

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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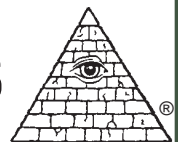
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Spell Prerequisite Charts
by MICHELLE BARRETT

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

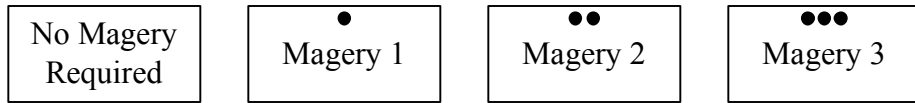


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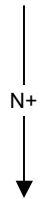
Version 2.0, February 15, 2006

Chart Key

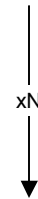
Magery Requirement



Spell Difficulty

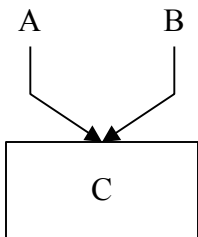
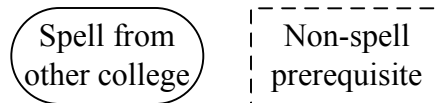


This specific prerequisite spell must be known at skill level N or higher.

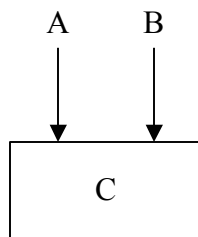


At least N variants of the prerequisite spell must be known.

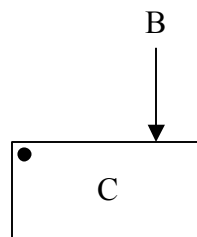
Prerequisites



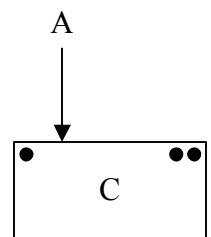
C requires A *and* B



C requires A *or* B

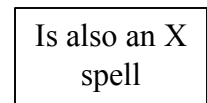
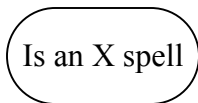


C requires Magery 1 *or* B



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

College Identification

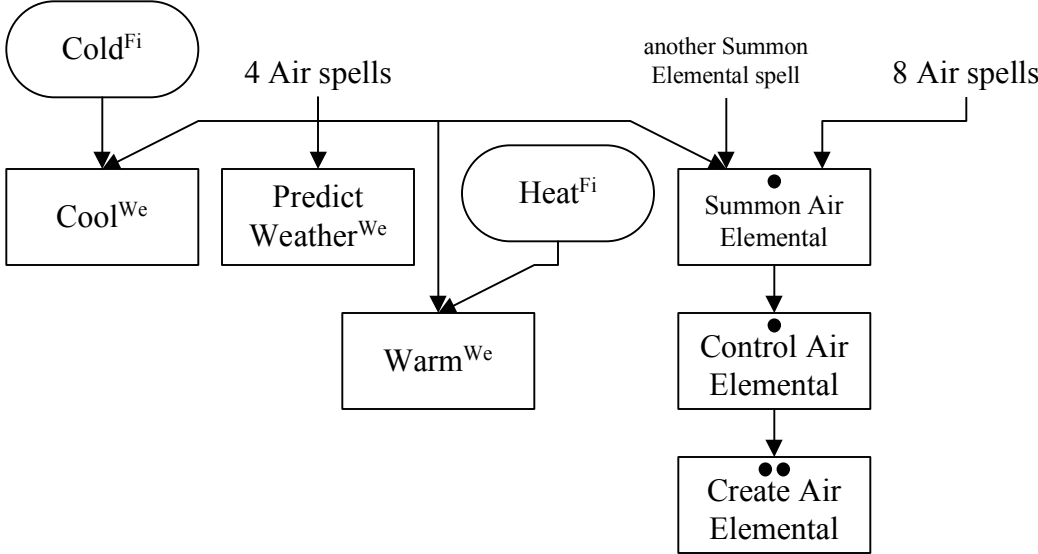
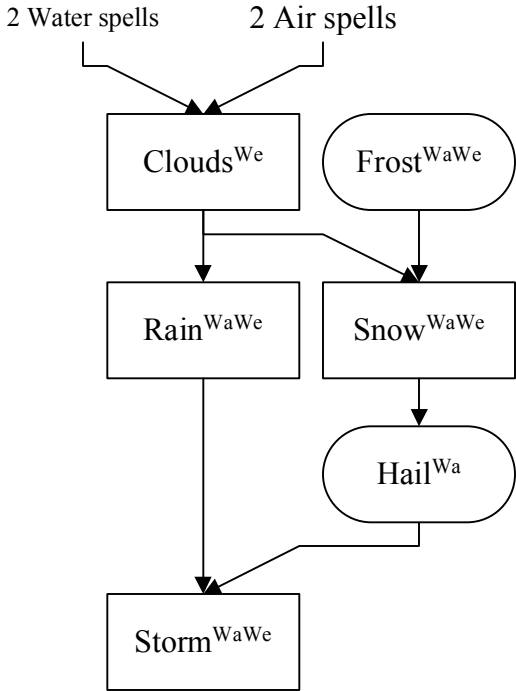


- AⁱAir
- AⁿAnimal
- B^BBody Control
- C^CCommunication & Empathy
- E^aEarth
- EⁿEnchantment

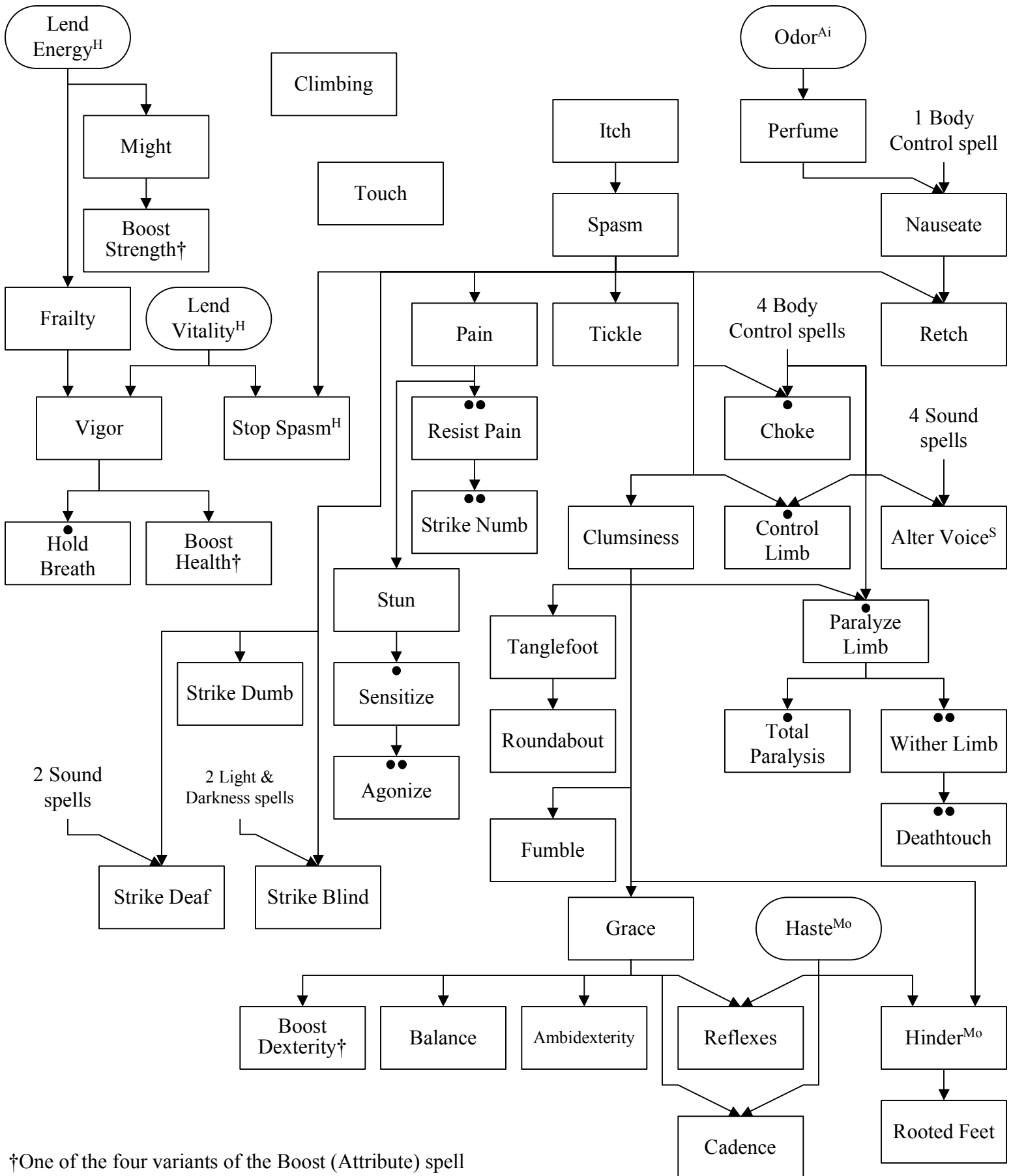
- FⁱFire
- F^oFood
- G^GGate
- H^HHealing
- I^IIllusion & Creation
- K^KKnowledge

- L^LLight
- M^aMaking & Breaking
- M^eMeta
- MⁱMind Control
- M^oMovement
- N^NNecromantic

- P^lPlant
- P^rProtection
- S^SSound
- T^TTechnological
- W^aWater
- W^eWeather

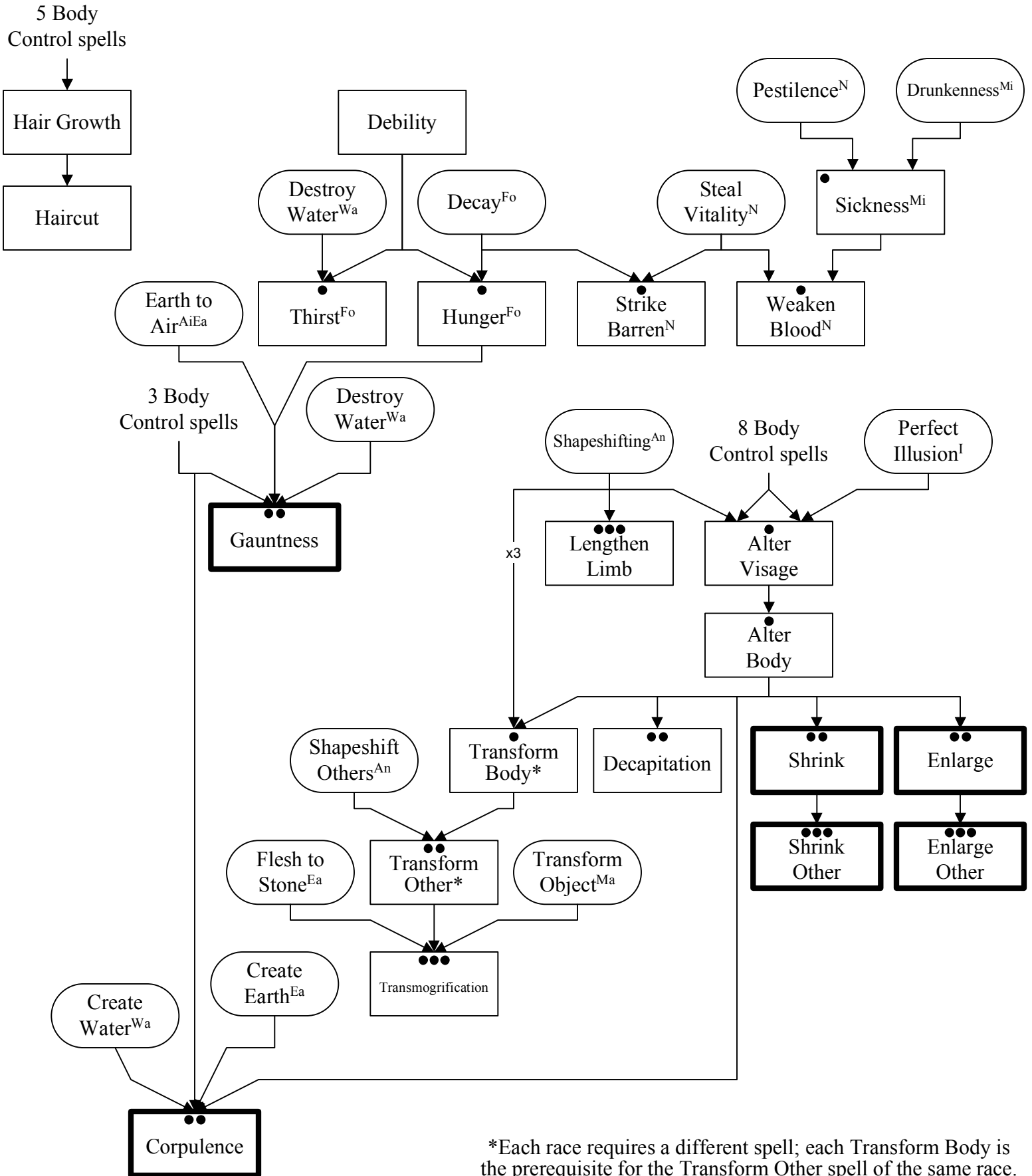


Body Control College

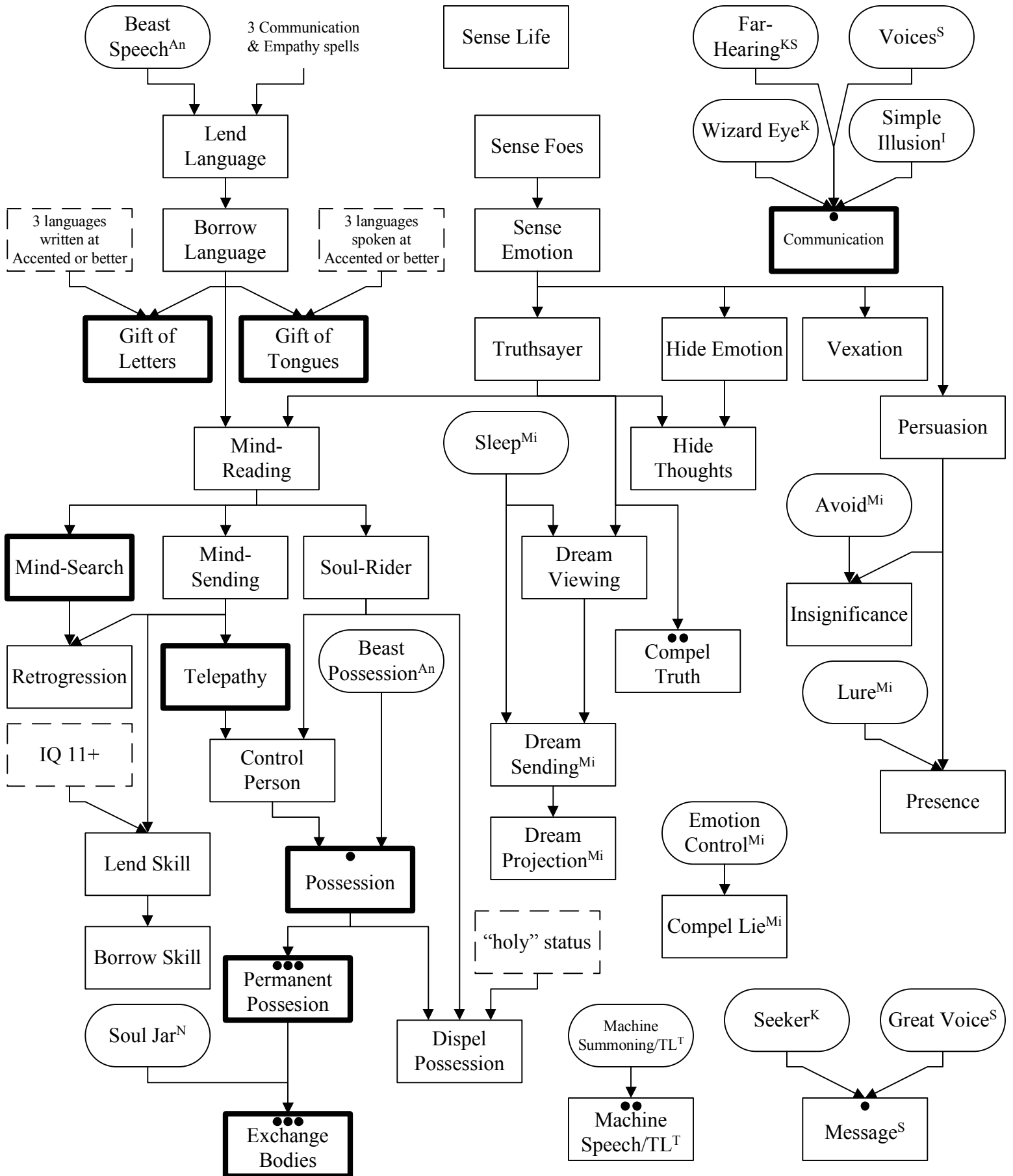


†One of the four variants of the Boost (Attribute) spell

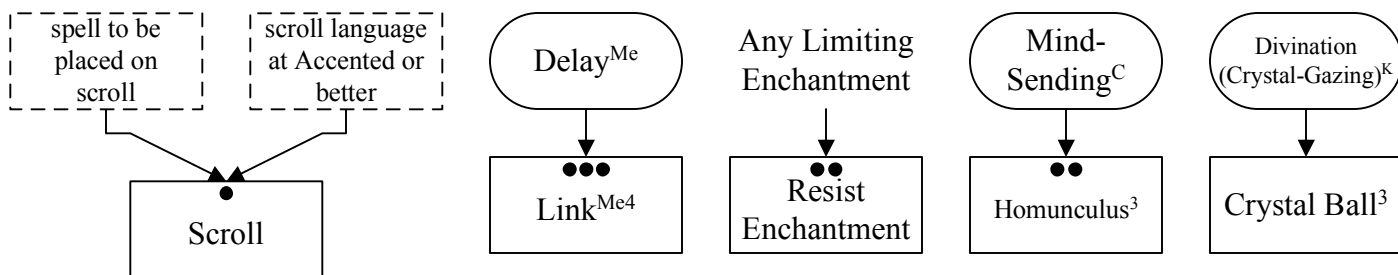
Body Control College



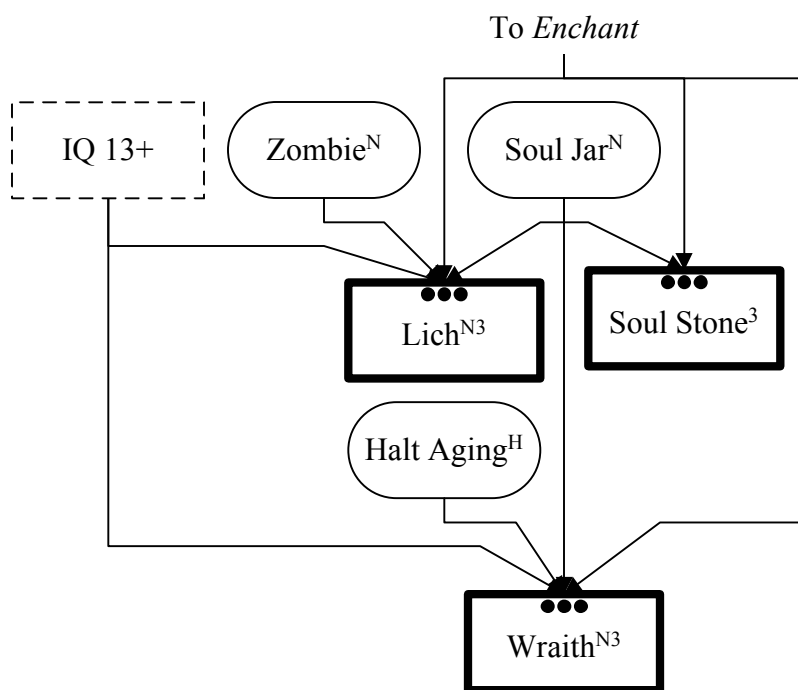
Communication & Empathy College



Enchantment College



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



¹Weapon Enchantment

²Armor Enchantment

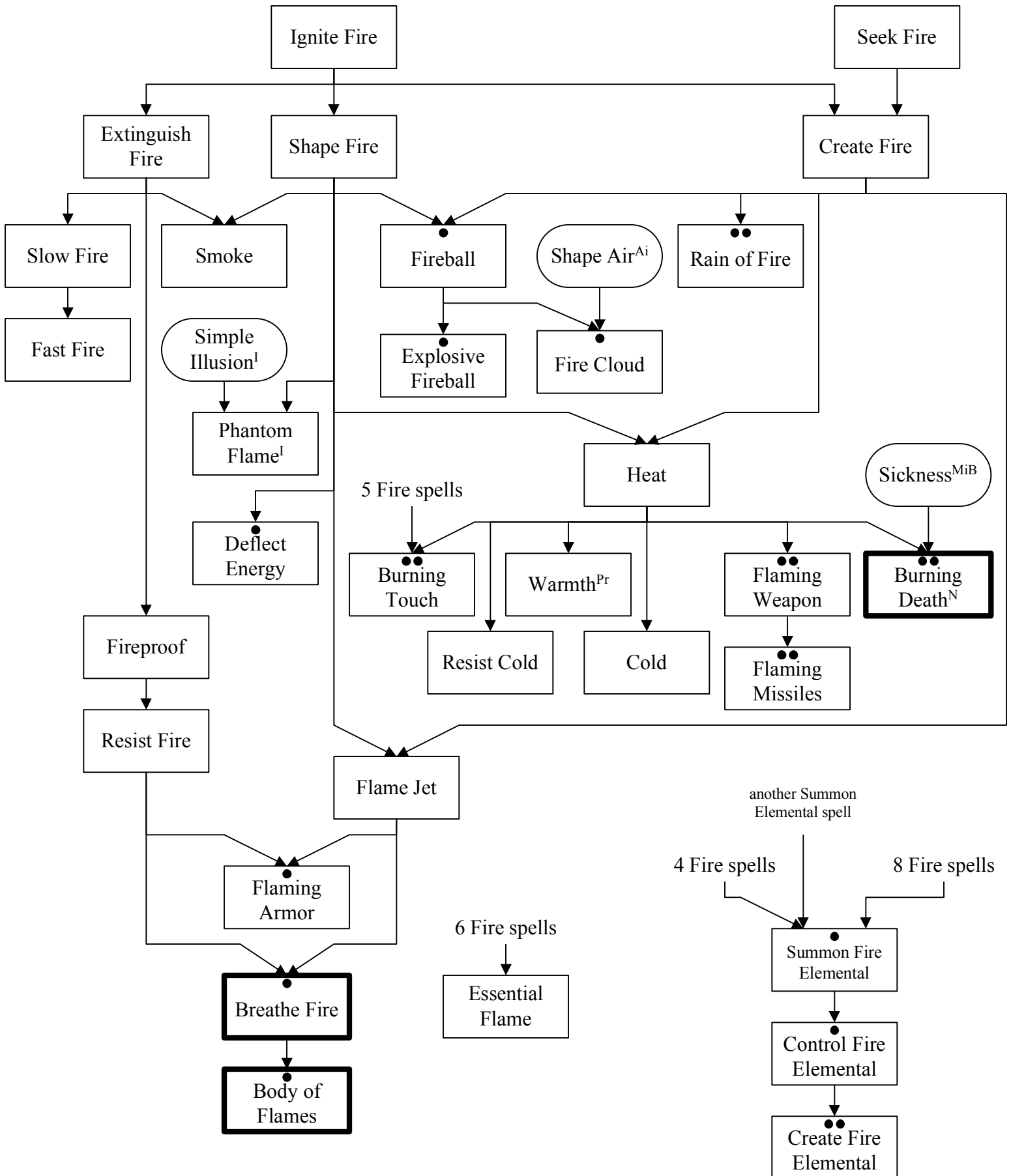
³Wizardly Tools

⁴Limiting Enchantment

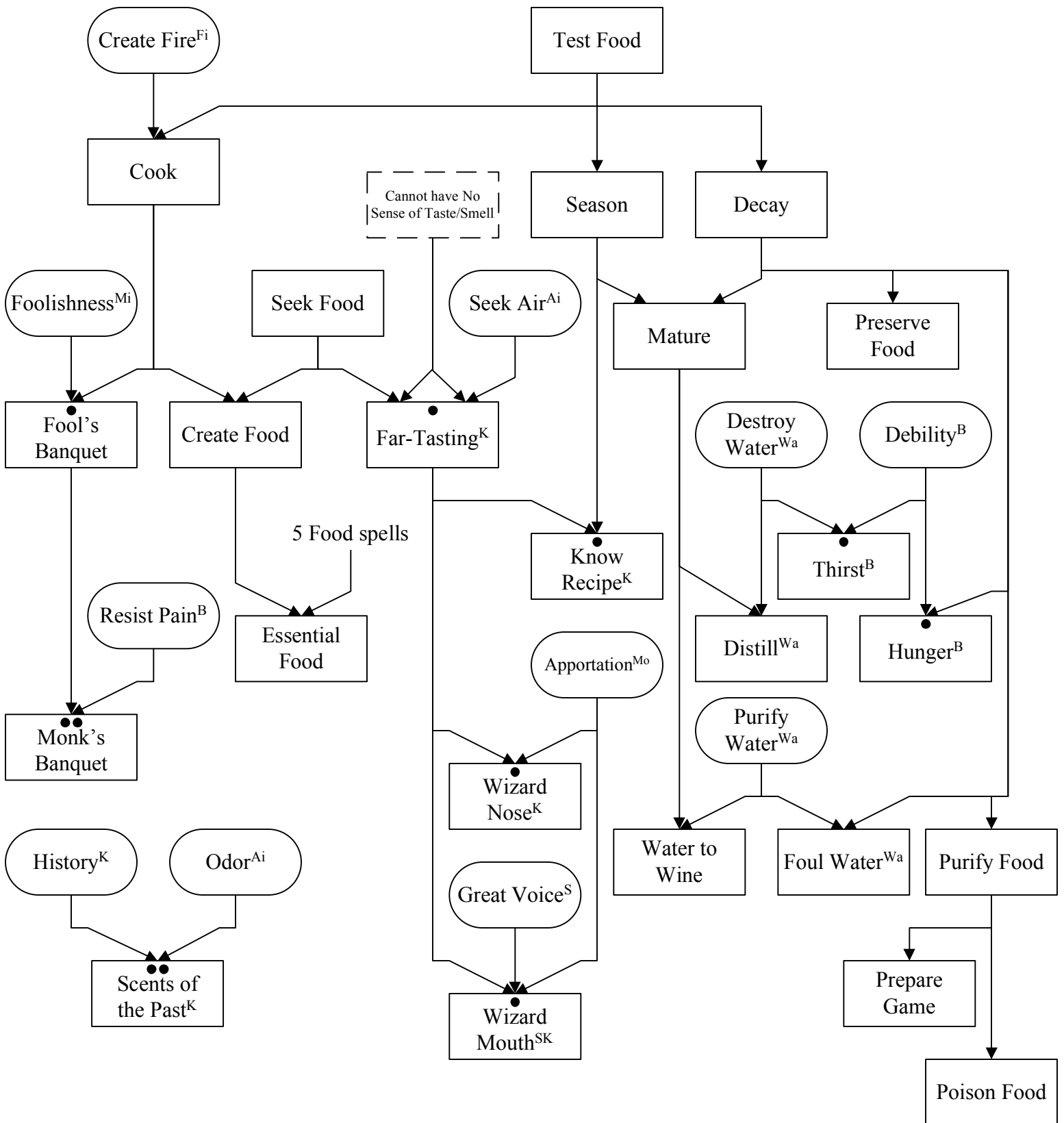
†Other spells may be necessary to work with unusual materials.

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

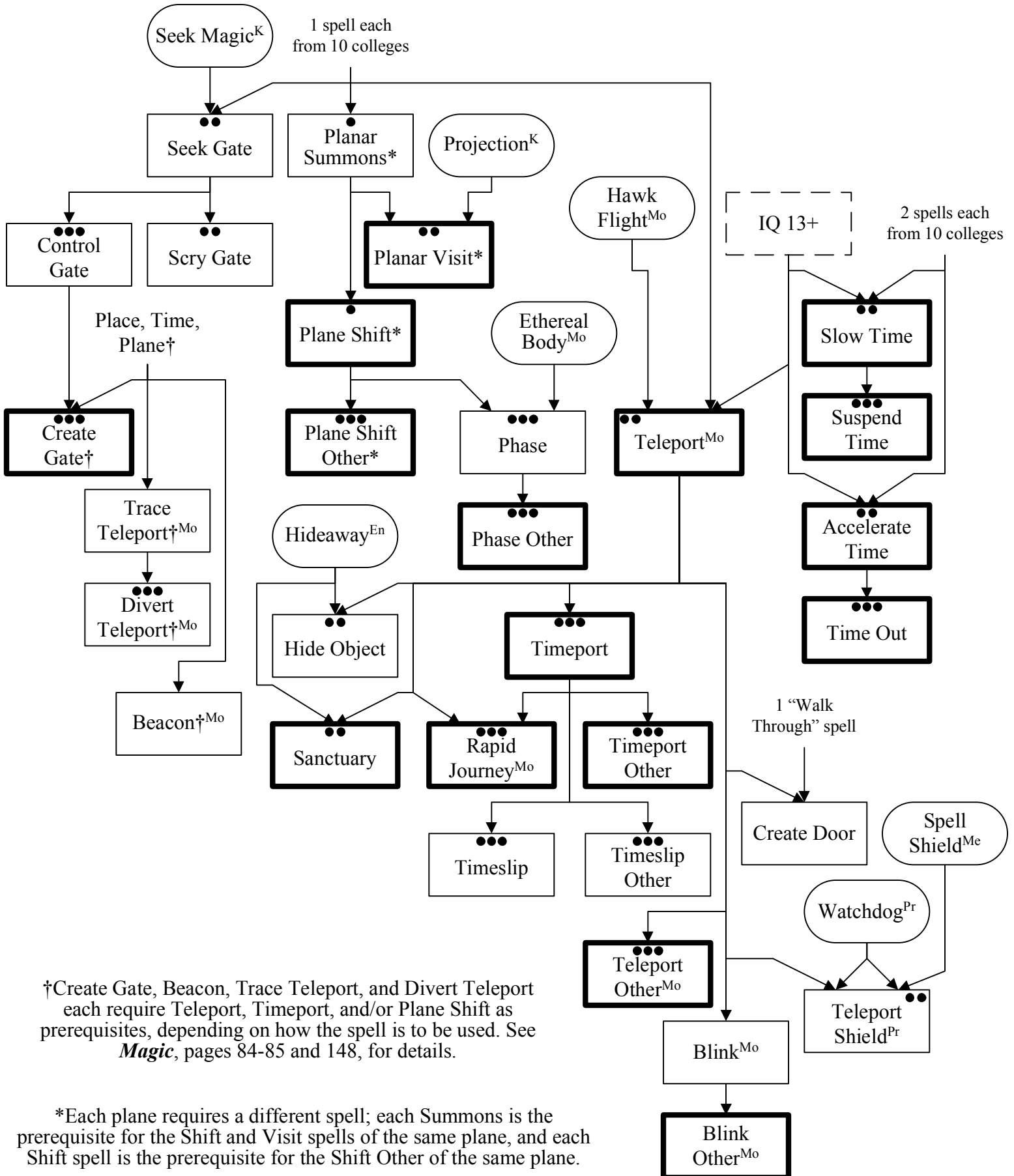
Fire College

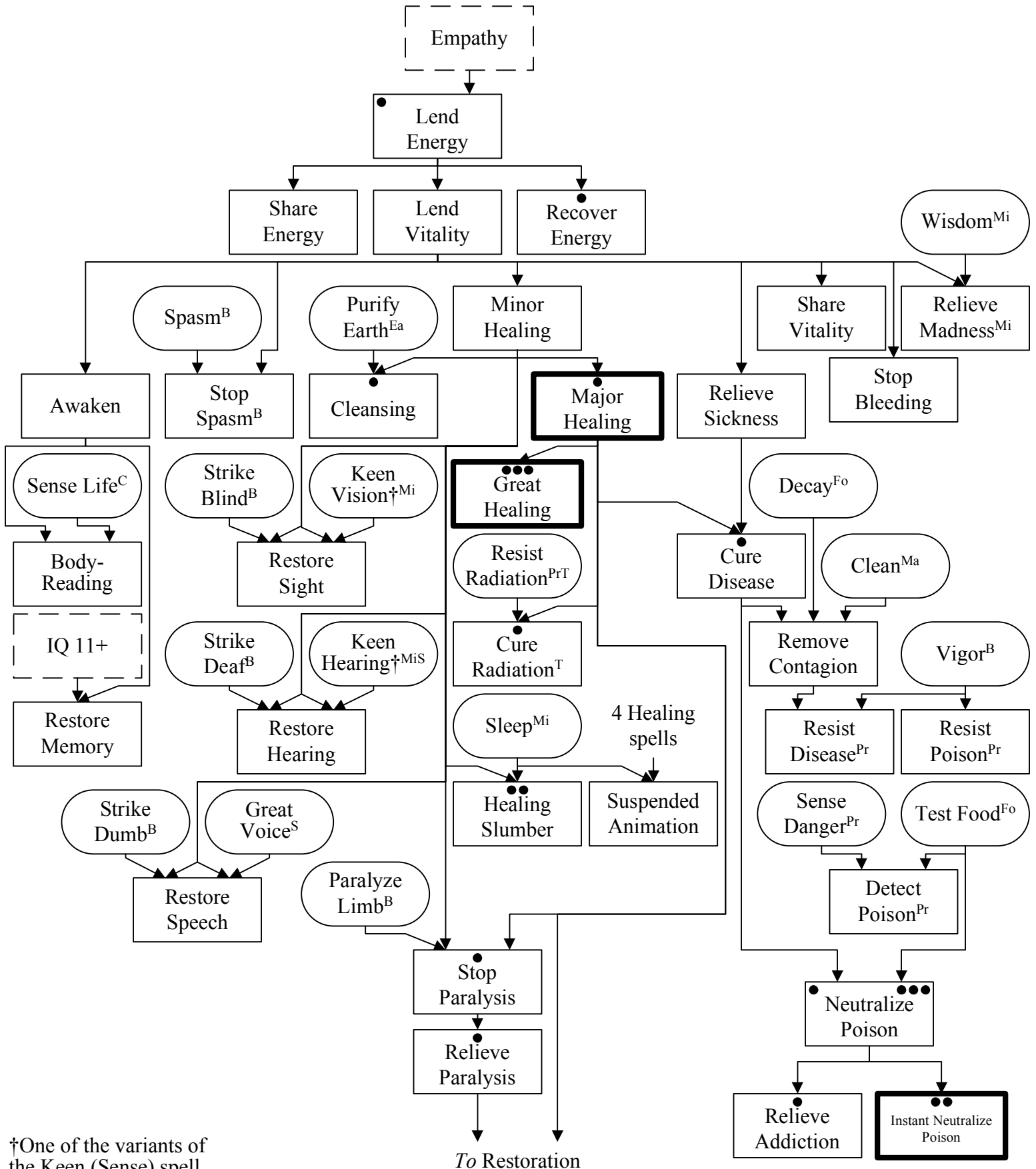


Food College



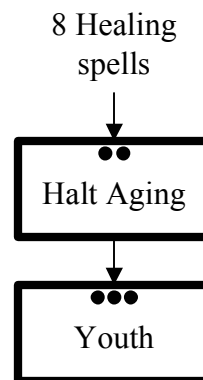
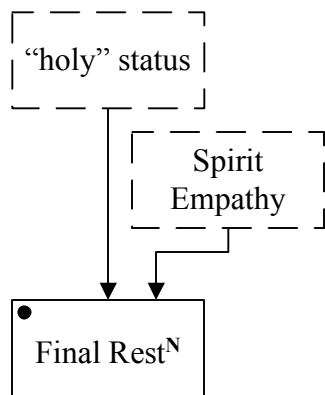
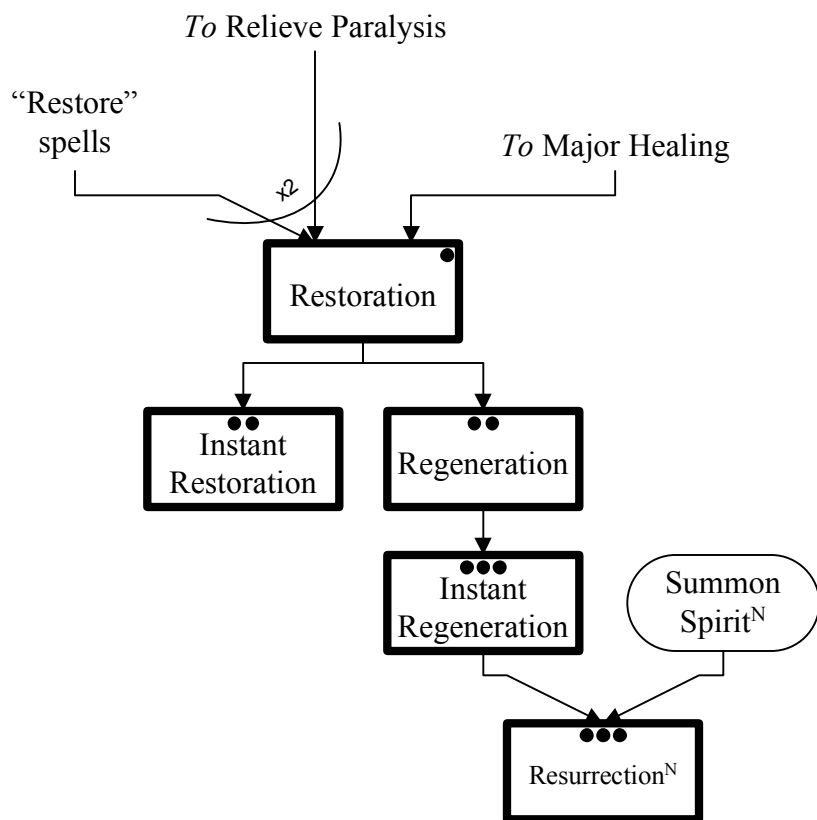
Gate College



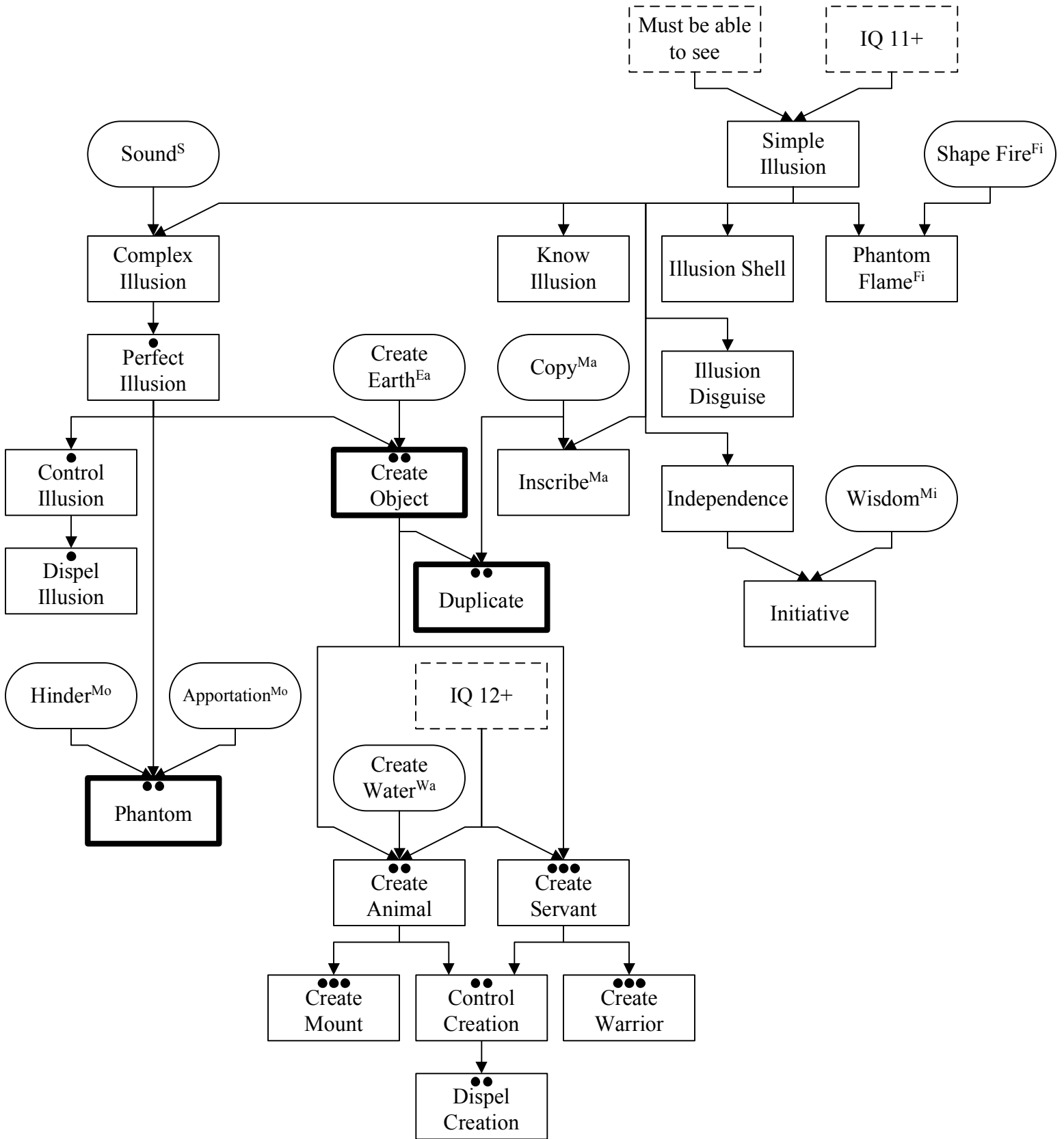


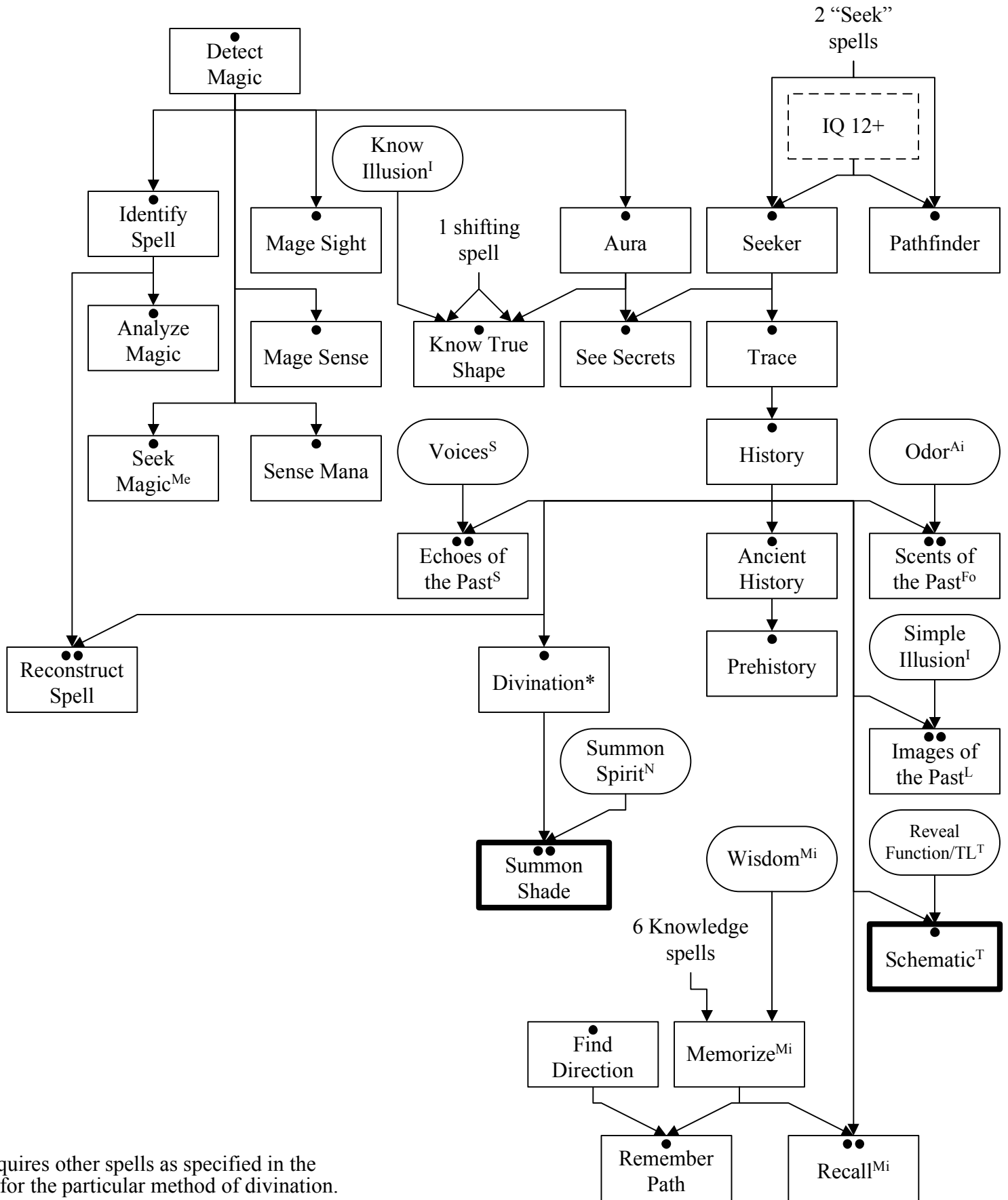
†One of the variants of the Keen (Sense) spell

To Restoration

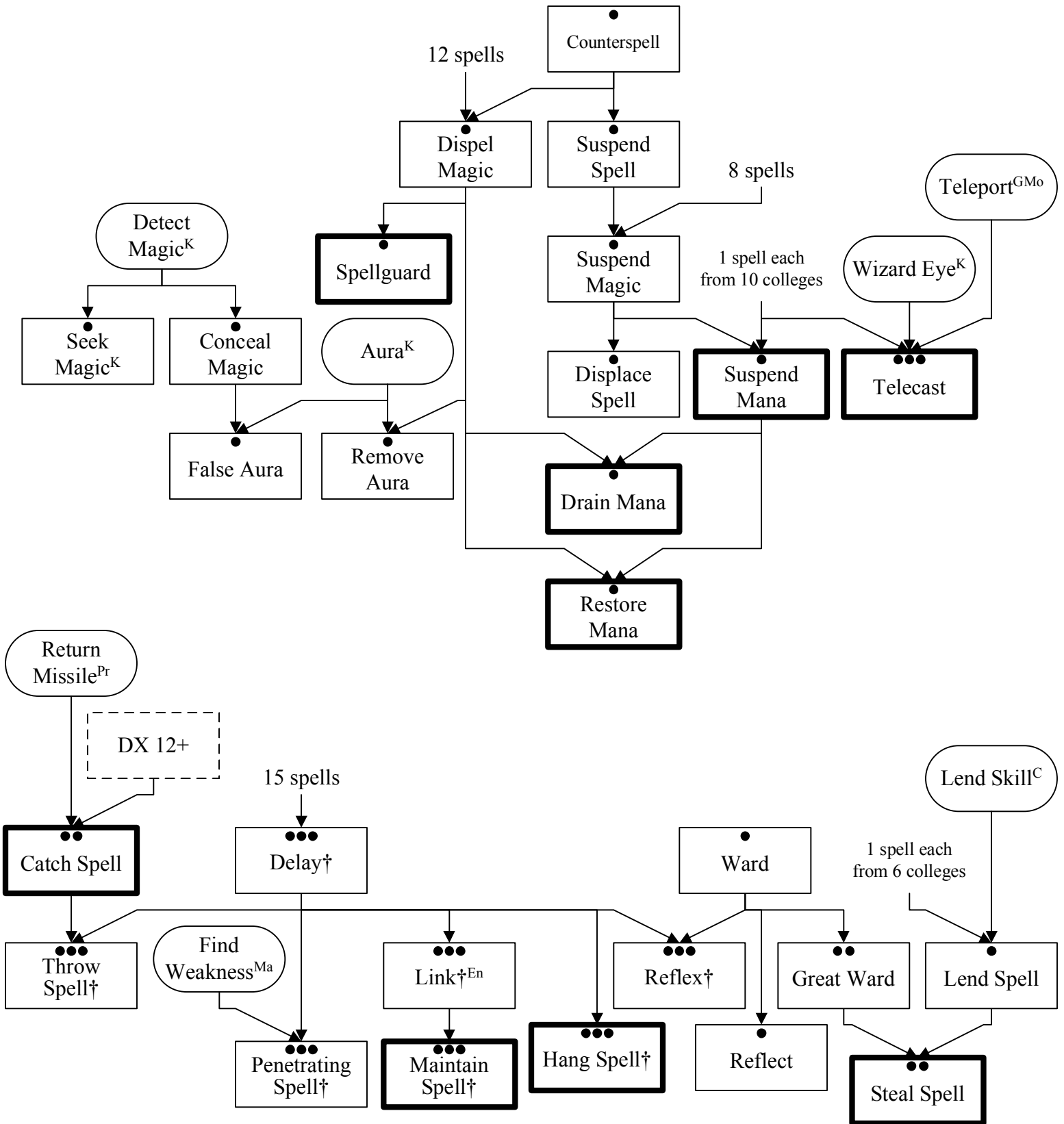


Illusion & Creation College

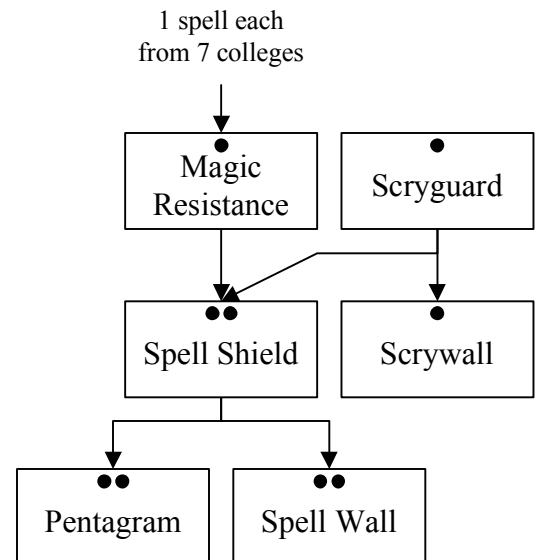
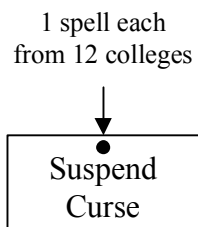
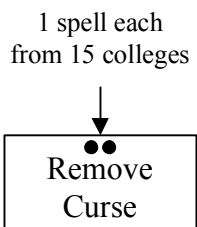
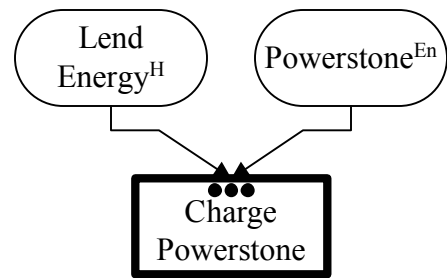
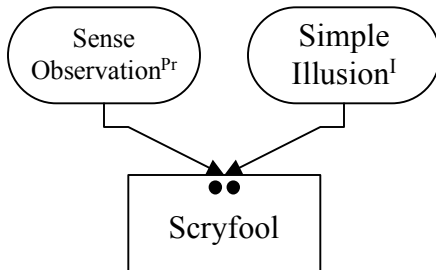
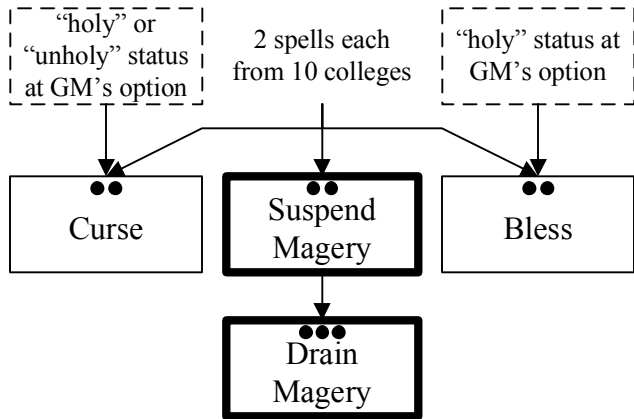


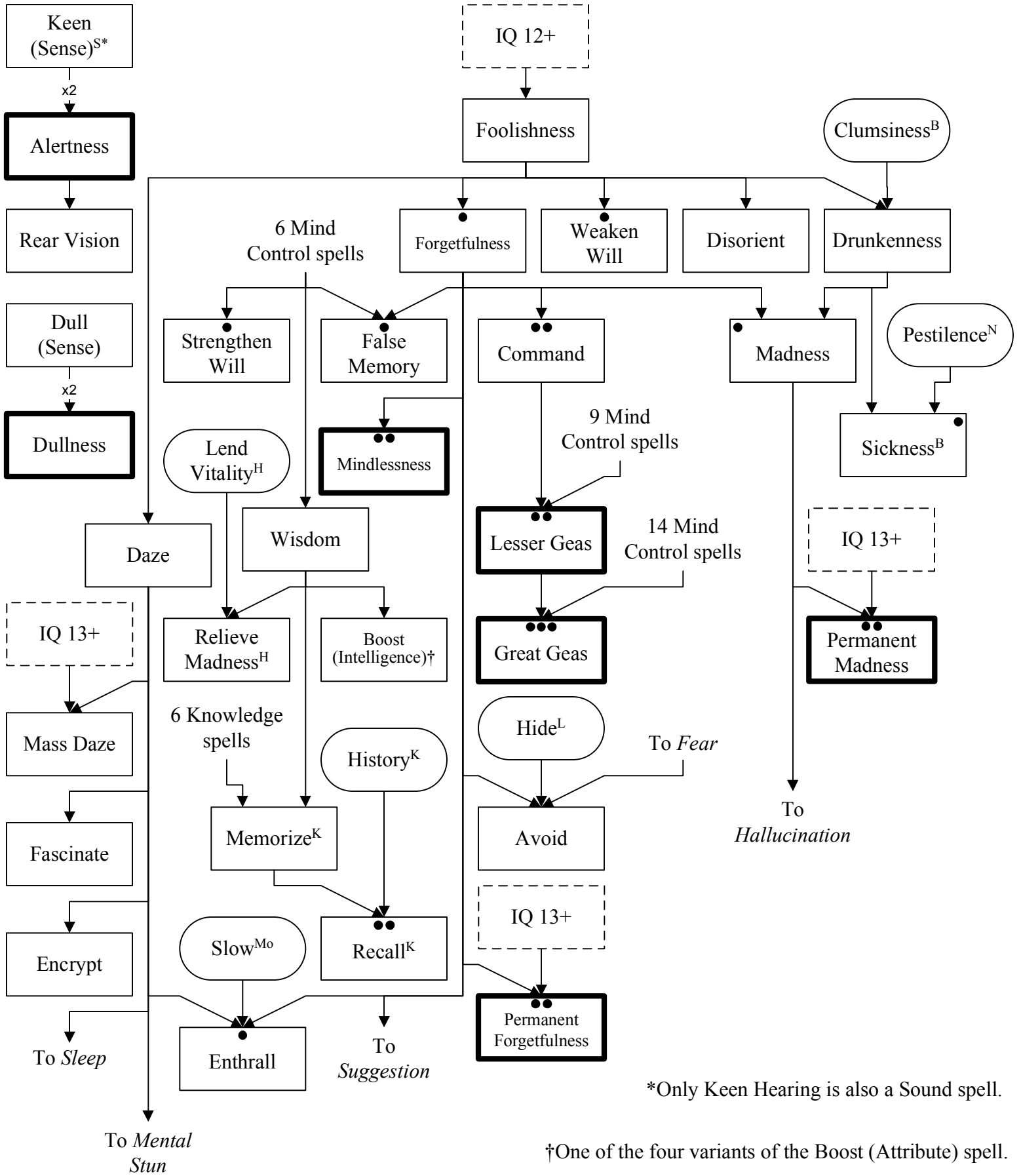


*Requires other spells as specified in the text for the particular method of divination.



†Linking spell

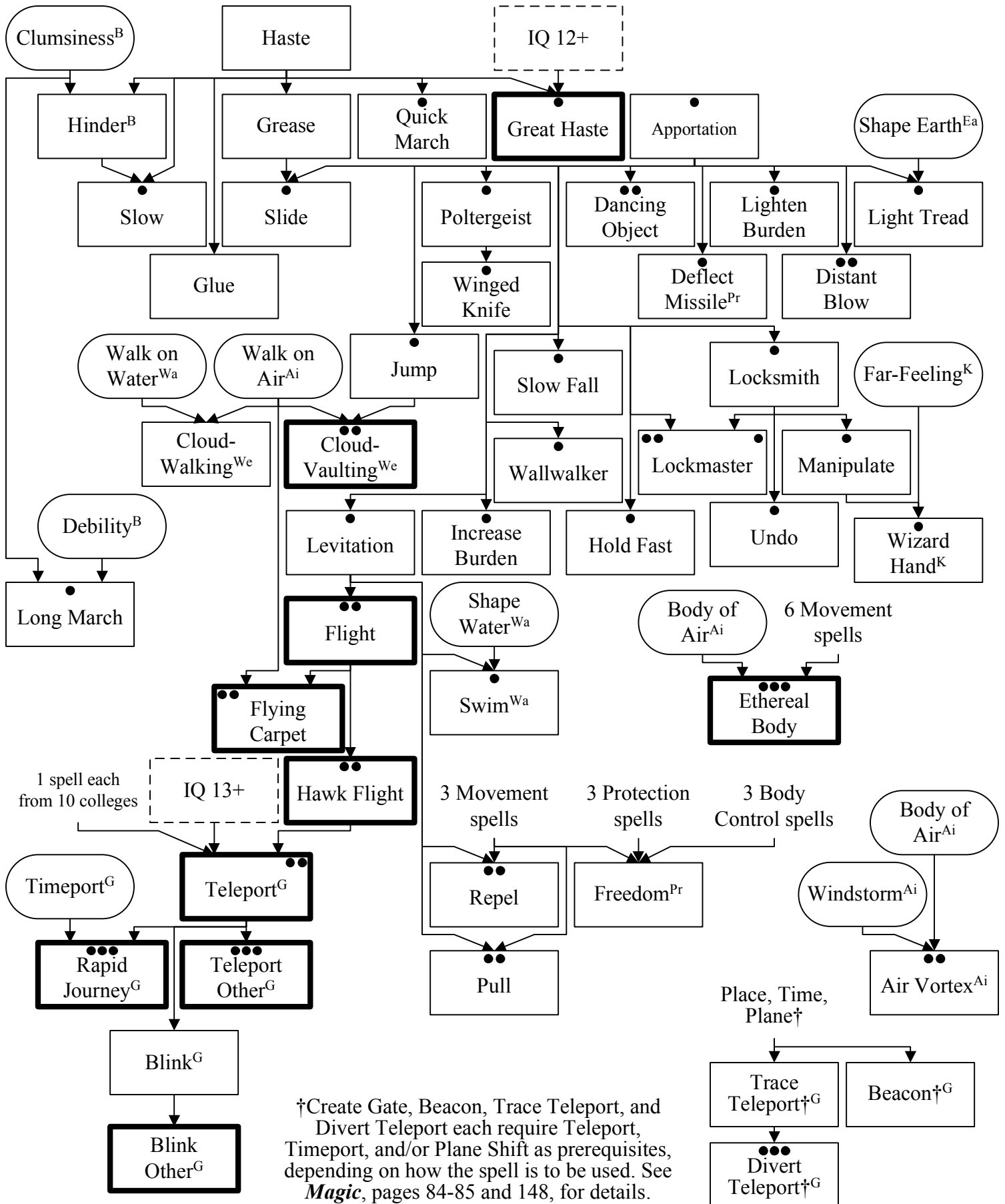


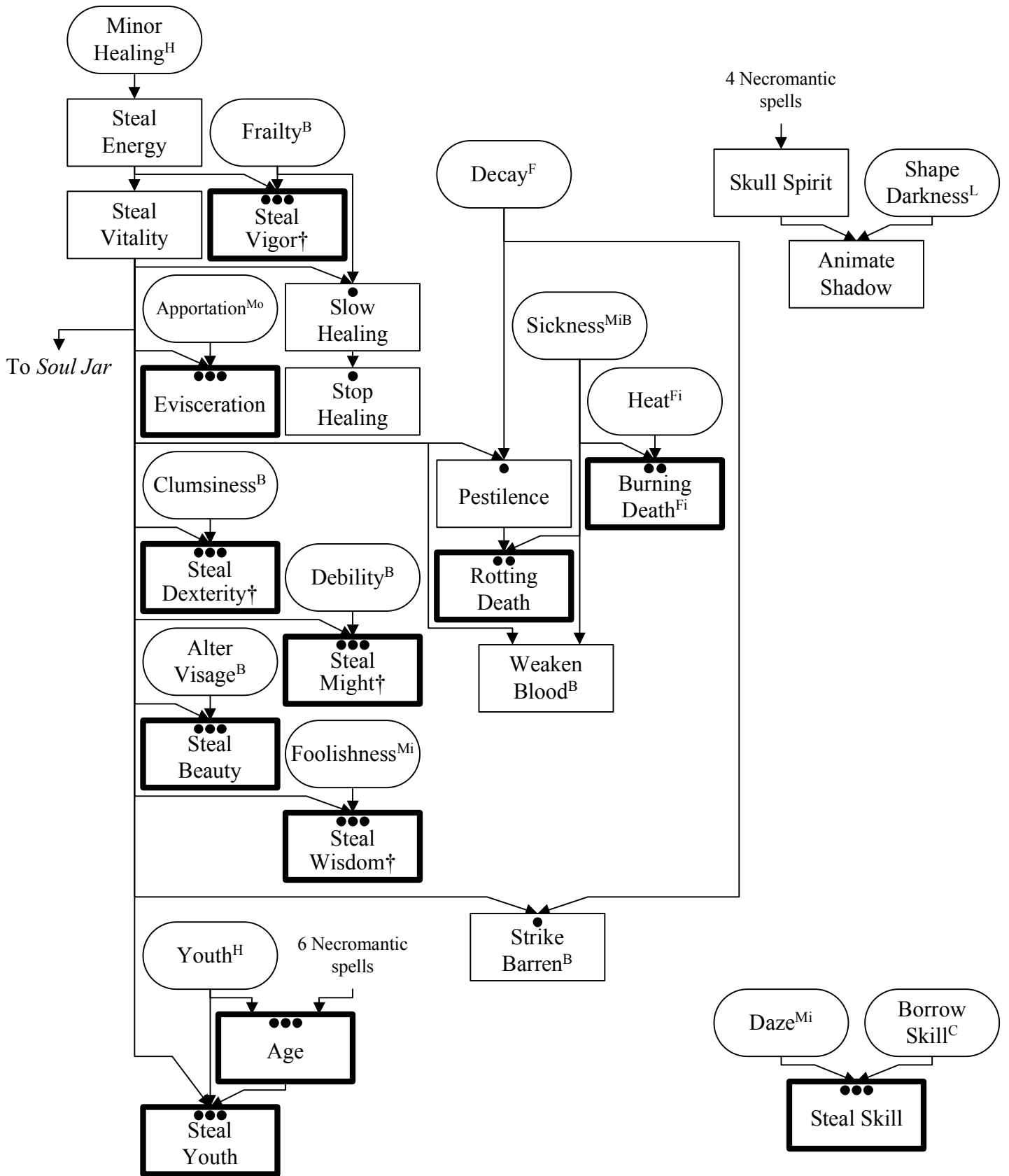


*Only Keen Hearing is also a Sound spell.

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

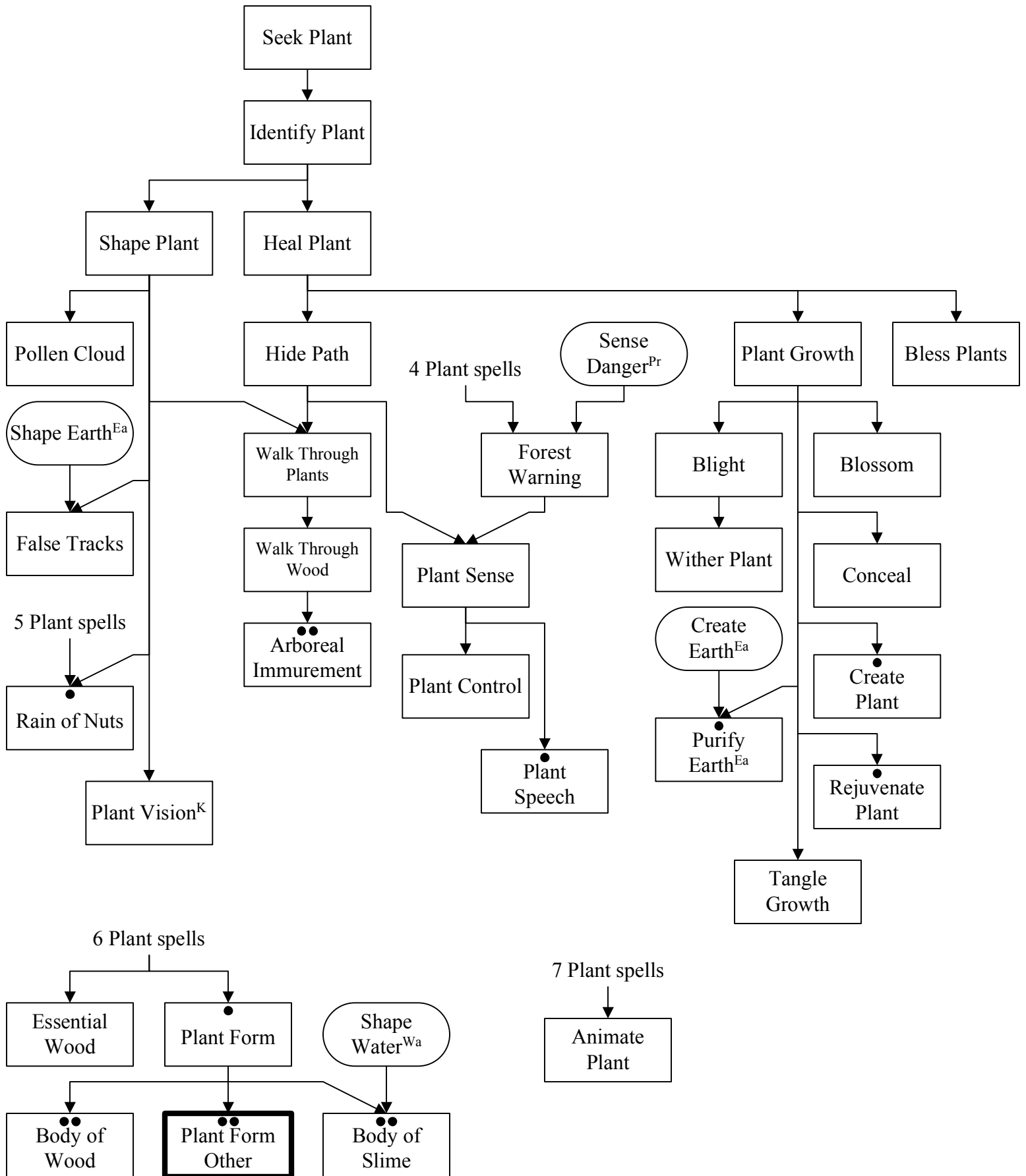
Movement College

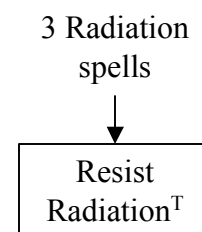
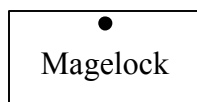
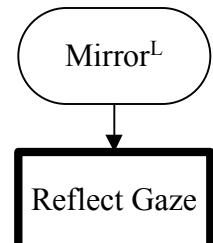
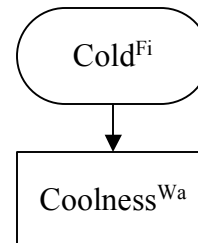
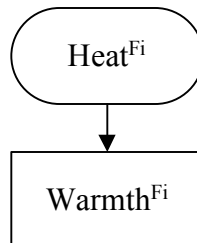
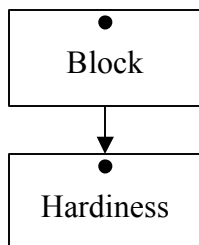
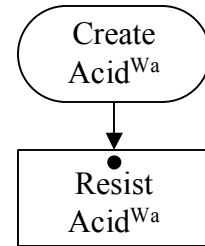
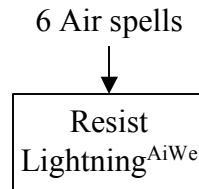
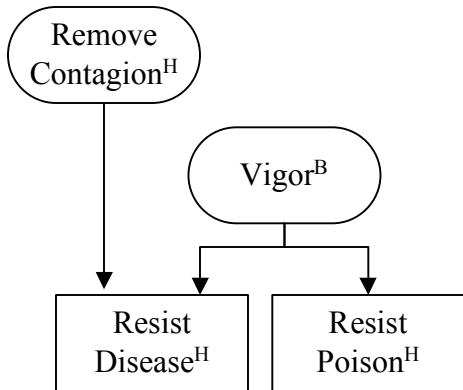
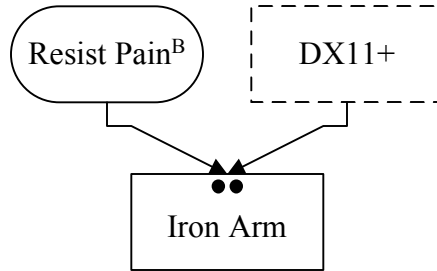
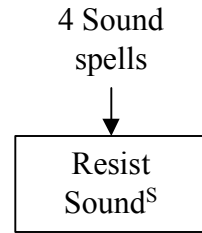
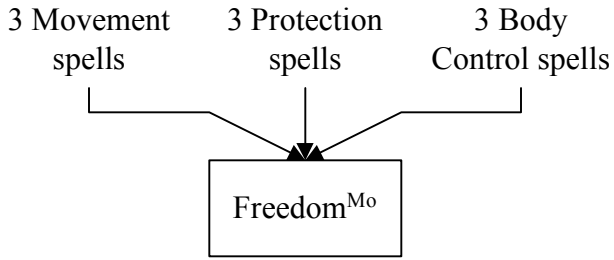




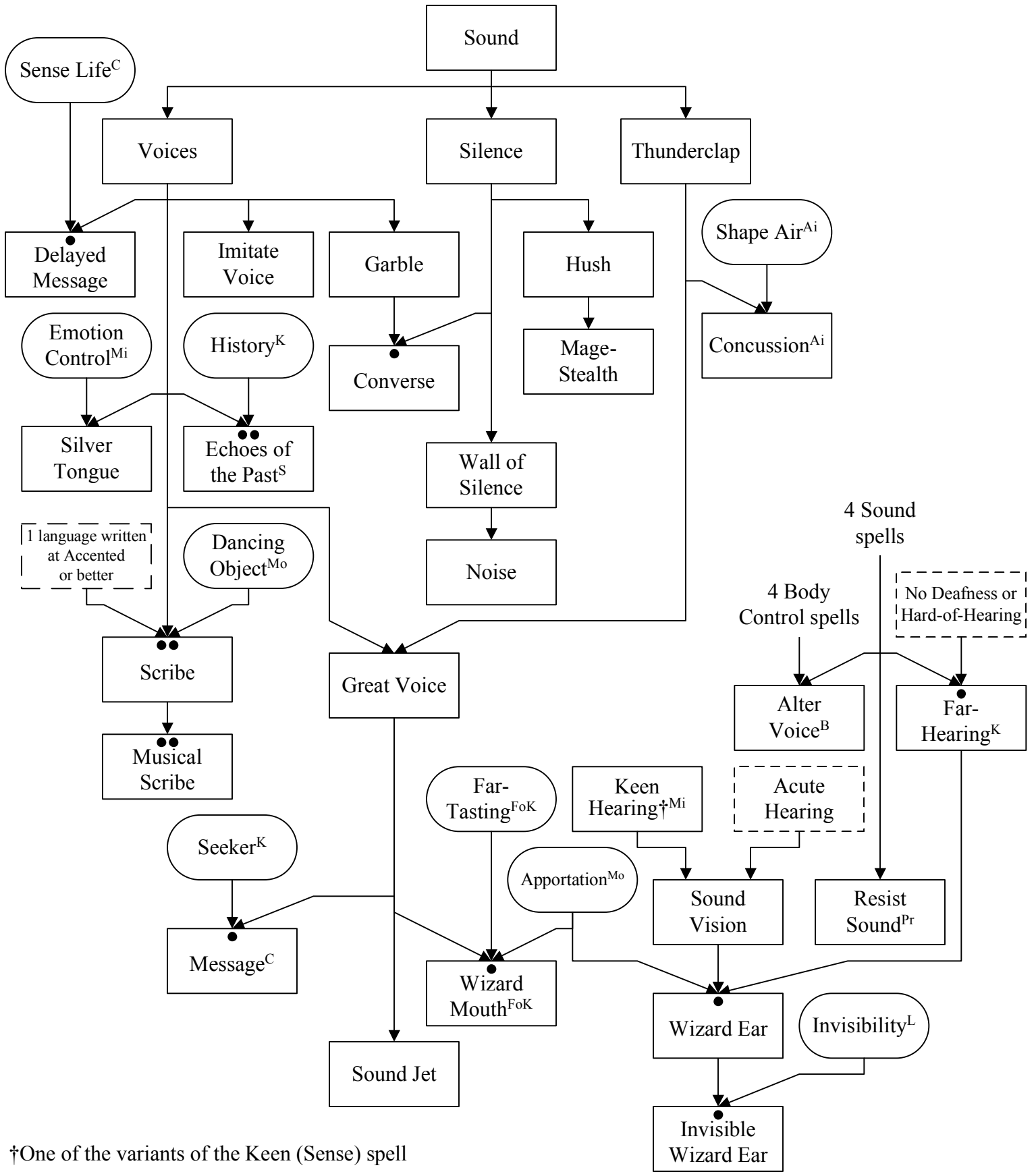
†One of the four variants of the Steal (Attribute) spell

Plant College

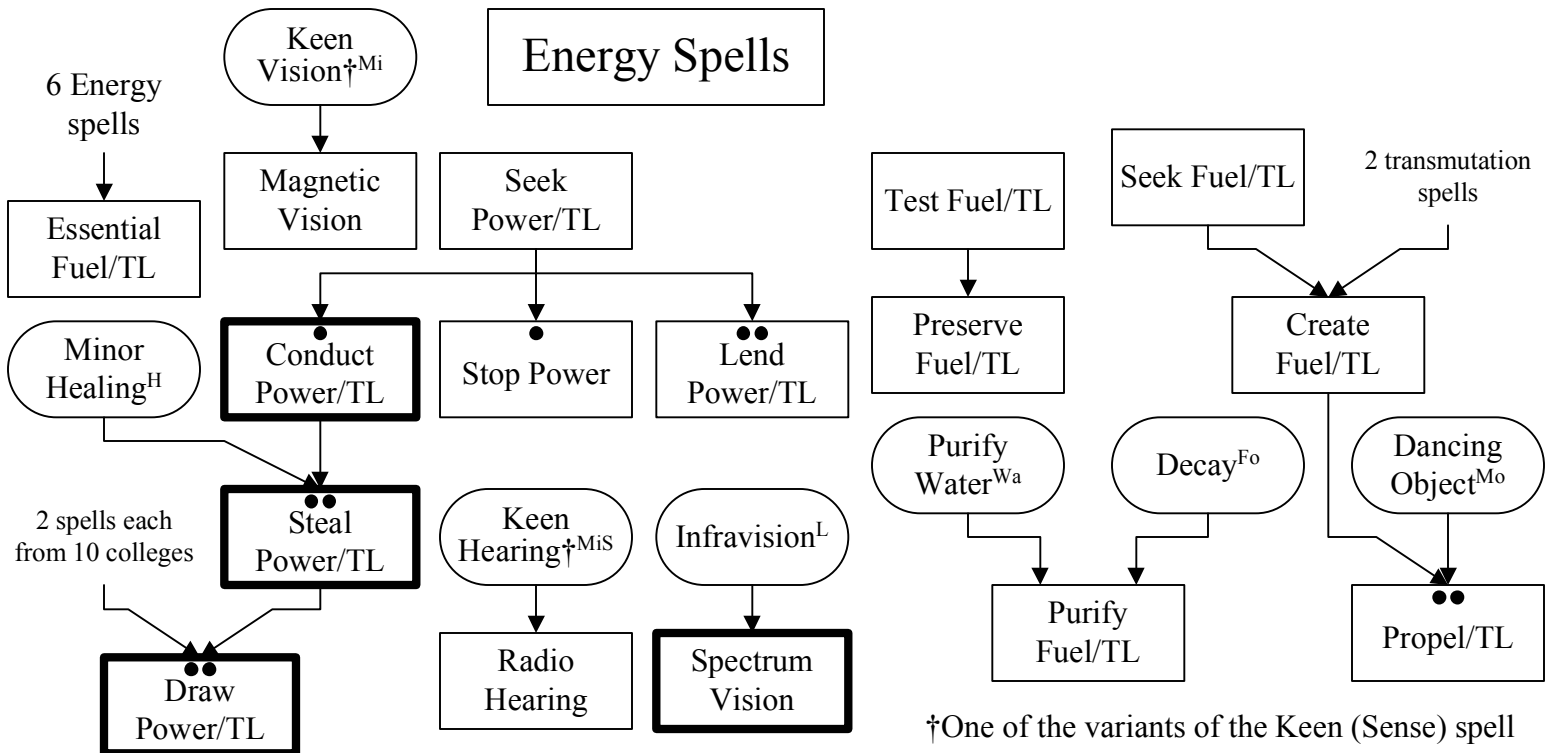
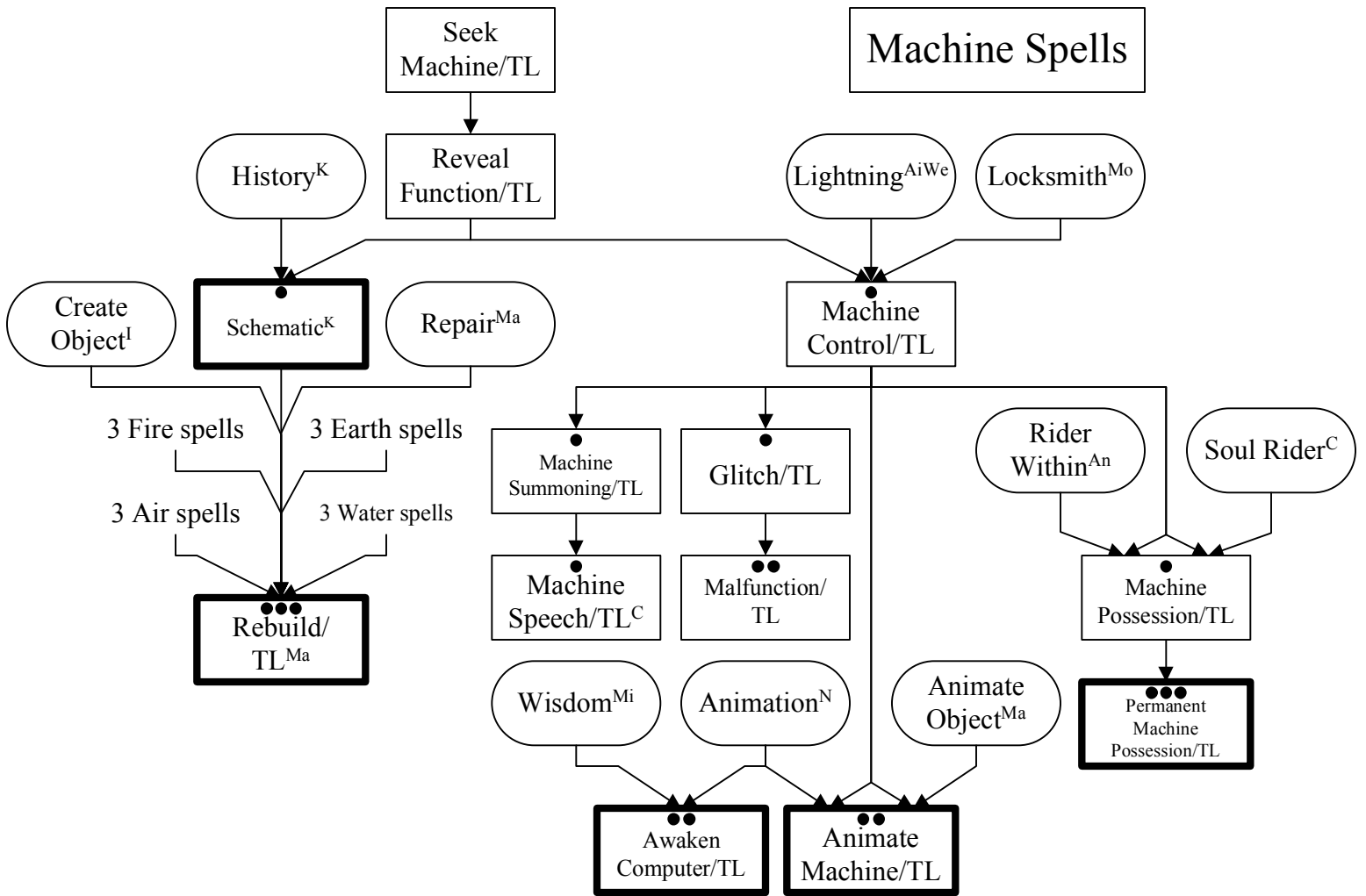




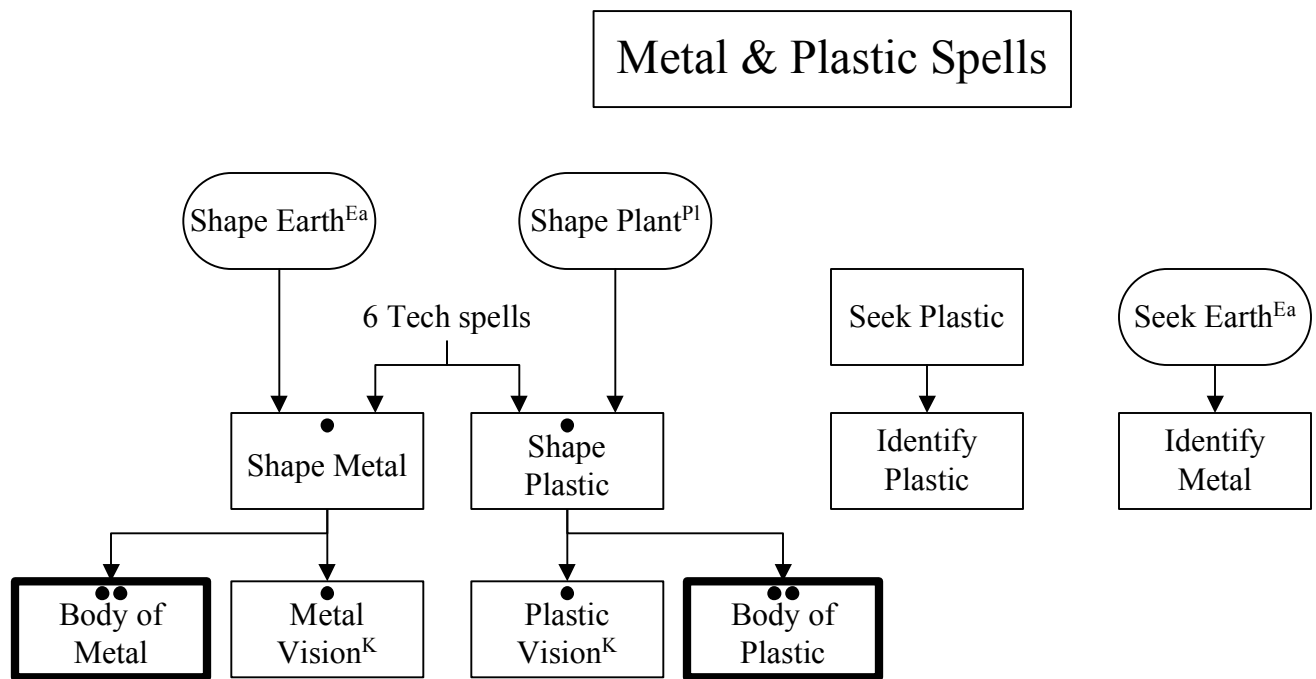
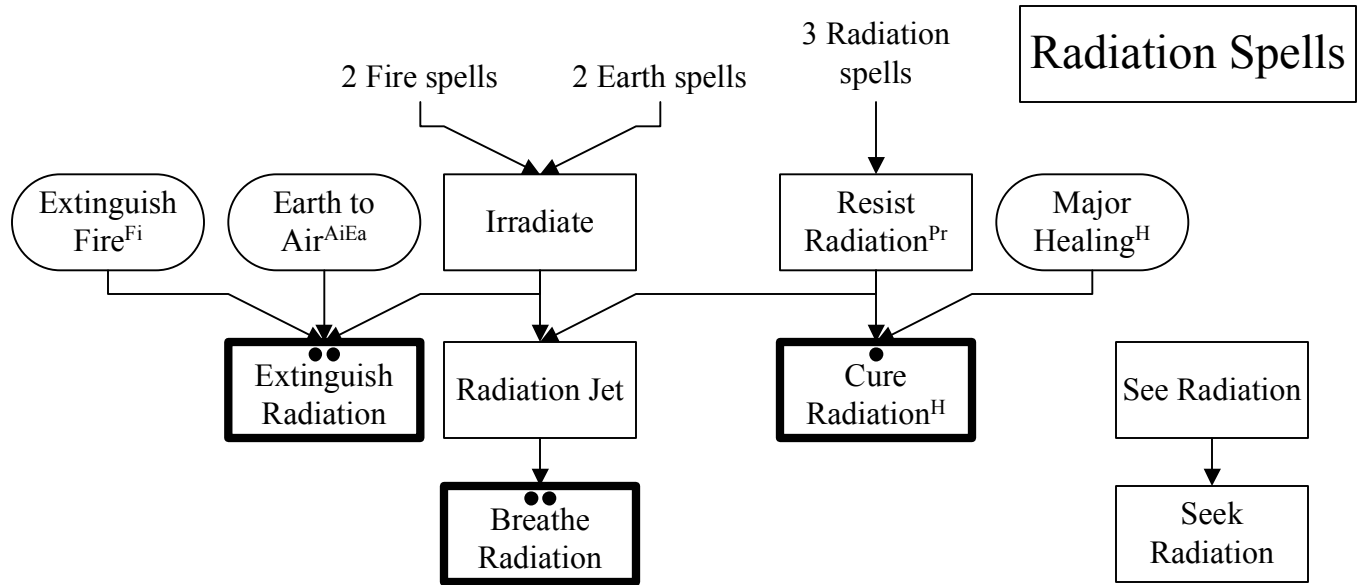
Sound College



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



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



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

Water College

