

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.

This new vector graphics version is less than 10% the file size of the old edition; Also, all known errata to date have been corrected.

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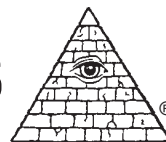
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Spell Prerequisite Charts
by MICHELLE BARRETT

**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



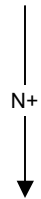
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Version 2.0, February 15, 2006

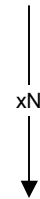
Chart Key

Magery Requirement

Spell Difficulty



This specific prerequisite spell must be known at skill level N or higher.

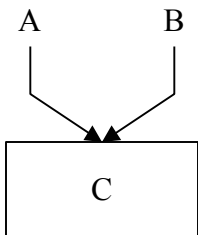


At least N variants of the prerequisite spell must be known.

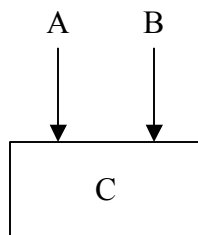
Prerequisites

Spell from other college

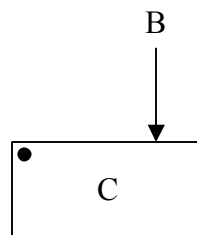
Non-spell prerequisite



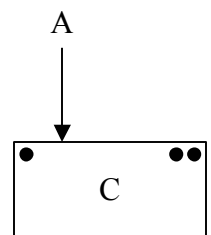
C requires A *and* B



C requires A *or* B



C requires Magery 1 *or* B



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

College Identification

Is an X spell

Is also an X spell

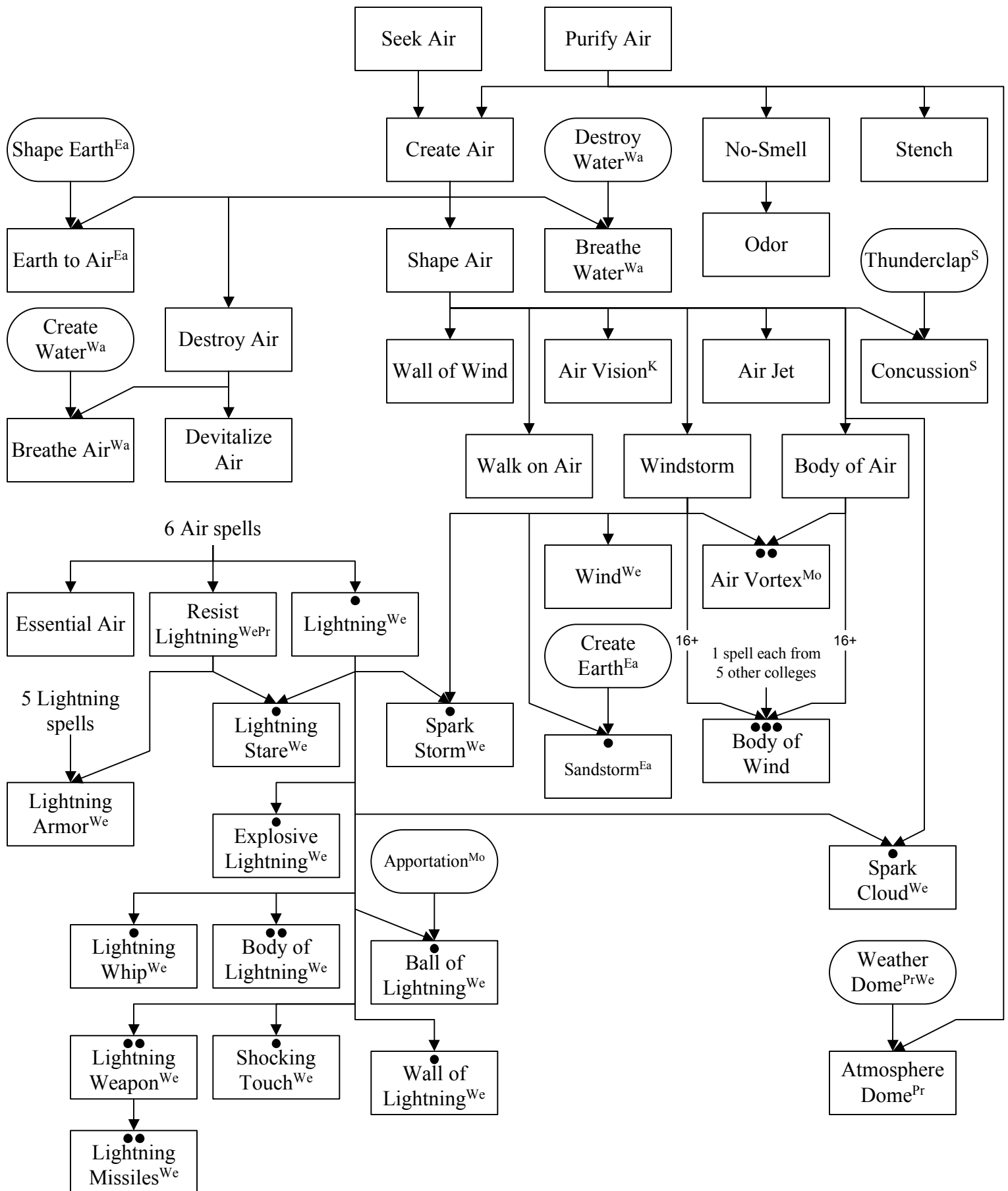
^{Ai}Air
^{An}Animal
^BBody Control
^CCommunication & Empathy
^{Ea}Earth
^{En}Enchantment

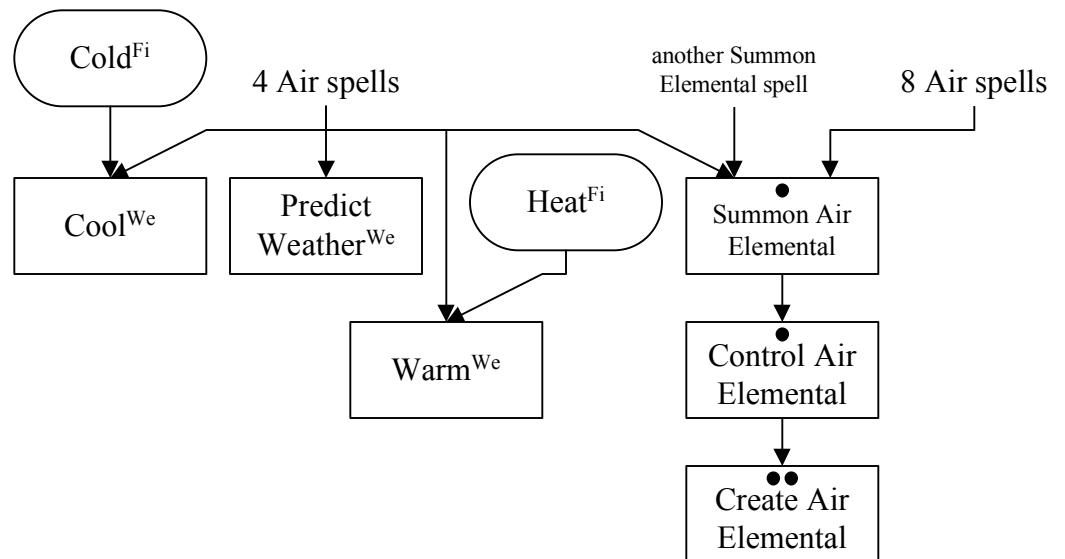
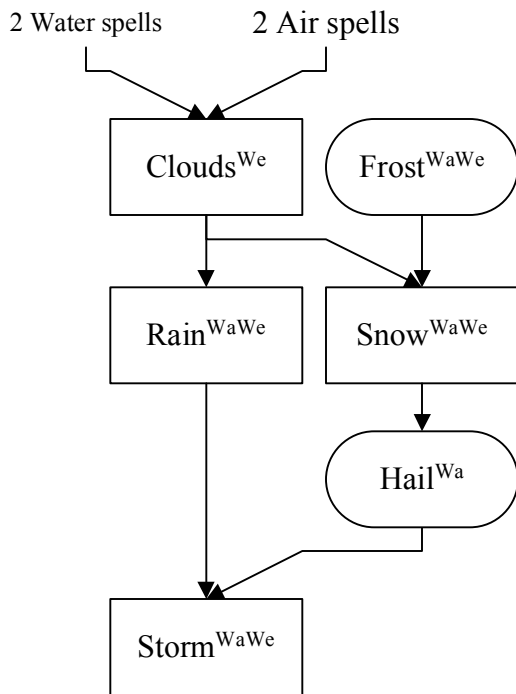
^{Fi}Fire
^{Fo}Food
^GGate
^HHealing
^IIllusion & Creation
^KKnowledge

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

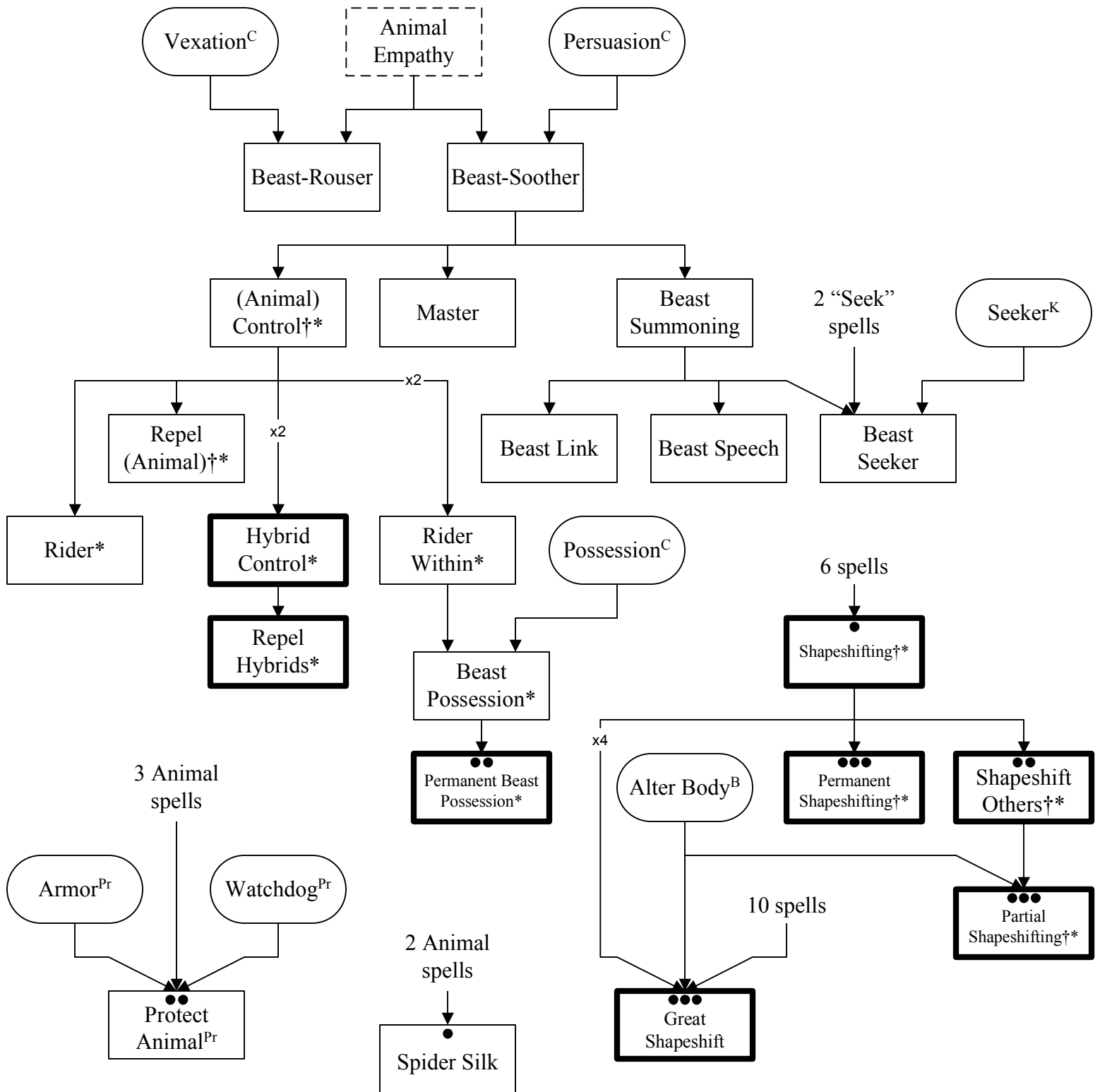
^{Pl}Plant
^{Pr}Protection
^SSound
^TTechnological
^{Wa}Water
^{We}Weather

Air College 1 of 2





Animal College

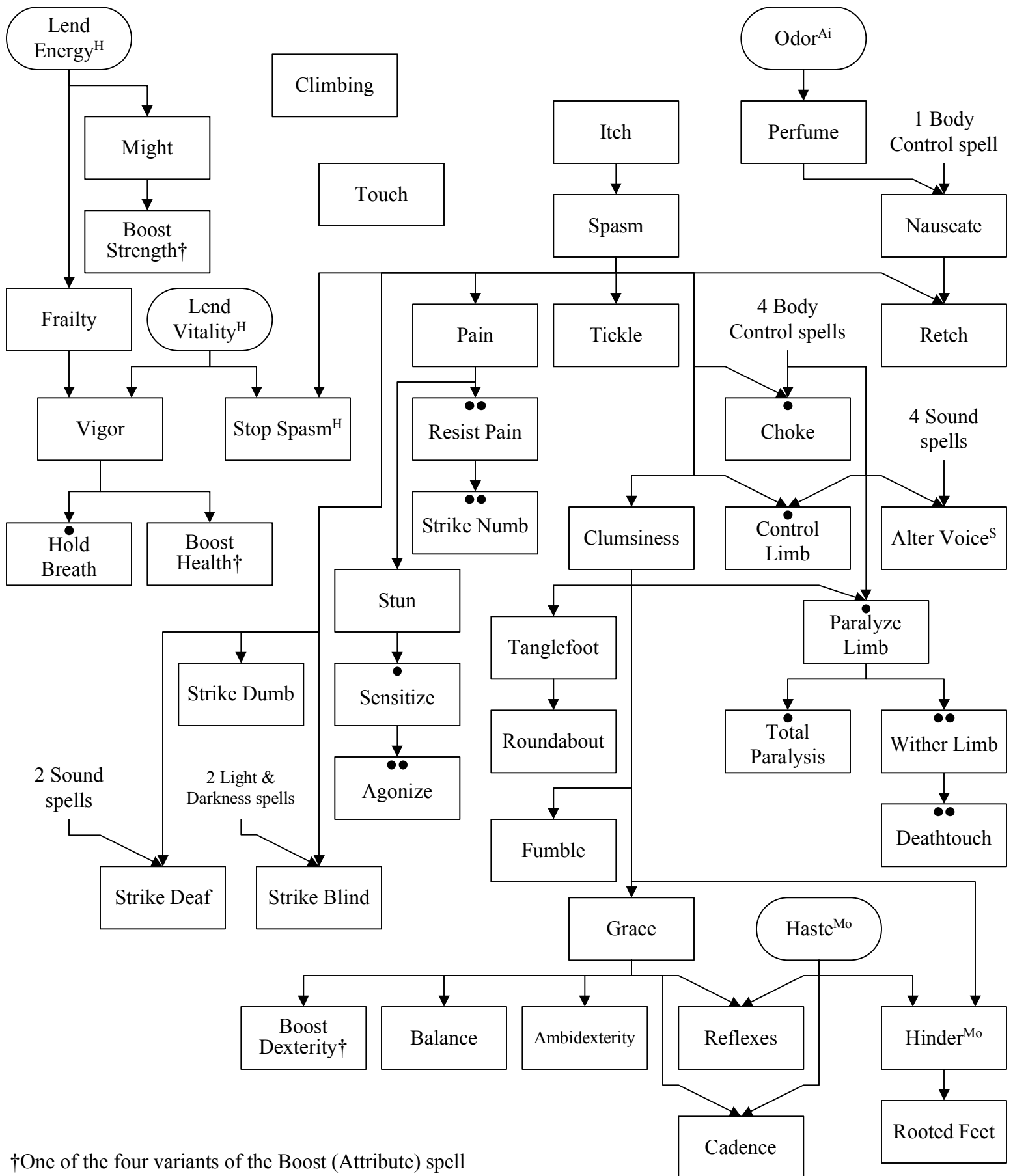


†Each animal requires a different spell.

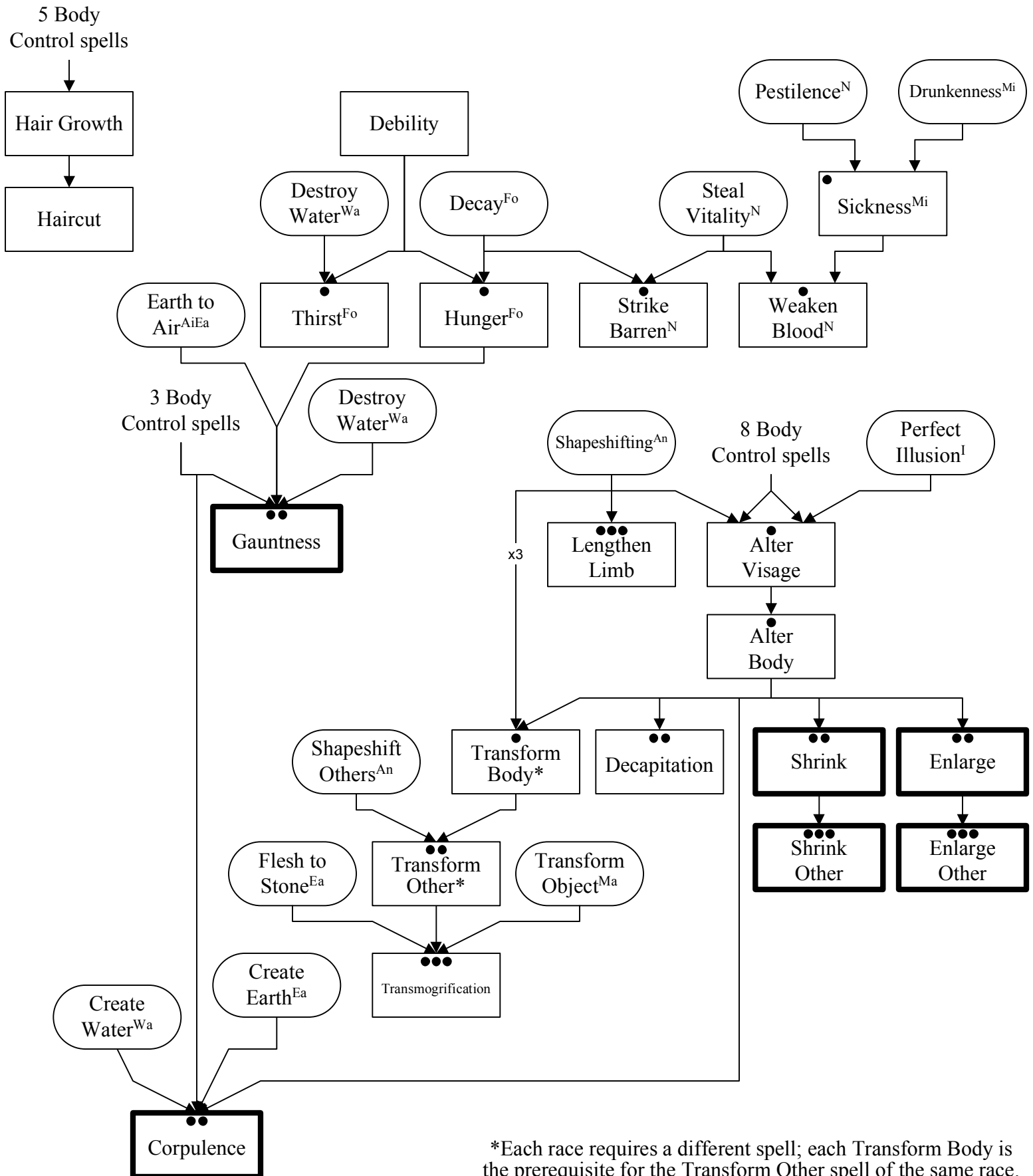
*Each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).

Body Control College

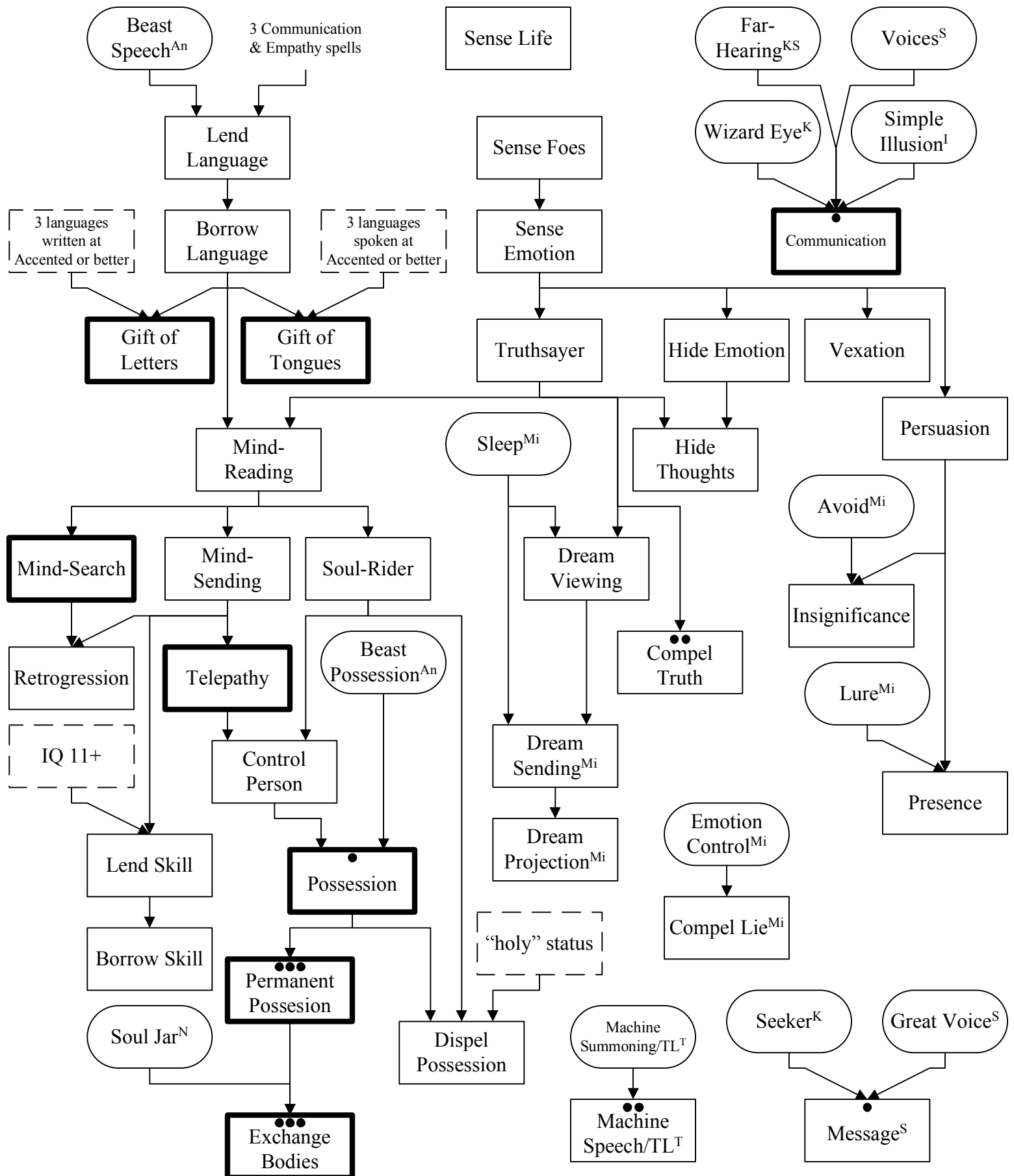
1 of 2



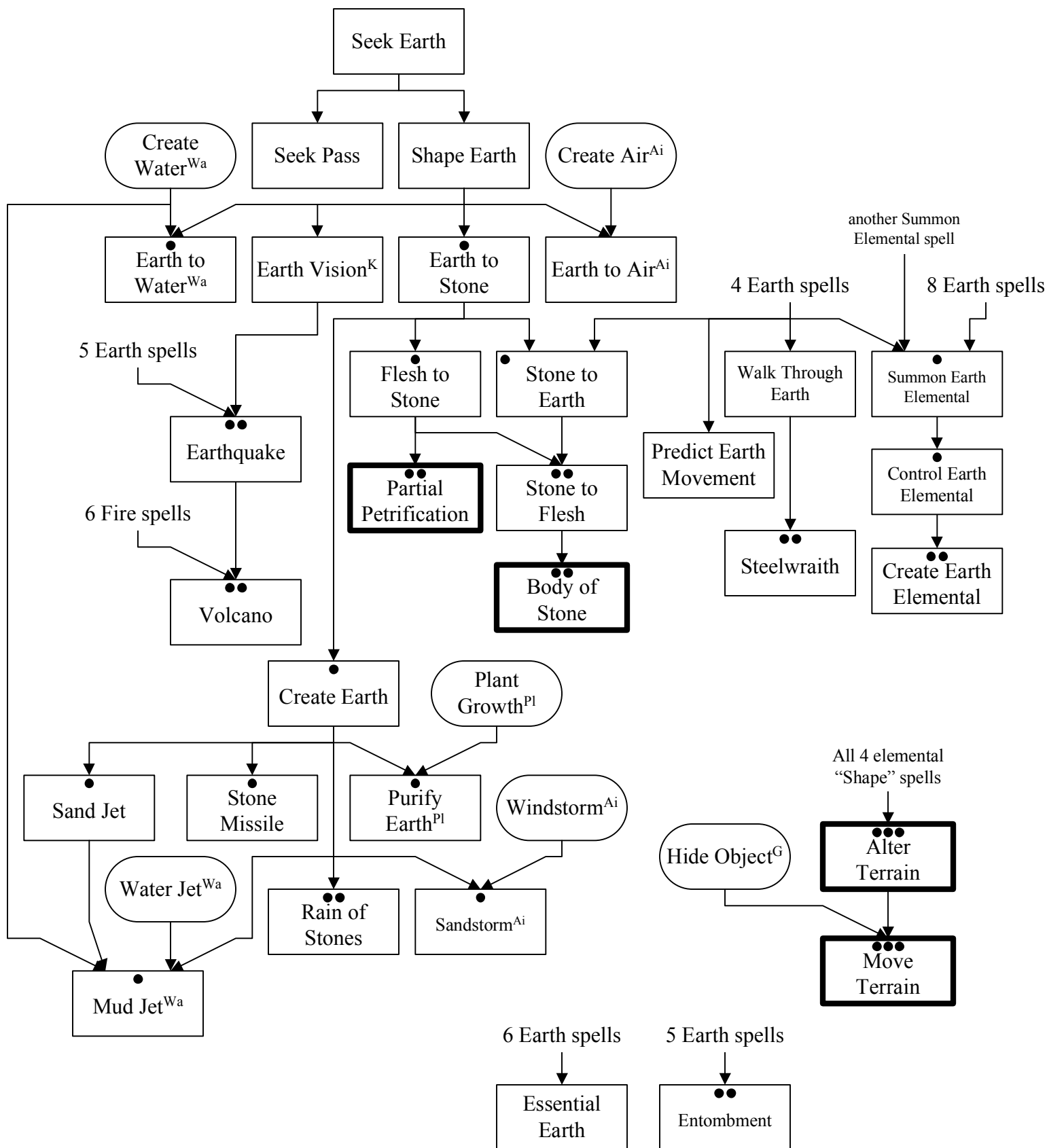
[†]One of the four variants of the Boost (Attribute) spell



Communication & Empathy College

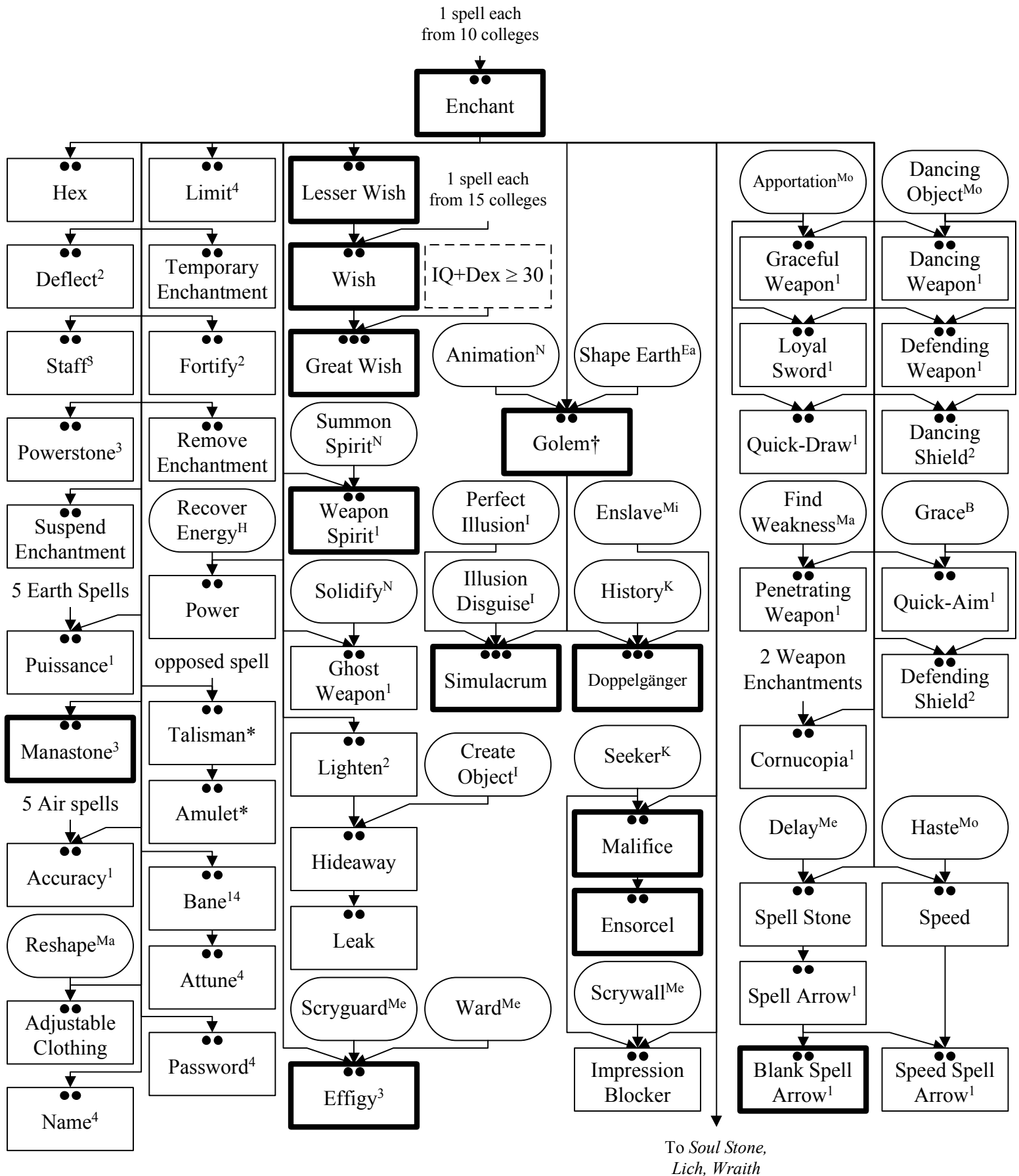


Earth College



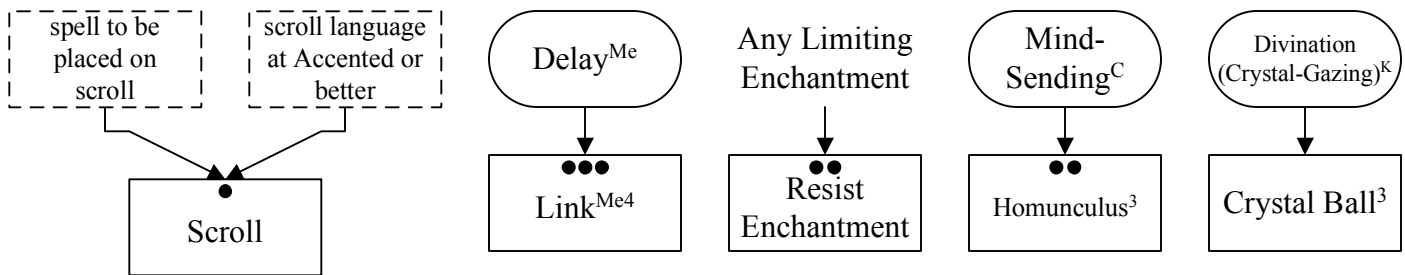
Enchantment College

1 of 2

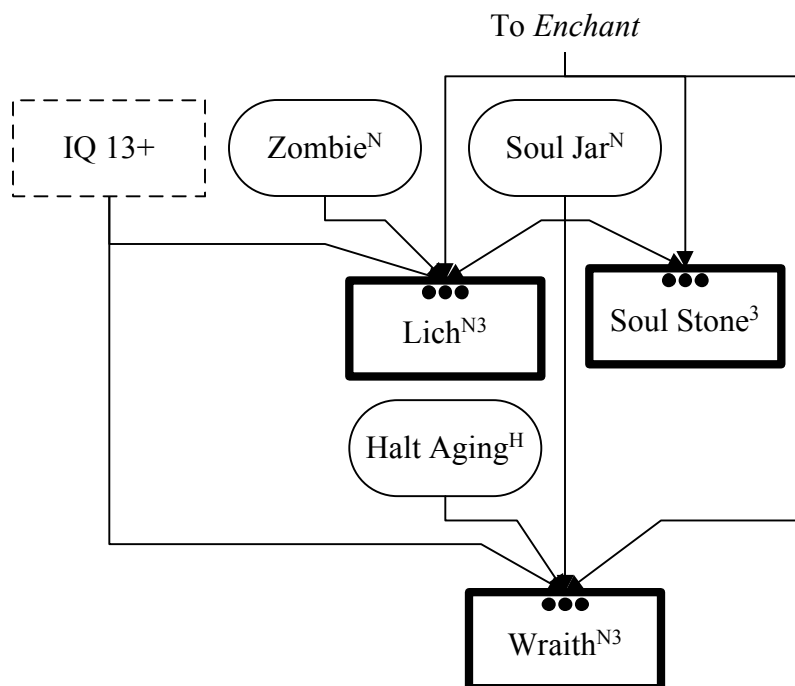


Enchantment College

2 of 2



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



¹Weapon Enchantment

²Armor Enchantment

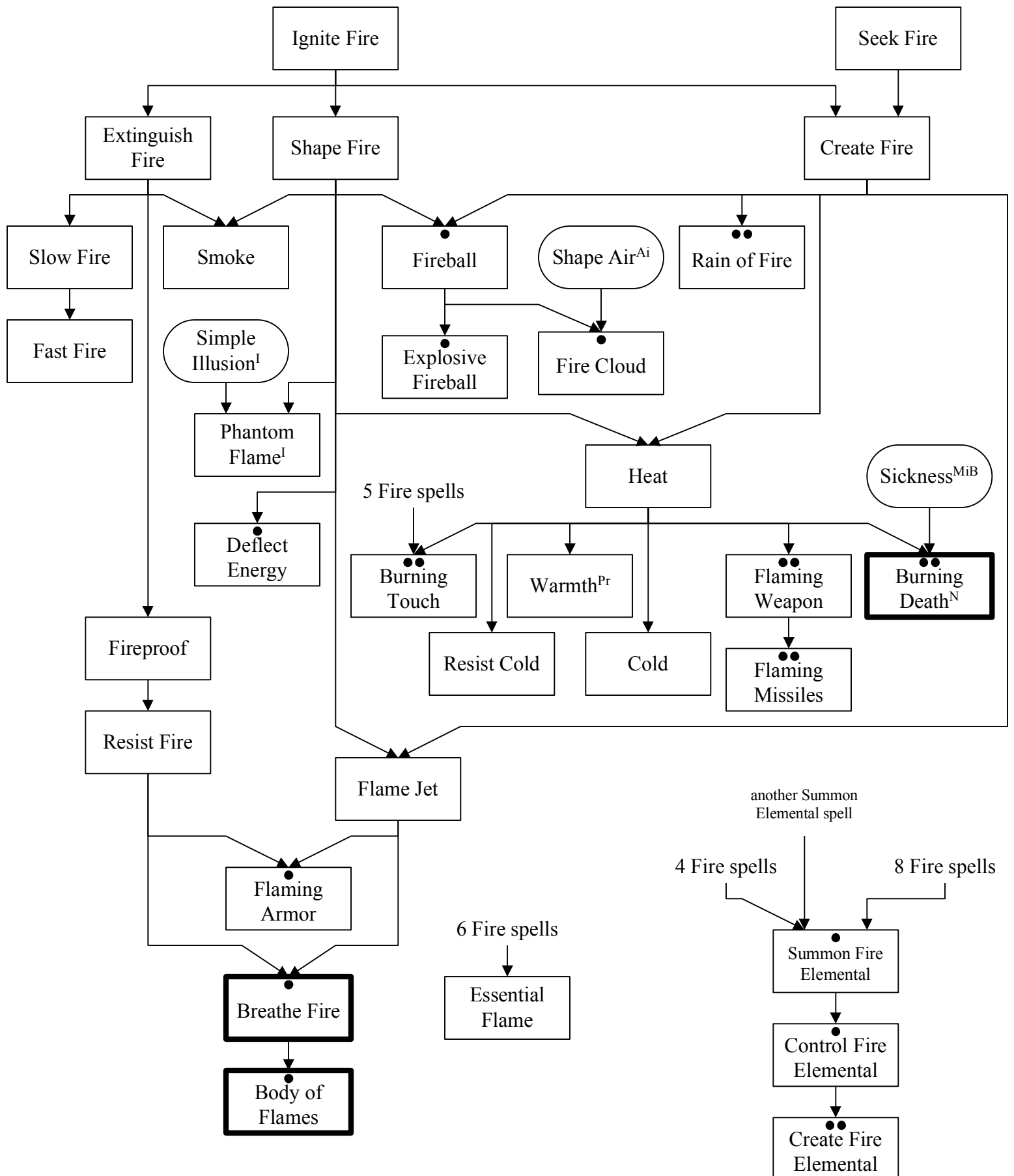
³Wizardly Tools

⁴Limiting Enchantment

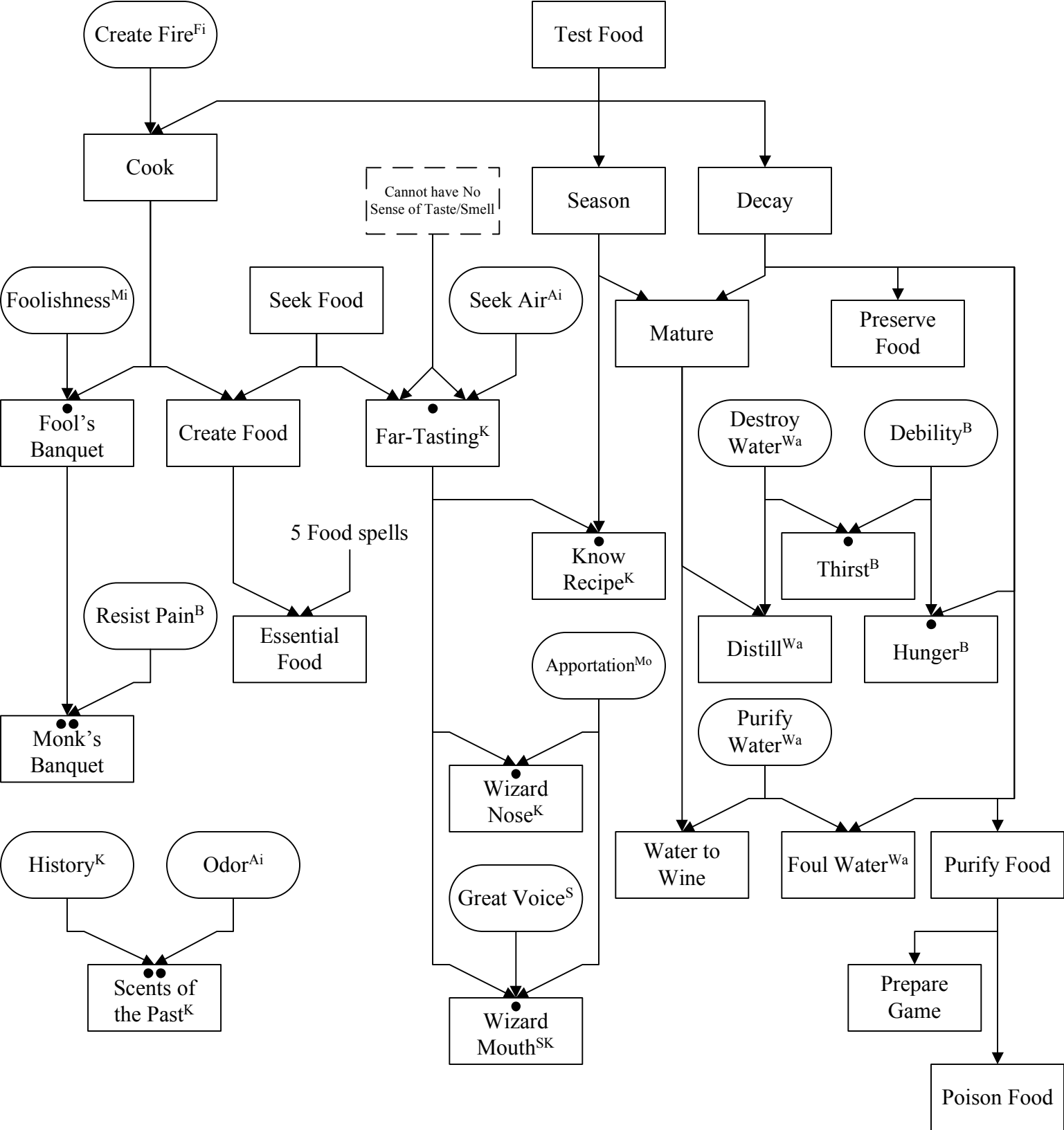
†Other spells may be necessary to work with unusual materials.

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

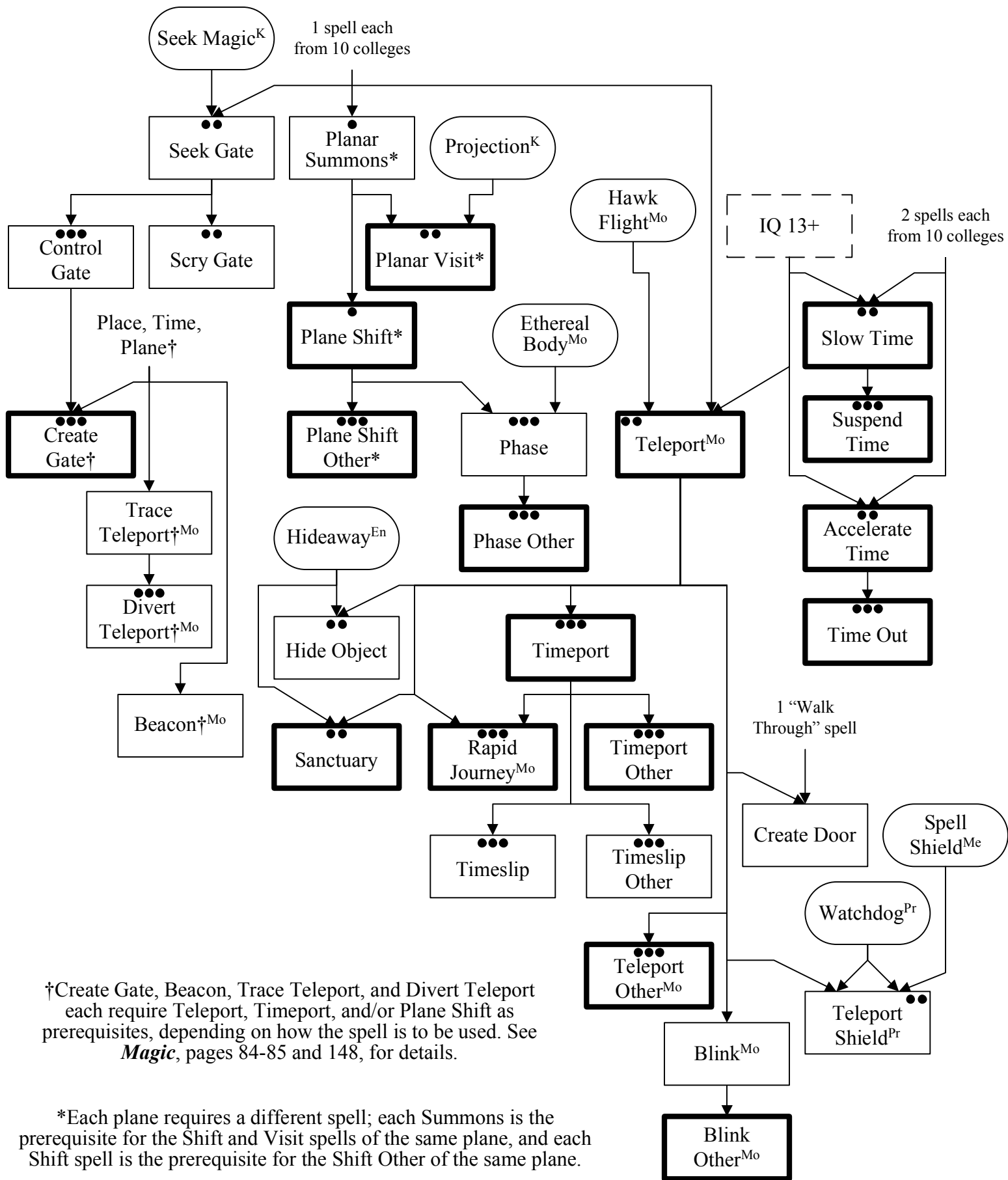
Fire College

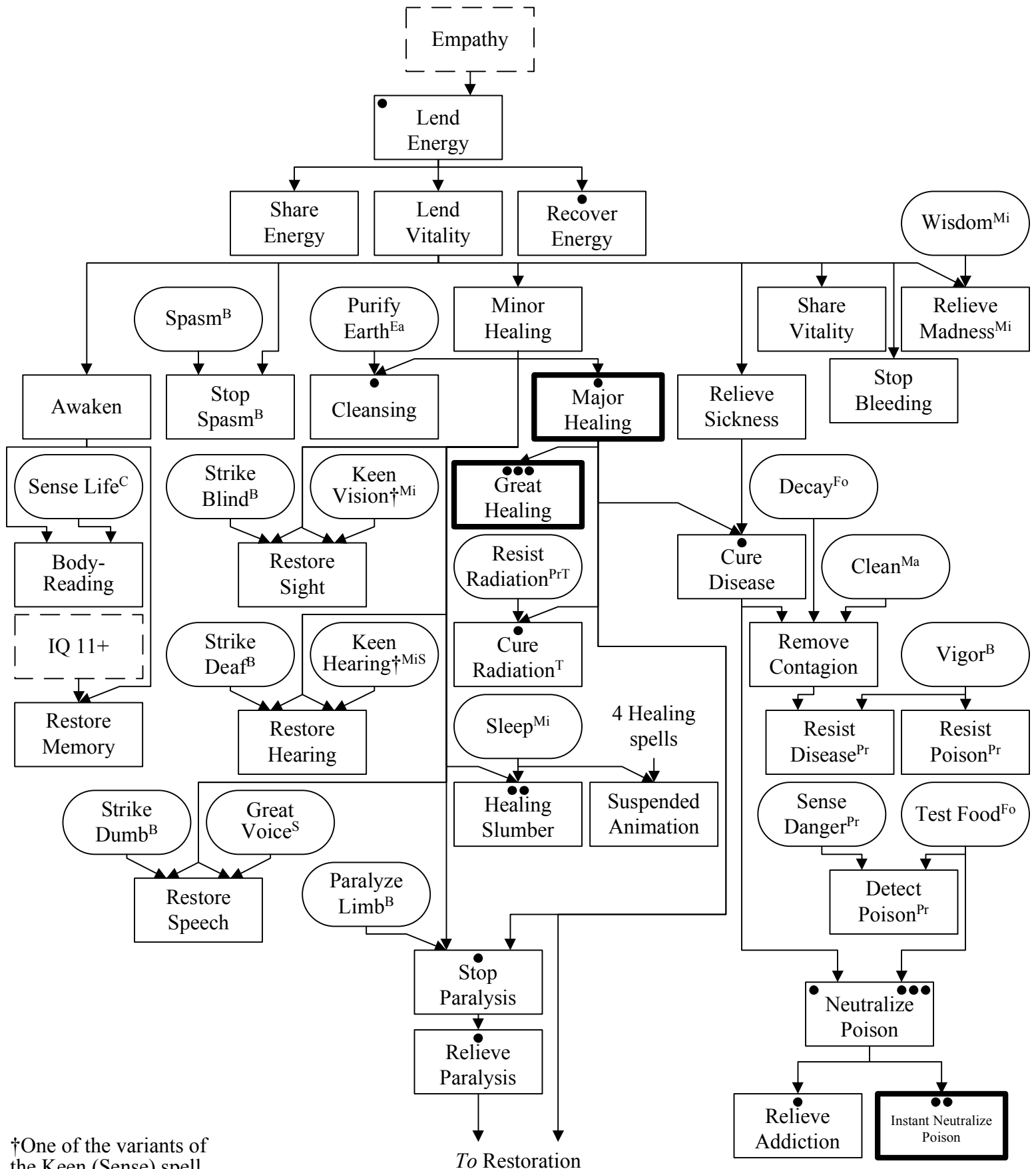


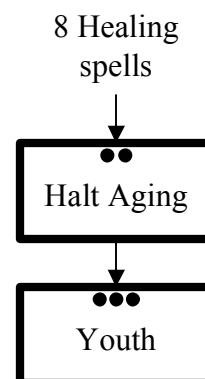
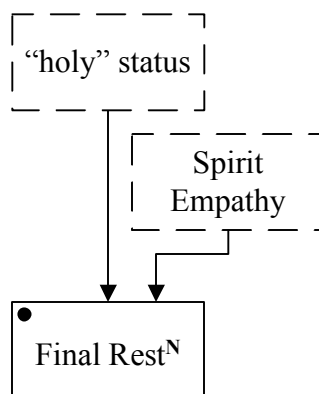
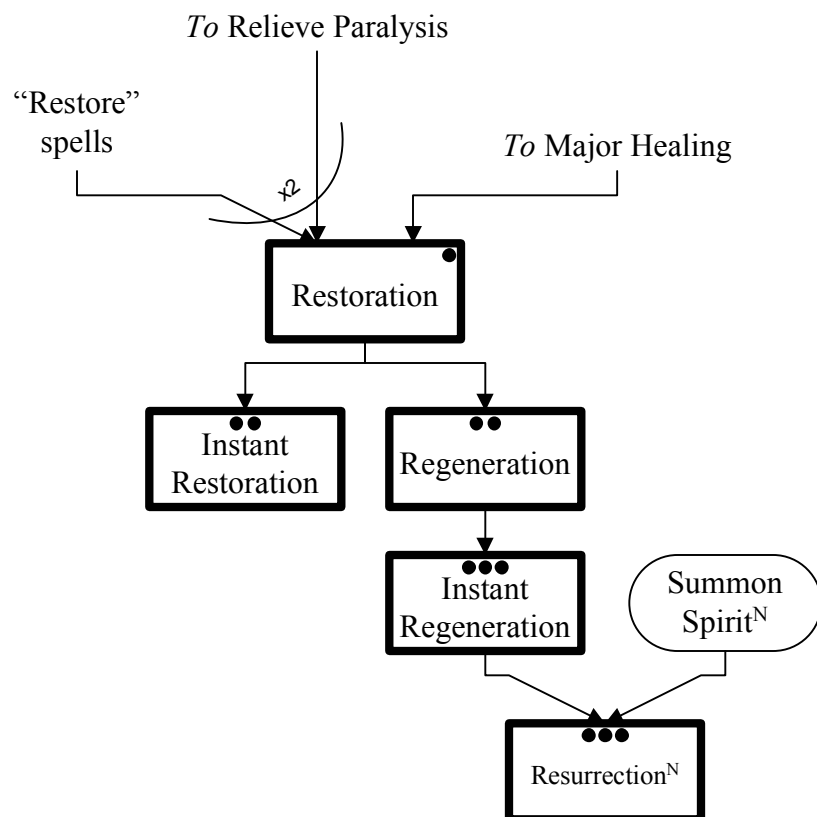
Food College



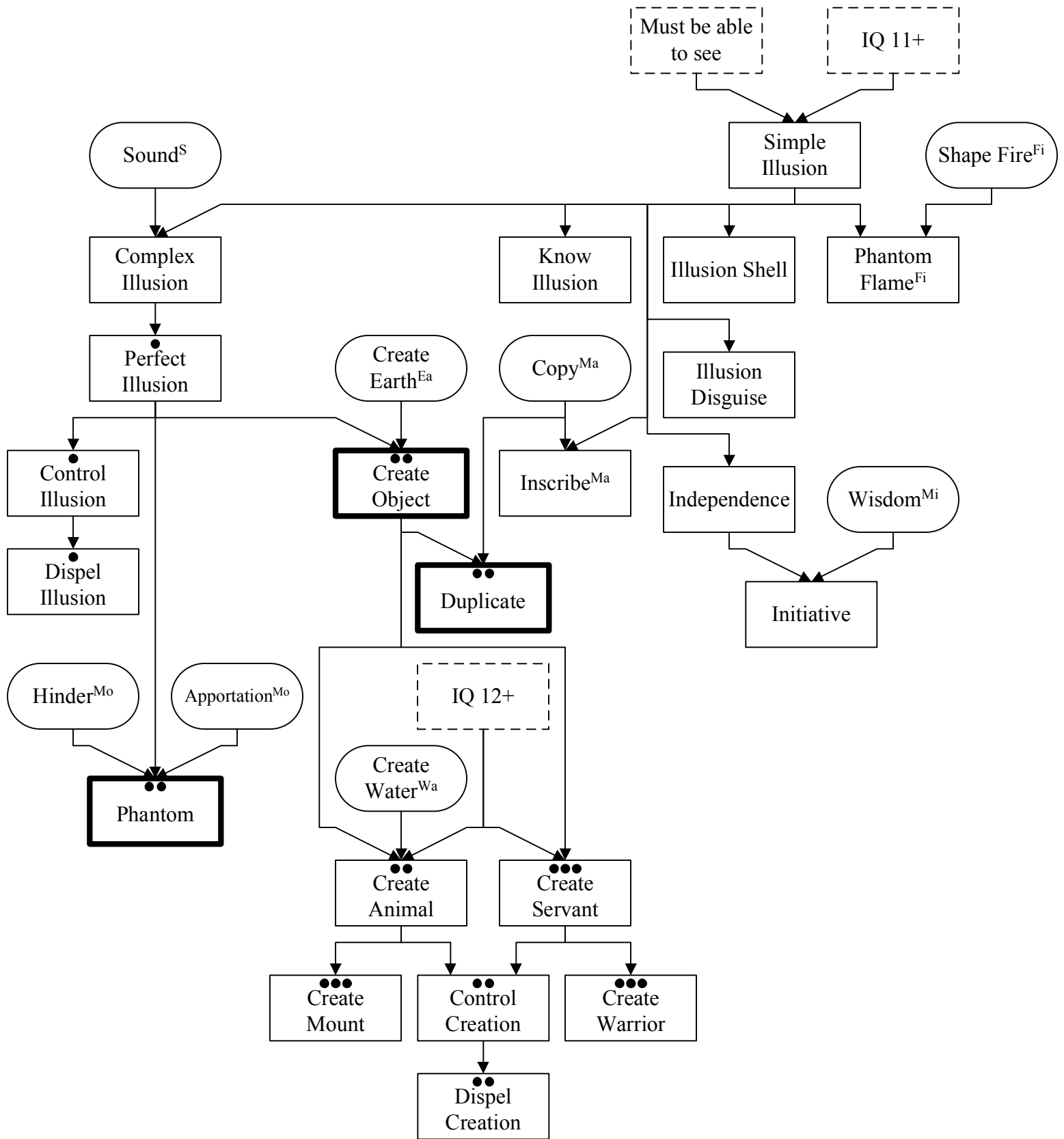
Gate College

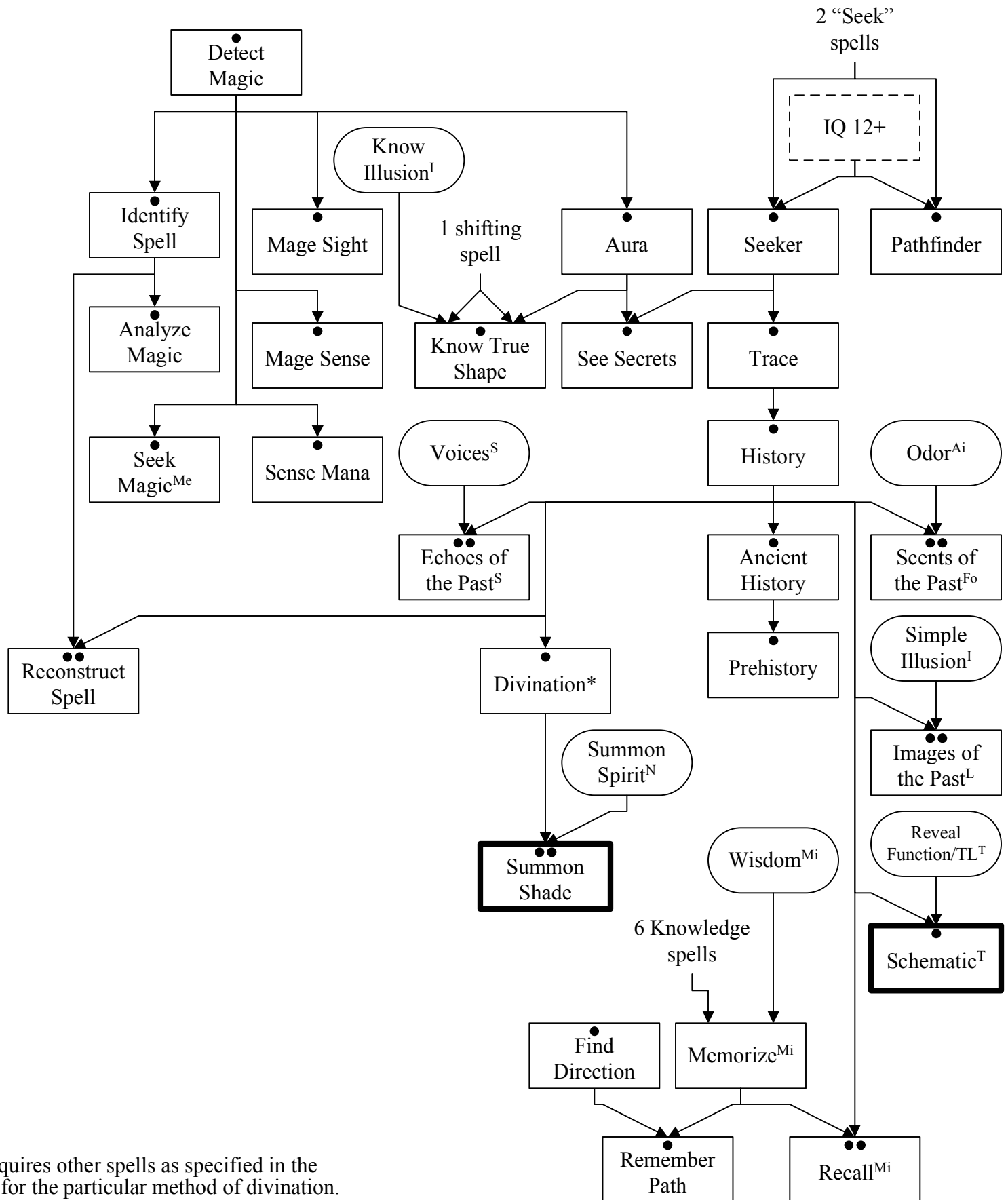




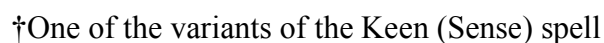


Illusion & Creation College

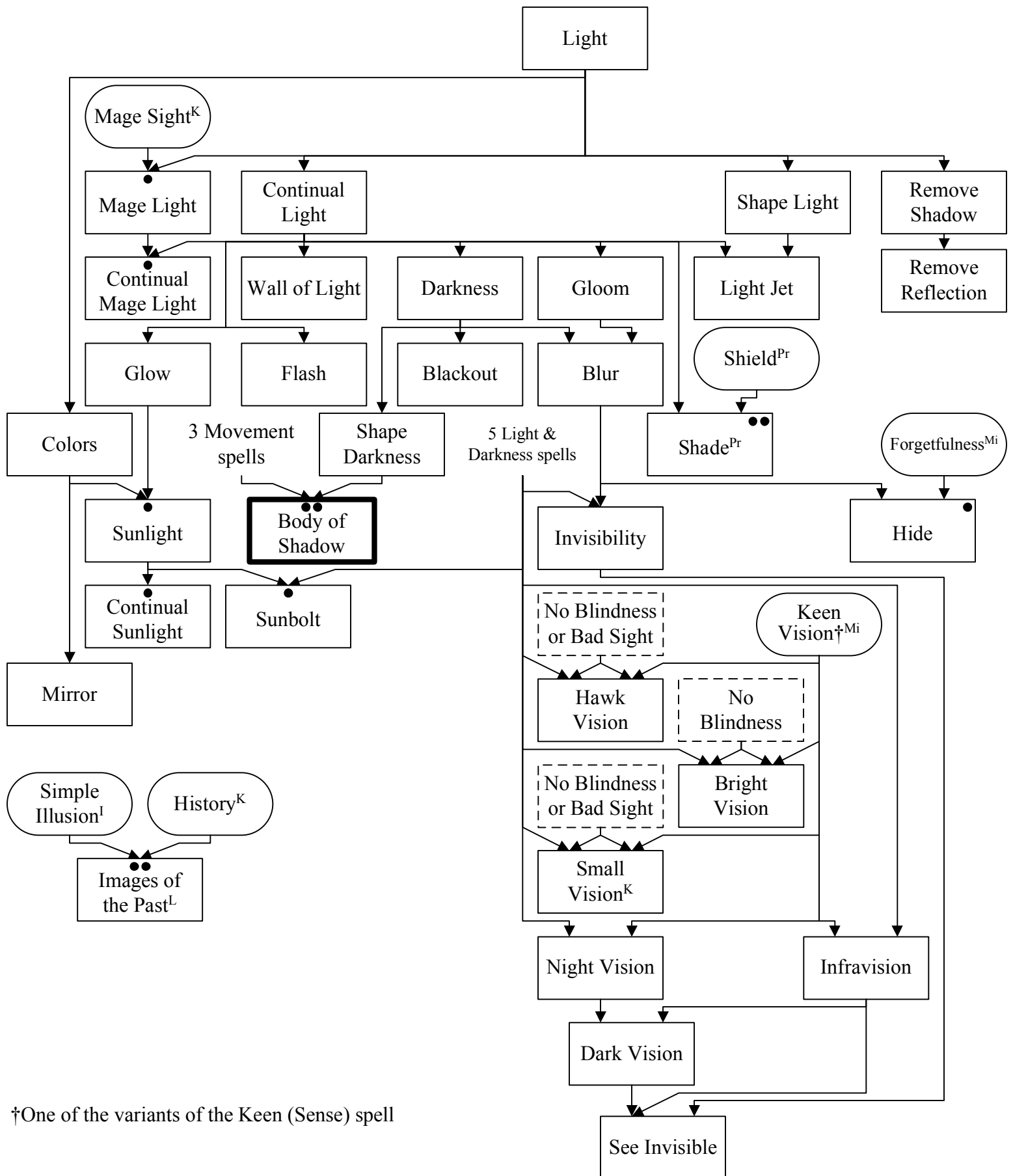




*Requires other spells as specified in the text for the particular method of divination.

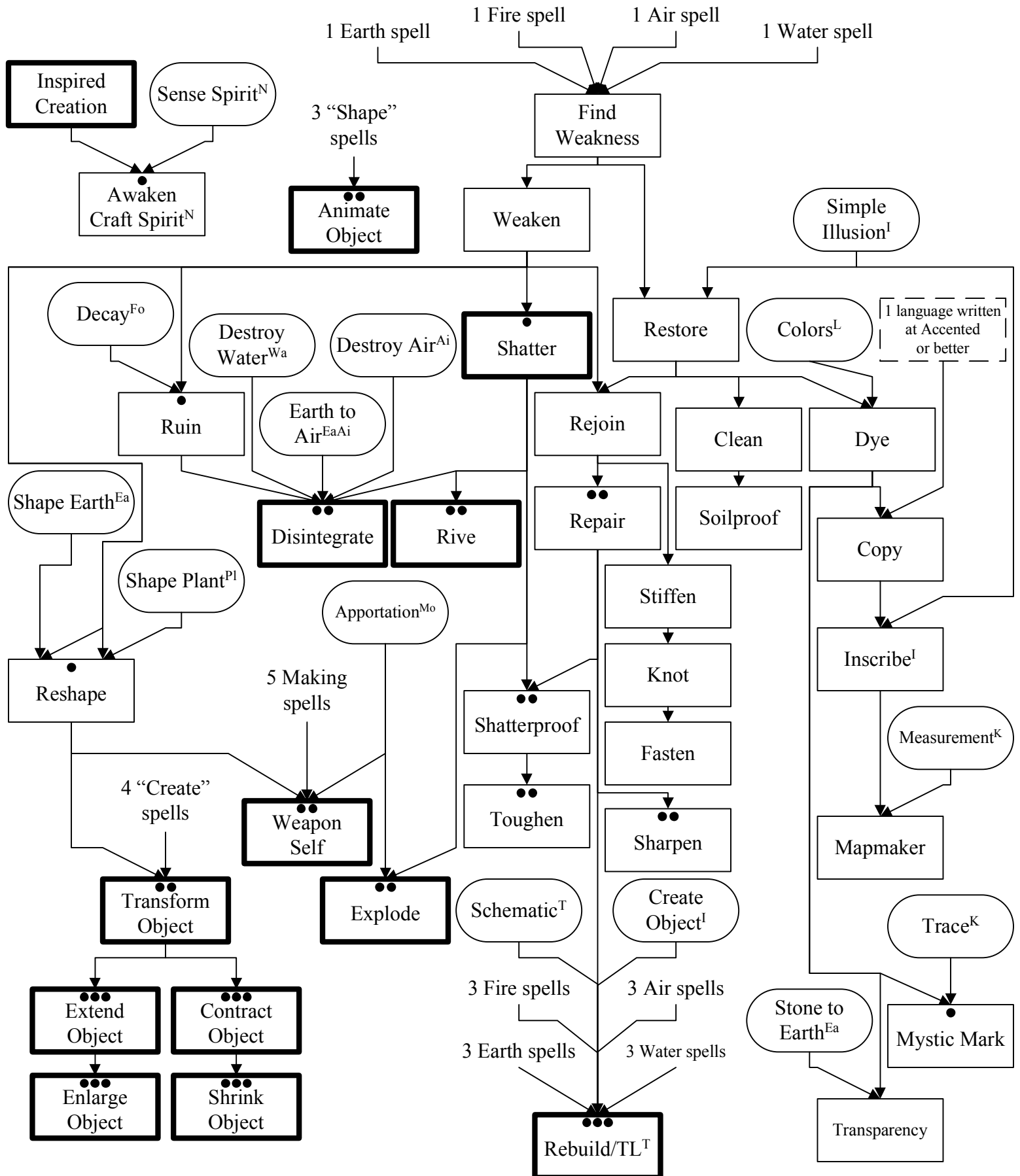


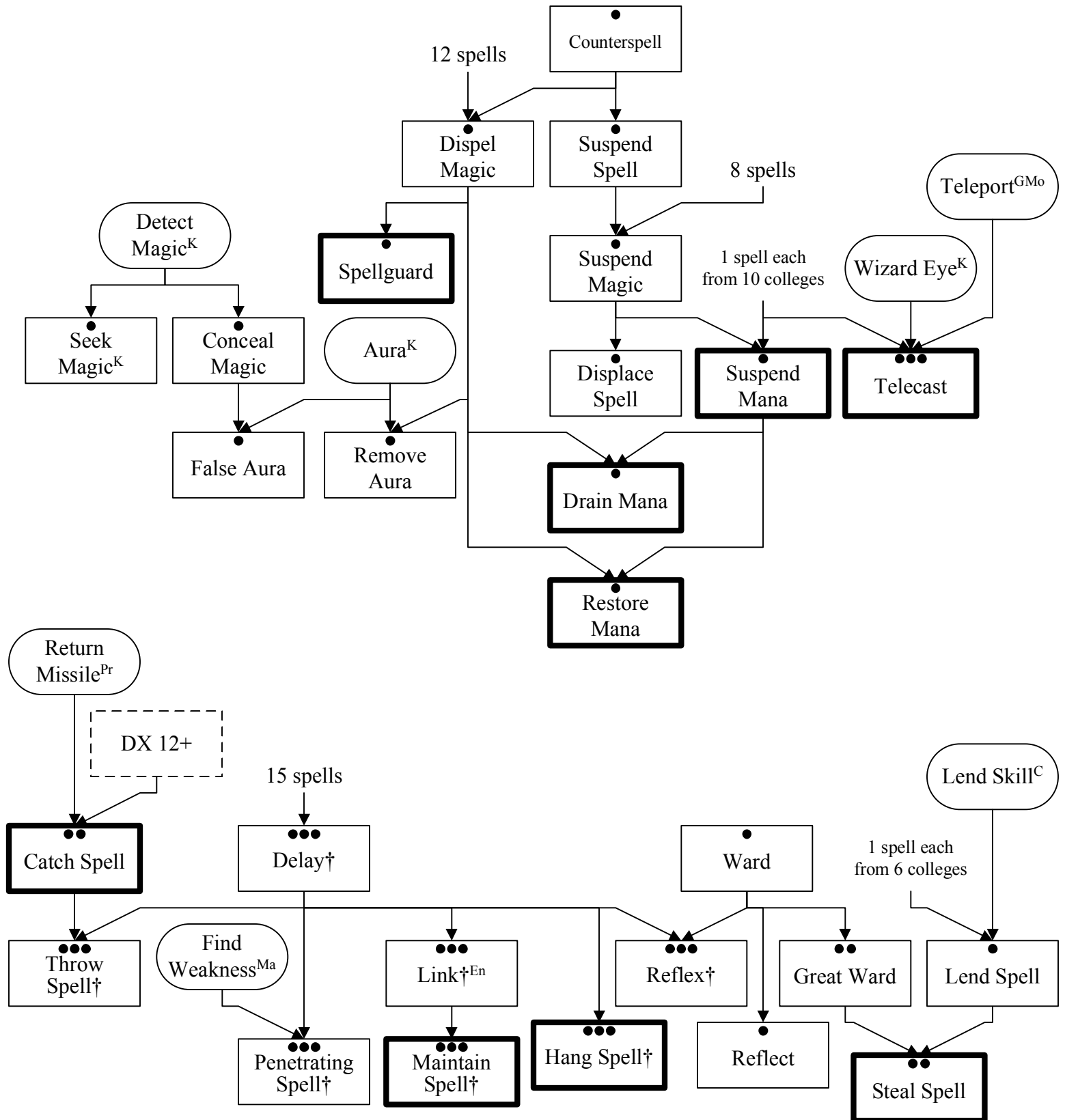
Light & Darkness College



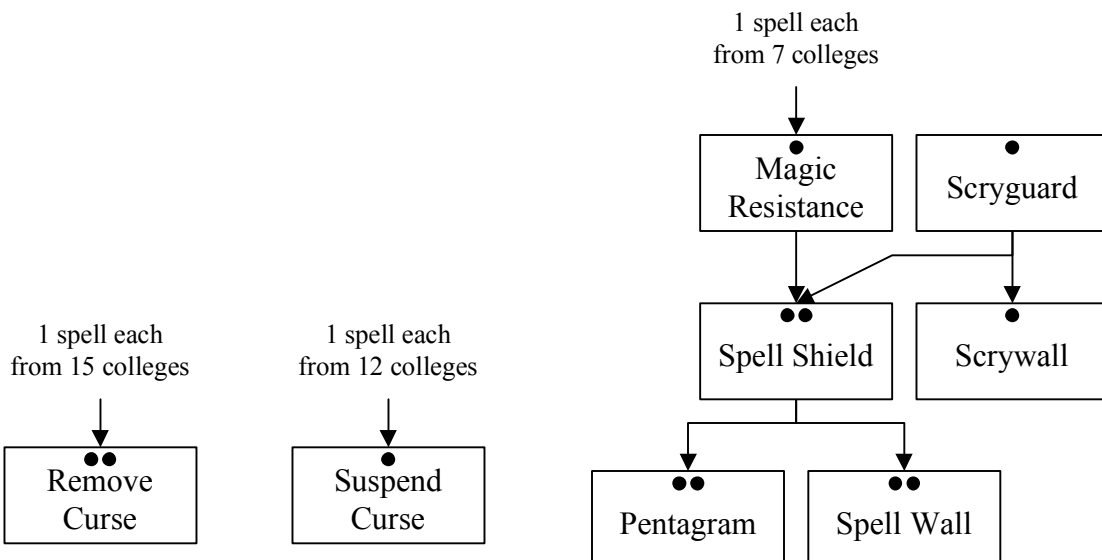
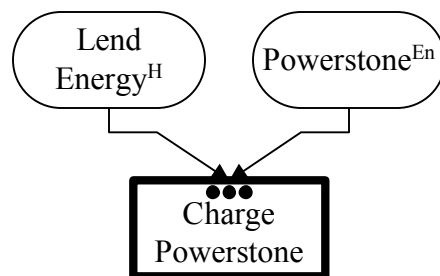
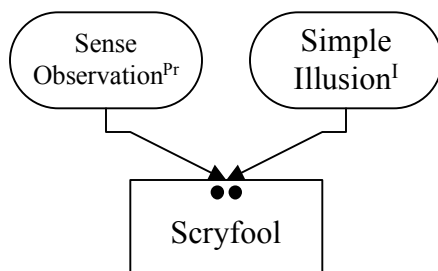
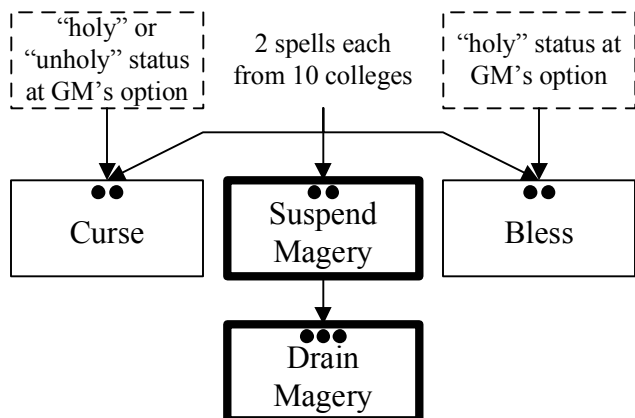
†One of the variants of the Keen (Sense) spell

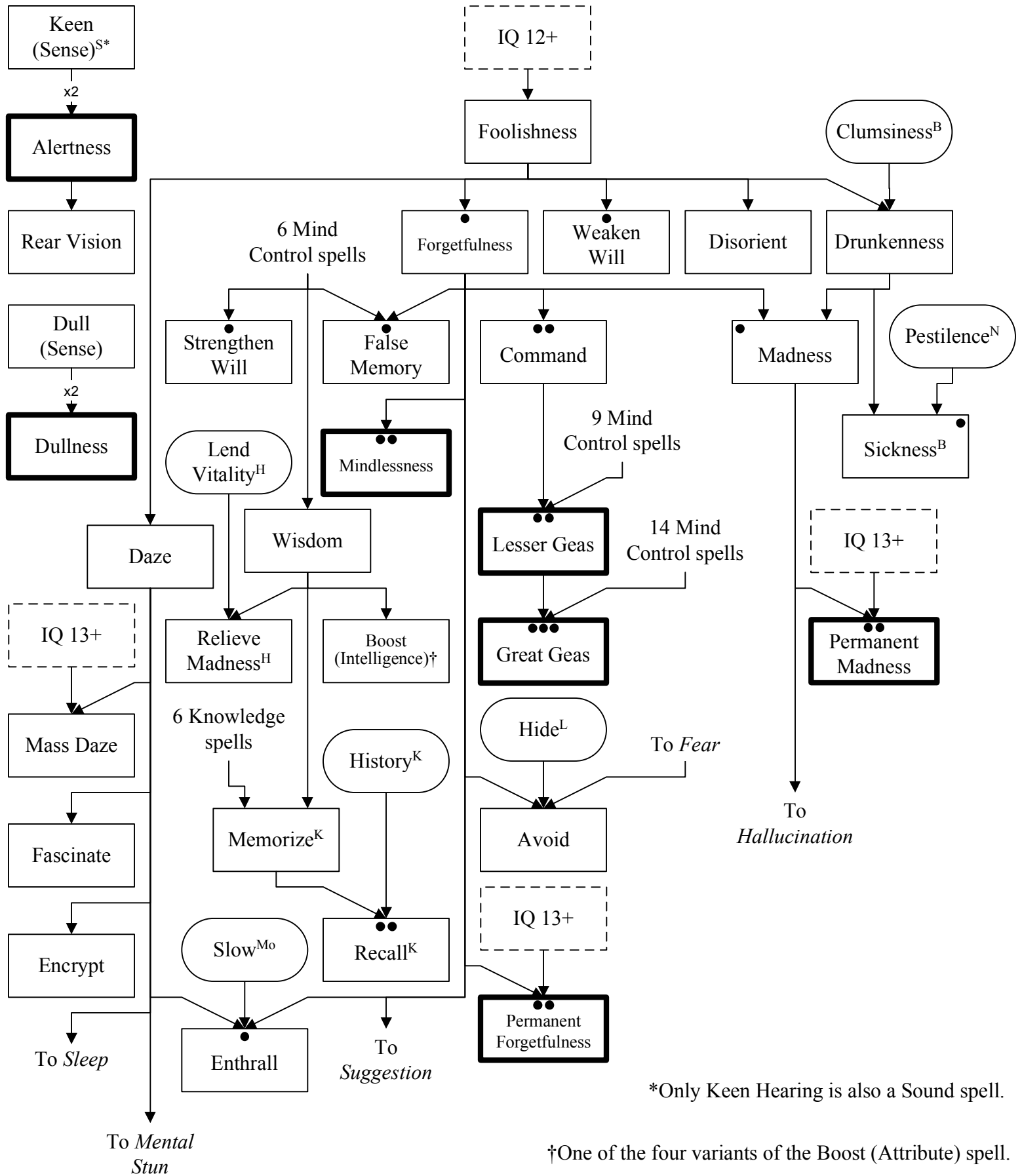
Making & Breaking College





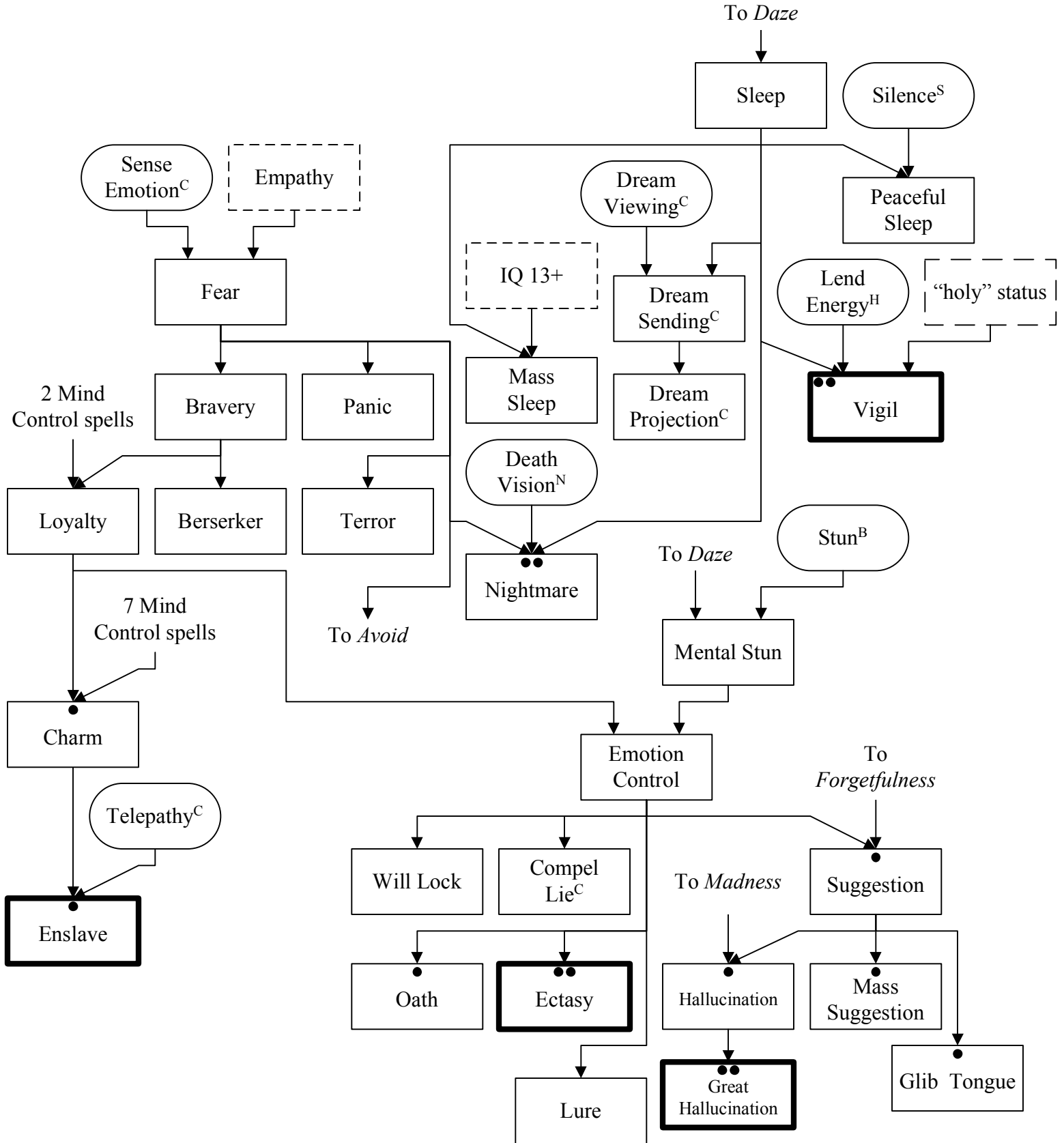
†Linking spell



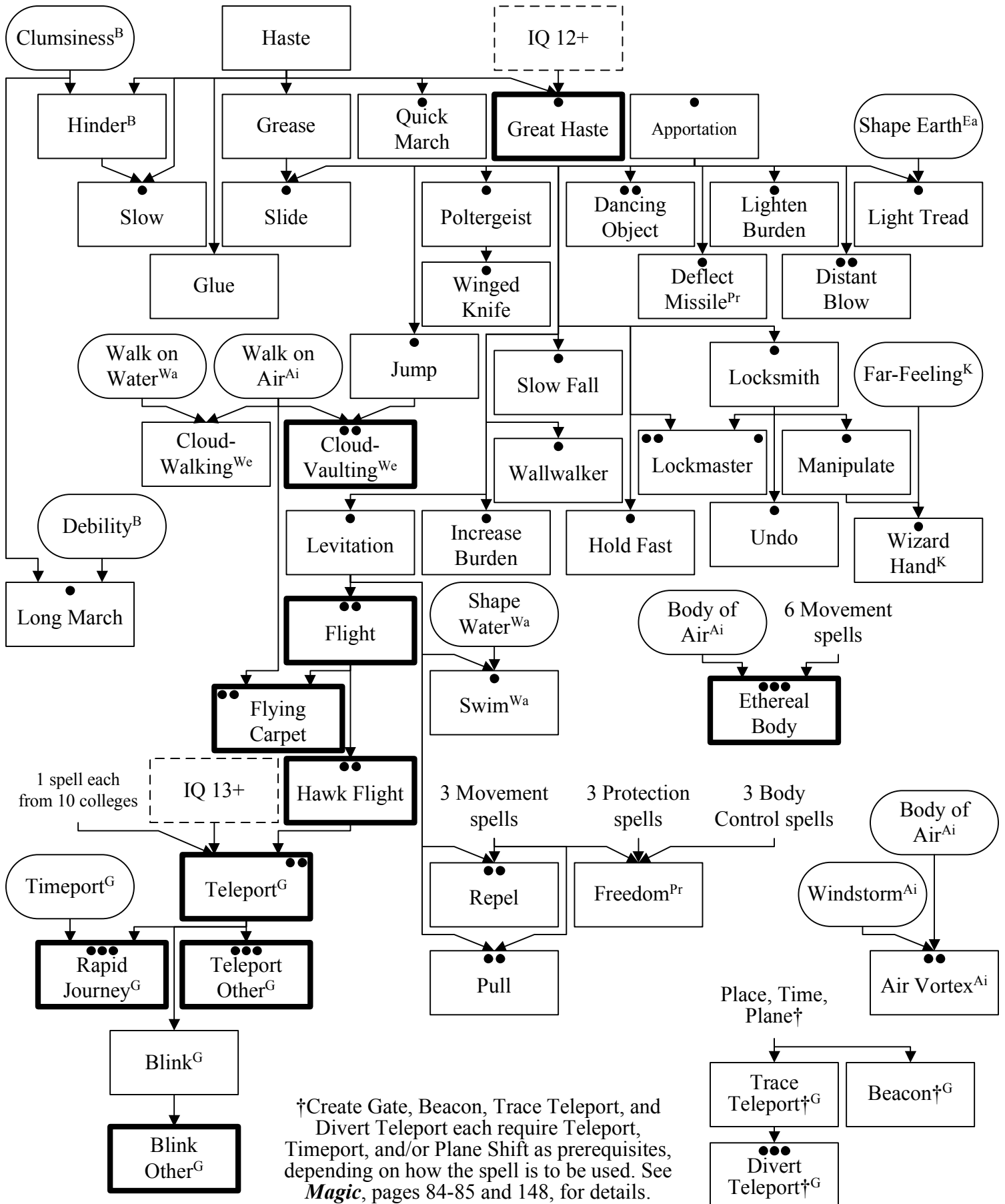


*Only Keen Hearing is also a Sound spell.

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

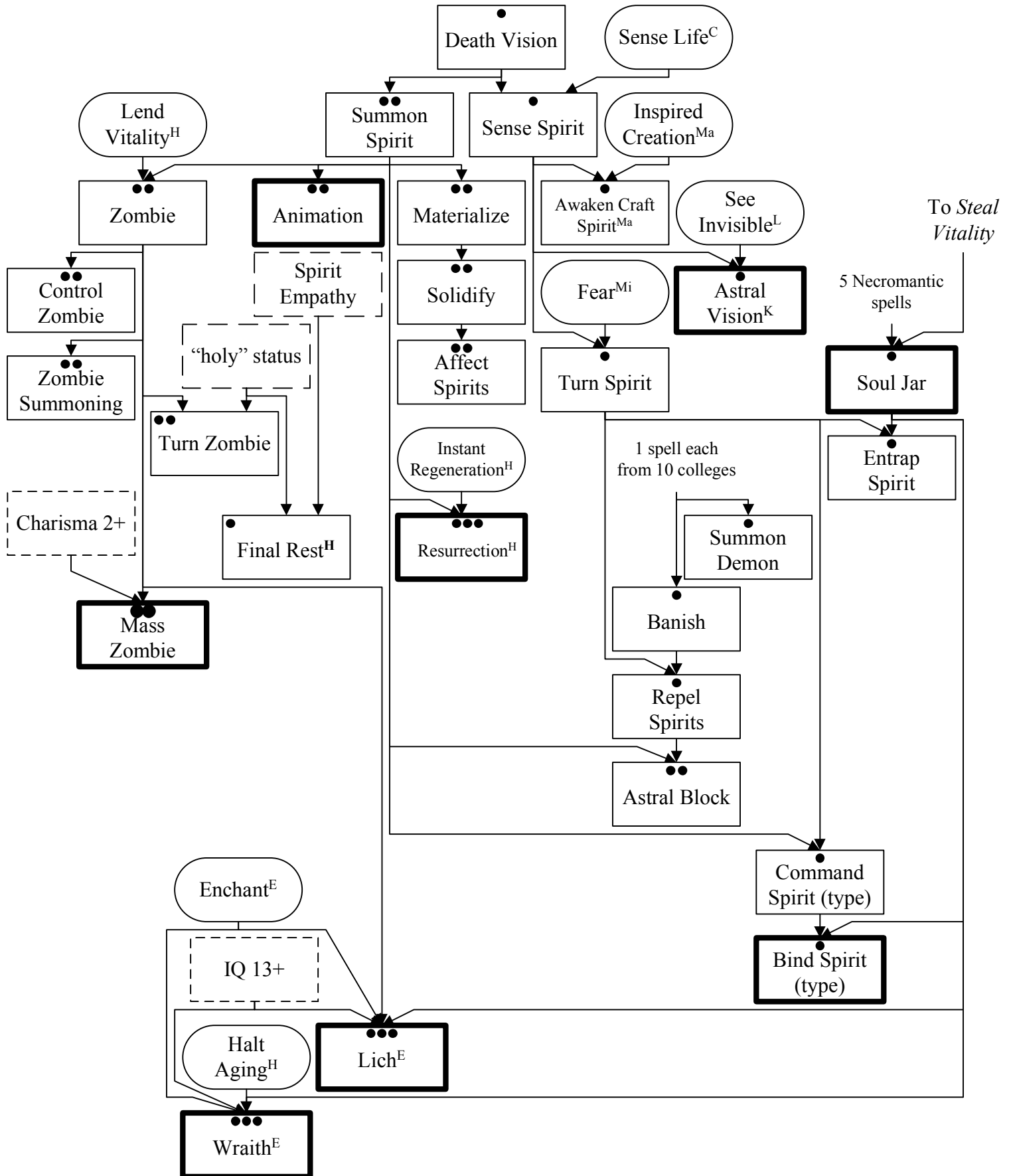


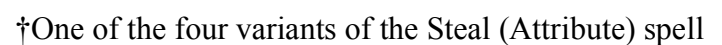
Movement College



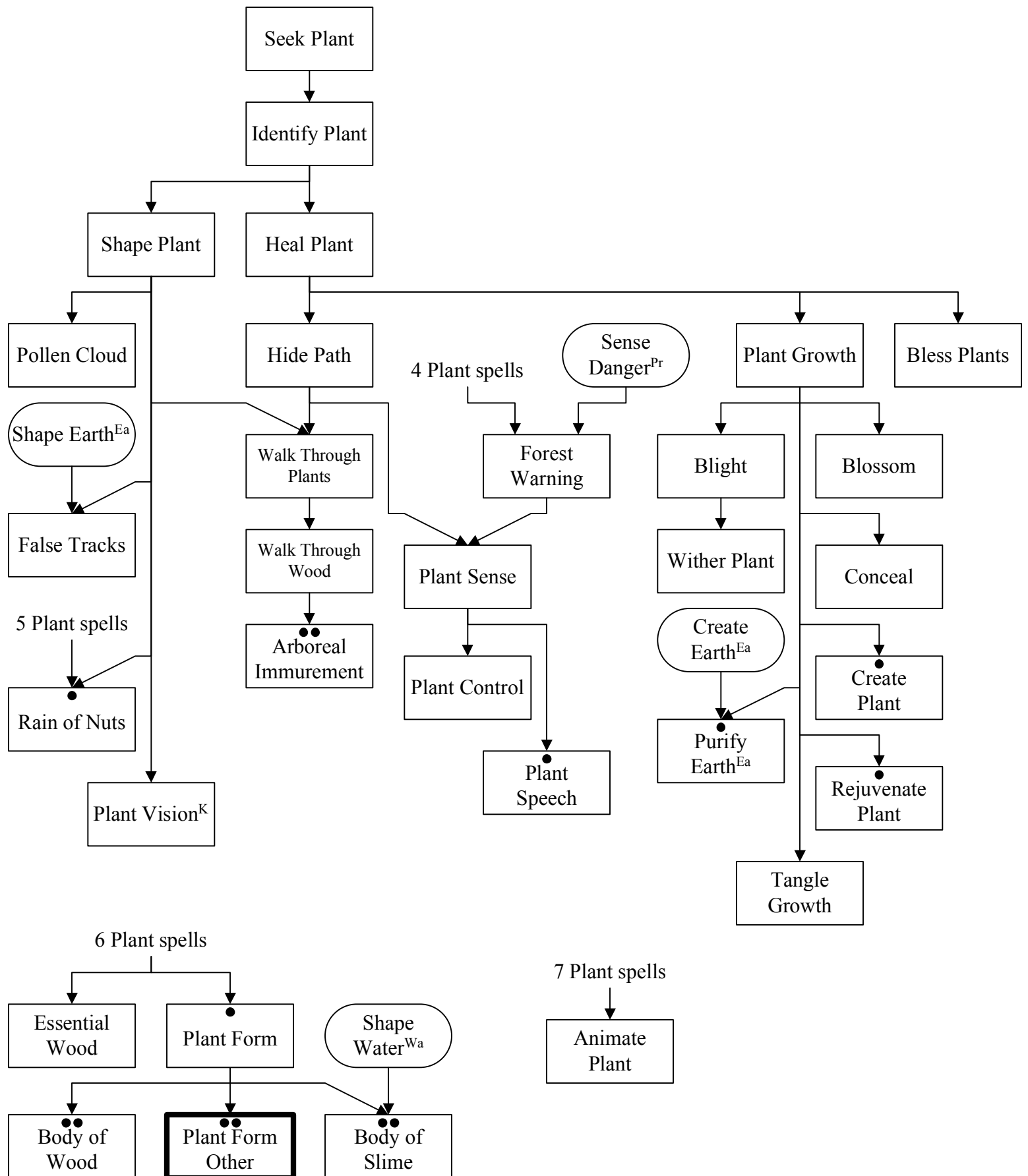
Necromantic College

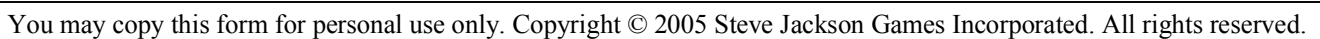
1 of 2





Plant College





3 Movement spells
3 Protection spells
3 Body Control spells

Freedom^{Mo}

4 Sound spells

Resist Sound^S

Resist Pain^B

DX11+

Iron Arm

Remove Contagion^H

Vigor^B

Resist Disease^H

Resist Poison^H

6 Air spells

Resist Lightning^{AiWe}

Create Acid^{Wa}

Resist Acid^{Wa}

Heat^{Fi}

Warmth^{Fi}

Cold^{Fi}

Coolness^{Wa}

Mirror^L

Reflect Gaze

Block

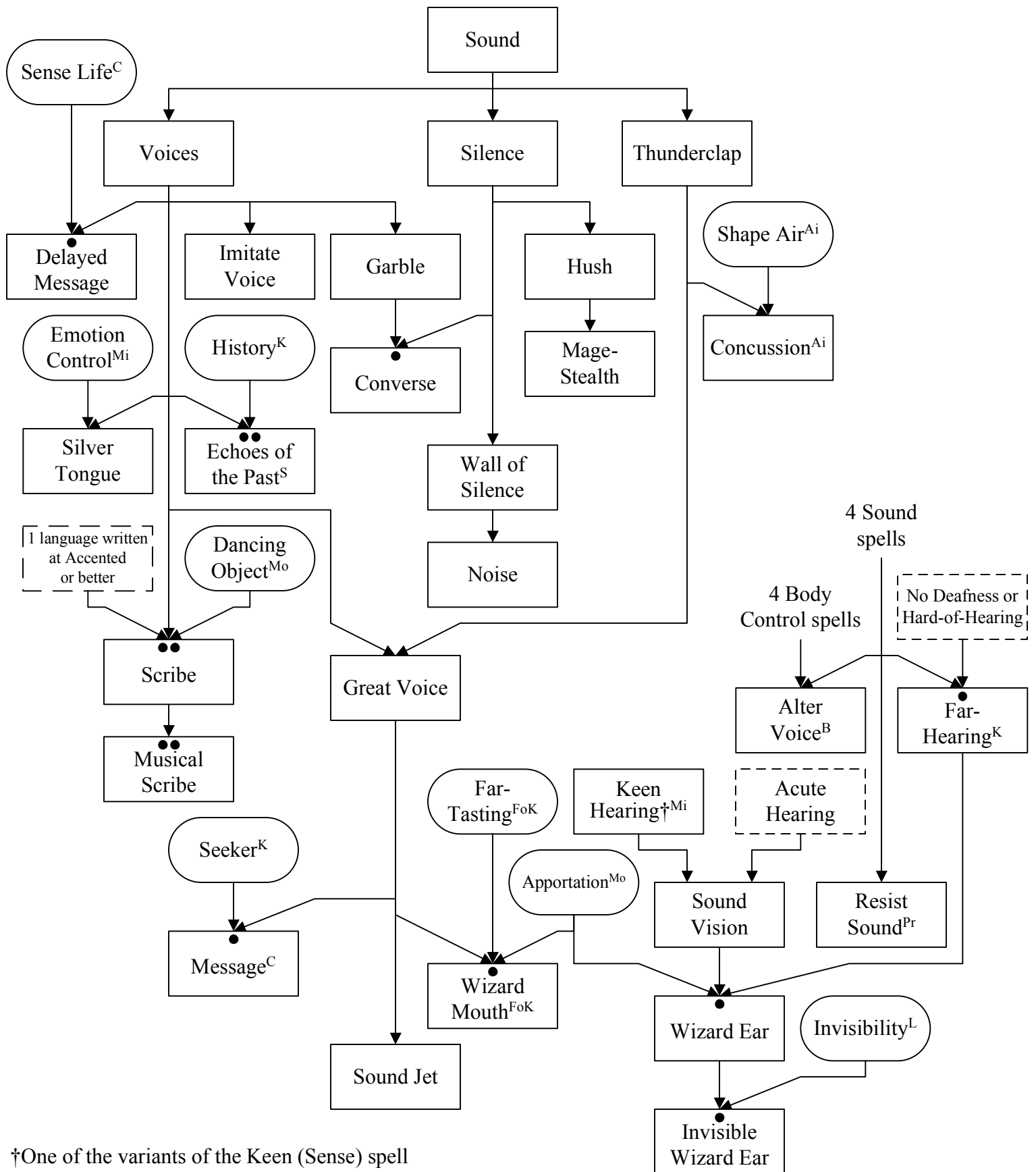
Hardiness

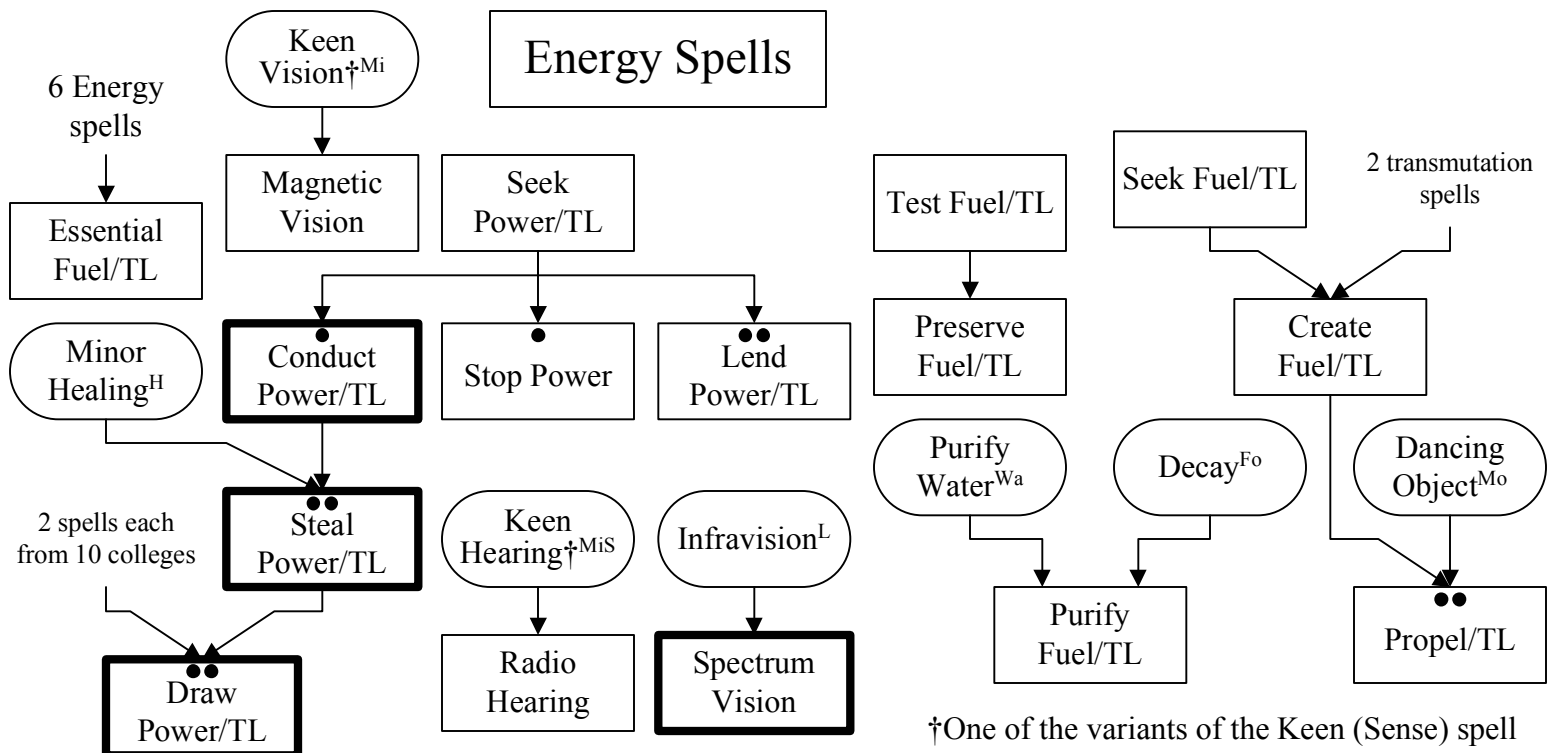
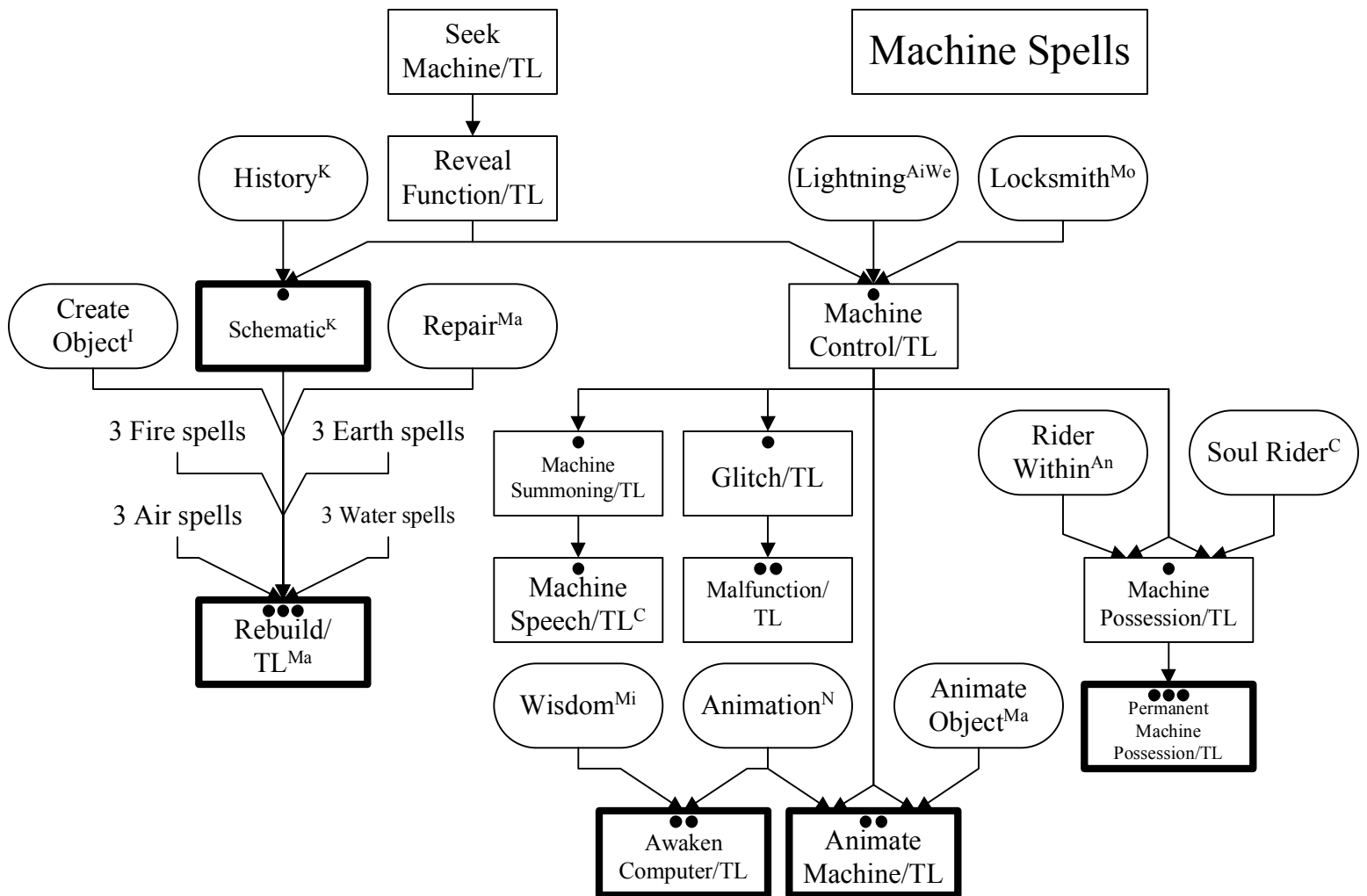
Magelock

3 Radiation spells

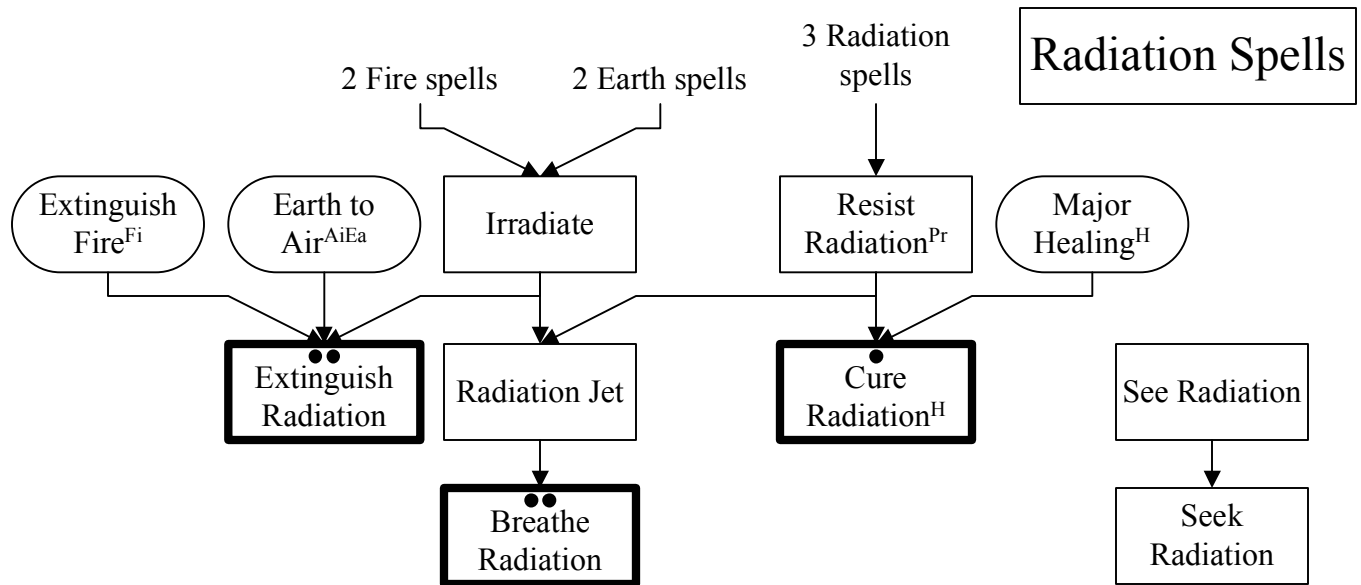
Resist Radiation^T

Sound College

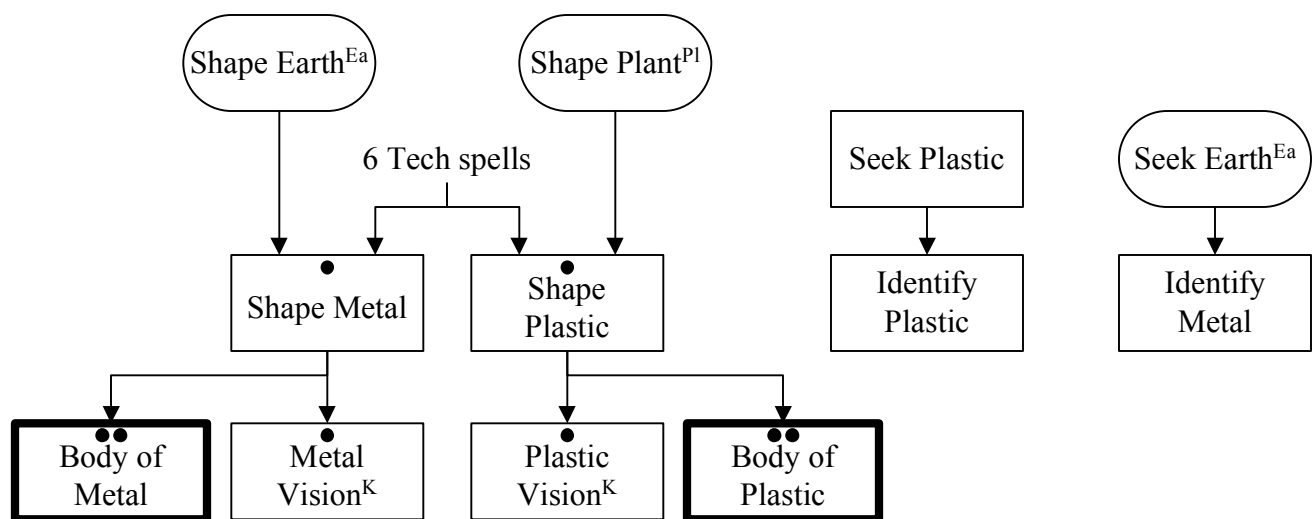




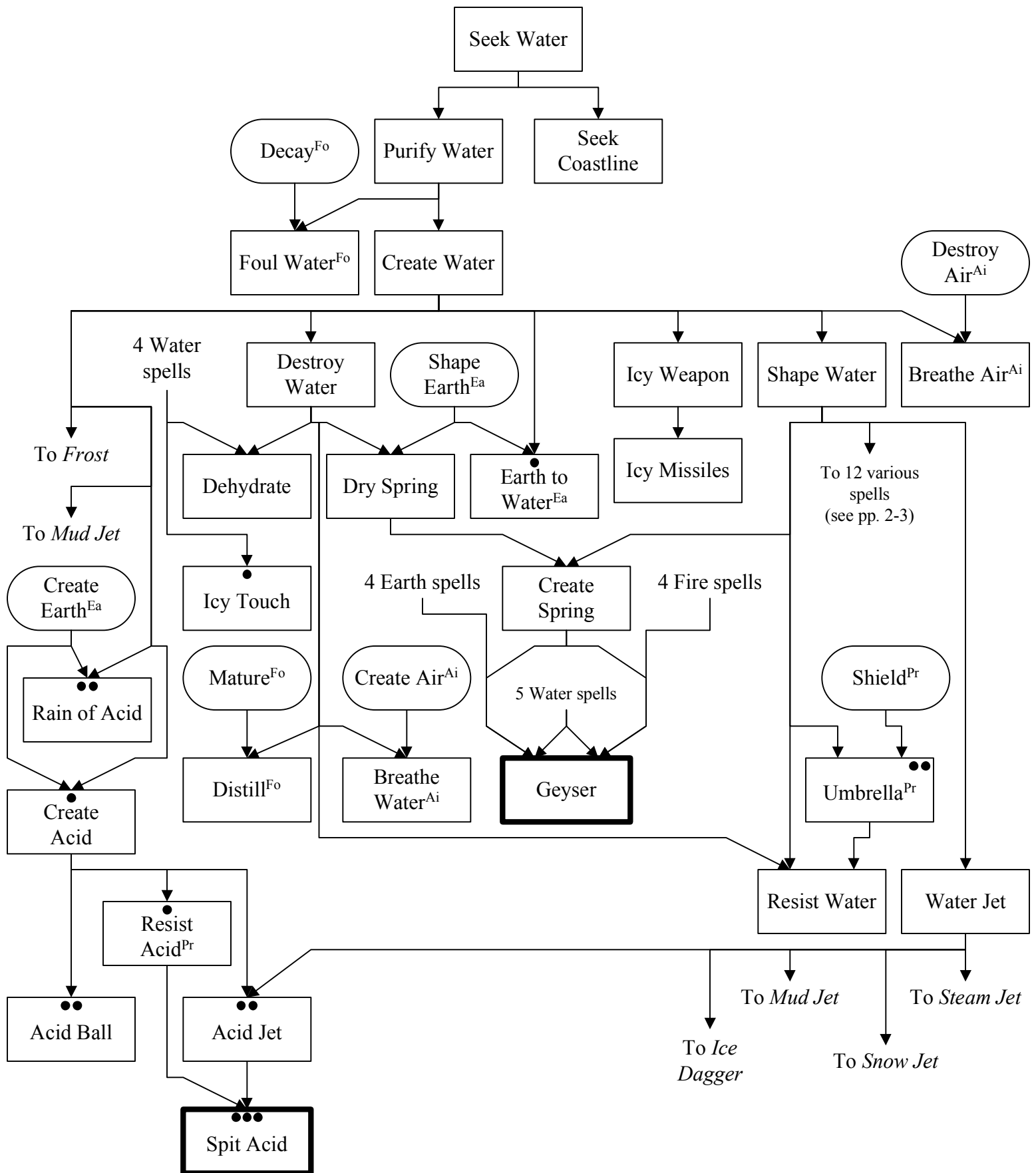
†One of the variants of the Keen (Sense) spell

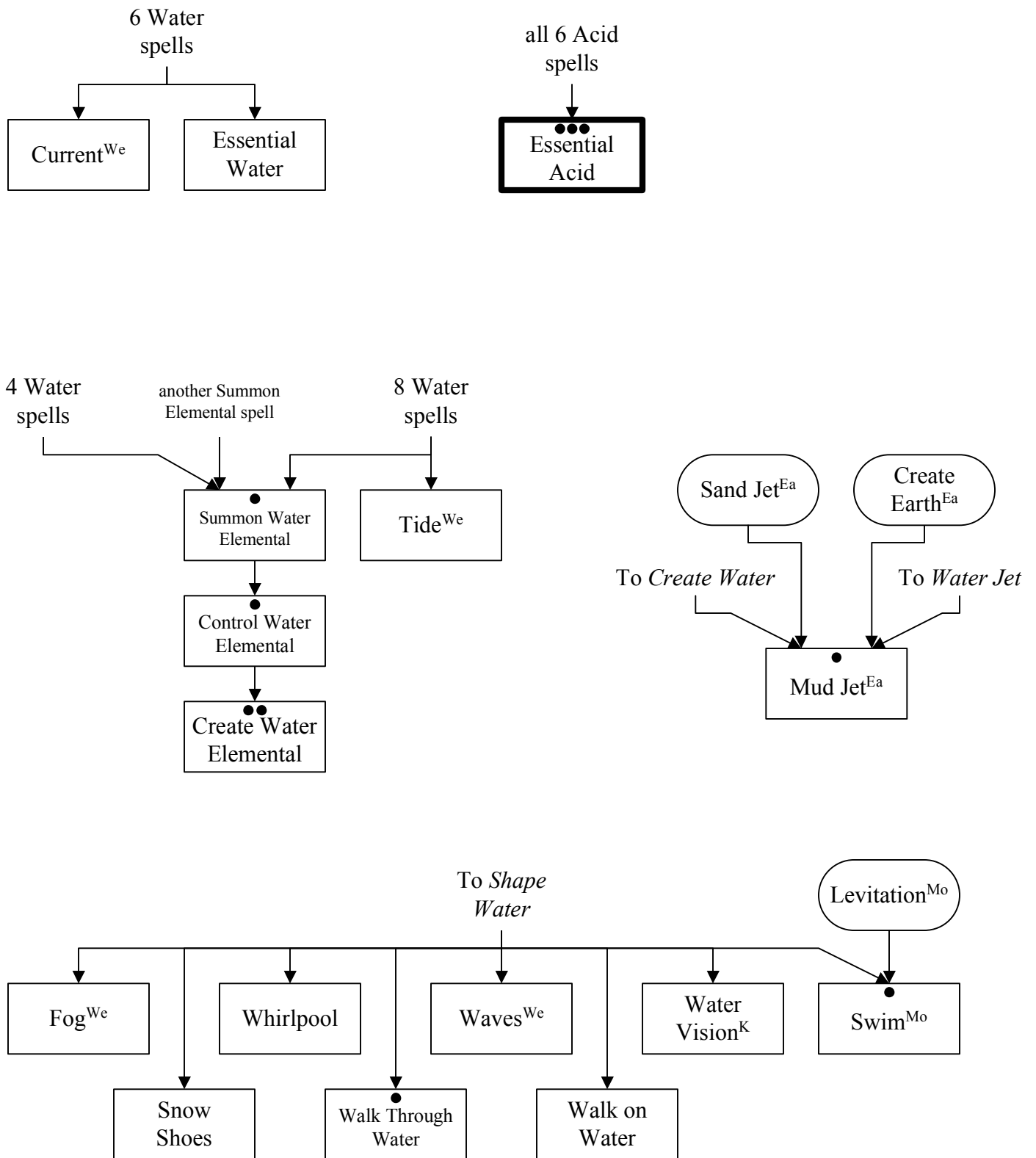


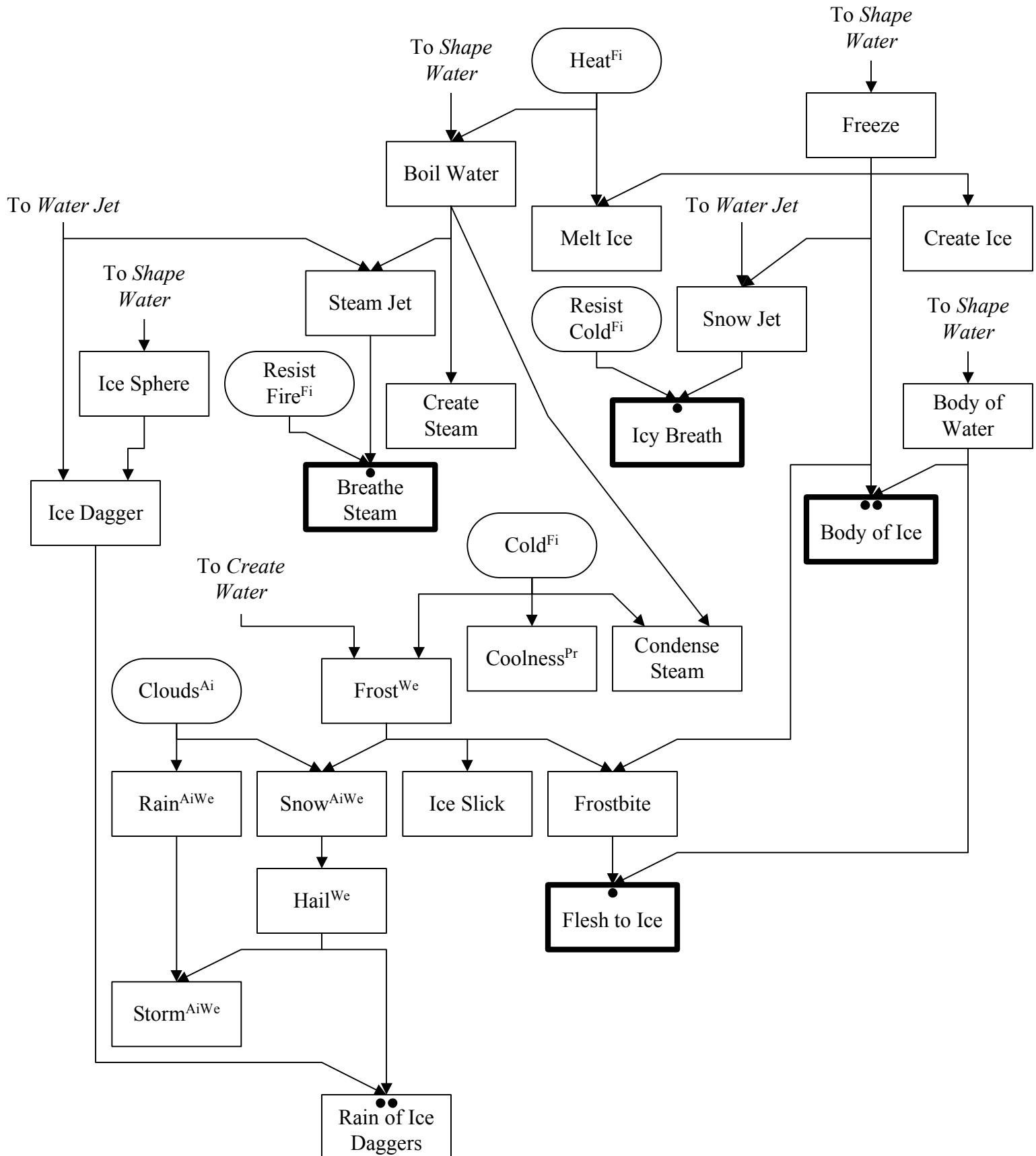
Metal & Plastic Spells



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







Weather College

