

The Renegade Mage's Technomancer Advantages and Skills

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General Notes

The standard advantage origins (B33-34) in Technomancer are Biological, High-Tech, and Magic. Even when using those origins, most exotic and supernatural advantages are not available outside of racial templates. Finally, note that the original book is clear (p.71) that Psionic powers are not merely unavailable to natives, but do not work for *anyone*, visitors from other worlds included.

3rd Edition Advantages

Awareness

Use *Detect* under 4th Edition Advantages.

Channeling

Also available in 4th edition.

Divination Talent

Magery 0 (One Spell, -80%) [1].

Familiar

Familiars are now a form of the Ally advantage (B36-38), usually with the Minion enhancement (+50%). See the "Technomancer Dragons, Golems, Etc." PDF for Technomancer familiar templates. Genies are bought with Special Abilities (+50%) for the ability for the mage to use their Fatigue Points.

Harmony with the Tao

Available as Wild Talent (B99).

Inherent Magic (Knacks)

25 or 30 Points

In 4th edition GURPS in general, the appropriate approach to converting a 3rd edition Knack is to build it as an ordinary power with the Mana Sensitive (-10%, B34) and Costs Fatigue (B111) limitations.

But Technomancer is not GURPS *in general*; it is explicitly a setting where *most* supernatural powers used by PCs (like dragons' breath) are based on the standard magic system, and thus it is entirely appropriate for the GM to have such powers be based on spells.

In that case, a 3rd edition Knack is (per "From Skills to Advantages", *Pyramid* #3/44 p.17) theoretically a combination of the Charm

Perk [1] (*Power-Ups 2: Perks*, p.19), Magery 0 (One Spell, -80%) [1] (*Thaumatology*, p.25), points in knowing the spell to bring the level to Skill-15 (which from an assumed base of IQ 10, means 24 for V/H, 28 for M/VH) and a host of other minor changes (not actually based on IQ, but a straight 10; no spell skill roll necessary in many circumstances; no reduction in fatigue cost for 15+ skill; gestures and incantations unnecessary).

Rather than argue over shaving individual points, this reasonably simplifies to Knack (M/H Spell) [25] or Knack (M/VH Spell) [30]. The power works as if the character were casting the spell at a skill of 15, except there are no words or gestures required, no reduction in the fatigue cost for skill, and no skill roll required unless the spell is Resisted.

The Lend Energy, Shapeshifting, and all Enchantment spells are definitively not available as Knacks; the availability of other spells is up to the GM's judgment.

Karmic Ties

The obvious conversion is potential or secret advantages/disadvantages, but there's nothing specifically Technomancer to note here.

Lunar Influence

In Technomancer, the Accessibility limitations (Only during the full moon, -40%) and (Only during the new moon, -40%) are appropriate for many advantages and disadvantages.

Natural Spellcasting

Use Wild Talent; see *GURPS Update*.

Oracle

Also available in 4th edition.

Second Sight

Use *Detect* under 4th Edition Advantages.

Special Rapport

Also available in 4th edition.

Spirit Empathy

The 3rd edition version is just a limited form of Charisma; convert per *GURPS Update*.

True Faith

Also available in 4th edition.

Visualization

Also available in 4th edition.

4th Edition Advantages

Channeling

B41

Available in Technomancer.

Detect

B48

Available as (All supernatural phenomena and beings) [30], and for subsets of that broad category, in particular (Magic) [10].

Energy Reserve

From *GURPS Powers*, mentioned here to specifically note that it's *not* available (unless, of course, the GM chooses to allow it).

Heroic Archer

Martial Arts, p.61

Available; skills that have this as a prerequisite are mana-dependent (see "Skills").

Magery

B66

GURPS 3rd edition, and thus the setting of *Technomancer*, didn't have Magery 0 or Magery 4+. These integrate into the setting as follows:

Magery 0. The distinction between Magery 1 and Magery 0 was not understood until the early years of the 21st Century, a culmination of research into effects of use of purified human theokinesin protein (PHTP) on the human brain.

It is now understood that about one in twenty people who were previously categorized as having Magery 1 have Magery 0, called Partial Theokinesin Insensitivity Syndrome (popularly "P-TIS"), which is similar to but less severe than one of the forms of burnout that PHTP addicts can suffer.

Magery 4. This level of Magery was initially believed to only be achievable by PHTP use (*Technomancer*, p.51), but detailed research into natural PHTP levels in humans lead to the

discovery of "super-mages". Occurrence rates are estimated at about one in 40,000 people in Trinity's Shadow (40 times rarer than Magery 3), and one in *ten million* people in the rest of the world (100 times rarer than Magery 3). PHTP has no affect on people with Magery 4.

Magery 5+. Levels of Magery beyond 4 are currently believed to not occur naturally, and there is no known way of artificially inducing them. There is, of course, a lot of research into the issue, plus any number of scammers who claim they've unlocked "The Secret" to Magery 5.

Magery Enhancements

The only enhancements from *GURPS Thaumatology* (p.28) available are *Easy Casting* and *Solitary Ceremonial*.

Magery Limitations

All the Special Limitations in the Basic Set (pp.66-67) are available, as are most of the listed limitations in *GURPS Thaumatology* (pp.23-27). No one is known to have been granted Magery by *Pact* with demons or seelie (though there are many stories), and while *Fading Spell Effects* is attributed in stories to Seelie magic, its existence has not been actually documented.

Limitations on Magery can be applied to Magery 0, under the rules detailed in *GURPS Thaumatology* (p.21).

Oracle

B72

Available in Technomancer.

Special Rapport

B88

Available in Technomancer.

Spirit Empathy

B88

Available in Technomancer.

Trained by a Master

B93

Available; skills that have this as a prerequisite are mana-dependent (see "Skills").

True Faith

B94

Available in Technomancer.

Visualization

B96

Available in Technomancer.

Weapon Master

B99

Available; skills that have this as a prerequisite are mana-dependent (see "Skills").

Wild Talent

B99

Available in Technomancer.

Perks

The references for these perks are either MS## for *Thaumatology: Magical Styles*, or PU## for *Power-Ups 2: Perks*. (For the latter, only supernatural perks are discussed here; all non-cinematic non-supernatural perks are generally appropriate, and cinematic non-supernatural perks are a matter for the individual GM.)

“Not Available” means a perk is not part of the default setting; it may of course be allowed by individual GMs.

Adjustable Spell MS21

By default, the only form available is *Enhanced Spell*, requiring a perk for every spell and enhancement combination. A particular magical style might teach the broader *Spell Enhancement* or *Spell Variation* perks.

Afflicted Casting MS22

Available in Technomancer.

Area Spell Mastery MS22

Available in Technomancer.

Attribute Substitution MS22

Available in Technomancer.

Better Magic Items MS22

This perk reflects that you have access to someone willing to sell to you individual items at wholesale procurement price rather than retail.

Blocking Spell Mastery MS23

Available in Technomancer.

Brute-Force Spell MS24

Available in Technomancer.

Charms PU19

Available in Technomancer (outside of a style, on a case-by-case, GM-permission basis).

Chi Resistance PU19

Available in Technomancer, to resist individual mana-dependent skills (see Skills later in this work).

Combat Ceremony MS23

Available in Technomancer.

Continuous Ritual MS23

Available in Technomancer.

Convenience Casting MS23

Available in Technomancer.

Covenant of Rest PU19

Not available.

Dramatic Death PU19

Not available.

Elixir Resistance MS24

Available in Technomancer.

Extra Option MS24

In general, these are not available; those that are available are listed by name elsewhere.

Far-Casting MS24

Available in Technomancer.

Fast Casting MS24

Available in Technomancer.

Flexible Ritual MS24

Available in Technomancer.

Frightening Side Effects MS25

Available in Technomancer.

Huge Subjects MS25

Available in Technomancer.

Immunity to (Specific Hazard) MS25

Not available.

Improvised Items MS25

Not available.

Improvised Magic MS25

Limited availability: if a style doesn't include this perk, it can't be applied to that style.

Intuitive Cantrip MS25

Available in Technomancer.

Life-Force Burn MS27

Available in Technomancer.

Limited Energy Reserve MS27

Not available unless Energy Reserve is.

Magical School Familiarity MS20, PU19

Although most wizards in Merlin are *not* trained in this way, some magical schools *do* exist, and characters can be familiar with them.

<i>Magical Style Adaptation</i> Rare, but available.	MS27	<i>Reduced Footprint</i> Limited to one level per spell, and only two spells. Applied to Draw Power, allows characters with Enchant-15 to work as Q&D enchanters as if they were skill 16.	MS29
<i>Magical Weapon Bond</i> Available in Technomancer.	MS27		
<i>Mana Compensation</i> Available in Technomancer.	MS27	<i>Rest in Pieces</i> Not available.	PU19
<i>Mass Magician</i> Available in Technomancer.	MS24	<i>Rote Alchemy</i> Not available.	MS29
<i>Melee Spell Mastery</i> Available in Technomancer.	MS27	<i>Rule of 17</i> Available in Technomancer.	MS29, PU19
<i>Mighty Spell</i> Available in Technomancer.	MS27	<i>Rules Exemption</i> Not available in standard Technomancer since there aren't added restrictions.	MS29
<i>Missile Spell Mastery</i> Available in Technomancer.	MS28	<i>Sacrificial Blocking Spell</i> Available in Technomancer.	MS30
<i>Mundane Magic</i> Available in Technomancer.	MS28	<i>Sanctum</i> Usually limited to 3 levels.	MS30
<i>Named Possession</i> Not available.	MS28, PU19	<i>Scroll-Reading (Language)</i> Usually "English" or "Spanish", since those are the most common languages for scrolls due to the demographics of Trinity's Shadow. Non-mages can take this perk. If a character has the written language at Broken instead of None, this perk allows the character to treat his level as Native for the purpose of silently scanning a scroll.	MS30
<i>No Gestures</i> Available in Technomancer.	MS28		
<i>No Incantations</i> Available in Technomancer.	MS28		
<i>Obscure True Name</i> Not available.	PU19	<i>Secret Mage</i> Not available; instead use the Subtle Aura enhancement for Magery (<i>Thaumatology</i> , p.29).	MS30
<i>Power Casting</i> Available, but the sum of a character's Magery and Power Casting is limited to 5.	MS29	<i>Secret Spell</i> An alternative way to know one specific secret spell, indicating illegal acquisition, a very narrow Security Clearance, subsequent loss of your Security Clearance, or the like. But to know a "not invented, not available" spell is <i>at least</i> a 5-point Unusual Background.	MS30
<i>Psychic Guidance</i> Available in Technomancer.	MS29		
<i>Purpose</i> Not available.	PU19	<i>Secret Words</i> Not available.	MS30
<i>Quick and Focused</i> Up to two levels available. Lead Q&D enchanters with skill 16 and this perk are paid as, and are probably more common than, lead enchanters with skill levels of 17/18.	MS29	<i>Shaman's Trance</i> Not generally available, but may be part of a specific magical style.	MS30

Shortcut to Power MS30
Only available as part of a specific style.

Special Exercises MS31, PU21
The *Power-Ups* versions are available to characters with Heroic Archer, Trained by a Master, or Weapon Master. The *Magical Styles* versions are not available.

Spell Bond MS31
Available in Technomancer.

Spell Duelist MS31
Common among spellboxers.

Spell Hardiness MS31
Common among spellboxers.

Spell Resistance MS31
Common among spellboxers.

Spirit Contract MS32, PU20
Pacts with demons or the seelie may exist, but their reality is not *confirmed*.

Stabilizing Skill MS24
Available. The Merlin skill for each college is listed in the box to the right.

Staff Attunement MS32
Available in Technomancer.

Staff Bond MS32
Available in Technomancer.

Super-Sympathy MS33
Available in Technomancer.

Thaumalogical Doublespeak MS33
Available in Technomancer.

Trivial Destiny PU20
Not available.

Willful Casting MS33
Available in Technomancer.

Wizardly Dabbler MS33
Available in Technomancer.

Wizardly Garb MS33
Not available.

Stabilizing Skills by College

Air: Piloting (Lighter-Than-Air).

Animal: Animal Handling.

Body Control: Physiology.

Communication and Empathy: Psychology.

Earth: Geology.

Enchantment: None; there is no known skill to stabilize enchantments, despite extensive research into the issue.

Fire: Explosives (Demolition).

Food: Cooking.

Gate: Physics (Parachronic)*.

Healing: Physician.

Illusion and Creation: Dreaming.

Knowledge: Intelligence Analysis.

Light and Darkness: Photography.

Making and Breaking: Engineer (Combat).

Meta-Spells: Thaumatology.

Mind Control: Brainwashing.

Movement: Physics (Relativity)*.

Necromantic: Exorcism.

Plant: Farming.

Protection and Warning: Observation.

Sound: Professional Skill (Foley Artist).

Technological: By sub-college...

...*Bio-Tech*: Bioengineering (Genetic).

...*Energy*: Engineer (Electrical).

...*Machine*: Engineer (any mechanical).

...*Metal and Plastic*: Engineer (Materials).

...*Radiation*: Physics (Particle)*.

Water: Expert Skill (Hydrology).

Weather: Meteorology.

*Marks an optional specialty.

Skills

Mana-dependent skills are affected by mana level and Magic Resistance just as if they were spells.

Alchemy

Alchemy is dealt with further in the *Technomancer Alchemy for 4th Edition* PDF.

This is a mana-dependent skill.

Beam Weapons

A ghost-dynamic laser is a rifle, while a mana disruptor is a projector.

Blind Fighting

This is a mana-dependent skill.

Body Control

This is a mana-dependent skill.

Breaking Blow

This is a mana-dependent skill.

Enthrallment

These are mana-dependent skills.

Esoteric Medicine

This is equivalent in effectiveness to Physician/TL6 for medical care (B424). For attempts at resuscitation (B425), it suffers half the penalty that First Aid/TL8 does.

This is a mana-dependent skill.

Exorcism

This skill is available, and it is *not* dependent on mana.

Flying Fists

DX/Very Hard

Defaults: None

Prerequisites: Power Blow

You can strike foes from a distance with your punches and kicks! Pick a target you can see. On a success, you can make a punch or kick attack on the target; apply the penalties for size and speed/range as if it were a ranged attack, but otherwise resolve as if it were a normal melee kick or punch.

This is a mana-dependent skill.

Modifiers: -10 if used instantly, dropping to -5 after 1 turn of concentration, -4 after 2 turns, -3 after 4 turns, -2 after 8 turns, -1 after 16 turns, and no penalty after 32 turns.

In the conversion from 3rd edition to 4th, the Flying Fists skill was eliminated, with a suggestion that the Innate Attack advantage replace it. This is an alternative conversion.

Flying Leap

This is a mana-dependent skill.

Herb Lore

This skill does not exist; the big alchemy firms just *wish* they could easily replace costly ingredients with cheap forageable herbs.

Hidden Lore

Seelie Lore is potentially a valid specialty. Demon Lore and Spirit Lore are not; there's not much hidden about them in Technomancer.

Hypnotic Hands

Martial Arts, p.61

This is a mana-dependent skill.

Immoveable Stance

This is a mana-dependent skill.

Innate Attack

Beam replaces the 3rd edition skill Magic Jet; Breath replaces the 3rd edition skill Magic Breath; Missile replaces the 3rd edition skill Spell-Throwing.

Invisibility Art

This is a mana-dependent skill.

Kiai

This is a mana-dependent skill.

Light Walk

This is a mana-dependent skill.

Lizard Climb

Martial Arts, p.61

This is a mana-dependent skill.

Mental Strength

This skill does *not* require a prerequisite advantage in Technomancer. Training to resist mental attack spells is widespread.

Meteorology

The *Technomancer* (p.76) rules apply.

Mind Block

A reasonably common skill, particularly for people who work undercover or with secret or sensitive information.

Mountain Heart

HT/Average

Defaults: None

Prerequisites: Body Control

You can heal yourself by concentrating your energy. Expend 1 to 3 FP; on a success, you regain the same number of HP. On a critical failure, you take that much additional damage!

This is a mana-dependent skill.

Modifiers: -3 for each repetition you attempt the same day.

In the conversion from 3rd edition to 4th, the Mountain Heart skill was eliminated, with a suggestion that the Regeneration advantage replace it. This is an alternative conversion.

Musical Influence

This skill is subtle enough that its actual existence is still a matter of hot dispute in the psychological and thaumatological literature.

This is a mana-dependent skill.

Occultism

Merlin counts as a world “where everyone knows that paranormal powers exist”. *Optional* specializations include demonology, the mystic martial arts, historical (pre-Trinity) occultism, pneumatology, and vampirology.

Precognitive Parry *Martial Arts, p.61*

This is a mana-dependent skill.

Physics

Parachronic physics is a still-developing field. Much *practical* research is kept classified by various governments (particularly the US and Argentina), but the basic theory has been public knowledge since Hawking’s 1984 demonstration.

Power Blow

This is a mana-dependent skill.

Pressure Points

This is a mana-dependent skill.

Pressure Secrets

This is a mana-dependent skill.

Push

This is a mana-dependent skill.

New Talent

This replaces the various chi talents in GURPS for the mana-dependent martial art skills in Technomancer.

Mystic Martial Artist

15 points/level

Skills: Blind-Fighting, Body Control, Breaking Blow, Flying Fists, Flying Leap, Hypnotic Hands, Immoveable Stance, Invisibility Art, Kiai, Light Walk, Lizard Climb, Mountain Heart, Precognitive Parry, Power Blow, Pressure Points, Pressure Secrets, Push, Sensitivity, Throwing Art, and Zen Archery.

Reaction Bonus: Martial artists and fans of the martial arts.

Alternative Benefit: Each level reduces the time-based penalties for Breaking Blow, Flying Fists, Flying Leap, Power Blow, or Zen Archery by one step (a -10 becomes -5, a -5 becomes -4, a -4 becomes -3, a -3 becomes -2, a -2 becomes -1, and a -1 becomes no penalty).

Alternative Cost: 20 points/level.

Ritual Magic

This skill does not exist and the associated magic system does not work in Technomancer.

Sensitivity *Martial Arts, p.61*

This is a mana-dependent skill.

Symbol Drawing

This skill does not exist and the associated magic system does not work in Technomancer.

Throwing Art

This is a mana-dependent skill.

Weird Science

This skill does not exist and would grant no benefits in Technomancer.

Zen Archery

This is a mana-dependent skill.