

## Trait List add-on for GURPS 4th Edition

### Advantages

Advantages	Reference	Cost	Page
ESP Talent	ESP	5/level	256
Extra-Flexible Arm	Extra Arms	5/10	53
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 Arm	Extra Arms	10/level	53
Long Legs	Extra Legs	10/level	54
Long Talons	Claws	11	42
Para-Radar	Scanning Sense	40	81
Psychic Healing Talent	Psychic Healing	5/level	256
Psychokinesis Talent	Psychokinesis	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	5/level	256
Teleportation Talent	Teleportation	5/level	256
Telesend	Telecommunication	30	91

### Disadvantages

Disadvantages	Reference	Cost	Page
Arm has No Physical Attack	Extra Arms	-5/-10	53
Crippled Legs	Lame	-10	141
Cannot Kick	Extra Legs	-5	54
Foot Manipulators	Extra Arms	-3/-6	53
Legless	Lame	-30	141
Missing Legs	Lame	-20	141
No Peripheral Vision	Restricted Vision	-15	151
Paraplegic	Lame	-30	141
Short Arm	Extra Arms	-5/-10	53
Tunnel Vision	Restricted Vision	-30	151
Weak Arm (1/2 ST)	Extra Arms	-2/-5	53
Weak Arm (1/4 ST)	Extra Arms	-5/-10	53
Weapon Mount	Extra Arms	-8/-16	53

### Meta-Traits

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