuum tube computers. At TL(6+1), it's at -5 for relay-based computers. The classic era of GOFAI was contemporaneous with MSI; LSI came in just as it was ending.

GOFAI doesn't use standard gadgeteering penalties. Instead, penalties depend on AI type and IQ, as follows:

- *Dedicated AI:* Has Indomitable [15]; Cannot Learn [-30]; the meta-traits AI [32] and Automaton [-85]; and the taboo trait Complexity-Limited IQ [0]. Complexity is (IQ/2)+1, rounded up. Subtract (Complexity-3) from gadgeteering rolls. Requires minimum IQ 1 and minimum Complexity 2; IQ 1-2 systems give no gadgeteering penalty but don't grant a bonus!

Whatever skill a dedicated AI has is hard-coded, to a value equal to its IQ; this is Simple for Easy skills, Average for Average ones, Complex for Hard ones, and Amazing for Very Hard ones. Most dedicated AIs have the Hyper-Specialization perk, enabling them to perform competently at very specific tasks despite low IQ. When gadgeteering, use either the penalty for IQ or the penalty for the skill, whichever is worse.

*Example:* ROBERT is a space navigation program that runs on an LSI macroframe with Complexity 5. Its own Complexity is 5, limiting IQ to 8. It has Navigation (Minimum-Energy Orbital Transfers)-8 – but with the Hyper-Specialization bonus, its effective skill is 13! The penalty for its Complexity is -2; so is the penalty for an Average skill. Rolls to conceive and prototype it are at -2.

- *Nonvolitional AI:* Has Indomitable [15]; the meta-traits AI [32] and Automaton [-85]; and the taboo trait Complexity-Limited IQ [0]. Complexity is (IQ/2)+2, rounded up. Subtract (Complexity-2) from gadgeteering rolls. Can understand natural speech and use tools, which requires minimum IQ 6, minimum Complexity 5, and penalty -3.

*Technology Secret:* Volition. Writing code that makes genuinely free choices is an Amazing feat. The fundamental breakthrough allows the construction of a new type of AI:

- *Volitional AI:* Has Indomitable [15]; the meta-trait AI [32]; and the taboo trait Complexity-Limited IQ [0].

Complexity is (IQ/2)+3, rounded up. Subtract (Complexity-1) from gadgeteering rolls. Requires minimum IQ 6, minimum Complexity 6, and penalty -5.

*Limiting Skill:* Computer Programming.

*Other Required Skills:* Computer Operation; Mathematics (Computer Science); Psychology (Applied); Teaching; Weird Science.

*Techniques:* Debugging; Inspired Development; Inspired Research.

*Perks:* Better Gear (Computers); Cheaper Gear (Computers); Cross-Trained (Computer Programming); Cutting-Edge Training; Equipment Bond (Computer); Focused (Task); Technology Secret (Volition).

*Science fiction is full of instances where a theoretical breakthrough is quickly turned into functional hardware.*  
– **GURPS Ultra-Tech**

## Nanotech

7 points

*Style Prerequisite:* Gadgeteer.

*Tech Levels:* (8+1)^ or 9^–12^.

Nanotechnology is a realistic field with applications in materials science, medicine, and engineering. But in science fiction, nanotech inspires wilder speculations. Weird-science nanotech emulates these.

Nanotech tools for any skill that manipulates matter – from most Artist specialties to Mechanic to Surgery – can provide truly miraculous aid, worth +4 to skill rolls. Tools for any one such skill are Simple, but require that the creator or a consultant know that skill at 12+. Higher-quality nanotools add equipment quality bonuses (p. B345) but are more complex inventions that require superior knowledge of the skill they aid:

Quality	Complexity	Minimum Skill
Good	Average	14
Fine	Complex	16
Best Possible	Amazing	20

Programmable general-purpose nanotools are Average and can configure themselves to do a variety of tasks. The programmer must know the skill being used and roll against Machine Operation (Nanotech). Nanotech factories capable of building desired objects from the molecular level up are Complex.

Nanomaterials can be given the ability to shift their properties in response to command signals; this is at least Average. The utility fog on pp. 70-71 of **GURPS Ultra-Tech** is an advanced nanomaterial of Complex difficulty.

Nanotech is a common source for Metamateriality (pp. 28-30). Integrated into living organisms, it can achieve many of the effects of Mutation (pp. 30-33).

*Technology Secret:* Anomalous Properties. The density, elasticity, refractive index, acidity or alkalinity, and many other

physical and chemical properties of cinematic nanomaterials can fall outside the ranges observed in normal matter. Such materials are inventions of at least Average difficulty.

*Technology Secret:* Biological Nanotech. Medical nanotech that can treat illnesses or injuries is Average. The ability to grant new biologically realistic advantages (see **GURPS Bio-Tech** for possibilities) is Complex. Reconstructing human beings as superhumans (one path to Controlled Evolution; see below) is Amazing. Nanotech that enables changes of shape in seconds or minutes is also Amazing.

*Technology Secret:* Self-Replication. Nanotech that can make more nanotech is secret largely because it's usually illegal. Handling such material calls for Hazardous Materials (Nanotech) rolls! Basic "gray goo" that can endanger a local area with uncontrolled growth is Complex. Nanotech-based rapid terraforming and similar godlike feats are Amazing.

*Limiting Skill:* Engineer (Nanotechnology).

*Other Required Skills:* Engineer (Materials); Hazardous Materials (Nanotech); Mathematics (Applied); Weird Science; one of Chemistry, Metallurgy, or Physics (Solid-State Physics).

*Techniques:* Debugging; Inspired Development; Inspired Research.

*Perks:* Better Gear (Nanotech); Cheaper Gear (Nanotech); Technology Secret (Anomalous Properties; Biological Nanotech; Self-Replication).

## Controlled Evolution

5 points

*Style Prerequisite:* Gadgeteer.

*Tech Levels:* 5^ to 12^.

Evolution is often imagined as a predictable process leading humanity toward specific future forms – often superintelligent, psionic, or even disembodied mentalities, but sometimes racially senescent and destined for extinction. If this style is available, the GM must create templates for past and future stages in the human evolutionary line. An evolutionary stage is similar to an Alternate Form, but artificially triggered. While the change may be reversible, be aware that physical technology can't affect a disembodied mentality!

At the GM's option, the evolutionary future may have branches rather than a single line, like Wells' Eloi and Morlocks. Evolutionary advance may send different subjects down different branches, randomly or based on their individual traits.

Bringing about a change requires a roll vs. Bioengineering (Genetic Engineering) or Biology (Genetics). Mental changes or purely cosmetic physical ones are Simple; other alterations that retain a humanoid body are Average; transformations that result in a quadruped or ichthyoid body are Complex; and processes that lead to non-vertebrate biological forms or disembodied mentalities are Amazing. Time required for any such change is as for gadgeteering, either regular or quick.

Controlled Atavism (p. 30) and Organic Perfection (p. 32) are plausible outcomes of Controlled Evolution.

*Technology Secret:* Partial Change. Standard Controlled Evolution at Average or higher complexity results in gaining all the traits of a template. This perk grants the ability to advance or regress a *single feature* of the organism.

*Technology Secret:* Saltation. A more drastic mutative process that causes evolutionary change in the standard 10 seconds required for Shapeshifting (p. B83). *Developing* the process, as opposed to applying it, still requires the usual time for regular or quick gadgeteering.

*Limiting Skill:* Weird Science.

*Other Required Skills:* Paleontology; *either* Bioengineering (Genetic Engineering) or Biology (Genetics); *one* of Electronics Operation (Medical), Pharmacy, or Physics (Probability Physics or Radiation Physics).

*Techniques:* Inspired Development; Inspired Research.

*Perks:* Technology Secret (Partial Change; Saltation).

## Mind Modification

10 points

*Style Prerequisite:* Sensitive or Empathy.

*Tech Levels:* 5<sup>+</sup> to 12<sup>+</sup>.

By the mid-20th century, psychology had developed several methods for changing human behavior, and popular belief and fiction credited it with more. Mind Modification can do anything that cinematic treatments of behavior modification, subliminal advertising, brainwashing, or hypnotherapy say is possible. It isn't psionic and doesn't involve the Mind Control advantage.

Mind Modification procedures often bestow or eliminate mental disadvantages. Use Brainwashing to add or remove self-imposed mental disadvantages (e.g., to turn someone into a fanatic); Hypnotism to cause short-term behavior changes, make posthypnotic suggestions, or suppress or restore memories; Psychology to raise the self-control numbers for or remove emotionally based disadvantages; or Teaching to reshape outward behavior, as in removing Odious Personal Habits. For details, see *Mind Modification (Trait)* (p. 7). Normally, any favorable change costs character points.

Very potent modification might grant Logos (p. 27), Noumena (pp. 33-35), or Void (pp. 39-40) abilities, or more "ordinary" psionic or savant gifts.

*Technology Secret:* Mental Enhancement. Advanced methods can confer specialized mental abilities: Animal Empathy, Combat Reflexes, Eidetic or Photographic Memory, Enhanced Time Sense, High Pain Threshold, Indomitable, Lightning Calculator or Intuitive Mathematician, Perfect Balance, Single-Minded, Unfazeable, or Visualization. At the GM's option, Language Talent and Talents for skills are also options. Every mental enhancement has a penalty of at least -1.

*Technology Secret:* Psionic Activation. In a setting where psionic abilities exist, Mind Modification can activate these in anyone with an appropriate power Talent. Adding *any* such gift has a penalty of at least -1.

*Technology Secret:* Subliminals. You can plant hidden messages in visual or auditory media, using single-frame images or auditory masking. This requires a Propaganda roll, and

works on mass audiences. It can produce only quirk-level changes, such as Likes or Dislikes. Base exposure time is one month, with time spent (p. B346) giving a bonus for sustained exposure or a penalty for quick campaigns.

*Limiting Skill:* Hypnotism.

*Other Required Skills:* Brainwashing; Detect Lies; Interrogation; Propaganda; Psychology (Experimental); Teaching; Weird Science; *either* Pharmacy (Synthetic) or Surgery (Neurosurgery).

*Techniques:* Mind Modification.

*Perks:* Honest Face; Technology Secret (Mental Enhancement; Psionic Activation; Subliminals).

## MEMETICS AS WEIRD SCIENCE

In the *Transhuman Space* setting, the new science of *memetics* (the study of how ideas and behavior patterns propagate from one sapient mind to another) has given psychology and sociology more potent tools for shaping human behavior. It emerged at TL10, with the creation of sapient AIs. *Transhuman Space: Changing Times* defines this field in rules terms and associates it with a Talent called Memetics. That work offers a conservative version – but a more radical treatment is possible, where memetics is "magic mind control."

A Memetics weird-science style, available from TL10<sup>+</sup>, could have Memetics 1 as its style prerequisite (in *Transhuman Space*, all sapient AIs have this); Expert Skill (Memetics) as its limiting skill; Mathematics (Statistics) and the skills aided by Memetics as required skills; and memetic operations (*Changing Times*, p. 47) as the equivalent of inventions. Alternatively, it might use *Social Gadgeteering (GURPS Infinite Worlds*, p. 106).

## Ontogenetics

6 points

*Style Prerequisite:* Gadgeteer.

*Tech Levels:* 5<sup>+</sup> to 7<sup>+</sup>.

The shaping of biological tissue – living, dead, or synthetic – usually into human form or a semblance of it (as in Shelley's *Frankenstein*, Wells' *The Island of Dr. Moreau*, Burroughs' *Synthetic Men of Mars*, or Čapek's *R.U.R.*). A variety of surgical procedures are basic to the style:

- *Brain:* Surgery can repurpose neural tissue from perception and movement to higher cognition. An Average procedure gives -1 DX and +1 IQ, but also a net -1 Per; Will is unchanged. (If working on a racial template, apply -1 DX, +1 IQ, -2 Per, -1 Will.) A Complex procedure doubles these modifications; an Amazing one *quadruples* them.

A different procedure allows grafting of additional brain tissue. This is Amazing, requiring rolls against Pharmacy (Synthetic) and either Surgery or Veterinary. A graft provides +1 IQ, which also increases Per but not Will. (If working on a racial template, apply +1 IQ, -1 Will.)

Once an animal reaches IQ 6+, a further procedure can free it of its mentality meta-traits (though it may still have Social Stigma (Valuable Property)), but is liable to leave it subject to Stress Atavism (12): Severe after a Simple procedure, Moderate after an Average one, Mild after a Complex one, and no Stress Atavism after an Amazing one. This process can be used on IQ 6+ animals such as chimpanzees with no preliminaries.



*Example:* Fascinated with cats, Mme. Clélie Rousseau undertakes to improve a tiger's intelligence. The tiger starts with DX 13, IQ 4, and Per 12. Complex brain manipulation gives it DX 11, IQ 6, and Per 10, after which an Amazing brain-tissue graft gives it IQ 7 and Per 11. These processes leave its Will 11 unchanged. (Its initial racial template has +3 DX, -6 IQ, +8 Per, +7 Will; this changes first to +1 DX, -4 IQ, +4 Per, +5 Will, and then to +1 DX, -3 IQ, +4 Per, +4 Will.) Finally, a Complex set of adjustments leaves it with Mild Stress Atavism (12).

- **Manipulation:** An animal with No Manipulators can't be enhanced surgically. No Fine Manipulators (paws or hooves) can be upgraded to Ham-Fisted 2 (climbing paws), Ham-Fisted 2 to Ham-Fisted 1 (an ape's hands), or Ham-Fisted 1 eliminated as a Simple operation; two steps are Average and three are Complex. This is limited by posture: a Semi-Upright animal can't have better than Ham-Fisted 1, or a Horizontal animal better than Ham-Fisted 2. Animals rarely have Bad Grip – fine manipulators are usually found in tree-dwelling creatures that can't afford Climbing penalties!

- **Posture:** Eliminating Semi-Upright is a Simple operation. Improving Horizontal to Semi-Upright is Average; eliminating it entirely is Complex. If the subject has the Invertebrate disadvantage, increase difficulty by one step.

- **Vision:** Other than cephalopods, birds, and primates, most animals have Bad Sight (Low Resolution): -4 to spot objects, -8 to make out fine details (see **GURPS Powers: Enhanced Senses**, p. 12). Improving this requires adding more neurons to the retina, which is Amazing. Neither Blindness nor Colorblindness can be eliminated.

- **Voice:** Cannot Speak can be replaced with Disturbing Voice by an Average procedure. Speech cannot be improved further, and Mute cannot be eliminated.

- **Whole Body:** Building an entire organism from dead or synthetic tissue is Amazing. Use Bioengineering (Tissue Engineering) to work with synthetic tissue.

**Technology Secret:** Animation. Uses Chemistry or Electrician to grant life to a body assembled from dead tissue. Complex.

**Technology Secret:** Chimerization. You can incorporate body parts from other species into your creations, granting associated abilities, such as the vision of a bird of prey or the venomous fangs of a snake. This is *at least* Complex, and extra sets of limbs or body segments – as in a centauroid or an “angelic” winged humanoid – are Amazing. See **Enhanced Senses** for nonhuman sensory abilities and **GURPS Bio-Tech** for a wider range of biological abilities.

**Technology Secret:** Reanimation. Uses Chemistry, Electrician, or Pharmacy (Synthetic) to restore life to a (usually human) corpse. Average with a freshly dead body, Complex with older remains, or Amazing with an ancient mummy or the like.

**Technology Secret:** Synthetic Life. Uses Chemistry to create artificial protoplasm that can be shaped into human or animal form. Amazing.

**Technology Secret:** Vitalization. Uses Chemistry, Electrician, or Pharmacy (Synthetic) to enhance the vitality of a living being (animal or human): raising ST or HT; improving appearance, fitness, or voice; or providing relevant perks.

Each improvement is at -1 per full 5 points of cumulative improvement in a specific trait.

At the GM's discretion, other Technology Secrets may be developed to create giants, invisible men, or other prodigies. Advanced Ontogenetics can grant abilities of Mutation (pp. 30-33) or perhaps Parasitism (pp. 38-39).

**Limiting Skill:** Weird Science.

**Other Required Skills:** Biology; Physiology; *one* of Chemistry, Electrician, or Pharmacy (Synthetic); *one* of Bioengineering (Tissue Engineering), Surgery, or Veterinary.

**Techniques:** Inspired Development; Inspired Research; Work by Touch (Surgery).

**Perks:** Attribute Substitution; Better Gear (Surgical Equipment); Call of the Wild; Cheaper Gear (Surgical Equipment); Controllable Disadvantage (Callous); Equipment Bond (Surgical or Scientific Equipment); Technology Secret (Animation; Chimerization; Reanimation; Synthetic Life; Vitalization); Unusual Training.



## Para-Energetics

6 points

**Style Prerequisite:** Gadgeteer.

**Tech Levels:** 6<sup>+</sup> to 12<sup>+</sup>.

The study and application of energy unknown to 21st-century science. At the GM's discretion, there may be one or many forms of such energy, and perhaps multiple styles; they're treated here as falling under a single style.

Generating or detecting para-energy and using it for simple signaling (such as Morse code) are Simple. Voice transmission and reception, and para-radar, are Average. High-bandwidth data transmission, including video, is Complex. Human senses don't respond to para-energy, so it can't have “dazzling” effects, but high-energy emissions that cause damage are Complex, and laser-like coherent beams are Amazing.

Para-Energetics can be a source of Para-Energy (pp. 35-37) abilities, or of gadgets that emulate them. Weird radiation can be a tool of Controlled Evolution (pp. 10-11), or confer the powers of Mutation (pp. 30-33), Parasitism (pp. 38-39), or even Metamateriality (pp. 28-30) through lab accidents.

**Technology Secret:** Advanced Scan. Using para-energy for a single superscience sensor function (bioscan, chemical scan, or penetrating imagery) is Average. A comprehensive suite (like an ultrascaner; see **GURPS Ultra-Tech**, p. 66) is Complex.

**Technology Secret:** Force Fields/Weapons. Static or slowly changing para-energy fields can function as force fields. A simple defensive field is Average, projecting force as an attack is Complex, and elaborate manipulation is Amazing. Making force weapons also falls under this secret: force blades are Average, while force whips are Complex.

**Technology Secret:** Reactionless Thrust. Low-thrust systems (up to 0.3G or Basic Move/Acceleration 3) can be used as non-Newtonian space drives, but can't get off an earth-like planet unless they're used for winged flight; such systems are Simple. Medium-thrust systems (up to 1.5G or Basic Move/Acceleration 15) are Average; high-thrust systems (up to 6G or Basic Move/Acceleration 60) are Complex.



Systems with higher thrust (whatever the GM allows!) are Amazing.

*Limiting Skill:* Weird Science.

*Other Required Skills:* Engineer (Electronics, Small Arms, or Vehicle Type); Mathematics (Applied); Physics (Para-Energetic Physics); *one* of Armoury (Force Shields, Melee Weapons, or Small Arms) or Electronics Repair (Force Shields, Para-Radionics, or Scientific).

*Techniques:* Debugging; Inspired Development; Inspired Research.

*Perks:* Better Gear (Lab Equipment); Cheaper Gear (Lab Equipment); Technology Secret (Advanced Scan; Force Fields/Weapons; Reactionless Thrust).

## Psychical Research

6 points

*Style Prerequisite:* Charisma 1.

*Tech Levels:* 5<sup>+</sup> or 6<sup>+</sup>.

Psychical Research grows out of 19th-century interest in the scientific study of the mind. It encompasses mesmerism, psychic phenomena, and spiritualism. Gadgets play little part, though a few are invented at TL6 (see **GURPS Horror**, pp. 28, 29, 47, 48). Psychical Research can develop psionic abilities or the weird powers of Noumena (pp. 33-35) or Void (pp. 39-40).

A frequent technique for Psychical Research involves putting a psychic or a medium in a trance with Hypnotism. The subject has one or more psionic or mediumistic abilities with Unreliable (p. B116), and the trance gives +2 to the activation number (the same +2 as for Autotrance, p. B101). Such a person may be treated as an Ally with an Unusual Background, if he isn't a PC.

Hypnotism in this context – known as “animal magnetism” or “mesmerism” – often has psychic overtones. A psychical researcher may attempt Remote Hypnosis (p. 7).

*Limiting Skill:* Weird Science.

*Other Required Skills:* Expert Skill (Psionics); Expert Skill (Thanatology); Hypnotism; *one* of Anthropology, Occultism, or Psychology (Applied).

*Techniques:* Mind Modification (Psionic Abilities); Remote Hypnosis.

*Perks:* Focused (Hypnotic Suggestions; Remote Hypnosis); Good with Psychics; Secret Knowledge (Hidden Lore (Spirit Lore)).

## Tesseractaxis

6 points

*Style Prerequisite:* 4D Spatial Sense (p. 24) or Intuitive Mathematician.

*Tech Levels:* 2<sup>+</sup> to 12<sup>+</sup>.

Going back to the Pythagoreans and to Indian sutras, Tesseractaxis – from *tesser-* (four) + *axis* – combines the rational study of geometry with meditative techniques to gain advanced understanding of space and time. Practitioners can visualize movement in multidimensional space. A successful Meditation roll gives +3 to Body Sense or Navigation (Hyperspace); if you have 4D Spatial Sense, this bonus is automatic.

The Projection technique (p. 7) allows actual entry into four-dimensional space, and is analogous to a Technology

Secret for this style. Alternatively, parachronic vehicles or apparatus can accomplish this – but this style doesn't encompass constructing such devices!

Advanced use of Projection might lead to the development of Dimensional Control (pp. 24-26). Conversely, those with latent Dimensional Control abilities – and perhaps 4D Spatial Sense – could master their power by studying Tesseractaxis. Exposure to four-dimensional environments or conditions may lead to a wide variety of weird powers.

*Limiting Skill:* Mathematics (Pure).

*Other Required Skills:* Body Sense; Mathematics (Surveying); Meditation; Navigation (Hyperspace).

*Techniques:* Facing Change; Projection.

*Perks:* Eye for Distance.

## PSYCHOTRONICS AS WEIRD SCIENCE

**GURPS Psi-Tech** offers a book-length treatment of technology that inhibits, modifies, or emulates psionic abilities, using variants on electronics going back to Kirlian photography and the Edison necrophone. In some settings, these devices may be creations of a Psychotronics weird-science style, available from TL(6+1)<sup>+</sup> on. Psychotronics would have Gadgeteer as its style prerequisite; Weird Science as its limiting skill; and required skills that include Mathematics (Applied), Physics (Paraphysics), and skills for designing, repairing, and operating suitable equipment. Gadgets from **Psi-Tech** could be treated as possible inventions, with Complexity ratings based on listed cost.

The Psionic power modifier (pp. B254-257) includes -5% for the availability of technological countermeasures. To reflect this, at least some antipsi devices should be Simple inventions.

## Transcendental Philosophy

5 points

*Style Prerequisite:* Illuminated.

*Tech Levels:* Any.

The ancient philosopher Plato compared the world our senses perceive to shadows cast by unseen entities on the walls of a cave. Transcendental Philosophy attempts to prove that those entities exist – and in some versions, to train a deeper level of the mind to respond to them, reaching past the illusion of physical reality. Unlike most other styles, this one isn't tied to TL.

Transcendental Philosophy is a plausible path to the powers of Logos (p. 27), Noumena (pp. 33-35), or Void (pp. 39-40).

*Limiting Skill:* Philosophy (Buddhism, Kantianism, Neo-Platonism, Vedanta, etc.).

*Other Required Skills:* Autohypnosis; Meditation; Teaching.

*Techniques:* Heuristics; Illumination.

*Perks:* Autotrance; Covenant of Rest; Patience of Job; Secret Knowledge (Mental Strength).

## Xenonucleonics

8 points

*Style Prerequisite:* Gadgeteer.

*Tech Levels:* 8<sup>+</sup> to 12<sup>+</sup>.

Physicists have speculated about universes with different natural laws, and the forms of matter that might exist there. With advances in high-energy physics, it becomes possible to create and stabilize such matter in the laboratory. The result is substances with exotic properties. Use Physics to create such a material, and Chemistry, Engineer (Materials), or Metallurgy to process it into a usable form. The GM may apply penalties for anything that seems desirable to keep rare. Access to a suitable substance gives +TL/2, rounded down, to appropriate gadgeteering rolls.

Any physicist who knows this style can create stable forms of radioactive elements or isotopes. Such elements have exotic chemical and metallurgical properties (virtually all are metallic). If a mass of stabilized radioisotope is *destabilized*, it may act as a fission bomb; until then, it has very low radioactivity: -5 to rolls to detect it. Stabilization is Simple for naturally occurring elements, Average for elements up to atomic number 125, and Complex for anything heavier. Destabilization is always Simple – it merely returns the elements to their natural state.

Xenonucleonics may grant abilities included in Metamateriality (pp. 28-30).

*Technology Secret:* Anomalous Properties. The density, elasticity, refractive index, acidity or alkalinity, and many other physical and chemical properties of xenonuclear substances can fall outside the ranges observed in normal matter. Creating any such material is of at least Average difficulty.

*Technology Secret:* Stabilized Phases. Xenonuclear substances can exist on the Earth's surface in physical forms and states that are normally possible only in extreme environments. Some examples:

- *Hyperdense matter* includes *muonic matter*, in which electrons in normal atoms are replaced with artificially stabilized muons, which orbit the nuclei far more closely (8.9 million times as dense as electronic matter); *neutronium*, or neutron-degenerate matter, a liquid found under extreme pressure in the interiors of neutron stars (12.5 trillion tons per cubic foot); and *strange matter*, containing three kinds of quarks instead of the two that make up normal atomic nuclei, and probably even denser than neutronium. All of these exceed the load-bearing capacity of the Earth's crust and would sink through it. Muonic matter is Amazing; the other two are Complex.

- *Metallic hydrogen*, an electrically conductive liquid, is thought to exist in the interiors of gas giants, under pressures exceeding 3,000,000 atmospheres. It weighs 37.5 lbs. per cubic foot. It's Flammable (p. B433) and burns extremely hot, inflicting 3d burning damage per second. If destabilized, it's explosive (see the *Relative Explosive Force Table*, p. B415). Average.

- *Strangelets* are microscopic particles of strange matter that are more stable than atomic nuclei, and turn any nuclei they contact into *more* strangelets. A particle beam of strangelets could exhibit Cosmic, Intensified corrosion (p. 21). Some versions would continue to create more strange matter until they had consumed an entire planet, making them a plausible doomsday weapon!

- *Supercritical fluids* normally exist at very high temperatures and pressures, where liquids and gases cease to be distinct states of matter. Like liquids, they can dissolve other substances, and in fact are extremely effective solvents; like gases, they have no surface tension and can diffuse through microscopic pores. Room-temperature supercritical fluids give +4 to Chemistry and other skills that use solvents. A cinematic supercritical fluid could be similar to the alkahest sought by alchemical experimenters (above). Complex.

- *Superfluids* (such as helium II) normally can only exist at extreme cryogenic temperatures. They have zero viscosity, allowing them to flow over obstructions or through extremely small pores (see *Superfluidity*, p. 30), and higher heat conductivity than any other known material. Complex.

*Limiting Skill:* Weird Science.

*Other Required Skills:* Engineer (Nuclear); Hazardous Materials (Exotic Matter); Mathematics (Applied); Physics (High-Energy Physics); and two of Chemistry, Engineer (Materials), or Metallurgy.

*Techniques:* Debugging; Inspired Development; Inspired Research.

*Perks:* Better Gear (Lab Equipment); Cheaper Gear (Lab Equipment); Exotic Equipment Training; Technology Secret (Anomalous Properties; Stabilized Phases).

## ALCHEMY AS WEIRD SCIENCE

**GURPS Fantasy-Tech 1: The Edge of Reality** provides rules for alchemy as an alternative technology, which could be expanded to treat it as a weird-science style – a lower-tech substitute for Xenonucleonics (above) as an approach to transmutation, among other things. This “Alchemic Art” would be alchemy not as magic but as an experimental science. It would become available at TL(2+1)<sup>+</sup>, with the work of Maria the Jewess in ancient Rome and of Taoist experimenters in China, and continue through TL4<sup>+</sup>.

Alchemic Art might have either Gadgeteer or Blessed (Harmony with the Tao) as its prerequisite; see **GURPS Thaumatology: Chinese Elemental Powers**, p. 15 for the latter trait. Alchemy would be its limiting skill. Other plausible skills include Expert Skill (Natural Philosophy), Hazardous Materials (Chemical), and Metallurgy. At TL4, the school of Paracelsus would add Pharmacy (Synthetic) and Poisons.

Instead of gadgeteering modifiers, use the skill penalties **The Edge of Reality** provides for transmutation of metals and refinement of elixirs. Technology Secret perks would allow additional creations. Some would be realistic, like porcelain – a major goal of TL4 research in Europe. Others would be cinematic: alkahest (the universal solvent), philosophical mercury and the philosopher's stone (alchemical catalysts), and homunculi (living creatures made by nurturing human bodily fluids in an alchemical vessel; treat this as synthetic life, p. 12).

## CHAPTER TWO

# REALMS AND PHENOMENA

Human laboratories and technological projects aren't the only sources of weirdness in the world. Scientists may *find* weirdness rather than create it, or an outbreak of weirdness may disrupt ordinary people's lives – the plot of many a horror story! By definition, weirdness isn't part of everyday reality, but it may exist elsewhere in reality . . . or in a *different* reality.

### OUTER SPACE

A classic source for weirdness is outer space: other planets, solar systems, or galaxies, or the void between them. Scientists commonly assume that the same natural laws apply throughout the observable universe, but this hasn't always been so. Classical thinkers believed earthly and heavenly bodies had different laws of motion, which Aristotle explained by the heavens being made of *aether*, an unearthly "fifth element" or *quintessence*. When astronomers recognized that other

galaxies existed (still debated as late as 1920), they called them "island universes," and writers such as H.P. Lovecraft imagined that they might have different natural laws. Vernor Vinge's *Zones of Thought* novels envision concentric galactic domains where natural and artificial intelligence and even physical laws are different – and the outermost layer holds godlike powers, some of them malevolent. Some recent theories speculate that the entire observable universe is one of many domains in a larger cosmos.

Even without divergent natural laws, space travelers might discover exotic substances or life forms. Alternatively, these might show up on Earth, as in Lovecraft's "The Colour out of Space" or on the television series *Smallville*. Current physics suggests a variety of arcane possibilities: dark matter and energy, antimatter, strangelets and other forms of quark matter, and stable topological defects such as cosmic strings and magnetic monopoles.

### HYPERSPACE

Hyperspace is a hypothetical space with more than three dimensions. Most fictional treatments assume one extra dimension is enough, though any number can be described mathematically. Travel through hyperspace may be a product of arcane mathematical knowledge (*Tesseractis*, p. 13), a capability granted to three-dimensional beings by a weird power (*Dimensional Control*, pp. 24-26), or an ability or advantage of entities native to it. The first method compares to the other two somewhat as the Swimming skill compares to the Amphibious or Aquatic trait: they give rise to different experiences of hyperspace. The following description can be used to portray these experiences, but it's merely plausible speculation – GMs may invent their own versions.

Hyperspace *could* be filled with vast numbers of universes, like sheets of paper in a ream. But it's convenient to assume there's open hyperspace allowing four-dimensional movement. Such movement can bypass three-dimensional barriers as easily as a three-dimensional man can step over a line on the floor. Even a few four-dimensional steps can get past a locked door; free movement in hyperspace allows startling maneuvers (*Four-Dimensional Combat*, p. 26).

Whatever four-dimensional substance fills hyperspace, human explorers can't breathe there and thus can stay for only a short time. Hyperspatial creatures can breathe its hyperatmosphere, and empowered humans may gain this ability.

Light and other electromagnetic radiation is three-dimensional and can't be used to see in hyperspace. Science-fiction writers such as Lee Correy (*Starship Through Space*) and Larry Niven (the *Known Space* series) envisioned being in hyperspace as a kind of blindness – not darkness, but a "blind spot" where visual perception is nullified. If you enter hyperspace, you can't see the three-dimensional world, or be seen from it, unless you drop back in to navigate. Four-dimensional powers might include an analog of vision; beings that have this may also see three-dimensional entities, like shadows on a wall. Lacking this, finding your way through hyperspace requires Body Sense or Navigation (Hyperspace) roll.

If three-dimensional space is curved or warped rather than flat, three- and four-dimensional distances need not correspond; working through the fourth dimension can provide increased reach or enhanced movement.

If other worlds are inhabited, their scientists might have discovered weird phenomena and based their technology on them – or they may have *created* them with superscience. Such things could simply represent a higher TL – consider how a smartphone would look to Archimedes! – but they might rest on weird science. Alien space travelers might even bring such things to Earth; the power rings of the Green Lantern Corps are an example.

Beyond outer space, there's the science-fiction concept of "subspace" or "hyperspace" (p. 15). Hyperspace is a classic source for weirdness. It may transform those who enter or pass through it – or strange creatures may *emerge* from it, such as Frank Belknap Long's Hounds of Tindalos.

Beings from outer space might have the powers of Metamateriality (pp. 28-30), Mutation (pp. 30-33), or Parasitism (pp. 38-39). Para-Energy (pp. 35-37) is less likely, but alien technology may use it. Hyperspatial beings might possess Dimensional Control (pp. 24-26).

## REALMS AND CAMPAIGNS

The realms this chapter describes mostly provide external sources for weirdness in a campaign set in a more familiar world; e.g., a cosmic-horror or black-ops game. But a weird realm could *be* a campaign setting.

The abilities of beings in such a realm won't have the Weird modifier (p. 19). They don't come from an alien source! They may be wild advantages, or have other power modifiers; they might be subject to countermeasures that are mundane *for that world*.

Similarly, the associated sciences and technologies may look exotic, but they won't be superscience. The principles they're based on are the natural laws *of that world*. Their study isn't Weird Science, but simply the way science would develop in that setting, among beings who take it for granted.

## PAST AND FUTURE

Weirdness might dwell in the depths of *time* rather than space. Inflationary cosmology, a widely accepted theory of the early history of the universe, envisions its beginning with a succession of epochs shaped by different fundamental physical forces. Physicists also speculate about possible futures, including some where the nature of reality would again be changed.

On a far shorter time scale, the human future may include the discovery of superscience beyond our current knowledge. Nonhuman civilizations might have had such technology in

the past. If time travel is possible, visitors from the past *or* future may bring exotic objects, or knowledge of them, to the present – or time travelers might go looking for them.

Visitors from the past or future might have Mutation (pp. 30-33) or Parasitism (pp. 38-39), and their technology may use Para-Energy (pp. 35-37). Beings from remote cosmic eras might wield the powers of Metamateriality (pp. 28-30) or Para-Energy.

## PARALLEL WORLDS AND ALTERNATE UNIVERSES

Writers have been exploring historical "what ifs" for a long time; the Roman historian Livy speculated about Alexander the Great attacking early Rome, for example. Science-fiction writers added the idea that such worlds could actually exist (often justified now by the "many worlds" interpretation of quantum mechanics) and that adventurers could *travel* to them, not forward or backward in time, but *sideways* – a phrasing coined by Murray Leinster in a 1934 short story. The Infinite Worlds campaign setting (pp. B523-546 and **GURPS Infinite Worlds**) is founded on this assumption.

A divergent history might be more advanced than the history of the real world, and may have discovered superscience as a result. Or it might have stumbled on superscience much earlier and developed along a different technological path.

Such "parallel worlds" are imagined as having the same natural laws as our universe. But science fiction and recent speculations in physics envision "alternate universes" with different laws. These may be parallel worlds where the Big Bang established different fundamental physical constants – or they might have originated in different

Big Bangs. Travel to such realms may well mean instant death, but perhaps superscience could find compatible universes or provide a protective bubble of the travelers' natural laws. Objects from other universes would almost unavoidably have weird properties.

Inter-universal travel envisions different universes as separated by some kind of distance or interval – an added dimension of time or space. This can be treated as a variant of hyperspace (p. 15). Perhaps travel between the stars involves side trips into other universes!

Alternate universes are a natural justification for Metamateriality (pp. 28-30) or Para-Energy (pp. 35-37), and perhaps for Dimensional Control (pp. 24-26).

*You must talk of Space and Galaxies and  
tesseractic fallacies in slick and mystic style.*

*– Isaac Asimov,  
"The Foundation of S.F. Success"*



## THE FOUR REALMS

The cosmology of *GURPS Cabal* – influenced by Hermetic and Kabbalistic thought – is a set of planes or metaphysical realms, ranked as higher and lower:

*Assiah*, the Material Realm, is physical reality as most human beings experience it.

*Yetzirah*, the Astral Realm, is a fantastic, rather dream-like world of legends and spirits. Its denizens can manipulate it in a way that's impossible for visitors without special abilities.

*Briah*, the Iconic Realm, is a domain of abstract essences – the *decans* – in their true forms. Among the decans are those of the elemental planes, which make up part of Briah.

*Atziluth*, the Spiritual Realm, is the domain of the Godhead, experienced as a sense of mystical oneness.

The GM who wants a more philosophical approach to metaphysical planes may find this interpretation usable: The essence of magic is the use of signs. These come in

three kinds, each associated with a different plane and magical principle:

- Assiah is the realm of *causal signs*, such as thunder as a sign of lightning. Physical entities are connected by causal interaction, and those that have interacted remain linked by the Law of Contagion.

- Yetzirah is the realm of *images* or *resemblances*, such as gold being a sign of the sun by its color and brightness. Astral entities in Yetzirah are connected by likeness of form, as defined by the Law of Similarity.

- Briah is the realm of *linguistic signs* or *names*. Abstract entities in Briah are connected to their names, in accord with the Law of Names.

- In Atziluth, there's no question of "connection." Everything is One, and that One signifies itself.

Each of the higher realms can be a source of different kinds of weirdness on the material plane.

## METAPHYSICAL REALMS

"Alternate universes" suggests realms governed by physical laws – their fundamental constants may differ, but they *have* some form of physics as science understands it. But philosophers and theologians have speculated about domains governed by something other than physics.

### Other Planes

Many of these realms are conceived of as different aspects or kinds of *existence*. In occult thought and often in fantasy, the usual word for them is *planes*. They're also sometimes called *dimensions*. Some are alternate possibilities; e.g., the domains of the four elements, or worlds of magic rather than science. Others are typically described as "higher" or "lower"; for example, heaven and hell in medieval cosmology. Noumena (pp. 33-35) can be interpreted in terms of other planes; Void (pp. 39-40) might also be viewed as a kind of other plane.

... *the geometry of the dream-place he saw was abnormal, non-Euclidean, and loathsomely redolent of spheres and dimensions apart from ours.*

– H.P. Lovecraft, "The Call of Cthulhu"

### Behind the Veil

Strange domains may also be a matter of *knowledge* or *consciousness*. Many philosophers have taught that the senses are deceptive and the physical world is a shared hallucination that veils an unknown reality. If we could reprogram or refocus our minds, we would know what the illusion was hiding. We might gain the power to reshape our perceptions – or to transcend them.

The oldest such theories looked on meditation and mysticism as paths to true knowledge. More recently, the Sapir-Whorf hypothesis proposed that *language* controls our thinking or even our perceptions – a cornerstone of *GURPS Horror: The Madness Dossier*. Increasing use of computers suggested that experienced reality is no more than an elaborate virtual reality, as in *The Matrix*. Any of these ideas could be a path to superhuman powers, especially Logos (p. 27) and Noumena (pp. 33-35).

## SINGULARITIES

Singularities are places where mathematical relationships become undefined – and if those relationships represent laws of nature, places where nature becomes unpredictable, such as black holes. In some interpretations, spatial singularities may be gateways to hyperspatial paths or alternate universes. This sort of singularity falls into the category of "outer-space weirdness."

In an influential essay, Vernor Vinge proposed that sufficiently rapid technological progress could lead to superhuman intelligence (cybernetic or biological), after which prediction of the future – including prediction by science-fiction writers – would become impossible. By analogy to the unobservability of events inside black holes, Vinge called this "the singularity." In a setting where such a singularity is near, many small strangenesses are possible; *Transhuman Space* portrays such a world.

Physicist Frank Tipler, in *The Physics of Immortality*, postulated a godlike superintelligence at the end of time. Such a distant singularity might be a source of isolated weirdness at remote points in space or even at times in its distant past (which would be our present), via time travel. Charles Stross' first novel, *Singularity Sky*, assumes such interventions.

Superhuman intellectual ability might have access to almost *any* of the powers in Chapter 3. Logos (p. 27) is perhaps the single most appropriate choice.

## WEIRD SCIENCE AND SUPERSCIENCE

The TLs assigned to weird-science styles in Chapter 1 bear the “^” symbol for superscience. It’s hard to avoid this – if you can do things that go beyond what real science is capable of, you must be relying on unknown scientific principles! Yet not all superscience is *weird* science.

The styles in this work are cinematic; they’re designed to fit the scientists of movies and pulp fiction. Weird science is about astonishing new theories that fit perfectly into this approach. Superscience includes scientific principles that we haven’t discovered yet and may never discover, but that could inspire structured, reproducible research and invention if they were true. Weird science is often irreproducible, or reproducible only through special personal insights and at the risk of one’s sanity.

## RELICS AND REALITY SHARDS

Fiction portrays relics of vanished human civilizations, nonhuman civilizations, and alien visits. Some stories depict entire relic civilizations; Atlantis is especially popular, whether as sunken ruins or as a living city of mer-people. Civilizations such as these are often conceived as having technology based on principles unknown today.

Some relics might survive from an entirely different reality. Physicists have seriously speculated, for example, that magnetic monopoles are relics of the first instants after the Big Bang – and puzzled over why we haven’t found any! What if, with the tiny scale and high energy density of that epoch, entire civilizations arose and perished in less than a microsecond, leaving artifacts of their technology, or even inhabited refuges smaller than a molecule, shielded against the lethal new universe around them?

Metaphysical changes in reality can also be imagined, as in Tolkien’s account of the fall of Numenor, when the flat Earth was remade as a globe; the Rings of Power and the elves themselves are metaphysical relics. S.M. Stirling’s *Emberverse* series envisions a *reversal* of such an event that brings magic back into the world – including weird magical threats to humanity. This is also the premise of the classic roleplaying game *Shadowrun*.

If time travel is possible, it may enable changing the past, replacing one history with another – a process known as a *reality quake* (p. B534 and *GURPS Infinite Worlds*, pp. 76-77) in the *Infinite Worlds* setting. Mary Gentle’s *Ash* envisions archaeologists and historians perplexed by traces of a vanished

history. See *GURPS Horror: The Madness Dossier* for an entire campaign framework based on such a replacement – and on the threat of its being undone and the original history restored! Relics from replaced histories, or *reality shards*, might have the potential to transform the universe into the likeness of the one they came from. A classic treatment is Jorge Luis Borges’ “*Tlön, Uqbar, Orbis Tertius*,” in which an encyclopedia article about a country in an invented world opens the way for an invasion by that world’s reality.

Any of the powers in Chapter 3 can come from – or be – a reality shard.

## EXPERIMENTAL WEIRDNESS

Even if weird realms are inaccessible and weird objects aren’t scattered around, it may be possible to manifest or create weirdness experimentally. The history of science furnishes models for this; for example, when Becquerel discovered that uranium salts would blacken a photographic plate, the resulting investigation of radioactivity overturned firmly established natural laws such as conservation of mass. Researchers may concentrate traces of weirdness, develop sensitive detectors for it, or generate it artificially.

Weird experiments are a big part of cinematic science. Their discoveries can be the basis for applied techniques such as those discussed in Chapter 1. They might grant strange powers like those in Chapter 3. They may also produce the same kinds of lab accidents as weird technology (see the *Random Side Effects Table*, p. B479).

A potential threat of experimental weirdness is that it might spread beyond the laboratory, altering the nature of reality (see *Gadgeteer*, p. 4). This could create a doomsday device – one that would make human survival impossible. Or it may infect the world with survivable weirdness, turning people into supers or zombies, or leading to a post-apocalyptic setting or a return of magic.



# CHAPTER THREE

# POWERS

Weird powers often go beyond the normal limits of powers, and even of unmodified advantages, to grant strange and unaccountable abilities. Human beings might gain them through scientific experiments, acquire them through esoteric

training, or invent (or be given) related technological or magical gadgets. Alien entities may have them inherently or develop technologies that confer them. Such capabilities can create challenging adversaries – or unusual heroes.

## DEFINING POWERS

Powers in **GURPS** have a standard structure. Those in this supplement are defined in specific ways within that framework.

*These beings, some of them  
have powers from your darkest  
nightmares.*

– Hank Henshaw,  
in *Supergirl* #1.1

## SOURCES AND MODIFIERS

Every ability a power grants (see *Abilities*, p. 20) has the power's *power modifier*. For the examples in this chapter, that's normally one of the following:

**Cosmic:** These abilities embody the inherent nature of reality or of consciousness; they're the capabilities of true gods, of enlightened sages who've seen through the illusion of the physical world, or of alien entities with mysterious powers. They're not a product of the *physics* of a particular actual universe, but of the *metaphysics* of any possible universe. Such gifts function in any bodily form their possessor takes, or in any world he visits. Logos (p. 27), Noumena (pp. 33-35), and Void (pp. 39-40) provide Cosmic abilities. +50%.

**Weird:** These abilities may be granted by weird science, or might reflect origins in specific weird realms with different natural laws. Methods invented or discovered by weird science can disrupt them (-5%). They're also susceptible to anti-powers (-5%), including forms of Neutralize and Static. -10%.

### Enhancements

Many varieties of the Cosmic enhancement are available; see **GURPS Power-Ups 4: Enhancements**, pp. 7-9. The Cosmic power modifier doesn't automatically grant these;

some are worth much more than +50%. However, if you have *any* Cosmic enhancement, you can *also* count the first +50% as granting the power modifier – you need not include that separately.

Some special enhancements have costs and effects similar to Cosmic enhancements, and may count toward a Cosmic power modifier in the same way, at the GM's discretion: Inspired (*Intuition*, **GURPS Powers**, p. 56); Matter Eater (*Universal Digestion*, **GURPS Powers**, p. 86); No Intercept (*Scanning Sense*, **GURPS Powers**, p. 72); Permanent (*Snatcher*, p. B86); Universal (*Mind Probe* and *Mind Reading*, p. B69, and *Telesend*, p. B91); Unlimited (*Morph*, p. B85); and Words of Power (*Rapier Wit*, **GURPS Powers**, p. 70). Record these as, for example, "Inspired (Cosmic)" if they provide the power modifier.

Hardened (*Damage Resistance*, pp. B46-47) is a special case: It reduces the armor divisor of an attack by up to six steps, from "ignores DR" to 1 (no divisor). The highest divisor, "ignores DR," is a form of "Cosmic, Irresistible attack" (worth +300%). Taking the full six steps of Hardened counters this enhancement and should also be considered Cosmic, meaning that it counts toward the Cosmic power modifier. Fewer steps only partially counter the Cosmic enhancement and shouldn't provide the power modifier.

An ability isn't *required* to have the Cosmic power modifier to take a Cosmic enhancement – the enhancement may simply mean it gets to break some of the normal rules.

### Gadgets

Weird science can create devices that emulate many weird powers. If an ability has the Weird power modifier, a corresponding device has the Weirtech power modifier (use the same value for both). In addition, it takes suitable gadget limitations (pp. B116-117). In a campaign that uses weird-science styles, gadgets are normally created using such styles and can't be bought with money alone. Gadgets created with Gadgeteer (Cosmic, Items need not obey local laws of physics; Cosmic, Lingering effect) count as nonreparable; without Cosmic, Lingering effect, they count as Unique.



## OTHER POWER MODIFIERS

The Weird power modifier has the same value as Psionic or Super, and limits abilities in similar ways. In some campaigns, it might be identical to one of these! On the other hand, the GM may not want all psis or supers to be “weird” – or to allow antipsi or anti-super measures to work against weird foes.

Many weird abilities could take other power modifiers. Modifiers worth -10% can simply replace Weird without affecting point costs. Various abilities might be Biological (granted by an organism’s internal structure and physiology), Chi (created by a subtle vital force, perhaps manipulated by Taoist or Western alchemy), Divine (bestowed by alien cosmic gods), Psionic (strange powers of the mind), Savant (the result of unusual cognitive gifts and states of consciousness), or Super (possessed by larger-than-life heroes). Modifiers of other sizes are fine, too, but require recalculation of point costs.

### *Weird Gets Weirder*

Then again, weird abilities may be more exotic! There are alternative ways to define the Weird modifier, with different values. The GM is free to pick one of these instead of the standard -10% version.

The standard modifier treats weirdness as many comics treat superpowers: The same anti-powers and

technologies are effective against all weird powers. What if that’s not true? Maybe there are three or four different power sources – or 20, or 100! With a few variations, each is probably still worth -10%, just as Psionic and Super and Weird are all -10%. But with more and more varieties, the chance of having the right countermeasures available grows smaller. Eventually, it’s small enough to be rounded off to 0%, at which point you might as well call them all “Weird.”

This is especially plausible if weird powers are typically created by Gadgeteer (Cosmic, Items need not obey local laws of physics). In that case, every weird power is its own violation of natural law! Powers gained in this way have a 0% version of Weird.

Weird powers may come from being a native of a different reality than Earth’s. If they also work in the alien (to you!) universe where Earth exists, then they can function in two different realities, not just one, and their exotic origins may make them resistant to normal countermeasures or opposed advantages. This is a partial step toward Cosmic. See p. 32 of *GURPS Powers* for rules for a middle tier of abilities between Cosmic and lesser powers; in this case, the middle tier would be “Weird, +25%.” (If your abilities work only in your own reality, they’re effectively just wild advantages under its different laws . . . but they’re useless or dangerous in a campaign set on Earth.)

In any case, if stolen, they won’t immediately be useful to the thief – attempts to make them work must treat them as weird technology (p. B479).

Abilities with the Cosmic power modifier can’t be duplicated with invented devices. They can be embodied in extraordinary objects, however. These can take *some* gadget limitations: they can usually be stolen (though they won’t necessarily work for the thief, and attempts to make them work are often perilous), but are seldom breakable at all. Typically they’re Unique, but some exist in large or even unlimited numbers; e.g., the Lens of E.E. Smith’s Galactic Patrol, or the revitalizing *lembas* of J.R.R. Tolkien’s Middle-Earth (inspired by the consecrated Host in Catholic doctrine).

Beings with inherent Cosmic powers usually don’t rely on devices – their capabilities are inherent in all their manifestations, regardless of place or bodily form. However, it’s possible for a power to take the form of a separate artifact, such as Thor’s hammer. Some such items can be treated as gadgets that can be stolen; others will be manifested in any suitable object their owner wields in any form he assumes.

## ABILITIES

A power’s *abilities* are the set of advantages which bear its power modifier (p. 19). Other enhancements and limitations can also be applied. The abilities of a power should share a common theme. For example, those of Para-Energy have the theme “based on forms of energy unknown to science.” This can include various types of perception, communication, attack, defense, manipulation, and propulsion, as these are all

plausible uses of energy. It *shouldn’t* encompass mind-reading or healing, though – not without an excellent rationale!

Many abilities grant bonuses to skills: +2 if the ability substitutes for fine-quality mundane equipment; +4 if its aid is truly miraculous.

## TALENTS

Most power *Talents* – including those for weird powers – cost 5 points/level and offer four levels. Some are broad enough to encompass several ordinary Talents as subdivisions; e.g., Metamateriality Talent could apply to exotic substances as different as fire and ice. These broader Talents cost 10 points/level. A Talent for a nearly universal power would cost 15 points/level.

If a Talent provides significant advantages outside of its effect on powers, its cost can be higher. For example, Void Talent affects reaction rolls in a manner similar to Social Regard (Feared), raising its cost to 10 points/level.

Talents add, directly or indirectly, to most rolls to use abilities. In particular, they aid in using abilities defensively with a Power Block, Power Dodge, or Power Parry. Rolls for these are as follows:

Power Block =  $3 + (HT + Talent)/2$  for *physical* abilities, or  $3 + (Will + Talent)/2$  for *mental* abilities

Power Dodge =  $3 + \text{Basic Speed} + Talent/2$

Power Parry =  $3 + (\text{Innate Attack skill} + Talent)/2$

In all cases, drop all fractions.



# VARIANT ADVANTAGES

Several abilities in this chapter are based on new versions of existing advantages or new interpretations of existing versions.

## Control

see *GURPS Powers*, pp. 90-92

*Godlike Control* (*Powers*, p. 92) suggests that Control might be applied to ubiquitous abstract principles – such as Space and Time – at a base cost of 30 points/level. It's also possible to define narrower subsets of such categories as Common, Occasional, or Rare. For example, *Scale Alteration* (p. 25) is based on control of Size, treated as a Common subset of Space.

*Processes* can be treated as narrower subsets of Time. However, modifiers for time spent (p. B346) apply to a process' *rate* or *speed* instead; thus,  $\times 2$  to  $\times 30$  rate means the process takes 1/2 to 1/30 as long, while 90% of the rate (that is, 10% less) results in the process taking  $(100/90) = 1.11\times$  as long. Reducing the rate to 0% brings the process to a complete stop! See *Catalysis* (p. 28) and *Nuclear Suppression* (p. 36) for examples.

## Doesn't Breathe

see p. B49

Some life forms have a variation on this trait:

*Anaerobic*: Your metabolism does not rely on oxygen or any other reactive gas, making you immune to suffocation (low or high pressure still affects you in other ways). If you can shift freely between aerobic and anaerobic metabolism, treat this as a +0% modifier to Doesn't Breathe. If oxygen is poisonous to you, acting as a lethal gas on exposure (roll vs. HT-2 every minute to avoid 1 point of toxic damage; see p. B429), Doesn't Breathe (Anaerobic) is a 0-point feature.

## Illusion

see *GURPS Powers*, pp. 94-95

This advantage can have a further enhancement:

*Cosmic, Can heal as well as harm*: Only available in conjunction with Mental and Stigmata. You can use your mental illusions to relieve an injured person's suffering – and this is so realistic that you actually diminish his physiological shock and accelerate his healing! Roll a Quick Contest of IQ vs. his Will. If you win, you heal HP of *actual injury* equal to your margin of victory. Repeated use on the same subject is at a cumulative -3 per previous *successful* application that day. As with inflicting injuries via Stigmata, this doesn't work if the subject is unconscious. +50%.

## Injury Tolerance

see pp. B60-61

Alien beings – or visitors to alien realms – may have a new form of this advantage:

*Environmental Adaptation*: Your body can adapt physiologically to any planetary environment or to existence in outer space, acquiring a new native atmosphere, gravity, and

temperature (see *Native Environments*, p. 22). You *never* require Increased Life Support (p. B139). Environments where chemically bonded matter can't survive, such as neutron stars, will still kill you.

The transformation takes 10 seconds, during which time you are unable to take any external action and may suffer harm from hostile conditions. Your advantage activates automatically on exposure to a different environment, but you can delay adaptation by making a Will roll once per minute (repeated rolls are at -2 if you suffer injury, or -5 if the injury exceeds your HP). Your body may undergo visible changes in the process – including acquiring new organs such as gills – but you can't choose a specific form or appearance.

You are *not* protected against Innate Attacks or weapons with comparable effects, or against sudden, intense changes such as collisions, explosions, explosive decompression, or fires.

Environmental Adaptation costs 100 points.

## Special Limitation

*Terrestrial*: You can adapt only to earthly environments that support life. You can endure glaciers, deserts, deep caves, the oceanic abyss, or deep-ocean vents – but on other planets or in space, you still need life support. -50%.

*A cloak of darkness  
she wove about them when  
Melkor and Ungoliant set forth:  
an Unlight, in which things  
seemed to be no more, and  
which eyes could not pierce,  
for it was void.*

– J.R.R. Tolkien,  
*The Silmarillion*

## Innate Attack

see pp. B61-62

Two additional modifiers are available for Innate Attack:

*Cosmic, Intensified corrosion*: Only for Corrosion Attack. For *each point* of basic damage you inflict, reduce the target's DR by 1. +200%.

*Requires Grapple*: Only available in conjunction with Melee Attack. A simple touch inflicts no damage – you must commit to *holding on*, which ties up a hand or other body part and exposes you to harm inflicted by contact with the target. Apply damage after each full second the hold is maintained. -10%. A variant, *Half Damage Without Grapple*, is -5%.

## Internal Advantages

see *GURPS Bio-Tech*, pp. 97-98

An organism or a machine can take a physical advantage that operates only *inside* its body. This costs 1/5 normal; e.g.,

Internal Damage Resistance, which works only against attacks from spaces within the body (natural organs or Payload), has a base cost of 1 point/level. Such a trait isn't an advantage with a limitation but rather a *different basic advantage* with lower point cost, to which enhancements and limitations can be applied as usual.

The sensory and motor functions of normal organisms operate externally, but internal versions are possible. Internal Arms or Strikers have 1/5 of the usual cost of Extra Arms or Striker; Internal Hearing costs 4 points; Internal Sight, 10 points; Internal Speech, 5 points; and Internal Taste and Smell, 1 point.

## Modular Abilities

see p. B71

Some of the abilities defined in this chapter are based on new variants of Modular Abilities:

*Epigenetics:* By selectively activating and deactivating parts of your genetic code, you can change the structure and function of your body – and perhaps of your mind. Activating a trait takes 10 seconds per character point. *Cost per slot: 5 points base + 4 points per point of abilities.*

*Runes of Power:* You can write or engrave characters from a special set of symbols that have direct power over any sapient mind – or, with the Physical enhancement, over reality itself! Tracing the necessary signs requires 10 seconds per character point and an Artist (Calligraphy) roll. Critical failure subjects you to an incapacitating condition (pp. B428-429) appropriate to the power you're using; this lasts for 1d minutes unless the condition notes a different duration. *Cost per slot: 6 points base + 3 points per point of abilities.*

## Possession

see pp. B75-76

The Parasitic limitation requires getting into the host's body physically. This can be done using Permeation (Flesh) (p. B75) or by choosing a host with sufficient Payload to allow it (p. B74), but there's a third option: being tiny enough to fit inside the natural spaces within your host's body. Against an SM 0 subject, a successful grapple or jump lets an invader with SM -12 or smaller get into an open mouth, or one with SM -13 or smaller enter a nostril or other orifice.

## NATIVE ENVIRONMENTS

*GURPS* generally treats a creature's ability to survive and function in its native environment as having no point cost. For example, Doesn't Breathe (Gills) is a 0-point feature for those who can *only* breathe underwater. Making the existing rules work for natives of exotic environments requires some adjustments and clarifications, however.

### Atmospheric Composition

As pp. 138-140 of *GURPS Space* explain, living creatures might evolve to gain energy from breathing hydrogen, methane, sulfur compounds, or even chlorine or fluorine. Such atmospheres wouldn't be suffocating, toxic, or corrosive (p. B429) to *them* – but ones containing oxygen would be! A different metabolic cycle like this costs 0 points for life forms that can't switch to oxygen.

Anaerobic life forms gain energy from breaking down complex molecules, without needing to breathe. Oxygen is often toxic to them. See *Doesn't Breathe* (p. 21).

### Atmospheric Pressure

A race may have any native atmospheric pressure. All atmospheric pressure ranges defined in the rules are multiplied by its native pressure in atmospheres (pp. B429-430). If its native pressure is vacuum, *any* positive pressure counts as "superdense" – and when rolling vs. HT to avoid injury (p. B435), treat any such pressure as 30× native pressure, exactly canceling the basic +3.

Some creatures native to vacuum, where there's nothing to breathe, can be treated as anaerobic (see above). Others have closed metabolic cycles, which requires Sealed (p. B82); this protects them from the harmful effects of various gases, and *isn't* a 0-point feature!

### Gravity

A different native gravity costs no points in itself. The existing rules for moving to higher or lower gravity (p. B350) work well for 1G creatures, but produce less plausible results otherwise: natives of high-gravity worlds end up heavily burdened by their own bodies; natives of low-gravity worlds can move freely at up to 1G. Changing the multiplier for added encumbrance at higher-than-native gravity to (local gravity in Gs - native gravity in Gs) avoids these problems; e.g., a 125-lb. native of Mars (0.38G) on Earth would suffer an encumbrance of 125 lbs. × (1.00 - 0.38) = 77.5 lbs. from its own body weight.

Having a different native gravity doesn't automatically increase or decrease your ST. You must still buy ST up or down to match the weight of objects under local gravity; see *Home Gravity*, pp. B17-18.

### Temperature

The standard comfort zone is 55°F wide (p. B93). But hydrogen freezes at 14 K and boils at 20 K – a difference of only 6 K or 11°F! The standard zone is far too wide for cryogenic life forms. As p. 30 of *GURPS Underground Adventures* suggests, non-water-based life forms may have narrower or wider zones. For example, the human comfort zone ranges from 275 to 305 K; dividing by 16 gives a range from 17.2 to 19.1 K, fitting neatly into hydrogen's liquidity range. Divide or multiply Temperature Tolerance increments by the same amount; e.g., a liquid-hydrogen creature with HT 10 would add 10/16 = 0.625°F, or 0.35 K, to its comfort zone per point spent.

He can then crawl into an internal cavity such as the stomach – though if he enters a lung, he’s likely to provoke coughing fits! A parasite with SM -19 or smaller can get into the bloodstream via an open wound or by injection. Against life forms of other SMs, add the *host’s* SM to these SM requirements.

Two new modifiers are available:

**External:** Only available in conjunction with Limited Parasite or Parasitic. Where a standard parasite must get inside its host (equivalent to Blood Agent), you need only attach yourself to his skin (comparable to Contact Agent). You can’t treat his HP as extra DR and his body’s DR doesn’t protect you – in fact, if he has DR, you can’t affect him unless that DR has the Tough Skin limitation. You perceive with your own senses, though you’re aware of what he perceives with his. +10%.

**Limited Parasite:** A more biologically realistic version of Parasitic, with less focused control: You can’t command your host to take specific actions, but you can reconstruct his psyche, adding or removing mental disadvantages as described for *Conditioning* (p. B69). -80%, or -75% if you can also suggest a general course of action, as described for the Suggest skill (p. B191).

## Resistant

see pp. B80-81

Some weird abilities aid resistance against threats:

**Mental Influence:** “Influence Skills” is a Common category; Immunity to Influence Skills is equivalent to Indomitable (see p. B60 and **GURPS Social Engineering**, p. 77). “External Control” is Very Common, and includes Influence skills, Hypnotism, mind control through magic or powers, and mental possession.

**Mutation:** “Weird Radiation” (p. 37), if the setting includes it, counts as a Rare condition; Immunity totally prevents its effects. “Mutagenic Effects” – including realistic mutation by toxins, radiation, and environmental stress – is Occasional.

**Pain:** “Pain” is a Very Common category. Resistant to Pain (+3) is equivalent to High Pain Threshold (p. B59). Immunity to Pain lets you *ignore* knockdown, physical stun, physical torture, and painful or stunning afflictions.

## Scanning Sense

see pp. B81-82

Any variety of Scanning Sense with imaging capability can be given the Stethoscopic enhancement defined for Sensitive Touch (**GURPS Powers**, p. 73). This costs +50% and allows the sense to detect sound by sensing the vibrations of surfaces such as windows.

## Sensitive Touch

see p. B83

This advantage can take a new enhancement:

**Microscopic:** Each level gives 10x magnification, allowing -6 in SM penalties to be disregarded. +25%/level.

## Shapeshifting

see pp. B83-85

Shapeshifting can have a new special limitation:

**Skinbound:** You change form by donning the skin of a creature of that form, which becomes part of your body – or you take off the skin of your base form, which must be kept safe if you’re to change back. Buy either version as a set of gadget limitations, but *halve* their total value, as they only apply in one shape.

## UNUSUAL BACKGROUND

Beings created or empowered by weird science, or native to weird realms, often have Unusual Backgrounds. The “area classes” defined for Area Knowledge (pp. B176-177) offer a basis for assigning costs according to the size of the area within which you’re the only one of your kind, or perhaps one of very few:

*Neighborhood or Small Rural Area:* 0 points.

*Village or Town:* 10 points.

*City:* 20 points.

*Barony, County, Duchy, State, or Small Nation:* 30 points.

*Large Nation:* 40 points.

*Planet:* 50 points.

*Interplanetary State:* 60 points.

*Galaxy:* 70 points.

*Universe or Plane of Existence:* 80 points.

*All Possible Universes or Planes:* 100 points.

## Telecommunication

see p. B91

An additional form of Telecommunication may exist in a weird-science campaign:

**Para-Radio:** Like Para-Radar (p. B81), this is based on a form of energy unknown to 21st-century science. Treat it as identical to Radio (base range 10 miles) but without many of its limitations: It functions as well underwater as in air, and isn’t blocked by ordinary shielding (such as Faraday cages or being underground); radio-frequency “noise” from lightning, unshielded electronics, or conventional jammers doesn’t interfere with it. You can pick up other para-radio sources on an IQ roll, but you can neither detect nor be detected by conventional radio. *20 points.*

## PERKS

A few new and modified perks come up around weirdness.

## Injury Tolerance

see pp. B60-61

Anatomical differences may grant two perk-level forms of this advantage. These are 0-point features if not using the new hit locations from **GURPS Martial Arts**, p. 137.



*No Ears:* You lack visible or targetable ears but can still hear with your body surface or using internal body cavities (unless you suffer from Deafness, p. B129). You can be deafened, but only by area attacks or environmental sound that blankets an area.

*No Nose:* You have no nose or comparable organ but are still able to smell (unless you suffer from No Sense of Smell/Taste, p. B146). This might go with Doesn't Breathe (Oxygen Absorption or Oxygen Combustion, p. B49); however, you may still have one or more breathing orifices and simply not keep your olfactory receptors there. Whatever receptors you have, they don't protrude and can't be attacked, and your sense of smell can't be thwarted by blocking or covering a specific body part.

## Radiation Recovery

With this exotic perk – typically arising from physiological differences – you don't heal any *faster* from radiation than the normal 10 rads/day, but you heal from *all* of the original damage. Regeneration (Heals Radiation or Radiation Only) includes this perk automatically – don't take both!

## Sanitized Metabolism

see p. B101

This can be a leveled perk for entities with weird powers: -1/level to attempts to track you by scent.

# DIMENSIONAL CONTROL

Three-dimensional beings may gain the ability to extend themselves into a fourth dimension, through training or through exposure to hyperspatial forces. Natives of hyperspatial realms have that capacity naturally. In either case, this extension can be the basis of powers over space and time as normal human beings experience them. The usual effects are short-range, rather than letting the user jump in an instant to a distant place, time, or cosmos – but a more broadly defined power could include those greater capabilities.

*Power Talent:* 5 points/level. A Talent that includes Dimension Travel, Teleportation, and Time Mastery (see **GURPS Powers**) cost 10 points/level.

*Power Modifier:* Weird, -10%. You are attuned to extradimensional realms and draw your powers from them.

## 4D Spatial Sense

14 points

You enjoy all the benefits of 3D Spatial Sense (p. B34), but in *four* dimensions – not just three. You can always sense the added direction that's at right angles to everything else. You have +3 to find your way through four-dimensional mazes and to use skills that involve maneuvering in four dimensions, including Navigation (Hyperspace). You may add your Talent to Body Sense (p. 5) rolls.

If you use Projection (p. 7), you're exempt from the Intuitive Mathematician and Mathematics (Pure) prerequisites, your default is Meditation-3, and your upper limit is Meditation+3.

*Statistics:* 3D Spatial Sense (Cosmic, Extra dimension, +50%; Weird, -10%) [14].

## Extradimensionality

274/287/325/389 points

You can shift your body – or part of it – into four-dimensional space, along with objects weighing up to BL, 2×BL, 3×BL, or 6×BL, depending on your level. You can always breathe (or otherwise sustain your metabolism) while in four-dimensional space.

You can bypass three-dimensional obstacles as easily as a three-dimensional person could step over a line drawn on the

floor. You can attempt a Power Dodge against any three-dimensional attack, sidestepping in a direction that three-dimensional beings can't perceive.

You can become invisible by moving into the fourth dimension – but because electromagnetic radiation, including light, is *three*-dimensional, you lose the ability to see unless you also take Hypervision (p. 25). Finding your way through hyperspace blind requires a roll against Body Sense (p. 5), possibly aided by 4D Spatial Sense (above). If you're adjacent to three-dimensional space, you can reach into it and manipulate objects (at -5 to skill for working by touch; see p. B233) or even strike or grapple foes (at -6 to the attack roll if you're used to hyperspace, -10 otherwise; see p. B547). You can't speak or make sounds while hyperspatial.

You have the option of skimming along three-dimensional space, catching glimpses of your position and tactical situation. This gives your invisibility the equivalent of a fringe effect: others can spot you at -6 to Vision and attack you at -6 to hit. However, it opens up a variety of combat options (*Four-Dimensional Combat*, p. 26). You get +4 to Shadowing attempts if you can make a Body Sense roll for each Shadowing roll.

*Statistics:* Insubstantiality (Hyperspatial; Can Carry Objects, No encumbrance, +10%; Ghost Air\*, +10%; Partial Change, Can turn carried objects substantial, +100%; Weird, -10%) [168] + Invisibility (Hyperspatial; Accessibility, Only to three-dimensional beings, -10%; Accessibility, Only while insubstantial, -10%; Affects Machines, +50%; Can Carry Objects, No encumbrance, +10%; Extended, All senses, +100%; Fringe, -10%; Switchable, +10%; Weird, -10%) [92]†

+ Invisibility (Hyperspatial; Accessibility, Only to three-dimensional beings, -10%; Accessibility, Only while insubstantial, -10%; Affects Machines, +50%; Can Carry Objects, No encumbrance, +10%; Extended, All senses, +100%; Switchable, +10%; Temporary Disadvantage, Blindness (Only to three-dimensional space, -10%), -45%; Temporary Disadvantage, Mute, -25%; Weird, -10%) [14]†.

Additional levels increase the amount carried to Light [+13], Medium [+51], and Heavy [+115] encumbrance.

\* If you are not natively hyperspatial, but a three-dimensional being who has gained hyperspatial powers, you may be unable to breathe in hyperspace; see *Projection* (p. 7).



*Can't Breathe in Hyperspace*, a -10% limitation on Insubstantiality, replaces Ghost Air, reducing Extradimensionality's cost by 16 points.

† The second instance of Invisibility is an alternative ability (x1/5 cost) to the first.

## Hypervision

14/74 points

You can see in four spatial dimensions as well as three, and aren't blind in hyperspace (see *Hyperspace*, p. 15, and *Extradimensionality*, pp. 24-25). You can perceive hyperspatial beings, whether or not *you* are in hyperspace.

At the second level, you can look back from hyperspace at three-dimensional locations up to 10 yards away (double range by spending 2 FP/minute). Roll vs. IQ or Mathematics (Surveying), aided by Talent, to select a viewpoint. Failure by 1 gets the wrong viewpoint, greater failure leaves you unable to interpret what you see, and critical failure leaves you unable to make sense of visual information for 1d hours.

**Statistics:** See Invisible (Hyperspatial; Weird, -10%) [14]. The second level adds Clairsentience (Accessibility, Only from hyperspace, -10%; Clairvoyance, -10%; Cosmic, Does not require line of sight, +50%; Weird, -10%) [60].

## Scale Alteration

28 points/level

This ability lets you alter the volume your person and possessions occupy. Each level gives you  $\pm 2$  to SM by taking a Concentrate maneuver and making an IQ roll, aided by Talent. Talent also benefits any rolls required to move through the environment at a different size. Increasing your SM adds to your Intimidation rolls (p. B202) and reach (p. B402). A Power Dodge to *reduce* SM can enable you to shrink away from an attack.

Scale Alteration doesn't change your weight – you aren't actually getting bigger or smaller, but expanding or contracting the space you and your possessions occupy. Your ST and HP are likewise unchanged. *Any* size decrease makes you too dense to float, while a height/length increase of  $\times 10$  or more ( $+6$  to SM) makes you lighter than air!

The force of your blows remains the same but is spread over more or less area. They acquire an armor divisor of (2), (5), or (10) for one, two, or three levels of contraction, or of (0.5), (0.2), or (0.1) for one, two, or three levels of expansion – and at *any* level of expansion, treat unarmored targets as having DR 1. The GM may continue these armor-divisor progressions for higher levels of this ability. Your density has the opposite effect on *incoming* attacks: they have armor divisors greater than one when you're expanded, less than one when you're contracted.

**Statistics:** Control 2 (Size; Accessibility, Self Only, -20%; Weird, -10%) [28/level].

## Tangency

84 points

You can project a limb (arm or leg) or an extremity (hand or foot) to a distant location. It isn't truly severed from your

body and needn't be cut off – you're reaching through an extra dimension. Your body part can be used to grapple, strike, lift and throw objects, and wield tools and weapons, provided the weight of anything picked up doesn't exceed  $2 \times \text{BL}$ . You can even pull objects back through hyperspace! In combat, this lets you attack a foe from behind.

If working at a distance, apply the appropriate range modifier. Talent reduces this penalty and also cancels your penalties for Deceptive Attacks using your ability. You can place your limbs in locations you can't see, but at -5 to skill rolls for working by touch or -6 to attack rolls. The second level of Hypervision (p. 25) eliminates all these penalties.

**Statistics:** Injury Tolerance (Independent Body Parts; Cosmic, Four-dimensional, +50%; Cosmic, Voluntary, +50%; Instant Reattachment, +50%; Weird, -10%) [84].

## Timeskip

40 points

You can travel in time, but only for an extremely short span! Each "skip" takes you one second into the future and costs 1 FP. Once per second, in emergencies, you can do so without preparation, by making a Power Dodge; you vanish from the scene of combat and reappear in the same place and position one second later. When not in peril, skipping requires an IQ roll, at -1 per second less than five seconds spent concentrating. Talent adds to this roll.

Three-dimensional beings are unable to "hitch a ride" with you.

**Statistics:** Jumper (Time; Faster Concentration 5 (Full Power in Emergencies Only, -20%), +20%; Improved, +10%; Limited Jump, 1 second forward, -80%; Weird, -10%) [40].

## Virtual Pocket

2/3/5/6/7 points

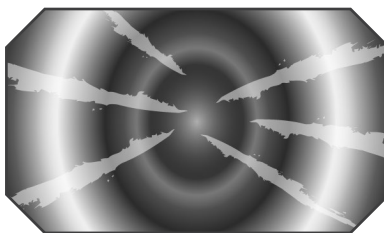
You can place objects in an extradimensional space whose access travels with you. Each level provides space for  $(\text{HP} \times \text{HP})/1,000$  cubic feet of possessions. While you can multiply by 20 lbs./cubic foot to estimate weight, the contents aren't affected by gravity and capacity doesn't depend on your ST.

Rather than being protected by your defensive advantages, your possessions are *in another dimension entirely* and can't be affected by any normal attack – though other-dimensional beings or dimensionally powered foes might pick your pocket! If your cargo is a single object, getting it out takes one second or a Fast-Draw roll (aided by Talent). When carrying multiple objects, extracting a specific item requires 1d seconds per level of ability and a DX roll at -5 for working by touch (also aided by Talent).

You may define this ability as multiple small pockets rather than a single large one, so that you can keep important things in separate pockets.

**Statistics:** Payload 1 (Cosmic, Four-dimensional, +50%; Weird, -10%) [1.4/level\*].

\* Multiply by number of levels, maximum five, and then round up.



## FOUR-DIMENSIONAL COMBAT

Dimensional Control has many combat applications – not as the equivalent of built-in weapons or armor, but as an adjunct to melee. These fall into two groups: bonuses to *standard* combat moves and access to entirely *new* ones. Talent doesn't aid these actions directly.

Extradimensionality (pp. 24-25) provides combat bonuses comparable to the bonuses discussed in *Abilities Enhancing Skills (GURPS Powers, pp. 162-163)*. It combines best with skills that emphasize control of space: Acrobatics, Boxing, Judo, Karate, and fencing skills. Using Extradimensionality effectively requires an IQ or Body Sense roll, aided by Talent. The following options are available:

**Attack:** You can *either* strike from exactly the direction you want, gaining the +4 for Telegraphic Attack without giving your foe +2 to defend, *or* strike from an unexpected angle (e.g., from the side when you're in front), giving your target the -2 to defend for Deceptive Attack without taking -4 to your attack.

**Close Combat:** You can cancel the first -4 to skill for using a weapon with Reach longer than C in close combat.

**Dodge:** To use Extradimensionality for this, perform a Power Dodge.

**Evade:** You can gain +4 to DX, Acrobatics, or Judo in the Quick Contest to evade a foe, and may use Body Sense to evade at the same bonus.

**Parry:** You gain an *extra* +2 to parries if you use your ability to retreat.

As a source of new moves, Extradimensionality is a prerequisite for several techniques. At the GM's discretion, improving these may require Style Familiarity in a martial art that has Extradimensionality as prerequisite and that includes Body Sense (or Acrobatics and 4D Spatial Sense); Boxing, Judo, Karate, or a fencing skill; and possibly Mathematics (Pure) – imagine a practitioner of *La Verdadera Destreza (GURPS Martial Arts, p. 158)* learning to maneuver four-dimensionally! Such a style might even be the basis for a wildcard skill.

### Attack from Nowhere

Hard

*Default:* prerequisite skill-3.

*Prerequisites:* Extradimensionality *and* any unarmed or Melee Weapon skill; cannot exceed prerequisite skill.

You slip into the fourth dimension to await and ambush a foe. Preparing this requires a Quick Contest: your Stealth vs. his Vision (usually at -6 for Extradimensionality's fringe effect). Roll against Attack from Nowhere to strike into three-dimensional space. If you *won* the Quick Contest, your target has no active defense; otherwise, he defends at -2.

If you have 4D Spatial Sense, its bonus cancels the default penalty and you needn't buy this technique. If you have Hypervision, you can retreat further into hyperspace,

so that you're completely invisible and your victim *automatically* has no active defense. If your *opponent* has Hypervision, he contests your Stealth with unmodified Vision regardless of how far you've moved into hyperspace.

### Disorient

Hard

*Default:* Judo-3.

*Prerequisites:* Extradimensionality *and* Judo; cannot exceed Judo.

On your turn after a successful Judo parry, you may use Disorient to attack the opponent you parried. He may attempt any active defense – but if he fails, you throw him *through the fourth dimension* to any location within 10 yards of you! He must roll vs. Body Sense (defaults to Acrobatics-3 or DX-6). Failure means he's disoriented and can do nothing but defend for one turn. Critical failure causes him to fall down, physically stunned; his recovery rolls are against DX. If this is his first experience of hyperspace, failure at Body Sense also triggers a Fright Check, at -5 for *critical* failure.

### Facing Change

see p. 6

### Local Orientation

Hard

*Defaults:* Acrobatics or Dancing.

*Prerequisites:* Extradimensionality, Body Sense, *and* Acrobatics or Dancing.

An advanced variation on Facing Change: You use your control of spatial dimensions to change your personal "up" and "down" in a gravity field. Apply -3 to Local Orientation for a barely perceptible tilt (others roll vs. Perception or Observation to notice, at +2 for 3D or 4D Spatial Sense), -5 for a different direction (standing on walls), or -8 for reversal (standing on the ceiling). Then roll against the *lower* of your modified technique or unmodified skill to execute the stunt. Making such a shift gives you an *extra* +2 when retreating. You *can* use this to "fall upward," but you take normal falling damage (pp. B430-432) upon landing!

### Phantom Attack

Hard

*Default:* prerequisite skill-4.

*Prerequisites:* Extradimensionality *and* Boxing, Karate, or a fencing skill; cannot exceed prerequisite skill.

By attacking through four-dimensional space, you can strike past three-dimensional physical armor, gaining an armor divisor of (5). Your unarmed attacks can target the vitals at the usual -3 without being impaling or piercing. If you target the skull (-7), your armor divisor *does* affect skull DR.

# LOGOS

In Greek, *logos* means “word” or “speech.” As a power, Logos encompasses abilities that go beyond language’s realistic limits. Legends associate many of these gifts with religious prophets, but they can also derive from insight into the nature of language.

*Power Talent:* 5 points/level.

*Power Modifier:* Cosmic, +50%.

## Gift of Tongues

48 points

When you speak, each member of your audience understands you as though you were speaking their native language (but you don’t gain the ability to understand *them*). This requires an IQ or Mimicry (Speech) roll at -4, but there are no additional penalties for an unseen audience. Talent aids such rolls, and Penetrating Voice gives +1 for unamplified speaking. The effect also works through electronic amplification for an audience that’s physically present, but not via telecommunication or recorded messages. The loudness of your natural or amplified voice determines base range, as explained in *Hearing* (p. B358); double this for each point of your margin of success.

*Statistics:* Telesend (Accessibility, Must be able to speak, -20%; Broadcast, +50%; Hearing-Based, -20%; Universal (Cosmic), +50%) [48].

## Hexing

10 points

You have the ability to speak a curse against a foe using language in its primal form, which no sapient being can fail to understand. Roll a Quick Contest of Public Speaking, aided by Talent, vs. your subject’s Will; you can curse multiple people, but you are at -1 per enemy beyond the first and must know something the *entire group* has in common. Victory means your victim is mentally stunned (p. B420), even if Unfazeable; critical success *also* causes him to inflict 1 HP of injury on himself accidentally. There’s no effect on a tie or a loss – though critical failure enrages your opponent, possibly triggering Berserk or Bloodlust.

*Statistics:* Rapier Wit (Words of Power (Cosmic), +100%) [10].

## Hyperliteracy

14 points

You have written comprehension of *any* language used by sapient beings. This doesn’t allow you to speak or sign, or to understand others who do.

Activating your ability requires 30 seconds tracing out the characters of a “key” that renders the target language accessible. Roll against Artist (Calligraphy) to do so. Success means that while reading texts, you can grasp their concepts, however alien; make an IQ roll to retain the gist of unfamiliar ideas. Critical failure at copying the key distorts the meaning

of what you read, with effects as for hallucinating (p. B429). Talent adds to both Artist and IQ rolls.

*Statistics:* Runes of Power 1 (3) (Cosmic, Grasp concepts by knowing words, +50%; Trait-Limited, Written languages, -60%) [14].

*We dissect nature along lines laid down  
by our native languages.*

– Benjamin Lee Whorf,

*Language, Thought, and Reality*

## Imperium

95/115/135 points

By speaking a command to someone in a language you both know, you can place him under your control with a Quick Contest of your IQ, aided by Talent, vs. his Will. Prolonged concentration doesn’t give bonuses to IQ. You can apply this ability to any number of people without penalty, one person at a time.

If you *win*, you impress your order on your subject’s mind for three minutes per point by which he lost. Duration is 30 minutes per point at the second level of Imperium, and five hours per point at the third and highest level. When this period ends, your target remembers both your orders and his actions.

If you lose or tie, you can’t make another attempt on the same person for 24 hours.

*Statistics:* Mind Control (Accessibility, Must be able to speak, -20%; Accessibility, Only those who know your language, -10%; Cosmic, +50%; Extended Duration, 3x, +20%; Hearing-Based, -20%; Independent, +70%) [95]. Added levels increase Extended Duration to 30x (+60%) [115] and then 300x (+100%) [135].

## True Speech

5 points/level

You have an enhanced ability to convince an audience of the truth of your statements. Add +1/level to Public Speaking and reaction rolls relating to giving information; Talent grants a bonus to such rolls. You can also ignore up to -3/level in penalties for language comprehension, cultural differences, or negative reaction modifiers; listeners respond to your perception of truth, not the manner in which you present it. You must actually *believe* what you’re saying to be true; if not, your gift mysteriously deserts you.

*Statistics:* Charisma (Accessibility, Only when telling the truth, -30%; Aspected: Only for testimony, -20%; Cosmic, +3/level to erase penalties for cultural differences, language comprehension, or negative reaction modifiers, +50%) [5/level].



# METAMATERIALITY

Your body is formed from or can change into substances with physical properties unattainable by normal matter. Metamateriality is a widespread power in cosmic horror; some supers have it as well.

**Power Talent:** 10 points/level for *any* metamaterial; 5 points/level for a specific exotic “element” comparable to fire or ice.

**Power Modifier:** Weird, -10%.

## Catalysis

### 52 points + 22 points/additional level

Your body’s surface is a universal catalyst, able to alter chemical reaction rates on contact. This ability can affect rates on the *surface* of a solid object out to one yard/level from the point where you touch it; it can influence rates in a volume of liquid or gas four yards high or deep, with a radius in yards equal to your level. To establish control, roll vs. HT, with a bonus for Talent. Talent also aids IQ and skill rolls to control chemical processes. Specific effects include the following:

- You can slow a reaction rate by 10% per level or hasten it by  $\times 2$  per level. For example, you could alter the time required for acid to affect a physical object. At level 10, you can bring any reaction to a complete stop.
- In non-extreme environments, the first level lets you compel equipment to roll vs. HT once a day to avoid failure; each level past the first halves the time between rolls. In extreme environments, the progression begins with *two* rolls daily at the first level.
- For every three full levels, you can alter a material’s flammability class by one step; see *Making Things Burn* (p. B433). If something is *already* burning, you can alter its combustion

rate – but you’ll suffer the usual burning damage while making contact to do so. If you’re trying to extinguish a fire, roll vs. its HT (16 for an intense flame, 11 for an ordinary flame, or 6 for a faint, wavering one) minus your level. You can alter damage per second from *flame* by  $\pm 1$ /level; this doesn’t affect damage from hot material such as live steam or molten metal!

- You have +1 per level to Chemistry rolls to synthesize a desired substance. This cannot transmute elements and doesn’t supply chemical reactions with energy or reverse their direction. It simply makes chemical processes more efficient, as enzymes do in a living body.

In addition, your body surface naturally resists being changed by chemical reactions. You enjoy DR 12 vs. acids, alkalis, oxidizing agents, and the like – including exotic substances such as hyperacids (p. 34).

**Statistics:** Control 1 (Chemical Processes; Based on HT, +20%; Weird, -10%) [22] + Damage Resistance 12 (Limited, Corrosion damage, -40%; Weird, -10%) [30]. Additional levels increase Control [22/level].

## Denser Molecular Structure

### 43/120/188/280 points

Your body’s substance is abnormally dense. You have the minimum required ST to support your denser form (*Strength and Weight*, above), and gain all its usual benefits; you may buy additional ST with the same modifiers. (Don’t lower your base ST below 10!) You suffer various inconveniences from your added weight, such as inability to float, furniture collapsing, elevators failing to lift you, or even sinking into soft ground.

Your enhanced ST and HP are products of alien body composition, not of muscular development or other normal biological traits. Talent adds to HT-based resistance rolls against being disintegrated, made insubstantial, Affliction (ST Penalty), Leech, and self-inflicted injury while using your ST.

**Statistics:** ST +5 (Density  $\times 3$ , -5%; Weird, -10%) [43]; ST +15 (Density  $\times 10$ , -10%; Weird, -10%) [120]; ST +25 (Density  $\times 30$ , -15%; Weird, -10%) [188]; or ST +40 (Density  $\times 100$ , -20%; Weird, -10%) [280].

## Extensibility

### 107/181/255 points

Instead of a solid skeleton, you have a fluidic one maintained by hydrostatic pressure. You can deform your body structure to reach great distances or squeeze through narrow openings. This *can* affect your overall SM, giving +6, +12, or +18, and multiplying your height  $\times 10$ ,  $\times 100$ , or  $\times 1,000$ . You can adjust your SM by  $\pm$ (Talent+1) per second. You gain several other benefits:

- Your reach increases by +7, +70, or +700 yards, and you gain +6, +12, or +18 to grapple an SM 0 foe.

## STRENGTH AND WEIGHT

Creatures made of denser material may purchase ST with a special limitation:

**Density:** Each step on the table below is a mass increase equivalent to that for +1 SM, and requires the same ST increase to support your form (see *Growth*, p. B58). As there’s no corresponding increase in linear dimensions, this limitation is worth only -5%/level on ST and HP cost, and amounts to a leveled Nuisance Effect. If using real materials, round density up: stone counts as one step; steel or bronze as two; and extremely dense metals such as lead, gold, uranium, or platinum as three. No earthly material is dense enough for more than three steps – that *requires* anomalous properties (pp. 10, 14).

Weight Multiplier	ST Needed	Limitation
$\times 3$	15	-5%
$\times 10$	25	-10%
$\times 30$	35	-15%
$\times 100$	50	-20%
$\times 300$	75	-25%
$\times 1,000$	100	-30%

- You can squeeze through openings with SM -6 (8"), SM -9 (2"), or SM -12 (2/3"), and get +5 to Escape rolls and rolls to break free.

- You can reach through openings with SM -10 (1.5"), SM -13 (1/2"), or SM -16 (1/6"), or poke one finger through an aperture with SM -14 (1/3"), SM -17 (1/10"), or SM -20 (1/30").

- Making your legs longer increases your stride in proportion, but each step also takes longer; your Basic Move is multiplied  $\times 3$ ,  $\times 10$ , or  $\times 30$ .

- Your body elastically absorbs impacts, dividing all *physical* injury by 2, 3, or 4.

A minor downside is that your skull lacks the usual DR 2.

*Statistics:* Double-Jointed [15] + Injury Tolerance (Damage Reduction 2; Limited, Physical attacks, -20%) [40] + No Skull\* [-2] + Stretching 6 (Cosmic, Can affect overall SM, +50%) [54]. Further levels improve Damage Reduction to 3 [60] and 4 [80], and Stretching to 12 [108] and 18 [162].

\* Your skull hit location lacks the usual DR 2. As skull DR is effectively a free DR 2 (Partial, Skull, -70%; Tough Skin, -40%) [2], its absence is a relative -2-point disadvantage.

## Hyperacidity

Your body produces alien chemicals with intense corrosive effects exceeding those of the strongest acids. Though described as "acids," these may actually be alkalis, energetic oxidizing agents, stabilized free radicals, or more exotic compounds such as the legendary alkahest (see *Alchemy as Weird Science*, p. 14). Ordinary matter can't contain these substances, normal chemical agents can't neutralize them, and they act too quickly to be washed off. Different ways for such a "hyperacid" to reach the target are defined as distinct abilities; you may have several as alternative abilities.

### Hyperacid Digestion

**34 points**

Anything or *anyone* you swallow (if you're large enough to swallow a foe whole!) is immersed in hyperacid and suffers 2d corrosion damage *per second*. This reduces the victim's DR by 1 per point of basic damage inflicted. In addition, he takes damage to the eyes, as from Hyperacid Spray (below). If he has to breathe, he experiences 9d corrosion damage to his lungs; injury exceeding 1/2 basic HP produces spasmodic coughing until healed past this threshold. This does not lead to cyclic or continuing damage – tissue destruction is instantaneous.

*Statistics:* Internal Corrosion Attack 2d (Accessibility, Digestive tract, -50%; Cosmic, Intensified corrosion, +200%; Weird, -10%) [10] + Internal Corrosion Attack 9d (Accessibility, Digestive tract, -50%; Respiratory Agent, +50%; Symptoms, 1/2 HP, Coughing, +40%; Weird, -10%) [24].

### Hyperacid Integument

**63 points**

Your body surface secretes hyperacid continually. Anyone you touch or who touches you takes 1d corrosion damage; pressing your whole bodies together inflicts 2d, whether you or they originate the hold. Each point of basic damage inflicted reduces the target's DR by 1. If you touch the eyes, they may suffer crippling injury (pp. B420-423). Your skin

damages anything material that restrains you, giving you +2 to ST, DX, and Escape rolls to slip bonds, break free in close combat, or squeeze through narrow openings.

*Statistics:* Corrosion Attack 2d (Always On, Can't wear armor, -40%; Aura, +80%; Cosmic, Intensified corrosion, +200%; Half Damage Without Grapple, -5%; Melee Attack, Reach C, -30%; Weird, -10%) [59] + Slippery 2 (Weird, -10%) [4].

### Hyperacid Spray

**28 points**

You can spit or squirt hyperacid, with 1/2D *and* Max 10. Use Innate Attack (Breath) to attack; Talent grants a bonus. However, this is considered a melee attack and doesn't take range modifiers.

A hit inflicts 1d corrosion damage, which reduces the target's DR by 1 per point of basic damage rolled. If you strike the face, damage applies to the *eyes*, which may suffer crippling injury (pp. B420-423).

Hyperacid Spray can be used to Power Parry chemically based attacks. After three uses – offensive or defensive – you must wait one minute to secrete enough hyperacid for further use.

*Statistics:* Corrosion Attack 1d (Cosmic, Intensified corrosion, +200%; Increased 1/2D,  $\times 2$ , +5%; Jet, +0%; Limited Use, 3 uses, Slow Reload, 1 minute, -15%; Weird, -10%) [28].

## Molecular Mimicry

**105 points/level**

You can configure your body's substance to take on the physical properties of any material – earthly or from your native realm. For each level, you can copy advantages worth 10 points; for example, at the first level you could acquire Damage Resistance 2 [10]. You must physically touch something made of the substance, and assimilation takes two seconds. Talent benefits rolls to use the abilities gained. If you acquire defensive benefits, you can enhance these with a Power Block.

*Statistics:* Cosmic Power\* 10 (Needs Sample, Need only touch, -5%; Physical Only, +50%; Takes Extra Time,  $\times 2$ , -10%; Trait-Limited, Advantages that reflect material properties, -20%; Weird, -10%) [105/level].

\* "Cosmic Power" is a form of Modular Abilities (p. B71); in this case, it doesn't have "Cosmic" as a power modifier or an enhancement.

## Phase Transition

Your body can change its physical state, acquiring exotic properties that ordinary matter cannot have under terrestrial conditions. Transformation takes 10 seconds. After an initial Concentrate maneuver, you can continue to act during this time. Talent adds to resistance rolls against being forced back into a normal material form.

The Alternate Forms below apply to human beings who have gained strange abilities through weird science or visits to weird realms. Each extraordinary state is represented by a meta-trait (pp. B262-263), given as a footnote. An entity native to a weird domain would simply have the meta-trait.

## Hardness

### 121 points

Your body's substance is stiffer than flesh, giving DR 9 against impact and applied pressure. No such attack has an armor divisor greater than (1) vs. this DR unless it's enhanced with Cosmic, Irresistible attack (p. B103), in which case the armor divisor is (2). You can double your DR with a Power Block.

You also gain +9 to HP. However, a force sufficient to affect you may shatter you. If a limb or an extremity is crippled, roll vs. HT; success means it snaps off, while failure indicates it shatters. If you fail a HT roll to avoid death from impact, your *entire body* is shattered. Talent adds to these HT rolls.

Your muscles are powerful enough to bend your limbs, giving +10 to Lifting ST but not Striking ST – your body doesn't move any faster. Still, your hard surfaces give +1 to unarmed damage. Talent adds to Will and HT rolls for extra effort and to avoid self-inflicted injury while lifting.

*Statistics:* Alternate Form (Hardness\*; Active Change, +20%; Weird, -10%) [121].

\* *Hardness:* Damage Resistance 9 (Hardened 5, +100%; Limited, Physical attacks, -20%) [81]; Fragile (Brittle) [-15]; Hit Points 9 [18]; Lifting ST 10 [30]; and Striking Surface [1]. 115 points.

## Invulnerability

### 107/161/233 points

You're invulnerable in the exact sense: It's very difficult to wound you – you can still be crushed, burned, or corroded. Your body is composed of exotic matter that's highly resistant to injury. Depending on your level of this ability, injury from cutting, impaling, and piercing damage is divided by 5, 20, or 100, rounded up to the next whole number. Add Talent to HT rolls to resist Afflictions or other attacks that would transform your substance.

*Statistics:* Alternate Form (Invulnerability\*; Active Change, +20%; Weird, -10%) [107/161/233].

\* *Invulnerability:* Injury Tolerance (Damage Reduction 5; Limited, Cutting, impaling, and piercing damage, -20%) [100]. Higher levels raise Damage Reduction to 20 [160] or 100 [240]. 100, 160, or 240 points.

## Superfluidity

### 112 points

Your body is a liquid with zero viscosity, like helium cooled below 2.5 Kelvin, but at Earth-surface temperatures. You're almost impossible to restrain physically, with +10 to ST, DX, and Escape rolls to slip restraints or break free, and +5 to squeeze through narrow openings, though you can deform your structure to fit through even smaller pores. You may also ignore up to -5 in penalties for close quarters, and get +5 to Erotic Art (with beings of your own species!). Talent adds to all rolls to free yourself from restraints or negotiate obstacles. A downside is that while you have normal BL for pushing objects horizontally, you have only 1/4 BL to lift, carry, or pull.

You can cling to a flat surface, or break a fall by catching one; roll vs. DX to touch the surface and then against ST, at -1 per (5 yards/local gravity in Gs) already fallen, to adhere; Talent adds to both rolls. A failed ST roll still subtracts (5 yards/local gravity in Gs) from the height of the fall. When clinging, you flatten out to a near-two-dimensional membrane, making you *completely* unable to hold or carry objects. You can climb at 2× your Basic Move, though, and go from unmoving to top speed immediately. Your turning radius while doing so is two yards; a tighter turn requires a DX+2 roll, with a bonus for Talent.

*Statistics:* Alternate Form (Superfluidity\*; Active Change, +20%; Weird, -10%) [112].

\* *Superfluidity:* Double-Jointed [15]; Enhanced Move 2 (Climbing; Cosmic, Instantaneous acceleration, +50%) [60]; Invertebrate [-20]; Shadow Form (Accessibility, Only in contact with a vertical or sloping surface, -20%; Cosmic, Can fit through microscopic cracks, +50%; Finite Thickness, -50%) [40]; and Slippery 5 [10]. 105 points.

# MUTATION

In comics and some science fiction, nearly any power can be called a “mutation.” In biology, a mutant is the result of a change in the genetic code, whose effects may be minor or radical, but are limited by anatomy and physiology. The Mutation power occupies a middle ground: A “mutation” must be primarily anatomical or physiological, and a trait of something living (not a machine or otherwise Unliving), but it doesn't have to be “life as we know it” – it can be wildly unearthly!

*Power Talent:* 5 points/level.

*Power Modifier:* Weird, -10%.

## Controlled Atavism

### 36 points/level

By meditating on your own body and biological characteristics, you can activate the genes for traits of species in

your ancestry. The total process requires one hour of concentration, at the end of which a Meditation roll triggers the desired change. You do not transform into a member of the chosen ancestral species, but instead acquire a single, appropriate ability (physical or mental) per Controlled Atavism level, worth up to 10 points; e.g., a human could gain the capacity to brachiate (Brachiator [5]), tough, scaly skin (Damage Resistance 3 (Tough Skin, -40%) [9]), or gills (Doesn't Breathe (Gills, -50%) [10]). The GM decides what's possible for sapient nonhumans.

Talent adds to rolls to use the abilities gained.

*Statistics:* Epigenetics 1 (10) (Immediate Preparation Required, 1 hour, -75%; Physical, +100%; Requires Meditation Roll, -5%; Trait-Limited, Advantages of ancestral species, -30%; Weird, -10%) [36]. Each additional level grants another 10-point slot.



## Enhanced Manipulation

Several different abilities provide improved manipulation. Talent adds to Sense rolls to detect things by touch and IQ rolls to memorize tactile impressions.

### Fractal Manipulation

83 points

Your manipulatory organs can handle objects as small as a single cell, and their sense of touch can discern the shapes of these things. You have +10 to DX for tasks involving manipulating small objects, and to Sense rolls that involve tactile awareness. Your entire body has very high tactile discrimination – as good as that of human fingertips.

*Statistics:* Accessory (Micromanipulators) [1] + High Manual Dexterity 10 (Cosmic, Exceeds normal limits, +50%; Weird, -10%) [70] + Sensitive Touch (Microscopic 1, +25%; Weird, -10%) [12].

*Ontogeny recapitulates  
phylogeny.  
– Ernst Haeckel*

### Organon

4/10/22 points

You have a cavity within your body that holds up to Basic Lift/5 lbs. This is equipped with two opposed sets of manipulators that can work on things there. You must operate by touch, at -5 to effective skill, but can buy off the penalty as a technique (p. B233).

At the second level, you have tactile resolution as good as visual in this cavity. You get +4 to touch-based Sense rolls and to DX for fine manipulation there, and may ignore penalties for working by touch.

At the third level, you have the equivalent of Fractal Manipulation (above) in this space – this may be how your species reproduces!

*Statistics:* Internal Extra Arms 2 (No Physical Attack, -50%; Weird, -10%) [2] + Payload 2 (Weird, -10%) [2].

The second level adds Internal High Manual Dexterity 4 (Weird, -10%) [4] + Internal Sensitive Touch (Weird, -10%) [2].

The third level *replaces* the second-level additions with Accessory (Micromanipulators) [1] + Internal High Manual Dexterity 10 (Cosmic, Exceeds normal limits, +50%; Weird, -10%) [14] + Internal Sensitive Touch (Microscopic 1, +25%; Weird, -10%) [3].

### Polypoid

90/140/237 points

You lack discrete arms and legs – your *entire body* is covered with fingerlike tendrils functionally equivalent to multiple such limbs! You creep on one surface of your body and can't manipulate objects on that side. Adjacent to your supporting surface, you're always considered to have two arms

available for any task. Your upper surfaces always have the equivalent of one *extra* arm available. As your tendrils are short, you are at -2 to grapple and get no bonuses for extra arms. You can carry a small object (up to 2xBL) under your body, or pick one up as you crawl over it, but this halves your Move until you put it down.

Your tendrils can detect air currents from moving objects or beings. Make a Sense roll with bonuses for target size and speed, and for Talent – but also with penalties for target range and for wind speed. Success reveals target size, location, speed, and direction of movement, and lets you make attack rolls with the same modifiers that applied to your Sense roll, though these can never give you a bonus. If you take an Aim maneuver, however, you can lock onto the target for +3 to hit.

At the second level, you have +4 to any Touch roll and to DX for fine manipulation. At this level or above, any part of your body can cling to a vertical surface, letting you move at half your Basic Move. Talent aids ST, DX, and skill rolls involved in clinging or breaking a fall.

The third level also gives the equivalent of Fractal Manipulation (above). As well, your tendrils can sense vibrations at audible wavelengths, allowing you to hear with them; Talent adds to Hearing rolls. You gain an extra +4 to DX-based rolls against Lockpicking, Surgery, and other skills where the ability to reach *inside* what you're working on is beneficial.

*Statistics:* Extra Arms 1 (Extra-Flexible, +50%; Short, -50%; Weird, -10%) [9] + Extra-Flexible Short Arms (2) [0] + Injury Tolerance (Diffuse; Body of Swarm, No Infiltration, +0%; Partial, Arms, -20%; Weird, -10%) [70] + No Legs (Bounces, Rolls, or Slithers) [0] + Vibration Sense (Air; Targeting, +20%; Weird, -10%) [11].

The second level adds Clinging (Attraction, +25%; Weird, -10%) [23] + High Manual Dexterity 4 (Weird, -10%) [18] + Sensitive Touch (Weird, -10%) [9].

The third level retains Clinging; adds Accessory (Micromanipulators) [1] + Injury Tolerance (No Ears) [1]; and improves lower-level traits to High Manual Dexterity 10 (Cosmic, Exceeds normal limits, +50%; Weird, -10%) [70] + Injury Tolerance (Diffuse; Body of Swarm, Infiltration, +40%; Partial, Arms, -20%; Weird, -10%) [110] + Sensitive Touch (Microscopic 1, +25%; Weird, -10%) [12].

## Fascination

63 points

You have the ability attributed to some predators of hypnotizing or paralyzing prey with movements of your body. Select a focal point and make appropriate movements toward it for one minute. Immediately afterward, roll a Quick Contest: your DX, adjusted for Talent and standard range modifiers, against the Will of each target within two yards of your focal point who's able to see you. Resistant or Immunity adds to a viewer's Will only if enhanced with Cosmic, Defense or countermeasure, +50%. Those who lose are dazed (p. B428) for minutes equal to their margin of loss.

*Statistics:* Affliction 1 (Will; Area Effect, 2 yards, +50%; Based on DX, Own Roll, +20%; Based on Will, +20%; Cosmic, Irresistible attack, +300%; Daze, +50%; Immediate Preparation Required, 1 minute, -30%; Malediction 2, +150%; Vision-Based, -20%; Weird, -10%) [63].

## Metabolic Adaptation

136 points

Your physiology can adapt to *any* environment compatible with the existence of chemically bonded matter. You acquire a new native atmospheric composition (e.g., changing from lungs to gills underwater), pressure, and gravity, and a new temperature comfort zone and illumination level (see *Native Environments*, p. 22). Adaptation costs 1 FP and takes 10 seconds, during which time you cannot act and suffer whatever damage the hostile environment implies. You need not be conscious to adapt or remain adapted. You can hold off adaptation by making a Will roll, aided by Talent, once per minute; roll at -2 if you've taken injury or -5 if the injury exceeds your HP.

Talent adds to HT rolls for stress while changing environments: every second for intense heat (p. B434); after every full minute under cryogenic conditions or if immersed in near-freezing liquids (p. B430); immediately and after every full minute above 10x your current native pressure (p. B435); after every full minute to avoid harmful effects from an atmosphere containing lethal gases or small concentrations of corrosive ones (p. B429); immediately if subject to explosive decompression, and to avoid associated eye or ear injury (p. B437); immediately on a sudden acceleration of 2.5 or more times your current native gravity (p. B434); and immediately to avoid nausea upon entry into zero gravity (p. B434), and to resist vomiting if the first roll fails (p. B428). You are *not* protected against collisions, falls, fire, poison, and other sudden hazards or attacks.

If you change to a different native atmospheric composition, you *cannot* adapt while holding your breath. You must exhale or inhale, depending on relative pressure. After HTx5 seconds while sitting quietly, HTx2 seconds of mild exertion, or HT/2 seconds during heavy exertion (including combat), you lose 1 FP/second until you adapt. Talent adds to HT for this purpose also.

You recover from radiation exposure at the normal rate of 10 rads/day (pp. B435-436) but can heal 100% of your received dosage. Talent aids HT rolls to withstand the effects of radiation.

*Statistics:* Injury Tolerance (Environmental Adaptation; Cosmic, Any universe, +50%; Costs Fatigue, 1 FP/use, -5%; Weird, -10%) [135] + Radiation Recovery [1].

## Organic Perfection

39 points

You are an evolutionary ultimate, with perfect bodily symmetry and no biological weaknesses. Anyone who sees you reacts at +5 – except those with reason to hate you (more than -4 in reaction penalties), who react at -2 instead. Your reaction modifier applies to Intimidation rolls, and if you win the Quick Contest of Intimidation vs. Will by 5+, your victim must make a Fright Check. Talent adds to rolls to resist or recover from injuries that might scar you or impair your appearance.

You have a basic +2 to all HT rolls, and your Talent further adds to these rolls. You lose FP to exertion, hostile environments, or missed food, water, or rest at half the usual rate, and regain lost FP at twice the normal rate. Aging touches you lightly: you suffer its effects only if you critically fail an

aging roll. Leech (Steal Youth) likewise affects you only on a critically failed aging roll.

*Statistics:* Appearance (Transcendent; Impressive; Universal, +25%; Weird, -10%) [23] + Longevity (Weird, -10%) [2] + Very Fit (Weird, -10%) [14].

*In space no one can hear you scream.*

– Tagline for *Alien*

## Prehensile Tongue

7 points

Your tongue can extend to seemingly impossible lengths, acting as an extra arm with Reach C. It's flexible enough to reach almost anywhere, letting you ignore up to -3 in penalties for working with it in tight places and giving you +3 to Erotic Art rolls. You can coil it around objects to do nearly anything a hand can do – including grappling, and wielding thrusting weapons – using your full ST. Talent adds to any task that benefits from a firm grip, notably climbing, certain forms of acrobatics, grappling, melee weapon use, and surgery. You can't speak while using your tongue to manipulate (you can still make inarticulate sounds), and humans who see it react at -2.

*Statistics:* Extra Arm (Extra-Flexible, +50%; Nuisance Effect, -2 to reactions, -10%; Short, -50%; Temporary Disadvantage, Cannot Speak, -15%; Weird, -10%) [7].

## Reconfigurable Organs

5/15 points + 4.4 points/additional level\*

You can rearrange your internal organs – either by conscious decision or reflexively – as a defense. They remain in a new configuration until you actively change it; you might not even remember your original form! You can try a Power Dodge to get your internal organs out of harm's way; success means that impaling, piercing, or tight-beam burning attacks don't benefit from improved wounding modifiers – your vitals can't be targeted. Each use costs 1 FP – and if repeated uses reduce you to 0 FP or less, Talent grants a bonus to Will to change again (p. B426).

At higher levels, you can voluntarily reconfigure your organs in ways that grant new functions. Added abilities can be worth 1 point per level of this trait past the first; e.g., Reconfigurable Organs 2 would let you add suitable exotic perks (*GURPS Power-Ups 2: Perks*, pp. 9-12). Changes take 10 seconds per point. Transformations must be internal and physiological, altering body structure or function. For example, you can acquire Damage Resistance (Tough Skin) affecting your whole body, but other forms of DR must have Partial, Skull or Partial, Vitals, or be Internal (protecting only against attacks from inside a body cavity).

*Statistics:* Injury Tolerance (No Vitals; Active Defense, -40%; Costs Fatigue, 1 FP, -5%; Once On, Stays On, +50%; Weird, -10%) [5]. The second and higher levels grant Epigenetics 1 (Physical Only, +50%; Trait-Limited, Internal body parts, -30%; Weird, -10%) [5.5 + 4.4 per point of abilities\*].

\* Choose number of points in slot, find cost, and *then* round up: 10, 15, 19, and so on.

## Sensory Surface

53 points

Your sensory organs aren't concentrated in your head but distributed over your entire body surface, which means they cannot be targeted in combat. You're never surprised by danger that comes from behind; you have no *awareness* penalty to defend against attacks from the side or rear, but still parry at -2 and cannot block at all (p. B391). You have +5 to detect Shadowing attempts. Talent adds to rolls to detect interesting objects or events in directions where your attention isn't focused.

*Statistics:* 360° Vision (Panoptic 2, +60%; Weird, -10%) [38] + Detect Chemical Substances (Melee Attack, Reach C, -30%; Reflexive, +40%; Touch-Based, Reversed, -20%; Weird, -10%) [8] + Injury Tolerance (No Ears) [1] + Injury Tolerance (No Eyes; Weird, -10%) [5] + Injury Tolerance (No Nose) [1].

*How do you define “real”?*  
– Morpheus, in *The Matrix*

# NOUMENA

You have the power to know the true reality behind the veil of the senses: the noumenal world, as contrasted to the phenomenal one (the world your senses reveal to you). If you're born again into a new body, you bring these abilities with you!

*Power Talent:* 5 points/level.

*Power Modifier:* Cosmic, +50%. At the GM's discretion, these abilities may be subdivided into two groups, with the additional modifier Moral, -20% (for a combined value of +30%): the moral principle of Truth (knowing ultimate reality) and that of the Lie (manipulating appearances).

## Arcane Connection

23/45/68/90/113/135 points

You're able not merely to recognize others with noumenal powers, but also to find them when you need to. You have an inner sense of the noumenal world that guides you through the phenomenal one, despite all outward appearances. You don't *control* others – this isn't a “wishing” ability – but each level grants contact with one appropriate being or place per game session. Talent adds to your first dice roll based on such an encounter.

*Statistics:* Serendipity (Cosmic, +50%) [22.5/level\*].

\* Levels cost alternately 23 and 22 points.

## Demiurgy

125 points

Your awareness of noumena gives you power over phenomena: To you, the material world is a virtual reality that you can reshape as if it were a lucid dream. The events or changes you

## Supercharging

83/163/243 points

You can function at double, triple, or quadruple normal human speed, taking two, three, or four maneuvers per turn. Each minute at high speed costs 1 FP. This accelerates your metabolism and raises your body temperature to 138°F, 175°F, or 207°F. A touch from you is painfully hot, but without incendiary effects. Grappling or *being grappled* inflicts 1d-2 burning damage after each full second the hold is maintained – but again, without incendiary effects.

Talent gives no bonuses, but if you perform a task lasting one or more minutes, you can work even faster and use Talent to offset penalties for haste (p. B346). For example, Supercharging 3 would let you do an hour's work in 15 minutes – and with Talent 4, you could cut *that* time down by 40%, to 9 minutes, at no penalty.

*Statistics:* Altered Time Rate 1 (Costs Fatigue, 1 FP/minute, -5%; Nuisance Effect: Touch is painfully hot, -5%; Weird, -10%) [80] + Burning Attack 1d-2 (Accessibility, Only when using Altered Time Rate, -10%; Aura, +80%; Melee Attack, Reach C, -30%; No Incendiary Effect, -10%; Requires Grapple, -10%; Weird, -10%) [3]. Further levels improve Altered Time Rate to 2 [160] and 3 [240].

bring about are observable by everyone in a radius around you, leave behind actual physical evidence, and can be photographed or electronically recorded.

Roll vs. IQ-4 or Dreaming-4, with a bonus equal to Talent. If you're alone, this is a simple success roll. If there are observers, it's resisted by their average Will. Also assess the radius of direct observation by sentient beings and apply the corresponding long-distance modifier (p. B241) to your roll. Most phenomena you create will be small or inconspicuous enough not to be observed from beyond 200 yards – but if you stop the sun's apparent movement, people much farther away *will* notice!

Your changes can inflict or *heal* actual injury. This isn't an area effect – many people may witness the harm or healing, but normally, only one person is affected. Hit Points lost or restored equal your margin of victory in a Quick Contest of your IQ vs. your subject's Will. You may choose to affect multiple targets at once, but then you must beat their average Will and divide HP equal to your margin of victory among them, up to a number of observers equal to your margin of victory. If healing injuries, a cumulative -3 applies to further attempts on anyone you've successfully helped that day, as for Healing (p. B59). The physical evidence you leave in this case will often be injuries or healed wounds.

An appropriate phenomenon can be used for a Power Block that stops damage equal to your margin of victory against your attacker's Will.

*Statistics:* Illusion (Broadcast\*, +50%; Cosmic, Can heal as well as harm, +50%; Cosmic, Lingering effect, +100%; Mental, +100%; Stigmata, +100%) [125].

\* Taken from Telecommunication (p. B91).



## Gnosis

30 points

When the evidence leaves you in doubt, you can seek direct knowledge of the underlying truth with an IQ or Philosophy roll, aided by Talent. The GM will apply a bonus equal to the number of good choices and a penalty equal to the number of bad ones. Success means you know the *best* option among those confronting you; failure leaves you uncertain, but the GM will never suggest a *bad* choice. If you have too little information to define the alternatives, you can still roll, but at -5 to IQ or skill.

The GM *must* bear in mind the usual cautions against using Intuition to short-circuit a storyline or a mystery (p. B63)!

*Statistics:* Intuition (Inspired (Cosmic), +100%) [30].

## Impassivity

14/21/42 points

You can be injured like anyone else, but if you make a Will roll, you're better able to withstand the pain that results. An Autohypnosis roll at -2 can give +2 to Will here; see p. B179. A successful Will roll grants the following benefits:

- You suffer no shock penalties when injured.
- You can withstand lesser physical discomfort with ease, ignoring penalties for such distractions on long tasks (at least an hour): up to -2 at the first level or -5 at the second, and *all* penalties at the third.
- Penalties to DX, IQ, skill, and self-control rolls for pain (p. B428) are halved at the first level, and halved again and rounded down at the second. At the third level, you have *no* penalties.
- Agony doesn't prevent you from functioning. You're at -3 to DX, IQ, skill, and self-control at the first level, and at -2 at the second. At the third level, you have *no* penalties.
- At the first level, you have +3 to HT rolls to avoid knockdown and stunning, and to recover from being physically stunned, and to Will rolls to resist physical torture and to ignore pain in other situations. At the second level, you have +8. A Power Block based on Will can double these bonuses. At the third level, ignore all this – you're *immune* to these problems!

To keep Impassivity working, you must maintain moderation in diet, possessions, and enjoyments, and engage in meditative practices at least daily. If you neglect these things, your ability will stop functioning the next time you rely on it under stress, and you'll need 1d days of complete retreat to restore it. Others regard you as eccentric, and react at -1.

*Statistics:* Resistant to Pain (+3) (Cosmic, +50%; Pact, Disciplines of Faith (Contemplation), -5%; Requires Will Roll, -5%) [14]. Further levels improve this to Resistant to Pain (+8) [21] and Immunity to Pain [42].

## Nonlocality

200/220 points

You're able to disregard the illusion of space. By taking a Concentrate maneuver, you can translocate yourself from any known point to any other. This feat isn't affected by distance, preparation time, or whether you can see your destination, and you're exempt from Body Sense rolls. While you're effectively teleporting blind, your ability is based not on spatial coordinates but on actual knowledge of your destination. This normally requires an IQ-5 roll, but roll vs. IQ if you have Eidetic Memory or IQ+5 with Photographic Memory – aided by Talent in all cases.

You don't have to carry people or objects to bring them along – you need only touch them. Your Basic Lift is calculated as (Will×Will)/5 lbs., rounded to the nearest whole number. You can carry up to Extra-Heavy encumbrance.

At the first level, this ability requires some specific, fairly common condition to use: stepping into a mirror or dense shadow, turning a corner onto an unwatched path, or passing through a door into an enclosed space such as a closet. At the second level, you can use it anywhere.

*Statistics:* Warp (Accessibility, Requires knowledge of destination, -10%; Blind Only, -50%; Cosmic, Based on memory of destination rather than spatial coordinates, +50%; Cosmic, Exempt from Body Sense rolls, +50%; Extra Carrying Capacity, Extra-Heavy, +50%; Mental Carrying Capacity, +20%; No Strain, +25%; Requires Concentrate, -15%; Special Portal, -20%) [200]. The second level removes Special Portal [220].



## Self-Mastery

15/23/45 points

You enjoy enhanced or even complete autonomy – in the language of mysticism, you've attained true will. At the first level, you have +3 to Will to resist Influence skills, Hypnotism, mind control through magic or powers, and mental possession; at the second level, you have +8. You can try a Power Block to double your bonus. At the third level, you're totally immune! Empathy (unless Cosmic) doesn't negate these defenses.

Self-Mastery doesn't change the self-control rolls for your mental disadvantages – but if you would be rolling at a penalty due to difficult circumstances, your bonus can offset this. A Power Block *cannot* help here. At the third level, you never suffer penalties to self-control.

*Statistics:* Resistant to External Control (+3) (Cosmic, Resists penalties to self-control, +50%) [15]. Further levels improve this to Resistant to External Control (+8) [23] and Immunity to External Control\* [45].

\* Includes Indomitable.

## Truesight

5/8/15 points

Your Will roll to resist mental illusions is at +3 at the first level or +8 at the second. A Power Block based on Will can

double these bonuses. At the third level, you need not roll – you automatically resist.

Under conditions where you might misperceive spontaneously because of the inherent limits of the senses, Truesight will protect you against doing so. It doesn't prevent your simply failing to notice something due to distance, size, poor light, low sound level, etc. It *does* give a bonus (+3 or +8) to rolls to identify what you've perceived, such as an IQ roll to analyze something you've detected or a Vision roll to look closely at something you've seen. At the third level, you fail only on a 17 and critically fail only on an 18, no matter how great the penalties. A Power Block grants no benefits in this case.

*Statistics:* Resistant to Mental Illusion (+3) (Cosmic, Protects against misperception, +50%) [5]. Further levels improve this to Resistant to Mental Illusion (+8) [8] and Immunity to Mental Illusion [15].

# PARA-ENERGY

A variety of powers based on energies unknown to current science may be available in weird campaigns. Para-Energy abilities are plausible choices for weirdtech devices with gadget modifiers.

*Power Talent:* "Energy unknown to science" could have all kinds of strange effects. At the GM's discretion, these may all be included in a single power with a Talent that costs 10 points/level, or divided among specialized powers, each with a Talent that costs 5 points/level.

*Power Modifier:* Weird, -10%.

## Atomic Death Ray

17 points/level

You can emit a beam of exotic particles that hasten decay of the unstable nuclei naturally present in living tissue. To hit, roll vs. Innate Attack (Beam or Gaze), with a bonus for Talent. The ray has 1/2D 100, Max 100, Acc 3, RoF 1, and Rcl 1. Each attack costs 1 FP. Whatever you hit experiences 1d rads/level from internally released radiation. Neither technological shielding nor Radiation Tolerance protects against this effect.

With the GM's permission, you may define this as releasing weird radiation (p. 37) rather than the normal kind (pp. B435-436).

*Statistics:* Toxic Attack (Cosmic, Irresistible attack, +300%; Costs Fatigue, 1 FP, -5%; Increased 1/2D, ×10, +15%; Radiation, +25%; Weird, -10%) [17/level].

## Force Burst

9 points/level

By spending 1 FP, you can send out a small energy sphere with Max 100, Acc 3, RoF 1, and Rcl 1. Each second, it travels up to 20 yards toward its target, and you must take a Concentrate maneuver to guide it. To hit the target at the end, roll against Innate Attack (Projectile) *without range modifiers*, aided by Talent. This attack is visible; others can attempt to dodge it or use power defenses against it.

A hit inflicts 1d/level of crushing damage at the point of contact. Your target's DR is doubled and unarmored targets are treated as having DR 1 – but DR gives no protection against *knockback*, which is doubled. The force spreads out in a sphere; divide rolled damage by (3 × distance in yards).

You can Power Parry incoming physical or kinetic force attacks, if your sphere is within 20 yards of the attack and you're prepared to sacrifice your own attack to do so.

*Statistics:* Crushing Attack (Armor Divisor (0.5), -30%; Costs Fatigue, 1 FP, -5%; Double Knockback, +20%; Explosion 1, +50%; Guided, +50%; Increased 1/2D, ×2, +5%; Weird, -10%) [9/level].

*We only know in theory what we are doing.*

– Kate Bush, "Experiment IV"

## Force Shield

17 points + 9 points/additional level

You can generate a surface of energy a short distance in front of you. Sustaining this costs 1 FP/minute. A successful Block roll (3 + DX/2, +1 for Combat Reflexes) lets you interpose the shield between yourself and a frontal attack, subtracting 4 points of damage per Force Shield level. The force field is reactionless, so any attack it stops causes no knockback.

You can combine your block with a Power Block, rolling vs. 3 + (HT + Talent)/2 to double the shield's DR. On a failed Power Block, Force Shield shuts down, giving *no* protection.

*Statistics:* Damage Resistance 4 (Active Defense, -40%; Costs Fatigue, 1 FP, -5%; Directional, Front, -20%; Force Field, +20%; Weird, -10%) [9] + Immunity to Knockback (Accessibility, Only vs. attacks stopped by Damage Resistance, -10%; Weird, -10%) [8]. Additional levels improve DR by 4 and cost 9 points apiece.

*"That is not how radiation works."*

*"Well, no, but what about **imaginary** radiation?"*

*– Brian Clevinger and Scott Wegener,  
Atomic Robo and the Fightin' Scientists of Tesladyne*

## Force Talons

**28 points + ST-based cost**

When you thrust out your hand, you can generate a tight beam of energy that acts like talons with Reach 1. You attack with Brawling or DX, aided by Talent. A hit deals your normal punching damage, but made either cutting or impaling, with armor divisor (5). You can use your talons for a standard parry (not a Power Parry); they can't be damaged while doing so. This ability costs 1 FP/minute.

*Statistics:* Armor Divisor (5) (Weird, -10%), +135% on thrusting damage [Varies\*] + Stretching 1 (Force Extension, +50%; Limited, Talons Only, -20%; Link, Talons, +10%; Weird, -10%) [8] + Talons (Armor Divisor (5), +150%; Costs Fatigue, 1 FP, -5%; Link, Stretching, +10%; Weird, -10%) [20].

\* See *Modifying ST-Based Damage* (*GURPS Powers*, p. 146) for this calculation.

## N-Ray Vision

**40 points**

Your vision depends not on light but on radiation unknown to science. Only rare substances imported from your native realm or synthesized with great difficulty in a laboratory can block it – you can see right through up to one foot of any *earthly* matter. Materials you look through are visible as ghostly outlines that don't hinder your sight, while objects on the other side appear in black and white. Talent adds to Vision rolls, and to IQ or skill rolls to figure out the relative positions of objects and barriers. A successful IQ roll gives +2 to Diagnosis, Lockpicking, Mechanic, and Search.

*Statistics:* Dark Vision (Weird, -10%) [23] + Penetrating Vision 2 (Blockable, Exotic matter, -5%; Weird, -10%) [17].

## Nuclear Suppression

**90/105/120/135/150 points**

You can project a beam of exotic energy that stabilizes radioactive nuclei and stops most nuclear reactions – you can prevent nuclear bombs from exploding, shut down nuclear reactors and radiothermal generators, and prevent radiation poisoning. Treat this as a ranged attack with 1/2D 100, Max 100, Acc 3, RoF 1, and Rcl 1, affecting a two-yard radius around the point of impact. Each added level increases radius by two yards. Use Innate Attack (Beam or Gaze) to hit; Talent adds to the roll.

The area of effect has to cover the *entire* target to suppress the reaction! If it does, you must win a Quick Contest: your IQ vs. the HT of the device you're trying to affect (assume HT 10 for spontaneous natural processes). Once you've shut down

a reaction, it stays that way for as long as you concentrate on it and for 10 seconds after you stop. Shutdown costs 1 FP initially and 1 FP/minute to maintain.

*Statistics:* Control 2 (Nuclear Processes; Accessibility, Only to slow nuclear reactions, -30%; Costs Fatigue, 1 FP/minute, -5%; Increased 1/2D, ×10, +15%; Ranged, +40%; Requires IQ vs. HT Roll, -10%; Weird, -10%) [30] + Control 8 (Nuclear Processes; Accessibility, Only to slow nuclear reactions, -30%; Costs Fatigue, 1 FP/minute, -5%; Does not increase area of effect, -50%; Increased 1/2D, ×10, +15%; Ranged, +40%; Requires IQ vs. HT Roll, -10%; Weird, -10%) [60]. Levels 2-5 remove "Does not increase area of effect" from two levels of Control at a time [15/level].

## Para-Energy Sense

**4 points**

You have organs that sense waves of para-energy – including para-energy attacks – whether from technological devices, living organisms, or natural events. Base range is 10 miles; each doubling of range gives -1 to the Sense roll (see *GURPS Powers: Enhanced Senses*, p. 6). Your perception is omnidirectional, but you can tell the direction a signal is coming from. If your IQ is 6 or better, you can interpret pulsed signals as a code or as rather slow speech; you cannot understand voice or video transmissions, though you can still sense them.

*Statistics:* Para-Radio (Receive Only, -50%; Vague, -50%; Weird, -10%) [4].

## Para-Energy Signals

**8 points**

You have organs that emit omnidirectional waves of para-energy. Your signals indicate your location, like a firefly's flashes; if your IQ is 6 or better, they can act as a code or as rather slow speech. You enjoy all the benefits of Para-Energy Sense (above).

*Statistics:* Para-Radio (Vague, -50%; Weird, -10%) [8].

## Para-Radar Imaging

**36 points**

You have organs that emit beams of para-energy, which you can use to scan the environment in a 120° arc. This requires a Sense roll, aided by Talent. Base range is 200 yards; each doubling gives -2 to the roll (see *GURPS Powers: Enhanced Senses*, p. 6). Resolution is comparable to the human sense of touch; success at the Sense roll lets you distinguish fine relief and identify specific objects or faces.



Your ability works through air, water, and more exotic gases and liquids. You get +3 to locate concealed weapons and suchlike, and may ignore penalties for spotting objects hidden behind light brush. You have +2 to Observation rolls to spot things in an outdoor environment. Anything you detect, you can target with an attack.

*Statistics:* Para-Radar (Weird, -10%) [36].

## Para-Radiation

Beams of intense para-energy can inflict damage in almost any form the GM cares to imagine. Below are some illustrative examples; all of these attacks have RoF 1 and Rcl 1. Roll vs. Innate Attack (Beam or Gaze), aided by Talent, to hit. Divide the Protection Factor (PF) of anti-radiation gear or Radiation Tolerance by 10 against para-radiation, but never reduce it below 1.

### Blasting Radiation

**15 points/level**

This attack has 1/2D 100, Max 100, and Acc 4. It inflicts 1d(10) tight-beam burning damage per level. You can target the eyes or the vitals (wounding modifier for the vitals is  $\times 2$ ), but there's no incendiary effect. You can Power Parry blasts of normal radiation or para-radiation.

*Statistics:* Burning Attack (Accurate 1, +5%; Armor Divisor (10), +200%; Increased 1/2D,  $\times 10$ , +15%; No Incendiary Effect, -10%; Weird, -10%) [15/level].

### Lethal Radiation

**13 points/level**

This attack has 1/2D 50, Max 100, and Acc 3. It inflicts 1d(10) rads per level on living targets (see pp. B435-436 for effects). You can Power Parry blasts of normal radiation or para-radiation.

*Statistics:* Toxic Attack (Armor Divisor (10), +200%; Increased 1/2D,  $\times 5$ , +10%; Radiation, +25%; Weird, -10%) [13/level].

### Mutagenic Radiation

**21 points/level**

This attack has 1/2D 10, Max 100, and Acc 3. It inflicts 2d corrosion damage *and* 1d(10) rads of weird radiation per level. The corrosion effect isn't localized injury but dispersed cellular mutation. Every 5 points of corrosion damage rolled subtracts 1 from your target's Damage Resistance. Rather than killing people, your radiation causes exotic changes (see *Weird Radiation*, below). You can Power Parry blasts of normal radiation or para-radiation.

*Statistics:* Corrosion Attack 2d (Accessibility, Only vs. organic tissue, -10%; Link, Toxic Attack, +10%; No Wounding, -50%; Weird, -10%) [8/level] + Toxic Attack (Armor Divisor (10), +200%; Link, Corrosion Attack, +10%; Radiation, +25%; Weird, -10%) [13/level].

## Spy-Ray

**58 points**

You can emit a narrow beam of nearly undetectable energy that can pass through air or water, or up to one foot of solid material. Base range is 2,000 yards. You must make a Sense roll to find a target; once you do, you can both see and hear events taking place there, with another Sense roll to pick up details accurately.

*Statistics:* Para-Radar (Increased Range,  $\times 10$ , +30%; Penetrating, +50%; Restricted Arc, 60°, -75%; Stethoscopic, +50%; Weird, -10%) [58].

## WEIRD RADIATION

Realistically, radiation inflicts burns, illness, and sometimes death; survivors risk blindness, sterility, or cancer. For the grim details, see pp. B435-436. But in cinematic, pulp, and comic-book treatments, radiation has *other* effects!

On exposure to weird radiation, roll vs. HT at the penalty for rads given by the *Radiation Effects Table* (p. B436). Critical success lets you escape unscathed; otherwise, there are bizarre consequences. Use *Duration of Crippling Injuries* (pp. B422-423) to determine how long these last: success indicates *temporary* effects; failure, *lasting* ones; and critical failure, *permanent* ones. Treatment by a physician has no effect unless the caregiver succeeds at a Weird Science roll. Weird radiation dosage accumulates, and partially diminishes over time, in the same way as realistic radiation.

Roll 3d for the effects of weird radiation:

- 3-4** – Evolutionary advance or regression. You acquire a new racial template for a suitable species, as described for Controlled Evolution (pp. 10-11). It's up to the GM whether you progress or regress!
- 5** – Gain one novel ability of an appropriate power *and* a disadvantage of equal point value.
- 6** – Gain one exotic perk (*GURPS Power-Ups 2: Perks*, pp. 9-12). This must suit a living organism.
- 7** – Gross size change: +1 or -1 to SM.
- 8** – Skin turns bright green.\*
- 9** – Altered metabolic rate: Shift one step up or down the scale of builds running from Skinny to Very Fat (p. B18).
- 10** – Abnormal hirsuteness: Either dense hair (treat as Fur, p. B101) or loss of all hair except eyelashes.\*
- 11** – Acquire Unusual Biochemistry (p. B160).
- 12** – Polydactyly: One or more extra digits per hand and foot.\*
- 13** – Prolonged loss of consciousness: Effects as for Coma (p. B429), but duration determined by HT roll for weird radiation.
- 14** – Chronic Pain (p. B426): Any combination of features that comes out to -5 points.
- 15** – Acquire Talent for a power, but no abilities.
- 16-17** – Partial advance or regression; see **3-4** and acquire *one* trait.
- 18** – Roll *twice* on this table, disregarding rolls of 18.

\* May count as Distinctive Features (p. B165) or Unnatural Features (p. B22), at the GM's option. For nonhumans, substitute comparable changes; e.g., a creature that's already green may turn a different color, while one without fingers or toes might experience duplication of some other minor body part.

# PARASITISM

Your powers let you attach yourself to or inhabit a human host and alter his behavior for your own benefit. He maintains a semblance of humanity, but a flawed one.

*Power Talent:* 5 points/level.

*Power Modifier:* Weird, -10%.

## Captivation

30 points/level

Your saliva contains a chemical agent that induces ecstasy in those who taste it. You must introduce it into a target's mouth, either with a DX or Brawling roll at -7, or by persuading him to let you kiss him; Talent adds to any roll you make. If you succeed, he rolls vs. HT (at -1 per level after the first) to avoid experiencing ecstasy (p. B428) for a number of minutes equal to his margin of failure. In the aftermath, you have +3 to any Influence roll that includes an offer to kiss him again, and he's at -3 to any relevant self-control rolls.

Your secretory organs hold enough of the agent for half a dozen attempts. After that, you must wait 15 minutes while they secrete more.

*Statistics:* Affliction 1 (HT; Ecstasy, +100%; Limited Use, 6 uses, Slow Reload, 15 minutes, -5%; Melee Attack, Reach C, Cannot Parry, -35%; Taste-Based, +150%; Weird, -10%) [30/level].

## Infestation

Several mutually exclusive versions of this ability are available, based on different ways of maintaining contact with your host. In all cases, after initiating contact, you can attempt to possess him. Roll a Quick Contest: your IQ, adjusted for Talent, vs. the *higher* of his HT or Will. If you *win*, you can prevent him from removing you; otherwise, he may try to do so by force or medical treatment.

After successful possession, you can attempt to reshape your host's behavior. Roll a Quick Contest of Brainwashing or IQ vs. his HT or Will. You have a bonus equal to Talent, but are at -1 per full -5 points of disadvantages added or removed. Changes last for a number of days equal to your margin of victory.

## Incubus

20 points

You're physically smaller than your host and able to hold onto him and ride around. You may either steal part of his food or drink his blood; in the latter case, you don't take enough to cause severe harm. You perceive your surroundings through your own senses.

You control your host by whispering in his ear. You can make suggestions that can be expressed in simple sentences (such as "Kill the king!") by winning a Quick Contest of IQ vs. his HT or Will. You can also access his memories by asking questions; this calls for a straight IQ roll. Talent aids you in either case.

*Statistics:* Possession (External, +10%; Full Memory Access, +10%; Hearing-Based, -20%; Limited Parasite, Includes Suggestion, -75%; Weird, -10%) [20] + -2 SM [0].

*Some **thing** had burrowed through the soul of the man that had once been, like a wasp larva inside a grub, leaving a gateway into a nothingness that **hated**, negation as an active principle.*

– S.M. Stirling, *The Desert and the Blade*

## Miasma

166 points

You're a collective intelligence in the form of a cloud or pool of microorganisms. You must *infect* your host to gain control over him. To do so, you have to make physical contact with your target's flesh. You then have a one-hour incubation period while you multiply within him and test his immunological defenses, after which you may attempt to possess him.

You exist within your host in a diffuse form that takes minimal damage from attacks (*Injury to Unliving, Homogenous, and Diffuse Targets*, p. B380). If forced out, you can sporulate, shutting down your metabolic processes. Your spore form deteriorates slowly, losing 1 HP per year; if you reach -1xHP or lower, roll to see if you survived when you encounter your next potential host. You can resist sporulation and remain active with a Will roll, but you lose 4 FP and 1 HP per day. Talent aids all rolls connected with sporulation.

*Statistics:* Injury Tolerance (Diffuse; Infiltration, +40%; Weird, -10%) [130] + Metabolism Control 10 (Hibernation, -60%; Weird, -10%) [15] + Permeation (Flesh; Immediate Preparation Required, 1 hour, -75%; Weird, -10%) [1] + Possession (Limited Parasite, Includes Suggestion, -75%; Weird, -10%) [20].

## Worm

20 points

You're a single, tiny creature, small enough to crawl into one of your host's orifices and take up residence inside his body. You may either drink his blood or take food from his digestive tract. You control him by secreting hormones and other substances into his blood.

While you're inside a host, striking at you takes the same penalties as attacking the vitals, *if your location is known*. A randomly placed attack will always miss you! Any blow that *does* hit the vitals is an area attack as far as you're concerned. You gain the protection of any natural defenses your host has, and may also treat his HP as extra DR.

*Statistics:* Possession (Limited Parasite, -80%; No Memory Access, -10%; Weird, -10%) [20] + -13 SM [0].

## Skinwalking

50 points

By taking the *entire* skin of another creature of roughly your own weight, and processing it biochemically, you make it into a disguise you can wear. This grants you the appearance of the original owner – including up to 20 points in traits that affect only how you look. You can assume any guise for which you’ve prepared a skin.

You can have multiple skins, but you must wear each for one hour a week to maintain it. A missed week lowers its HT by one from a starting value of 10 and requires a HT roll, with failure causing it to deteriorate (reduce Appearance by one step) and critical failure making it Fragile (Brittle) – dry, cracked, and easily torn. Restoring a skin requires wearing it for 24 hours per point of HT regained; if it has become Brittle, though, it remains that way and cannot be restored.

While being worn, a skin functions as part of your body. When it isn’t worn, it has the same DR as the original creature (but not more than DR 2), 50% of your HP (round *up*), and SM two less than yours. It can be stolen by stealth or trickery, and can’t be repaired if destroyed.

Changing skins takes one minute. You can’t engage in combat while doing so. Talent adds to any roll you make to pretend to be the original creature.

**Statistics:** Morph (20 extra points; Cosmetic, -50%; Immediate Preparation Required, 1 minute, -30%; Needs Sample, Skin of target, -50%; No Memorization Required, +50%; Once On, Stays On, +50%; Skinbound, Breakable, DR 2 or less, SM -2, Must be taken by stealth or trickery, will not work for thief, -25%; Temporary Disadvantage, Maintenance, 1 person, weekly, -5%; Weird, -10%) [50].

# VOID

In the real world and in scientific thought, “nothing” is an absence. But in our imaginations, it may be an active presence that devours existing beings and objects. The powers of the Void involve nullification, destruction, and imperceptibility. They’re as much metaphysical as scientific.

**Power Talent:** This power is restricted not by its targets but by its function: It *only* helps you negate existing things. However, its Talent also affects others’ reactions: +1 per level to reaction rolls that benefit from fear, and -1 per level to others’ Will to resist your Intimidation attempts and make Fright Checks based on your actions. 10 points/level.

**Power Modifier:** Typically Cosmic, +50% – the same nothingness surrounds and has the power to affect *every* cosmos.

*The peering eye could see  
nothing whatever of shape or  
of texture; the mind behind the eye  
reeled away before infinite vistas  
of nothingness.*

– E.E. Smith, *Gray Lensman*

## Annihilation

50 points/level

Your gaze inflicts damage upon those you focus on. (Legendary beings such as Balor or Shiva may deliver this attack through a third eye.) It works only on targets close at hand. To hit, roll vs. Innate Attack (Gaze) at -1 per yard of distance. Talent gives its usual bonus.

A hit does 1d(5) corrosion damage per level and reduces the target’s DR by 1 per point of basic damage rolled. There are no visible wounds – an inanimate object erodes and disintegrates as its HP are diminished, while a living being loses vitality until it dies.

Annihilation can be used for a Power Parry against any attack, regardless of source.

**Statistics:** Corrosion Attack (Armor Divisor (5), +150%; Cosmic, Can Power Parry any attack, +50%; Cosmic, Intensified corrosion, +200%; Low Signature, +10%; Short-Range, -1/yard, -10%) [50/level].

## Anti-Energy

100 points/level

Your body emits a field that cancels out electromagnetic radiation in an area one yard in radius per level. This silences radio transmissions, doesn’t reflect light or microwaves, and screens out thermal infrared and radiation. It’s perceived as an area of darkness and cold.

In scientific terms, you negate radiant energy up to a power output of 15 kW. Each activation of your ability cancels a total of 1,000×(level squared) kJ over time – but in combat, each use lasts only 10 seconds. In game-mechanical terms, treat the effect as -1/level to Vision for low light; the same penalty applies against Active IR, Imaging Radar, Ladar, Radar, and T-Ray Vision, but *not* Sonar. It inflicts 1 FP/level per minute from intense cold; victims resist this with a HT roll at -1 per full three levels of Anti-Energy, modified by clothing as per p. B430. If multiple FP are inflicted, assess this as 1 FP at shorter intervals; e.g., Anti-Energy 3 inflicts 1 FP per 20 seconds.

Your ability is effective against weird forms of para-energy (pp. 35-37) and against Dark Vision. It gives a flat -2 to Dark Vision (Hypersensory). It has no effect on electric currents or on *static* electric or magnetic fields, however.

You can activate this ability instantly with an IQ roll. If you’re in danger, it will come on spontaneously with an IQ-4 roll, even if you’re asleep (in which case success on this roll will also awaken you). It cancels 1 point/level of burning damage and 1 rad/level of radiation; this benefits not just you but also everyone in the area. A Will-based Power Block doubles the protective effect, but only for you. Using this ability costs 1 FP/hour, so you can’t keep it on indefinitely.



*Statistics:* Create (Electromagnetic Waves; Affects Insubstantial, +20%; Cosmic, +50%; Destruction Only, +0%; Reduced Fatigue Cost 2, +40%; Reflexive, +40%) [100/level].

### Restricted Anti-Energy

Anti-energy can be restricted to one part of the electromagnetic spectrum: radio and microwaves; thermal IR; near IR, visible light, and UV; or hard radiation (X-rays and gamma rays). Each of these abilities costs 50 points/level.



### Bladebane

**78/155/232/309 points**

Though you appear solid, your true being is only a surface with nothing inside! Weapons that penetrate that nothingness – by cutting, impaling, or piercing – are tainted with it, suffering 1d/level of corrosion damage; their intrinsic DR is of no benefit against this, but they lose DR equal to the damage roll. Damage from the incoming attack is also reduced by 1d/level; subtract this *after* all other DR but *before* applying wounding modifiers.

*Statistics:* Corrosion Attack (Accessibility, Cutting, impaling, or piercing weapons only, -30%; Aura, +80%; Cosmic, Intensified corrosion, +200%; Cosmic, Irresistible attack, +300%; Melee Attack, Reach C, -30%; Trigger, Injury, -15%) [60.5/level\*] + Damage Resistance 1d (Cosmic, +50%; Limited, Cutting, impaling, and piercing physical attacks, -40%; Trigger, Injury, -15%) [16.625/level\*].

\* Multiply by number of levels, maximum four, and then round *up*.

## Disempowerment

**250 points**

You can select any source of power – even Cosmic – and neutralize all abilities one person has from that source. To do so, roll vs. DX or any unarmed combat skill to touch your target, and then engage in a Quick Contest of Will, aided by Talent. If you *win*, your victim's powers stop working for five hours multiplied by your margin of victory. Against someone with powers from several sources, you can make multiple rolls with repeated touches or a continuing grapple.

*Statistics:* Neutralize (Cosmic, All sources, +300%; Extended Duration, 300x, +100%) [250].

## Nullity

**25 points/level**

You can cloak yourself with a quality of nonpresence that makes you difficult to perceive. Each level of this ability gives +2 to Stealth when being seen or heard is a factor, and to Invisibility Art to avoid being seen; Talent grants a *further* bonus. The effects apply to active and passive sensors for the entire electromagnetic spectrum and for all forms of sound and vibration. You gain the full benefits whether you're still or moving, and without regard for clothing, armor, or small objects in your hands, mouth, or pockets. Attempts to track you by scent are at -1/level.

With a Will-based Power Block, you can double all these modifiers.

*Statistics:* Chameleon (Cosmic, Universally extended, +100%; Dynamic, +40%) [12/level] + Sanitized Metabolism [1/level] + Silence (Cosmic, Universally extended, +100%; Dynamic, +40%) [12/level].

## Unmind

**116 points**

Anyone who reads your mind or senses your emotions – by any method, including powers, spells, and unmodified advantages – perceives only vertiginous absence. This requires an immediate Fright Check, against which non-Cosmic versions of Fearlessness or Unfazeable offer no protection. You need not be visible or audible; the range limit is that of the other person's awareness, not of your ability. Talent gives an Intimidation bonus against anyone who has recently looked into your mental emptiness.

*Statistics:* Terror (Always On, -10%; Cosmic, Irresistible attack, +300%; Presence, +25%; Trigger, Mental contact, -30%) [116].

## Withering

**150/270 points**

By grappling a foe, you're able to age him one month per second he's in your grip – or, at the second level, *six* months per second. He must make aging rolls at suitable points (see *Age and Aging*, p. B444). Talent adds to your roll to grapple.

*Statistics:* Leech 1 (Cosmic, +50%; Steal Youth, Permanent, +450%) [150]. The second level is Leech 6 [270].

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