

Skill Categories for GURPS 4th Edition

Animal

	Stat	Diff.	Page
Animal Handling (Big Cats)	IQ	A	175
Animal Handling (category)	IQ	A	175
Animal Handling (Dogs)	IQ	A	175
Animal Handling (Equines)	IQ	A	175
Animal Handling (Raptors)	IQ	A	175
Falconry	IQ	A	194
Mount	DX	A	210
Packing	IQ	A	212
Riding (mount)	DX	A	217
Teamster (animal type)	IQ	A	225
Veterinary/TL	IQ	H	228

Artistic

	Stat	Diff.	Page
Artist (art form)	IQ	H	179
Artist (Body Art)	IQ	H	179
Artist (Calligraphy)	IQ	H	179
Artist (Drawing)	IQ	H	179
Artist (Illumination)	IQ	H	179
Artist (Illusion)	IQ	H	179
Artist (Interior Decorating)	IQ	H	179
Artist (Painting)	IQ	H	179
Artist (Pottery)	IQ	H	179
Artist (Scene Design)	IQ	H	179
Artist (Sculpting)	IQ	H	179
Artist (Woodworking)	IQ	H	179
Dancing	DX	A	187
Fire Eating	DX	A	195
Gardening	IQ	E	197
Group Performance (Choreography)	IQ	A	198
Group Performance (Conducting)	IQ	A	198
Group Performance (Directing)	IQ	A	198
Group Performance (Fight Choreography)	IQ	A	198
Heraldry	IQ	A	199
Makeup/TL	IQ	E	206
Musical Composition	IQ	H	210
Musical Influence	IQ	VH	210
Musical Instrument (instrument)	IQ	H	211
Performance	IQ	A	212
Photography/TL	IQ	A	213
Poetry	IQ	A	214
Singing	HT	E	220
Stage Combat	DX	A	222
Writing	IQ	A	228

Athletic

	Stat	Diff.	Page
Acrobatics	DX	H	174
Aerobatics	DX	H	174
Aquabatics	DX	H	174
Bicycling	DX	E	180
Body Sense	DX	H	181
Breath Control	HT	H	182
Climbing	DX	A	183
Diving Suit/TL	DX	A	192
Flight	HT	A	195
Free Fall	DX	A	197

Athletic (cont.)

	Stat	Diff.	Page
Hiking	HT	A	200
Jumping	DX	E	203
Lifting	HT	A	205
Meditation	Will	H	207
Mount	DX	A	210
Parachuting/TL	DX	E	212
Running	HT	A	218
Scuba/TL	IQ	A	219
Skating	HT	H	220
Skiing	HT	H	221
Sports	DX	A	222
Swimming	HT	E	224

Combat/Art

	Stat	Diff.	Page
Axe/Mace Art	DX	A	208
Bolas Art	DX	A	181
Bow Art	DX	A	182
Boxing Art	DX	A	182
Broadsword Art	DX	A	208
Crossbow Art	DX	E	186
Flail Art	DX	H	208
Force Sword Art	DX	A	208
Force Whip Art	DX	A	209
Jitte/Sai Art	DX	A	208
Judo Art	DX	H	203
Karate Art	DX	H	203
Knife Art	DX	E	208
Kusari Art	DX	H	209
Lance Art	DX	A	204
Lasso Art	DX	A	204
Main-Gauche Art	DX	A	208
Monowire Whip Art	DX	H	209
Net Art	DX	H	211
Polearm Art	DX	A	208
Rapier Art	DX	A	208
Saber Art	DX	A	208
Shortsword Art	DX	A	209
Sling Art	DX	H	221
Smallsword Art	DX	A	208
Spear Art	DX	A	208
Staff Art	DX	A	208
Tonfa Art	DX	A	209
Two-Handed Axe/Mace Art	DX	A	208
Two-Handed Flail Art	DX	H	208
Two-Handed Sword Art	DX	A	209
Whip Art	DX	A	209
Wrestling Art	DX	A	228

Skill Categories for GURPS 4th Edition

Combat/Sport

	Stat	Diff.	Page
Axe/Mace Sport	DX	A	208
Bolas Sport	DX	A	181
Bow Sport	DX	A	182
Boxing Sport	DX	A	182
Broadsword Sport	DX	A	208
Crossbow Sport	DX	E	186
Flail Sport	DX	H	208
Force Sword Sport	DX	A	208
Force Whip Sport	DX	A	209
Games (game)	IQ	E	197
Jitte/Sai Sport	DX	A	208
Judo Sport	DX	H	203
Karate Sport	DX	H	203
Knife Sport	DX	E	208
Kusari Sport	DX	H	209
Lance Sport	DX	A	204
Lasso Sport	DX	A	204
Main-Gauche Sport	DX	A	208
Monowire Whip Sport	DX	H	209
Net Sport	DX	H	211
Polearm Sport	DX	A	208
Rapier Sport	DX	A	208
Saber Sport	DX	A	208
Shortsword Sport	DX	A	209
Sling Sport	DX	H	221
Smallsword Sport	DX	A	208
Spear Sport	DX	A	208
Staff Sport	DX	A	208
Tonfa Sport	DX	A	209
Two-Handed Axe/Mace Sport	DX	A	208
Two-Handed Flail Sport	DX	H	208
Two-Handed Sword Sport	DX	A	209
Whip Sport	DX	A	209
Wrestling Sport	DX	A	228

Combat/Melee

	Stat	Diff.	Page
Axe/Mace	DX	A	208
Battlesuit/TL	DX	A	192
Blind Fighting	Per	VH	180
Boxing	DX	A	182
Brawling	DX	E	182
Breaking Blow	IQ	H	182
Broadsword	DX	A	208
Cloak	DX	A	184
Fast-Draw (Force Sword)	DX	E	194
Fast-Draw (Knife)	DX	E	194
Fast-Draw (Sword)	DX	E	194
Fast-Draw (Two-Handed Sword)	DX	E	194
Flail	DX	H	208
Force Sword	DX	A	208
Force Whip	DX	A	209
Garrote	DX	E	197
Jitte/Sai	DX	A	208
Judo	DX	H	203
Karate	DX	H	203
Kiai	HT	H	203

Combat/Melee (cont.)

	Stat	Diff.	Page
Knife	DX	E	208
Kusari	DX	H	209
Lance	DX	A	204
Main-Gauche	DX	A	208
Monowire Whip	DX	H	209
Net	DX	H	211
Parry Missile Weapons	DX	H	212
Polearm	DX	A	208
Power Blow	Will	H	215
Pressure Points	IQ	H	215
Push	DX	H	216
Rapier	DX	A	208
Saber	DX	A	208
Shield (Buckler)	DX	E	220
Shield (Force)	DX	E	220
Shield (Shield)	DX	E	220
Shortsword	DX	A	209
Smallsword	DX	A	208
Staff	DX	A	208
Sumo Wrestling	DX	A	223
Tonfa	DX	A	209
Two-Handed Axe/Mace	DX	A	208
Two-Handed Flail	DX	H	208
Two-Handed Sword	DX	A	209
Whip	DX	A	209
Wrestling	DX	A	228

Combat/Ranged

	Stat	Diff.	Page
Artillery/TL (Beams)	IQ	A	178
Artillery/TL (Bombs)	IQ	A	178
Artillery/TL (Cannon)	IQ	A	178
Artillery/TL (Catapult)	IQ	A	178
Artillery/TL (Guided Missile)	IQ	A	178
Artillery/TL (Torpedoes)	IQ	A	178
Beam Weapons/TL (Pistol)	DX	E	179
Beam Weapons/TL (Projector)	DX	E	179
Beam Weapons/TL (Rifle)	DX	E	179
Blowpipe	DX	H	180
Bolas	DX	A	181
Bow	DX	A	182
Cloak	DX	A	184
Crossbow	DX	E	186
Dropping	DX	A	189
Fast-Draw (Ammo)	DX	E	194
Fast-Draw (Arrow)	DX	E	194
Fast-Draw (Knife)	DX	E	194
Fast-Draw (Long Arm)	DX	E	194
Fast-Draw (Pistol)	DX	E	194
Forward Observer/TL	IQ	A	196
Gunner/TL (Beams)	DX	E	198
Gunner/TL (Cannon)	DX	E	198
Gunner/TL (Catapult)	DX	E	198
Gunner/TL (Machine Gun)	DX	E	198
Gunner/TL (Rockets)	DX	E	198
Guns/TL (Grenade Launcher)	DX	E	198
Guns/TL (Gyroc)	DX	E	198

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Skill Categories for GURPS 4th Edition

Combat/Ranged (cont.)	Stat	Diff.	Page
Guns/TL (Light Anti-Armor Weapon)	DX	E	198
Guns/TL (Light Machine Gun)	DX	E	198
Guns/TL (Musket)	DX	E	198
Guns/TL (Pistol)	DX	E	198
Guns/TL (Rifle)	DX	E	198
Guns/TL (Shotgun)	DX	E	198
Guns/TL (Submachine Gun)	DX	E	198
Innate Attack (Beam)	DX	E	201
Innate Attack (Breath)	DX	E	201
Innate Attack (Gaze)	DX	E	201
Innate Attack (Projectile)	DX	E	201
Lasso	DX	A	204
Liquid Projector/TL (Flamethrower)	DX	E	205
Liquid Projector/TL (Sprayer)	DX	E	205
Liquid Projector/TL (Squirt Gun)	DX	E	205
Liquid Projector/TL (Water Cannon)	DX	E	205
Net	DX	H	211
Parry Missile Weapons	DX	H	212
Sling	DX	H	221
Spear Thrower	DX	A	222
Spear	DX	A	208
Throwing Art	DX	H	226
Throwing	DX	A	226
Thrown Weapon (Axe/Mace)	DX	E	226
Thrown Weapon (Dart)	DX	E	226
Thrown Weapon (Harpoon)	DX	E	226
Thrown Weapon (Knife)	DX	E	226
Thrown Weapon (Shuriken)	DX	E	226
Thrown Weapon (Spear)	DX	E	226
Thrown Weapon (Stick)	DX	E	226
Zen Archery	IQ	VH	228

Craft

	Stat	Diff.	Page
Armoury/TL (Battlesuits)	IQ	A	178
Armoury/TL (Body Armor)	IQ	A	178
Armoury/TL (Force Shields)	IQ	A	178
Armoury/TL (Heavy Weapons)	IQ	A	178
Armoury/TL (Melee Weapons)	IQ	A	178
Armoury/TL (Missile Weapons)	IQ	A	178
Armoury/TL (Small Arms)	IQ	A	178
Armoury/TL (Vehicular Armor)	IQ	A	178
Artist (art form)	IQ	H	179
Artist (Pottery)	IQ	H	179
Artist (Sculpting)	IQ	H	179
Artist (Woodworking)	IQ	H	179
Carpentry	IQ	E	183
Cooking	IQ	A	185
Jeweler/TL	IQ	H	203
Leatherworking	DX	E	205
Machinist/TL	IQ	A	206
Masonry	IQ	E	207
Sewing/TL	DX	E	219
Smith/TL (Copper)	IQ	A	221
Smith/TL (Iron)	IQ	A	221
Smith/TL (Lead and Tin)	IQ	A	221

Esoteric

	Stat	Diff.	Page
Alchemy/TL	IQ	VH	174
Autohypnosis	Will	H	179
Blind Fighting	Per	VH	180
Body Control	HT	VH	181
Breaking Blow	IQ	H	182
Dreaming	Will	H	188
Enthrallment (Captivate)	Will	H	191
Enthrallment (Persuade)	Will	H	191
Enthrallment (Suggest)	Will	H	191
Enthrallment (Sway Emotions)	Will	H	191
Esoteric Medicine	Per	H	192
Flying Leap	IQ	H	196
Herb Lore/TL	IQ	VH	199
Immovable Stance	DX	H	201
Invisibility Art	IQ	VH	202
Kiai	HT	H	203
Light Walk	DX	H	205
Meditation	Will	H	207
Mental Strength	Will	E	209
Mind Block	Will	A	210
Power Blow	Will	H	215
Pressure Points	IQ	H	215
Pressure Secrets	IQ	VH	215
Push	DX	H	216
Ritual Magic (tradition)	IQ	VH	218
Symbol Drawing (tradition)	IQ	H	224
Thaumatology	IQ	VH	225
Throwing Art	DX	H	226
Weird Science	IQ	VH	228
Zen Archery	IQ	VH	228

Knowledge

	Stat	Diff.	Page
Area Knowledge (area)	IQ	E	176
Games (game)	IQ	E	197
Geography/TL (Physical)	IQ	H	198
Geography/TL (Political)	IQ	H	198
Geography/TL (Regional)	IQ	H	198
Hidden Lore (body of secret knowledge)	IQ	A	199
Hidden Lore (Conspiracies)	IQ	A	199
Hidden Lore (Demon Lore)	IQ	A	199
Hidden Lore (Faerie Lore)	IQ	A	199
Hidden Lore (Spirit Lore)	IQ	A	199
History (specialty)	IQ	H	200
Literature	IQ	H	205
Occultism	IQ	A	212
Philosophy (school)	IQ	H	213
Religious Ritual (ritual)	IQ	H	217
Symbol Drawing (tradition)	IQ	H	224
Thaumatology	IQ	VH	225
Theology (religion)	IQ	H	226

Skill Categories for GURPS 4th Edition

Medical

	Stat	Diff.	Page
Diagnosis/TL	IQ	H	187
Electronics Operation/TL (Medical)	IQ	A	189
Esoteric Medicine	Per	H	192
First Aid/TL	IQ	E	195
Herb Lore/TL	IQ	VH	199
Hypnotism	IQ	H	201
Pharmacy/TL (Herbal)	IQ	H	213
Pharmacy/TL (Synthetic)	IQ	H	213
Physician/TL	IQ	H	213
Physiology/TL	IQ	H	213
Psychology	IQ	H	216
Surgery/TL	IQ	VH	223
Veterinary/TL	IQ	H	228

Military

	Stat	Diff.	Page
Battlesuit/TL	DX	A	192
Cryptography/TL	IQ	H	186
Electronics Operation/TL (Electronic Warfare)	IQ	A	189
Explosives/TL (Demolition)	IQ	A	194
Explosives/TL (Explosive Ordnance Disposal)	IQ	A	194
Explosives/TL (Nuclear Ordnance Disposal)	IQ	A	194
Explosives/TL (Underwater Demolition)	IQ	A	194
Forward Observer/TL	IQ	A	196
Intelligence Analysis/TL	IQ	H	201
NBC Suit/TL	DX	A	192
Propaganda/TL	IQ	A	216
Soldier/TL	IQ	A	221
Strategy (Air)	IQ	H	222
Strategy (Interstellar)	IQ	H	222
Strategy (Land)	IQ	H	222
Strategy (Naval)	IQ	H	222
Strategy (Space)	IQ	H	222
Tactics	IQ	H	224

Outdoor

	Stat	Diff.	Page
Area Knowledge (area)	IQ	E	176
Camouflage	IQ	E	183
Cartography	IQ	A	183
Climbing	DX	A	183
Fishing	Per	E	195
Hiking	HT	A	200
Mimicry (Animal Sounds)	IQ	H	210
Mimicry (Bird Calls)	IQ	H	210
Naturalist	IQ	H	211
Navigation/TL (Air)	IQ	A	211
Navigation/TL (Land)	IQ	A	211
Navigation/TL (Sea)	IQ	A	211
Stealth	DX	A	222
Survival (Arctic)	Per	A	223
Survival (Bank)	Per	A	223
Survival (Deep Ocean Vent)	Per	A	223
Survival (Desert)	Per	A	223
Survival (Fresh-Water Lake)	Per	A	223
Survival (Island/Beach)	Per	A	223
Survival (Jungle)	Per	A	223

Outdoor (cont.)

	Stat	Diff.	Page
Survival (Mountain)	Per	A	223
Survival (Open Ocean)	Per	A	223
Survival (Plains)	Per	A	223
Survival (Reef)	Per	A	223
Survival (River/Stream)	Per	A	223
Survival (Salt-Water Sea)	Per	A	223
Survival (Swampland)	Per	A	223
Survival (Tropical Lagoon)	Per	A	223
Survival (Woodlands)	Per	A	223
Tracking	Per	A	226
Traps/TL	IQ	A	226
Urban Survival	Per	A	228

Professional

	Stat	Diff.	Page
Accounting	IQ	H	174
Administration	IQ	A	174
Airshipman/TL	IQ	E	185
Computer Hacking/TL	IQ	VH	184
Computer Operation/TL	IQ	E	184
Computer Programming/TL	IQ	H	184
Electrician/TL	IQ	A	189
Exorcism	Will	H	193
Expert Skill	IQ	H	193
Explosives/TL (Demolition)	IQ	A	194
Explosives/TL (Fireworks)	IQ	A	194
Explosives/TL (Underwater Demolition)	IQ	A	194
Finance	IQ	H	195
Freight Handling/TL	IQ	A	197
Heraldry	IQ	A	199
Housekeeping	IQ	E	200
Knot-Tying	DX	E	203
Law (specialization)	IQ	H	204
Merchant	IQ	A	209
Navigation/TL (Air)	IQ	A	211
Navigation/TL (Hyperspace)	IQ	A	211
Navigation/TL (Land)	IQ	A	211
Navigation/TL (Sea)	IQ	A	211
Navigation/TL (Space)	IQ	A	211
NBC Suit/TL	DX	A	192
Panhandling	IQ	E	212
Professional Skill (DX)	DX	A	215
Professional Skill (IQ)	IQ	A	215
Seamanship/TL	IQ	E	185
Soldier/TL	IQ	A	221
Spacer/TL	IQ	E	185
Submariner/TL	IQ	E	185
Typing	DX	E	228

Skill Categories for GURPS 4th Edition

Scientific

	Stat	Diff.	Page
Alchemy/TL	IQ	VH	174
Anthropology	IQ	H	175
Archaeology	IQ	H	176
Architecture/TL	IQ	A	176
Astronomy/TL	IQ	H	179
Bioengineering/TL (Cloning)	IQ	H	180
Bioengineering/TL (Genetic Engineering)	IQ	H	180
Bioengineering/TL (Tissue Engineering)	IQ	H	180
Biology/TL (Earthlike)	IQ	VH	180
Biology/TL (Gas Giants)	IQ	VH	180
Biology/TL (Hostile Terrestrial)	IQ	VH	180
Biology/TL (Ice Dwarfs)	IQ	VH	180
Biology/TL (Ice Worlds)	IQ	VH	180
Biology/TL (Rock Worlds)	IQ	VH	180
Brainwashing/TL	IQ	H	182
Cartography	IQ	A	183
Chemistry/TL	IQ	H	183
Computer Hacking/TL	IQ	VH	184
Computer Programming/TL	IQ	H	184
Criminology/TL	IQ	A	186
Cryptography/TL	IQ	H	186
Economics	IQ	H	189
Electronics Operation/TL (Scientific)	IQ	A	189
Farming/TL	IQ	A	194
Forensics/TL	IQ	H	196
Geology (Earthlike)	IQ	H	198
Geology (Gas Giants)	IQ	H	198
Geology (Hostile Terrestrial)	IQ	H	198
Geology (Ice Dwarfs)	IQ	H	198
Geology (Ice Worlds)	IQ	H	198
Geology (Rock Worlds)	IQ	H	198
Hazardous Materials/TL (Biological)	IQ	A	199
Hazardous Materials/TL (Chemical)	IQ	A	199
Hazardous Materials/TL (Radioactive)	IQ	A	199
Herb Lore/TL	IQ	VH	199
Linguistics	IQ	H	205
Market Analysis	IQ	H	207
Mathematics/TL (Applied)	IQ	H	207
Mathematics/TL (Computer Science)	IQ	H	207
Mathematics/TL (Cryptology)	IQ	H	207
Mathematics/TL (Pure)	IQ	H	207
Mathematics/TL (Statistics)	IQ	H	207
Mathematics/TL (Surveying)	IQ	H	207
Metallurgy/TL	IQ	H	209
Meteorology/TL (Earthlike)	IQ	A	209
Meteorology/TL (Gas Giants)	IQ	A	209
Meteorology/TL (Hostile Terrestrial)	IQ	A	209
Meteorology/TL (Ice Dwarfs)	IQ	A	209
Meteorology/TL (Ice Worlds)	IQ	A	209
Meteorology/TL (Rock Worlds)	IQ	A	209
Naturalist	IQ	H	211
Paleontology/TL (Micropaleontology)	IQ	H	212
Paleontology/TL (Paleoanthropology)	IQ	H	212
Paleontology/TL (Paleobotany)	IQ	H	212
Paleontology/TL (Paleozoology)	IQ	H	212
Pharmacy/TL (Herbal)	IQ	H	213

Scientific (cont.)

	Stat	Diff.	Page
Pharmacy/TL (Synthetic)	IQ	H	213
Physics/TL	IQ	VH	213
Physiology/TL	IQ	H	213
Poisons/TL	IQ	H	214
Prospecting/TL	IQ	A	216
Psychology	IQ	H	216
Research/TL	IQ	A	217
Sociology	IQ	H	221
Weather Sense	IQ	A	209

Social

	Stat	Diff.	Page
Acting	IQ	A	174
Administration	IQ	A	174
Body Language	Per	A	181
Carousing	HT	E	183
Connoisseur (Dance)	IQ	A	185
Connoisseur (Literature)	IQ	A	185
Connoisseur (Music)	IQ	A	185
Connoisseur (specialty)	IQ	A	185
Connoisseur (Visual Arts)	IQ	A	185
Connoisseur (Wine)	IQ	A	185
Current Affairs/TL (Business)	IQ	E	186
Current Affairs/TL (Headline News)	IQ	E	186
Current Affairs/TL (High Culture)	IQ	E	186
Current Affairs/TL (People)	IQ	E	186
Current Affairs/TL (Politics)	IQ	E	186
Current Affairs/TL (Popular Culture)	IQ	E	186
Current Affairs/TL (Regional)	IQ	E	186
Current Affairs/TL (Science & Technology)	IQ	E	186
Current Affairs/TL (Sports)	IQ	E	186
Current Affairs/TL (Travel)	IQ	E	186
Diplomacy	IQ	H	187
Erotic Art	DX	A	192
Fast-Talk	IQ	A	195
Fortune-Telling (Astrology)	IQ	A	196
Fortune-Telling (Augury)	IQ	A	196
Fortune-Telling (Crystal Gazing)	IQ	A	196
Fortune-Telling (Dream Interpretation)	IQ	A	196
Fortune-Telling (Feng Shui)	IQ	A	196
Fortune-Telling (Palmistry)	IQ	A	196
Fortune-Telling (Tarot)	IQ	A	196
Gambling	IQ	A	197
Games (game)	IQ	E	197
Gesture	IQ	E	198
Intimidation	Will	A	202
Leadership	IQ	A	204
Lip Reading	Per	A	205
Merchant	IQ	A	209
Politics	IQ	A	215
Propaganda/TL	IQ	A	216
Public Speaking	IQ	A	216
Savoir-Faire (Dojo)	IQ	E	218
Savoir-Faire (High Society)	IQ	E	218
Savoir-Faire (Mafia)	IQ	E	218
Savoir-Faire (Military)	IQ	E	218
Savoir-Faire (Police)	IQ	E	218

Skill Categories for GURPS 4th Edition

Social (cont.)	Stat	Diff.	Page
Savoir-Faire (Servant)	IQ	E	218
Savoir-Faire (subculture)	IQ	E	218
Sex Appeal	HT	A	219
Strategy (Air)	IQ	H	222
Strategy (Interstellar)	IQ	H	222
Strategy (Land)	IQ	H	222
Strategy (Naval)	IQ	H	222
Strategy (Space)	IQ	H	222
Streetwise	IQ	A	223
Tactics	IQ	H	224
Teaching	IQ	A	224
Urban Survival	Per	A	228

Technical

	Stat	Diff.	Page
Armoury/TL (Battlesuits)	IQ	A	178
Armoury/TL (Body Armor)	IQ	A	178
Armoury/TL (Force Shields)	IQ	A	178
Armoury/TL (Heavy Weapons)	IQ	A	178
Armoury/TL (Melee Weapons)	IQ	A	178
Armoury/TL (Missile Weapons)	IQ	A	178
Armoury/TL (Small Arms)	IQ	A	178
Armoury/TL (Vehicular Armor)	IQ	A	178
Electronics Operation/TL (Communications)	IQ	A	189
Electronics Operation/TL (Electronic Warfare)	IQ	A	189
Electronics Operation/TL (Force Shields)	IQ	A	189
Electronics Operation/TL (Matter Transmitters)	IQ	A	189
Electronics Operation/TL (Media)	IQ	A	189
Electronics Operation/TL (Medical)	IQ	A	189
Electronics Operation/TL (Parachronic)	IQ	A	189
Electronics Operation/TL (Psychotronics)	IQ	A	189
Electronics Operation/TL (Scientific)	IQ	A	189
Electronics Operation/TL (Security)	IQ	A	189
Electronics Operation/TL (Sensors)	IQ	A	189
Electronics Operation/TL (Sonar)	IQ	A	189
Electronics Operation/TL (Surveillance)	IQ	A	189
Electronics Operation/TL (Temporal)	IQ	A	189
Electronics Repair/TL (Communications)	IQ	A	189
Electronics Repair/TL (Computers)	IQ	A	189
Electronics Repair/TL (Electronic Warfare)	IQ	A	189
Electronics Repair/TL (Force Shields)	IQ	A	189
Electronics Repair/TL (Matter Transmitters)	IQ	A	189
Electronics Repair/TL (Media)	IQ	A	189
Electronics Repair/TL (Medical)	IQ	A	189
Electronics Repair/TL (Parachronic)	IQ	A	189
Electronics Repair/TL (Psychotronics)	IQ	A	189
Electronics Repair/TL (Scientific)	IQ	A	189
Electronics Repair/TL (Security)	IQ	A	189
Electronics Repair/TL (Sensors)	IQ	A	189
Electronics Repair/TL (Sonar)	IQ	A	189
Electronics Repair/TL (Surveillance)	IQ	A	189
Electronics Repair/TL (Temporal)	IQ	A	189
Engineer/TL (Artillery)	IQ	H	190
Engineer/TL (Civil)	IQ	H	190
Engineer/TL (Clockwork)	IQ	H	190
Engineer/TL (Combat)	IQ	H	190

Technical (cont.)	Stat	Diff.	Page
Engineer/TL (Electrical)	IQ	H	190
Engineer/TL (Electronics)	IQ	H	190
Engineer/TL (Materials)	IQ	H	190
Engineer/TL (Microtechnology)	IQ	H	190
Engineer/TL (Mining)	IQ	H	190
Engineer/TL (Nanotechnology)	IQ	H	190
Engineer/TL (Parachronic)	IQ	H	190
Engineer/TL (Psychotronics)	IQ	H	190
Engineer/TL (Robotics)	IQ	H	190
Engineer/TL (Small Arms)	IQ	H	190
Engineer/TL (Temporal)	IQ	H	190
Engineer/TL (Vehicle Type)	IQ	H	190
Mechanic/TL (Clockwork)	IQ	A	207
Mechanic/TL (Machine Type)	IQ	A	207
Mechanic/TL (Micromachines)	IQ	A	207
Mechanic/TL (Motive System Type)	IQ	A	207
Mechanic/TL (Nanomachines)	IQ	A	207
Mechanic/TL (Power Plant Type)	IQ	A	207
Mechanic/TL (Robotics)	IQ	A	207
Mechanic/TL (Vehicle Type)	IQ	A	207

Thief/Spy

	Stat	Diff.	Page
Acting	IQ	A	174
Brainwashing/TL	IQ	H	182
Camouflage	IQ	E	183
Climbing	DX	A	183
Computer Hacking/TL	IQ	VH	184
Counterfeiting/TL	IQ	H	185
Cryptography/TL	IQ	H	186
Detect Lies	Per	H	187
Disguise/TL (species)	IQ	A	187
Escape	DX	H	192
Explosives/TL (Demolition)	IQ	A	194
Fast-Talk	IQ	A	195
Filch	DX	A	195
Forced Entry	DX	E	196
Forgery/TL	IQ	H	196
Holdout	IQ	A	200
Intelligence Analysis/TL	IQ	H	201
Interrogation	IQ	A	202
Intimidation	Will	A	202
Lip Reading	Per	A	205
Lockpicking/TL	IQ	A	206
Mimicry (Speech)	IQ	H	210
Observation	Per	A	211
Pickpocket	DX	H	213
Poisons/TL	IQ	H	214
Scrounging	Per	E	218
Search	Per	A	219
Shadowing	IQ	A	219
Sleight of Hand	DX	H	221
Smuggling	IQ	A	221
Stealth	DX	A	222
Tracking	Per	A	226
Traps/TL	IQ	A	226
Ventriloquism	IQ	H	228

Skill Categories for GURPS 4th Edition

Vehicle

	Stat	Diff.	Page
Airshipman/TL	IQ	E	185
Battlesuit/TL	DX	A	192
Bicycling	DX	E	180
Boating/TL (Large Powerboat)	DX	A	180
Boating/TL (Motorboat)	DX	A	180
Boating/TL (Sailboat)	DX	A	180
Boating/TL (Unpowered)	DX	A	180
Driving/TL (Automobile)	DX	A	188
Driving/TL (Construction Equipment)	DX	A	188
Driving/TL (Halftrack)	DX	A	188
Driving/TL (Heavy Wheeled)	DX	A	188
Driving/TL (Hovercraft)	DX	A	188
Driving/TL (Locomotive)	DX	A	188
Driving/TL (Mecha)	DX	A	188
Driving/TL (Motorcycle)	DX	A	188
Driving/TL (Tracked)	DX	A	188
Piloting/TL (Aerospace)	DX	A	214
Piloting/TL (Autogyro)	DX	A	214
Piloting/TL (Contragravity)	DX	A	214
Piloting/TL (Flight Pack)	DX	A	214
Piloting/TL (Glider)	DX	A	214
Piloting/TL (Heavy Airplane)	DX	A	214
Piloting/TL (Helicopter)	DX	A	214
Piloting/TL (High-Performance Airplane)	DX	A	214
Piloting/TL (High-Performance Spacecraft)	DX	A	214
Piloting/TL (Light Airplane)	DX	A	214
Piloting/TL (Lighter-Than-Air)	DX	A	214
Piloting/TL (Lightsail)	DX	A	214
Piloting/TL (Low-G Wings)	DX	A	214
Piloting/TL (Low-Performance Spacecraft)	DX	A	214
Piloting/TL (Ultralight)	DX	A	214
Piloting/TL (Vertol)	DX	A	214
Seamanship/TL	IQ	E	185
Shiphandling/TL (Airship)	IQ	H	220
Shiphandling/TL (Ship)	IQ	H	220
Shiphandling/TL (Spaceship)	IQ	H	220
Shiphandling/TL (Starship)	IQ	H	220
Shiphandling/TL (Submarine)	IQ	H	220
Spacer/TL	IQ	E	185
Submarine/TL (Free-Flooding Sub)	DX	A	223
Submarine/TL (Large Sub)	DX	A	223
Submarine/TL (Mini-Sub)	DX	A	223
Submariner/TL	IQ	E	185
Vacc Suit/TL	DX	A	192

Advantages

	Reference	Cost	Page
ESP Talent	ESP Talent	5/level	256
Fangs	Teeth	2	91
Hooves	Claws	3	42
Imaging Radar	Scanning Sense	20	81
Immunity to X	Resistant	Var.	80
Infrared Communication	Telecommunication	10	91
Ladar	Scanning Sense	20	81
Laser Communication	Telecommunication	15	91
Long Talons	Claws	11	42
Para-Radar	Scanning Sense	40	81
Psychic Healing Talent	Psychic Healing Talent	5/level	256
Psychokinesis Talent	Psychokinesis Talent	5/level	256
Radar	Scanning Sense	20	81
Radio Communication	Telecommunication	10	91
Sharp Beak	Teeth	1	91
Sonar	Scanning Sense	20	81
Talons	Claws	8	42
Telepathy Talent	Telepathy Talent	5/level	256
Teleportation Talent	Teleportation Talent	5/level	256
Telesend	Telecommunication	30	91

Disadvantages

	Reference	Cost	Page
Crippled Leg	Lame	-10	141
Legless	Lame	-30	141
Missing Leg	Lame	-20	141
No Peripheral Vision	Restricted Vision	-15	151
Paraplegic	Lame	-30	141
Tunnel Vision	Restricted Vision	-30	151

Meta-Traits

	Reference	Cost	Page
AI	Mentality	32	263
Astral Entity	Spirit	171	263
Automaton	Mentality	-85	263
Body of Air	Elemental	36	262
Body of Earth	Elemental	176	262
Body of Fire	Elemental	6	262
Body of Ice	Elemental	99	262
Body of Metal	Elemental	175	262
Body of Stone	Elemental	140	262
Body of Water	Elemental	175	262
Domestic Animal	Mentality	-30	263
Ground Vehicle	Morphology	-100	263
Ichthyoid	Morphology	-50	263
Machine	Machine	25	263
Quadruped	Morphology	-35	263
Spirit	Spirit	261	263
Veriform	Morphology	-35	263
Wild Animal	Mentality	-30	263