

GURPS

Fourth Edition

Advantages Categories

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This document sorts the traits from the chapter “Advantages” in the Characters Rulebook, from the chapter “Creating Abilities” in the Powers book and from the chapter “Characters” of the Martial Arts book . Traits in the chapter “Creating a Character” are not listed in this work.

ADVANTAGES CATEGORIES

Each advantage is listed with the relevant information :

Type : Mundane : OK, exotic : ☉ and supernatural : ∞ .

Name : The name of the advantage.

Cost : The cost of the advantage in character points.
Leveled cost are written : n/level.

Page: The page where you can find the complete writeup of the advantage. B means Basic Rulebook (Characters), P means Powers book and uFAQ stands for <http://forums.sjgames.com/showthread.php?t=28472>

RULES RELATED

Type	Name	Cost	Page
OK	Gizmos	5/gizmo	B57
☉	Modular abilities	Variable	B71
∞	Reawakened	10	B80
OK	Signature gear	Variable	B85
OK	Talent	Variable	B89
OK	Unusual background	Variable	B96

PHYSICAL

APPEARANCE + DECEPTION

Type	Name	Cost	Page
☉	Chameleon	5/level	B51
☉	Invisibility	40	B63
☉	Obscure	2/level	B72
☉	Silence	5/level	B85

ATTACKS

Type	Name	Cost	Page
☉	Affliction	10/level	B35
☉	Binding	2/level	B40
☉	Claws	Variable	B42
☉	Constriction attack	15	B43
☉	Healing (beneficial)	30	B59
☉	Innate attack	Variable	B61
☉	Leech	25+4/level	P96
OK	Rapier wit (mental)	5	B79
☉	Spines	1 or 3	B88
☉	Teeth	0, 1 or 2	B91
☉	Vampiric bite	30+5/level	B96

ENERGY AND STAMINA

Type	Name	Cost	Page
☉	Doesn't eat/drink	10	B50
☉	Doesn't sleep	20	B50
☉	Energy Reserve	3/level	P119
☉	Extended lifespan	2/level	B53
☉	Extra life	25/life	B53
OK	Fit	5	B55
☉	Healing	30	B59
OK	Less sleep	2/level	B65
OK	Longevity	2	B66
OK	Rapid healing	5	B79
☉	Recovery	10	B80
OK	Reduced consumption	2	B80
☉	Regeneration	Variable	B80
☉	Regrowth	40	B80
☉	Unaging	1	B95
☉	Universal digestion	5	B95

COMMUNICATION

Type	Name	Cost	Page
☉	Speak underwater	5	B87
☉	Subsonic speech	0 to 10	B89
☉	Ultrasonic speech	0 or 10	B94
OK	Voice	10	B97

ENHANCED BODY PARTS

Type	Name	Cost	Page
OK	Ambidexterity	5	B39
☉	Arm DX	12/16/level	B40
☉	Arm ST	3/5/8/level	B40
OK	Combat reflexes	15	B43
☉	Digital mind	5	B48
OK	Flexibility	5	P56
☉	Hermaphromorph	5	B59
OK	High manual dexterity	5/level	B59
☉	Lifting ST	3/level	B65
☉	Striking ST	5/level	B88

MANEUVERS

Type	Name	Cost	Page
OK	Extra attack	25/attack	B53

MORE BODY PARTS

Type	Name	Cost	Page
☉	Extra arms	Variable	B53
☉	Extra head	15/head	B54
☉	Extra legs	Variable	B54
☉	Extra mouth	5/mouth	B55
☉	Payload	1/level	B74

MOVEMENT

Type	Name	Cost	Page
☉	Amphibious	10	B40
☉	Brachiator	5	B41
☉	Catfall	10	B41
☉	Clinging	20	B43
☉	Enhanced move	20/level	B52
☉	Flight	40	B56
☉	Insubstantiality	80	B62
OK	Perfect balance	15	B74
☉	Permeation	Variable	B75
☉	Shadow form	50	B83
☉	Super climbing	3/level	B89
☉	Super jump	10/level	B89
☉	Terrain adaptation	0 or 5	B93
☉	Tunneling	30+5/level	B94
☉	Walk on air	20	B97
☉	Walk on liquid	15	B97

PROTECTION (PASSIVE)

Type	Name	Cost	Page
☉	Breath holding	2/level	B41
☉	Damage resistance	5/level	B46
☉	Doesn't breathe	20	B49
☉	Filter lungs	5	B55
OK	Fit	5	B55
OK	High pain threshold	10	B59
OK	Improved G tolerance	5 to 25	B60
☉	Injury tolerance	Variable	B60
☉	Insubstantiality	80	B62
☉	Nictitating membrane	1/level	B71
☉	Pressure support	5 to 15	B77
☉	Protected sense	5/sense	B78
☉	Radiation tolerance	Variable	B79
☉	Sealed	15	B82
☉	Shadow form	50	B83
∞	Supernatural durability	150	B89
OK	Temperature tolerance	1/level	B93
☉	Unkillable	50 to 150	B95
☉	Vaccum support	5	B96

RESISTANCE (ACTIVE)

Type	Name	Cost	Page
OK	Enhanced defenses	Variable	B51
OK	Fit	5	B55
OK	Hard to kill	2/level	B58
OK	Hard to subdue	2/level	B59
OK	High pain threshold	10	B59
☉	Metabolism control	5/level	B68
☉	Nictitating membrane	1/level	B71
☉	Protected sense	5/sense	B78
OK	Resistant	Variable	B80
☉	Slippery	2/level	B85

SENSES

Type	Name	Cost	Page
☉	360 degrees vision	25	B34
OK	Absolute direction	5	B34
OK	Acute senses	2/level	B35
☉	Dark vision	25	B47
☉	Discriminatory senses	15 or 10	B49
☉	Hyperspectral vision	25	B60
☉	Infravision	0 or 10	B60
☉	Microscopic vision	5/level	B68
OK	Night vision	1/level	B71
☉	Parabolic hearing	4/level	B72
☉	Penetrating vision	10/level	B74
OK	Peripheral vision	15	B74
☉	Scanning sense	Variable	B81
☉	See invisible	15	B83
☉	Sensitive touch	10	B83
☉	Subsonic hearing	0 or 5	B89
☉	Telescopic vision	5/level	B92
☉	Ultrahearing	0 or 5	B94
☉	Ultravision	0 or 10	B94
☉	Vibration sense	10	B96

SHAPE AND SIZE

Type	Name	Cost	Page
☉	Duplication	25/copy	B50
☉	Elastic skin	20	B51
☉	Growth	10/level	B58
☉	Shapeshifting	Variable	B83
☉	Shrinking	5/level	B85
☉	Stretching	6/level	B86

MENTAL

COMMUNICATION

Type	Name	Cost	Page
∞	Channeling	10	B41
∞	Medium	10	B68
☺	Mimicry	10	B68
∞	Mindlink	Variable	B70
☺	Racial memory	15 or 40	B78
☺	Social chameleon	5	B86
☺	Speak with animals	25	B87
☺	Speak with plants	15	B87
☺	Telecommunication	Variable	B91

EXTRA-PERCEPTION

Type	Name	Cost	Page
OK	Animal empathy	5	B40
∞	Blessed	10+	B40
∞	Clairsentience	50	B42
OK	Danger sense	15	B47
☺	Detect	Variable	B48
OK	Empathy	15	B51
∞	Illuminated	15	B60
☺	Mind Reading	30	B69
∞	Oracle	12	B72
OK	Plant Empathy	5	B75
∞	Precognition	25	B77
∞	Psychometry	20	B78
☺	Racial memory	15 or 40	B78
∞	Special rapport	5	B88
∞	Spirit empathy	10	B88

FATE ALTERING

Type	Name	Cost	Page
OK	Common sense	10	B43
OK	Daredevil	15	B47
∞	Higher purpose	5	B59
OK	Intuition	15	B63
OK	Luck	Variable	B66
OK	Serendipity	15/level	B83
∞	Super luck	100	B89
∞	Temporal Inertia	15	B93

MANEUVERS

Type	Name	Cost	Page
☺	Altered time rate	100/level	B38
☺	Compartmentalized mind	50/level	B43

MATTER + ENVIRONMENT ALTERATION

Type	Name	Cost	Page
☺	Control	Variable	P90
☺	Create	Variable	P92
☺	Illusion	25	P94
∞	Mana damper	10/level	B67
∞	Mana enhancer	50/level	B68
∞	Snatcher	80	B86
☺	Telekinesis	5/level	B92
☺	Temperature control	5/level	B92

MOVEMENT

Type	Name	Cost	Page
∞	Jumper	100	B64
∞	Warp	100	B97

MY MIND TO YOUR MIND

Type	Name	Cost	Page
∞	Dominance	20	B50
☺	Mind control	50	B68
☺	Mind probe	20	B69
☺	Mind reading	30	B69
∞	Mindlink	Variable	B70
☺	Neutralize (Psi)	50	B71
☺	Neutralize	50	P97
☺	Possession	100	B75
☺	Puppet	5 or 10	B78
OK	Rapier wit	5	B79
∞	Terror	30+10/lvl	B93
∞	True faith	15	B94

PERCEPTION

Type	Name	Cost	Page
OK	Absolute direction	5	B34
OK	Absolute timing	2	B35
☺	Enhanced time-sense	45	B52
☺	Enhanced tracking	5/level	B53
OK	G-Experience	1 to 10	B57

PROTECTION

Type	Name	Cost	Page
∞	Magic resistance	2/level	B67
∞	Psi Static	30	B78
∞	Static	30	P98

PROWESS

Type	Name	Cost	Page
OK	Cultural adaptability	10	B46
OK	Eidetic memory	5	B51
OK	Gadgeteer	25 or 50	B56
OK	Gunslinger	25	B58
OK	Heroic Archer	20	MA45
OK	Language talent	10	B65
OK	Lightning calculator	2	B66
∞	Magery	5+10/level	B66
☹	Mimicry	10	B68
∞	Power investiture	10/level	B77
OK	Single-minded	5	B85
OK	Trained by a master	30	B93
OK	Versatile	5	B96
∞	Visualization	10	B96
OK	Weapon master	Variable	B99
∞	Wild talent	20/level	B99

WILLPOWER

Type	Name	Cost	Page
OK	Charisma	5/level	B51
OK	Fearlessness	2/level	B55
OK	Indomitable	15	B60
OK	Unfazeable	15	B95

SOCIAL

PEOPLE

Type	Name	Cost	Page
OK	Allies	Variable	B36
OK	Claim to hospitality	1 to 10	B41
OK	Contact group	Variable	B44
OK	Contacts	Variable	B44
OK	Favor	Variable	B55
OK	Patrons	Variable	B72
☹	Puppet (Mental)	5 or 10	B78

IDENTITIES

Type	Name	Cost	Page
OK	Alternate identity	5 or 15	B39
OK	Social regard	5/level	B86
OK	Zeroed	10	B100

AUTHORIZATIONS

Type	Name	Cost	Page
OK	Clerical investment	5	B43
OK	Legal enforcement powers	5/10/15	B65
OK	Legal immunity	5 to 20	B65
OK	Security clearance	Variable	B82