

GURPS®

Fourth Edition

THAUMATOLOGY™

SORCERY



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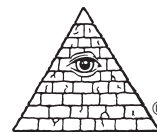
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ABOUT GURPS

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INTRODUCTION

In many settings, magical power demands painstaking training. Gray-haired wizards debate whether magic is art or science, but all concur that study and practice are essential to its mastery. And most **GURPS** magic systems agree with them: spellcasting is based on skills, and as you improve these, your invocations become more potent.

But other worlds call for a take on magic wherein academic training is downplayed, even nonexistent. Such supernatural might originates within the spellcaster. It's *inherent* and offers terrifying power once mastered . . . the power of sorcery!

GURPS Thaumatology: Sorcery introduces a new system that models magic as a *power* and spells as mystical advantages the sorcerer can draw upon instinctively, easily, and repeatedly. Nearly all sorcerous spells – however powerful – can be cast in a mere second with but a single Fatigue Point. They're limited by character-point costs alone, not by skill levels, prerequisites, or escalating casting times and energy costs; thus, their strength scales directly with campaign power level. This makes **Sorcery** a perfect fit to any background featuring magic that lets dabblers light candles from afar and create mild zephyrs while archmages hurl 100d fireballs and generate tsunamis with a thought.

A sorcerer might have a smaller bag of tricks than his **GURPS Magic** counterpart, but he wields them as an extension of himself. If nothing in his grimoire fits the situation, he can *improvise* – and though such impromptu magic is weak, the right cantrip sometimes makes all the difference! Creating new spells is easy, too: pick the right advantages, add suitable modifiers, and trust the simple guidelines herein to keep things straightforward, versatile, and *balanced*.

With **Sorcery**, all of **GURPS** is your potential grimoire and the only limit is your ambition. Unlock the power within yourself and never look back.

RECOMMENDED BOOKS

This is a standalone supplement which requires only the **GURPS Basic Set**. However, those looking to expand their

grimoires will find **GURPS Magic** inspirational for its colleges and spells; **GURPS Thaumatology** useful for its advice on magic as powers; and **GURPS Powers** and the **GURPS Power-Ups** series invaluable for their expanded rules, traits, and modifiers.

PUBLICATION HISTORY

An early version of this system appeared in the article “The Power of Sorcery,” from *Pyramid* #3/63: *Infinite Worlds II*; it has been significantly overhauled and expanded for this supplement. The spells in Chapter 2 are unique creations but were inspired by their counterparts in **GURPS Magic**. Some of the rules for enchanted items were adapted from **GURPS Thaumatology: Ritual Path Magic**, but are used in a very different context here.

Under the Hood

“Under the Hood” boxes sprinkled throughout the text show details and designer’s notes regarding important or complex rules. They exist *only* for hardcore rules hackers who want to revamp sorcery or port its ideas to their own custom systems. If that doesn’t describe you, *just skip these boxes* – you don’t need to know or understand anything in them to use sorcery in your game!

ABOUT THE AUTHOR

Jason “PK” Levine may not be able to conjure fireballs, but he *can* make a handkerchief disappear right in front of your eyes . . . if you aren’t paying too close attention. Fortunately, his lack of sorcerous power did not prevent him from being hired as the Assistant **GURPS** Line Editor, where he wrote **GURPS Thaumatology: Ritual Path Magic** before deciding that inventing one magic system wasn’t enough and building this one. He lives just outside of Chattanooga with his lovely wife and cats.

I think magic is a force . . . some of us can touch a little piece of it, some more than others, and we can use that little bit to do something to influence the physical world. What we can do depends entirely on what little bit of the Power we can personally reach.

– Larry Correia, **Hard Magic**

CHAPTER ONE

THE POWER OF SORCERY

Whereas most magic systems in **GURPS** are focused on an assortment of skills, sorcery is based entirely on *advantages*. A sorcerer's spells are a natural extension of his mind and body; he can cast them repeatedly and easily, with minimal effort and little chance of anything going wrong.

However, this comes at a price: Sorcerers tend to be far less versatile than their skill-based brethren, knowing only a

fraction as many spells. They *can* improvise, but ad-libbing anything more than a cantrip is difficult and dangerous. Most sorcerers tend to stick to the spells they know, even when they're not a perfect fit for the situation. "No, I don't know the Mystic Mist spell, but grab that hay, I'll cast Ignite Fire, and we'll fill the room with *smoke* instead!"

BUILDING A SORCERER

A sorcerer is easier to create than most other spellcasters. There are no specific attributes or skills to raise, just a handful of advantages: Sorcerous Empowerment ("I'm a sorcerer"), Sorcery Talent ("I'm *good* at being a sorcerer"), and as many spells ("Here's what I know how to cast") as you can afford – usually starting with Cancel Spells (p. 20).

ADVANTAGES

Introducing sorcery to a game requires discussing a few advantages, both new and old, presented here in the order that best illustrates how this system works.

Sorcerous Empowerment ("Sorcery")

20 points for Sorcery 1,
+ 10 points/level

All sorcerers must have this advantage; it is what defines them. Sorcerous Empowerment is used to cast improvised magic (pp. 6-8) – a crucial ability which compensates for a sorcerer's usually limited grimoire. Just as important, it is the prerequisite for the spells (p. 5) that make sorcerers so powerful.

In addition, when one of your spells must resist countermagic, it does so with your Will plus the *higher* of Sorcerous Empowerment or Sorcery Talent.

In practice, most people refer to this advantage as "Sorcery" for short – that is, a spellcaster with Sorcerous Empowerment 8 is said to have "Sorcery 8" – but this supplement will always refer to it by its full name to keep the distinction between *advantage* and *system* clear.

By default, Sorcerous Empowerment gives access to the full range of magic; a sorcerer can learn *or* improvise any spell that the GM allows. To limit this, see below.

Special Limitations

The following modifiers are variants of each other; take one or the other, never both.

Limited Colleges: For convenience, **Sorcery** separates its spells into the same colleges as **GURPS Magic**. If you can cast spells from only one of these colleges, this is a -40% limitation. Two colleges is -30%; three, -20%; and four (the maximum), -10%. This affects the spells you can learn *and* what you can improvise.



Limited Scope: At the GM's option, you may be able to limit your Sorcerous Empowerment in a way that doesn't line up perfectly with the spell colleges. If so, use the values above to find a reasonable limitation value. For example, "Limited Scope, Mind-altering spells" would be equivalent to two colleges (Communication and Empathy plus Mind Control) along with a modest collection of spells from the other colleges, and would thus be comparable to three colleges (-20%).

Sorcery Talent

10 points/level or 5 points/level

This advantage is the *power Talent* for sorcery. It costs 10 points per level – or only 5 points/level if the caster's Sorcerous Empowerment has any degree of Limited Colleges or Limited Scope. This fills the role that Magery takes in other magic systems.

Sorcery Talent adds to every roll made to cast a sorcerous spell *or* to use that spell well. For example, it adds to Innate Attack skill to hit with a Missile spell, to Engineer skill to brace a tunnel with magic, and so on. It even adds to Occultism or Thaumatology when rolling to answer questions about sorcery. Add the *higher* of Sorcerous Empowerment or Sorcery Talent to Will when your spells must resist countermagic.

The GM must determine the maximum level of Sorcery Talent in the campaign. For most games, four levels is a reasonable limit. In a cinematic or over-the-top setting, the GM may wish to raise this to six levels, 10 levels, or no limits at all!

See **GURPS Powers** for *much* more on power Talents in general.

Note: Wherever this supplement mentions "Talent" with no qualifier, it refers to Sorcery Talent.

Magic Resistance

see p. B67

Magic Resistance has its normal effect on sorcerous spells. It is somewhat weaker against sorcerers, however, because many sorcerous spells do not require a casting roll. Only *casting* rolls are penalized by Magic Resistance; it does not affect rolls to *use* the spell, such as Innate Attack rolls to hit you. It also does not penalize the sorcerer if he casts an area-effect spell, only spells that target you *directly*. In all cases, it always adds to your resistance rolls.

Like most spellcasters, sorcerers cannot have Magic Resistance unless it is also Switchable (+100%) – in which case it must be turned *off* for the sorcerer to cast spells – or Improved (+150%).

Under the Hood: Sorcerous Empowerment

The value of Sorcerous Empowerment was estimated by creating a custom Modular Ability (using **GURPS Powers**), worth 5 points base + 5 points per point of abilities, that can simulate anything the GM agrees could be cast as a spell in the setting (see *Improvise Limits*, pp. 7-8). This was modified by Limited, Advantages Only (-10%), Magical (-10%), Physical (+100%), and Reduced Time 1 (+20%) – the latter to allow instant configuration so that improvised spells don't take any longer than known ones – to arrive at the final cost. Sorcerous Empowerment is its *own* trait, however, and should be treated as such! In particular, apply any modifiers to Sorcerous Empowerment as a whole; do not plug them into this Modular Ability construct.

SORCEROUS SPELLS

Every sorcerer has a collection of known spells, the magical tricks that he can rely upon in any situation. Each one is an advantage (or set of advantages) plus modifiers – what **GURPS Powers** calls an "ability." See Chapter 2 for many examples.

Each of these spells is bought as an alternative ability to Sorcerous Empowerment. Put simply, this means:

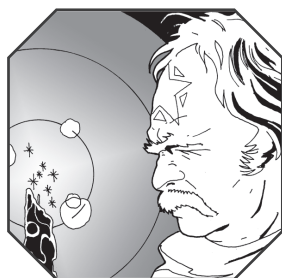
- The full cost of the spell cannot exceed the cost of the caster's Sorcerous Empowerment. For example, because No-Smell (p. 13) has a full cost of 63 points, only sorcerers who've spent 63+ points on Sorcerous Empowerment can learn it, whether that means unmodified Sorcerous Empowerment 6 [70] or higher, Sorcerous Empowerment 7 (Limited Colleges, Air, Water, and Weather, -20%) [64] or higher, or some other configuration.

- The sorcerer pays only 1/5 of the full cost shown for that spell, rounded up. For example, although No-Smell has a full cost of 63 points, that the sorcerer *actually* pays just $63/5 = 13$ points to learn it.

- The sorcerer can use only one spell at a time. This means that he cannot cast one spell while maintaining (p. 8) a different one. But see *Simultaneous Spells* (p. 8) for a way around that.

CASTING SPELLS

Unless otherwise stated, all spells cost 1 FP and require no particular ritual, just quiet concentration. With the exception of Obvious (p. 10) spells, there is no simple way to tell that a spell has been cast except to notice its effect; e.g., if a sorcerer casts Shape Fire (p. 16), anyone can see the fire moving, but cannot automatically tell that the sorcerer is behind it. Optionally, the GM may declare that *Alternative Rituals* (p. 7) is



in effect, which gives those watching or hearing the sorcerer a chance to realize what's going on.

Many spells require no roll at all to cast (the biggest change from other magic systems!), though they may require a secondary skill roll to gauge effectiveness, such as using Innate Attack to aim. Add Sorcery Talent to either type of roll; for ranged spells, also subtract range penalties (p. B550) unless otherwise specified.

The subject's SM cannot exceed the caster's SM + Talent. You must be able to perceive the subject, usually via vision or touch, but a different sense will work as long as it allows you to know the target's precise location (like improved Sense Life, p. 15). A spell that *requires* touch may necessitate a roll against DX or any unarmed combat skill (striking or grappling), plus Talent. The target can defend normally; if the attack misses, the spell and FP were wasted.

Each spell lists its duration. Those with a fixed or instantaneous duration cannot be maintained and must be recast. "Indefinite" spells can be maintained (p. 8) as long as the sorcerer is willing to do so. "Permanent" means that the spell's effects stick around forever – no maintenance required – but can still be undone via Dispel Magic (p. 21) and similar countermeasures. "Truly Permanent" spells are immune to being dispelled or undone; these are *very* rare outside of permanent enchantments (see Chapter 3).

Casting times are discussed below. Every spell requires a minimum of one second to cast; there are no "Blocking spells" in sorcery. (Sorcery's equivalents are defensive Buffs, cast before or during combat, which then provide a continuing defensive benefit – like Reverse Missiles, p. 24.)

KNOWN SPELLS

A sorcerer's personal repertoire of spells is his true strength. However, he has only a limited number of them, as each one is a unique advantage. Casting a learned spell requires two Concentrate maneuvers – or just *one* if the sorcerer is repeating the same spell he last cast. If the spell requires an attack roll, the second (or only) maneuver changes to one that allows attacks (such as Attack or All-Out Attack) instead of Concentrate.

If the spell requires a casting roll, this must now succeed for the spell to work. A *critical* success restores any FP spent on the spell; in addition, the GM should figure out some useful minor benefit to reflect that the spell worked especially well (such as +2/die to damage, double duration, or the equivalent of a free +50% enhancement on the underlying advantage). Failure means the spell fizzles and any FP spent to cast it are lost; the sorcerer may try again at no penalty. On a *critical* failure, the GM can come up with a uniquely malicious punishment . . . or just have the caster lose 1d FP and have his sorcery shut down for 1d seconds as he realigns his chakras, prays to the spirits, or otherwise gets his mystical affairs in order.

Extra Effort

When casting a known spell that comes in levels, the caster may attempt to cast the spell at a higher level; e.g., a sorcerer with Shape Fire 3 (p. 16) may need to cast Shape Fire 5 to control a massive blaze. This is only an option for *leveled* spells, not spells with a "basic" and "advanced" version or that come in multiple variants. When in doubt, look at the spell's Full Cost to be sure that it's phrased as either "X points/level" or "X points for level 1 + Y points/additional level."

This adds no additional time, but just before casting, the sorcerer must roll against Will + Talent, at -4 per added level. He may substitute Will-based Thaumatology for Will, if better.

Success raises the effective level of the spell for *this* casting. However, if the spell requires a casting roll, the sorcerer must still make that roll. It's entirely possible to succeed at the

preliminary extra-effort roll, but then fail to actually cast the spell! Due to the extra effort, the spell costs +1 FP (so usually 2 FP) to cast *and* maintain. This means that if the casting roll fails, the sorcerer loses a total of 2 FP. A *critical* success on the extra-effort roll waives this +1 FP cost *and* gives +(Talent) on all rolls to cast or use this spell.

Failure just means that the *extra effort* failed; the sorcerer immediately loses 1 FP from the strain, but may continue to cast the spell at normal strength. A critical failure strains the sorcerer's abilities, however; the spell automatically fails, he loses 1d FP, *and* his sorcery shuts down for 1d seconds (similar to critically failing at a casting roll).

Note: Restricting extra effort to known spells emphasizes their importance, but at the GM's option, it may also be available for improvised spells (see below). However, in *no* case can extra effort be applied to spells cast via *Hardcore Improvisation* (p. 7)!

*If you choose magic you
will never be able to return
to the life you once lived.
Your world may be more . . .
exciting . . . but it will also be
more dangerous. Less reliable.
And once you begin to walk
the path of magic, you can
never step off of it.*

*– Neil Gaiman,
The Books of Magic:
The Road to Nowhere*

IMPROVISED MAGIC

For sorcerers, improvised magic is a last resort; these "on the fly" spells are *significantly* weaker than anything in their normal grimoire. A beginning sorcerer can't improvise more than a perk-level cantrip! But the fact that improvisation is possible *at all* gives sorcerers some much-needed flexibility to offset how short their spell lists usually are.

A sorcerer may improvise any spell with a full cost no greater than his Sorcerous Empowerment level. Note the contrast here – unlike for known spells, the *level* is what sets the limit, not how many character points were spent on the advantage! In effect, the sorcerer is spending each level of Sorcerous Empowerment as though it were a single character point to temporarily "buy" a (weak) spell. Limited Colleges and Limited Scope do not change this; they just restrict the type of magic that can be improvised.

Example: Ada, with Sorcerous Empowerment 1 [20], can improvise any spell with a full cost of 1 point – no more. She could improvise the basic version of Ignite Fire (p. 16) but not the advanced version. Bob has Sorcerous Empowerment 19 (Limited Colleges, Fire, -40%) [120], and thus could improvise any Fire spell from Ignite Fire (either version) up through Shape Fire 1 (p. 16).

Otherwise, casting an improvised spell works just like casting a normal one: two Concentrate maneuvers, or just one if it was the last spell you cast. In other words, improvising a spell is no more difficult than switching between two known spells.

Hardcore Improvisation

A sorcerer who needs to exceed the bounds of his normal improvisational ability may attempt to push his limits, improvising a spell based on the *cost* of his Sorcerous Empowerment rather than its level. Using the example above, Ada could try to improvise a spell with a full cost of up to 20 points, while Bob could aim for one costing up to 120 points!

This requires no additional time; it still takes just two Concentrate maneuvers to improvise a new spell. After the first Concentrate maneuver, pay 3 FP and roll against Will + Talent; you may substitute Will-based Thaumatology for Will, if better.

Modifiers: -4 if the full cost of the spell is no more than 25% of the cost of your Sorcerous Empowerment; -6 if no more than 50%; -8 if no more than 75%; and -10 if higher (up to 100%). +1 for every additional FP you spend above and beyond the 3 FP required – but this can only offset the penalty for spell cost, not provide a net bonus.

If this roll *succeeds*, you improvise the new spell for a *single casting*. On a critical success, you also recover all FP spent on the improvisation attempt and get +1 on any rolls to cast or use the spell. You must still cast the new spell – pay 1 FP, make any casting roll necessary, and so on. (If your improvisation roll succeeds but your *casting* roll fails, you have to start over from scratch – sorry!) If the spell has an indefinite duration, you may maintain it normally (see p. 8). After casting the spell, you are considered to have *no* spell currently improvised; if you want to recast it, you must start the hardcore improvisation over.

If your improvisation roll *fails*, the FP and second of concentration are wasted, but you can try again next turn at no penalty. On a critical failure, however, your sorcery shuts down for the next 1d *minutes*; you've overexerted yourself and now must pay the price! (If you have **GURPS Powers**, feel free to use the more complex *Crippled Abilities* on p. 156 instead of this simple rule.)

Example: Ada needs to cast Light 1 (p. 19) now – but she doesn't know it and has only Sorcerous Empowerment 1 [20]. She must therefore use hardcore improvisation. Ada has Will 13 and Sorcery Talent 4, and Light's 11-point cost is over 50% but under 75% of the cost of her Sorcerous Empowerment. She takes a Concentrate maneuver, decides to spend a total of 8 FP, rolls against 13 (Will) + 4 (Talent) - 8 (up to 75%) + 5 (extra FP) = 14, and succeeds! On her next turn, she takes the second Concentrate maneuver to actually cast the spell, and succeeds. After all this, if she wants to cast Light again, she'll have to start from scratch; it is not considered "the last spell she cast" as a normally improvised spell would have been.

ALTERNATIVE RITUALS

As a rule, sorcery spells cost 1 FP to cast. This keeps just enough resource management in sorcery to prevent its spells from turning into superpowers. As an optional rule, the GM may instead give sorcerers more flexibility by requiring them to meet any *two* of the following three requirements when casting a spell:

1. Pay 1 FP upon casting the spell.
2. Perform obvious physical gestures, requiring some torso and leg movement and exaggerated arm movement, for the duration of the casting. The sorcerer can meet this requirement if he is sitting (unbound) or if his legs are chained, but not if his legs are clamped in place, he is tied to a chair, or his arms are restrained in any way.
3. Speak an obvious ritual chant, at normal conversation levels, for the duration of the casting. The sorcerer cannot be gagged and this makes Stealth (to be silent) impossible.

These requirements may be shifted on the fly. A sorcerer could cast the same Ignite Fire spell using gestures and chanting (to save FP) when helping a friend, then with FP and gestures (to be quiet) when later sneaking into a castle, and then again with FP and chanting (no movement) after the guards catch him and tie him up. One major benefit is that sorcerers can ignore FP costs when they don't mind being flashy, but as a downside, they lose the ability to cast spells if fully restrained and gagged.

The gestures and/or chanting make it clear to anyone with *any* awareness of how magic works that the sorcerer is casting a spell. Someone with actual magical training (even if only theoretical, such as Occultism or Thaumatology) may roll vs. an applicable skill (or IQ) as a free action to estimate what the spell will do. This roll is at -4 if the sorcerer is only gesturing or only chanting, or at no penalty if he's doing both.

If this rule is in play when a high-fatigue spell (p. 17) is cast, replace 1 FP of that cost with the requirements above.

Example: The GM has invented a powerful spell that costs 5 FP, but alternative rituals are in play. Thus, the spell's actual cost becomes "4 FP plus two ritual requirements." A sorcerer could pay 5 FP and gesture, pay 5 FP and chant, or pay 4 FP and gesture *and* chant.

Improvisational Limits

The GM is perfectly within rights to restrict sorcery to an approved grimoire for the campaign, declaring that *only these* spells can be learned or improvised. If he does allow sorcerers to improvise completely new spells, each such improvisation must make sense as a new, general spell for the setting.

SIMULTANEOUS SPELLS

By default, a sorcerer can focus on only one spell at a time. Thus, while he is maintaining (below) one spell, he cannot cast or maintain a different one. This is a fair trade-off for the huge reduction in cost for each spell – after all, the sorcerer pays only 1/5 cost for his entire grimoire!

That said, if the sorcerer is willing to forgo part of that discount, this limit *can* be raised.

To be able to focus on two spells at once, the sorcerer must pay *full cost* (rather than 1/5 cost) for his most expensive known spell. For three spells at once, he has to pay full price for his *two* most expensive spells. For four, he pays for his top three, and so on. (His *other* spells are all 1/5 cost, as usual.)

Example: Darren wants to be able to keep two spells active at once, so he pays full price for his single most expensive known spell. His magical advantages are Sorcerous Empowerment 5 [60], Complex Illusion 1 [9*], Dispel Magic 1 [12*], Grease 2 [60], Lesser Geas [11*], Locksmith [2*], and Shape Fire 2 [8*]. (See Chapter 2 for all spells.) He has paid 1/5 cost for the spells marked with a *, but full price for Sorcerous Empowerment and Grease 2 (his most expensive spell). He may now cast Shape Fire, and then maintain it while casting Dispel Magic, Grease, or improvising a new spell. Or he could cast Complex Illusion, maintain it while casting a *different* Complex Illusion, and then maintain *both* spells indefinitely – but he could not maintain both while casting a *third* illusion (or other spell)! Being able to do three things would require him to

pay full price for Dispel Magic, his next most expensive spell – a 44-point upgrade.

There's a second benefit to this upgrade. Sorcery spells normally take two seconds to cast, or just one second if the sorcerer is recasting his last-used spell. Every spell that the caster pays full price for increases the size of the "last-used spell pool" by one. For example, Darren (above) can recast either of his last *two* spells in just one second!

This upgrade does not let the sorcerer cast multiple spells on the same turn; he needs Compartmentalized Mind (p. B43) for that, which also lets him cast new spells more quickly by giving him extra Concentrate maneuvers each turn. Conversely, Compartmentalized Mind does not let the sorcerer *maintain* multiple different spells; he needs the rules above for that. "Limited, Sorcery" is a -10% limitation on Compartmentalized Mind.

Under the Hood

Sorcery uses the standard rules for alternative abilities as defined in **GURPS Power-Ups 8: Limitations** – but with two changes as a special effect. As a drawback, the sorcerer must always take a full second to switch spells, even when switching between attack advantages (which would normally be a free action). However, this is balanced by allowing him to maintain multiple copies of the same spell; e.g., after paying for Complex Illusion once, he can use two "AA slots" to have *two* separate illusions going simultaneously.

The key word here is "general"; the GM should shut down overly specific spells.

Example: Cindy has Sorcerous Empowerment 6 and needs to get inside Castle Black's walls quickly. She can improvise any spell with a full cost of 6 points or less, but none of the

GM's premade spells quite fit. She proposes Corrosion Attack 3d (Accessibility, Only on Castle Black's south wall, -80%; Sorcery, -15%) [6]. The GM brandishes his foam sword menacingly and suggests she reconsiders. After brief debate, they settle on Corrosion Attack 1d (Accessibility, Only on worked stone, -30%; Sorcery, -15%) [6]. The GM records it in the setting grimoire, as the Earth/Making and Breaking spell "Mason's Bane."

"Wingardium Leviosa!" he shouted, waving his long arms like a windmill.

"You're saying it wrong," Harry heard Hermione snap. "It's Wing-gar-dium Levi-o-sa, make the 'gar' nice and long."

"You do it, then, if you're so clever," Ron snarled.

Hermione rolled up the sleeves of her gown, flicked her wand and said, "Wingardium Leviosa!"

Their feather rose off the desk and hovered about four feet above their heads.

– J.K. Rowling, *Harry Potter and the Philosopher's Stone*

MAINTAINING SPELLS

Any spell with a duration of "Indefinite" can be maintained for as long as the sorcerer wishes. This costs 1 FP per minute, but does not require concentration (or any other special actions) unless specified. However, while maintaining a spell a sorcerer *cannot cast further spells* . . . unless he has paid extra for *Simultaneous Spells* (above).

Spells with a fixed or permanent duration are "fire and forget" and thus do *not* require maintenance. Once cast, they last for the duration and do not hinder the sorcerer's spellcasting ability. In fact, he couldn't terminate them early even if he wanted to! It is because of this that Cancel Spells (p. 20) is one of the first few spells that most sorcerers learn.

TYPES OF SPELLS

In addition to the general rules for casting spells (on pp. 5-8), some types of spells require certain specific rules. The following keywords are a simple way to indicate which special rules apply to a given spell.

AREA

The spell targets an entire area rather than one specific subject. If the spell must be aimed (e.g., using Innate Attack), the sorcerer is at +4 to do so; apply *Scatter* (p. B414) if he misses. The spell fills a cylinder extending from the ground to four yards (12 feet) above it. (It doesn't *have* to be cast on the ground, of course; it could fill a cylinder underwater, in the sky, etc.) Calculate range from the sorcerer to the *edge* of the area.

The radius of the area depends on the type of Area spell:

Area (Fixed): The spell has a set radius, as explained in its description. It's up to the GM whether the sorcerer can "tinker with" the spell to improve it (see p. 25).

Area (Leveled): The level of the spell determines the radius in question as per the *Leveled Area Table* (below). The GM should *always* set a maximum level on these spells! Some games can handle curses powerful enough to affect a country, but for most games a limit of six levels (64 yards) is *more* than enough.

Area (Special): The area varies, but not using the table here. It may be based on the margin of success (as for Delayed Message, p. 24) or it may be based on the spell level but in a different way (as for Whirlpool, pp. 25-26). Always read the spell description for details.

LEVELED AREA TABLE

Spell Level	Radius	Spell Level	Radius
1	2 yards	11	1 mile
2	4 yards	12	2 miles
3	8 yards	13	4 miles
4	16 yards	14	8 miles
5	32 yards	15	16 miles
6	64 yards	16	32 miles
7	128 yards	17	64 miles
8	256 yards	18	128 miles
9	512 yards	19	256 miles
10	1,024 yards	+1	×2

Regardless of type, the sorcerer may always choose to affect a smaller area than his maximum – unless the spell states otherwise, of course. For example, if he has enough levels of Cool (p. 26) to affect a one-mile radius, he could tone that down to fill just a single room in a house or even a single hex on a battle map. However, his control is not so fine that he can pick and choose who in the area to target! Unless the spell states that it is selective, *everyone* in the area is affected – and

even a selective spell needs a specific name or details obvious to ordinary senses, unless it explicitly reads minds, sees the future, etc.

See *Resisted* (pp. 10-11) for more on spells that are both Area and Resisted.

Building Area Spells

If the underlying advantage is single-target only, add the Area Effect enhancement. For Area, Leveled, the basic spell should cover a two-yard radius, and then each additional level of the spell should add another level of Area Effect. Unless the advantage already gives the caster fine control over the area effected (e.g., Control or anything with the Selective Area enhancement), you must *also* add Variable, Area (+5%) – a variant that allows the caster to adjust area size.

BUFF

A Buff spell grants some sort of benefit to the subject. Most Buff spells have a range of 100 yards. If the sorcerer casts a Buff on himself *or* by touching a willing subject, there are no rolls required.

Buffing at a distance is harder. The sorcerer must make a normal ranged "attack" on the subject using Innate Attack skill. He can target any hit location, but if it has DR, the subject has to make a HT roll at a penalty equal to that DR for the buff to work. (Ignore DR with the Tough Skin limitation.) A subject with Magic Resistance *always* has to roll against HT minus Magic Resistance – and any DR penalizes this further.

Should the subject not wish to be buffed for whatever reason, he may resist the spell automatically.

Specific benefits from Buff spells do not "stack"; always use the largest or best benefit. For example, if one Buff spell gives a person DR 5 and Slippery 2 while a second one gives him DR 8, he now has DR 8 and Slippery 2.

See *Weapon Buff* (p. 11) for a related keyword.

Building Buff Spells

This is simply a beneficial Affliction without Cosmic (Irresistible attack), Cumulative, or Male-diction. Buffs always have Increased 1/2D, 10×, to keep things simple and No Signature to avoid being obvious. In effect, the spell is an invisible "beam attack" which must strike the subject. A willing subject can waive his HT roll, but because the attack lacks Cosmic or Malediction, DR *does* apply, hence the detailed rules above.

Always break out the specific advantage package being granted to the subject as a note; see Chapter 2 for several examples. This is both for clarity and for the purpose of creating "usually on" enchanted items (pp. 27-28). All Buff-granted advantages should have the Magical limitation (p. 13), to reflect that they stop working in no-mana areas and can be dispelled. This isn't "double-dipping" – the Affliction itself is magical *and* it grants a magical advantage.

INFORMATION

The GM, not the sorcerer, rolls for this spell. If the spell succeeds, he will use the margin of success to gauge how much information to give the player; see the spell description for guidelines. If the spell fails, the GM will tell the player it failed – but on a critical failure, the GM *lies* instead!

Building Information Spells

Any spell which divines information will usually fall under this keyword. The GM is the final arbiter on whether a new spell is Information or not.

JET

The attack spell is a narrow, continuous stream of energy or matter. To most observers, it looks like a Missile spell (see below), but a Jet spell is treated as a *melee* attack for all purposes. Thus, it can use maneuvers like All-Out Attack (Double) and Feint, gets +4 to hit with All-Out Attack (Determined), and *never* takes penalties for target speed or range.

See *Damage* (below) for an important note.

Building Jet Spells

This is any attack with the Jet enhancement. In general, use this instead of Melee Attack with high Reach; most spells simulate blasts of energy, not created weapons.

Damage

Although all damage-dealing spells are left open-ended here, this is only to allow the GM freedom to determine the maximum level possible in the campaign. There should *always* be a maximum level! It's usually fairest to figure the most damage an *optimized* PC or NPC could inflict at range, and then "round that up" to the next die when capping sorcery spells. That assumes single-target spells; area-effect attacks should probably be limited to 1/2 to 2/3 of that cap.

MISSILE

The attack spell can be fired at a distant target. Treat this as a standard ranged attack. Unless stated otherwise, it has Acc 3, Range 10/100, RoF 1, Rcl 1, and is aimed using the skill listed (usually Innate Attack) with Talent as a bonus. Non-damaging missiles give +3 to resist past the 1/2D range.

Unlike the Missile spells of *GURPS Magic*, a sorcery missile cannot be "held." It is cast as a Concentrate maneuver followed by an Attack maneuver – or as just an Attack maneuver if a repeat casting – and that Attack represents throwing magical death directly at the target!

See *Damage* (above) for an important note.

Building Missile Spells

This is the default state for anything built with Binding, Innate Attack, or a hostile Affliction;

add Malediction to make it *not* a Missile spell. Other advantages don't generally make sense as the base for Missile spells, because they can't be fired at a specific target.

OBVIOUS

Anyone watching this spell automatically realizes that the sorcerer cast it and what it does. This is independent from how blatant the *effect* of the spell is; a spell like Whirlpool (pp. 25-26) creates a *very* obvious maelstrom on the water, but an observer couldn't easily tell who *cast* the spell.

Nearly all Jet (above) and Missile (above) spells are Obvious.

Building Obvious Spells

All offensive abilities which use the "attack/defend" mechanic – including Affliction, Binding, and Innate Attack – need No Signature to *not* be Obvious. Obscure, which is also obvious by default, requires the Stealthy enhancement instead. Otherwise, add Visible (*GURPS Power-Ups 8: Limitations*, p. 19) to turn a subtle ability into a blatant one.

RESISTED

All Resisted spells require a casting roll. If the spell is cast successfully, use the sorcerer's margin of success in a Quick Contest against the resistance trait listed for the subject(s); the sorcerer must *win* for the spell to succeed. For example, Animal Control (pp. 13-14) has a casting roll of IQ and is a Resisted (Will) spell; it is thus a Quick Contest of the sorcerer's IQ vs. the target's Will. As usual, Talent adds to the sorcerer's roll while range penalties (p. B550) subtract from it (unless otherwise stated). If the subject has Magic Resistance, this subtracts from the sorcerer's skill *and* adds to the subject's resistance roll; Magic Susceptibility simply subtracts from the subject's roll.

The subject gets a resistance roll even if unconscious, unaware, etc. A willing subject may choose to waive his resistance roll. (However, if he has Magic Resistance, that still subtracts from the sorcerer's casting roll.) If the subject is living or sapient, the Rule of 16 (p. B349) applies; this is never the case when targeting a *spell*. Successful resistance lets the subject know he was targeted by "something odd"; he may realize more with a successful roll against a skill like Occultism or Thaumatology (or IQ if he lacks appropriate skills but the GM considers him "familiar with magic").

Too much magic could wrap time and space around itself, and that wasn't good news for the kind of person who had grown used to things like effects following things like causes.

– Terry Pratchett, *Sourcery*

The sorcerer always knows whether the spell overcame the subject's resistance.

Resisted Area Spells: If a spell is both Area and Resisted, the sorcerer rolls *once*, and then everyone in the area resists against that margin of success. Do not subtract anyone's Magic Resistance from the sorcerer's casting roll; the spell is being cast on the area, not on any one particular subject. However, everyone with Magic Resistance gains *double* the usual benefit (+2 to resist per level).

Building Resisted Spells

Afflictions and Innate Attacks that directly target a subject should add Malediction to turn them into Quick Contests. A few advantages already work automatically against a subject, giving them no chance to resist (e.g., Empathy); to turn these into Resisted spells, add Requires (Attribute) vs. (Attribute) Roll; see **GURPS Power-Ups 8: Limitations**, p. 17. Haircut (p. 14) is an example of the latter – Telekinesis modified so that its effects are resistible. (Ironically, the Resistible limitation is not useful here, as it adds an *unopposed* resistance roll, not a Quick Contest.)

Inanimate objects resisting Afflictions (and only Afflictions) add their SM to the resistance roll. Because this is a special case (it only affects a subset of Resisted spells), it doesn't appear in the general rules above – so state this in the description of any spell that's based on an Affliction and likely to target objects. At the GM's option, this can also apply to living beings that happen to be Unliving, Homogenous, or Diffuse (per **GURPS Powers**, p. 40), but **Sorcery** assumes that optional rule is only in effect for objects, not people.

WEAPON BUFF

The spell enhances a weapon in some way. For the most part, treat this as a normal Buff (p. 9) spell that can only target weapons; unless the weapon is sentient, it will not resist. If the weapon changes hands, the Weapon Buff goes with it; the spell is cast on the weapon, not the wielder.

The "buff" on the weapon is *obvious*, even when not attacking with it. A sword with a burning follow-up will be wreathed in flames, a magically accurate bow may gain a glowing green "scope," and so on. Anyone who can see the weapon may roll against a skill like Occultism or Thaumatology to identify the spell on the weapon. However, this does not necessarily mean that the spell has the Obvious (p. 10) keyword; there is normally no indicator that links the weapon to the caster.

Building Weapon Buff Spells

These are much like normal Buffs: Use Affliction with Accessibility, Weapons only (-20%), Advantage (varies), Increased 1/2D, 10x (+15%), and No Signature (+20%). The advantage granted depends on what the spell does.

Adds a Follow-Up or Linked Attack

Build the attack, then apply *either* Follow-Up (p. B105) or Link (p. B106) – along with both Magical (-10%) and Visible (-10%). See *Icy Weapon* (p. 25) for a good example.

In rare circumstances, it may be necessary to create a Follow-Up attack that applies to *any* attack the subject makes,

UNDER THE HOOD: IMBUEMENTS

The means to turn an Imbuement Skill into an advantage were introduced in "From Skills to Advantages," from *Pyramid* #3/44: *Alternate GURPS II*. In brief, the advantage begins as Imbue 1, 2, or 3 (Limited Skill Access, One Skill, -80%) [2, 4, or 8] + Unusual Training [1] + Specific Skill (VH) DX [8], for a total cost of 11, 13, or 17 points. Additional skill costs the usual 4 points/level.

However, this new "advantage" is then modified with Cosmic, No die roll required (+100%), Magical (-10%), Reduced Fatigue Cost 1 (+20%), and Visible (-10%). This nets +100%, for a final cost of 22, 26, or 34 points – with additional skill costing 8 points/level.

Imbuement Skills must normally be bought individually for each type of weapon, but here the skill is assumed to always be the correct specialty for whatever weapon it's cast on. This is balanced by the fact that, despite "Cosmic, No die roll required" normally allowing you to take *huge* skill penalties and still succeed, here it is assumed that penalties must be bought off via excess levels of skill. (For example, the basic, 34-point Penetrating Strike only gives an armor divisor of (2); you'd have to add another +2 skill, for +16 points, for a (3) divisor.) This benefit and drawback cancel out as a 0-point feature when converting Imbuement Skills into advantages.

with any weapon, calling for Follow-Up, Universal (+50%). (Of course, this may make more sense as a normal Buff rather than a Weapon Buff.)

Enhances or Transforms an Existing Attack

This is more complex, requiring access to **GURPS Power-Ups 1: Imbuements**. The first step is to turn the Imbuement Skill into an advantage. For details, see *Under the Hood: Imbuements* (above), but all you *need* to know is that the base advantage cost depends strictly on the Imbue prerequisite:

Prerequisite	Base Cost
Imbue 1	22 points
Imbue 2	26 points
Imbue 3	34 points

This cost *includes* Magical (-10%) and Visible (-10%); do not add either again. The resultant advantage can accomplish whatever the specific Imbuement Skill could achieve at no penalty (e.g., a Project Blow that works every 10 turns or a Shattershot with 1d fragmentation). A more potent effect adds 8 points for every -1 of penalties being bought off.

Example: Project Blow has Imbue 3 as a prerequisite, and thus a base cost of 34 points – but it only works every 10 turns. A version that works once per turn would have to buy off -9 in penalties. This increases the cost by $9 \times 8 = 72$ points, for a total of $34 + 72 = 106$ points.

Don't worry about specialties; this is an advantage, not a skill. For a good example of this type of build, see *Penetrating Weapon* (p. 16).

CHAPTER TWO

THE SORCERER'S GRIMOIRE

These spells give a taste of the kind of power a sorcerer can wield. They are inspired by their skill-based counterparts from **GURPS Magic**, and have been sorted by the same colleges for ease of use. Every college is represented by two spells, chosen to show a variety of builds – except for Meta-Spells, which gets three.

Nothing about the sorcery system is *inherently* tied to **GURPS Magic**; the spells and colleges of that book simply make for a convenient touchstone. In fact, the power-based abilities from other **GURPS** books can make excellent sorcery spells simply by changing the power modifier. Consider raiding **GURPS Powers**, **GURPS Psionic Powers**, and **GURPS Thaumatology: Chinese Elemental Powers** for more.

Anatomy of a Spell

Every spell is defined by the following:

Name: Feel free to change this to something more evocative.

Keywords: See *Types of Spells* (pp. 9-11).

Full Cost: This is the cost of the spell before applying the usual discount for a known spell; you will usually pay only 1/5 of this value, rounded up. A spell's full cost *must* be equal to or less than the cost of your Sorcerous Empowerment; e.g., if you have Sorcerous Empowerment 5 [60], you can learn only spells with a full cost of 60 points or less. Some spells come in a basic or improved version, and thus list two costs; you may upgrade from basic to improved by paying the difference. Others come in levels; the GM must determine the maximum level allowed in the campaign. If a spell has "(or more)" after the cost, it comes in different variants; read the description and statistics for details.

Casting Roll: For many spells, this is "None" – the spell simply *works*. Regardless of whether a casting roll is required, this information will be followed by any roll required to *use* the spell well. For example, most offensive spells require a separate Innate Attack roll to aim. Talent (p. 5) always improves *every* roll listed here! If a spell has unusual casting requirements, that will be noted here; always read the description for details.

Range: How far away the subject of the spell may be. "Self" means the sorcerer can only cast it on himself. "Unlimited" is just that, but range penalties (p. B550) always apply unless otherwise stated, which limits *effective* range.

Duration: How long the spell lasts. A duration of "Indefinite" means that it lasts as long as the sorcerer maintains it; see p. 8. Spells with instantaneous or fixed durations cannot be

maintained and must be recast. All spells are vulnerable to countermagic except those noted as "Truly Permanent."

Description: What the spell does.

Statistics: The specific game mechanics behind the spell. You do not need to write all of this down on your character sheet! Simply note (e.g.) "Spell: Flesh to Stone [13]" with your advantages. Some statistics here include traits or modifiers from works other than the **GURPS Basic Set**, but in all such cases, those supplements are not required, as the actual effects are explained fully in the description.

*Watch with glittering eyes
the whole world around you
because the greatest secrets are
always hidden in the most unlikely
places. Those who don't believe in
magic will never find it.*

– Roald Dahl, *The Minpins*

AIR SPELLS

Air Jet

Keywords: Jet, Obvious.

Full Cost: 6 points/level.

Casting Roll: None. Use Innate Attack (Beam) to hit.

Range: 20 yards.

Duration: Instantaneous.

You shoot a thin jet of air from your fingertip, which can strike any target up to 20 yards away (without range or speed penalties). It can be dodged or blocked, but not parried. This jet does 1d crushing damage per level, *doubled*, for the purposes of knockback *only*. It can also snuff out candles, sweep the floor, and so on.

Against enemies with Injury Tolerance (Diffuse), such as gaseous beings and swarms, this becomes a *much* more potent attack, doing full damage – including the doubling! Ignore the usual injury cap of 2 HP (*Injury to Unliving, Homogenous, and Diffuse Targets*, p. B380).

Statistics: Crushing Attack 1d (Blockable, -5%; Cosmic, Does knockback-based damage against diffuse targets, +50%; Double Knockback, +20%; Increased 1/2D, 2x, +5%; Increased Range, 2x, +10%; Jet, +0%; No Blunt Trauma, -20%; No Wounding*, -25%; Sorcery, -15%) [6/level].

* Except versus diffuse targets, an exception which halves the value of this limitation.

No-Smell

Keywords: Buff.

Full Cost: 63 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: 30 minutes.

The subject and all of his carried equipment produce no odor for the duration of the spell. This is not limited to just his natural scent; it would even mask someone sprayed by a skunk. No other properties of the subject change. When the spell ends, all scents (including those acquired while odor-masked) return.

Statistics: Affliction 1 (HT; Advantage, No-Smell, +470%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [63]. *Note:* "No-Smell" is Obscure 10 (Smell; Accessibility, Subject's scent only, -5%; Defensive, +50%; Magical, -10%; Stealthy, +100%) [47].

ANIMAL SPELLS

Animal Control

Keywords: Resisted (Will).

Full Cost: 10 points.

Casting Roll: IQ.

Range: Unlimited.

Duration: Special.

You can take control of any single animal – or of one square yard of a swarm of smaller animals (including insects). Only creatures with a racial IQ of 1-5 or less can be affected, though the GM may make exceptions for animals with IQ 6 and Bestial. In addition to range penalties, your casting roll is at -1 for each *other* animal currently under your control. If you

tie, nothing happens, but if you lose the creature is immune to you for 24 hours *and* can sense your attempted coercion; the GM will make a new reaction roll at -2, using the *worse* of its existing or new reaction.

INVENTING NEW SPELLS

This chapter gives a taste of what spells a sorcerer can cast, but gamers will obviously need to come up with more! The only hard-and-fast rule is that every spell needs every spell needs one of two limitations.

If the advantage on which the spell is based does not cost FP to use (which describes *most* advantages!), add the following limitation:

Sorcery: This power modifier adds three drawbacks and one benefit. First, the spell now costs 1 FP to cast – unless the GM is using *Alternative Rituals* (p. 7), in which case it follows *those* rules. Second, the spell requires mana (p. 23). And third, because it is a spell, it is vulnerable to any meta-magic, regardless of the system in question; e.g., a sorcery spell can be removed via Dispel Magic from **GURPS Magic**, a Lesser Destroy Magic effect from **GURPS Thaumatology: Ritual Path Magic**, or Neutralize (Magic) from **GURPS Powers**. As a benefit, Sorcery Talent (p. 5) benefits any roll to cast or use the spell. -15%.

If the trait *does* cost FP – such as Healing, Jumper, or Create (from **Powers**) – add the limitation below. In addition, if it costs more than 1 FP, add enough levels of Reduced Fatigue Cost (p. B108) to bring it down to the standard 1 FP. (For Healing, this also requires the Capped limitation to convert the variable FP cost to a fixed one.)

Magical: This limitation is identical to the Sorcery modifier, above, but without adding the 1 FP surcharge to cast. -10%.

In addition, if the base ability is one of the rare ones that works at range without taking standard range penalties, either fix this with appropriate modifiers *or* make a point of calling this out in the spell description.

Multiple-Advantage Spells

A few spells are built as multiple (usually linked) advantages; see *Turn Zombie* (pp. 22-23) for a good example. Assuming that all cost no FP to use, apply the Sorcery limitation to the most expensive advantage only; all of the others should take Magical. The goal is for the sorcerer to pay 1 FP *per spell*, not *per advantage*.

Perks as Spells

Some minor spells are built as perks. These perks cannot take either of the limitations above, because perks don't take modifiers! However, by making the perk into a sorcery spell, it is automatically bound by the Sorcery limitation. To balance this, the GM or author should give the perk a little more power or versatility than it would normally have.

Disadvantages, Skills, and Techniques

As a rule, spells should comprise only advantages and perks. Disadvantages should be bundled into a spell only via Temporary Disadvantage (p. B115). Giving full value for a disadvantage would be unfair, since it comes into play only while the spell is active.

Skills are not intended to be available as alternative abilities; instead, a spell to make someone better at a task might add a Talent, a limited attribute, or (if points in a skill are absolutely necessary here) a limited Modular Ability. The same goes for mundane techniques – though in certain situations, a "power technique" (that is, a technique that improves your ability to use a magical advantage in a certain way) can make sense. The GM should always vet each case carefully.

While under your control, the animal will follow any general orders you give. You cannot be very specific! “Protect me” is a valid order, but “lead my friend toward the nearest city” is not. When in doubt, the GM will make an IQ roll for the animal to see how well it interprets what you’re saying.

This spell has an indefinite duration *if* you take constant Concentrate maneuvers to keep it active (and pay the usual 1 FP per minute). Once you stop concentrating, it continues to last for a fixed duration (at no FP cost) in minutes equal to the margin by which you won the initial Quick Contest. If you lose consciousness, the spell ends immediately.

Statistics: Mind Control (Accessibility, Animals only, -25%; Suggestion, -40%; Sorcery, -15%) [10].

Repel Animals

Keywords: Area (Leveled), Resisted (IQ).

Full Cost: 47 points for level 1 + 5 points/additional level.

Casting Roll: Will.

Range: Unlimited.

Duration: 50 minutes.

Animals (defined as for *Animal Control*, pp. 13-14) become unwilling to enter the area; any already within the area leave immediately. You may exclude specific, known animals or even broad classes of animals from the effects; e.g., “The spell affects every animal except for livestock, birds, and our five horses here.” You may also reduce the area effect if you wish to.

While this spell is *technically* resisted by each animal’s IQ, in practice the GM should bother only for extraordinary animals. If so, victory allows the animal to remain within the area for three minutes, after which it must roll again.

Statistics: Affliction 1 (IQ; Accessibility, Animals Only, -25%; Area Effect, 2 yards, +50%; Based on IQ, +20%; Disadvantage, Dread, +30%; Extended Duration on Persistent, 100×, +80%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Persistent, +40%; Selective Area, +20%; Sorcery, -15%) [47]. Additional levels add Area Effect (+50%) [+5].

BODY CONTROL SPELLS

Haircut

Keywords: Resisted (HT).

Full Cost: 11 points.

Casting Roll: DX or Professional Skill (Barber).

Telekinesis (One Task)

This special limitation restricts your TK to only being able to perform a single task, which must involve manual dexterity in some way. Rather than your TK acting as a pair of hands, it acts as any tools necessary to accomplish the task. *Instead* of the usual +2 or +4 for having TK as a tool, you may roll against the better of the appropriate skill or the attribute it’s based on. For example, with TK (One Task, Lockpicking), your TK comes with “free” picks and you may roll against the better of IQ or Lockpicking to bypass a lock. The value of this limitation is set by the GM from -20% for a useful task like wielding weapons to -60% for a limited-value feat like cutting hair.

Range: 10 yards.

Duration: Instantaneous.

The subject, who must be within 10 yards, has his hair (beard, mustache, fur, etc.) trimmed as the caster sees fit. The cut hair falls at the subject’s feet. The haircut is permanent, though the hair will grow back normally and the subject can always get it restyled somewhere else immediately if he doesn’t mind an even shorter cut.

An unsuspecting or unwilling subject resists with HT. A willing target can (and usually will) waive his resistance. This spell can never cause damage or an affliction.

Statistics: Telekinesis 1 (One Task, Cutting hair, -60%; Reduced Time 10, +200%; Requires DX vs. HT roll, -10%; Sorcery, -15%) [11]. *Notes:* See below for the One Task limitation. Here, Reduced Time is used to shorten a 10-minute haircut to one second, which was chosen because it costs the same as an Average technique to buy off the -10 for “instant use.”

Tanglefoot

Keywords: Resisted (DX).

Full Cost: 30 points.

Casting Roll: Will.

Range: Unlimited.

Duration: Instantaneous.

The subject immediately falls over, as if his legs (or equivalent) just gave out on him. He may begin getting back up on his very next turn. If flying, he spends one second losing altitude; assume he drops five yards multiplied by local gravity in Gs unless more detailed rules are available. If this is not enough to make him crash, he regains control next turn.

Statistics: Affliction 1 (DX; Accessibility, Legs and similar supportive body parts only, -20%; Based on DX, +20%; Fixed Duration, +0%; Malediction 2, +150%; No fatigue loss from Seizure, -20%; No Signature, +20%; Seizure, +100%; Reduced Duration, 1/180, -40%; Sorcery, -15%) [30].

COMMUNICATION AND EMPATHY SPELLS

Gift of Tongues

Keywords: Buff.

Full Cost: 28 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: 30 minutes.

For the duration, the subject speaks and understands one spoken language, chosen when you cast the spell. You do not have to speak the language – in fact, this is an excellent way to get around that problem! However, the GM is within rights to declare certain languages “secret” or “lost” and thus unavailable unless you first learn the language (to at least Broken) legitimately.

Statistics: Affliction 1 (HT; Advantage, Gift of Tongues, +120%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [28]. *Note:* “Gift of Tongues” is Cosmic Power 3 (Limited, One Spoken Language, -50%; Magical, -10%) [12].

Sense Life

Keywords: Information.

Full Cost: 26 or 56 points.

Casting Roll: Per. Use IQ for analysis.

Range: Unlimited.

Duration: Instantaneous.

With the basic (26-point) version of this spell, you can immediately sense all nearby living beings, sorted by the direction to each one. The GM will roll against your Per (plus Talent), minus the range penalty to the nearest appropriate being, and inform you if you succeed.

If you do succeed, you may immediately make a follow-up IQ roll (plus Talent) to analyze what you’re detecting. If successful, the GM will give you details for each being based on your margin of success (e.g., success by 0-1 might just give “human,” while success by 4-5 could be “32-year-old human male in great shape except for a bad leg”). Any level of success here allows you to weed out “false positives” from known living beings. In practice, it’s easiest to tell the GM what you are and aren’t looking for (e.g., “I want to find anything bigger than a mouse who isn’t one of us”) and wait until *both* rolls are made for him to give you the details.

The improved (56-point) version of this spell works as above, except that you know the *precise* location of each subject. This allows you to cast spells on any of them for as long as each remains in that location – or for the next second, if one is already on the move.

Statistics: Detect (Life; Sorcery, -15%) [26]. The improved version adds Precise (+100%) [+30].

EARTH SPELLS

Flesh to Stone

Keywords: Resisted (HT).

Full Cost: 61 points.

Casting Roll: Will.

Range: Unlimited.

Duration: Permanent.

You can turn a living subject into stone! If he fails to resist, his body and anything he is carrying become stone. This cannot be undone via Dispel Magic (p. 21); countering it requires Remove Curse (p. 21) or the equivalent of Stone to Flesh (*GURPS Magic*, p. 53).

Statistics: Affliction 1 (HT; Cosmic, Immune to Dispel Magic, +50%; Extended Duration, Permanent, +150%; Male-diction 2, +150%; No Signature, +20%; Paralysis, Variant, +150%; Sorcery, -15%) [61].

Walk Through Earth

Keywords: Buff.

Full Cost: 56 or 72 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: Nine minutes.

The basic (56-point) version of this spell allows the subject to pass through dirt, clay, mud, and sand as if they were not even there. He does not automatically sink into the ground; the earth beneath his feet is as solid as he wishes it to be. He will need to hold his breath on long trips (this spell does not provide air) and gains no special ability to *see through* earth. He may carry up to Light encumbrance while doing this.

The improved (72-point) spell allows him to walk through stone or metal in *addition* to earth.

Statistics: Affliction 1 (HT; Advantage, Walk Through Earth, +440%; Extended Duration, 3x, +20%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; Sorcery, -15%) [56]. The improved version changes the advantage to Improved Walk Through Earth (+600%) [+16]. *Notes:* “Walk Through Earth” is Permeation (Earth; Can Carry Objects, Light Encumbrance, +20%; Magical, -10%) [44]. “Improved Walk Through Earth” is Permeation (Earth; Can Carry Objects, Light Encumbrance, +20%; Extended, Metal and Stone, +40%; Magical, -10%) [60].

*Oh, no, no, no, no, no, Kay,
no! He might cast an evil spell on
the lot of us. Turn us all to stone!
Shh! No, there’s no telling what
the old devil might do.*

*– Sir Ector, in **The Sword
in the Stone***

ENCHANTMENT SPELLS

Enchant

Keywords: Obvious.

Full Cost: 37 points.

Casting Roll: IQ.

Range: Touch.

Duration: Truly Permanent.

See Chapter 3 for details on this spell and enchanting items in general. The Enchant spell itself cannot be enchanted into an item!

Statistics: Affliction 1 (Accessibility, Only to build magical items, -40%; Based on IQ, Own Roll, +20%; Cumulative, +400%; Extended Duration, Truly Permanent, +300%; Limited Use, 1/day, -40%; Melee Attack, Reach C, -30%; Sorcery, -15%; Special Enhancements, see p. 31, +1,080%) [36] + Extra Option (Limited access to meditative study for enchanting) [1]. *Note:* The actual cost of 178 points is divided by five due to this ability being character-point powered.

Penetrating Weapon

Keywords: Weapon Buff.

Full Cost: 44 points for level 1 + 16 points/additional level.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: Three minutes.

The weapon enhanced gains an armor divisor for the duration. The divisor depends on the level of the spell (maximum 6):

Level	Divisor	Level	Divisor
1	(2)	4	(10)
2	(3)	5	(100)
3	(5)	6	Ignores DR

If the weapon already *had* a natural armor divisor, multiply the two together; e.g., a superfine sword that does 2d+2(2) cutting, enchanted by Penetrating Weapon 2, would end up with damage 2d+2(6). This does not apply to *magical* armor divisors; as with all Buff spells, use only the highest magical effect.

Statistics: Affliction 1 (HT; Accessibility, Only on weapons, -20%; Advantage, Penetrating Weapon (2), +340%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [44]. Additional levels add further Penetrating Weapon to the Advantage enhancement (+160%) [+16]. *Notes:* "Penetrating Weapon (2)" is 34 points, per *Enhances or Transforms an Existing Attack* (p. 11). Each additional level removes -2 in effect penalties.

FIRE SPELLS

Ignite Fire

Keywords: None.

Full Cost: 1 or 4 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim the improved version.

Range: Touch or 100 yards.

Duration: Instantaneous.

The basic (1-point) version of this spell must be cast on a subject you are holding or touching *and* staring intently at. The improved (4-point) one may be cast at a distance, using Innate Attack (Gaze) for targeting; in theory, this can be dodged, but the subject must have some way to know it's coming.

Consult *Making Things Burn* (p. B433) – a target rated from Super-Flammable to Resistant ignites immediately. Anything more resistant to fire may catch if this spell is cast repeatedly and continuously. Roll 3d after every 10 seconds of uninterrupted casting; Highly Resistant materials (including flesh) catch on a 16 or less, while Nonflammable ones catch only on a 6 or less.

This spell does no actual damage to the object, though it will likely take damage from the resultant fire.

Statistics: Burning Attack 3 points (Incendiary, +10%; Melee Attack, Reach C, Cannot Parry, -35%; No Signature, +20%; No Wounding, -50%; Sorcery, -15%; Vision-Based, Reversed, -20%) [1]. The improved version replaces Melee Attack and Vision-Based with Increased 1/2D, 10x, for a net +70% [+3].

Shape Fire

Keywords: None.

Full Cost: 19 points/level.

Casting Roll: IQ.

Range: 100 yards.

Duration: Indefinite.

You can control the shape of a fire, which must have an initial radius (in yards) no greater than your level of this spell. This even allows you to "walk" the fire, with a Move equal to your spell level. You cannot split the fire into multiple components – it must remain one continuous fire – but you do not have to leave it in a circular shape. You must actively concentrate while shaping or moving the fire, but may otherwise maintain this spell normally (no concentration required).

Statistics: Control Fire (Accessibility, Only to shape and move fire, -30%; Ranged, +40%; Sorcery, -15%) [19/level].

Fire brings only destruction and pain. It forces those of us burdened with its care to walk a razor's edge between humanity and savagery.

– Jeong Jeong, in *Avatar: The Last Airbender* #1.16

GATE SPELLS

Planar Visit

Keywords: None.

Full Cost: 30 or 50 points.

Casting Roll: IQ. Special casting time (see below).

Range: Self.

Duration: Indefinite.

You leave your body behind, unconscious, while your spirit visits another plane of existence. While there, you cannot cast spells or otherwise affect the world in any meaningful way. Your spirit form *is* visible, but insubstantial. This spell can be maintained indefinitely, but your body's need to eat, drink, sleep, etc. *effectively* limits the duration to a day or so – longer if your body is left with friends, in a hospital, or otherwise cared for.

The basic (30-point) version of this spell allows you to visit *one* other plane, chosen when you learn the spell. The improved (50-point) version opens this up to any dimension you are familiar with. You can become familiar with new planes by hitching a ride there – with another sorcerer using this spell, a magician using an equivalent spell, a creature with an innate ability, etc. – or via tomes of knowledge which contain detailed instructions on where and how to travel.

Unlike most spells, Planar Visit takes 10 or 11 seconds to cast instead of one or two. You *can* speed this up by taking -1 to skill for each second omitted (maximum -10).

Statistics: Jumper (World; Improved, +10%; Limited Access, -20%; Magical, -10%; Projection, Cannot affect new world, -50%) [30]. The improved version removes Limited Access [+20]. *Note:* The Improved enhancement removes the auto-fail on 14+.

Suspend Time

Keywords: Area (Leveled), Resisted (Will, Special).

Full Cost: 141 points for level 1 + 5 points/additional level.

Casting Roll: Will.

Range: Unlimited.

Duration: 30 minutes.

The affected area is temporarily frozen in time. Every person, thing, movement of nature, etc., is completely immobilized (even in midair) – and nothing that anyone *outside* of the area does will affect them. Anyone entering the “time bubble” is frozen as well. Those within are completely immune to damage, poison, aging, and so on. This spell can thus save the lives of people about to be caught in a mudslide – or freeze your foes while you fire a few hundred arrows at them. (The arrows will stop once they enter the “bubble,” but once time resumes, so do they . . .)

Unless everyone within the area is willing, the person with the *highest* effective Will resists. The spell is all-or-nothing; if that one person resists, then the spell fails, but if not, then it works. If the GM is uncertain of who has the best resistance roll (e.g., one person has high Will while another has modest Will but also Luck), he can pick two, roll for both, and *average* their margins of success for the Quick Contest.

This spell cannot be countered via Dispel Magic (p. 21), only by Remove Curse (p. 21).

Statistics: Affliction 1 (Will; All or Nothing, below, -10%; Area Effect, 2 yards, +50%; Based on Will, +20%; Cosmic, Immune to Dispel Magic, +50%; Extended Duration, 10×, +40%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Sorcery, -15%; Temporal Stasis, +1,000%; Variable, Area, +5%) [141]. Additional levels add Area Effect (+50%) [+5].

HEALING SPELLS

Minor Healing

Keywords: None.

Full Cost: 32 points.

Casting Roll: IQ.

Range: Touch.

Duration: Instantaneous.

By making physical contact with a subject, you may immediately heal him 1d HP. This also automatically stops any bleeding. You may heal subjects of your own race and

any “similar” races (GM’s call); e.g., a human can heal other humans but not dogs or plants.

Your casting roll is at -2 if the subject is unconscious. In addition, if used more than once per day on a given subject, you are at a cumulative -3 per *successful* healing. Failure costs you 1d FP *instead* of the usual 1 FP!

Statistics: Healing (Affects Self, +50%; Cannot restore crippled limbs, -10%; Capped, 2 FP, -25%; Injuries Only, -20%; Magical, -10%; Reduced Fatigue Cost 1, +20%) [32]. *Note:* The 4 HP of healing has been converted to dice per p. B269.

New Limitation: All or Nothing

Your spell either works 100% or it doesn’t work at all. The specifics depend on the ability. Damaging attacks must specify a threshold (usually a major wound); if the damage is enough to cause it, the spell works, but if not, the target takes *no* injury at all. Area-effect attacks with this limitation are resisted by the subject with the *best* resistance; if he loses, everyone is affected, but if he ties or wins, *no one* is. And defenses either block an attack completely or let it through. The examples given here are all worth -10%; the GM may adjust this for thresholds which are easier or harder to achieve.

High-Fatigue Spells

At the GM’s option, a spell could cost more than 1 FP – either because it’s built using a fatigue-hungry advantage (like Healing) or because the GM feels that the spell needs extra levels of Costs Fatigue for game balance. While this will not *break* the system, it does alter one of the fundamental assumptions about sorcerers – that their spells are kept in check by *character-point* cost, not by fatigue cost. So instead, consider restricting overly powerful spells with *other* limitations, such as Accessibility, Limited Use, and Trigger. If you must raise the FP cost, keep it reasonable; a 2 FP charge is sufficient to distinguish a spell as “unusually difficult,” and in *no* case should a spell (even a completely game-breaking one) ever cost more than 10 FP.

Relieve Madness

Keywords: Resisted (Will).

Full Cost: 10 points.

Casting Roll: IQ. Use IQ (again) or Brainwashing to remove disadvantages.

Range: Unlimited.

Duration: Three days.

You can temporarily remove any mental disadvantages in a subject that the GM agrees represent “insanity.” Valid examples include Berserk, Chronic Depression, Flashbacks, Megalomania, and Phantom Voices. Some disadvantages – such as Compulsive Behavior, Delusion, Odious Personal Habit, and Phobia – *may* count, depending on the severity and specific details. Self-imposed disadvantages (p. B121) *never* qualify.

If the subject is willing, no resistance roll is needed. If not, he resists with Will *and* must be completely immobilized or otherwise under your control while you cast the spell. Successful casting gets you inside of his head, where you can “see” his insanity; the GM will reveal his insanity-related disadvantages. You must then win a *second* Quick Contest of IQ vs. Will – or make another unopposed IQ roll, for a willing subject – at -1 for every full -5 points in disadvantages you wish to remove.

You may substitute Brainwashing for IQ, if better. A critical success here gives the subject an excuse to buy off his problem, if he has the character points!

Statistics: Mind Control (Accessibility, Only to remove “insane” mental disadvantages, -20%; Conditioning Only, -50%; Fixed Duration, +0%; Sorcery, -15%) [10].



ILLUSION AND CREATION SPELLS

Complex Illusion

Keywords: Area (Leveled).

Full Cost: 42 points for level 1 + 12.5 points/additional level*.

Casting Roll: None. Use IQ or Artist (Illusion) to determine how convincing it is.

Range: 100 yards.

Duration: Indefinite.

You can create an illusion anywhere that you can see within 100 yards; see *Area* (p. 9) for the size. It affects hearing as well as vision, but special senses such as Infravision or Vibration Sense are not fooled. You must *win* a Quick Contest of IQ – or Artist (Illusion), if better – against the Per of anyone you want to fool; otherwise they notice something “off.” Do not apply range penalties to your roll. Their roll is at +4 if they have reason to be alert for illusions or +10 if you made it appear from out of nowhere. However, even if they successfully

“disbelieve,” your illusion doesn’t disappear. Thus, even an obvious illusion can be useful to block line of sight or act as white noise to mask quiet conversation.

You must concentrate to change the illusion or to have it behave “intelligently” (e.g., to make an illusory person talk). Without concentration, it will conform to your expectations for how it should behave; e.g., an illusory wolf will shy from a torch or snarl if someone comes close.

Statistics: Illusion (Independence, +40%; Ranged, +40%; Sorcery, -15%) [42]. Additional levels add Area Effect (+50%) [+12.5*].

* Calculate the total cost and then round *down* (because the base ability costs just 41.25 points before rounding). Level 2 costs 54 points, level 3 costs 67 points, level 4 costs 79 points, level 5 costs 92 points, and so on.

Create Object

Keywords: None.

Full Cost: 56 points for level 1 + 4 points/additional level.

Casting Roll: IQ. Special casting time (see below).

Range: Touch.

Duration: Indefinite.

You can create any simple, common object weighing 3 lbs. or less; it appears in your hand. The GM should be generous in determining what’s “simple” and “common”; this rule primarily exists to prevent players from summoning 3-lb. diamonds, prototype technology, and so on. Note that (e.g.) “a loaded gun” would be a single object; you do not have to create the gun and bullets separately!

Unlike most spells, Create Object requires 10 or 11 seconds to cast instead of the normal one or two seconds. If your roll fails, you create the *wrong* thing. The difference depends on your margin of failure; if you’re trying to conjure a broadsword, failure by 1 might give you a short-sword, while failure by 5 would give you a wooden toy sword! If you fail, you can try again, but repeated attempts cost 3 FP (instead of the usual 1 FP) and take a cumulative -1 to the IQ roll, until you succeed or wait an hour.

A created object lasts indefinitely. That means, however, that if you want to cast this spell *again*, the first object goes away as soon as you begin casting to create the second one. If you can maintain multiple spells (*Simultaneous Spells*, p. 8), you can keep multiple versions of Create Object “on” to get around that problem.

Higher levels of this spell allow you to create heavier, larger objects. However in no case can you create an object weighing more than 2×BL; it must always be something you could hold in one hand.

<i>Spell Level</i>	<i>Weight</i>	<i>Min. ST</i>
1	3 lbs.	3
2	5 lbs.	4
3	7 lbs.	5
4	10 lbs.	5
5	15 lbs.	7
6	20 lbs.	8
7	30 lbs.	9
8	50 lbs.	12
9	70 lbs.	14
10	100 lbs.	16

For higher levels, look up the spell level in the “Size” column of the *Size and Speed/Range Table* (p. B550) and then read the corresponding “Linear Measurement” as pounds instead of yards. (Or note that every +6 levels corresponds to 10x weight.) See p. B17 to find minimum ST.

Statistics: Snatcher (Accessibility, Only common objects that exist in your own world, -20%; Improved, +10%; Less Weight, 3 lbs., -5%; Magical, -10%; Reduced Fatigue Cost 1, +20%; Unpredictable, -25%) [56]. Level 2 removes Less Weight (+5%) [+4] and additional levels add More Weight (+5%) [+4]. *Note:* The Improved enhancement eliminates the auto-fail on 14+.

KNOWLEDGE SPELLS

Detect Magic

Keywords: Information.

Full Cost: 7 points.

Casting Roll: IQ.

Range: Unlimited.

Duration: Instantaneous.

Determines whether the subject (person, object, or area) is under the effects of magic; enchanted items definitely count. The GM will secretly roll against the caster’s IQ minus range penalties (p. B550) to the subject, which the caster *must* be able to see or touch. If the sorcerer is familiar with the spells in question, this will reveal them. Otherwise, the GM will use the margin of success to determine how much information to give the sorcerer.

Statistics: Detect (Magic; Sorcery, -15%; Touch-or Vision-Based, -15%) [7].

Divination

Keywords: Information.

Full Cost: 48 or 98 points.

Casting Roll: IQ. Special casting time (see below).

Range: Touch.

Duration: Instantaneous.

You receive a vision about the subject’s future, tailored toward the question you ask or topic you specify. If the subject is not yourself, he must be within reach when the spell is cast. You may ask a general question that affects *many* people (e.g., “Will the tsunami hit our coast?”) as long as at least one of those people is present. In all cases, the GM may apply penalties if he feels that the topic in question is not something with a fixed answer – such as the outcome of an upcoming battle – particularly if the PCs will be using this information to influence it! (If so, he should divulge this penalty to the sorcerer’s player, who may then decide whether it’s worth casting the spell.)

In all cases, the GM is not obliged to give a straightforward answer; this spell produces a *vision*, which may require some interpretation. The margin of success should determine the clarity of the vision and how easy it is to interpret.

The basic (48-point) version of this spell requires 10 minutes to cast! The improved (98-point) version requires only the usual one or two seconds.

Statistics: Precognition (Active Only, -60%; Directed, +100%; Magical, -10%; Reduced Fatigue Cost 1, +20%; Reliable 8, +40%) [48]. The improved version adds Reduced Time 10 (+200%) [+50].

LIGHT AND DARKNESS SPELLS

Light

Keywords: None.

Full Cost: 11 points for level 1 + 4 points/additional level.

Casting Roll: IQ.

Range: 100 yards.

Duration: One minute.

You can summon light equivalent to full daylight; you may make this light manifest anywhere within 100 yards. The light is bright enough to eliminate all darkness penalties in a 10-yard radius. By concentrating, you can move this “zone of light” at up to (spell level) yards per second.

Statistics: Create Visible Light 1 (Accessibility, Limited to lighting a 10-yard radius for one minute, -40%; Magical, -10%; Ranged, +40%; Reduced Fatigue Cost 1, +20%) [11]. Additional levels add Mobile (+40%) [+4].

I see you through the clouds

Shining on my face

Like sunlight burning at midnight

– Francesca Battistelli,
“Beautiful, Beautiful”

Sunbolt

Keywords: Missile, Obvious.

Full Cost: 4 points/level.

Casting Roll: None. Use Innate Attack (Beam) to hit.

Range: 100 yards.

Duration: Instantaneous.

You fire a beam of concentrated sunlight that does 1d burning damage per level! This is a tight-beam burning attack; see p. B399. Beings with Weakness (Sunlight) take an additional 1d of injury when first struck, though they are then immune for the duration of their Weakness; e.g., someone with Weakness (1d per minute) would take no more than an additional 1d per minute from Sunbolt.

The beam is easily reflected. Normally it cannot be blocked, but someone may use a mirror or a *highly* polished shield to do so; this causes the attack to bounce off in a random direction, possibly striking the wrong target (p. B389). The mirror-wielder may even attempt to reflect it back at the caster, but this gives -2 to Block; the sorcerer defends normally. On the upside, the caster may make use of mirrored surfaces to “ricochet” the beam. This inflicts -2 per bounce to the attack roll, but may allow the attacker to bypass cover; in addition, the target is at -1 per bounce to defend.

Sunbolt is a standard ranged attack, and is thus affected normally by spells like Reverse Missiles.

Statistics: Burning Attack (Nuisance Effect, Reflective, -5%; Sorcery, -15%) [4/level]. *Notes:* The beam counting as sunlight is not a modifier, simply the attack's description. The Nuisance Effect covers the collective rules for mirrors, which are *slightly* more punitive than useful.

EARLY TERMINATION

Because sorcerers have no simple way to terminate their fixed-duration spells, the following limited variant of Dispel Magic (p. 21) is nigh-ubiquitous. In fact, Cancel Spells belongs to *no* magical college and can thus be acquired even by magicians whose Limited Sorcerous Empowerment normally bars them from learning Meta-Spells. Even sorcerers who know Dispel Magic often learn Cancel Spells, as it is more versatile in some ways.

Cancel Spells

Keywords: None.

Full Cost: 10 points.

Casting Roll: Will.

Range: Self.

Duration: Instantaneous.

You may immediately terminate one or more ongoing spells that *you* had cast. They do not resist; they immediately end. Don't apply any range penalties; *you* are always the subject of Cancel Spells, even for spells that were not cast upon your mind or body. Cancel Spells works on spells that are immune to Dispel Magic – but only if they're *your* spells.

This does not undo any *secondary* effects that happened due to those spells; e.g., if your magical campfire has set the forest ablaze, that tiny part of the conflagration is all that snuffs out when you dispel it.

Statistics: Neutralize Magic (Accessibility, Own spells only, -50%; Interruption, -50%; Precise, +20%; Sorcery, -15%) [10].

If he *wins by 5 or more*, the target immediately disintegrates. It cannot be repaired or recovered by any mundane means. If he *wins by less*, the object survives, but for the next three minutes, its HT is at -5 and its DR is reduced by 10; if it's a weapon, treat it as *cheap* for breakage purposes, or an extra +2 to break if already cheap. (Most casters will follow up with a *second* Disintegrate casting, as the target is nearly guaranteed to lose by a large margin.) If he loses or ties, there is no effect.

Disintegrate must affect objects as a whole; it cannot target part of an object. The GM has the final say over what constitutes a "whole" object.

Statistics: Affliction 1 (HT; Accessibility, Inanimate objects only, -10%; Attribute Penalty, HT-5, +50%; Cosmic, Object disintegrates if destroyed, +50%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; Malediction 2, +150%; Negated Advantage, Reduced DR 10, +50%; No Signature, +20%; Secondary Destruction, +60%; Sorcery, -15%) [47]. *Note:* "Destruction" is a variant of Heart Attack appropriate for inanimate objects, which simply break rather than suffering mortal conditions.

Inspired Creation

Keywords: Buff.

Full Cost: 30 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: Special.

Helps a crafter create one work – a weapon, suit of armor, painting, spreadsheet, etc. – of amazing quality. It must be a *mundane* creation; this spell will not assist a magical enchanter! The sorcerer must be present throughout the entire creation process (a conditional fulfilled automatically if the sorcerer and maker are the same person!), casting this spell at the end. If the spell is successful, the maker does not even need to roll; instead, treat it as an automatic critical success.

However, the crafter immediately loses 6 FP from the strain on his mind and body.

The sorcerer can cast this spell only once per day; the universe only has so much spare inspiration! At the GM's option, this spell may be available in levels (for an additional 20 points/level), in which case it can be cast a number of times per day equal to its level.

Statistics: Affliction 1 (HT; Advantage, Inspired Creation, +200%; Increased 1/2D, 10x, +15%; Sorcery, -15%) [30]. Additional levels, if allowed, add more Inspired Creation to Advantage (+200%) [+20]. *Notes:* "Inspired Creation" is Super Luck (Accessibility, Critical successes only, -10%; Accessibility, Only if caster present throughout crafting process, -10%; Aspected, Crafting, -20%; Costs Fatigue, 6 FP, -30%; Game Time, +0%; Magical, -10%) [20]. Since the caster must be present the entire time, the duration is "as long as it takes the crafter to make his skill roll," but he only gets one chance to cast it; this is a 0-point special effect.

MAKING AND BREAKING SPELLS

Disintegrate

Keywords: Resisted (HT).

Full Cost: 47 points.

Casting Roll: Will.

Range: Unlimited.

Duration: Three minutes or instantaneous.

This spell has the potential to turn any inanimate object to dust! The sorcerer must roll a Quick Contest of Will vs. the object's HT+SM. As usual, apply Talent and range penalties to his roll. If the target's HT is unknown, assume that machines have HT 10 and simple objects have HT 12, modified for quality: -2 for cheap, +1 for fine, +2 for very fine.

META-SPILLS

Dispel Magic

Keywords: Area (Leveled), Resisted (Will or spell).
Full Cost: 60 points for level 1 + 25 points/additional level.
Casting Roll: Will.
Range: Unlimited.
Duration: Instantaneous.

Attempts to negate every instance of magic within the area. Dispel Magic does not care if the spell is beneficial or harmful; if the subject of that spell is within the area, this spell attempts to counter it. Casting Dispel Magic on another magician will remove any Buff spells and such that he'd previously cast upon himself, but does not affect any of his more distant ongoing spells nor his spellcasting ability.

Note how much the sorcerer's Will roll (minus range penalties) succeeds by; every spell in the area resists separately with a Quick Contest. Use the spell's level (if a skill) or the caster's Will + Talent (if a power); for the latter, the Talent is usually Sorcery Talent or some type of Magery. If the sorcerer *wins*, the spell dissipates; it may be recast normally.

Dispel Magic has no effect on instantaneous spells (which don't stick around) or on the secondary effects of lasting spells (e.g., if a mind-controlled bear has mauled people, their wounds don't go away). Also, some spells explicitly state that they are unaffected by Dispel Magic; such spells require more powerful countermagic, usually Remove Curse (below). It also cannot end Truly Permanent effects, such as the magic of enchanted items.

Statistics: Neutralize Magic (Accessibility, Must target subject, not caster, -10%; Area Effect, 2 yards, +50%; Interruption, -50%; Ranged, +40%; Sorcery, -15%; Variable, Area, +5%) [60]. Additional levels add Area Effect (+50%) [+25].

Remove Curse

Keywords: Resisted (Will or spell).
Full Cost: 65 points.
Casting Roll: Will.
Range: Unlimited.
Duration: Instantaneous.

Attempts to dispel a single instance of magic. Remove Curse must target the subject of the spell, which can be a person, object, or area. For areas, calculate range to the *center* of the area. The sorcerer must state which spell he is attempting to counter.

Treat the resistance roll as for Dispel Magic (above). Remove Curse differs from Dispel Magic primarily in that it cannot counter all magic in the area, just one spell, but it *can* remove powerful magic such as Lesser Geas (below), Flesh to Stone (p. 15), and Suspend Time (p. 17). It cannot end Truly Permanent effects, such as the magic of enchanted items.

Statistics: Neutralize Magic (Accessibility, Must target subject, not caster, -10%; Accessibility, One spell at a time, -5%; Cosmic, Can dispel spells that are immune to Dispel Magic, +50%; Interruption, -50%; Precise, +20%; Ranged, +40%; Sorcery, -15%) [65].

Scryguard

Keywords: Buff.
Full Cost: 68 points.
Casting Roll: None. Use Innate Attack (Gaze) to aim.
Range: 100 yards.
Duration: Five hours.

The subject is nearly impossible to detect, see, or divine with any Information spells, regardless of the magic system used to cast them. Scryguard reduces the diviner's effective margin of success by 10 for these purposes – so a spell that succeeded by 0-9 completely fails to find the subject, while one that succeeded by 10+ provides less information than normal and is at a *huge* disadvantage if it's resisted.

A spell like Detect Magic (p. 19) will reveal the existence of the Scryguard spell, but that's all – and the caster would have to first see the subject with his own eyes to cast it.

Statistics: Affliction 1 (HT; Advantage, Scryguard, +480%; Extended Duration, 100x, +80%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [68]. *Note:* "Scryguard" is Obscure 10 (Information Spells; Defensive, +50%; Magical, -10%; Stealthy, +100%) [48].

*Who is so ignorant as to challenge
the magical ability of The Great and
Powerful Trixie?! Do they not know
that they're in the presence of the most
magical unicorn in all of Equestria?*

*– Trixie, in My Little Pony:
Friendship is Magic #1.6*

MIND CONTROL SPILLS

Lesser Geas

Keywords: Resisted (Will).
Full Cost: 54 points.
Casting Roll: Will.
Range: Unlimited.
Duration: Permanent (until fulfilled).

Give a subject a command to do one specific thing. It must be something a person could feasibly, realistically accomplish; "destroy every tree in the world" would not be valid but "destroy every tree in this town" would be.

If the subject fails to resist, he must make this command his *first* priority at all times. He is free to decide how to go about it, however, and may approach the situation intelligently; e.g., rather than grabbing an axe, he could contact a temp agency to hire a small army of woodcutters. In effect, he has an Obsession (p. B146) with no self-control roll.

Once the subject accomplishes the goal, the geas ends. The only way to remove the geas before then is with Remove Curse (above); Dispel Magic (above) has no effect.

Statistics: Affliction 1 (Will; Based on Will, +20%; Cosmic, Immune to Dispel Magic, +50%; Extended Duration, Permanent, +150%; Malediction 2, +150%; No Signature, +20%; Sorcery, -15%; Variable Enhancement, +65%) [54]. *Note:* Variable Enhancement provides +13% of enhancements (+130%) but is limited by "Accessibility, Only for Obsession with no self-control roll" (-50%) for a net +65%.

Terror

Keywords: Area (Fixed).

Full Cost: 45 points for level 1 + 15 points/additional level.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: Instantaneous.

You strike fear into the hearts of others. You can target any area within 100 yards and affect *everyone* within a 10-yard radius – this is not selective and (unlike most Area spells) you cannot reduce the area! Those in the area must roll a Fright Check, applying any Magic Resistance as a bonus. Your victims get +1 per Fright Check after the first within 24 hours, and anyone who succeeds is *immune* to this spell for an hour.

Each additional level of this spell imposes -1 to the Fright Check. For example, with Terror 4, the subjects must make Fright Checks at -3.

This spell is *not* Resisted; the chance to succeed at the Fright Check takes the place of a normal resistance roll.

Statistics: Terror (Presence, +25%; Ranged, +40%; Sorcery, -15%) [45]. Additional levels add -1 to the Fright Check [+15].

MOVEMENT SPELLS

Grease

Keywords: Area (Special).

Full Cost: 45 points for level 1 + 15 points/additional level.

Casting Roll: IQ.

Range: 100 yards.

Duration: 30 seconds.

Make a patch of ground extremely slippery. This may affect an area up to (Grease level)+1 yards in radius. There is no visible clue that the ground has been greased. All DX-based activities, including attack and defense rolls, are at -2 in the greased area. In addition, those moving into or through the area must roll against DX-2 every turn or fall; this roll is at +1 if walking at Move/2, +2 at Move/4, and +3 at Move/8 (round down, minimum 0). Critical failure causes 1d-2 injury to a randomly chosen limb.

Anyone with Perfect Balance or Terrain Adaptation (Slippery) may ignore the effects of this spell. Anything less, including special footwear, doesn't help.

Statistics: Control Ground Friction 2 (Accessibility, Only to reduce friction, -25%; Cannot concentrate to extend duration, -10%; Extended Duration on Persistent, 3x, +20%; Persistent, +40%; Ranged, +40%; Sorcery, -15%) [45]. Additional levels add Control Ground Friction (Accessibility, Only to reduce friction, -25%; Cannot concentrate to extend duration, -10%; Extended

Duration on Persistent, 3x, +20%; Only to increase area, -50%; Persistent, +40%; Ranged, +40%; Sorcery, -15%) [15/level].

Notes: Based on Control Friction from **GURPS Supers**.

Locksmith

Keywords: None.

Full Cost: 10 points.

Casting Roll: None. Use IQ (at -1) or Lockpicking (at +4) to open locks.

Range: 10 yards.

Duration: Indefinite.

You can perform fine manipulation that allows you to unlock a door without even touching it. The door must be within 10 yards and you must be able to see it clearly. Roll against Lockpicking at +4, or IQ at -1 if you lack Lockpicking skill. (Add Talent, as usual.) This is not an instantaneous attempt. It takes as long as the GM decrees – about a minute for a typical lock, but possibly shorter or longer for particularly easy or hard specimens.

While this spell is *optimized* for picking locks, it can also be used for any fine manipulation where a set of extra (though very weak) hands would help. Such tasks get +2 or +4, depending on *how* useful the GM feels this assistance will be.

Statistics: Accessory (TK Lockpicks) [1] + Telekinesis 2 (Sorcery, -15%) [9]. *Note:* The +4 is the usual fine-work task bonus for Lockpicking.

NECROMANTIC SPELLS

Steal Vitality

Keywords: None.

Full Cost: 19 points for level 1 + 3 points/additional level.

Casting Roll: None.

Range: Touch.

Duration: Indefinite.

You can steal HP from a victim to replenish your own. There is no resistance roll, but the subject must be either willing or *completely* helpless. You must touch him constantly while stealing vitality. Every two seconds, he loses HP equal to the level of this spell; for every full 3 HP he loses, you recover 1 HP.

Statistics: Leech 1 (Sorcery, -15%; Takes Extra Time 1, -10%) [19 + 3/additional level].

Turn Zombie

Keywords: Area (Leveled).

Full Cost: 47 points for level 1 + 7.5 points/additional level*.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: Instantaneous. Undead who flee will remain affected for 15 hours.

Every zombie in the area takes 1d of crushing damage. (Here, "zombie" means any mindless undead creature animated by magic.) Their DR does not protect!



In addition, every zombie must immediately roll against HT+DR; this is an unopposed roll, not a Quick Contest. If that roll fails, that zombie *immediately* flees from the caster and will not approach him again for the next 15 hours.

Statistics: Affliction 1 (HT; Accessibility, Zombies only, -50%; Area Effect, 2 yards, +50%; Disadvantage, Dread, +30%; Extended Duration, 300x, +100%; Fixed Duration, +0%; Link, +10%; No Signature, +20%; Sorcery, -15%; Variable, Area, +5%) [25] + Crushing Attack 1d (Accessibility, Zombies only, -50%; Area Effect, 2 yards, +50%; Cosmic, Irresistible attack, +300%; Link, +10%; Magical, -10%; No Signature, +20%; Variable, Area, +5%) [22]. Additional levels add Area Effect (+50%) to Affliction [+5*] and Crushing Attack [+2.5*].

* Calculate the total cost and then round *down* (because the total cost before rounding is 46.25). Level 2 costs 54 points, level 3 costs 62 points, level 4 costs 69 points, level 5 costs 77 points, and so on.

PLANT SPELLS

Blight

Keywords: Area (Leveled), Resisted (HT, special).

Full Cost: 44 points for level 1 + 5 points/additional level.

Casting Roll: Will.

Range: Unlimited.

Duration: Permanent.

Plants in the area grow more slowly and weakly: Crops produce half the usual yield, vegetation grows half as tall, and any mundane HT rolls made by the plants are at -2. This spell affects only inanimate plants; mobile or sentient ones are immune.

This spell is resisted by the plant with the single best HT+SM value in the area. (If a plant's HT is unknown, assume HT 12.) If it resists, the spell fails and no plants are affected; otherwise, all of the plants are.

Blight is permanent until countered (e.g., by Dispel Magic, p. 21), but it targets the *plants*, not the area. Once the plants die or are harvested, the soil is fine for growing new plants. (Plants designed to stick around for years, such as trees, continue to suffer.)

Statistics: Affliction 1 (HT; Accessibility, Sessile plants only, -30%; All or Nothing, p. 17, -10%; Area Effect, 2 yards, +50%; Disadvantages, Slow Healing 1 and Very Unfit, Variants, +20%; Extended Duration, Permanent, +150%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Sorcery, -15%; Variable, Area, +5%) [44]. Additional levels add Area Effect (+50%) [+5].

Body of Wood

Keywords: Buff.

Full Cost: 98 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: 30 minutes.

The subject gains the Body of Wood meta-trait; see the footnote below for details. Clothing and gear weighing no more than his BL change with him. He cannot shift back on

his own; he must wait for the spell to expire or be dispelled. (This does not change if the sorcerer is the subject.)

Statistics: Affliction 1 (HT; Advantage, Body of Wood, +840%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; Sorcery, -15%) [98]. *Notes:* "Body of Wood" is Alternate Form (Body of Wood*; Can Carry Objects, No Encumbrance, +10%; Magical, -10%) [84]. If turned into a "usually on" magical item (pp. 27-28), the wearer can shift at will but it takes 10 seconds to do so.

* A meta-trait from p. 165 of *GURPS Magic*: Basic Speed-1 [-20]; Blunt Claws [3]; DR 2 (Semi-Ablative, -20%) [8]; Doesn't Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Lifting ST 5 [15]; Numb [-20]; and Affected by Plant Spells [0]. 76 points.

Mana

All spells require mana. In no-mana areas, spells simply cease to work. In low-mana areas, all casting rolls are at -5, while spells with no casting roll halve all effects: damage, range, weight, etc. (The GM may have to interpret what "half effect" means for certain spells.) Normal-mana areas use these rules as written. In high-mana areas, halve all casting times, rounding up. In very-high-mana areas, halve all casting times and the sorcerer immediately recovers any FP spent on a spell or to boost an improvisation attempt (pp. 6-8)

PROTECTION AND WARNING SPELLS

Magelock

Keywords: None.

Full Cost: 25 points for level 1 + 15 points/additional level.

Casting Roll: None.

Range: Touch.

Duration: Five hours.

The sorcerer must touch a portal – here defined as a door, window, or similar entrance that can be opened and closed. This spell locks the portal, even if it had no lock, and physically prevents it from opening. Attempts to pick the lock fail, as the lock itself is essentially "frozen" in place.

Intruders must break the door down to enter. However, every level of Magelock *past the first* gives +5 DR to the portal (including its lock, hinges, and so on). This DR only hinders attempts to force the door; it does not provide cover DR to those behind it, nor does it help if enemies use area effects or explosions to blow up the portal as a whole!

Statistics: Affliction 1 (HT; Accessibility, Only portals, -50%; Extended Duration, 100x, +80%; Fixed Duration, +0%; Melee Attack, Reach C, -30%; No Signature, +20%; Nuisance Effect, Can be overcome by Lockmaster, -5%; Paralysis, Variant, +150%; Sorcery, -15%) [25]. Additional levels add "Advantage, DR 5 limited to breakdown attempts" (+150%) [+15].

Reverse Missiles

Keywords: Buff

Full Cost: 75 points for level 1 + 63 points/additional level.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: Three minutes.

Any successful ranged attack made against the subject is turned around so that it hits the attacker instead – so long as the basic damage of the attack (in dice) is less than (Reverse Missiles level)×2. For example, Reverse Missiles 3 would redirect any ranged attack up to 6d while allowing those of 6d+1 or higher through. Convert all flat damage to dice (as per p. B269) for this determination.

An attacker unaware that this spell is in place must roll against the lower of IQ or Per, at +3 for Danger Sense and +3 for Combat Reflexes, to realize it in time to get a defense. If the attacker is not physically present at the time of the attack, the missiles are just deflected harmlessly. Do not roll damage or apply special effects until after determining who (if anyone) is hit.

This spell protects against all types of damaging ranged attacks, from thrown weapons to energy-beam spells. It also reflects non-damaging ranged attacks; each level of Reverse Missiles can repel two levels of Affliction or 10 levels of Binding. Against most area effects and explosions, it will stop only the fragmentation damage (shrapnel), not the explosion itself.

Statistics: Affliction 1 (HT; Advantage, Reverse Missiles 1, +630%; Fixed Duration, +0%; Increased 1/2D, 10×, +15%; No Signature, +20%; Sorcery, -15%) [75]. Additional levels add further Reverse Missiles to the Advantage enhancement (+630%) [+63]. *Note:* Each level of “Reverse Missiles” is Damage Resistance 7 (All or Nothing, p. 17, -10%; Force Field, +20%; Limited, Ranged, -20%; Magical, -10%; Reflection, +100%) [63] with each DR 7 converted into 2d per p. B269. The ruling on Affliction and Binding is from p. 168 of *GURPS Powers*.

SOUND SPELLS

Delayed Message

Keywords: Area (Special).

Full Cost: 38 points.

Casting Roll: IQ.

Range: Unlimited.

Duration: Permanent until triggered.

The sorcerer leaves a spoken message, up to about a minute long, which delays going off until the intended subject enters the area. The caster may specify either a named individual or a class of individuals (e.g., “priests of O’m”); in the latter case, the subject is the first such person to enter the area. At that point, the subject (only!) hears the message once. The spell then ends.

The size of the area in question is determined when the spell is cast. First, roll against IQ (plus Talent) to cast the spell, applying range penalties if the area is distant. If successful, look up the margin of success in the “Size” column of the *Size and Speed/Range Table* (p. B550); the corresponding linear

measurement is the maximum radius of the area. The caster may always choose a smaller area.

Once cast, this spell “hangs around” indefinitely, but does not require maintenance; the sorcerer can walk away and forget about it. It is still vulnerable to Dispel Magic (p. 21), can be spotted via Detect Magic (p. 19), and so on.

Statistics: Telesend (Delay, Triggered, Subject entering area, +50%; Short-Range 1, -10%; Sorcery, -15%) [38].

Thunderclap

Keywords: Area (Leveled), Resisted (HT).

Full Cost: 36 points for level 1 + 5 points/additional level.

Casting Roll: Will.

Range: Unlimited.

Duration: Instantaneous (but see below).

A loud sound, like an explosion or thunder, fills the area. Everyone within must resist with HT; Protected Hearing gives +5, Hard of Hearing gives +4, and those with Deafness are immune. If the caster is within the area, he must roll as well, but at +5. Everyone who fails to resist is deafened for 10 minutes times their margin of failure.

Statistics: Affliction 1 (HT; Area Effect, 2 yards, +50%; Disadvantage, Deafness, +20%; Extended Duration, 10×, +40%; Hearing-Based, -20%; Malediction 2, +150%; No Signature, +20%; Nuisance Effect, Loud, -5%; Sorcery, -15%; Variable, Area, +5%) [35] + Protected Hearing (Accessibility, Only versus own Thunderclap, -80%) [1]. Additional levels add Area Effect (+50%) [+5].

*Sorcery requires complete focus. Let’s go,
Thunder and Lightning. There’s more to learn.*

– Balthazar Blake, in *The Sorcerer’s Apprentice*

TECHNOLOGY SPELLS

Awaken Computer

Keywords: None.

Full Cost: 45 points/level (maximum four levels).

Casting Roll: None.

Range: Touch.

Duration: One hour.

This spell awakens the spirit within a computer. It is friendly, honest, and helpful toward the sorcerer, and able to communicate either using peripheral devices (such as a monitor and speakers) or telepathically with those touching it. It has complete access to all of its databases and peripherals; treat it as having an effective skill of 12 for anything involving its own hardware or software. It cannot *automatically* decrypt files, though it may attempt a single effort at doing so; roll its skill, at -5 on top of whatever penalty the encryption method imposes. (Or resolve it as a Quick Contest against the encrypter’s skill, with the spirit rolling at -5.)

Once the spell ends, the spirit vanishes and cannot be resummoned for at least the next five minutes.

Each level past the first gives +3 to the spirit's effective skill, to a maximum skill of 21 at level four.

Statistics: Contact! (Computer spirit; Computer Operation-12; Constantly Available; Completely Reliable; Highly Accessible, +50%; Maximum Duration, One hour, -10%; Sorcery, -15%) [45]. Additional levels improve skill to 15, 18, or 21, multiplying cost by 2, 3, or 4. *Note:* This is a wildcard Contact (triple cost) to reflect access to spirits from a variety of computers, rather than to represent a single Contact with a wildcard skill.

Preserve Fuel

Keywords: Area (Leveled).

Full Cost: 45 points for level 1 + 5 points/additional level.

Casting Roll: Will.

Range: 100 yards.

Duration: Two months.

All fuel in the area ceases to spoil, decay, or otherwise become unusable. Wood does not rot, gasoline does not evaporate, radioactive material does not decay, and so on. If the fuel is stored within a sealed container, the sorcerer's casting roll is penalized by its DR as well as the normal range penalties.

To convert area of effect (in yards) to cubic yards, square the radius and multiply the result by 12.5. To convert to gallons, square the radius and multiply the result by 2,500 for liquids or 2,150 for powders.

Statistics: Affliction 1 (HT; Accessibility, Only on fuels, -40%; Advantage, Unaging, Variant, +150%; Area Effect, 2 yards, +50%; Extended Duration, 30,000x, +180%; Fixed Duration, +0%; No Signature, +20%; Sorcery, -15%; Variable, Area, +5%) [45]. Additional levels add Area Effect (+50%) [+5]. *Note:* The DR subtracting from the casting roll rather than forcing a resistance roll (as for Buff spells) is a special effect.

WATER SPELLS

Icy Weapon

Keywords: Weapon Buff.

Full Cost: 14 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: Three minutes.

Once cast upon a weapon, this spell causes it to do an additional 1d of follow-up (p. B105) burning damage. This damage is from extreme cold, not fire; it will never set anything ablaze. The wielder will find the weapon cool to the touch, but not uncomfortable to use.

Statistics: Affliction 1 (HT; Accessibility, Only on weapons, -20%; Advantage, Icy Weapon, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [14]. *Notes:* "Icy Weapon" is Burning Attack 1d

IMPROVING SPELLS

The GM should be open to sorcerers tweaking and upgrading these spells, particularly as they add further levels of Sorcerous Empowerment. The only requirements are that the sorcerer has the earned character points to pay for the upgrade, the spell's new full cost doesn't exceed that of his Sorcerous Empowerment, and the changes won't violate campaign limits on area (p. 9), damage (p. 10), etc. Any changes should be done during downtime; assume that the spell research takes a minimum of one day per character point being added to the full cost – or twice that "in the field," away from books and testing facilities.

Example: Cindy knows Predict Weather (Improved) from p. 26. She wants to cut down on that 10-minute casting time by adding Reduced Time 5 (+100%) – raising its Full Cost to 50 but letting it be cast in just 19 or 20 seconds. The GM approves the upgrade. She had already paid $25/5 = 5$ points for the improved spell, and the new cost is $50/5 = 10$ points, so she'll have to pay the 5-point difference using earned character points. Her player erases "Predict Weather (Improved) [5]" from her character sheet and writes "Predict Weather (Improved and Fast) [10]" in its place.

Deprecating Spells

Starting sorcerers can rarely improvise (pp. 6-8) more than a perk, which makes even minor spells like Ignite Fire (Improved) (p. 16) worth learning. However, once the caster's Sorcerous Empowerment is strong enough to improvise such spells, there's no real advantage to "knowing" them – an improvised Ignite Fire is just as potent as a "studied" Ignite Fire.

The GM is free to say that this is the cost of gradual learning . . . but it's more fair to allow the sorcerer to re-invest the points spent on such a spell into a higher level of Sorcerous Empowerment. This reflects specific magical knowledge being broadened into more general ability.

Example: Cindy has Sorcerous Empowerment 6 [70] and knows many spells, including Detect Magic (p. 19), which has a Full Cost of 7 and thus cost her $7/5 = 2$ points to learn. She's been saving up character points to raise her Sorcerous Empowerment. Once she raises it to 7, she can improvise Detect Magic, and thus no longer needs to "know" it. The GM allows her to re-invest the 2 points from that spell, along with 8 earned character points, to raise her Sorcerous Empowerment to 7 [80].

(Follow-Up, This weapon, +0%; Magical, -10%; No Incendiary Effect, -10%; Visible, -10%) [4].

Whirlpool

Keywords: Area (Special).

Full Cost: 6 points/level (minimum four levels).

Casting Roll: IQ.

Range: 100 yards.

Duration: Indefinite.

The caster creates a circular whirlpool on any nearby body of water; this includes lakes, rivers, seas, and ponds, but has no effect on water in buckets, bathtubs, etc.

The maelstrom may be any size up to (Whirlpool level) yards in radius, with a funnel at its center that has a radius equal to 1/4 of that of the whirlpool (round up).

Swimming and boating in the whirlpool are difficult, taking a penalty equal in size to Whirlpool level minus the distance in yards from the center. Those within the maelstrom must make such a roll each turn; a failed roll pulls the person or boat one yard closer to the center (if possible). Those in the funnel are also pulled one yard *down*, below the water's surface!

Example: A sorcerer uses Whirlpool 10 to create a maelstrom six yards in radius (which means a two-yard-wide funnel). A swimmer is currently three yards from the center and must roll against Swimming at -7 (the center would inflict -10 but he's three yards away) or be pulled closer. He fails, and now he's two yards away, in the funnel. He must roll against Swimming at -8 or be pulled one yard closer *and* underwater. He fails, takes one final gulp of air, and gets pulled under – hoping he can make his Swimming roll at -9 next turn!

The whirlpool does not form instantly. The spell takes only the usual one or two seconds to cast, but after that, the vortex takes seconds equal to its radius in yards to form. Treat it as a “level 1 whirlpool” on the first second, a “level 2” on the second second, and so on, though a proper funnel does not form until the whirlpool is complete. Those in the area can easily see what's happening and may be able to escape before it achieves full strength. Once the sorcerer stops maintaining this spell, its funnel collapses and it shrinks at the same rate at which it grew.

Statistics: Control Bodies of Water (Accessibility, Only to create a whirlpool, -30%; Dissipation, -50%; Nuisance Effect, Takes several seconds to form and vanish, -5%; Ranged, +40%; Sorcery, -15%) [6/level].

WEATHER SPELLS

Cool

Keywords: Area (Leveled).

Full Cost: 7 points for level 1 + 5 points/additional level (or more).

Casting Roll: None.

Range: 100 yards.

Duration: Indefinite.

This spell lowers the ambient temperature of the area. The basic version can reduce the temperature by up to 40°F. This will never do damage directly, but see *Cold* (p. B430) for effects.

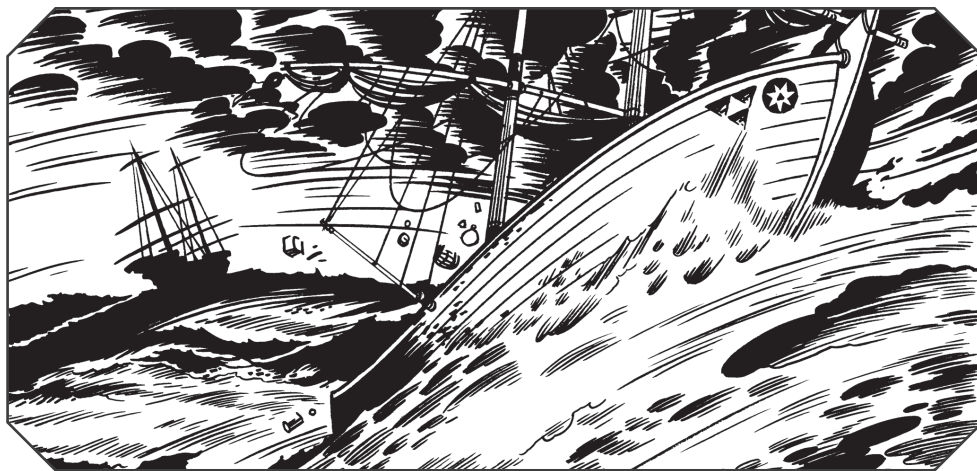
More potent versions of Cool exist. Increasing the full cost of the spell increases the degree of potential temperature change by the same factor, as indicated by the table below.

Spell Strength

Full Cost

Cool (40°F)	7 points for level 1 + 5 points/additional level.
Cool (80°F)	14 points for level 1 + 10 points/additional level.
Cool (120°F)	21 points for level 1 + 15 points/additional level.
Cool (160°F)	28 points for level 1 + 20 points/additional level.
Cool (200°F)	35 points for level 1 + 25 points/additional level.

Statistics: Temperature Control 2 (Cold, -50%; Increased Range, 10x, +30%; Sorcery, -15%; Variable, Area, +5%) [7]. Additional levels add Area Effect (+50%) [+5]. The expanded versions raise the Temperature Control level.



Predict Weather

Keywords: Information.

Full Cost: 13 or 25 points.

Casting Roll: IQ. Special casting time (see below).

Range: Local or Unlimited.

Duration: Instantaneous.

This spell forecasts the weather accurately for a given area over time. Successful casting tells the sorcerer what the weather will be like for the next day, plus a further day for every two *full* points of success. The GM should sum up each day with a few words: “Tomorrow will be pretty rainy; Tuesday, sunny and bright; Wednesday, cloudy with a chance of tornadoes.”

Alternatively, the caster can ask for an *hourly* forecast, in which case use the rules above but read “day” as “hour.” This provides far more detailed information, but at the cost of a much shorter timespan.

Unlike most spells, Predict Weather takes 10 minutes to cast. The basic (13-point) version only allows the caster to ask about the local weather. The improved (25-point) version lets him predict the weather *anywhere*; apply long-distance modifiers (p. B241).

Statistics: Precognition (Active Only, -60%; One Event, Weather, -40%; Reduced Fatigue Cost 1, +20%; Reliable 8, +40%; Magical, -10%) [13]. The improved version adds “Cosmic, Can divine distant subjects” (+50%) [+12].

CHAPTER THREE

ENCHANTED ITEMS

Although sorcery is based on *inherent* magic, it's possible for a sorcerer to invest part of his natural power in an item, creating such wonders as an amulet that lets the wearer fly or a wand that bestows Reverse Missiles with a flick of the wrist. These magical items exist apart from the sorcerer and are bought and sold with cash, not character points. In fact, many sorcerers learn how to enchant simply to provide a reliable source of income.

The following rules govern the creation of and economics behind enchanted items, but remain silent on how common or readily available they are. That decision must be based on the setting assumptions; a fast-and-loose world like **GURPS Dungeon Fantasy** may have "Magic Marts" on every street corner, while a more serious or low-fantasy campaign might require the PCs to establish an enchanter Contact and commission each item.

CREATING AN ENCHANTED ITEM

Crafting an enchanted item requires the sorcerer to know the spell in question *and* Enchant (p. 15). The first step is to *design* the magic item, which determines what form it will take, what statistics it will have, and how many enchantment points (EP) it requires. After that, the sorcerer must *enchant* the object, gradually channeling EP – and usually a few unspent character points – into the creation until it is complete. One complete, he can use it (p. 32), sell it (*Magical Economics*, p. 33), or give it away!

Don't play with that wand! It holds vast powers.

– Franjean, in *Willow*

DESIGNING IT

The design phase is an out-of-game decision made by the player and GM; it requires no in-game time. Once the particulars are known, the full cost of the spell, modified by a multiplier based on what type of item is being enchanted, is used to figure how many *enchantment points* (EP) will be needed to craft the item.

Which Spell?

The first step is to decide which spell the item will allow its wielder to cast. If the spell comes in levels or variants, it's important to nail down those details as well; the sorcerer cannot enchant a more powerful version of the spell than what he knows. Make a note of the spell's full cost.

Example: Cindy knows both Enchant and Cool 4 (120°F) (p. 26); the latter has a full cost of 66 points and allows her to drop the temperature by up to 120° in a 16-yard radius. When creating a Wand of Cool, she can imbue it with any strength from Cool (40°) to Cool (120°), and can give it any level from 1 (2 yards) to 4 (16 yards). To save points, she goes with Cool 4 (40°), which has a full cost of 22 points.

"Usually On" Items

Buff (p. 9) spells require special mention. By default, an item enchanted with a Buff allows the wielder to spend 1 FP to cast that exact spell on any subject. However, with GM permission, an item may *instead* be enchanted with a "usually on" version of the benefit in question. The wearer of such an item gains the advantage granted by the Advantage enhancement on the Affliction that makes up the Buff; see the spell's statistics for details (and see below for an example).

This limits the item so that *only the user* can be affected, but it also reduces the FP cost to use these spells to (number of "usually on" Buffs on the item) FP per hour; e.g., an artifact with three Buffs would cost 3 FP/hour to use. The user can turn the artifact on or off with a single Concentrate maneuver. (*Exception:* If an ability has its own activation rules – such as Alternate Form, which requires 10 consecutive Concentrate maneuvers – use those instead.) This always turns *all* of its "usually on" spells on or off; they cannot be activated selectively.

A "usually on" item costs FP as soon as it turns on, then again after every hour it remains on. Each period of activity stands alone; e.g., if the wearer were to turn a one-spell item on and off in one-minute intervals, he'd pay 1 FP per interval, not 1 FP per 60 intervals!

Example: A standard Amulet of No-Smell (p. 13) lets the user spend 1 FP to remove anyone's scent for 30 minutes; it would be based on the spells' normal full cost of 63 points. In contrast, an Amulet of No-Smell (Usually On) affects only the wearer, removing his scent for as long as he wished for only 1 FP/hour; this is the "No-Smell" ability mentioned as a note in the spell's statistics, which has a full cost of 47 points.



Weapon Buffs

For Weapon Buff (p. 11) spells, the enchanter may choose from the following three options. The first is available as an option for *any* item, while the last two can only be enchanted into weapons.

1. The artifact gives its wielder the ability to cast the Weapon Buff spell on *any* weapon. This uses the standard enchantment rules.

2. The enchantment works like a "usually on" (pp. 27-28) Buff spell. When it is not activated, the weapon appears normal, noticeable only to Detect Magic and similar abilities. The wielder may concentrate and pay (number of Weapon Buffs) FP to activate the weapon for an hour. Once activated, its capabilities are obvious (e.g., an Icy Weapon arrow begins swirling with cold, blue energy) until turned off again.

3. The buff is *always* on. This has the benefit of requiring no action or FP to activate the enchantment, but the downside that the spell is *always* quite obvious; anyone looking at the weapon can see that it's magical.

Optionally, the GM may allow only the first two options, to maintain consistency with other sorcerous artifacts (and retain a bit of resource management). The last is a special

exception to the usual "costs 1 FP" rule of sorcery, that exists only to fit the *feel* of most magical weapons in fiction.

Which Form?

The type of item being enchanted will determine both its statistics (SM, DR, HP, etc.) and a *multiplier*. The latter will be applied to the full cost of the spell to determine how many *enchantment points* (EP) will be needed to craft the item. The lower the multiplier, the easier the item will be to enchant.

Sorcerous enchantments never take the form of armor, clothing, or shields; instead, most defensive spells occupy jewelry or cloaks which must be worn outside of any armor. With the exception of staves, magic weapons can be enchanted *only* with spells that boost their capability as weapons (e.g., Icy Weapon, p. 25). Other than these restrictions, the GM is the final arbiter of whether a given enchantment suits a given form.

Amulet

×0.50

A small (2" diameter) amulet which must be worn on the outside of any clothing or armor. Anyone within reach of you can grab it by winning a Quick Contest of DX. SM -7, DR 4, HP 4, 0.1 lb.

Circlet or Tiara

×0.45

A narrow (1" high) band which must be worn on the forehead, outside of any clothing or armor. Anyone within reach of you can grab it with an *unopposed* DX roll. SM -11, DR 4, HP 4, 0.1 lb.

Cloak

×0.50

A light cloak which must be worn on the back – not used defensively (e.g., with Cloak skill) – to function. Anyone *behind* you can grab it off of you with an unopposed DX roll; others must grapple you first and then win a Quick Contest of DX. The cloak is immune to crushing damage, loses no more than 1 HP from any piercing or impaling damage, and takes full injury from all other attacks. SM -1, DR 2, HP 10, 2 lbs.

Ring

×0.65

An ornate ring which must be worn on the outside of any clothing or armor. Anyone who grapples your hand must then win a Quick Contest of DX to remove it. Alternatively, a thief may attempt to fool you during a handshake by winning a Quick Contest of Sleight of Hand against your Per (at +5 if you have reason to be wary). SM -11, DR 4, HP 3, neg.

Staff

×0.35

A 6' piece of wood. Decide whether it's a walking stick or a quarterstaff (p. B273); the latter is a useful but *obvious* melee weapon, functionally equivalent to *Weapon, Wooden* (below).

Others may attempt to disarm (p. B401) you or to grab your staff and win a Quick Contest of ST to take it away. SM -3, DR 2, HP 13, 4 lbs.

Wand

×0.40

A slender, 1' piece of wood, bone, ivory, etc. Others may attempt to disarm (p. B401) you or to grab the wand and win a Quick Contest of ST to take it away. SM -6, DR 2, HP 6, 0.5 lb.

Weapon, Metal

×0.45

A melee or missile weapon with SM from -1 to -6. Others may attempt to disarm (p. B401) you or to grab your weapon and win a Quick Contest of ST to take it away. If it is a melee weapon, it may break on a parry. It has DR 6 and HP based on weight (see *Object Hit Points Table*, p. B558).

Weapon, Projectile

×0.12

A single arrow, dart, bullet, etc., usually stored in a bandoleer, quiver, or pouch. Its SM and HP are rarely relevant, but assume SM -9, DR 0, and HP 1 where it matters. The spell is cast upon whatever the missile strikes after being launched, destroying the projectile. A successful dodge usually means the wall or ground behind the target is struck, while a block or parry deflects it in a random direction . . . but only if the defense roll succeeds by *more* than any DB. If not – that is, if DB made the difference between success and failure – the shield or cloak is hit by the projectile, and thus targeted by the spell.

Weapon, Wooden

×0.35

As for *Weapon, Metal* (above) but with DR 2.

Additional Details

As part of its design, the enchanted item can be made unnaturally tough, restricted to work only for those with sorcerous abilities, or both. This modifies the *multiplier* from *Which Form?*, above. For example, making a ring unnaturally tough (+0.05) raises its multiplier from ×0.65 to ×0.70. Each option may only be taken *once*.

- *Requires Sorcery**: Only someone with Sorcerous Empowerment 1 (whether Limited or not) can use this item. -0.05 to the multiplier.

- *Requires Sorcery (Full Prerequisites)**: As above, but the user's Sorcerous Empowerment must cost at least as much as the full cost of each enchanted spell *and* be of a type that would let him learn and cast that spell. -0.10 to the multiplier.

- *Unnaturally Tough*: Double the item's DR. +0.05 to the multiplier. If *any* spell on the item takes this option, they *all* must.

* These cannot be combined. The GM is within rights to *require* one of these modifiers for a particularly powerful spell.

UNDER THE HOOD: FORM MULTIPLIERS

The item multipliers were derived from gadget limitations (pp. B116-117), though they're applied differently (to the overall spell cost, not to the underlying advantages). The value of Breakable was halved for the cloak due to its special damage rules. Weapon limitations assume a bow, sword, or similar (SM -4) but retain the same value for other sized weapons; smaller weapons are harder to hit but also lighter and easier to break when parrying. And projectiles would normally be ×0.60, but that was divided by 5 for being one-use items.

Armor and Shields

One of the key limiting factors of magical items is their ability to be damaged and broken, which is why each form lists its DR and HP. However, **GURPS** does not track damage to armor! Thus, armor and, by extension, clothing are exceptions. The GM may overrule this, treating armor as having a multiplier of ×0.9 and accepting that enemies have no simple way to deprive the wearer of his magic. Alternatively, if the campaign uses *Damage to Armor* (**GURPS Low-Tech Companion 2: Weapons and Warriors**, p. 25), he can use gadget limitations to figure a fair multiplier based on the armor's DR (at -1) and SM (equal to its wearer for a full suit; for individual pieces, add the hit location penalty).

Similarly, shields are indestructible by default; if the GM deems this acceptable, use ×0.7 for all cloaks and shields (but ×0.9 for force shields). Alternatively, if both *Damage to Shields* (p. B484) and *Striking at Shields* (**GURPS Martial Arts**, p. 112) are in effect, use the following multipliers for the shields from p. B287: Light Cloak, ×0.35; Heavy Cloak, ×0.30; Light Shield, ×0.40; Small Shield, ×0.45; Medium Shield, ×0.40; Large Shield, ×0.40; or Force Shield, ×0.9.

Enchantment Points

Apply the multiplier to the full cost of the spell, rounding up. The result is how many enchantment points (EP) will be required for the purpose of *Enchanting It* (pp. 30-32).

Example: Cindy wants to make a Wand of Cool 4 (40°); as established on p. 27, the spell's full cost is 22 points. A wand has a multiplier of ×0.40. She decides to make it unnaturally tough (raising the multiplier to ×0.45) but chooses not to restrict it to sorcerers so that she can easily loan it to her teammates (and sell it later). Her wand will require $22 \times 0.45 = 10$ EP.

If the item is to be enchanted with *multiple* spells, first add the total EP for all "usually on" Buffs (p. 9) and all "usually on" or "always on" Weapon Buffs (p. 11). For all *other* spells, calculate their EP values independently, take the single largest EP cost, and then add 1/5 of each additional EP cost, rounded up.

Example: Bob is making a staff loaded with six different Fire spells, two of which are "usually on" Buffs. The two Buffs have calculated values of 18 EP and 10 EP. The remaining four spells end up (from largest to smallest) as 24 EP, 16 EP, 12 EP, and 11 EP. The actual EP required for this enchantment are $18 + 10 + 24 + (16/5) + (12/5) + (11/5) = 18 + 10 + 24 + 4 + 3 + 3 = 62$ EP.

ENCHANTING IT

Once the sorcerer has a plan, crafting the magical item requires finding (or creating or stealing or . . .) the right object for the job, and then imbuing it with magical energy over time.

Objects of Value

There's a reason powerful enchantments are cast upon jeweled tiaras instead of ratty headbands. An item requires a certain *minimum inherent value* to hold the magic properly. This is expressed as a percentage of starting wealth (p. B27), based on the EP to be invested in the item. The *Inherent Value Table* (below) shows the percentage, along with worked examples for TL3 and TL8.

The table extends indefinitely, with every +30 EP requiring 10× the value. Alternatively, you can divide the EP by 5, round up, and look up the result in the "Size" column of the *Size and Speed/Range Table* (p. B550); the corresponding "Linear Measurement" value (in yards) is the percentage.

Inherent Value Table

EP	% of Starting Wealth	TL3	TL8
1-5	3%	\$30	\$600
6-10	5%	\$50	\$1,000
11-15	7%	\$70	\$1,400
16-20	10%	\$100	\$2,000
21-25	15%	\$150	\$3,000
26-30	20%	\$200	\$4,000
31-35	30%	\$300	\$6,000
36-40	50%	\$500	\$10,000
41-45	70%	\$700	\$14,000
46-50	100%	\$1,000	\$20,000
51-55	150%	\$1,500	\$30,000
56-60	200%	\$2,000	\$40,000
61-65	300%	\$3,000	\$60,000
66-70	500%	\$5,000	\$100,000
71-75	700%	\$7,000	\$140,000
76-80	1,000%	\$10,000	\$200,000
81-85	1,500%	\$15,000	\$300,000
86-90	2,000%	\$20,000	\$400,000
91-95	3,000%	\$30,000	\$600,000
96-100	5,000%	\$50,000	\$1,000,000

If the sorcerer wants to enchant a low-value item with high-powered magic (e.g., to avoid drawing attention to it), he may instead *sacrifice* an appropriately expensive item as part

of the enchanting process. The object so destroyed must be of the minimum inherent value; the actual value of the item to be enchanted becomes irrelevant. When doing this, treat a "the object shatters" critical failure as "the connection between the sacrificed item and this one has been lost, so you must destroy *another* expensive item."

Imbuing the Power

Once the item is at hand, the sorcerer may begin the actual enchantment process: obtaining EP and channeling them into the item. There are two ways to do this: personal sacrifice and spectral forging. The two are not mutually exclusive; the enchanter can switch back and forth between methods freely until he's accumulated the necessary EP.

However, every magical item of 5 EP or more has to follow one important rule: 1/10 of the item's EP (rounded to the nearest whole number) *must* come from personal sacrifice. That is, at least 1 EP must come from sacrificed points in a 5-14 EP artifact, at least 2 EP must come from sacrificed points in a 15-24 EP item, and so on. This represents the intense personal investment that a sorcerer has to put into his craft. (For more on the reasons behind this and alternative rules, see *The Cost of Enchanting*, p. 31.) In practice, most sorcerers will get this out of the way early on, and then channel the rest via spectral forging.

Spells cannot be used to speed up enchanting, whether via time control, IQ-boosting, probability control, or other methods. This is a delicate process; it can be rushed via skill or personal sacrifice, but not by pumping *more* magic into the equation! The GM should feel free to come up with creative failure results for any sorcerer who tries it anyway. However, *inherent* Luck can be used on any enchanting roll.

Once enough EP are invested in the item, the project is complete. Any additional, unused EP are lost; the sorcerer cannot "store" them or use them in a different project.

Personal Sacrifice

The enchanter may invest a small portion of his life force, his experiences, his *soul* into the magical item. Doing so takes a full day of work and requires the sacrifice of one unspent character point.

When it is sacrificed, the enchanter rolls against IQ + Talent:

Critical Success: The sorcerer generates EP equal to twice the margin of success (minimum 10). If he has assistants (p. 32), they may now roll to improve this, at +2!

Doc Scratch: Do you believe in magic?

Rose: Magic is real. I've been using it.

Doc Scratch: Are you sure?

Rose: Use whatever word you want to describe it. I have magic wands, they are very powerful, and they allow me to be magic. Your questions are silly.

Doc Scratch: What makes you convinced the wands are responsible for your abilities?

– Andrew Hussie, *Homestuck*

UNDER THE HOOD: ENCHANT

The Enchant spell (p. 15) buries its complexity in "Special Enhancements, +1,080%." This masks a chain of Variable Enhancements (see **GURPS Power-Ups 4: Enhancements**, p. 5) which invest character-point equivalents (EP) based on the sorcerer's margin of success (see *Affliction* on p. 13 of **GURPS Psionic Powers**). The actual breakdown of "Special Enhancements" is:

Variable Enhancement, Any 1-point trait, Margin-Based, +300%

+ Variable Enhancement, Any 1-point trait, Margin-Based, Limited by Only With 2 Assistants (-10%) and Requires IQ Roll from Assistants (-10%), +240%

+ Variable Enhancement, Any 1-point trait, Margin-Based, Limited by Only With 10 Assistants (-20%) and Requires IQ Roll from Assistants (-10%), +210%

+ Variable Enhancement, Any 1-point trait, Margin-Based, Limited by Only With 50 Assistants (-30%) and Requires IQ Roll from Assistants (-10%), +180%

+ Variable Enhancement, Any 1-point trait, Margin-Based, Limited by Only With 200 Assistants (-40%) and Requires IQ Roll from Assistants (-10%), +150%.

Thus, every point of success generates one effective character point if solo, two character points with 2-9 assistants, three character points with 10-49 assistants, and so on.

The Affliction's cost is reduced from 178 points to just 36 because it is a character point-powered ability (**GURPS Power-Ups 5: Impulse Buys**, p. 13). However, only part of this cost must be paid with actual character points; the majority will usually be accumulated gradually

via the "Creating Character Points" variant of *Meditation, Holiness, or Study* (**GURPS Thaumatology**, pp. 53-54).

The Cost of Enchanting

Personal Sacrifice (pp. 30-31) explains the in-game justification for enchanters sacrificing character points, but the primary concern is game balance. Sorcerous enchantment is relatively fast and easy, requiring only some downtime and mundane items (costly for powerful enchantments, but reasonably priced for minor ones) to significantly upgrade the capabilities of the entire party! Requiring a character point or two keeps power inflation in check. That said, if the GM doesn't like this, he can allow 100% of the energy to be gathered via spectral forging and balance the change with one of these options:

Bonding Cost: The user of a magic item must pay character points equal to the item's total EP value to "bond" with it; until this is done, the item is useless. (If this seems too harsh, the GM may make the bonding cost equal to EP/2, rounded up.) This automatically makes it into Signature Gear. If the artifact is given away, sold, etc., the user is not refunded those points, but may "respond" them to bond to a *different* artifact.

Controlled Downtime: The campaign features very little downtime; it's remarkable if the heroes get even a week off! Alternatively, downtime is common, but the GM compensates by arbitrarily increasing the time required to create an item (e.g., shifts of 100 days instead of 25). The idea here is that enchanters are so pressed for free time that extreme penalties for haste and *voluntary* personal sacrifice will be the norm.

Success: The enchanter generates EP equal to the margin of success (minimum 1), which any assistants may now roll to improve.

Failure: The enchanter generates 1 EP. This may not be improved further; it is a *flat* 1 EP.

Critical Failure: The character point was sacrificed in vain.

Spectral Forging

The sorcerer weaves spiritual energy into the artifact, building it a piece at a time. This is slow labor; for game purposes, it is broken into "shifts" of 25 days. These do not have to be continuous or consecutive, but any day devoted toward enchanting cannot be spent adventuring, working on other projects, etc.; the sorcerer has only enough free time to eat, sleep, bathe, and perhaps converse a bit.

After 25 days of work, the sorcerer rolls against IQ + Talent:

Critical Success: The sorcerer generates EP equal to 1.5× the margin of success (round up, minimum 8). If he has assistants (p. 32), they may now roll to improve this, at +2!

Success: The enchanter generates EP equal to the margin of success (minimum 1), which any assistants may now roll to improve.

Failure: The enchanter generates nothing; the time was wasted.

Critical Failure: Make an immediate HT roll for the item (usually HT 12); on a failure, it shatters and must be replaced! Succeed or fail, all spectrally forged EP are *lost*, dissipating in a ripple of harmless energy. Only the EP created via *personal sacrifice* (pp. 30-31) are retained, coalescing as a few ounces of "aetheric fluid" which may be bottled and saved; the EP within this fluid can *only* be used to recreate the same artifact.

The enchanter may use *Time Spent* (p. B346) to speed up the process by taking a penalty, or to slow things down for a bonus. But even at -10 to skill, a full day of work is always required. The enchanter's assistants (if any) roll at the same modifier as he does. For convenience, the shift length for each modifier is summarized below:

Modifier	Shift Length	Modifier	Shift Length
-10	1 day	-2	20 days
-9	3 days	-1	23 days
-8	5 days	0	25 days
-7	8 days	+1	50 days
-6	10 days	+2	100 days
-5	13 days	+3	200 days
-4	15 days	+4	375 days
-3	18 days	+5	750 days

Assistants

Assistants may help with the enchantment process. Each fellow sorcerer helping counts as one assistant normally, as two assistants if he knows Enchant *or* the spell being enchanted, or as five assistants if he knows both! Up to 100 non-sorcerers may help as well, but each counts as only 1/5 of an assistant (round the total down).

Wherever the rules say that assistants may roll to “improve” generated EP, roll against each assistant’s IQ + Talent. For simplicity, always roll for non-sorcerers in groups of five. Alternatively, if *many* assistants are involved, the GM may choose to roll for non-sorcerers in groups of 10 or 20 and/or to roll for sorcerer assistants in groups of two, five, or 10. Those who succeed increase the number of EP generated:

Successful Assistants	EP Multiplier
0-1	×1
2-9	×2
10-49	×3
50-199	×4
200+	×5

Example: Cindy has two assistants, both sorcerers who know Enchant and Cool, so they count as five assistants each! After 25 days of spectral forging, she rolls against IQ + Talent and succeeds by 4, generating 4 EP. Her two assistants make the same roll, but only one succeeds. She therefore gets the

×2 bonus for having five assistants this shift, which means the Wand of Cool gains 8 EP. Almost done!

USING IT

Unless an enchanted item is usable only by sorcerers, anyone may pick it up and will it to work. It is *not* immediately obvious what it does, however, so new users are advised to be cautious! If it has more than one spell, the GM will determine which one goes off at random, until the wielder figures out what it can do. The user must pay the FP cost for the spell when it is cast – or pay the FP for a “usually on” item (pp. 27-28) when it is first turned on.

Using a magic item is much like being a sorcerer. Casting the same spell over and over again requires just one Concentration or Attack maneuver (unless the spell states otherwise, of course). If the artifact is enchanted with multiple spells, switching between them takes an extra Concentrate maneuver. Switching a “usually on” item on or off takes one Concentrate maneuver. If a casting roll or utility roll is required, the wielder uses his own attribute or skill, plus any Sorcery Talent. (As an optional rule, the GM may allow Magery or a different magical Talent to add *half* its usual bonus, rounded down, but always use the single best bonus; never add multiple Talents together.)

Most enchanted items are Homogenous and have HT 12. If one is ever damaged to 0 HP, it stops functioning. It can be repaired later with an appropriate skill (e.g., Jeweler for an amulet). If it is taken to -HP, it must roll against HT to avoid being destroyed (which dispels all magic on it); if it survives, it will need a major repair. Skill rolls for a major repair are at -2 and require replacement parts (e.g., gold wire, rare wood, or gems) equal to 1d×5% of the item’s inherent mundane value (p. 30). See *Repairs* (pp. B484-485).

UPGRADING IT

An enchanted item can have more spells added to it. When doing so, recalculate the total EP to be invested as per *Enchantment Points* (p. 29). Then check that the item’s inherent value (p. 30) is high enough to handle this new EP total. If it is, then the project simply requires adding the difference in EP via normal enchantment. If not, then the item’s mundane value must first be increased via embellishments – gold plating, intricate carvings, inlaid gems, etc.

ALCHEMY

In effect, an alchemical elixir is just a one-shot enchanted item. Use the normal enchantment rules with the following changes:

- The multiplier applied to EP is 0.2 for one elixir plus another 0.1 per additional elixir being made as part of the same “batch.”
- The batch’s inherent value represents exotic ingredients.
- The enchanter may use the better of IQ or Alchemy skill (plus Talent) to generate EP.
 - Ignore *Additional Details* (p. 29) and *Upgrading It* (below).
 - Using the elixir does not cost FP.
 - Spells with indefinite durations last for a flat one minute.
 - Area-effect elixirs are usually thrown; they cover the area with thick, magical fumes. Single-subject elixirs must either be drunk or thrown *at* the subject
- To work out the price per elixir, divide the total cost of the batch by the number of elixirs made at once. For simplicity, the GM can assume that NPC alchemists work in batches of five, for an effective per-elixir EP multiplier of ×0.12.

*It’s a potion I’ve invented that, when a person drinks it, he turns into an axe-wielding homicidal maniac! It’s basically a cure, for **not** being an axe-wielding homicidal maniac! The potential market’s enormous!*

– Vyvyan, in *The Young Ones* #1.6

MAGICAL ECONOMICS

Wherever enchanted items are made, there will be customers willing to pay for the privilege of owning them. The following rules assume that enchanters are about as common as other highly qualified professionals in the game world. If they are significantly more common, treat it as an Average job (0.5× the wage values given below); if almost unheard of, as a Wealthy job (2.5× the wage values).

If you want to live to a ripe old age, buy a [magical] weapon and as much armor as you can wear and still run from trouble. Buy a spell or two. And practice your skills. Don't practice on citizens. We call that foul murder, and we don't like it.

– Arrille,
in *Elder Scrolls III:
Morrowind*

ENCHANTING JOBS

Enchanting is usually a Comfortable job (pp. B516-517). Rather than having the player work out the details for each enchantment, make a success roll for each shift, etc., just boil it down to a monthly job roll against IQ + Talent. Thaumatology at IQ+1 or better gives +1 to this roll, as it helps the enchanter maximize magical synergies and minimize waste. Assume that the vast majority of the enchanter's work "in the background" like this will be enchanting and selling minor (1-4 EP) items, which means no character points need be sacrificed.

The value of "enchanter's assistant" as a job depends on the assistant's qualifications. With no sorcery, it's usually a Struggling job. Being a sorcerer raises that to Average. And a sorcerous assistant who knows Enchant and several useful spells could be an enchanter himself; he'd be a partner rather than an employee, worth Comfortable wages.

BUYING MAGIC ITEMS

The cost of a magic item is the sum of two things:

- The mundane cost of the item itself (*Inherent Value Table*, p. 30), and
- The cost of the enchanter's labor (below).

Assume that a typical enchanter will have IQ + Talent of 15 and expect Comfortable wages. He may have assistants to speed things up, but if so, he has to pay them for their time; having them increases his productivity greatly, but the economic difference *per item* is a wash.

Thus, every 25 enchanter-days will produce 5 EP on average – which means each EP requires 5 enchanter-days. Since there are 22 workdays in a typical month, each EP is worth (Comfortable monthly pay) × (5/22). Or, as a table:

TL	Wages per EP	TL	Wages per EP
0	\$285	7	\$955
1	\$295	8	\$1,180
2	\$305	9	\$1,635
3	\$320	10	\$2,545
4	\$365	11	\$3,680
5	\$500	12	\$4,820
6	\$725		

Simply multiply the enchantment's total EP by the wage value from the table above and then add the underlying item's inherent value. The total is the price to create that enchanted item. If magic-item shops or dealers exist, this is the price *they* will pay for it; they will usually sell it to the public for *twice* this value, though buyers can attempt to haggle (see *Commercial Transactions*, p. B562). Second-hand, damaged, or buggy items may cost less, while enchantments for rare or dangerous spells may cost more.

Example: Bob can cast only Fire spells – but having learned the hard way how important Healing magic can be, he's tracked down a magic-item dealer. The dealer offers him an Amulet of Minor Healing which requires Sorcerous Empowerment to use. (Fortunately for Bob, it doesn't require full prerequisites, because his Fire-limited sorcery would not cut it.) The spell has a full cost of 32 points and the amulet has a multiplier of 0.45, for 15 EP. At TL3, that requires a \$70 amulet. The enchanter's wages add \$320 × 15 = \$4,800. The amulet thus cost the dealer \$4,870, so he's willing to sell it to Bob for \$9,740.



APPENDIX

SAMPLE

SORCERER

Bryce the Bold is a typical sorcerer, built for a TL3 **GURPS Banestorm** campaign but adaptable enough to drop into almost any fantasy game. She is heavily focused on magic, but has enough mundane skills to still be useful if her group encounters a no-mana area.

Her Innate Attack skills are usually at +3 from her Talent, but as this is technically a conditional bonus, it has not been added below.

Bryce has paid full price for Complex Illusion, her most expensive spell. This allows her to focus on *two* spells at once. She usually uses this to keep a Complex Illusion active while doing something else, though it's also useful if she's using Locksmith for fine work and needs to cast another spell without interrupting it. See *Simultaneous Spells* (p. 8) for more.

Bryce's first spell was Ignite Fire (Improved), but she deprecated it (see p. 25) upon raising her Sorcerous Empowerment to 4. She still casts it (frequently!) but now as an improvised spell.

Yes, I am a sorcerer – and this magic is in my bones, not cribbed off of “Magic for Dummies.” And I can keep casting the same friggin’ spell at you until you roll over and die.

You can have your finely-crafted watch – give me the sledgehammer to the face any day.

– Xykon, in **Order of the Stick: Start of Darkness**

BRYCE THE BOLD

250 points

While being raised in a small peasant village, Bryce always displayed an aptitude for magic. She had an uncanny way with animals from the time she was a small child, and gradually began figuring out other magic on her own. After a teenage Bryce accidentally burned down her neighbor's barn, her parents sent her to the nearby town to apprentice with a hedge witch.

Now a young lass of 21, Bryce has finished her apprenticeship and is determined to lead a life of adventure – in part

because she's heard that's the quickest way to earn coin, and she wants to set her parents up for a comfortable retired life. She has joined up with a group of fellow travelers with plans to head to the city upon the next sunrise. A place that big is bound to have opportunities for a group of earnest heroes!

ST 10 [0]; **DX** 11 [20]; **IQ** 13 [60]; **HT** 12 [20].

Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0].

Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9; Parry 11 (Staff).
5'4"; 145 lbs.

Social Background

TL: 3 [0].

CF: Christian [0].

Languages: English (Native) [0].

Advantages

Luck [15]; Sorcerous Empowerment 4 [50]; Sorcery Talent 3 [30].

Spells: Air Jet 4 [5]; Animal Control [2]; Cancel Spells [2]; Complex Illusion 1 [42*]; Icy Weapon [4]; Locksmith [2]; Minor Healing [7]; Sense Life (Basic) [6]; Tanglefoot [8].

Disadvantages

Absent-Mindedness [-15]; Impulsiveness (12) [-10]; Overconfidence (12) [-5]; Reputation -2 (“Rube”; People of means; Always) [-5]; Sense of Duty (Family and Friends) [-5]; Unluckiness [-10].

Quirks: Avoids spending money; Broad-Minded; Incurable flirt; Sweet tooth. [-4]

Skills

Climbing (A) DX-1 [1]-10; Innate Attack (Beam) (E) DX+2 [4]-13; Innate Attack (Gaze) (E) DX [0]-11†; Lockpicking (A) IQ [2]-13; Meditation (H) Will-2 [1]-11; Naturalist (A) IQ-1 [2]-12; Occultism (A) IQ-1 [1]-12; Pharmacy (Herbal) (H) IQ-1 [2]-12; Scrounging (E) Per [1]-13; Sling (H) DX-1 [2]-10; Staff (A) DX+1 [4]-12; Stealth (A) DX [2]-11; Survival (Plains) (A) Per-1 [1]-12; Veterinary (H) IQ-1 [2]-12; Weather Sense (A) IQ-1 [1]-12.

* Paid full cost rather than 1/5.

† Default from Innate Attack (Beam).

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