

# GURPS<sup>®</sup>

Fourth Edition

# MAGIC<sup>™</sup>

## 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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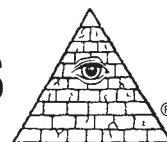
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**Spell Prerequisite Charts**  
by MICHELLE BARRETT

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

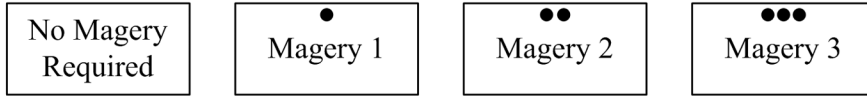


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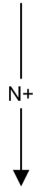
Version 1.0 April 28, 2005

# Chart Key

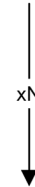
## Magery Requirement



## Spell Difficulty

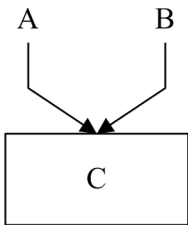
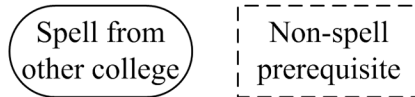


This specific prerequisite spell must be known at skill level N or higher.

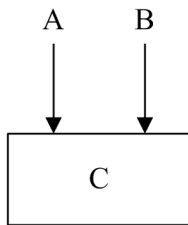


At least N variants of the prerequisite spell must be known.

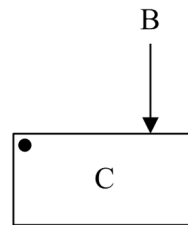
## Prerequisites



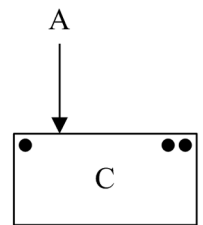
C requires A *and* B



C requires A *or* B

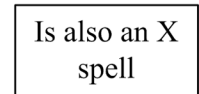
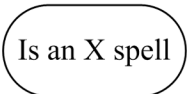


C requires Magery 1 *or* B



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

## College Identification



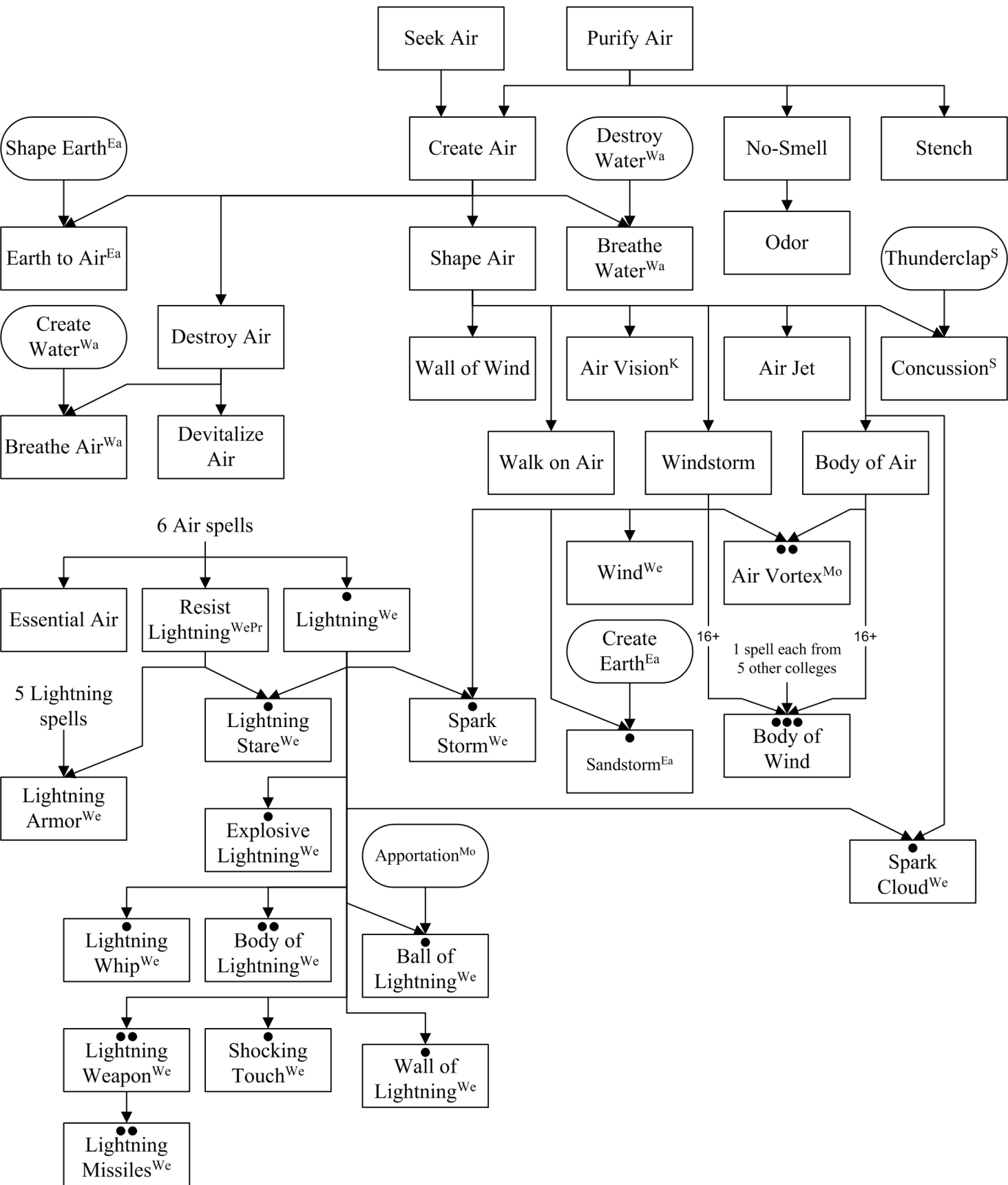
- <sup>Ai</sup>Air
- <sup>An</sup>Animal
- <sup>B</sup>Body Control
- <sup>C</sup>Communication & Empathy
- <sup>Ea</sup>Earth
- <sup>En</sup>Enchantment

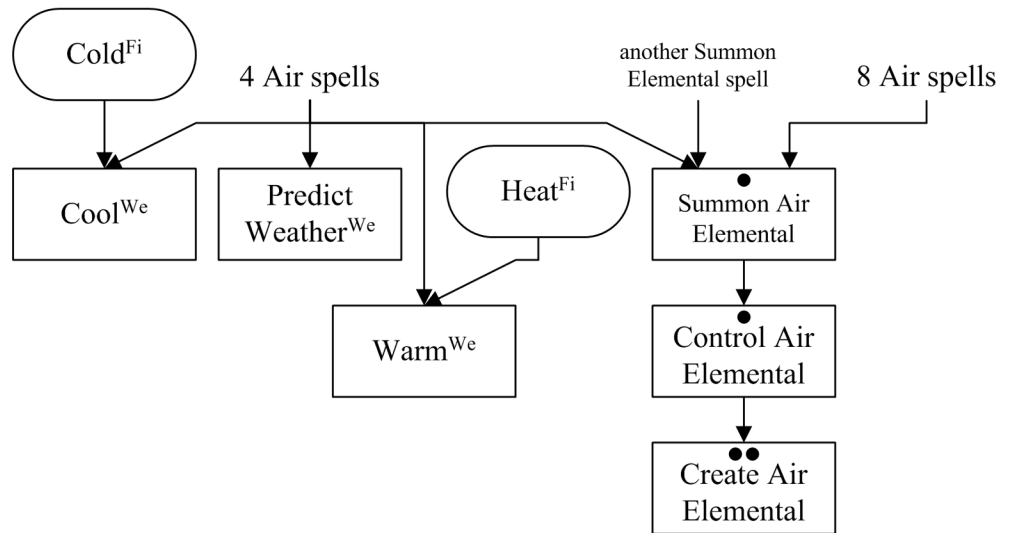
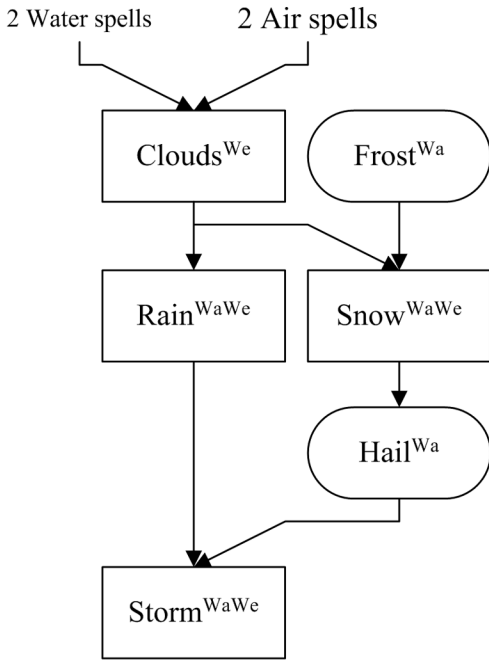
- <sup>Fi</sup>Fire
- <sup>Fo</sup>Food
- <sup>G</sup>Gate
- <sup>H</sup>Healing
- <sup>I</sup>Illusion & Creation
- <sup>K</sup>Knowledge

- <sup>L</sup>Light
- <sup>Ma</sup>Making & Breaking
- <sup>Me</sup>Meta
- <sup>Mi</sup>Mind Control
- <sup>Mo</sup>Movement
- <sup>N</sup>Necromantic

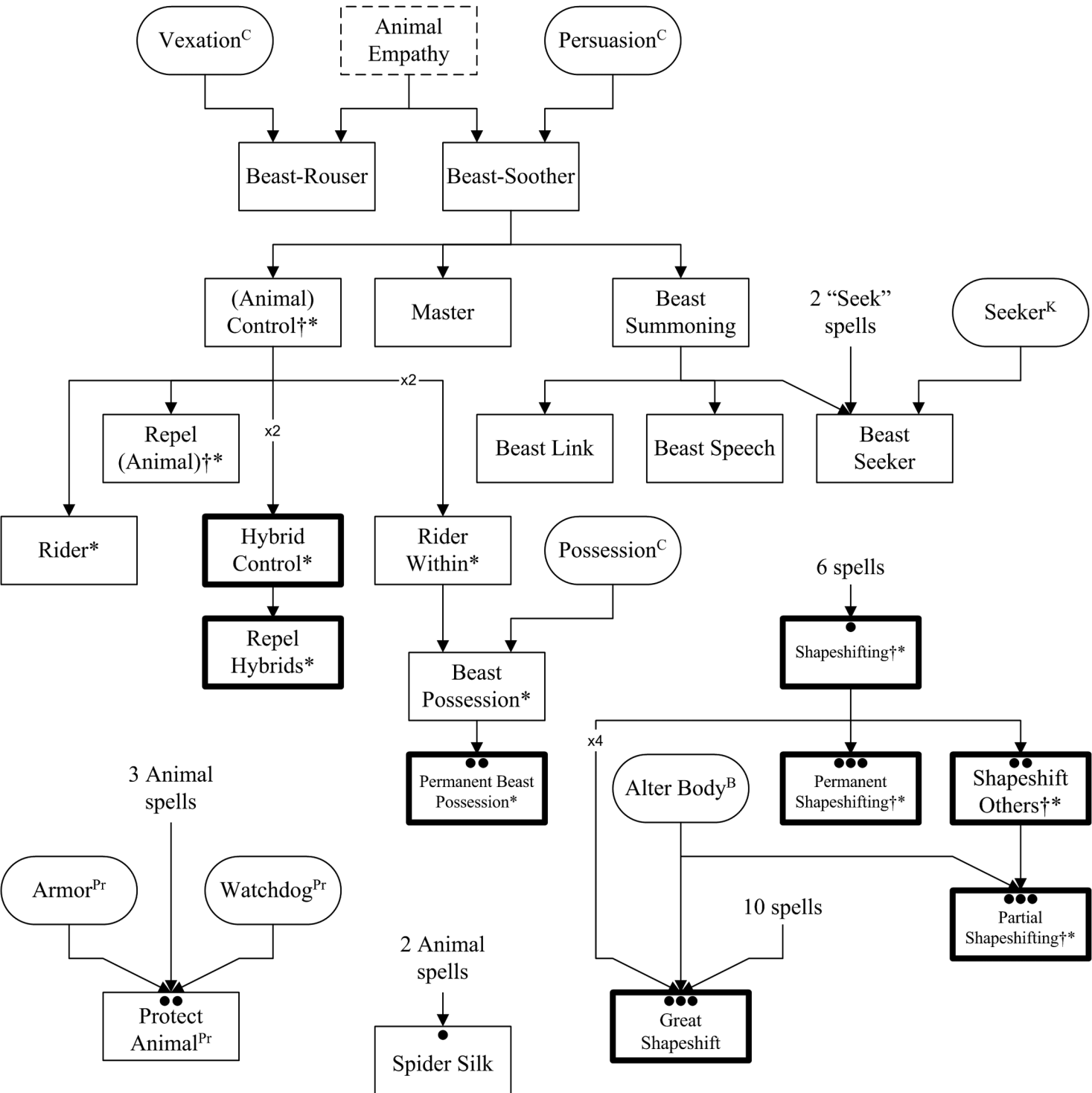
- <sup>Pl</sup>Plant
- <sup>Pr</sup>Protection
- <sup>S</sup>Sound
- <sup>T</sup>Technological
- <sup>Wa</sup>Water
- <sup>We</sup>Weather

# Air College





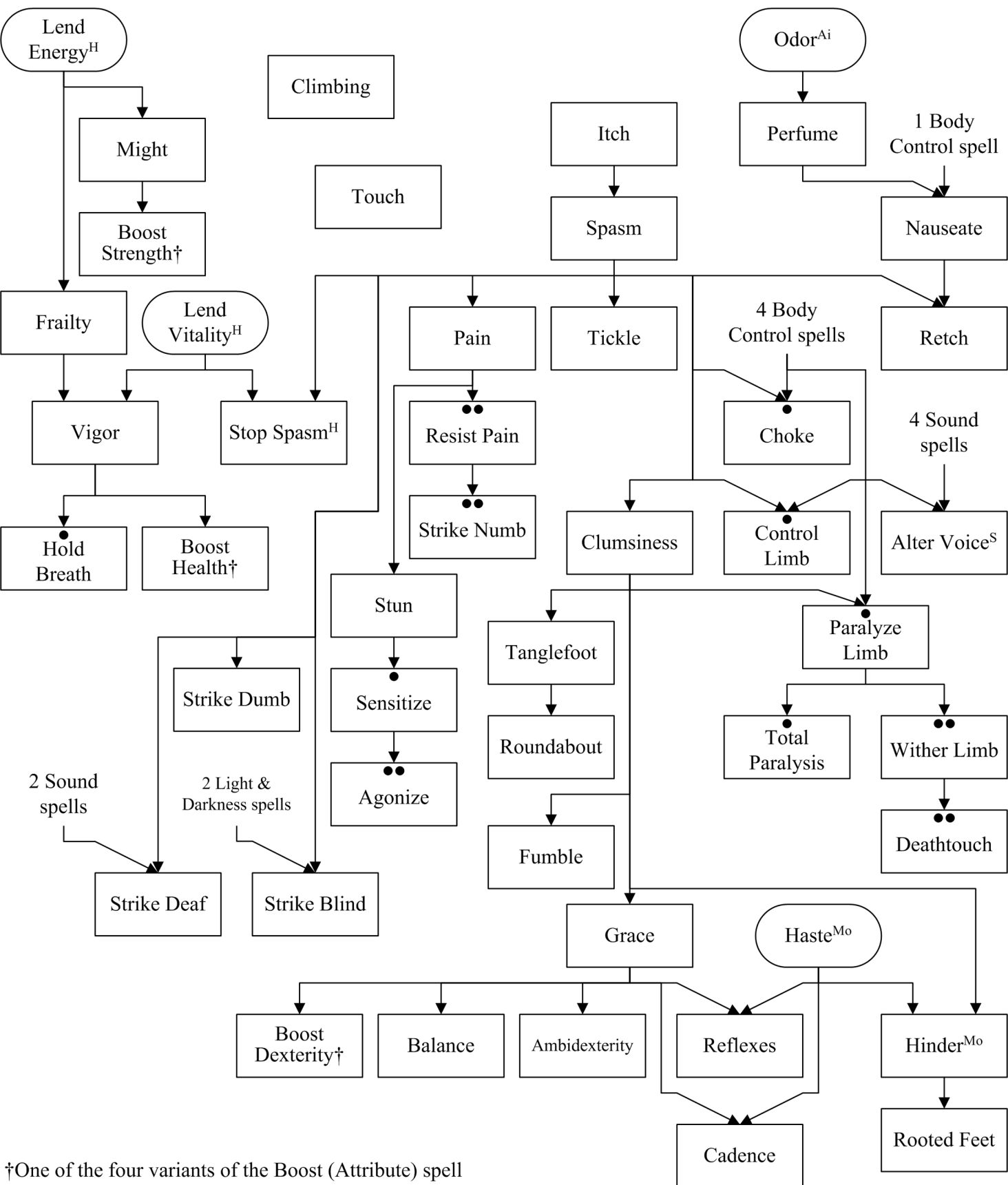
# Animal College



†Each animal requires a different spell.

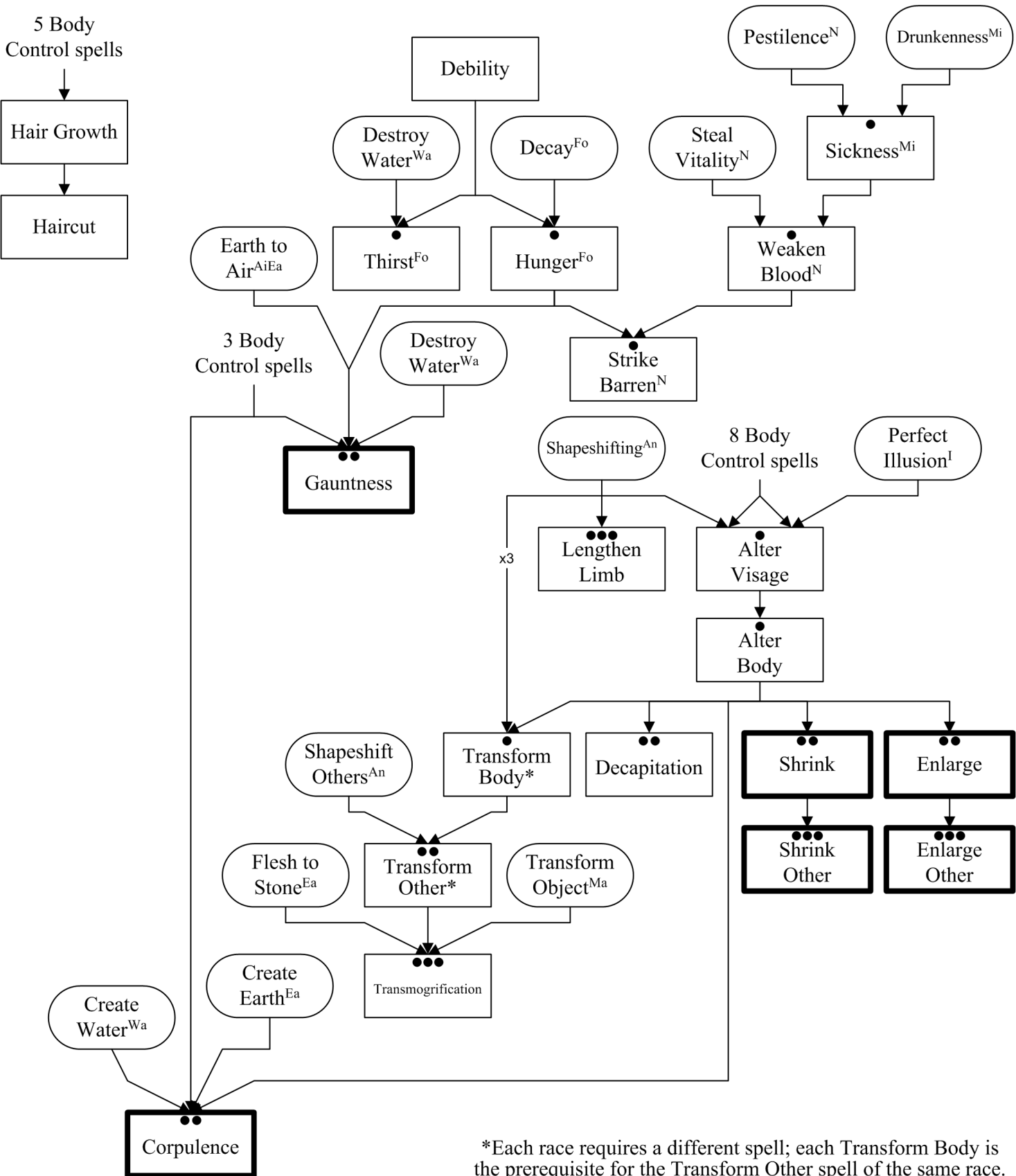
\*Each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).

# Body Control College



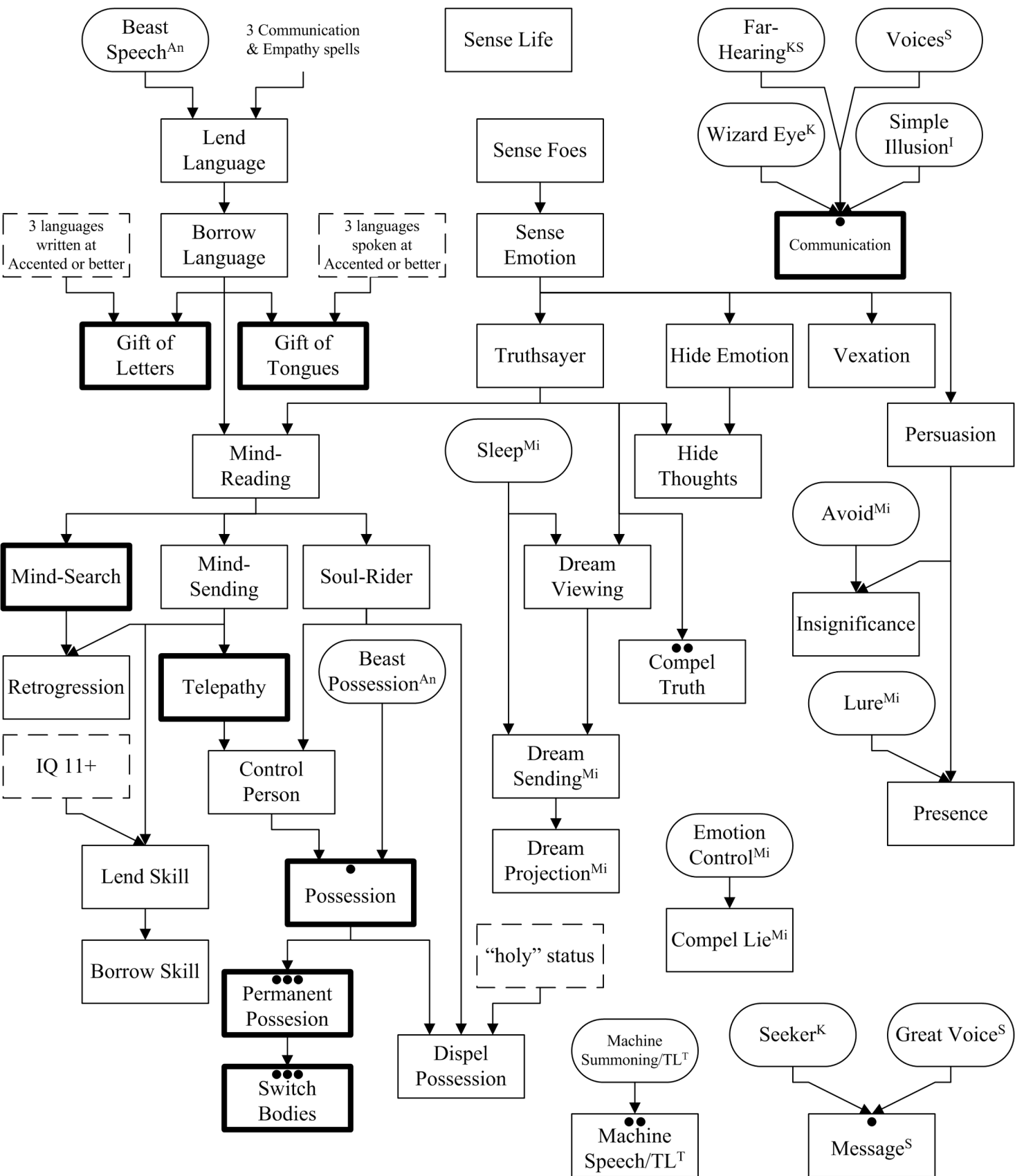
†One of the four variants of the Boost (Attribute) spell

# Body Control College



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

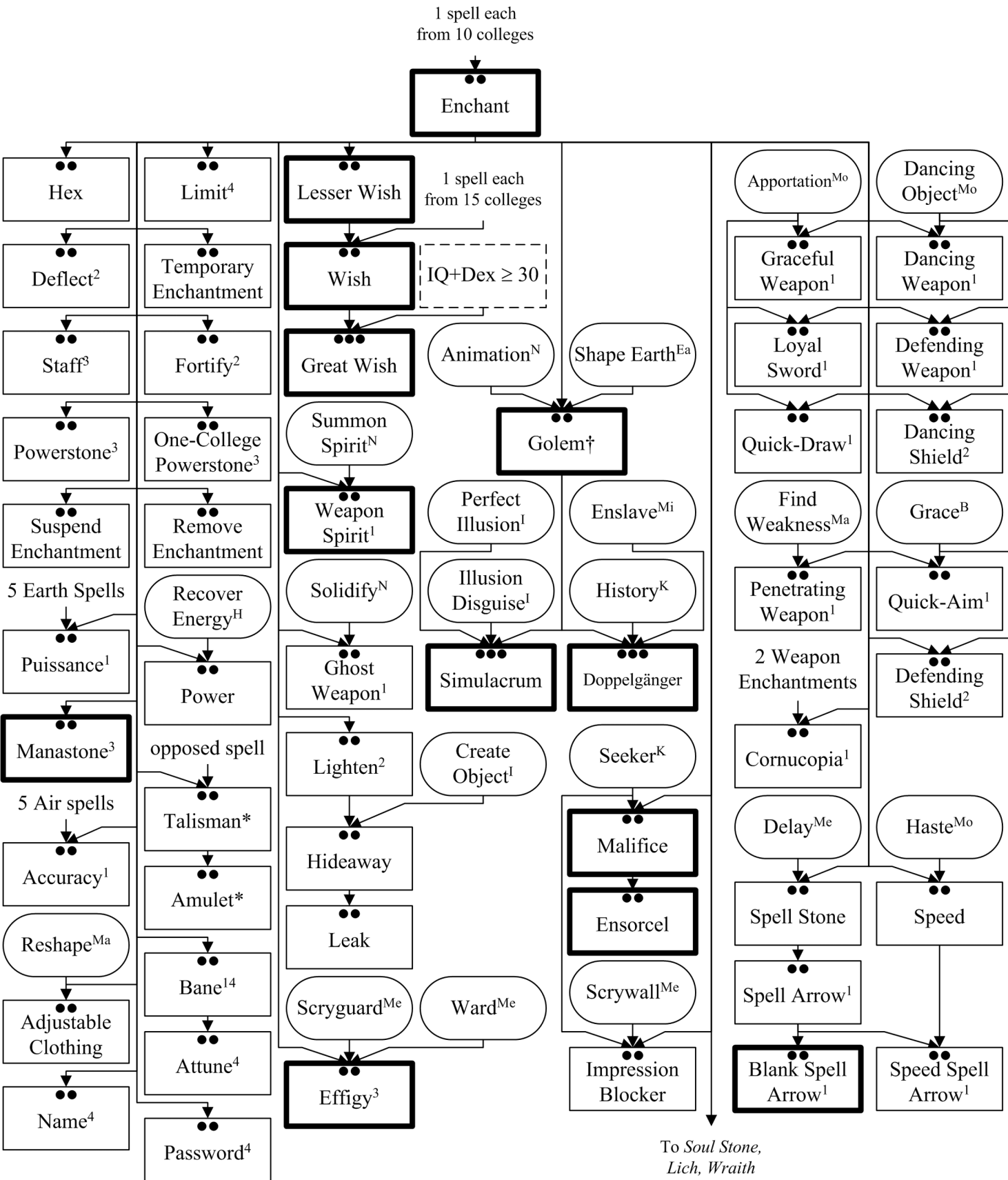
# Communication & Empathy College

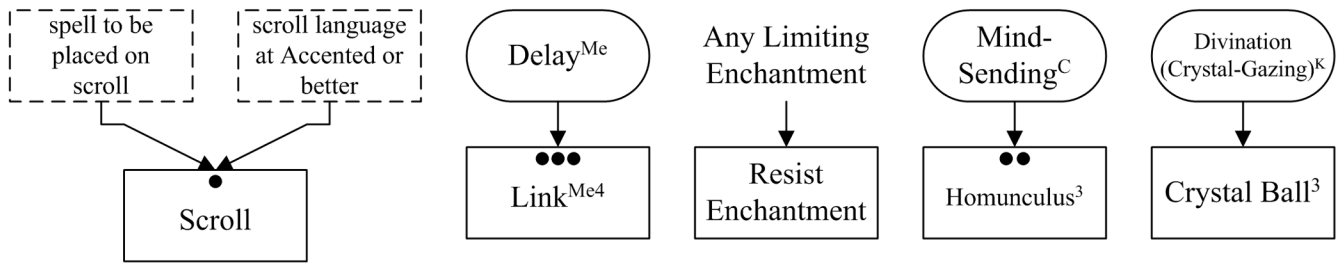




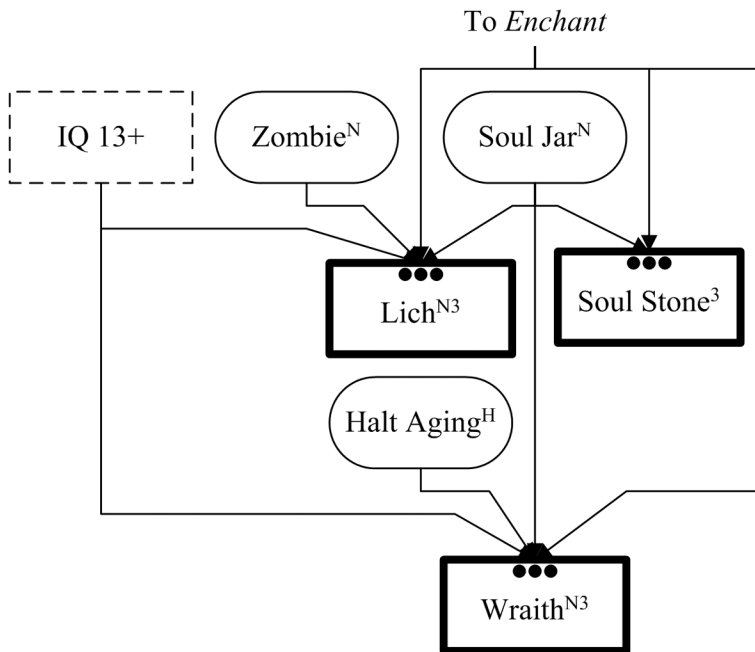


# Enchantment College





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

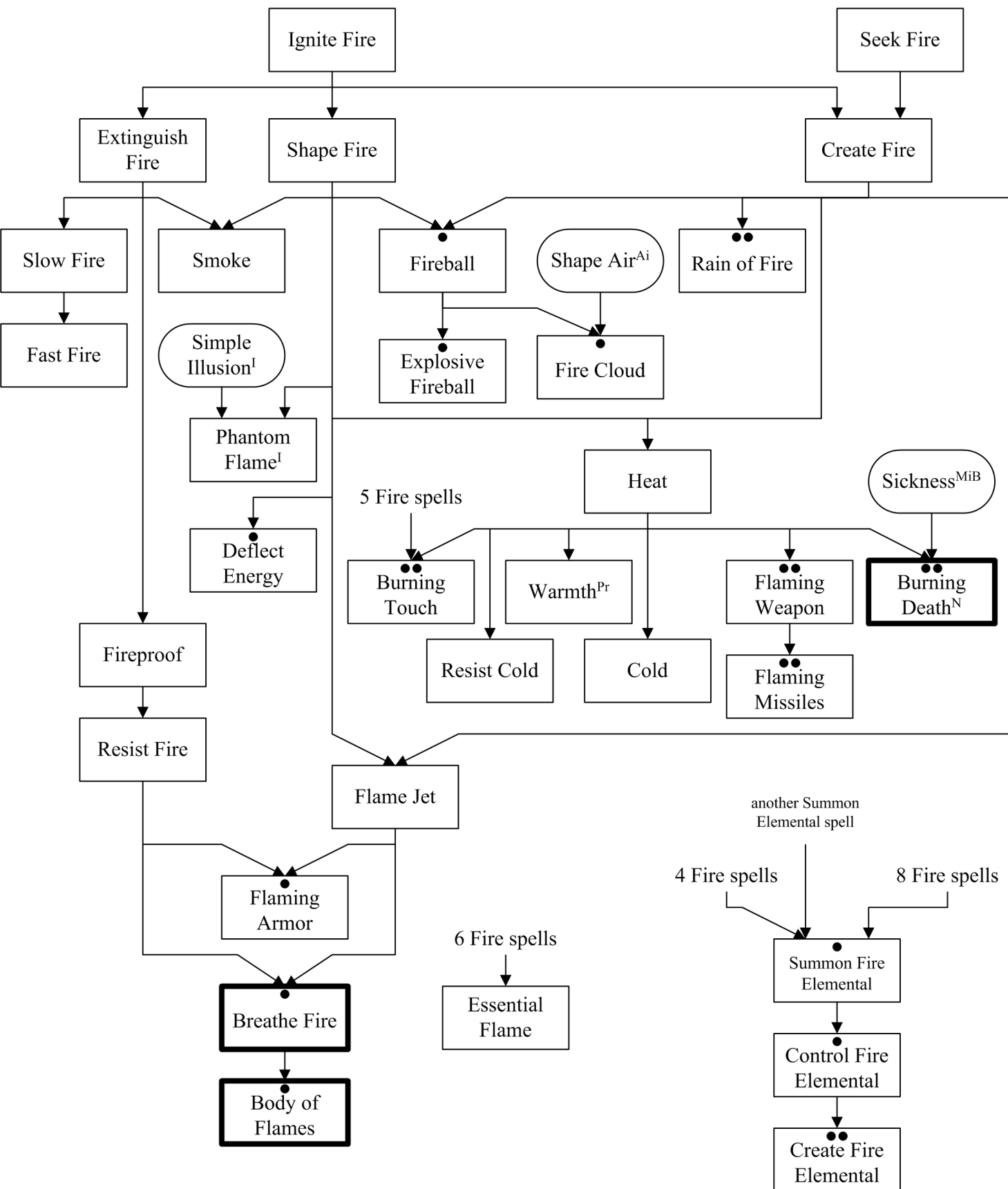


- <sup>1</sup>Weapon Enchantment
- <sup>2</sup>Armor Enchantment
- <sup>3</sup>Wizardly Tools
- <sup>4</sup>Limiting Enchantment

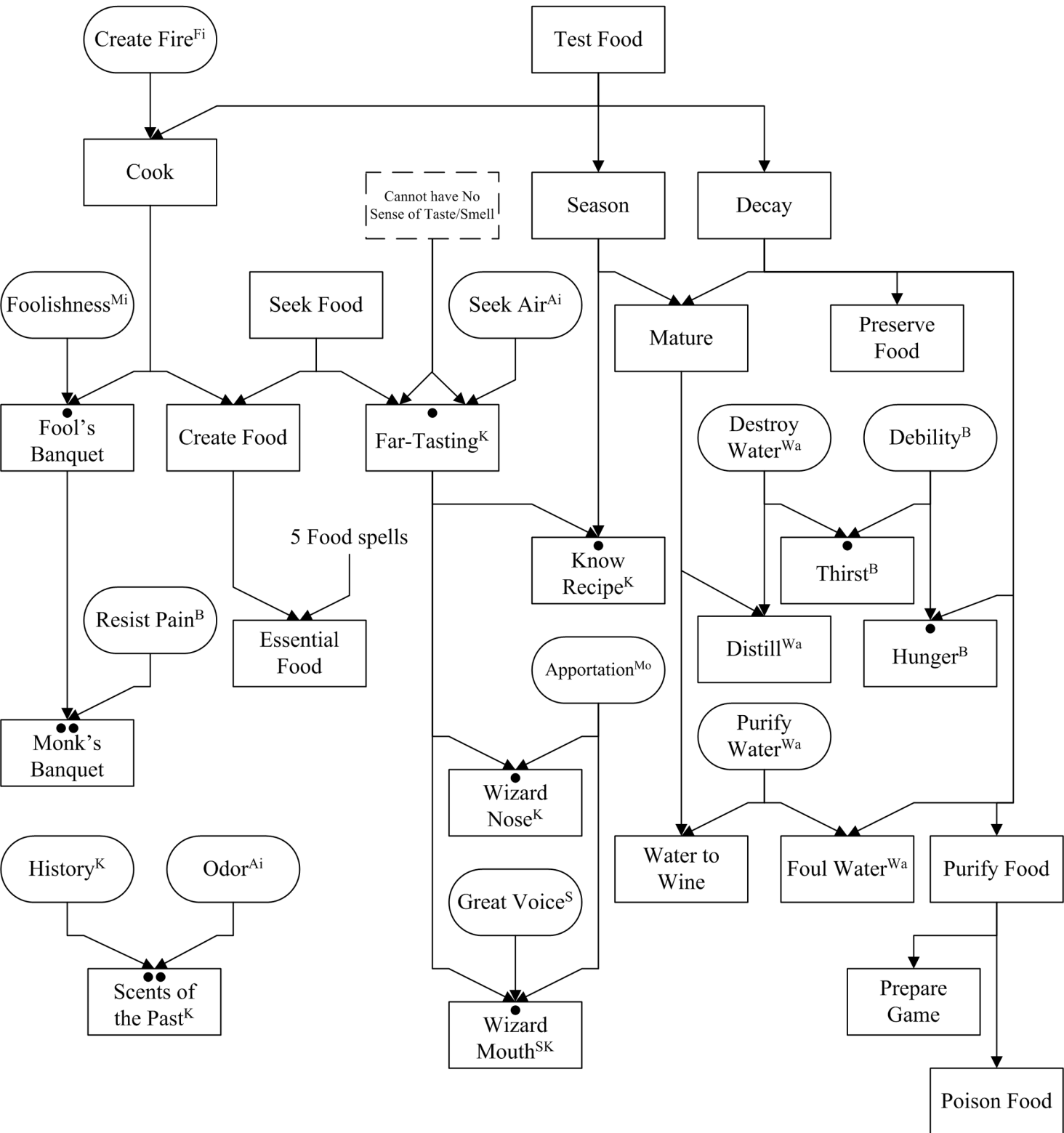
†Other spells may be necessary to work with unusual materials.

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

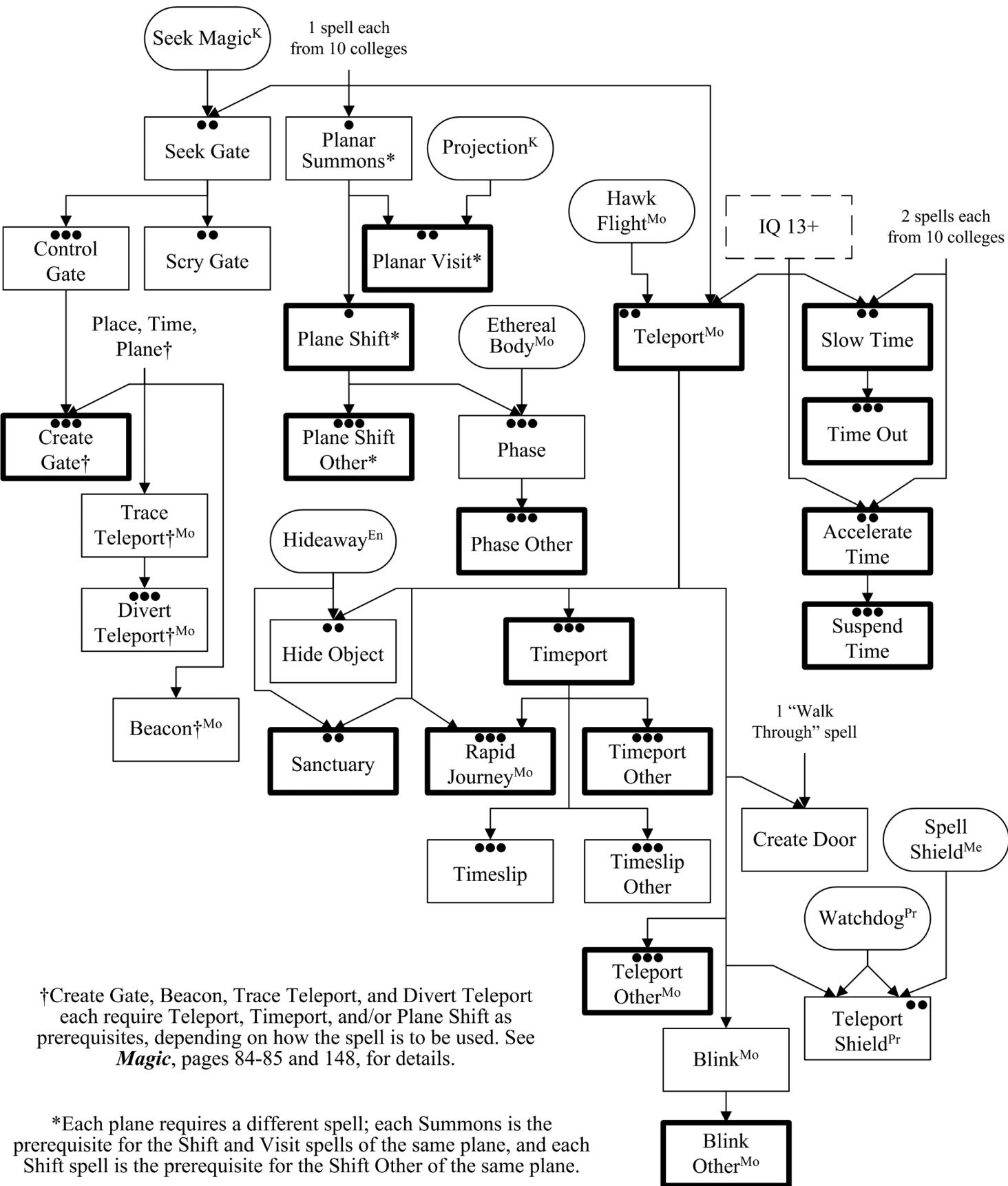
# Fire College

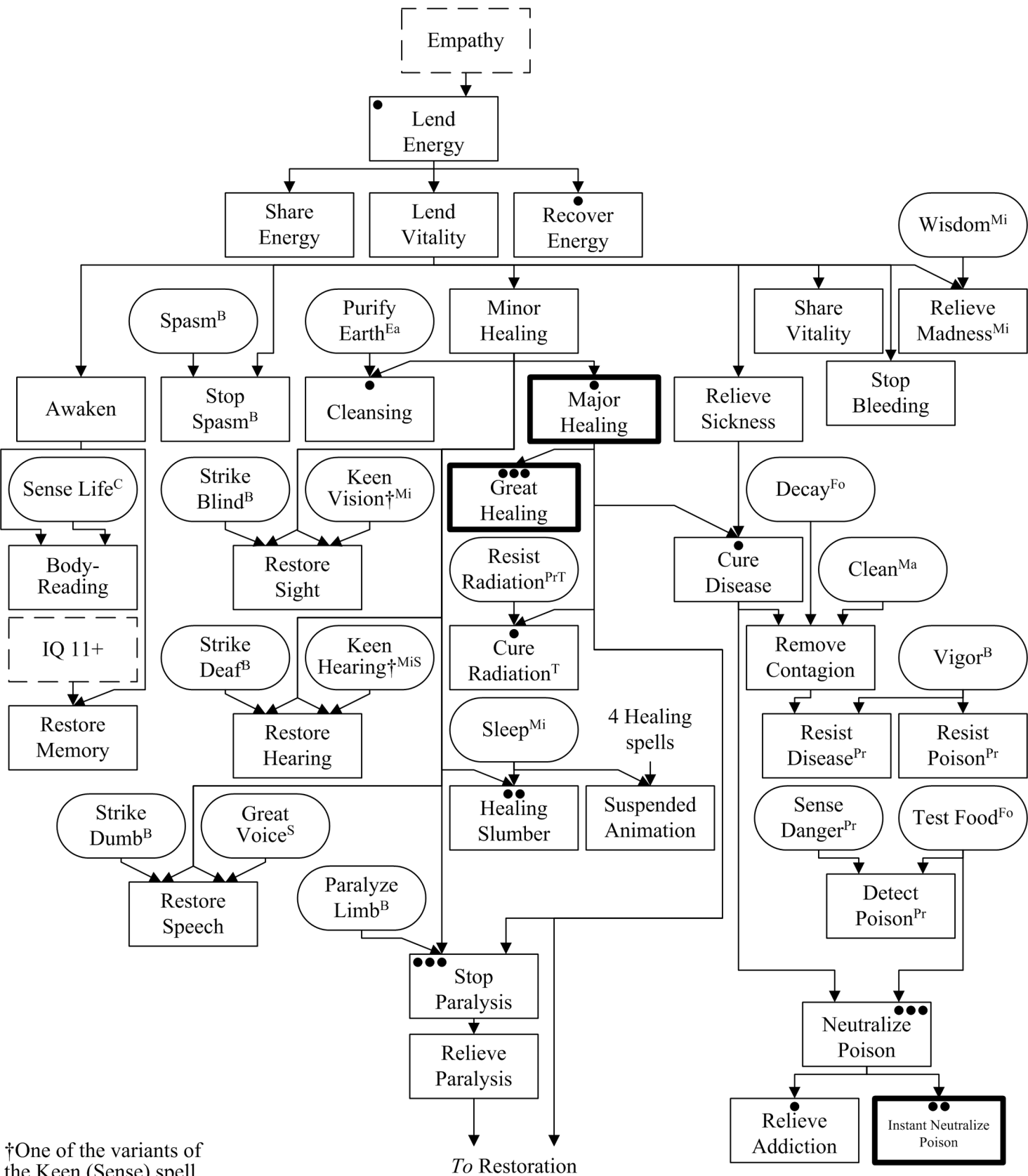


# Food College



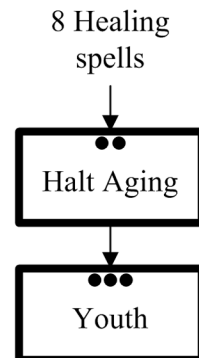
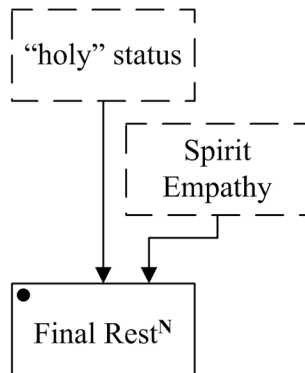
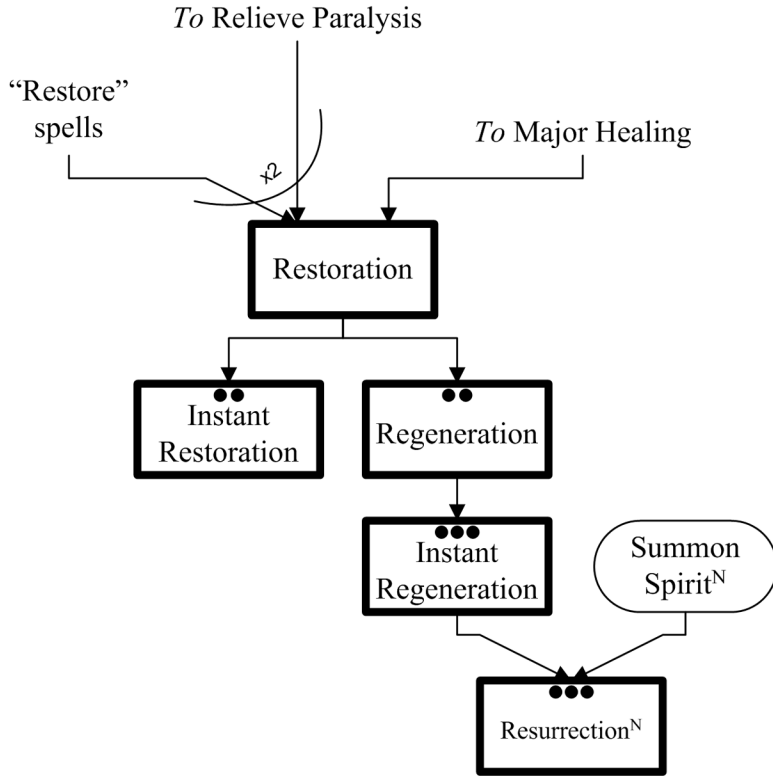
# Gate College





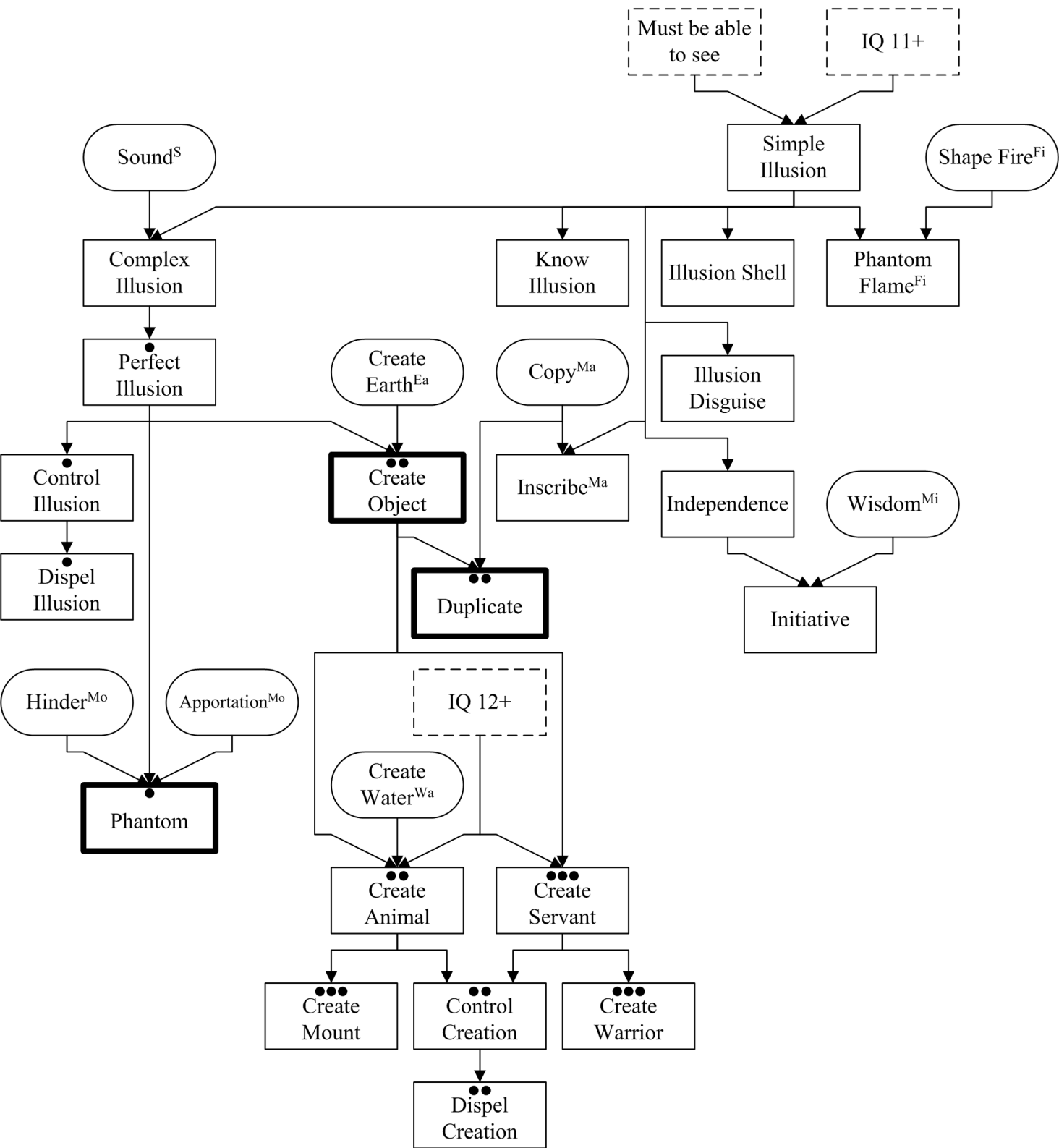
†One of the variants of the Keen (Sense) spell

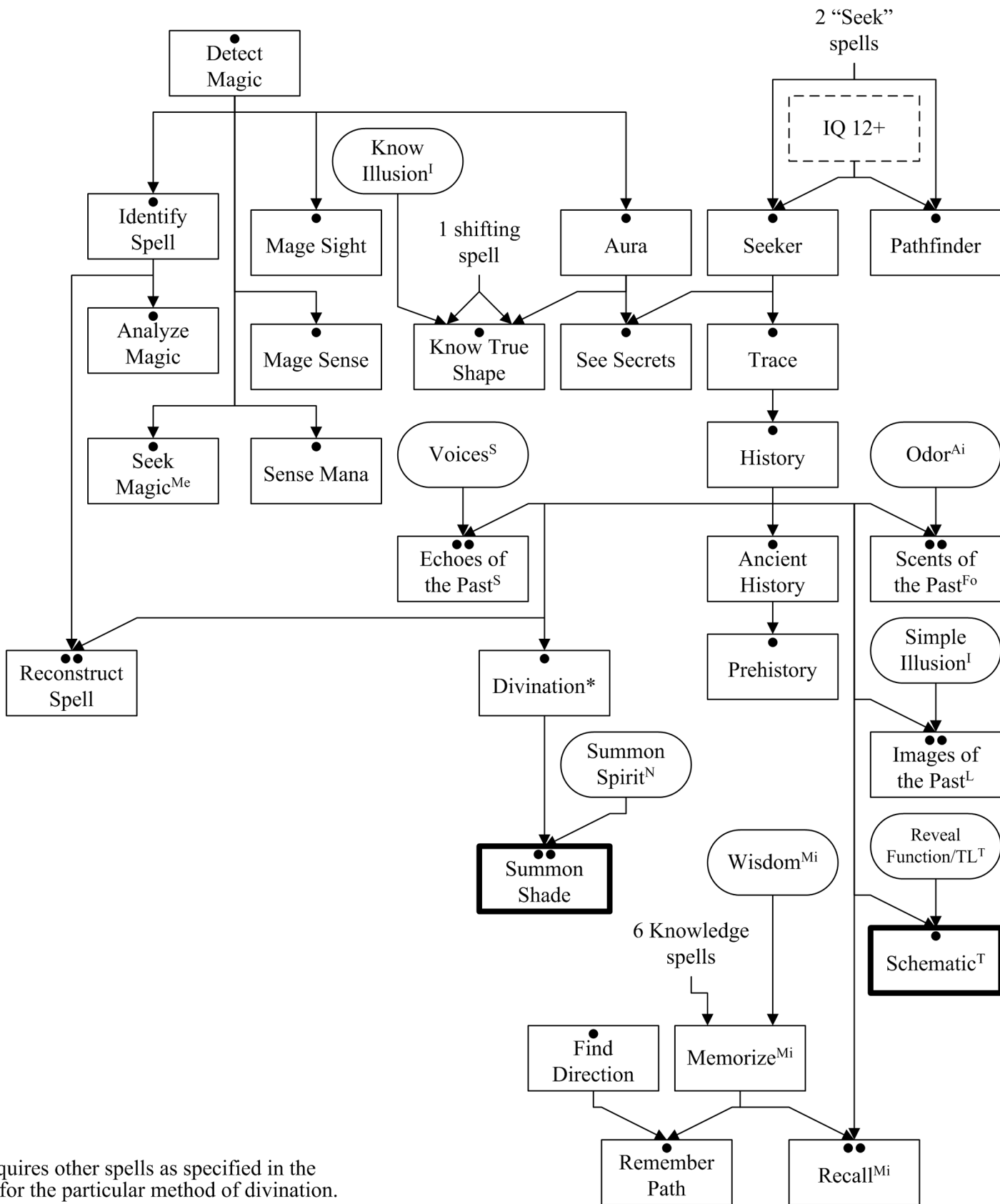
To Restoration



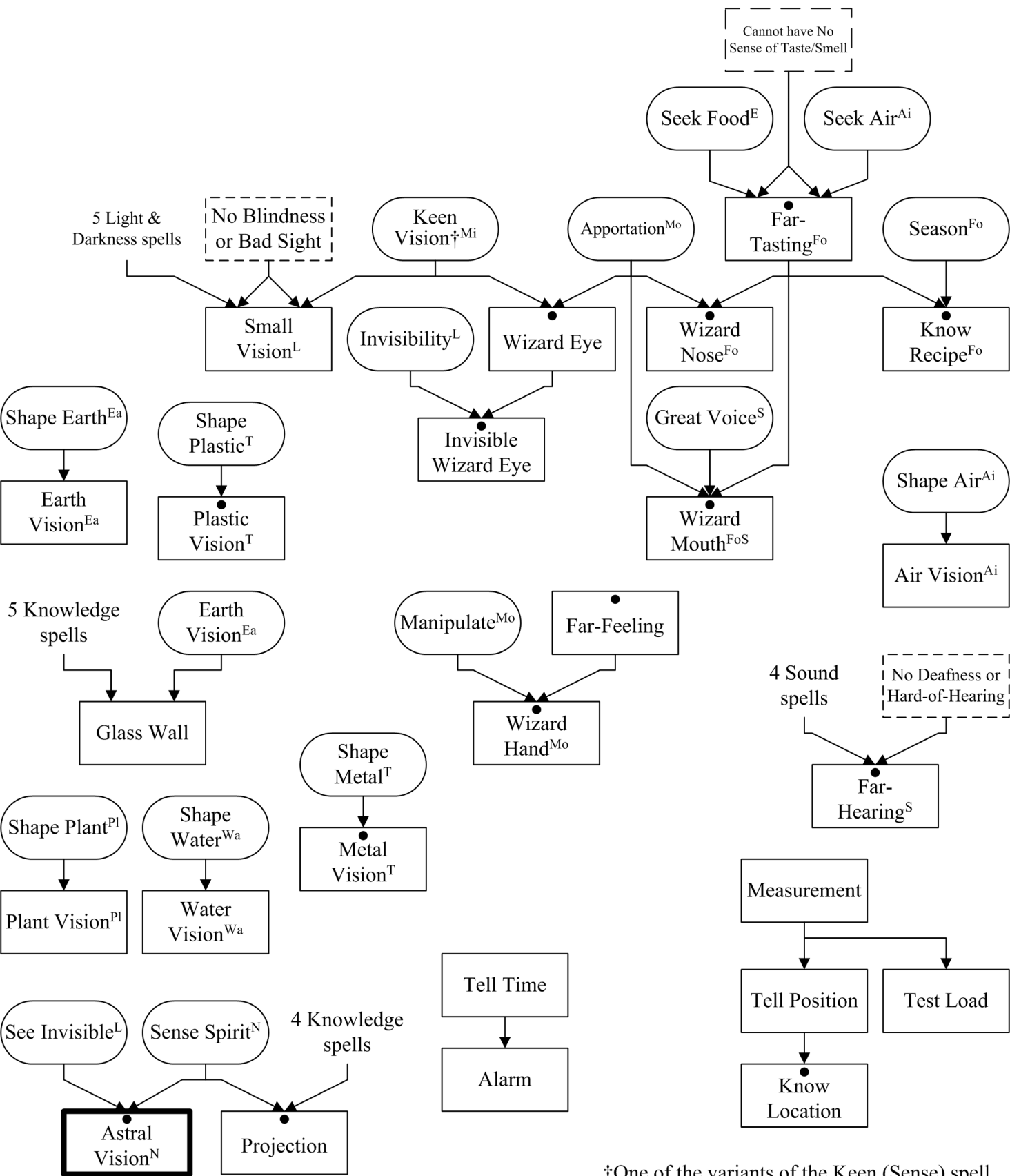


# Illusion & Creation College

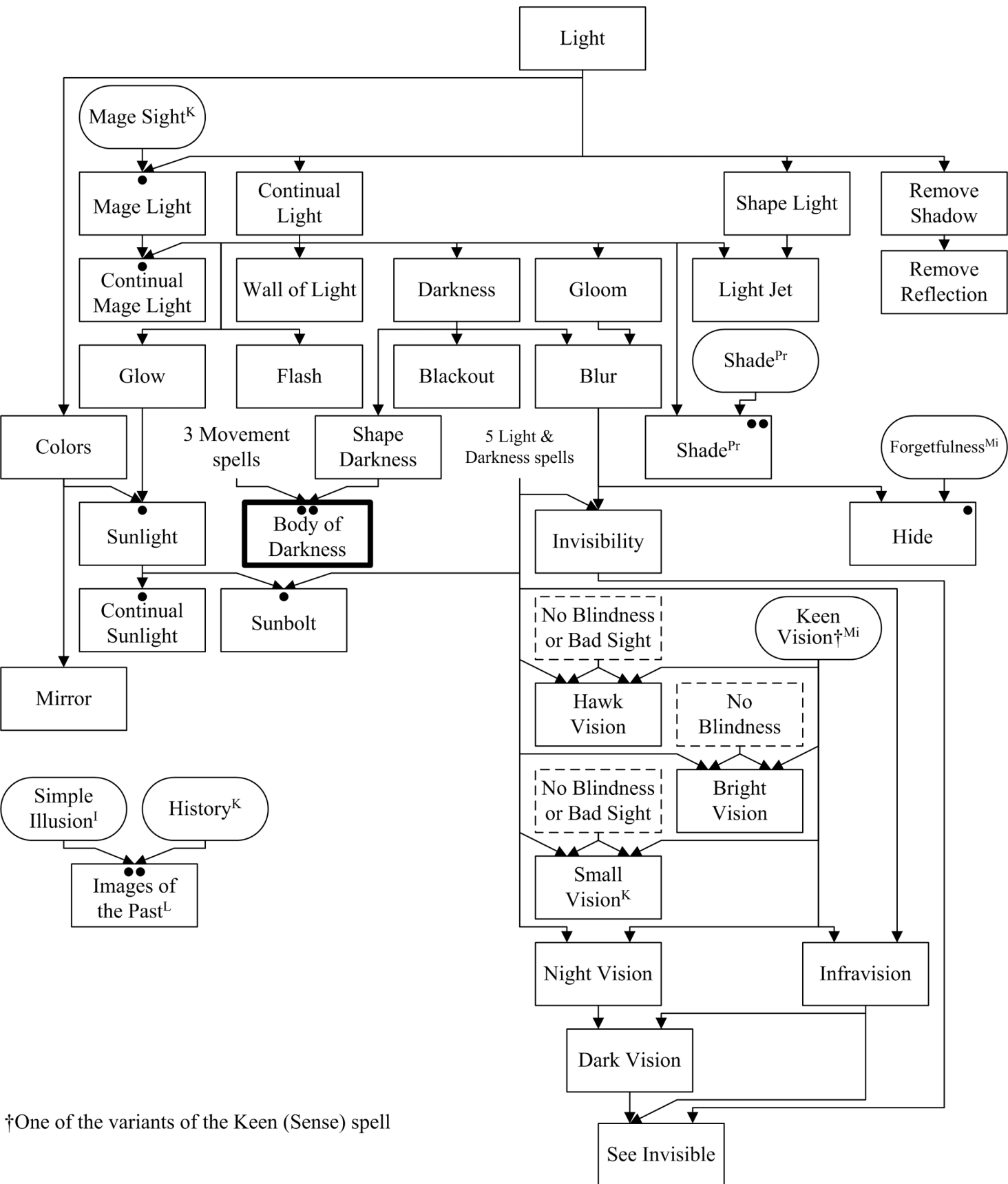




\*Requires other spells as specified in the text for the particular method of divination.

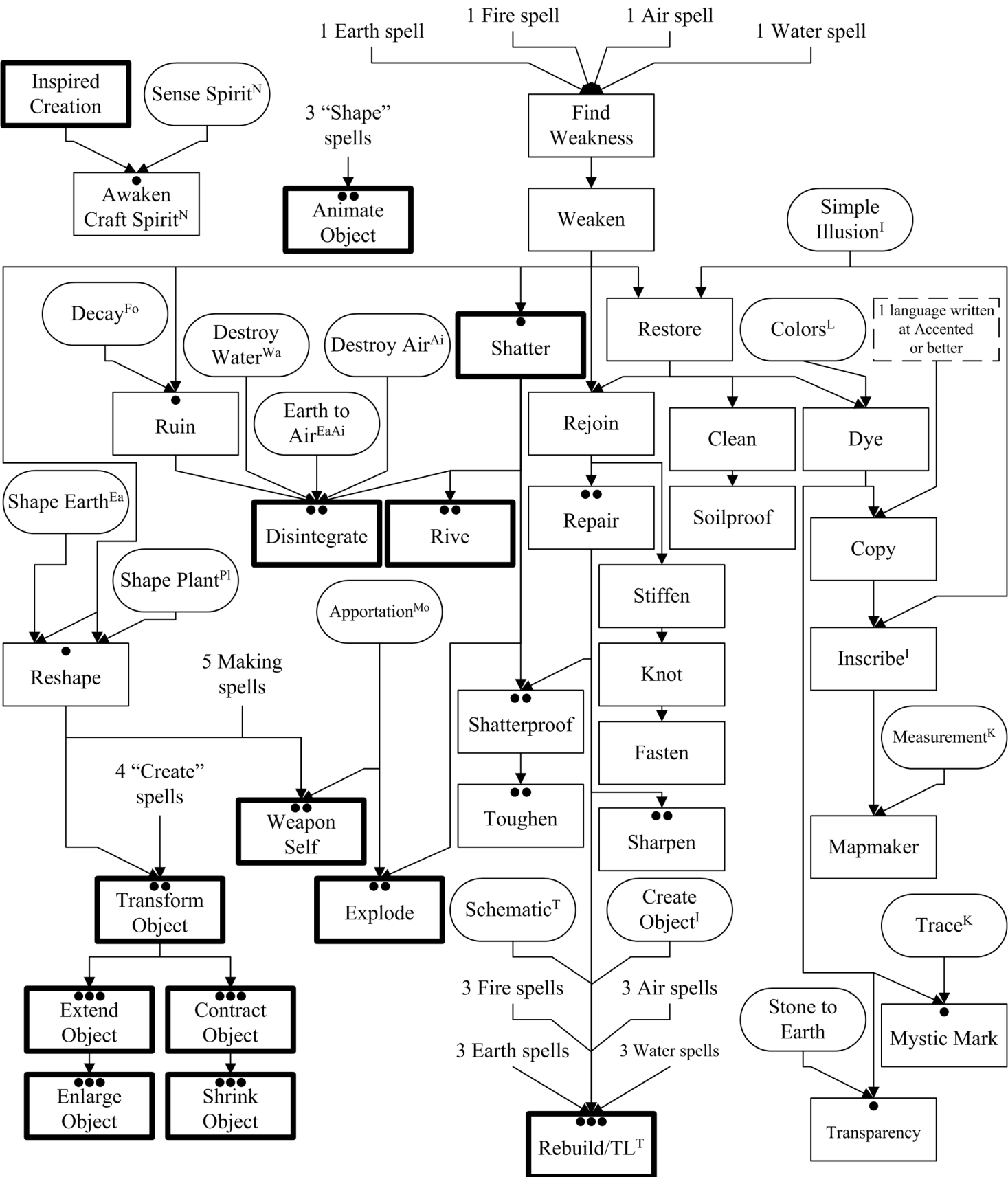


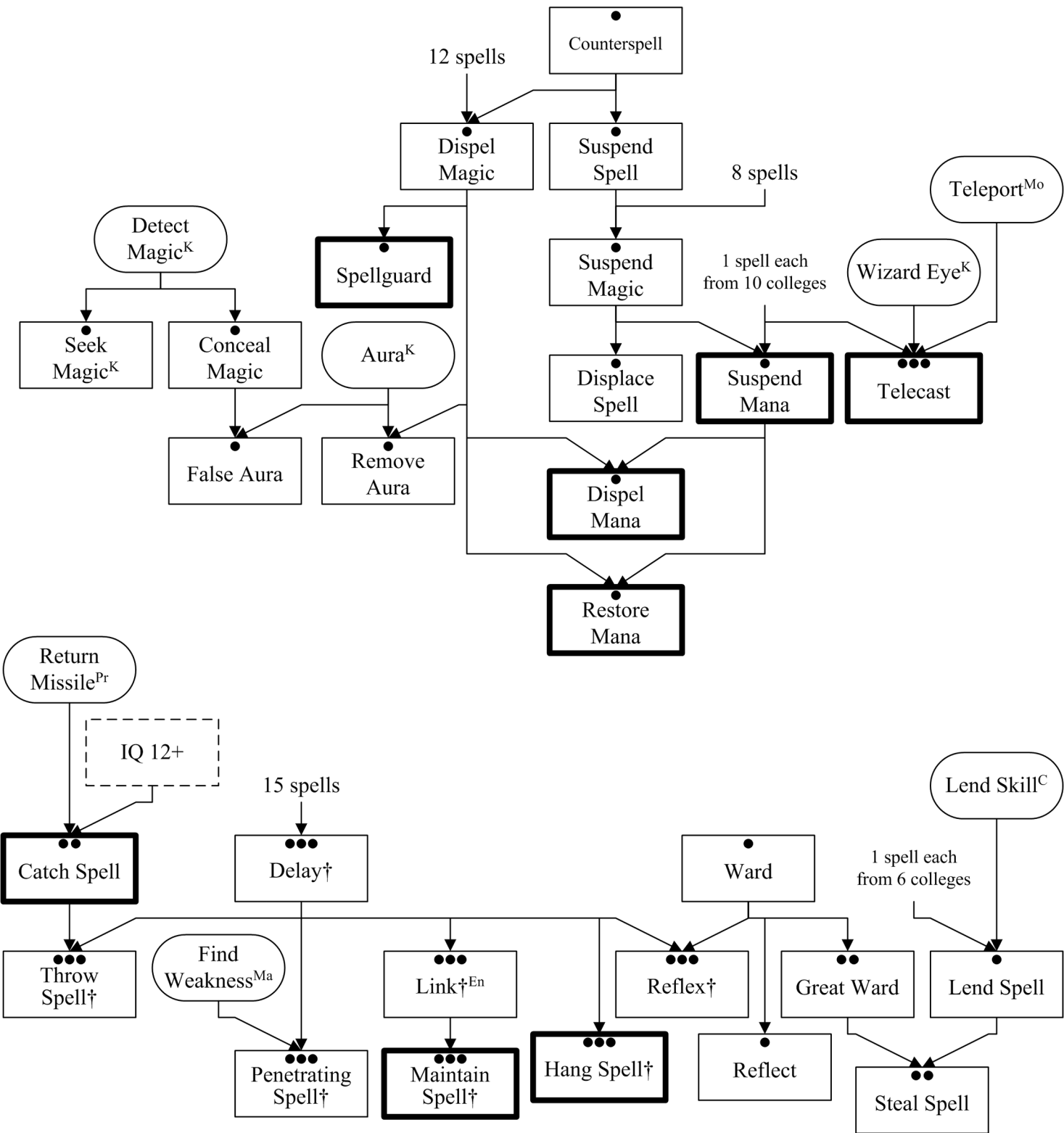
# Light & Darkness College



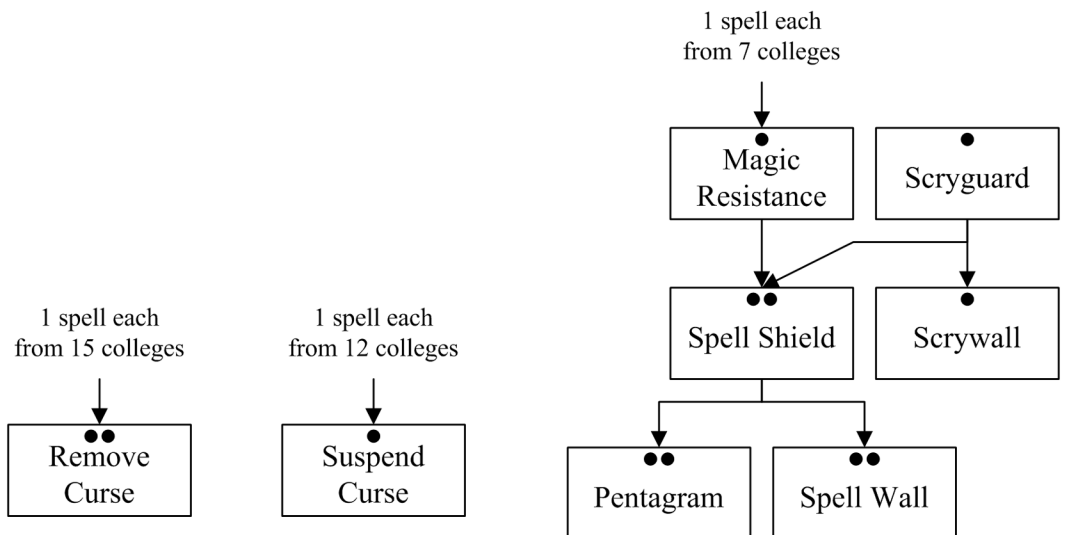
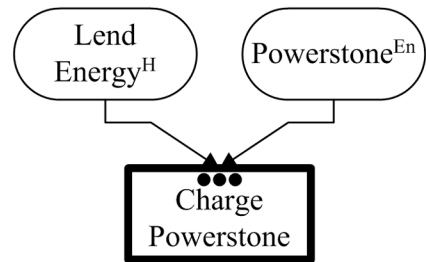
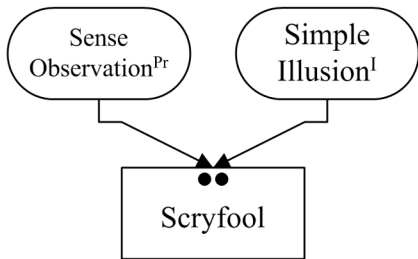
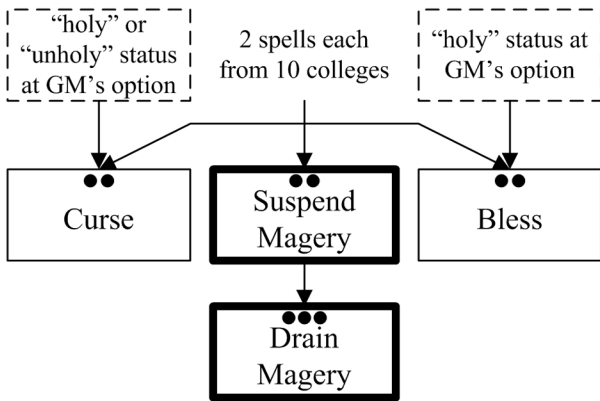
†One of the variants of the Keen (Sense) spell

# Making & Breaking College



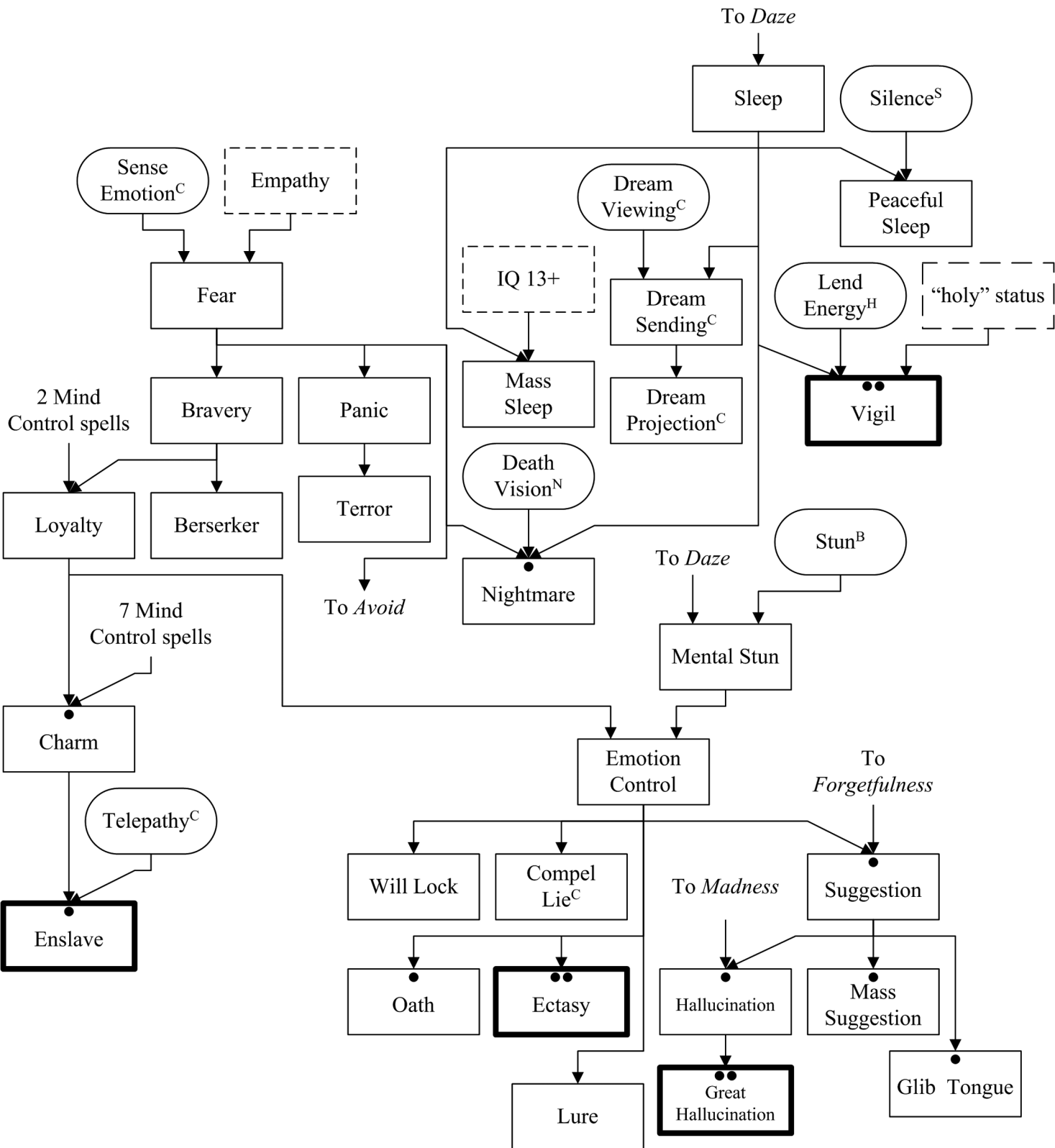


†Linking spell



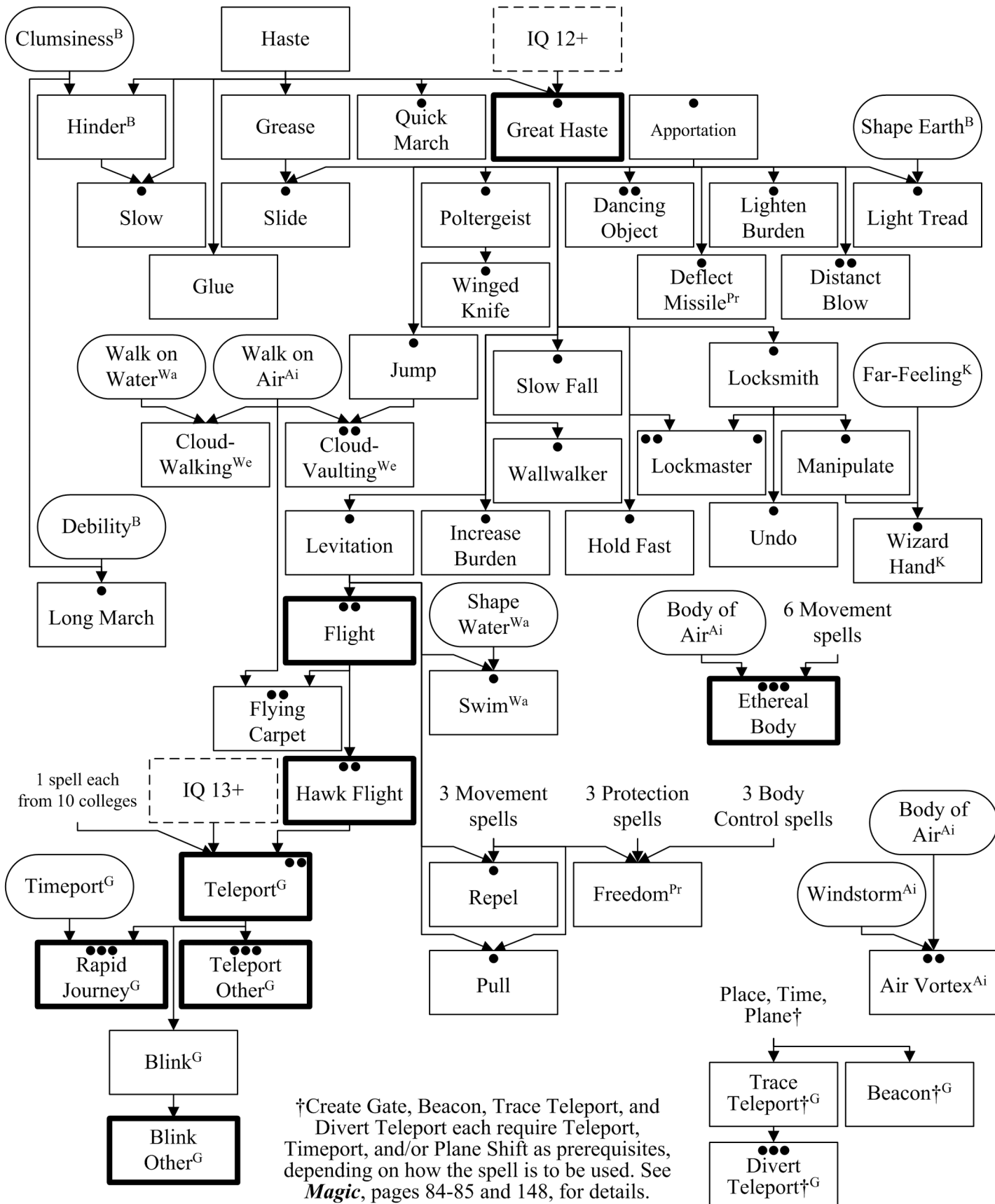




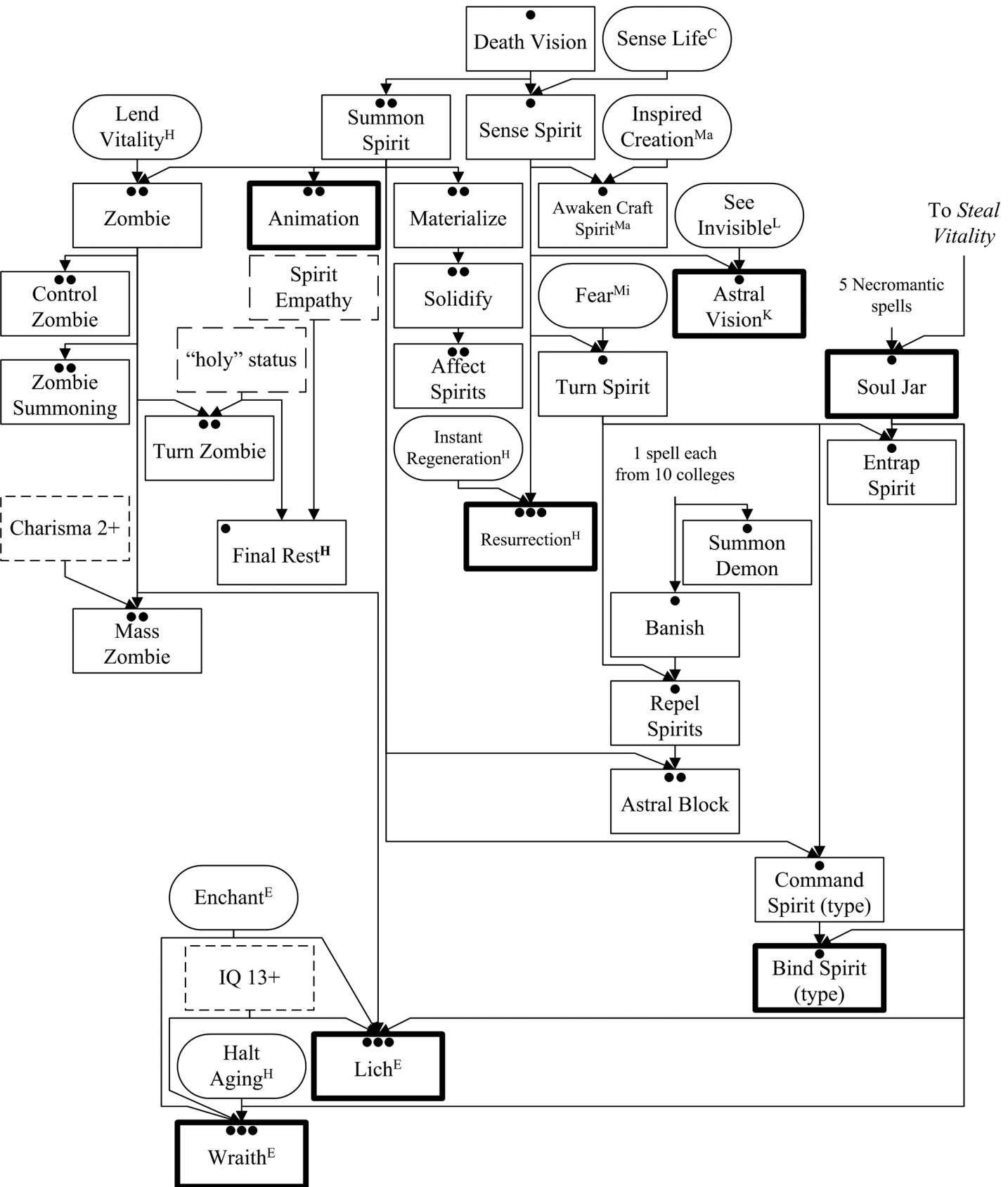


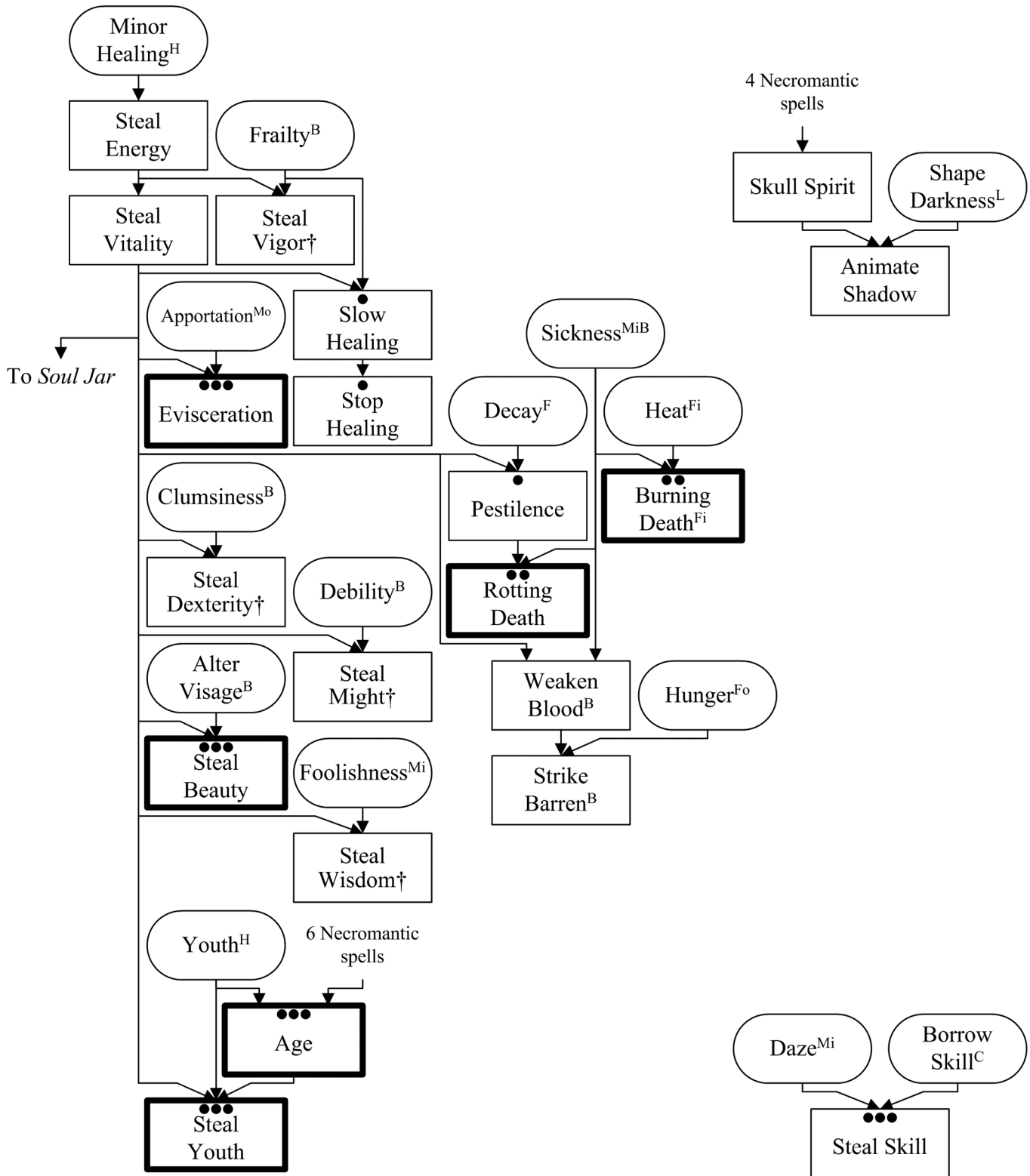
\*Only Keen Hearing is also a Sound spell.

# Movement College



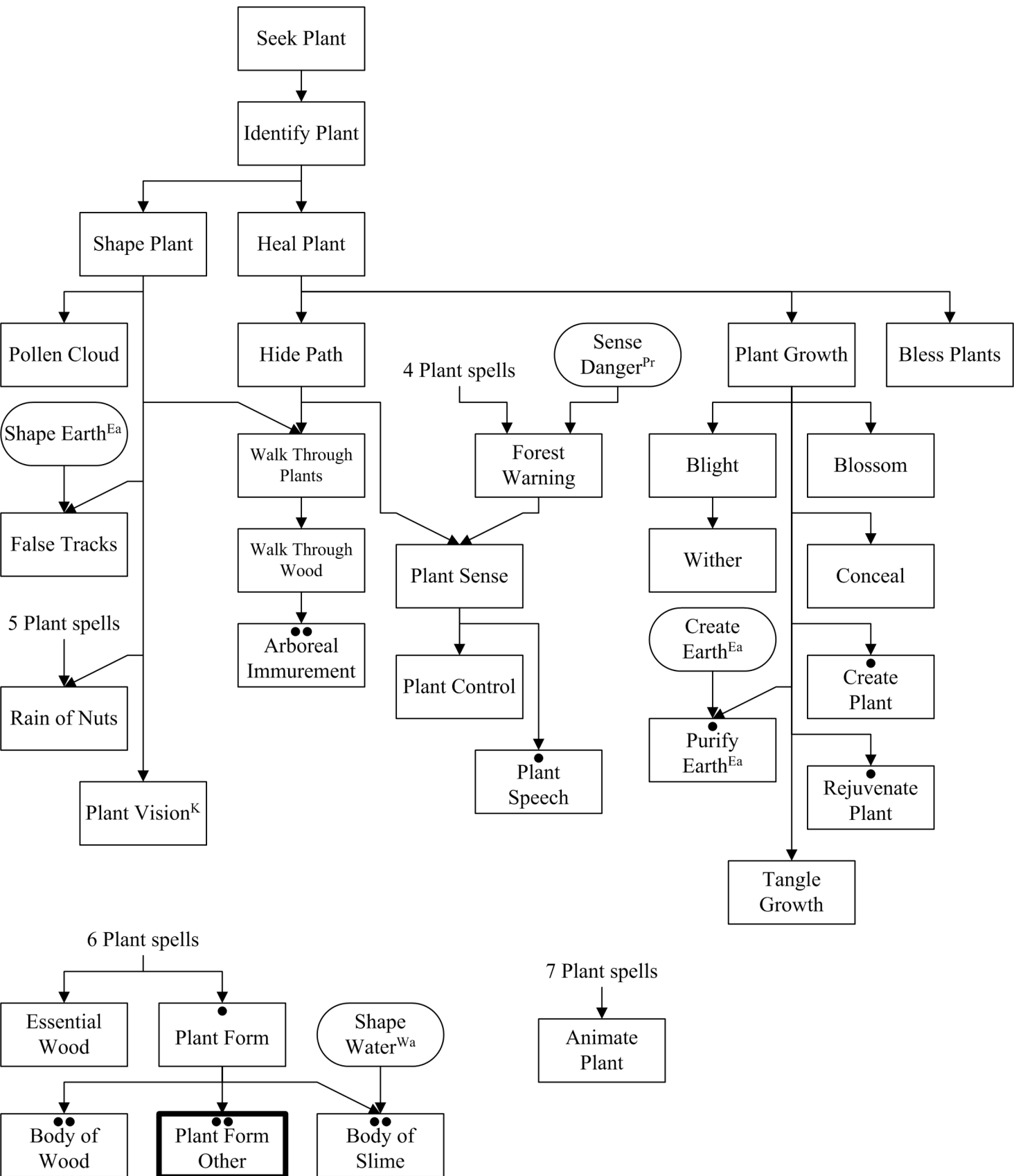
# Necromantic College



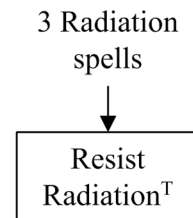
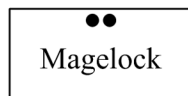
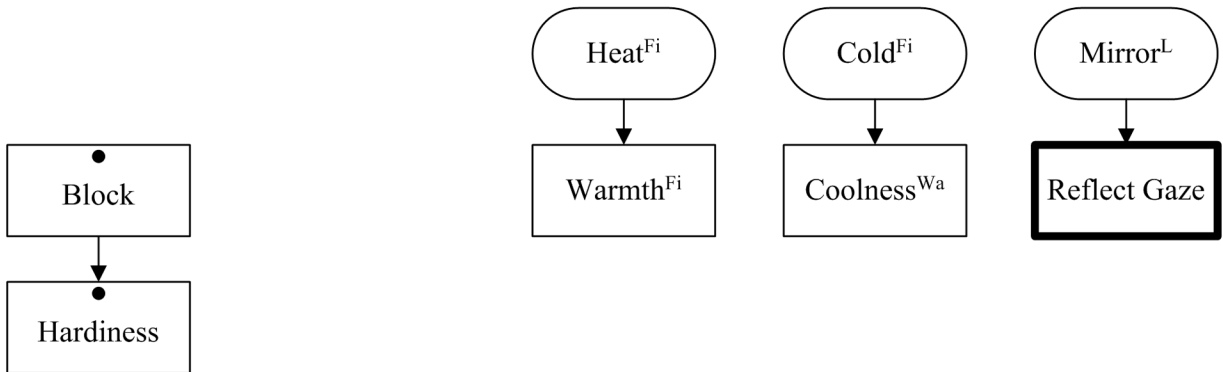
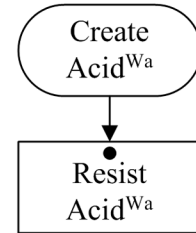
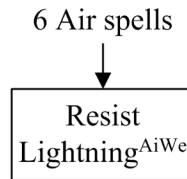
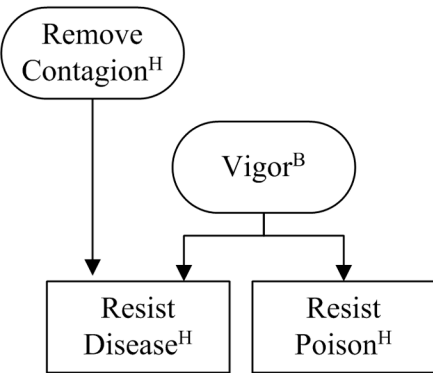
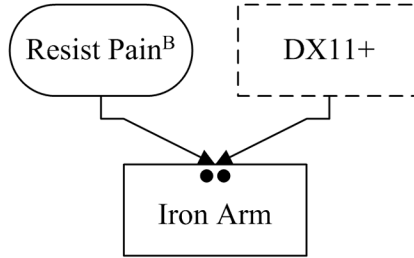
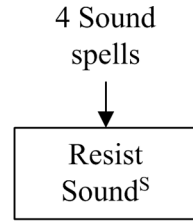
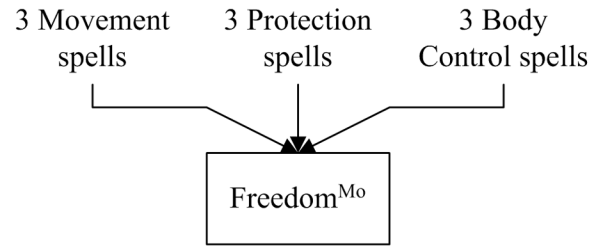


†One of the four variants of the Steal (Attribute) spell

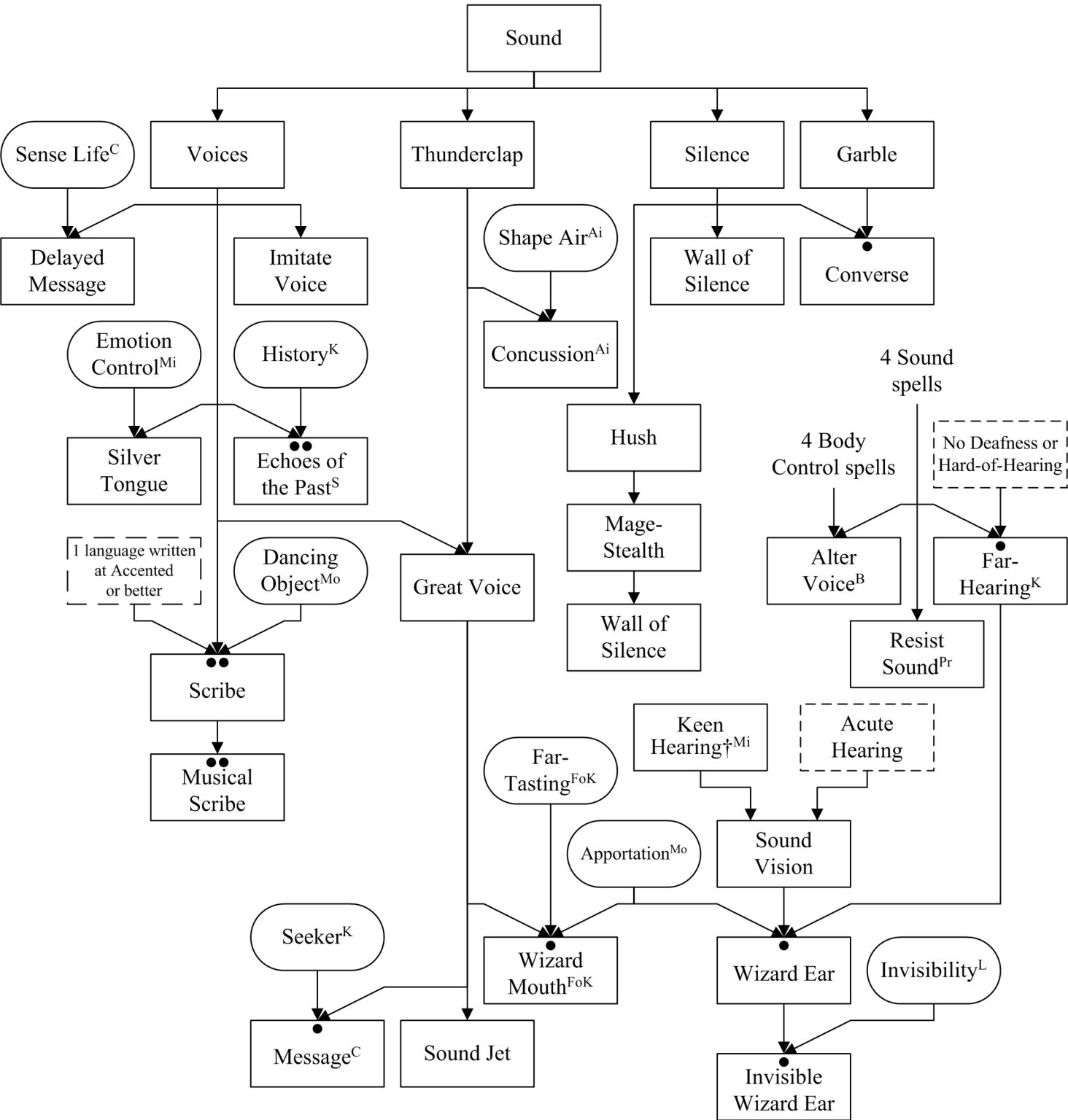
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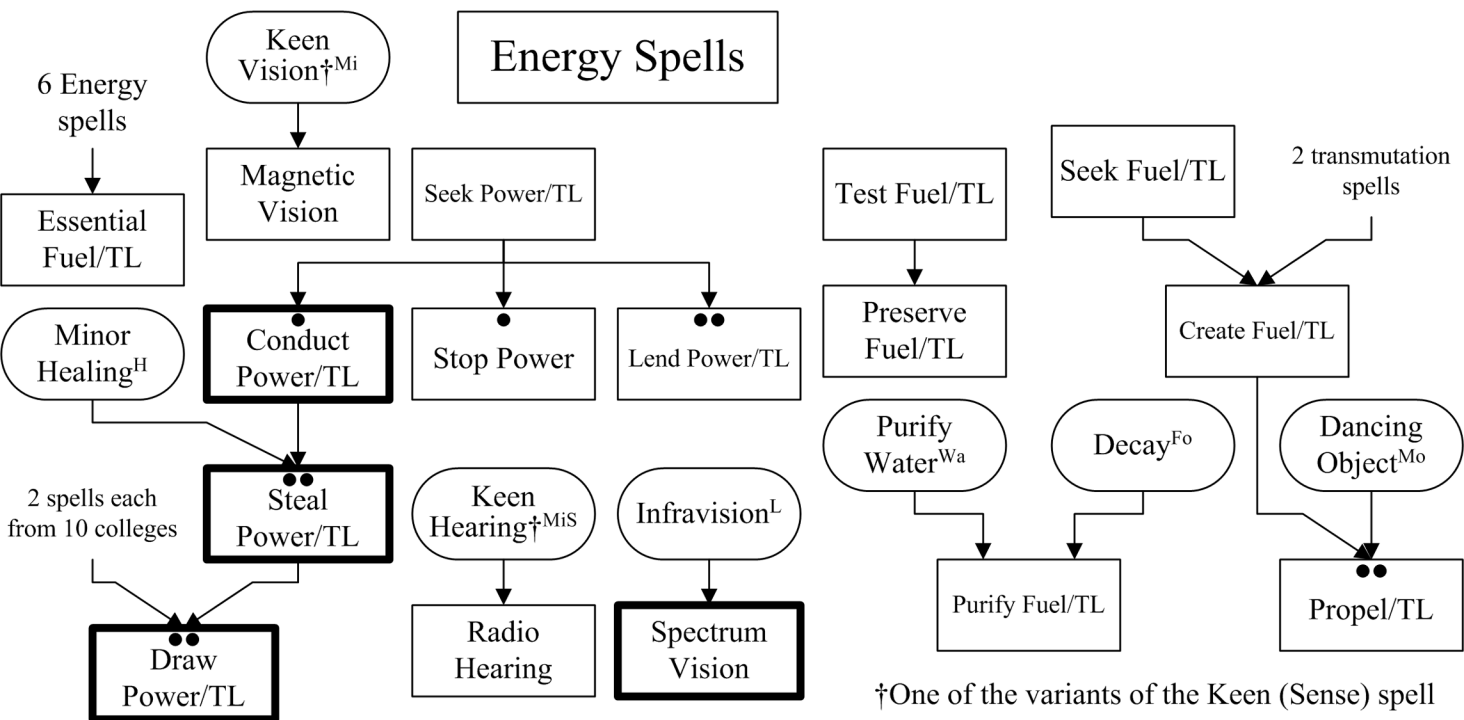
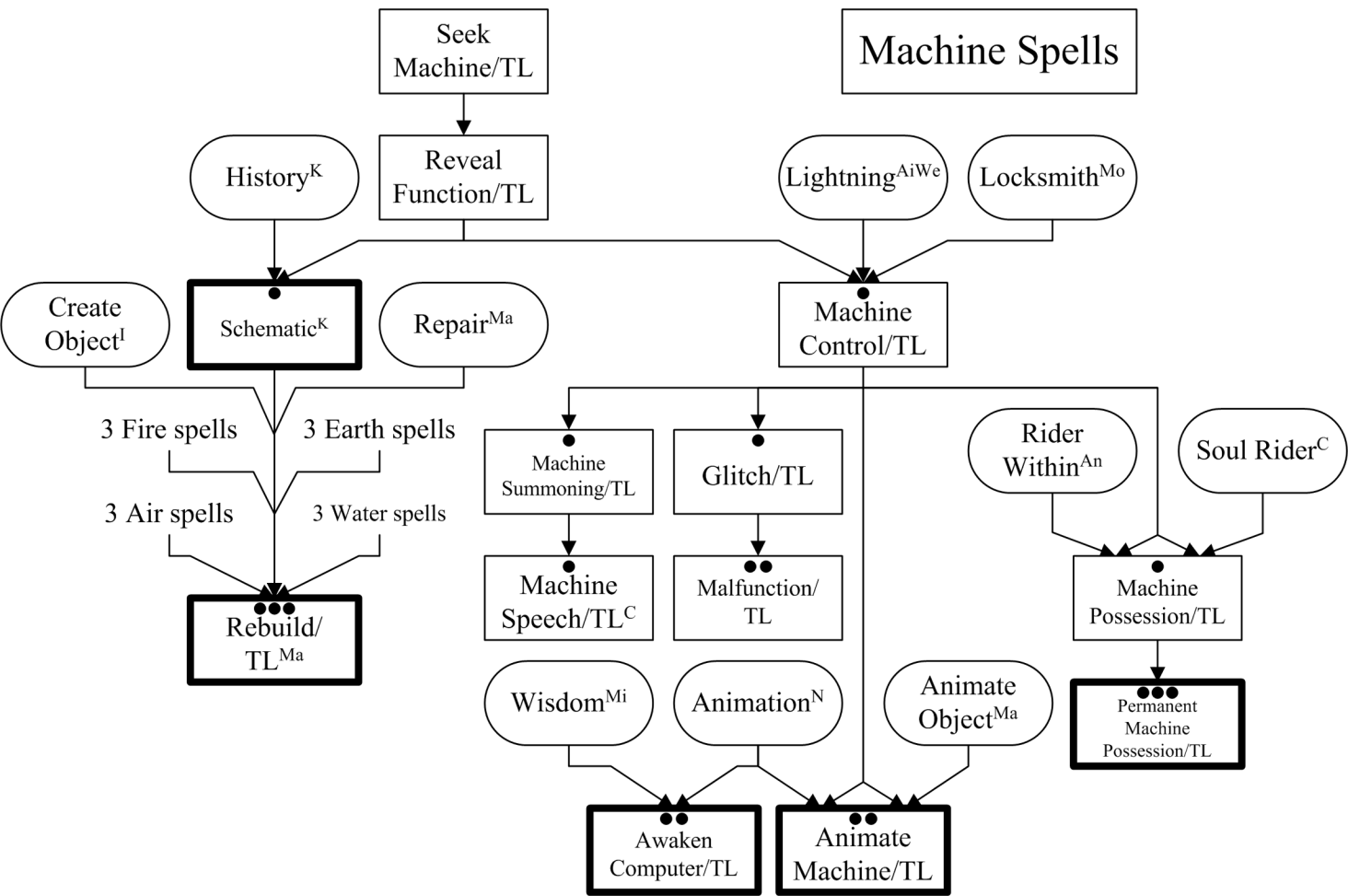


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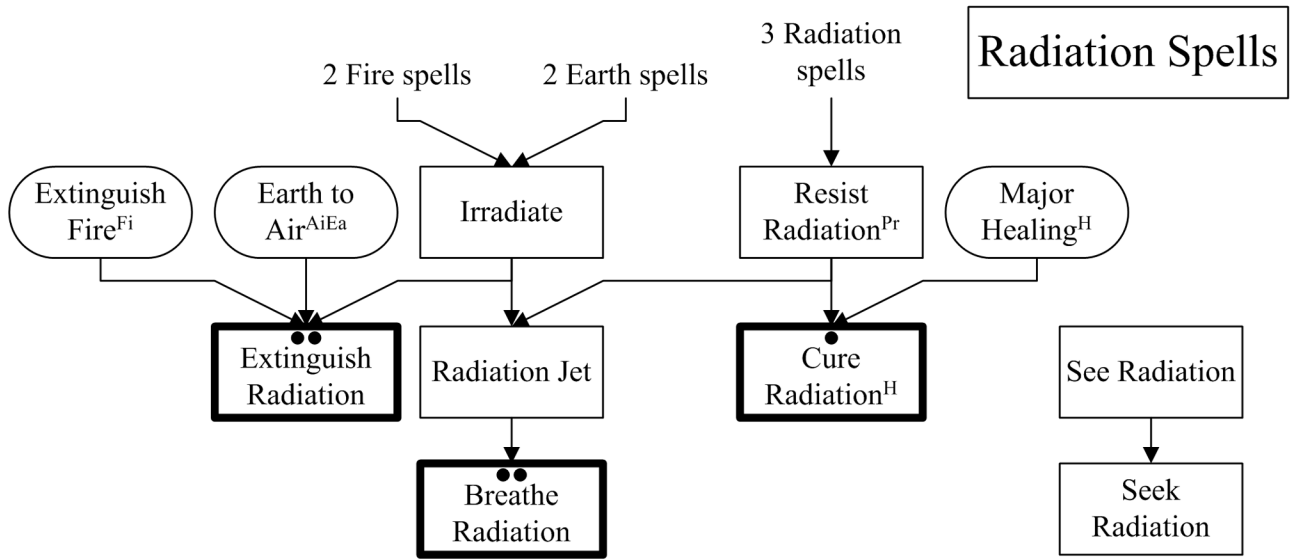


†One of the variants of the Keen (Sense) spell

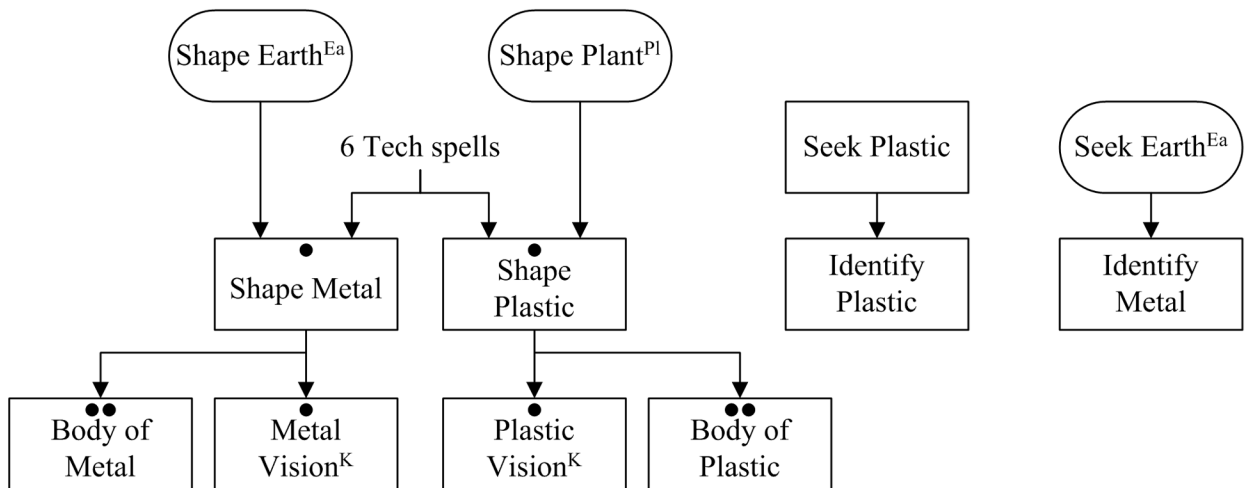




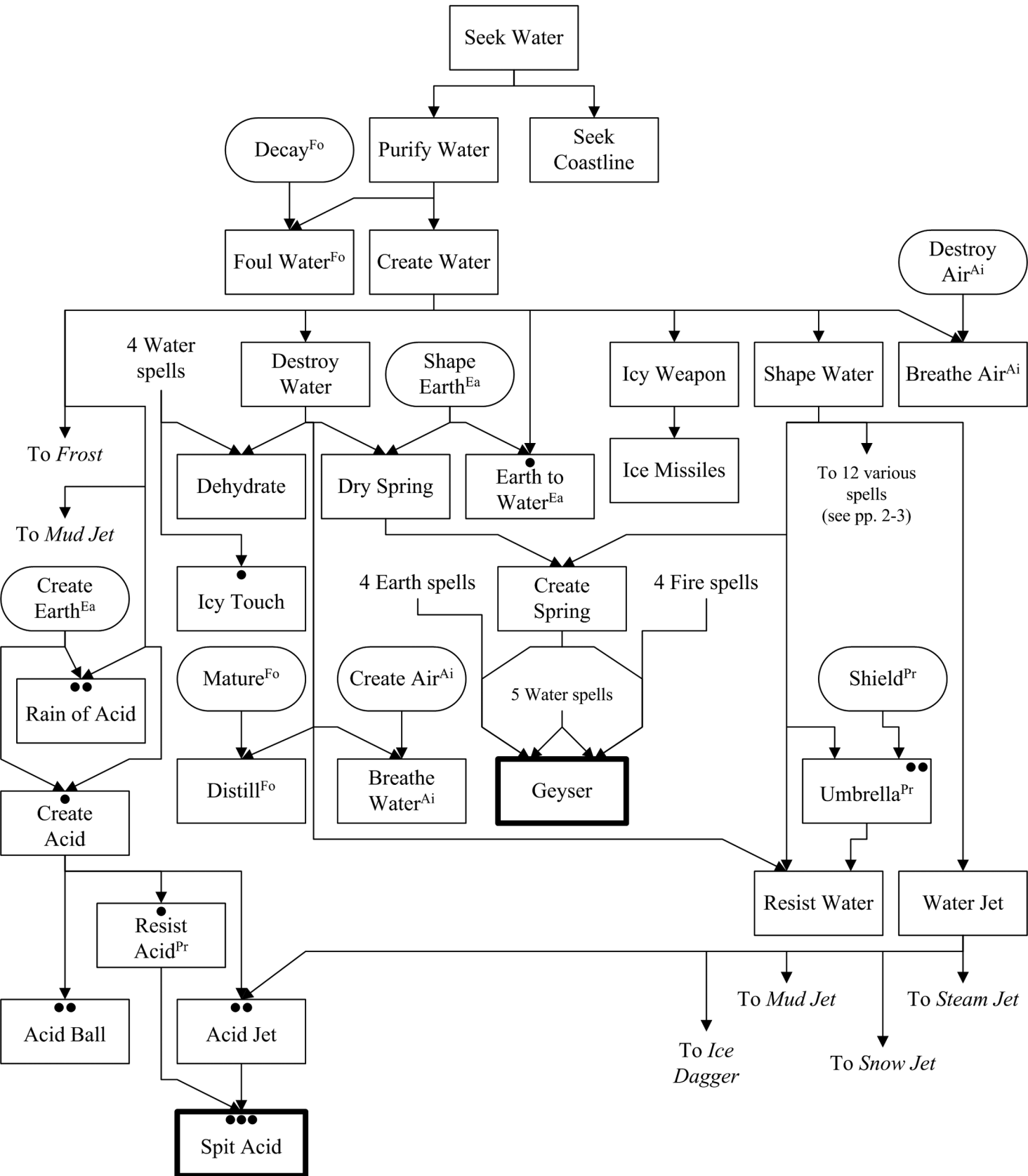
†One of the variants of the Keen (Sense) spell

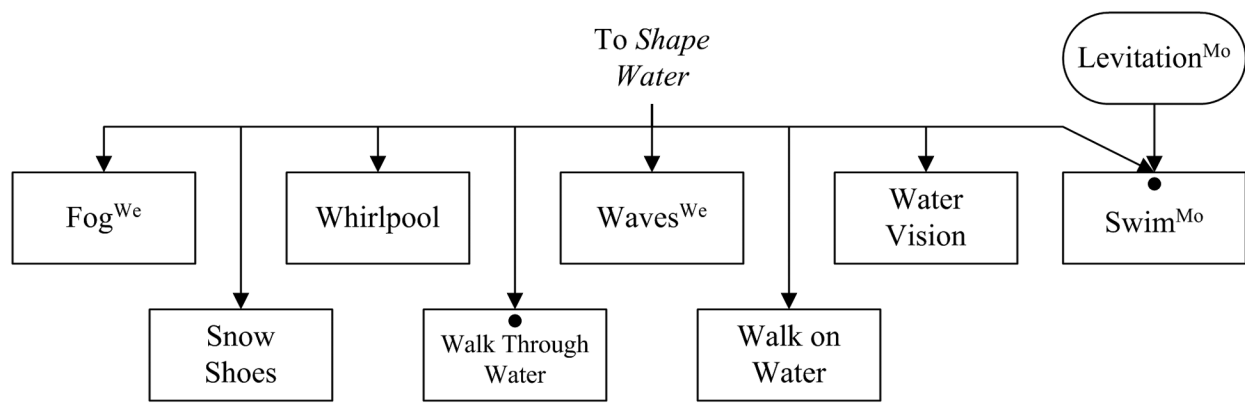
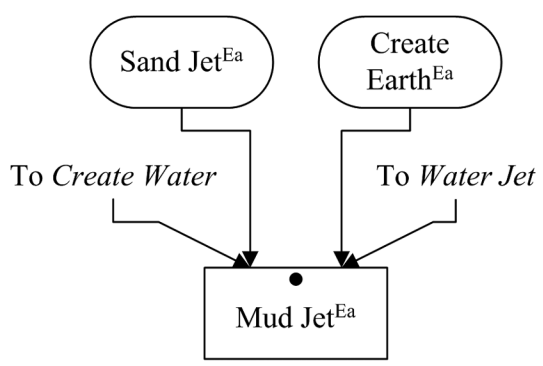
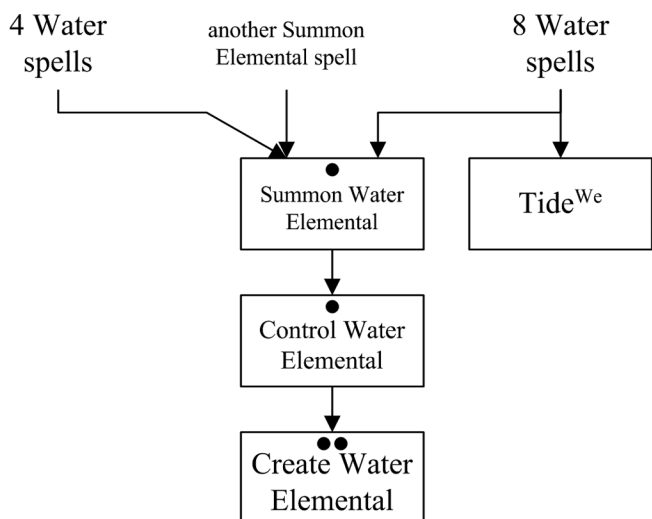
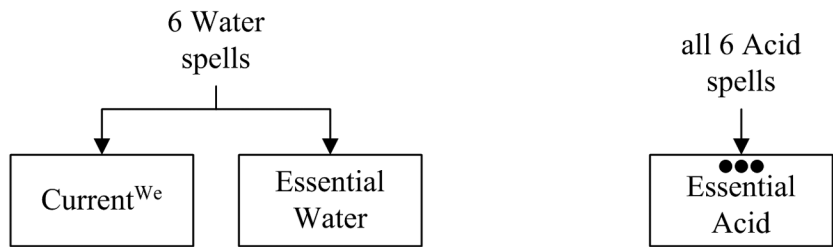


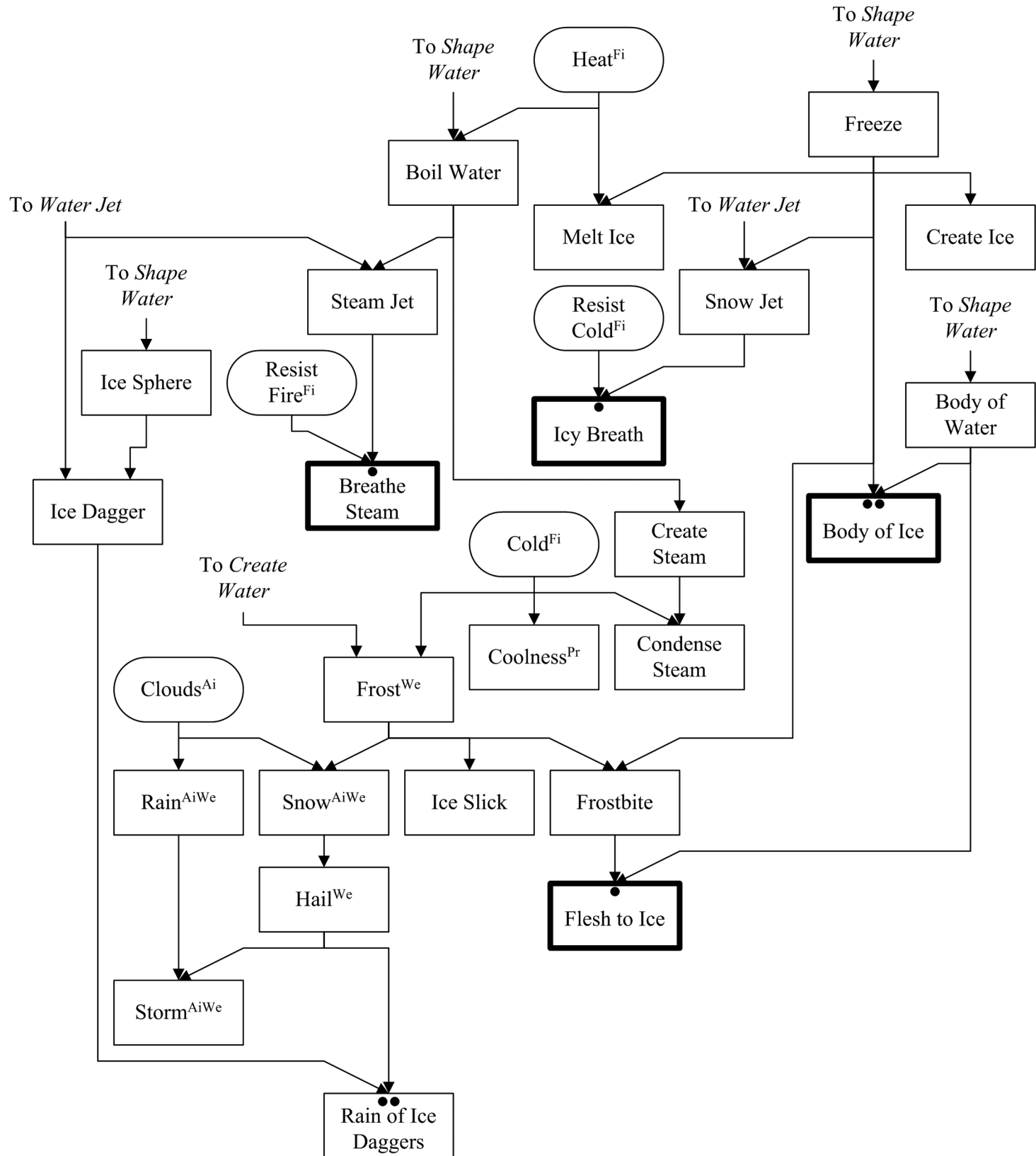
### Metal & Plastic Spells



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







# Weather College

