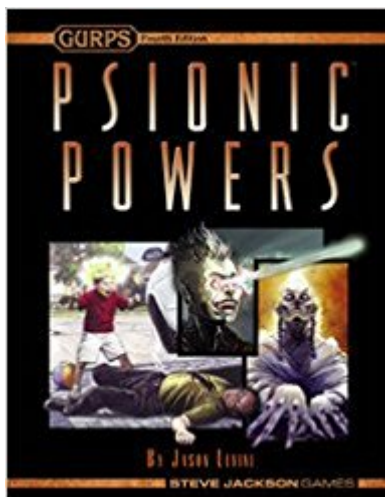


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# GURPS Psionic Powers



## Synopsis

Behold the power of the mind! GURPS Psionic Powers takes the freeform options of GURPS Powers and turns them into ready-to-use packages of psychic strangeness. You can use the abilities as presented, confident that they are built from -- and entirely compatible with -- the rest of the GURPS Fourth Edition character-creation system (including GURPS Powers, which is not required to use these packages, but is recommended). Even better, you can use the entire system in a campaign: GURPS Psionic Powers distills the complexity of hundreds of possibilities into individual powers and power groups. Why bother trying to figure out what advantages, enhancements, and limitations you need to describe psychic netrunning (part of the Ergokinesis group) or dream-stealing (just one aspect of Psychic Vampirism)? This book does all the hard work for you, and each power is described in levels, making it easy to represent stronger psychic gifts. In addition, the new rules and suggestions allow the entire system to work together to simulate many types of psychic ability. Whether you take it for individual parts or use it as a cohesive whole, this supplement is your one-stop shop for mental mastery. With GURPS Psionic Powers, the mind is an open book!

## Book Information

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## Customer Reviews

GURPS Psionic Powers is a fantastic supplement for GURPS. This book brings to gurps fourth edition of all kinds of PSI powers ..What greatly facilitates the players and the GM, it facilitates visualize how these powers work.The great advantage of the Gurps system are your extra books, which complete the game.

The rules for the basic psionic powers are great and this supplement makes it more dynamic. Usable in any scenario to unbalance it.

Let me be completely up-front, here. I'm the author. So this is less of a review, and more me explaining my motivations and goals behind writing this book. GURPS Fourth Edition added a ton of flexibility to psi. I mean, a lot -- the possibilities went from "a simple list of psychic abilities" to "anything you and your GM can agree on -- no, seriously, anything!" This freed up psi to fit any setting, but also overwhelmed a lot of people. GURPS Psionic Powers exists to harness that flexibility, and bring it back down to Earth in the form of a simple power system and a selection of 10 different psychic powers (e.g., ESP, Psychokinesis), each with a list of pre-made abilities. In many ways, it's the power and balance of Fourth Edition psi wrangled into the simple, easy-to-understand (and use!) framework of Third Edition psi. You can pick up this book and build a character without knowing a thing about power-building or detailed game mechanics -- it's as simple as, "I'll take Telesend at level 3, Suggestion at level 2, and Mental Stab at level 4," then buying the associated skills. I think it's the best of both worlds, and many readers have agreed.

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