



## **GURPS101: More Telepathy Powers for Psionic Powers**

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*GURPS Psionic Powers* is one of the better worked examples for a powers-framework in *GURPS* 4th edition. The only real issue (and it's the *same* issue that all worked frameworks have) is that there are just never enough powers. For this special, I add a few more.

### **New Telepathy Powers**

The following new powers either fulfill roles not yet expanded on in *Psionic Powers* or are niche.

#### *Affinity*

5/8/16/22 points for levels of 1-4\*

*Skill:* Affinity (IQ/Hard).

You have a special connection to someone, a connection that runs so deep that in times of stress or pain you will instinctively know, this functions similarly to Emotion Sense (*Psionic Powers* p. 58) except it only works on one person (the one you have an affinity with) and ignores distance. This gives you a +3 on any roll to detect an impostor, or to use Detect Lies, Fortune-Telling, and Psychology against the target of your Affinity. It also tells if he is in pain, trouble, etc. This is a passive ability, you must buy it once per target you wish to bond to.

At level 1, you can sense your partner's emotions as above. At level 2, if you wish you may transfer your bond to someone else (they need not be willing, only unconscious, but must be your race), it takes a minute to do so and a skill roll vs. your target's Will. At level 3, you may treat your partner as if you were touching his bare skin for the purposes of Telepathic psionic powers. At level 4, your ability crosses the Astral Plane, both the inner and outer levels.

*Statistics:* Special Rapport (One-Way +20%; Requires IQ Roll, -10%; Telepathy, -10%) [5]. Further levels add Transferable, Human, helpless or willing [8], then add Link +10% [0] + Mindlink (Link +10%; One-Way +20%; Requires IQ Roll, -10%; Telepathy, -10%; Transferable, Human, helpless or willing +50%) [8]. Finally, add World-Spanning, Astral Plane to both [3+3].

\*Affinity (mutual) is a variant were your partner feels *your* pain, distress, etc. This cheapens the cost but your partner must also purchase this trait (so only another psi could have it). This reduces the cost to 4/7/14/18.

## **Animalism**

**Hard**

*Default:* Affinity-8; cannot exceed Affinity.

You can use Affinity on an animal. If successful, instead of the +3 bonus mentioned above, you can make Influence Rolls (p. B359) on the creature at no penalty. This requires you have Affinity 2 or better.

## **Animalism**

**Hard**

*Default:* Affinity-8; cannot exceed Affinity.

You can detect the location of your partner, make a Perception based Affinity skill roll with no range penalties, success gives you the *precise* direction to your partner and allows you to “lock” on, allowing you to use further telepathic abilities on him at no penalty. A follow-up roll also tells you his current condition, whether he’s sick, hurt, etc. This technique is at an extra -16 penalty for Affinity 1, and an extra -8 penalty for Affinity 2, with no penalty at higher levels.

## **Telelinguism**

12/18/24/30 points for levels of 1-4\*

*Skill:* Telelinguism (IQ/Hard).

You can rapidly learn new languages that you encounter. You do this by being *exposed* to the language in question. At level 1, this takes 24 hours of uninterrupted exposure to someone who can speak, read, or write the language at Accented or better. You must then make a skill roll (add +1 to this roll if you succeed on a Linguistics skill roll first). Success means you gain that language at the speaker’s level of fluency until you switch it out with another. This also applies to things like non-verbal languages (e.g., ASL), programming languages (e.g., C++), cryptographic ciphers (e.g., Caesar shift), and so on.

This is similar to Borrow Skill (*Psionic Powers*, p. 57-58), but is more specialized and allows the Polyglot technique (see p. 00).

At level 2, this takes 12 hours, at level 3 this takes 1 hour, and at level 4 this takes 1 minute.

You *can* buy Telelinguism multiple times just like Borrow Skill. For example, if you can learn one language after a minute of exposure and a second language after 8 hours of exposure you’d notate this as follows “Telelinguism 2 (1, 4).”

*Statistics:* Cosmic Modular Abilities 1 (6) (Onset, Reversed, 1 day, -30%; Trait-Limited, “Languages” only, -30%; Required IQ Roll, -10%; Telepathy, -10%) [7]. Level 2 reduces Onset to 12 hours for 6 points. Level 3 reduces it to 1 hour, for 6 points, and level 4 reduces onset to 1 minute for another 6 points.

## **Faster Learning**

**Hard**

*Default:* Telelinguism-2; cannot exceed Telelinguism.

You can learn a language one level faster than normal (e.g., at level 2 you could learn a language in an hour instead of 12 hours). By taking a further -2 penalty you can treat yourself learning a language 2 levels faster per -2 up to “instantly” learning a language if you increase your level above 4.

## **Polyglot**

**Hard**

*Default:* Telelinguism-10; cannot exceed Telelinguism.

This requires a *Will*-based roll against your skill level and minimum of 8 hours of uninterrupted time listening to others speak your target language. Success means you 1 character point toward the target language you were trying to learn. After the 8 hours is up you can choose to stop or try to learn more. Learning more requires a *Will*-based skill roll every 4 hours with a cumulative -1 to rolls. Every 8 hours you gain another character point for your chosen language. Keep track of when the psi last slept and ate! You may only ever attempt this once per language. The GM has the right to forbid this in his campaign if he feels it’s too powerful for his game. This costs FP equal to the number of hours spent absorbing the language divided by four.