

GURPS[®]

Fourth Edition

MAGIC[™]

Spell Charts



These charts are a visual representation of the relationships between the hundreds of spells listed in *GURPS Magic*. They not only reduce the work required to determine the prerequisites for a spell, but also reveal the underlying organization of the colleges. For each college, they show how far can one progress at each level of Magery; which spells are central, prerequisites for most of the other spells in the college; and how much overlap there is with other colleges. The simple, open format allows for further customization. Color the boxes to show which spells a mage knows and instantly see which ones he is eligible to learn.

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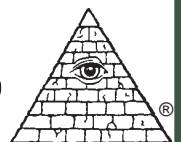
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Spell Prerequisite Charts
by MICHELLE BARRETT

Based on *GURPS Magic* by STEVE JACKSON
and *GURPS Grimoire* by S. JOHN ROSS and
DANIEL U. THIBAUT

Illustration by DOUGLAS SHULER

STEVE JACKSON GAMES

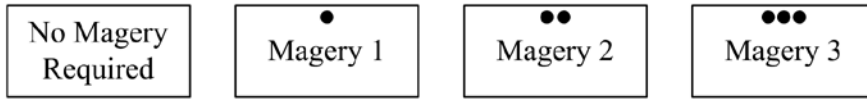


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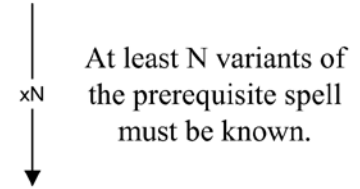
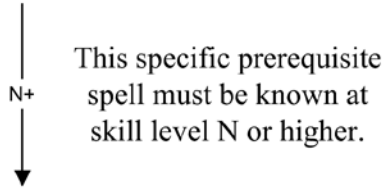
Version 1.1 June 6, 2005

Chart Key

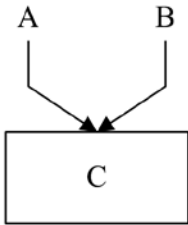
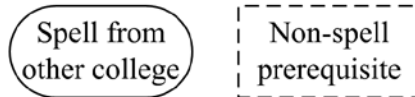
Magery Requirement



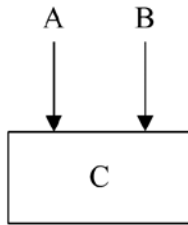
Spell Difficulty



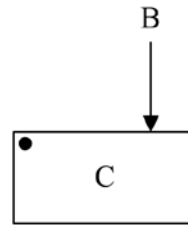
Prerequisites



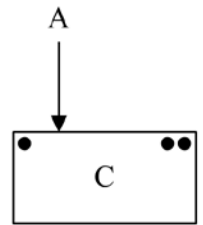
C requires *A and B*



C requires *A or B*

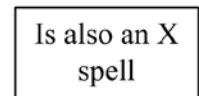
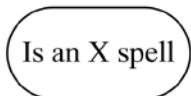


C requires Magery 1 *or B*



C requires Magery 2 *or (Magery 1 and A)*

College Identification

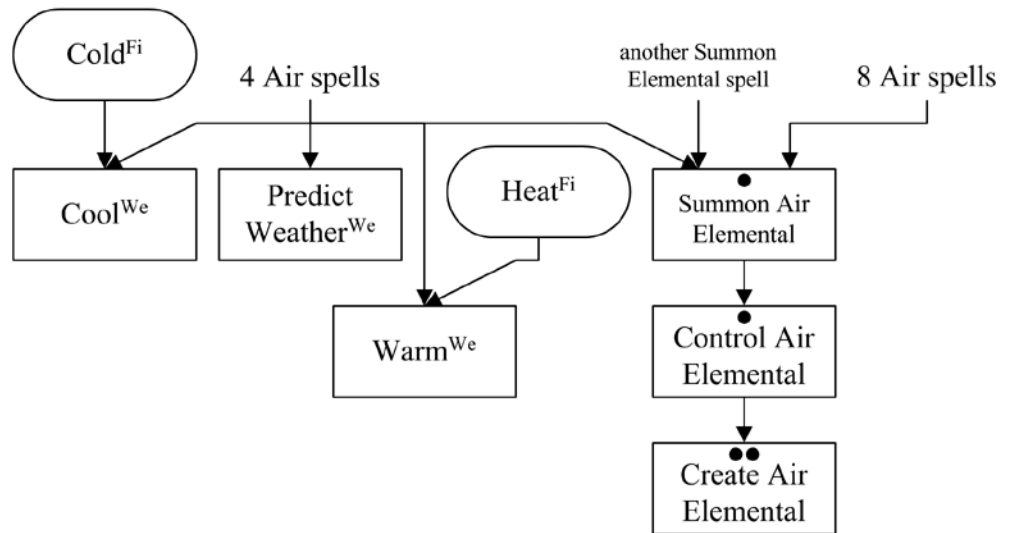
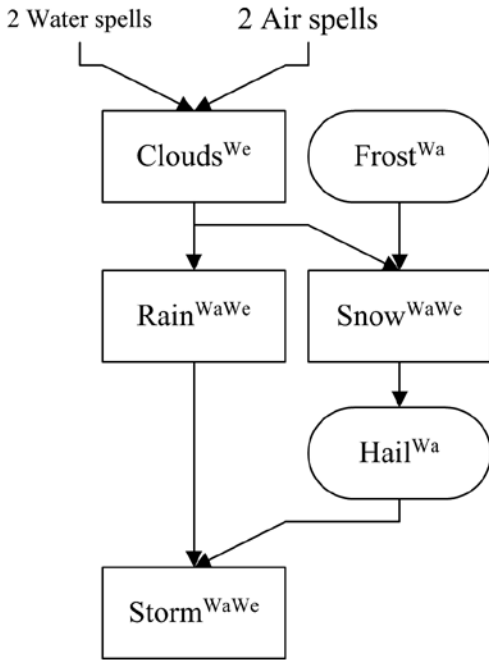


- ^{Ai}Air
- ^{An}Animal
- ^BBody Control
- ^CCommunication & Empathy
- ^{Ea}Earth
- ^{En}Enchantment

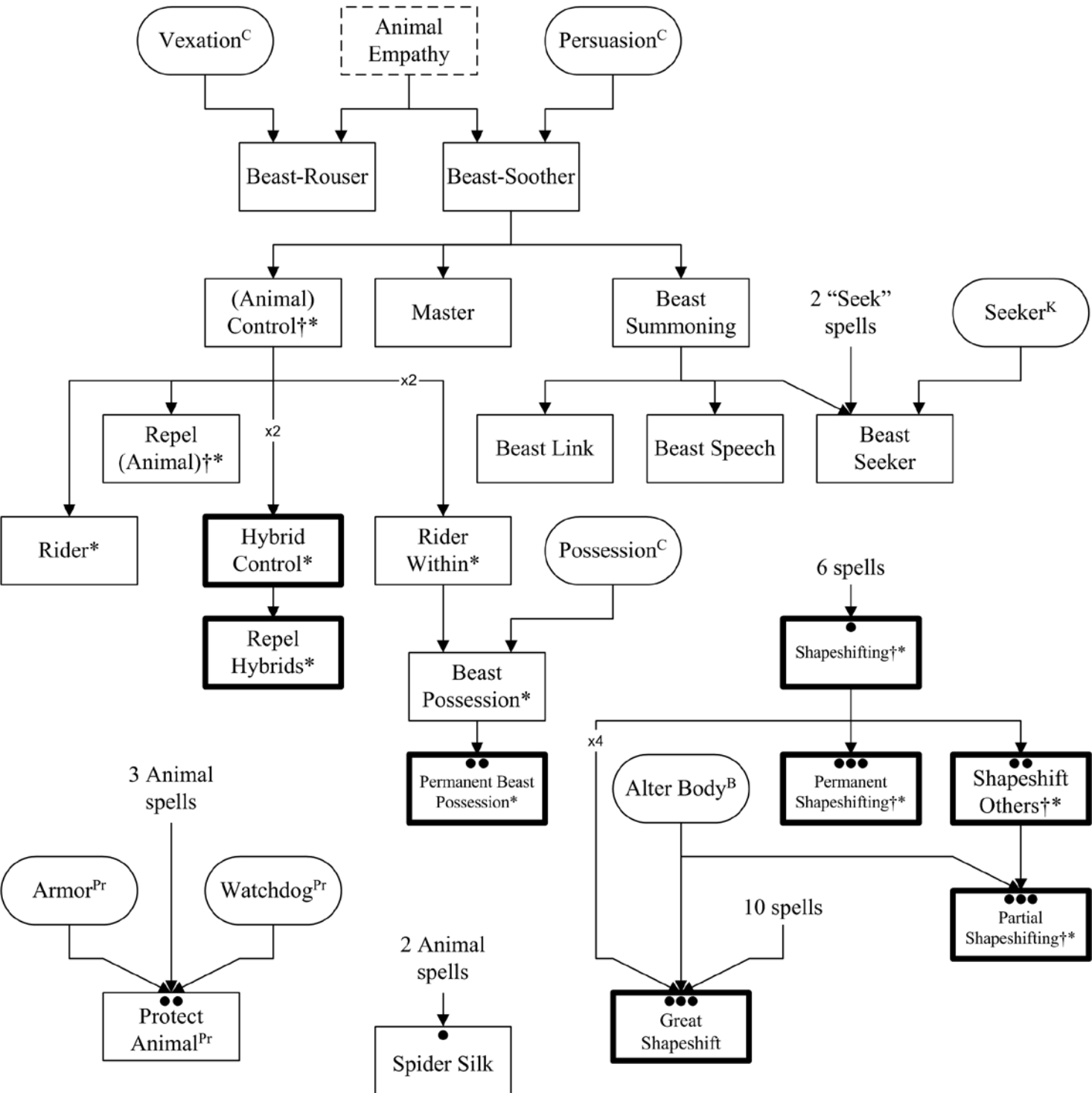
- ^{Fi}Fire
- ^{Fo}Food
- ^GGate
- ^HHealing
- ^IIllusion & Creation
- ^KKnowledge

- ^LLight
- ^{Ma}Making & Breaking
- ^{Me}Meta
- ^{Mi}Mind Control
- ^{Mo}Movement
- ^NNecromantic

- ^{Pl}Plant
- ^{Pr}Protection
- ^SSound
- ^TTechnological
- ^{Wa}Water
- ^{We}Weather

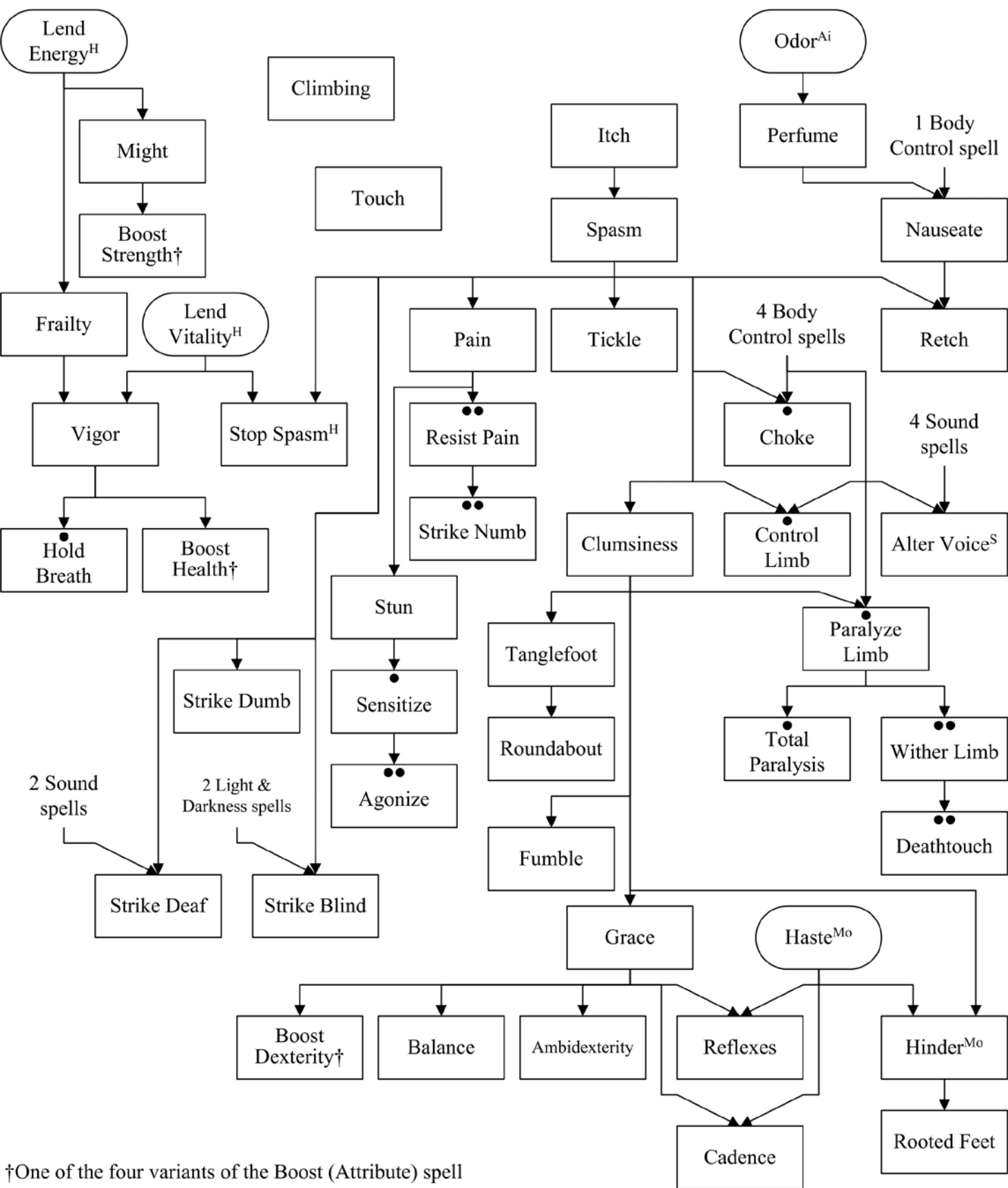


Animal College



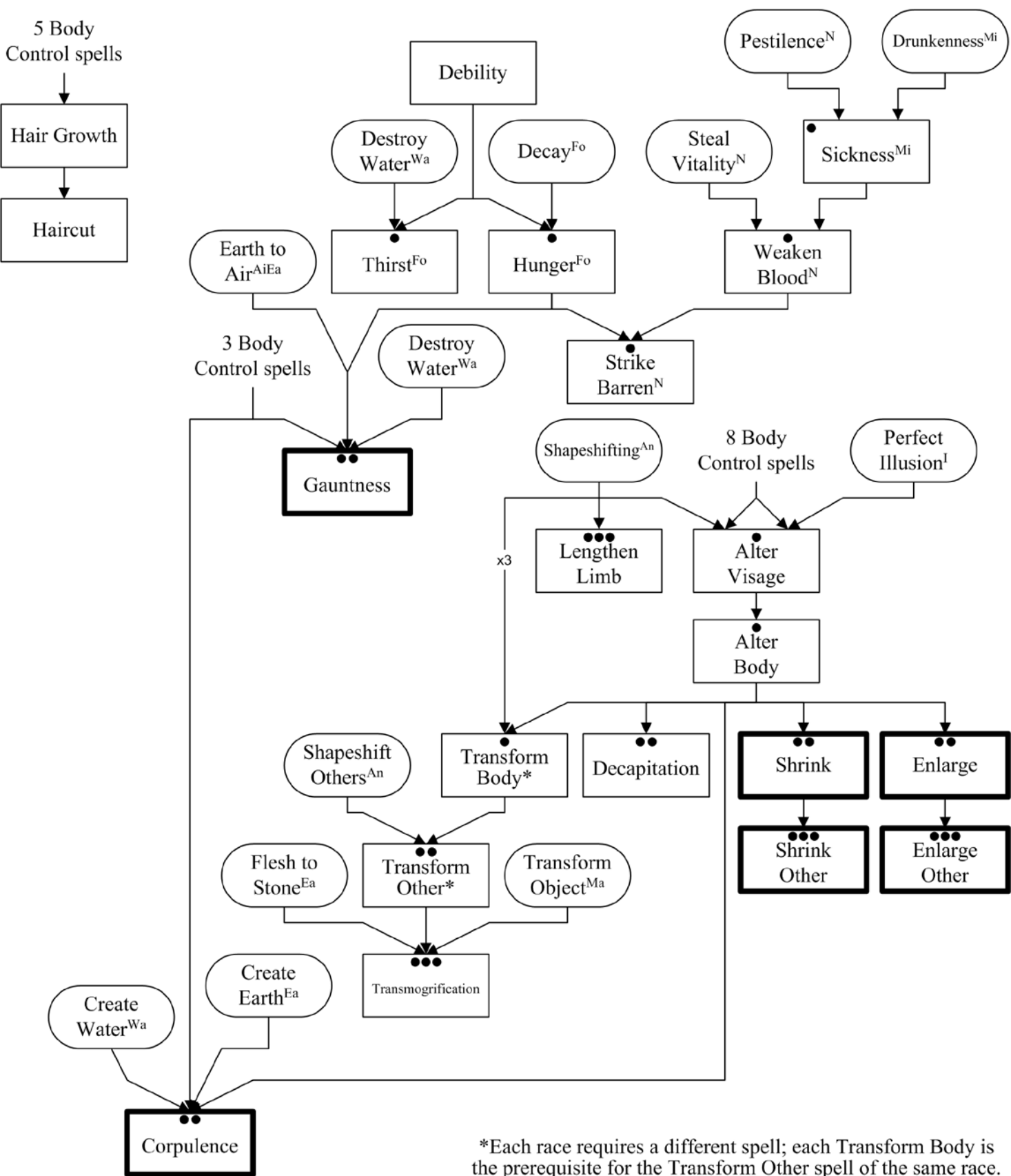
†Each animal requires a different spell.

*Each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).



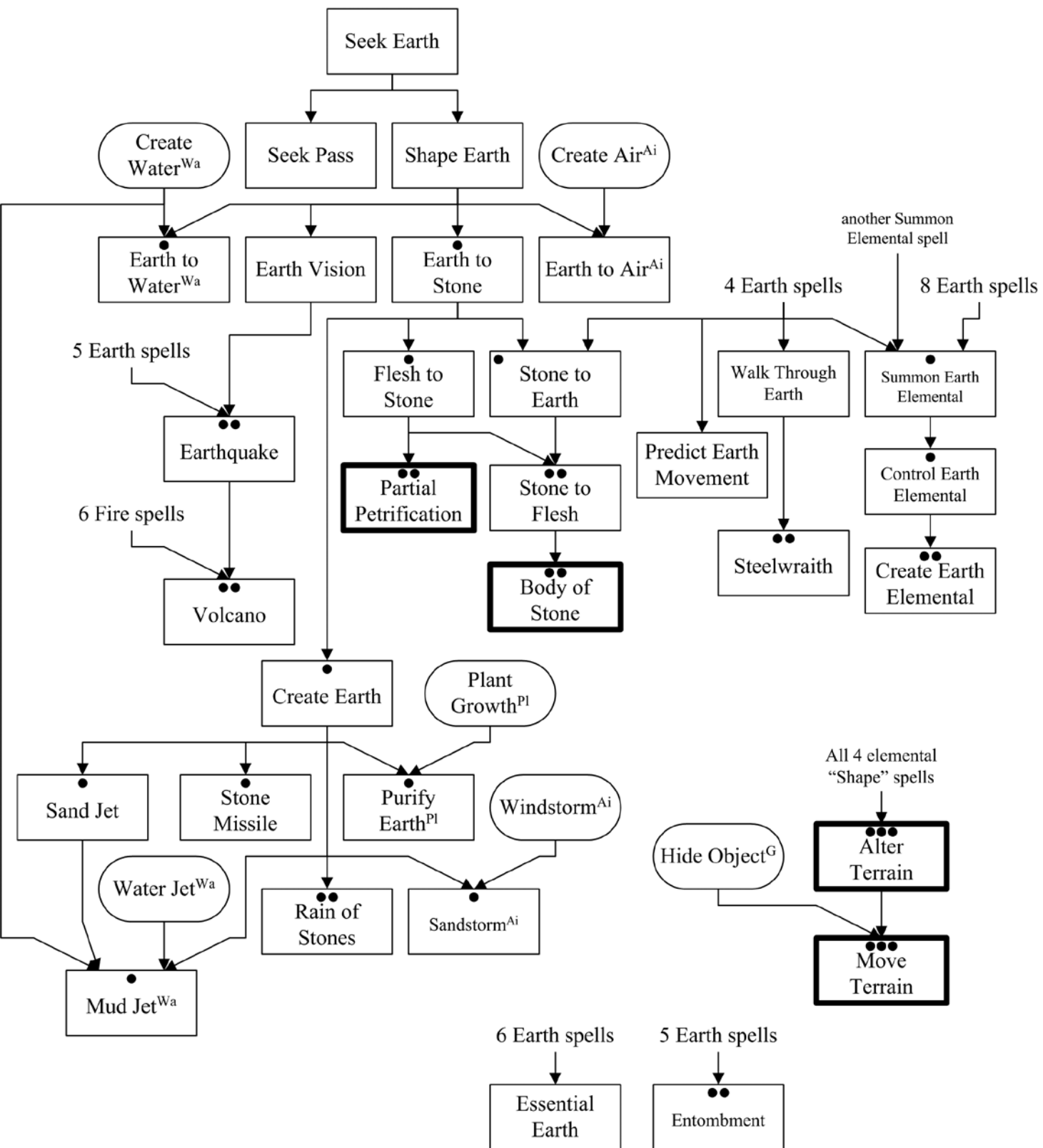
†One of the four variants of the Boost (Attribute) spell

Body Control College

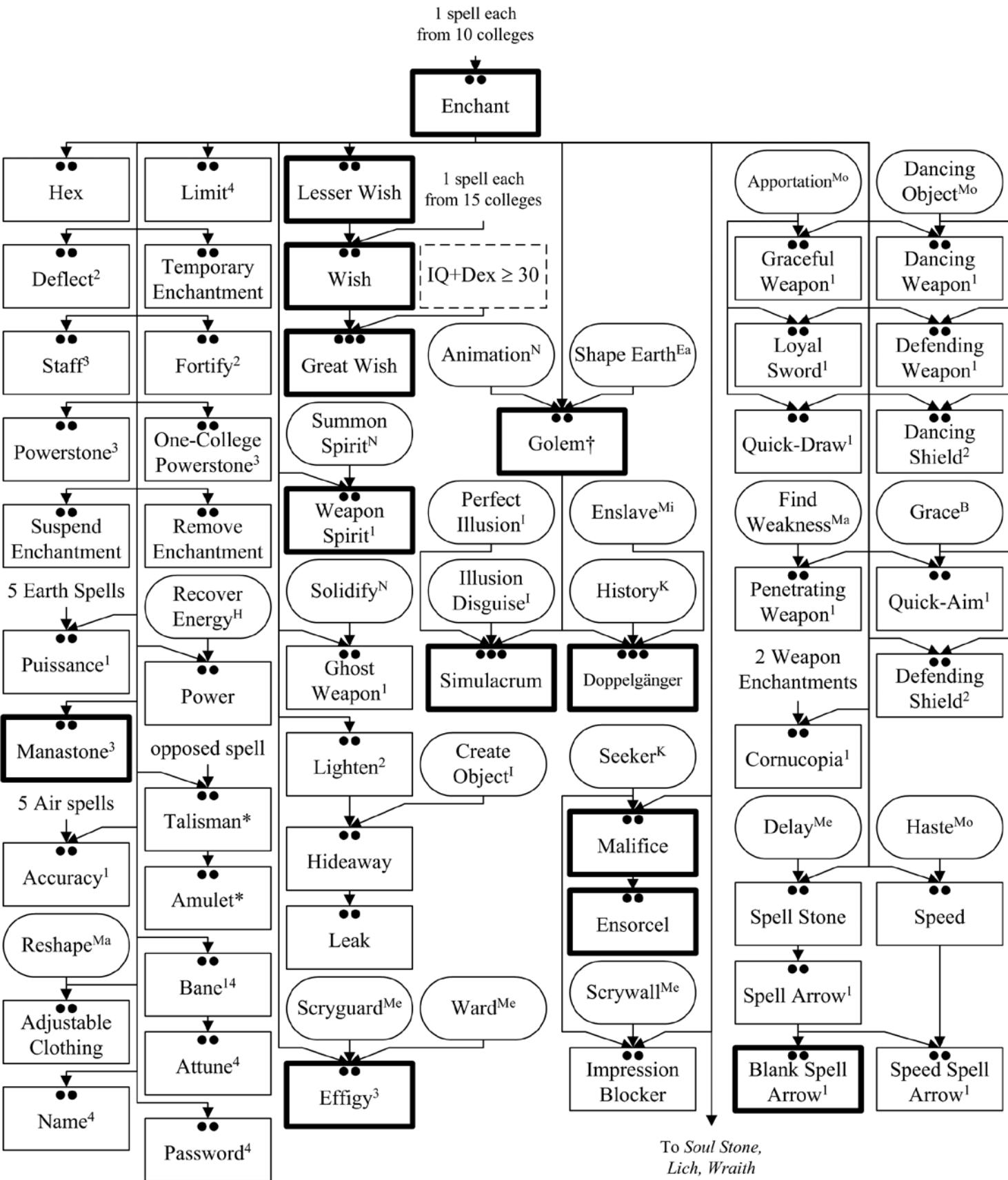


*Each race requires a different spell; each Transform Body is the prerequisite for the Transform Other spell of the same race.

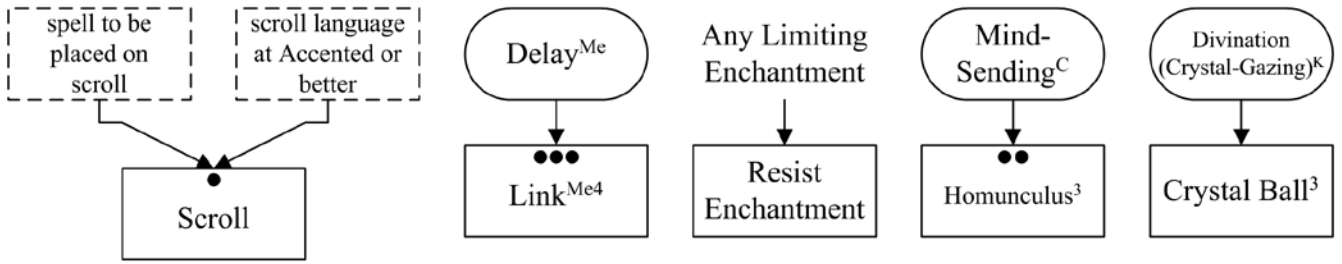
Earth College



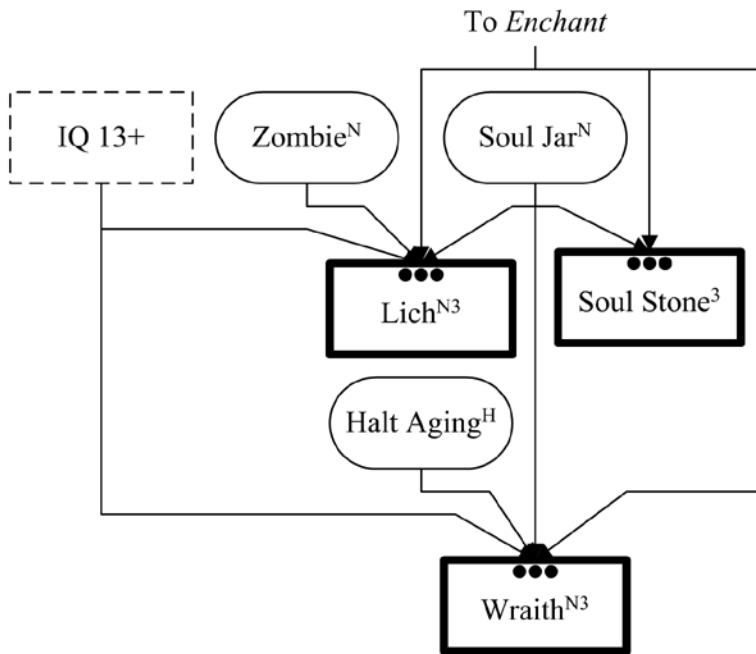
Enchantment College



Enchantment College



The spells in this college require the GM's permission for a PC to learn.

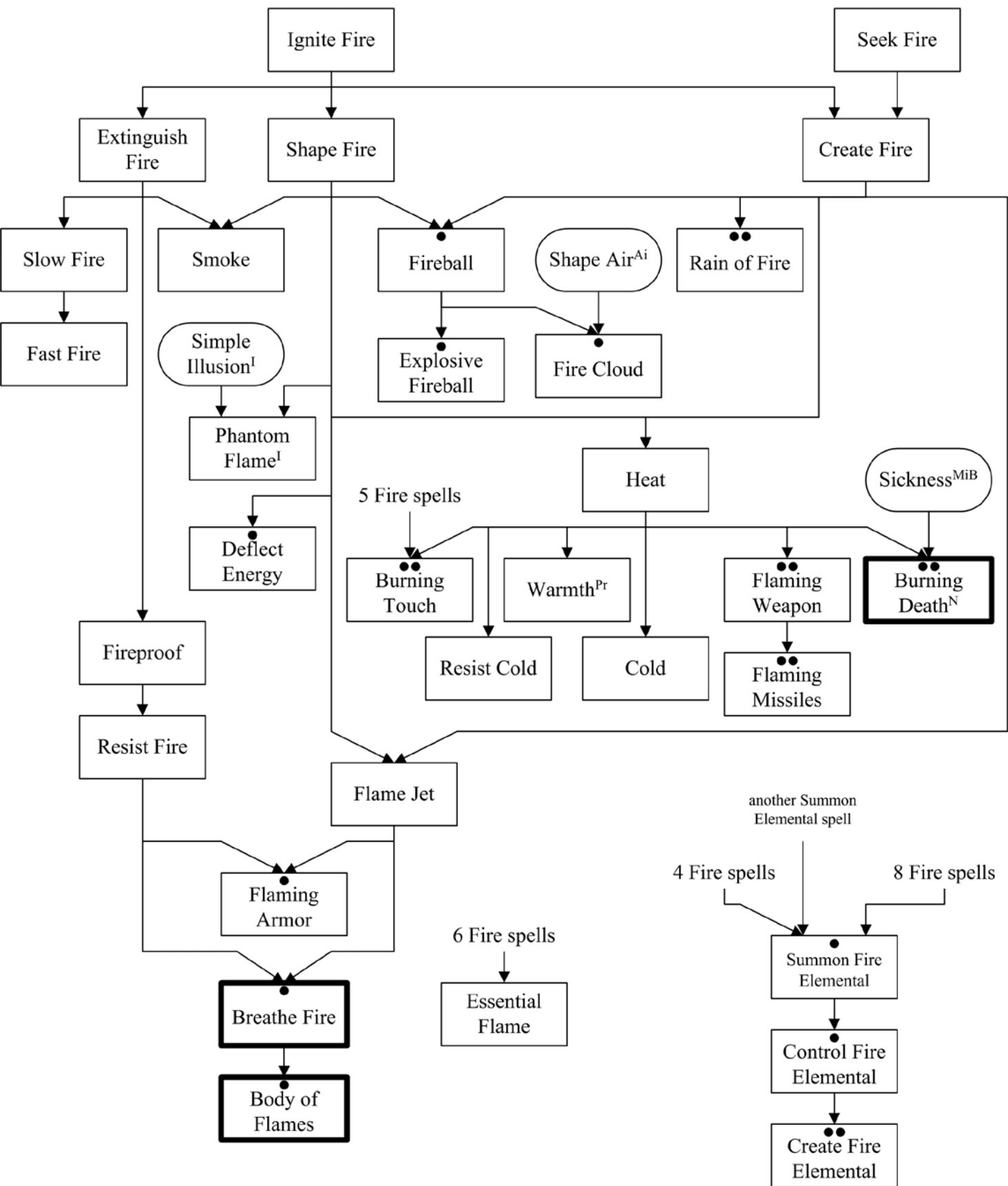


¹Weapon Enchantment
²Armor Enchantment
³Wizardly Tools
⁴Limiting Enchantment

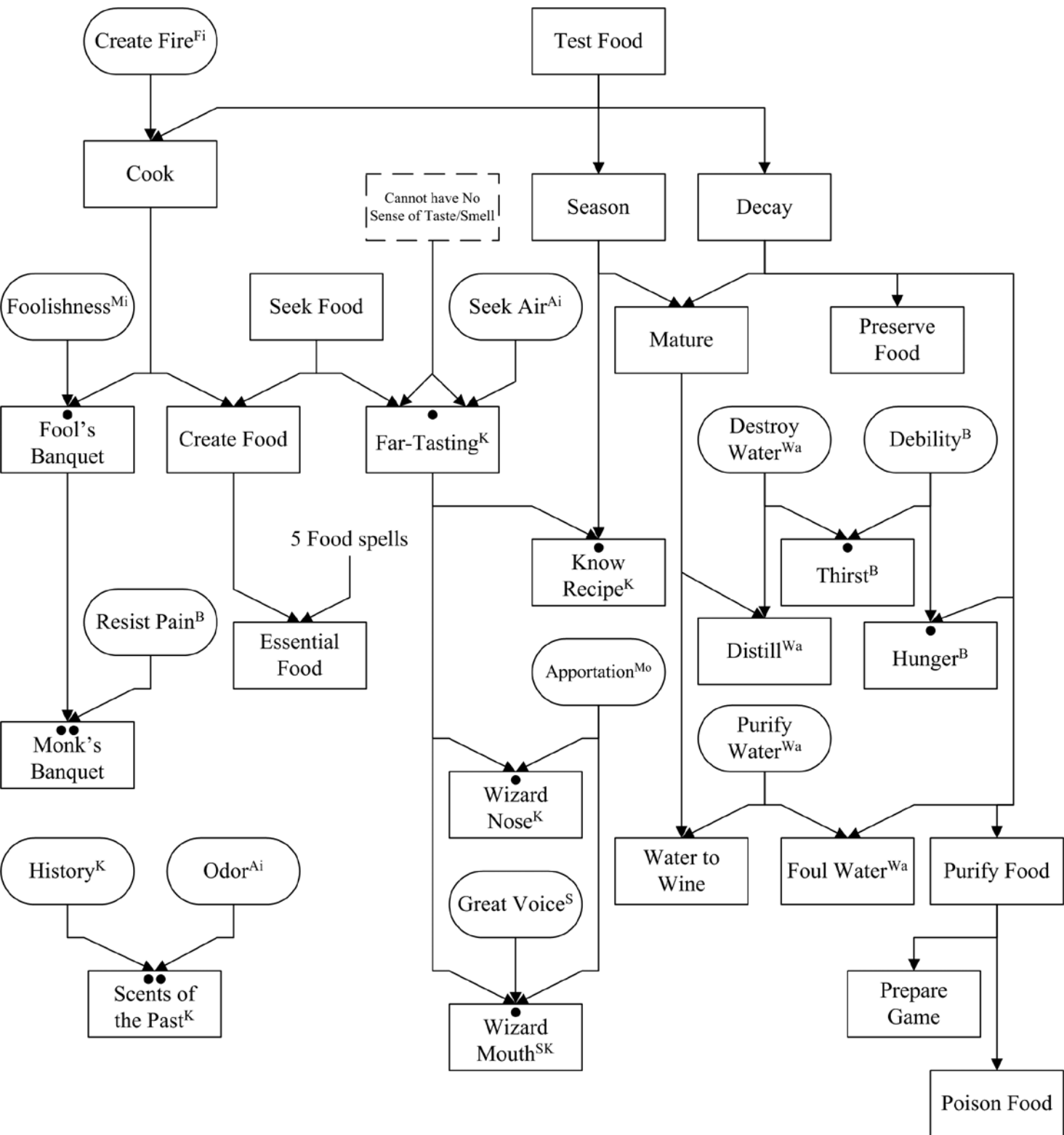
†Other spells may be necessary to work with unusual materials.

*Each protection is a separate spell; each Talisman is the prerequisite for the Amulet spell of the same type.

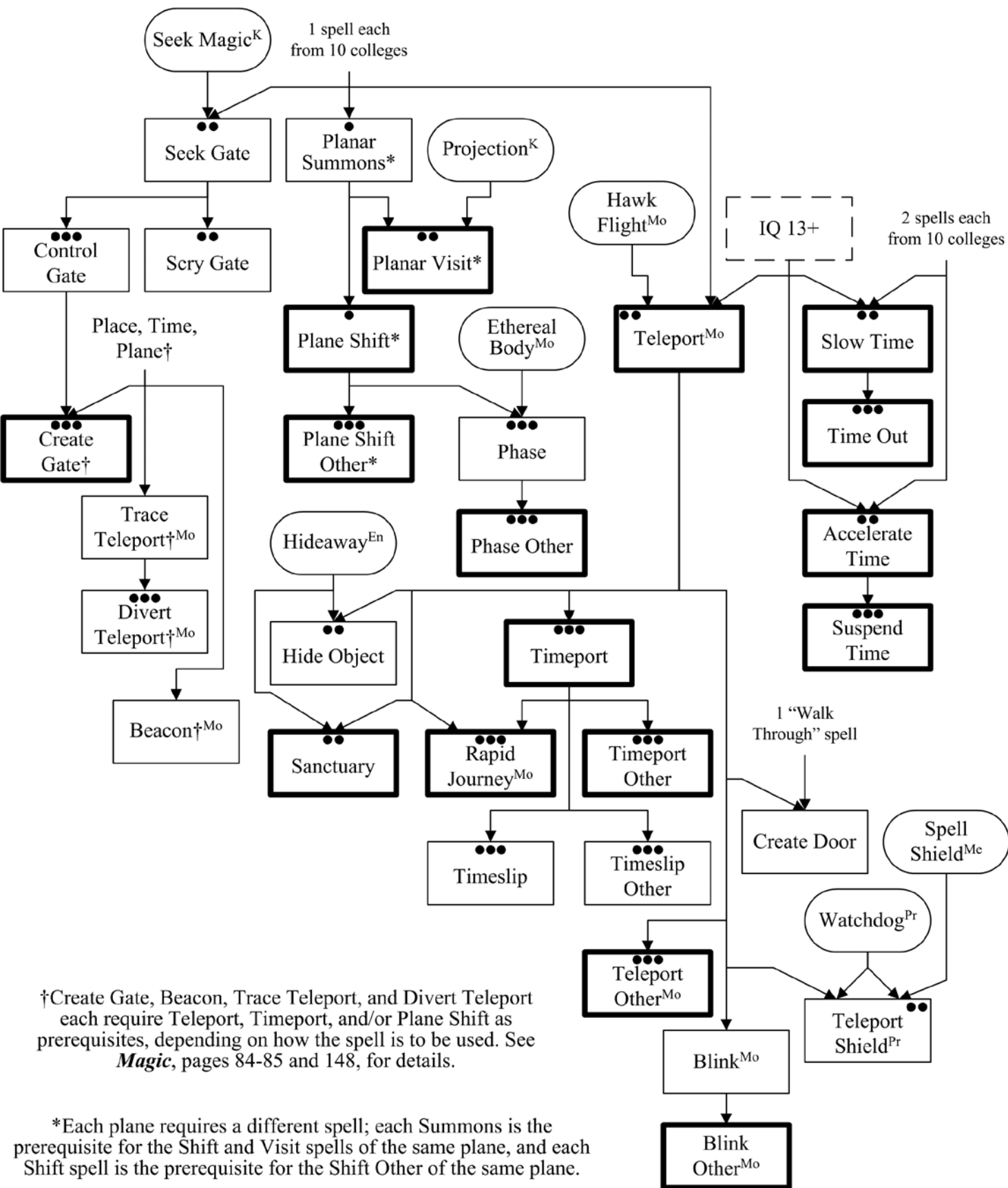
Fire College

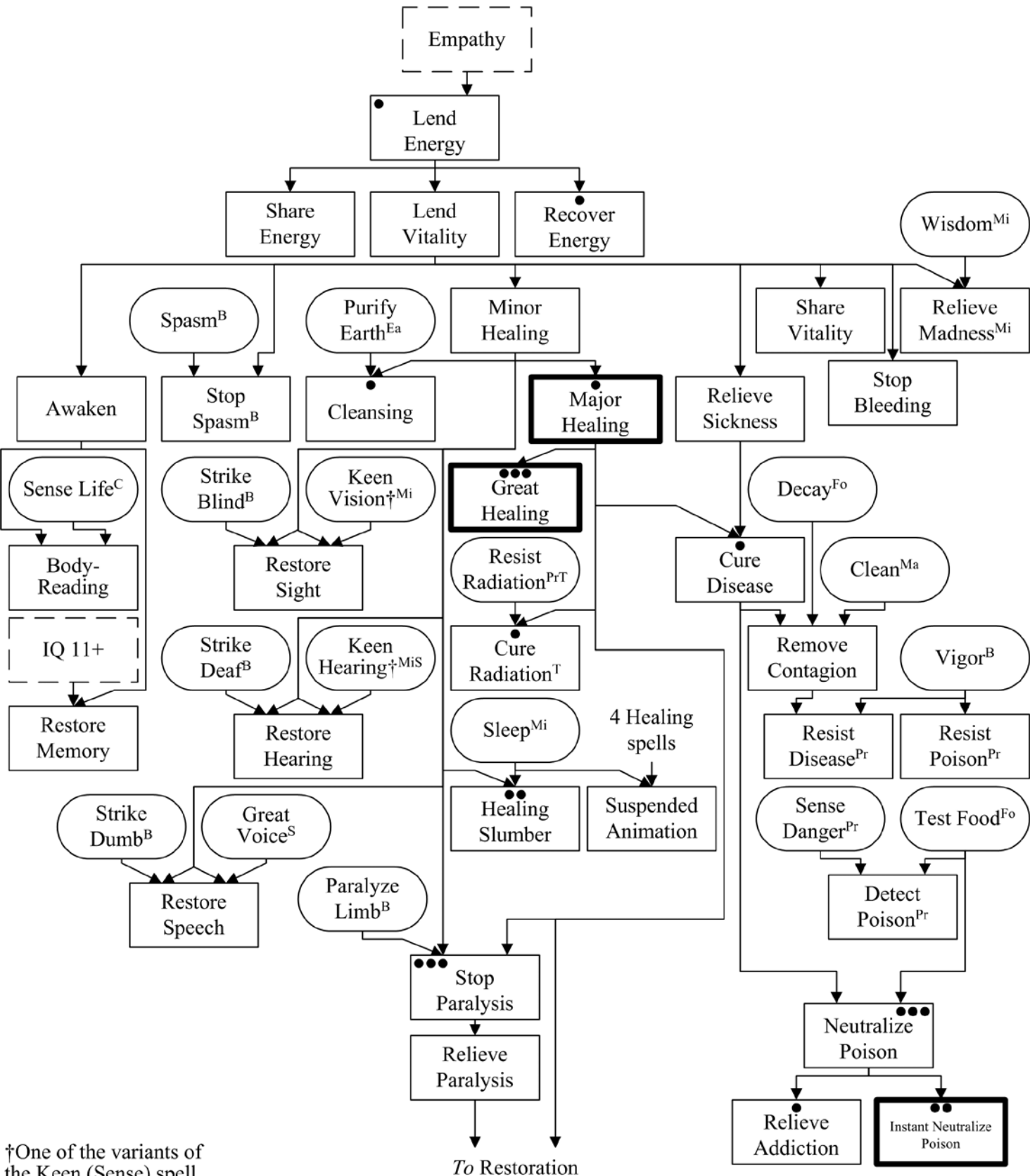


Food College



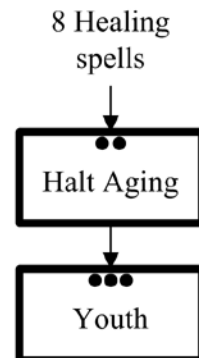
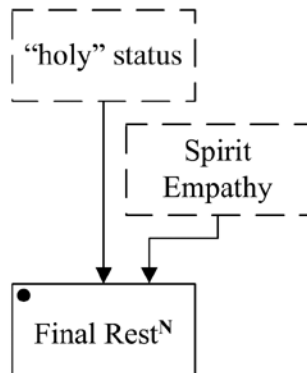
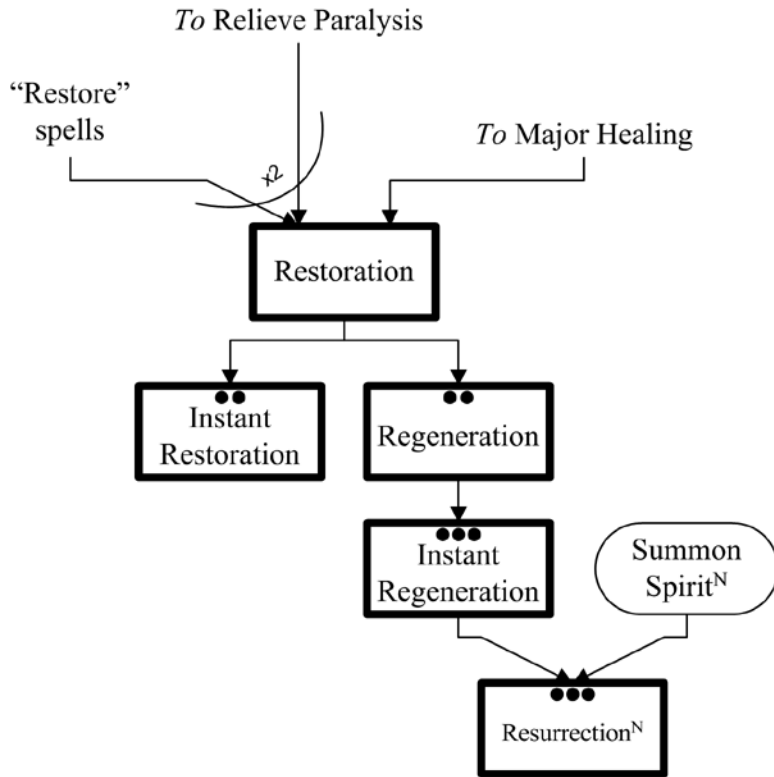
Gate College



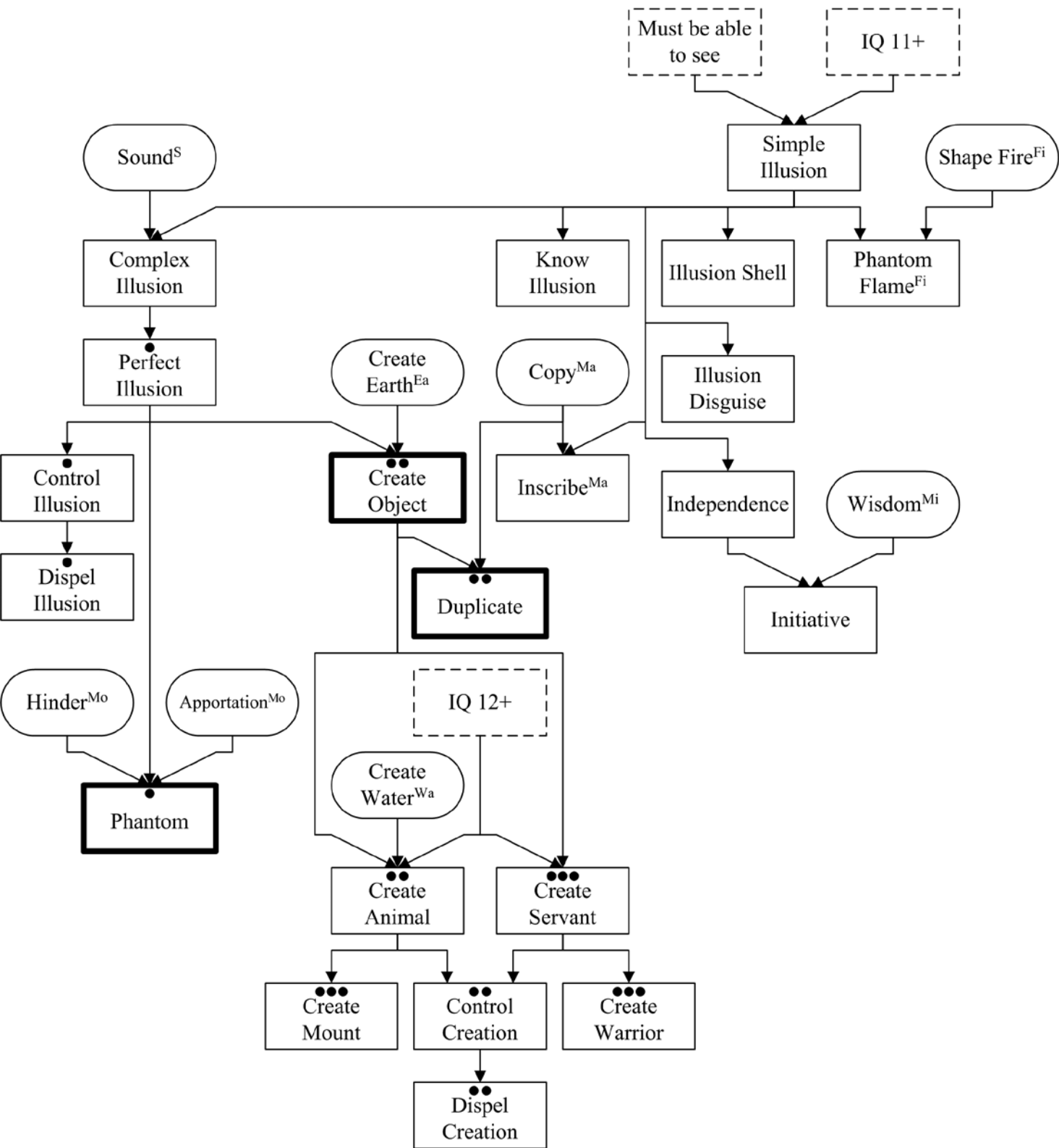


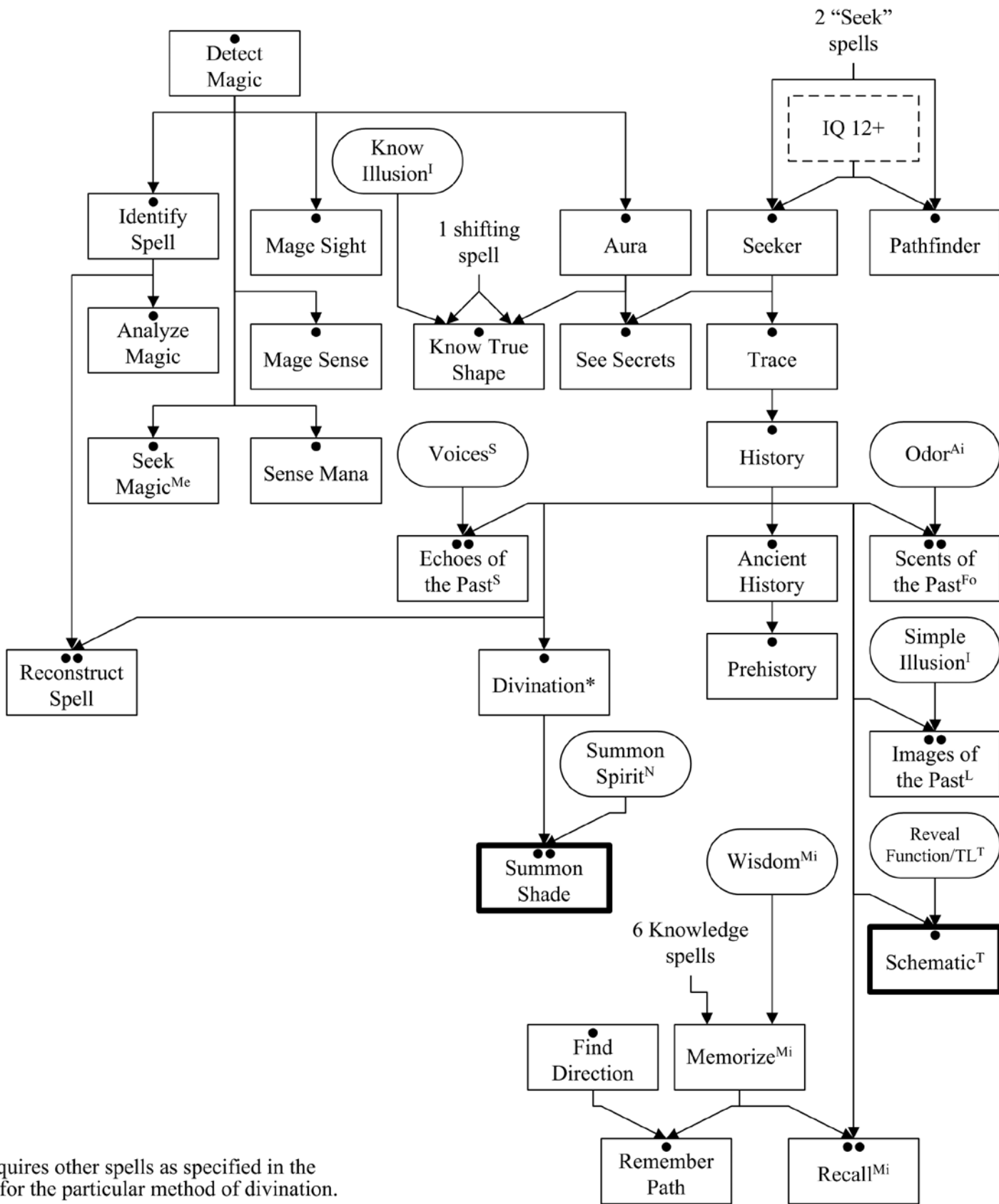
†One of the variants of the Keen (Sense) spell

To Restoration

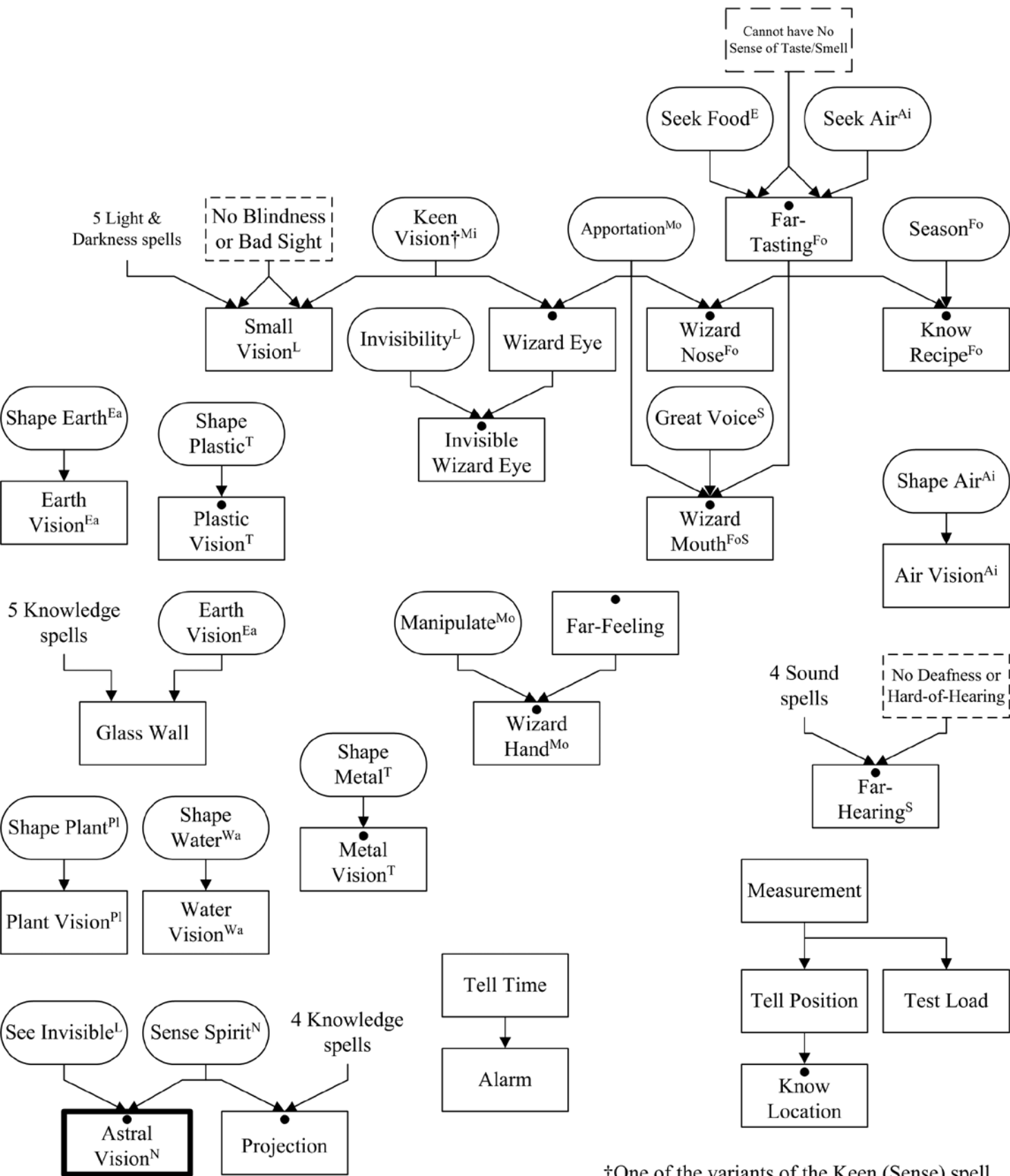


Illusion & Creation College



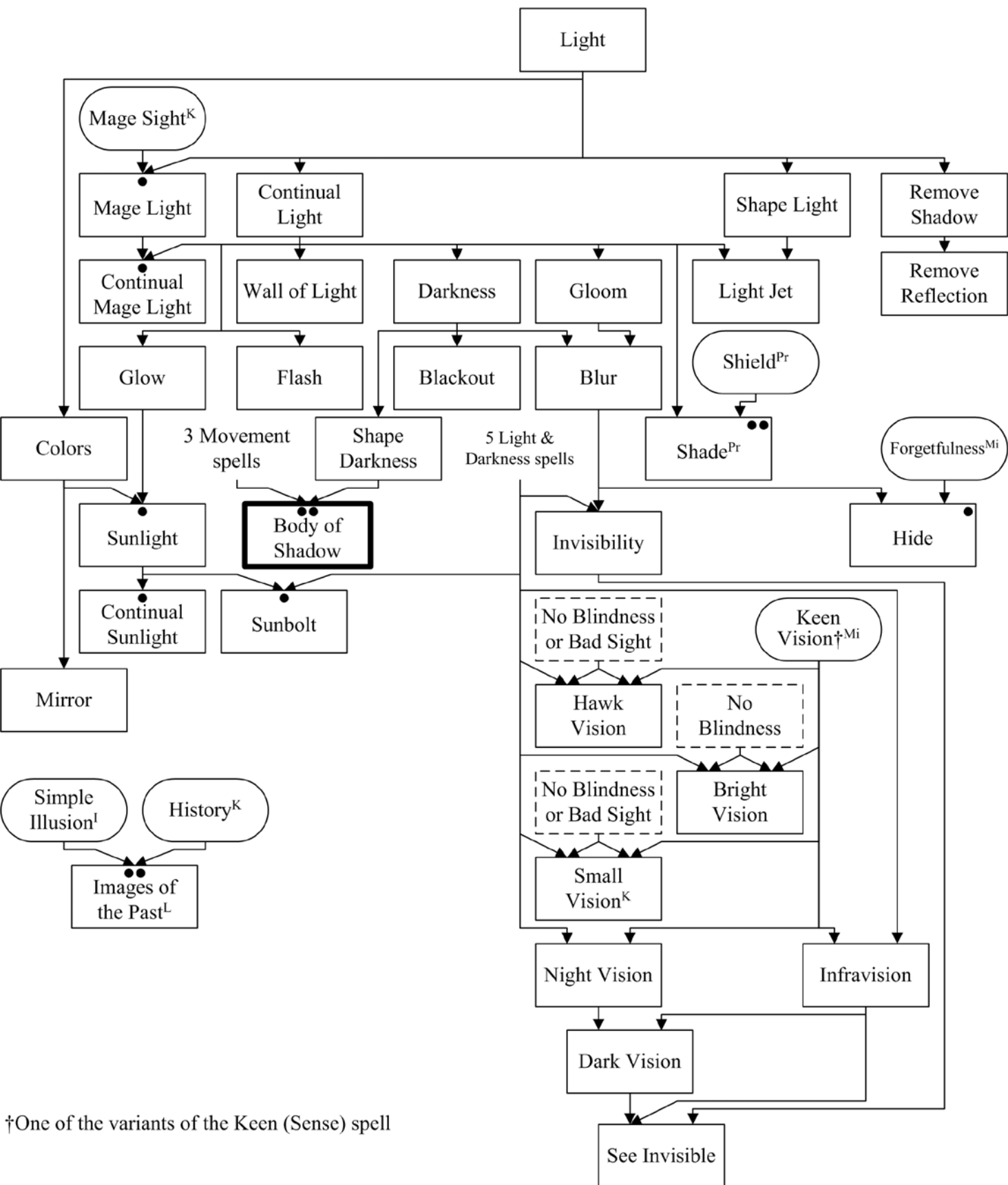


*Requires other spells as specified in the text for the particular method of divination.

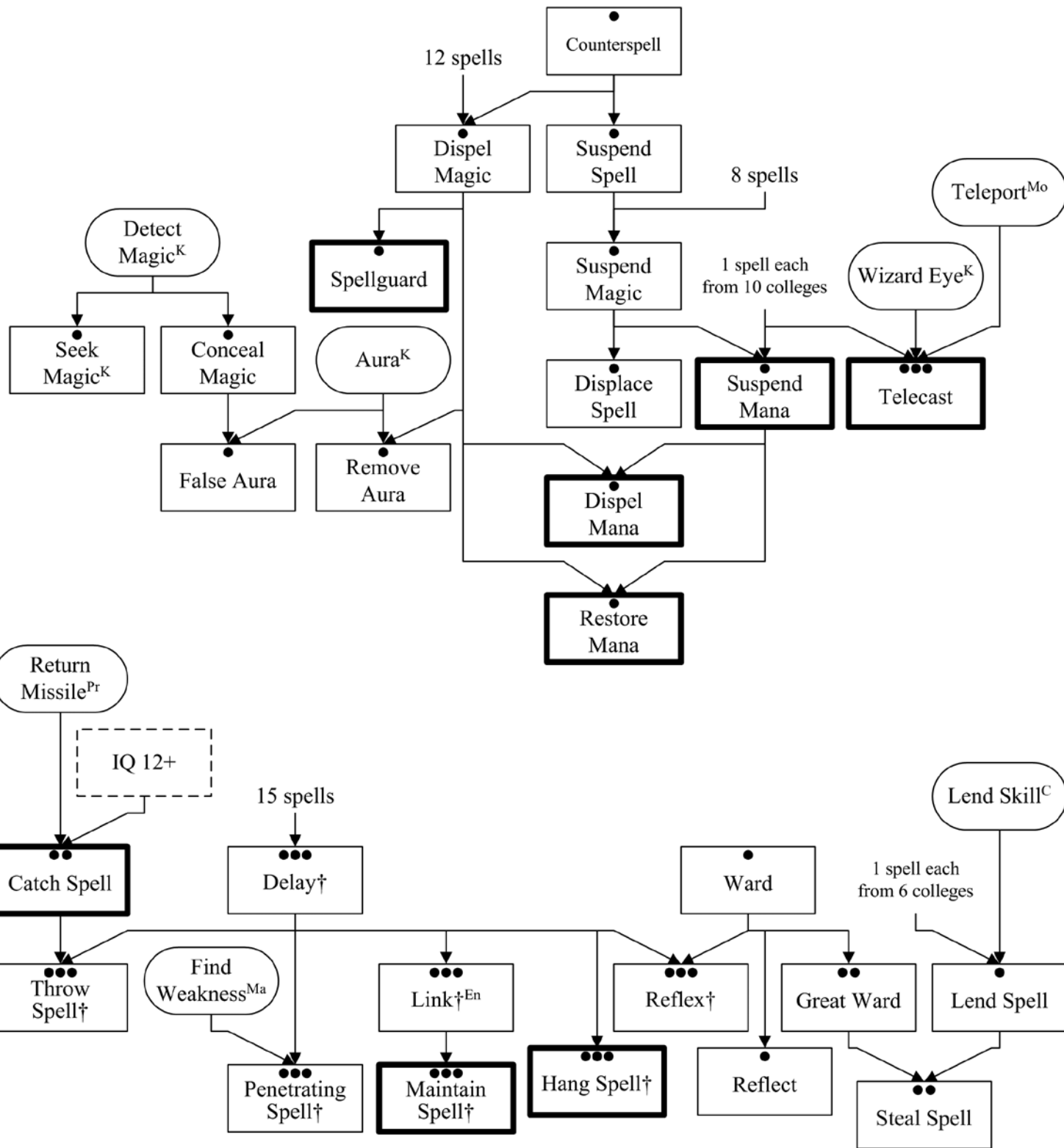


†One of the variants of the Keen (Sense) spell

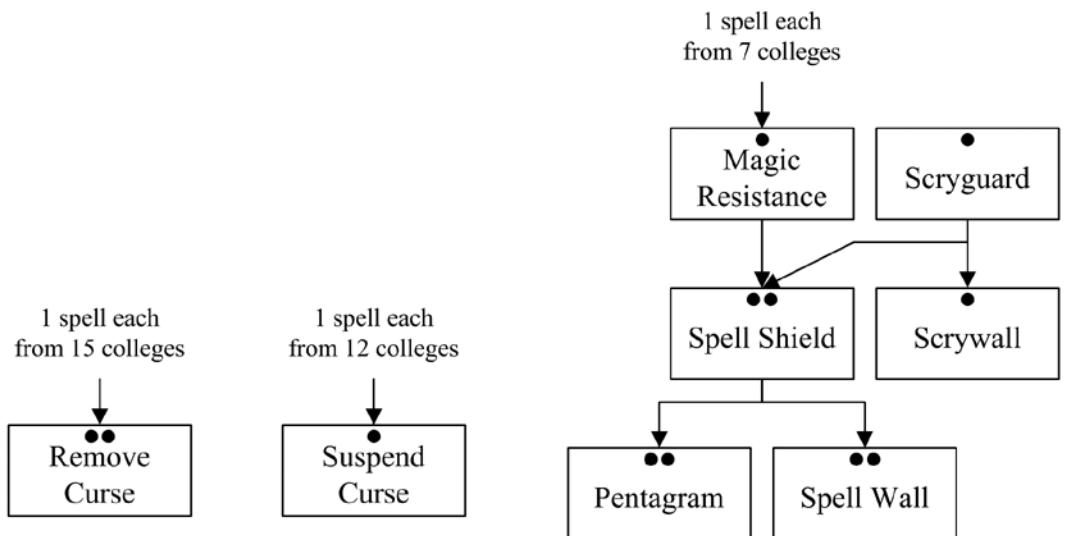
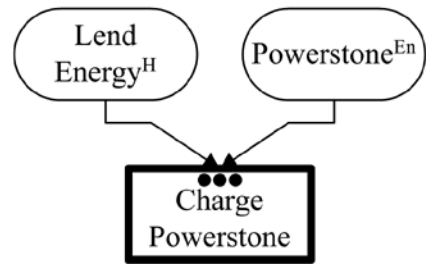
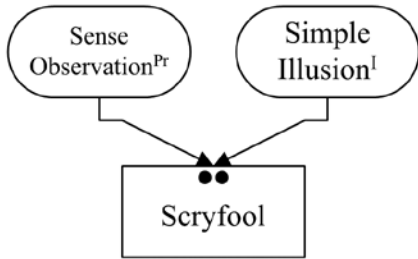
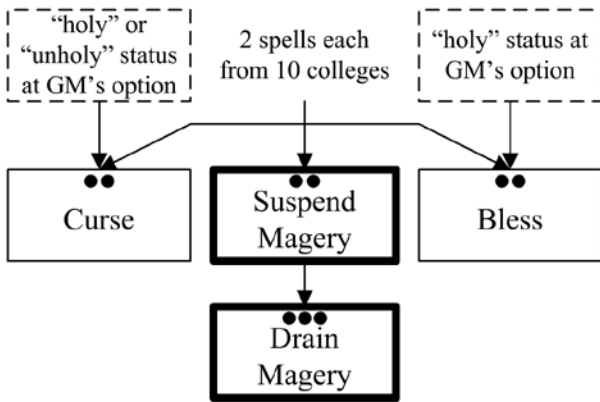
Light & Darkness College

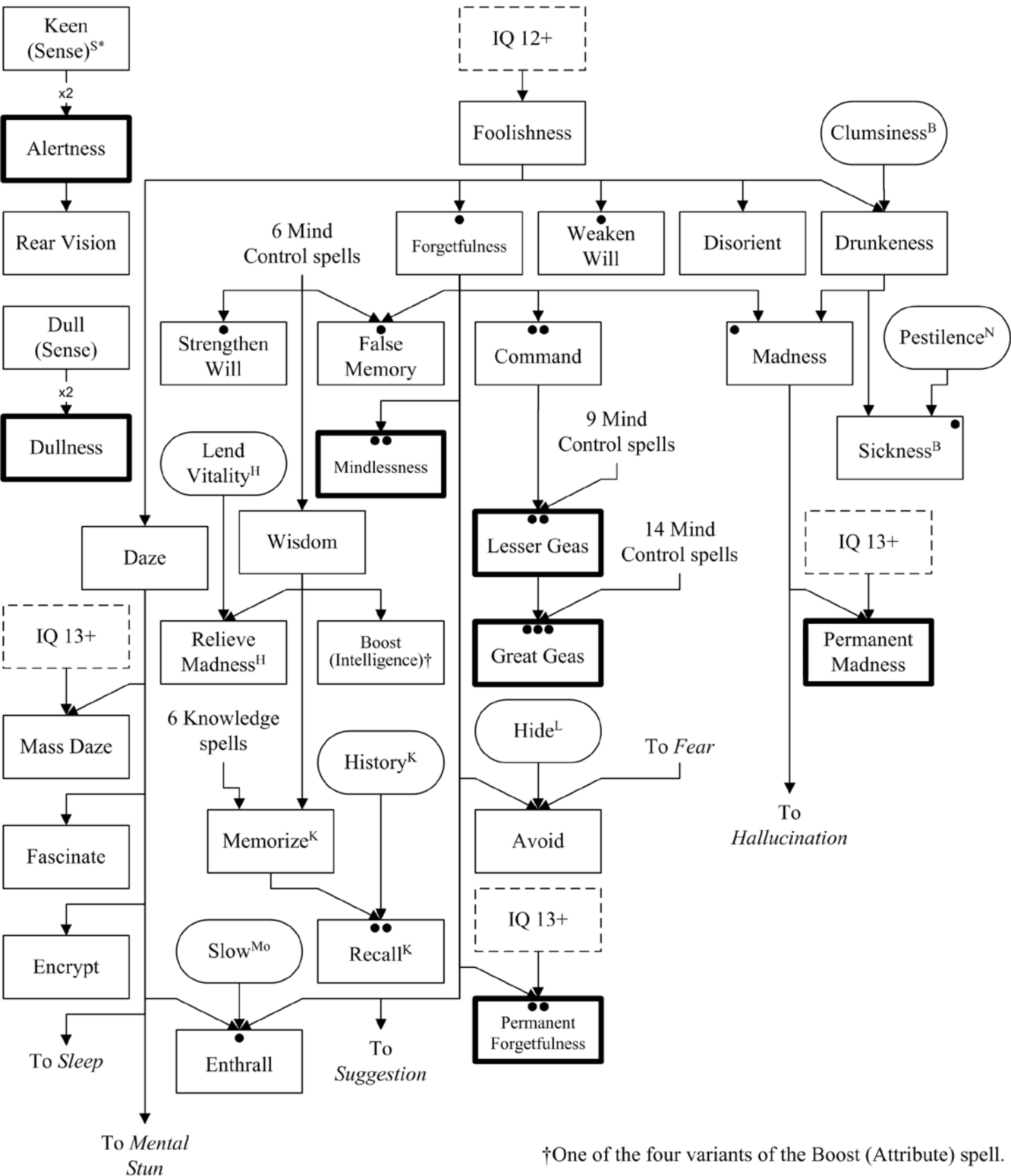


†One of the variants of the Keen (Sense) spell

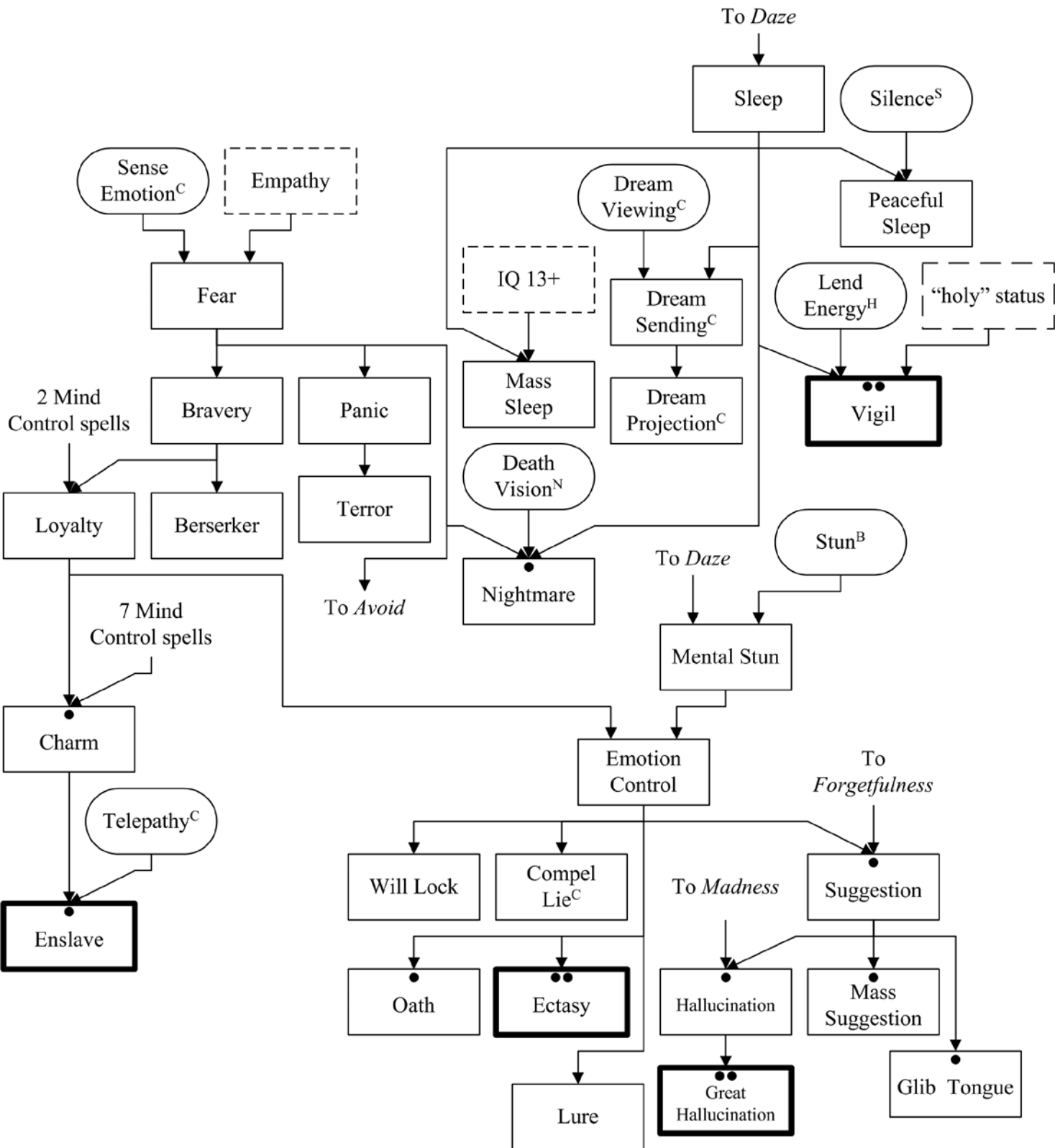


†Linking spell



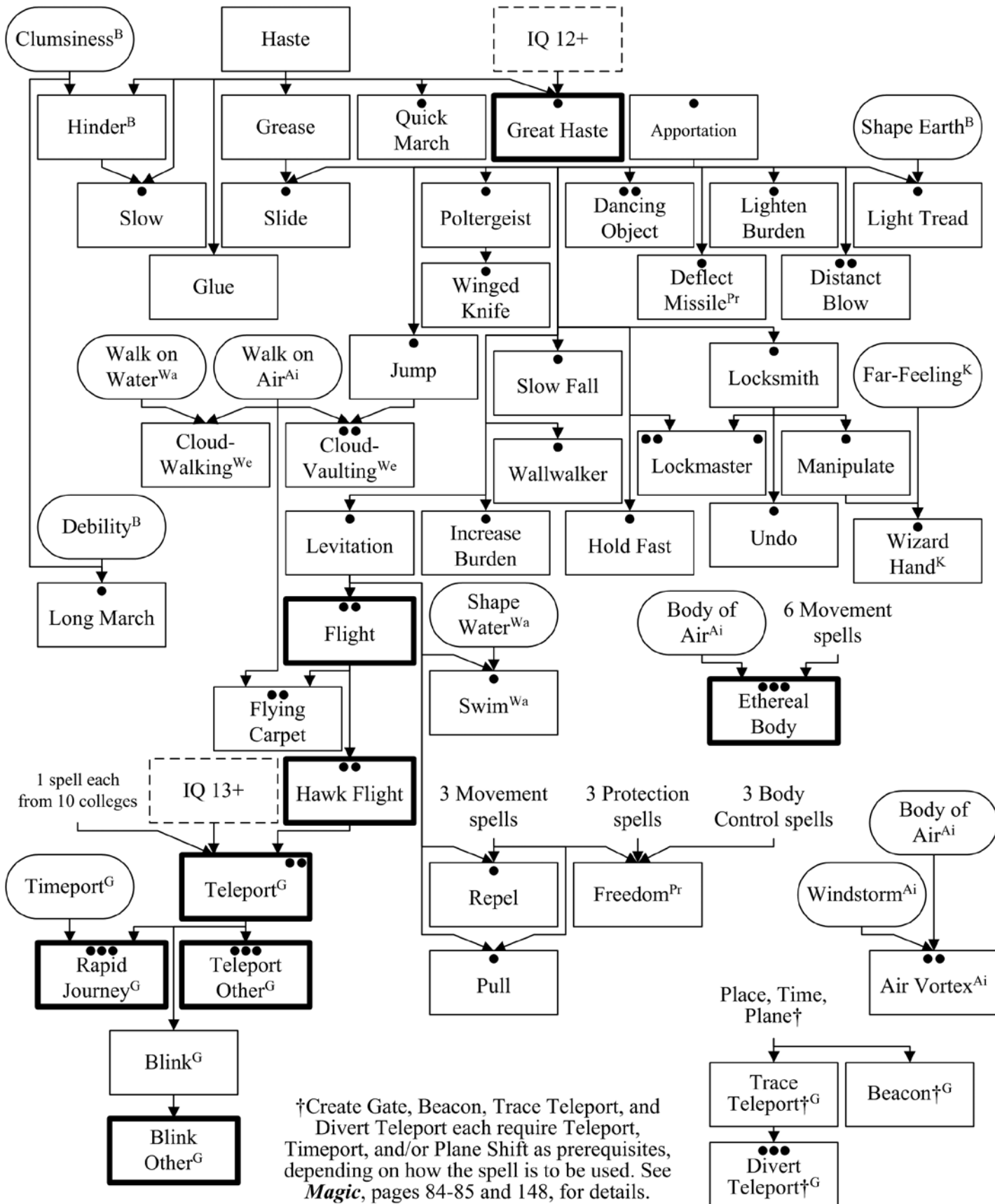


†One of the four variants of the Boost (Attribute) spell.

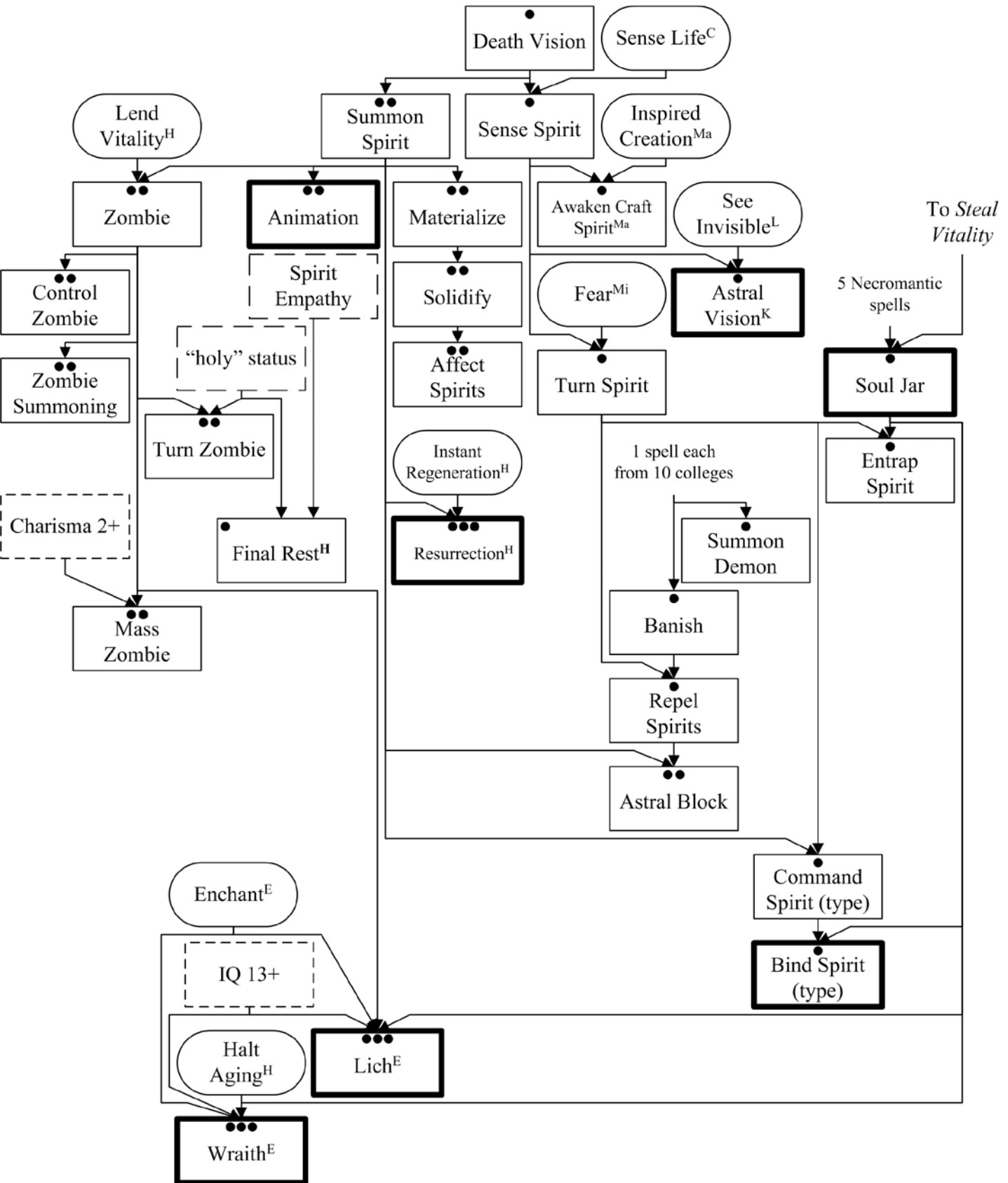


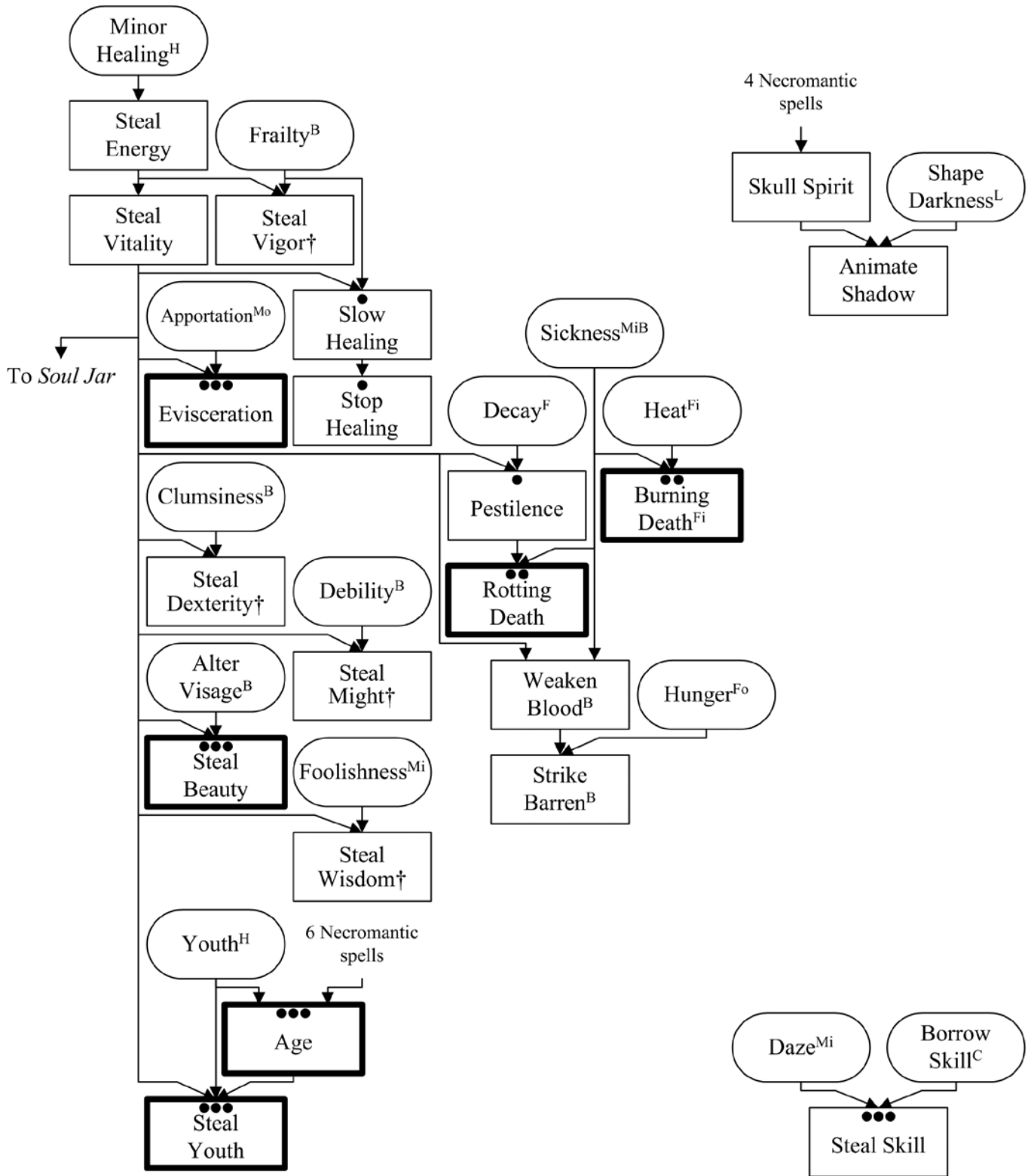
*Only Keen Hearing is also a Sound spell.

Movement College



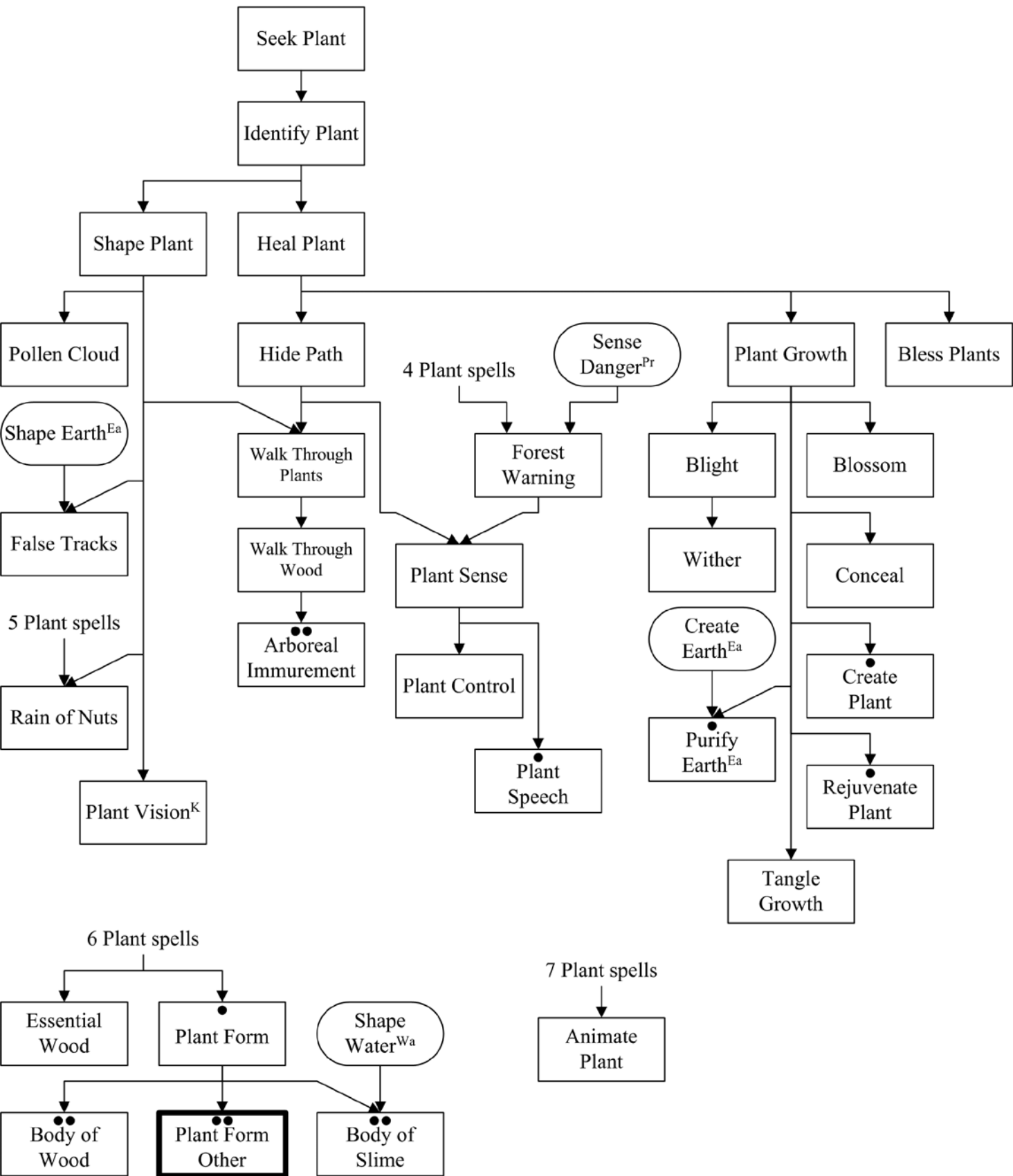
Necromantic College



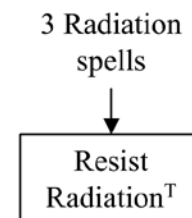
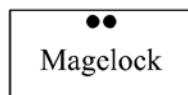
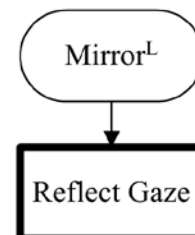
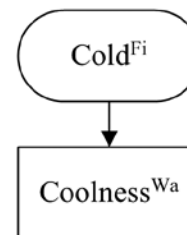
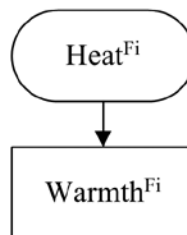
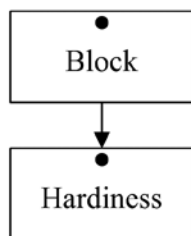
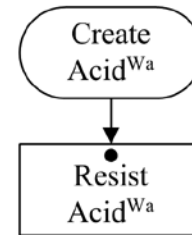
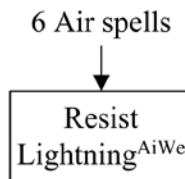
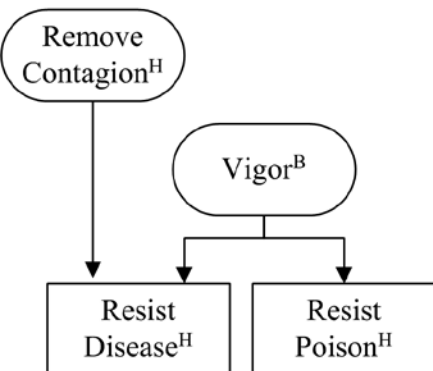
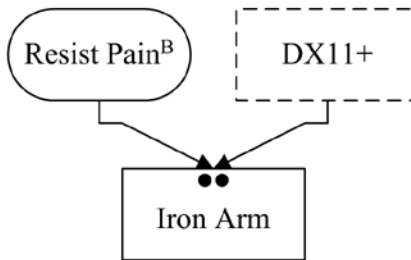
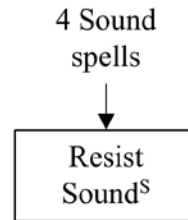
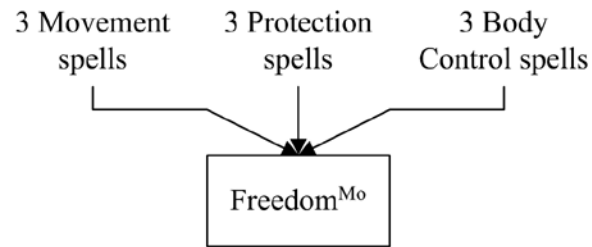


†One of the four variants of the Steal (Attribute) spell

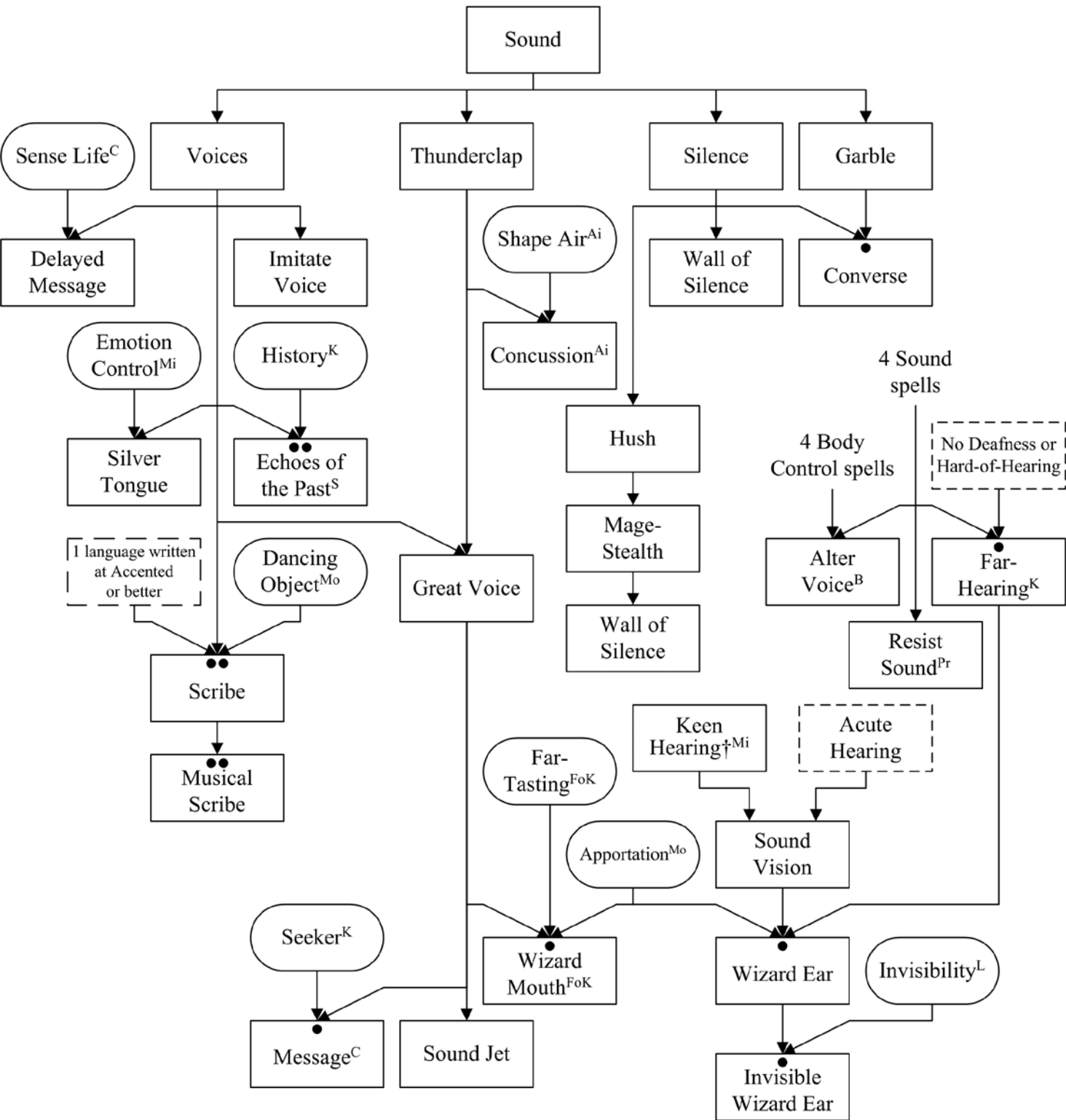
Plant College



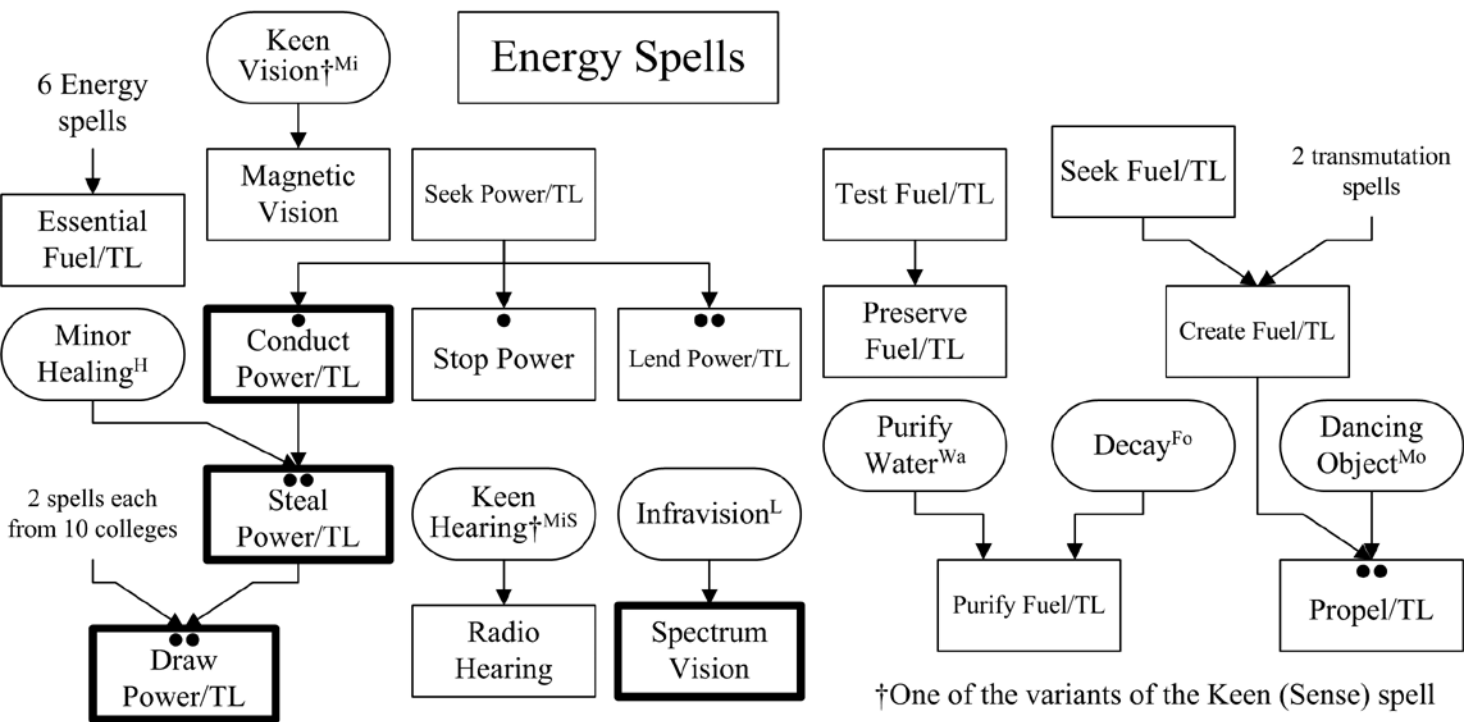
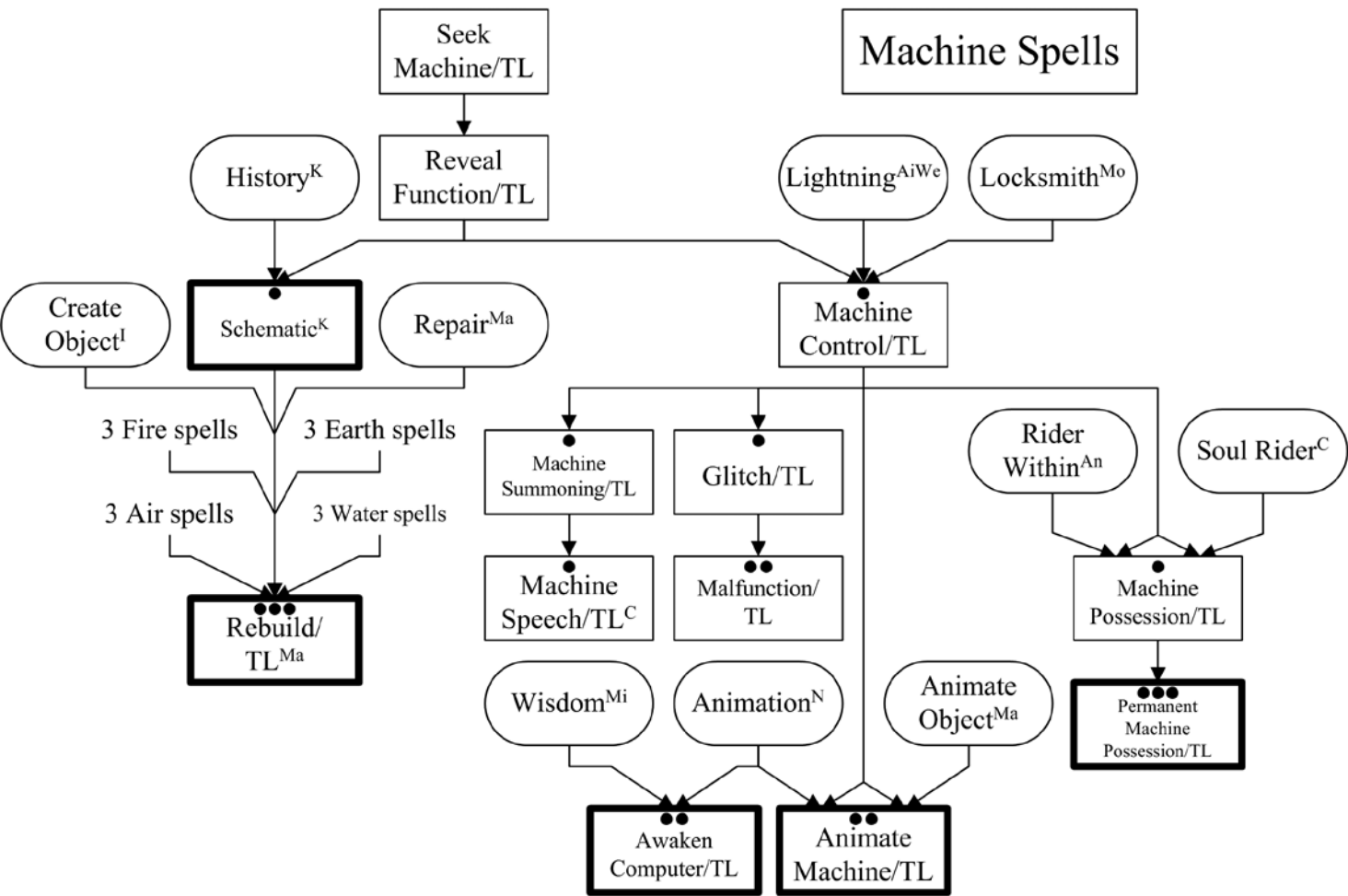




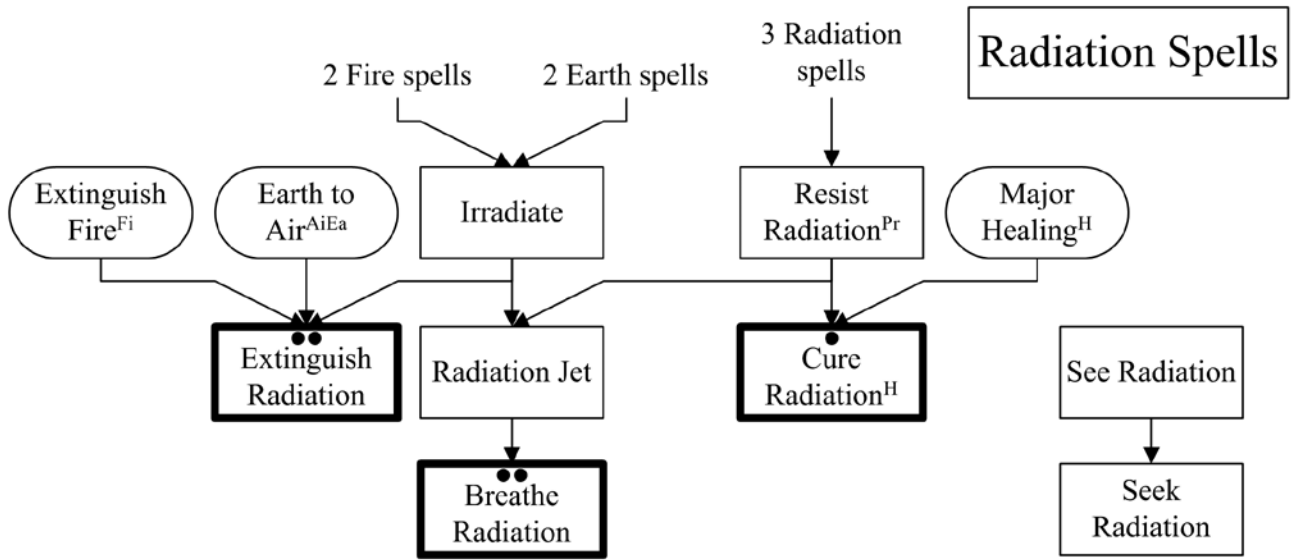
Sound College



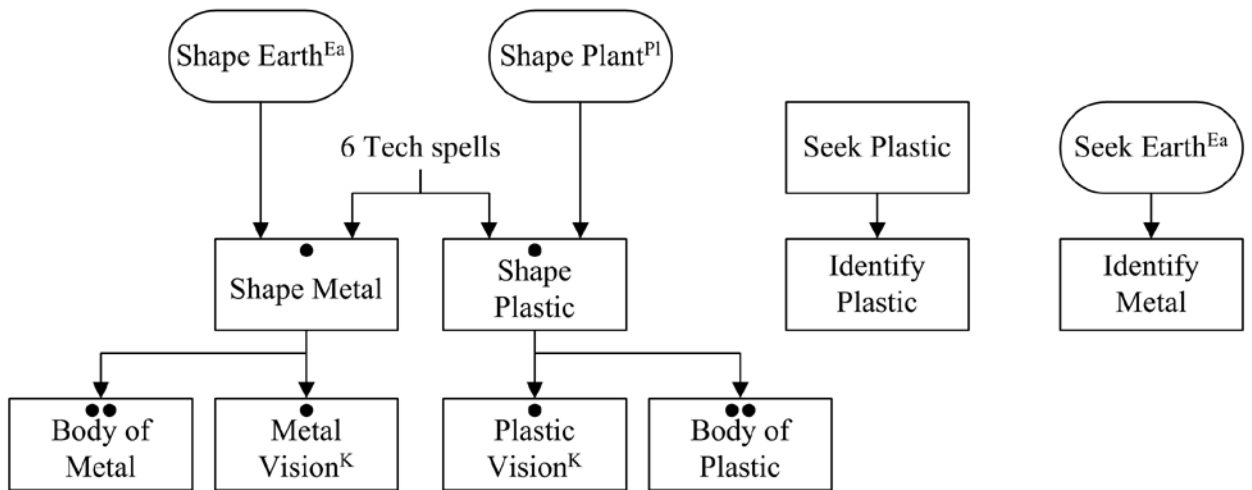
†One of the variants of the Keen (Sense) spell



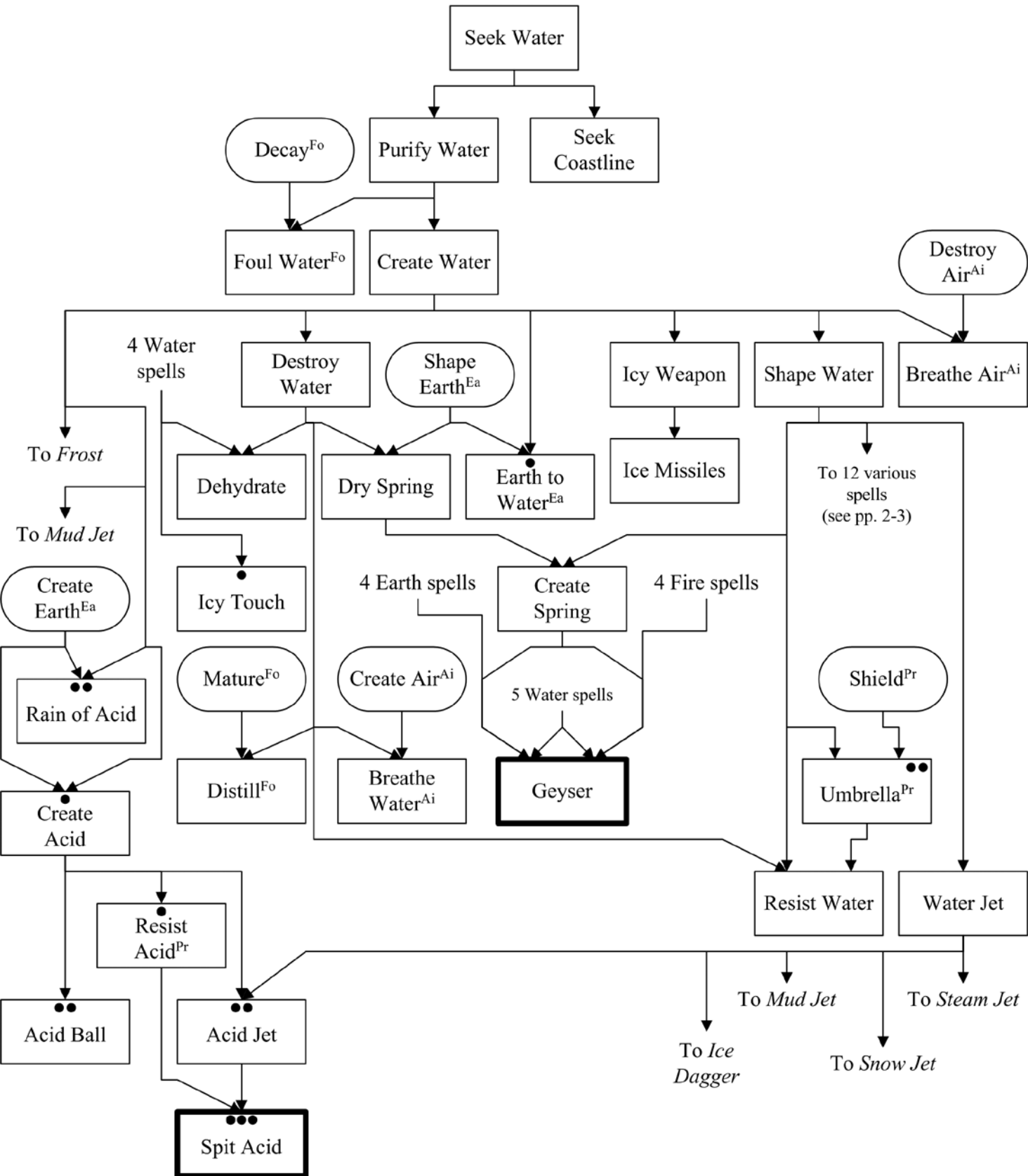
†One of the variants of the Keen (Sense) spell

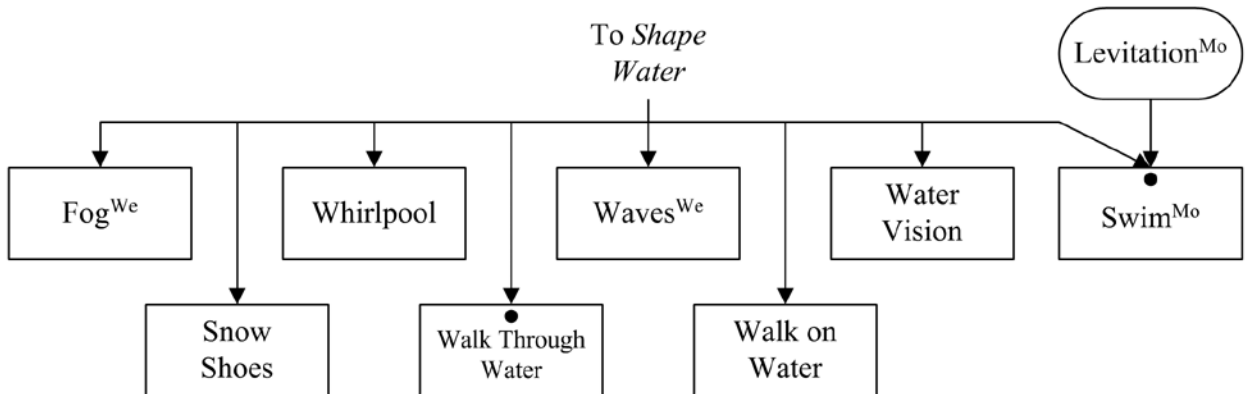
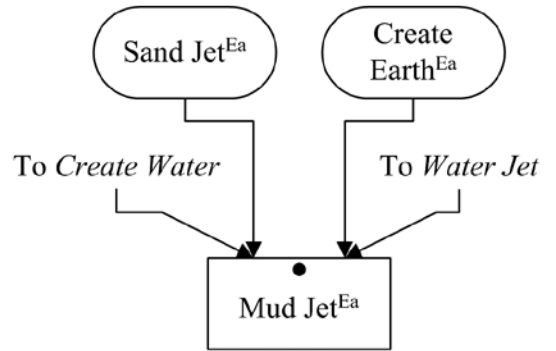
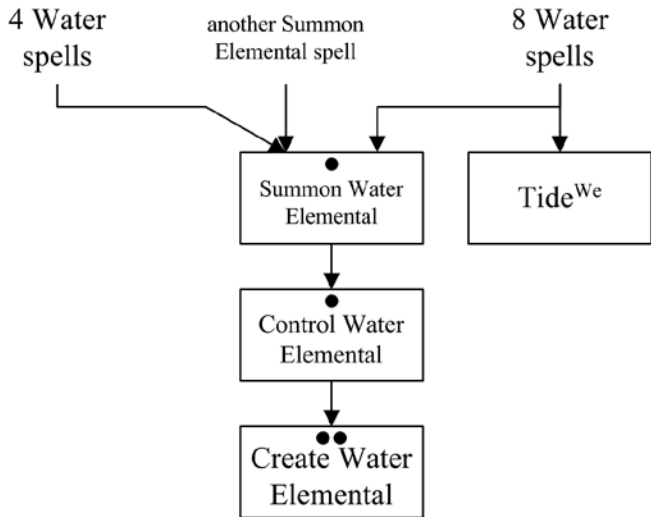
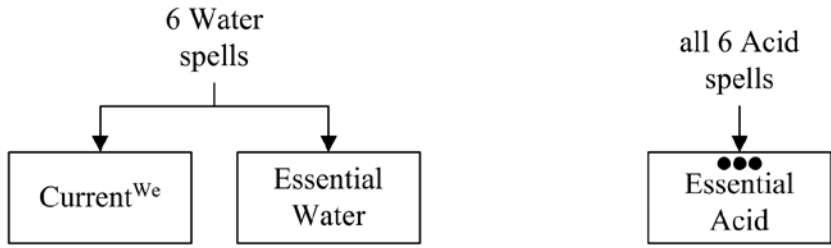


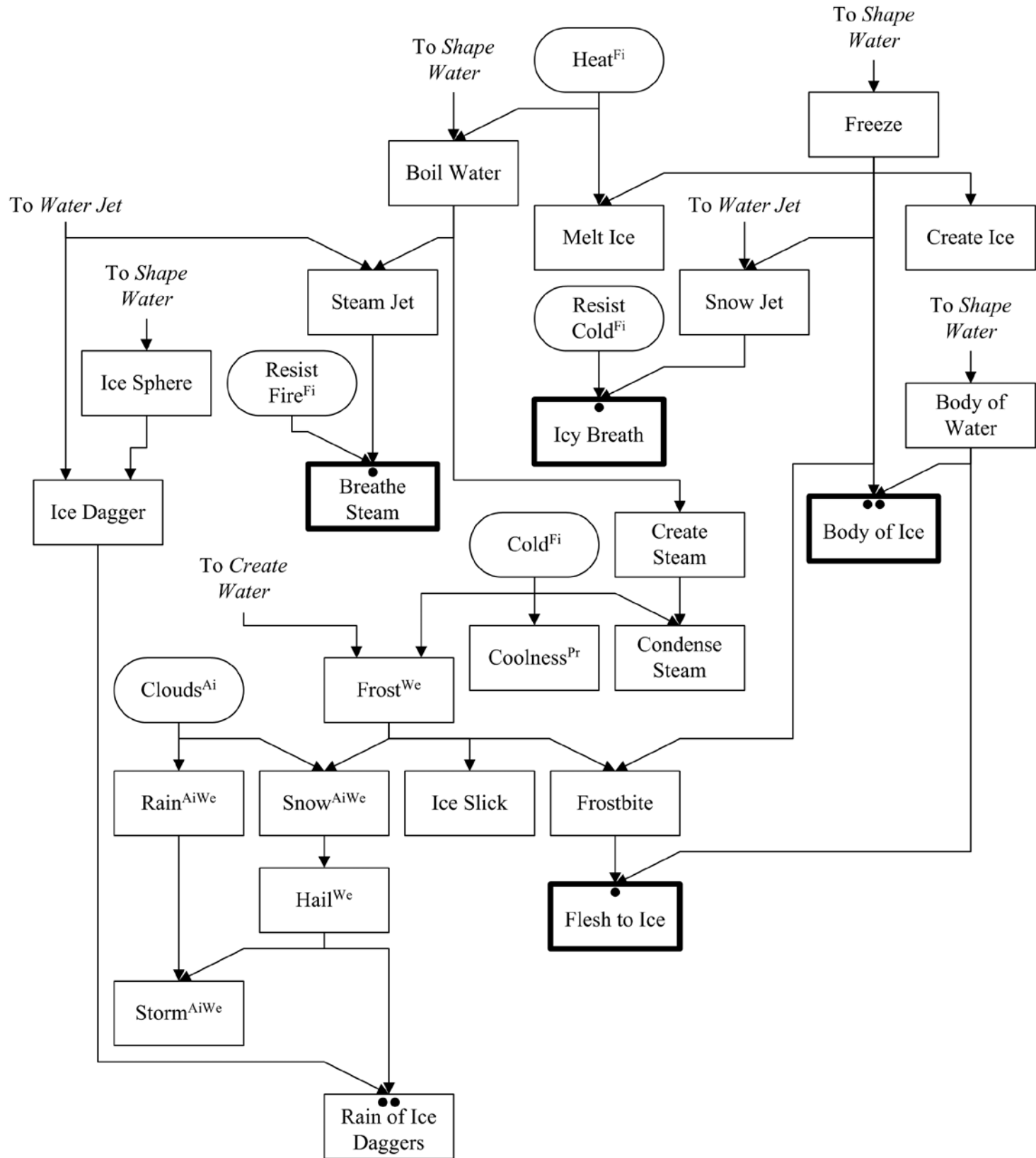
Metal & Plastic Spells



NOTE: Many Tech spells are technological skills (p. B168) and must be learned at a particular TL.







Weather College

