

# MAGIC

## Spell Charts



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

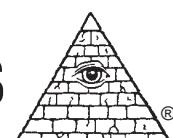
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**Spell Prerequisite Charts  
by MICHELLE BARRETT**

**Based on GURPS Magic by STEVE JACKSON  
and GURPS Grimoire by S. JOHN ROSS and  
DANIEL U. THIBAULT  
Illustration by DOUGLAS SHULER**

**STEVE JACKSON GAMES**



# Chart Key

Magery Requirement

Spell Difficulty

No Magery Required

Mastery 1

Mastery 2

Mastery 3

Hard

Very Hard

$N^+$

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

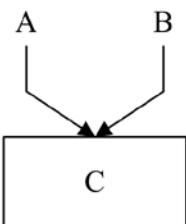
$xN$

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

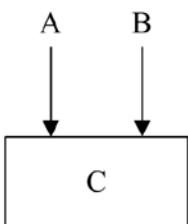
Prerequisites

Spell from other college

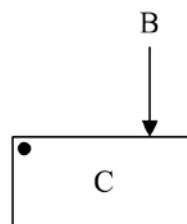
Non-spell prerequisite



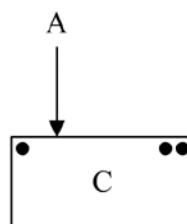
C requires A and B



C requires A or B



C requires Magery 1 or B



C requires Magery 2 or (Magery 1 and A)

College Identification

Is an X spell

Is also an X spell

A<sup>i</sup>Air

A<sup>n</sup>Animal

B<sup>b</sup>Body Control

C<sup>c</sup>Communication & Empathy

E<sup>e</sup>Earth

E<sup>en</sup>Enchantment

F<sup>f</sup>Fire

F<sup>o</sup>Food

G<sup>g</sup>Gate

H<sup>h</sup>Healing

I<sup>i</sup>Illusion & Creation

K<sup>k</sup>Knowledge

L<sup>l</sup>Light

M<sup>a</sup>Making & Breaking

M<sup>e</sup>Meta

M<sup>i</sup>Mind Control

M<sup>o</sup>Movement

N<sup>n</sup>Necromantic

P<sup>p</sup>Plant

P<sup>r</sup>Protection

S<sup>s</sup>Sound

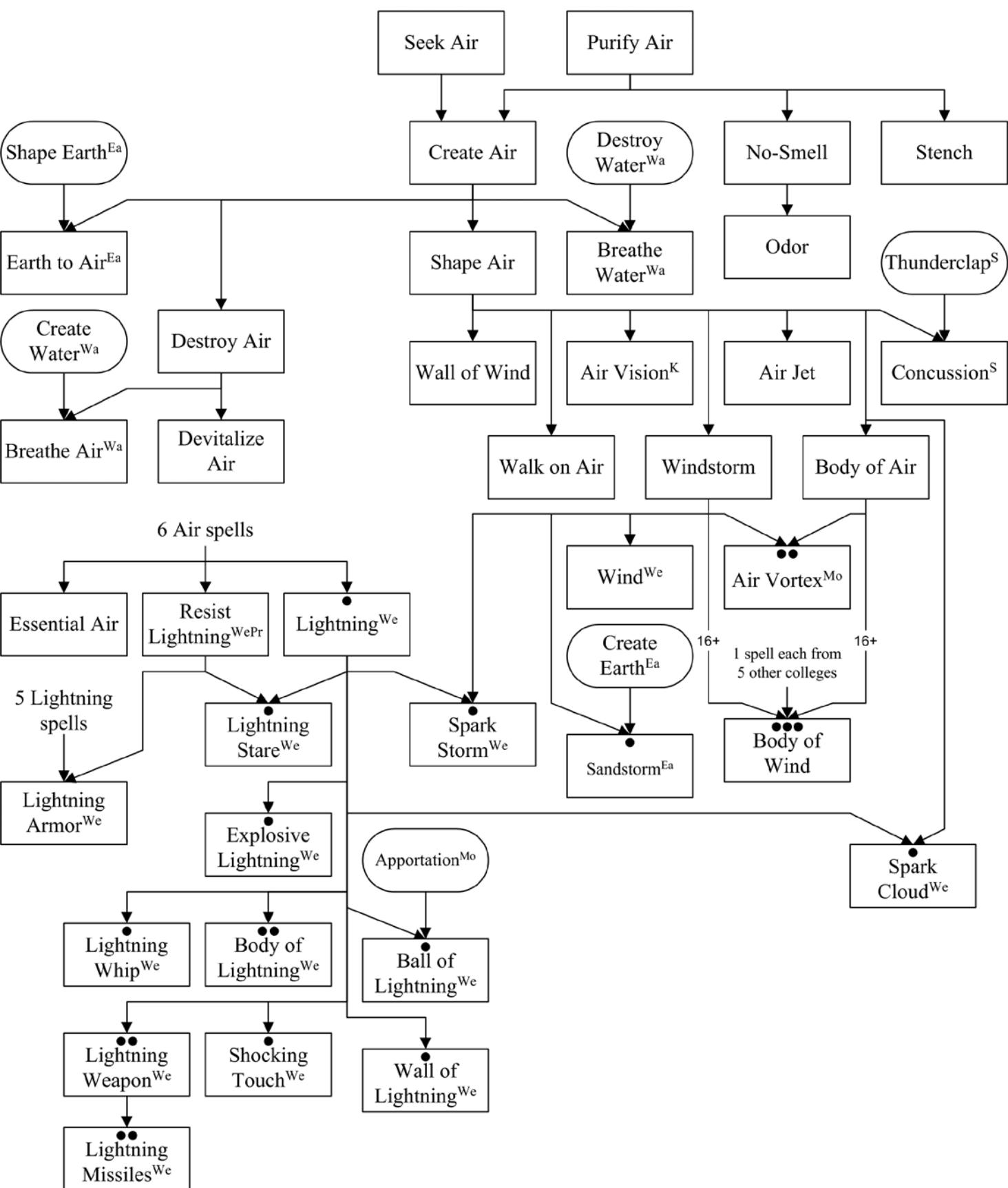
T<sup>t</sup>Technological

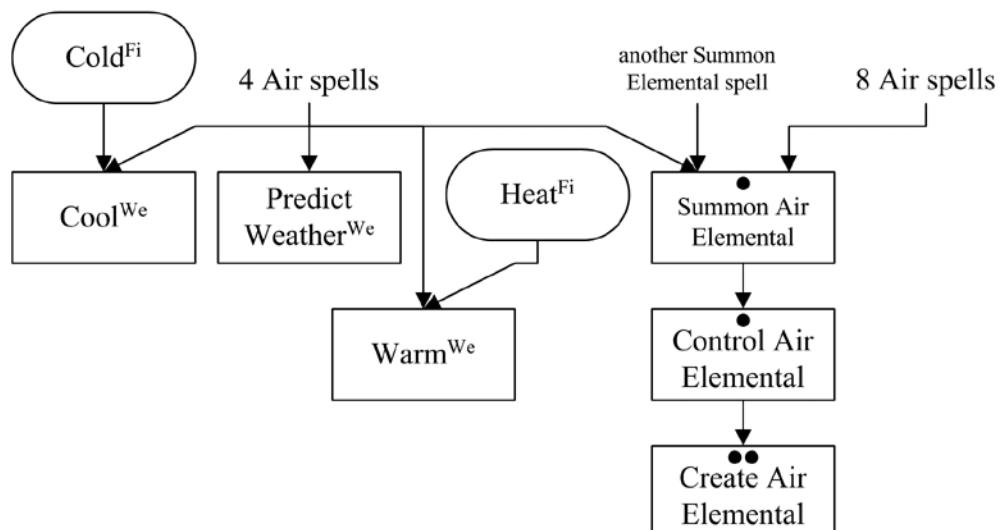
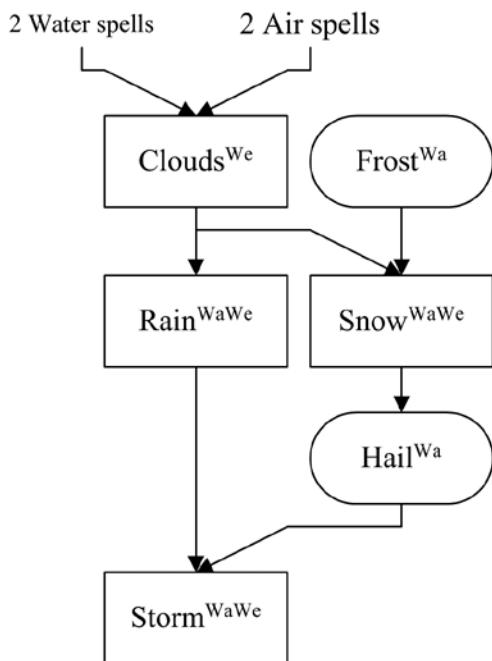
W<sup>w</sup>Water

W<sup>e</sup>Weather

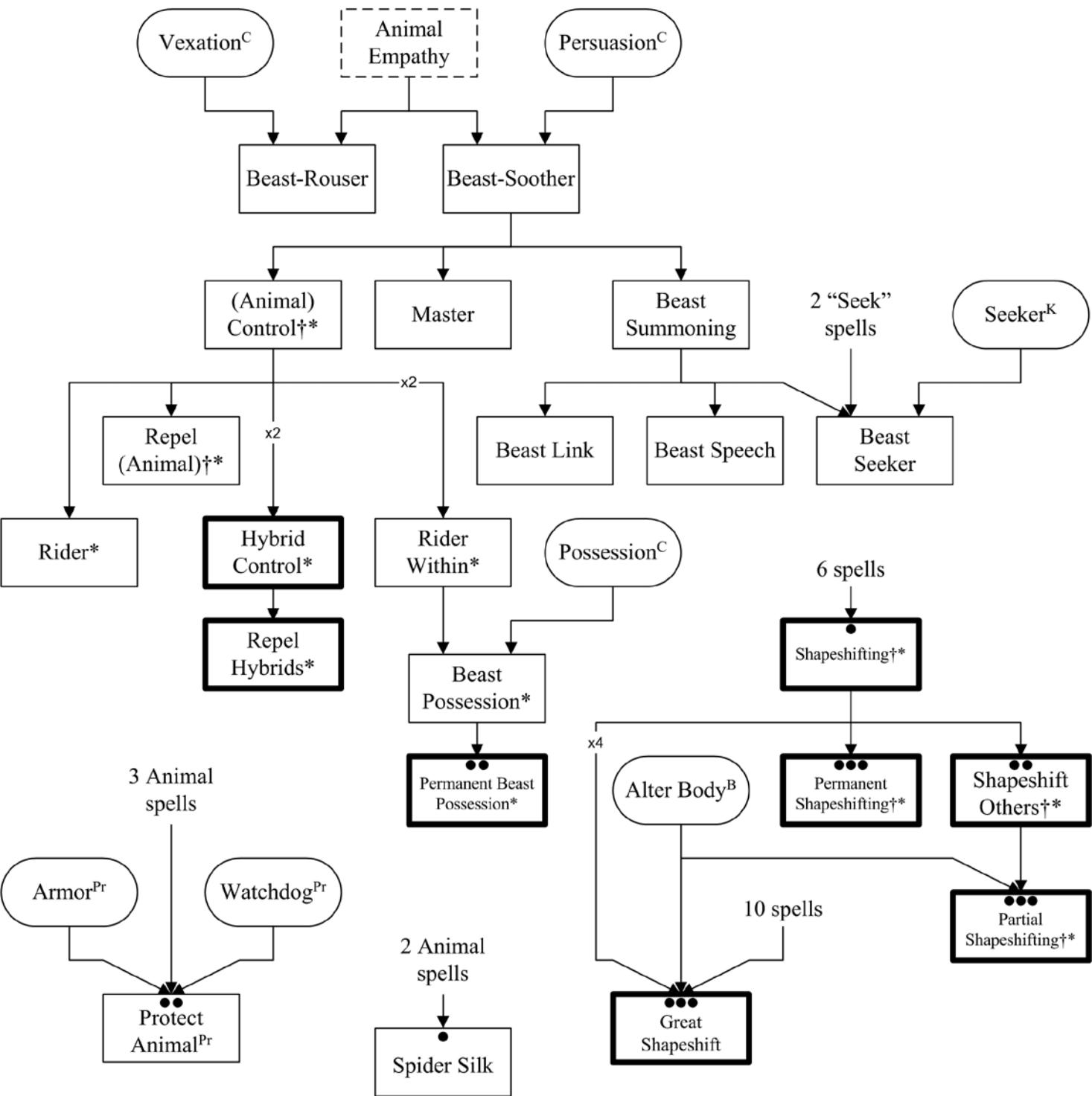
# Air College

1 of 2





# Animal College

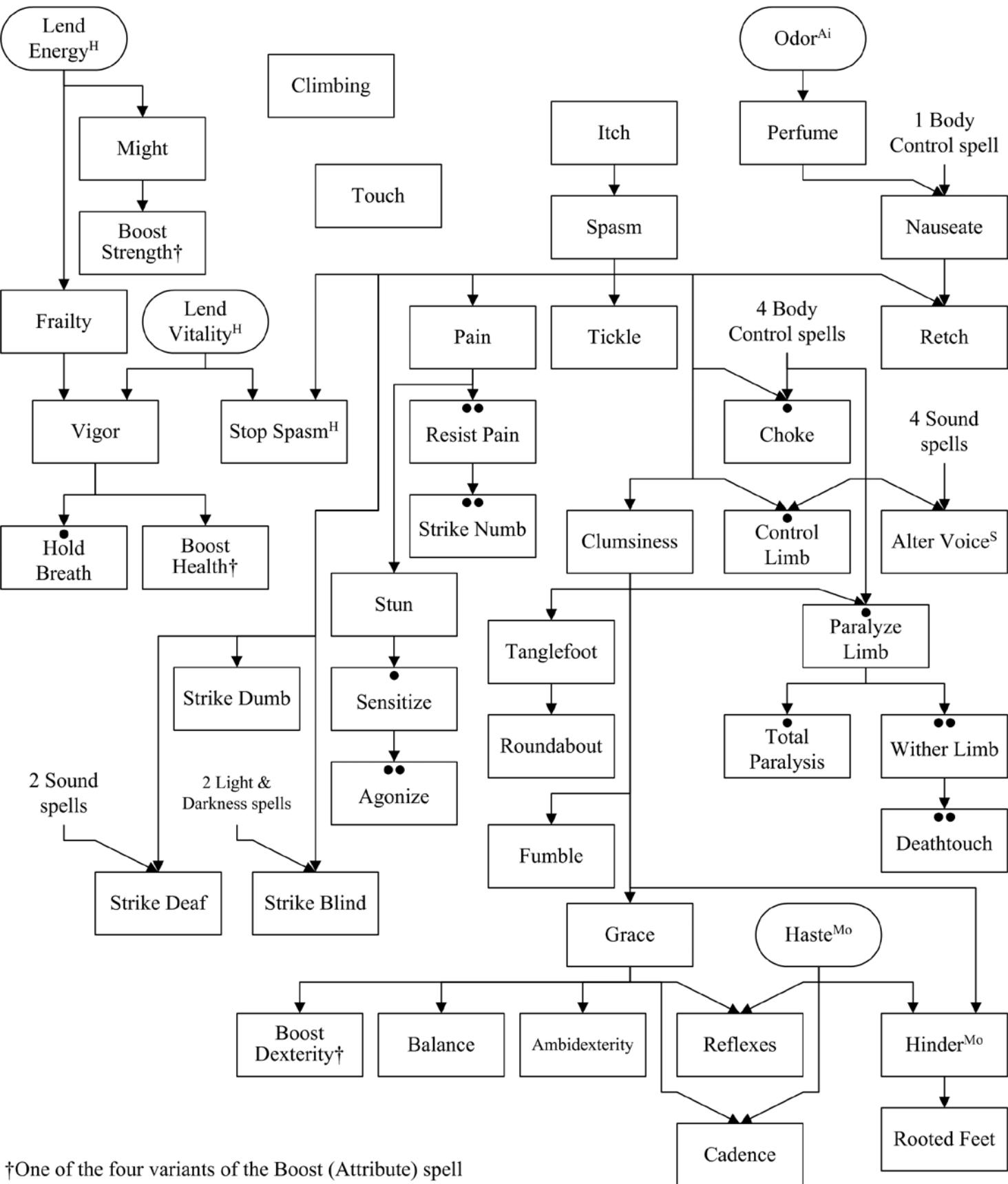


†Each animal requires a different spell.

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

# Body Control College

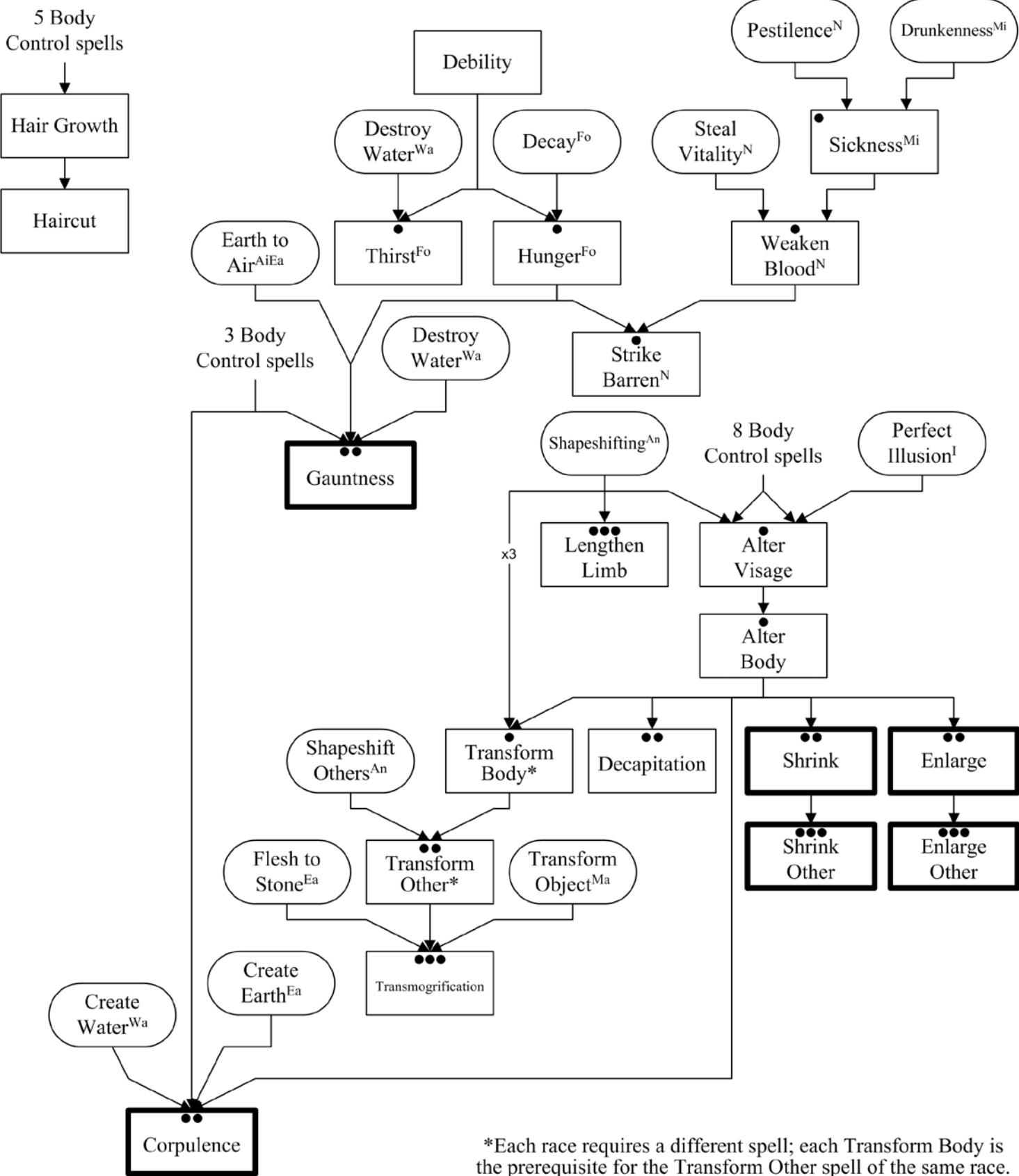
1 of 2



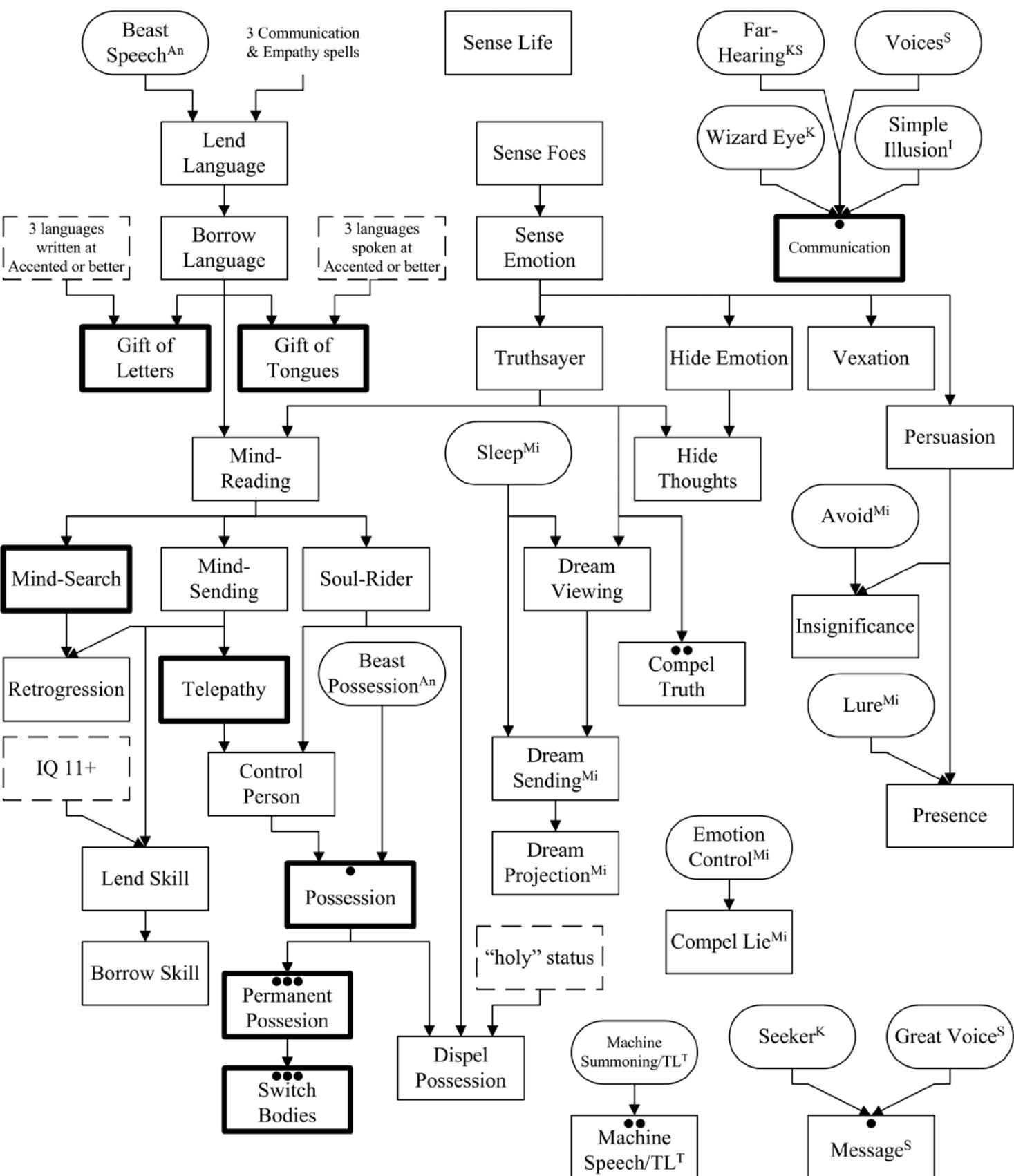
<sup>†</sup>One of the four variants of the Boost (Attribute) spell

# Body Control College

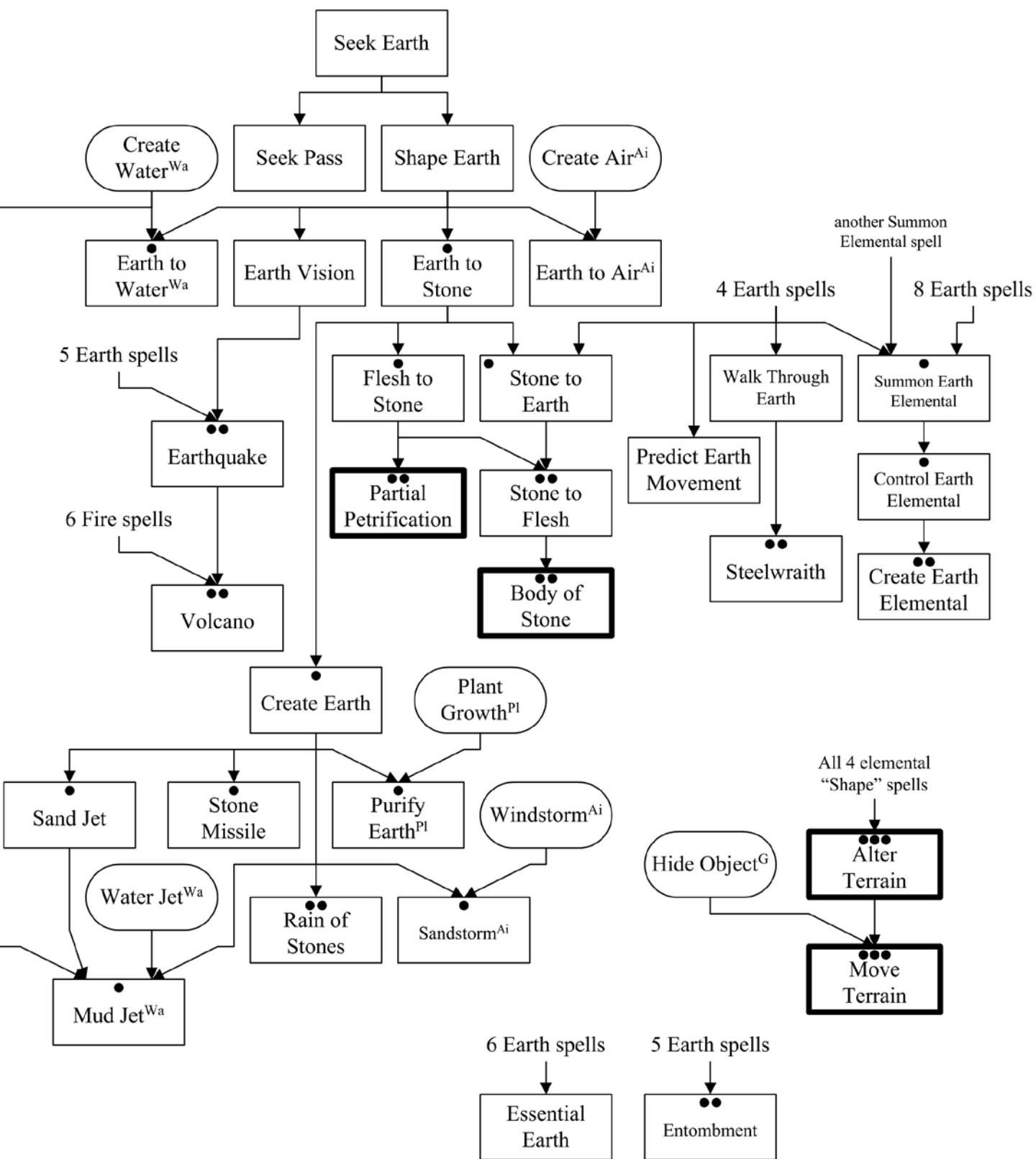
2 of 2



# Communication & Empathy College

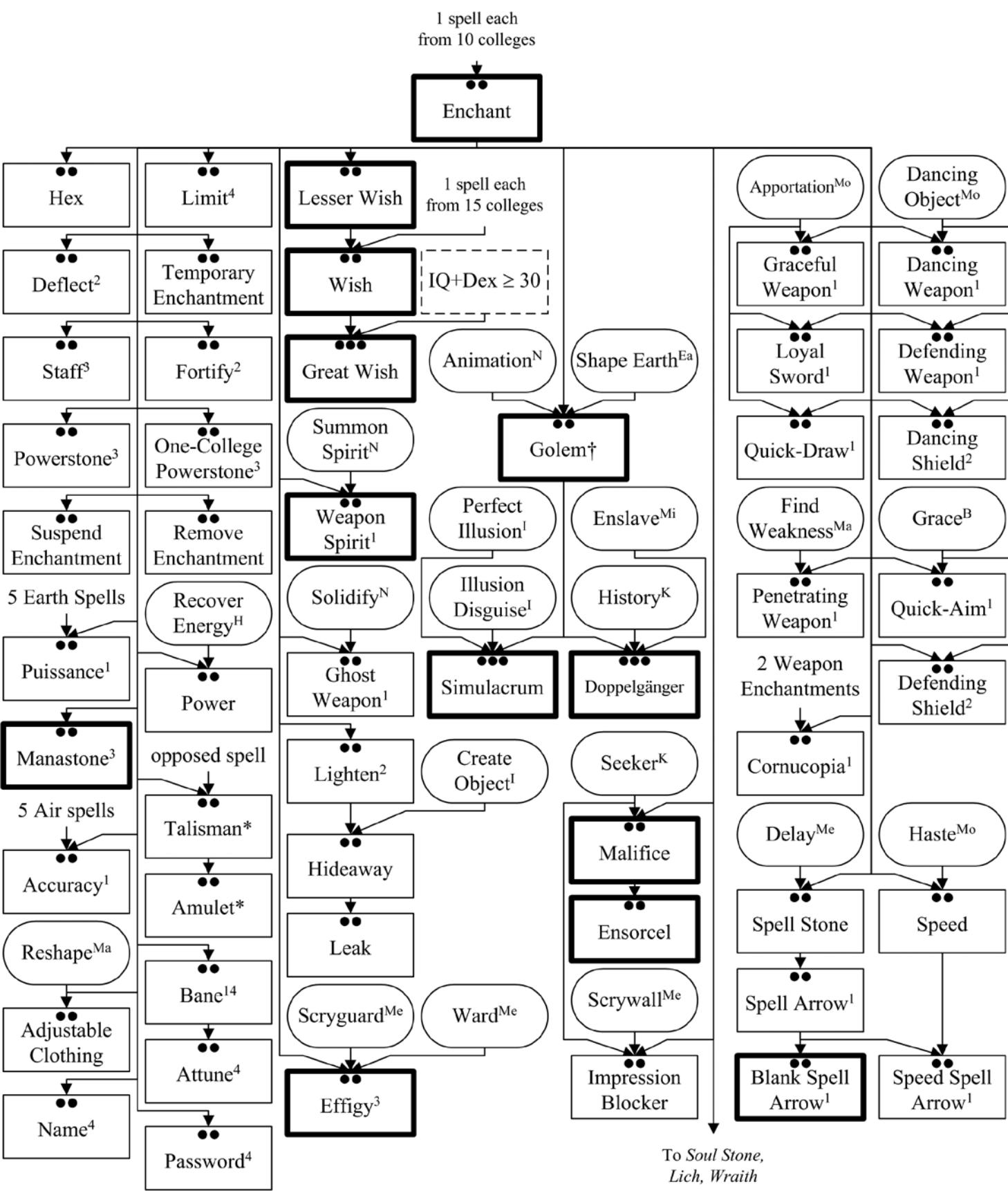


# Earth College



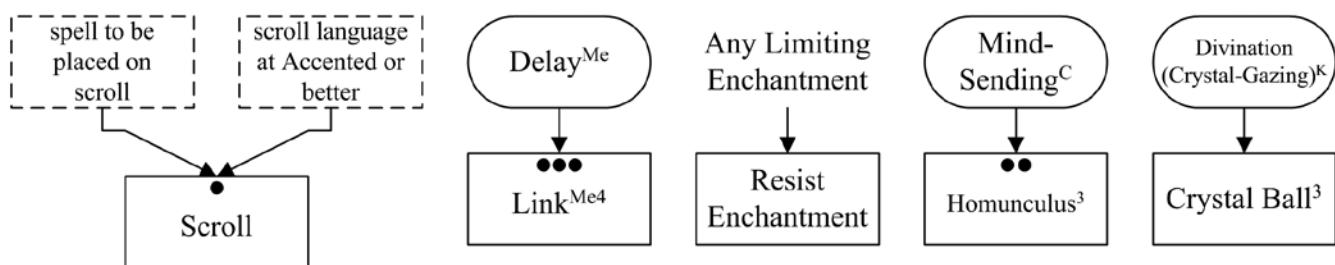
# Enchantment College

1 of 2

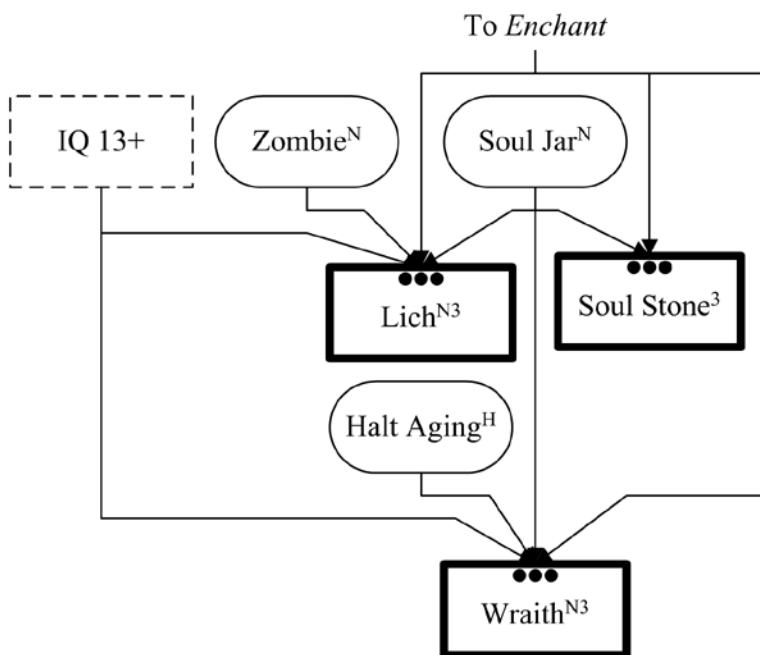


# Enchantment College

2 of 2



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



<sup>1</sup>Weapon Enchantment

<sup>2</sup>Armor Enchantment

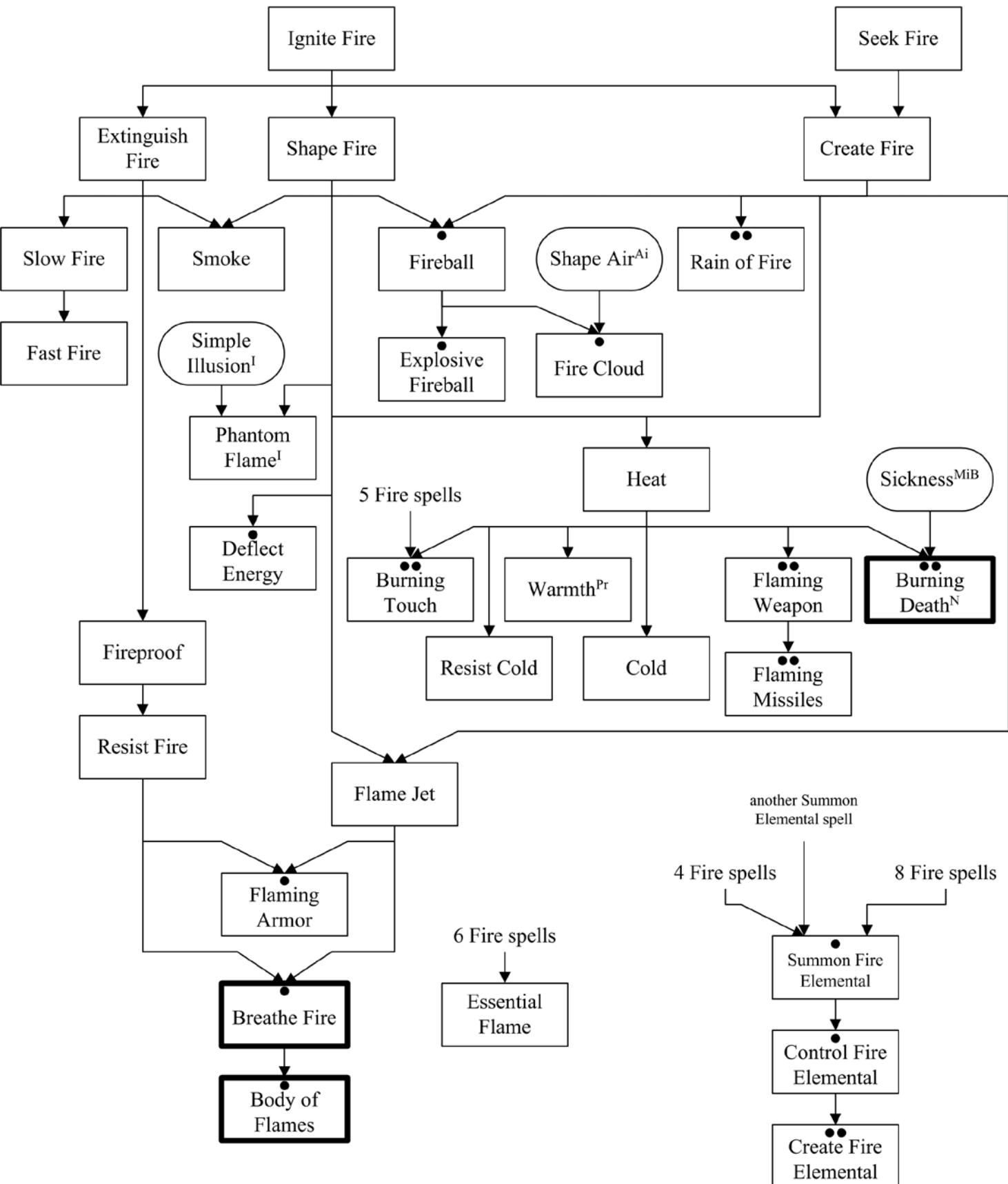
<sup>3</sup>Wizardly Tools

<sup>4</sup>Limiting Enchantment

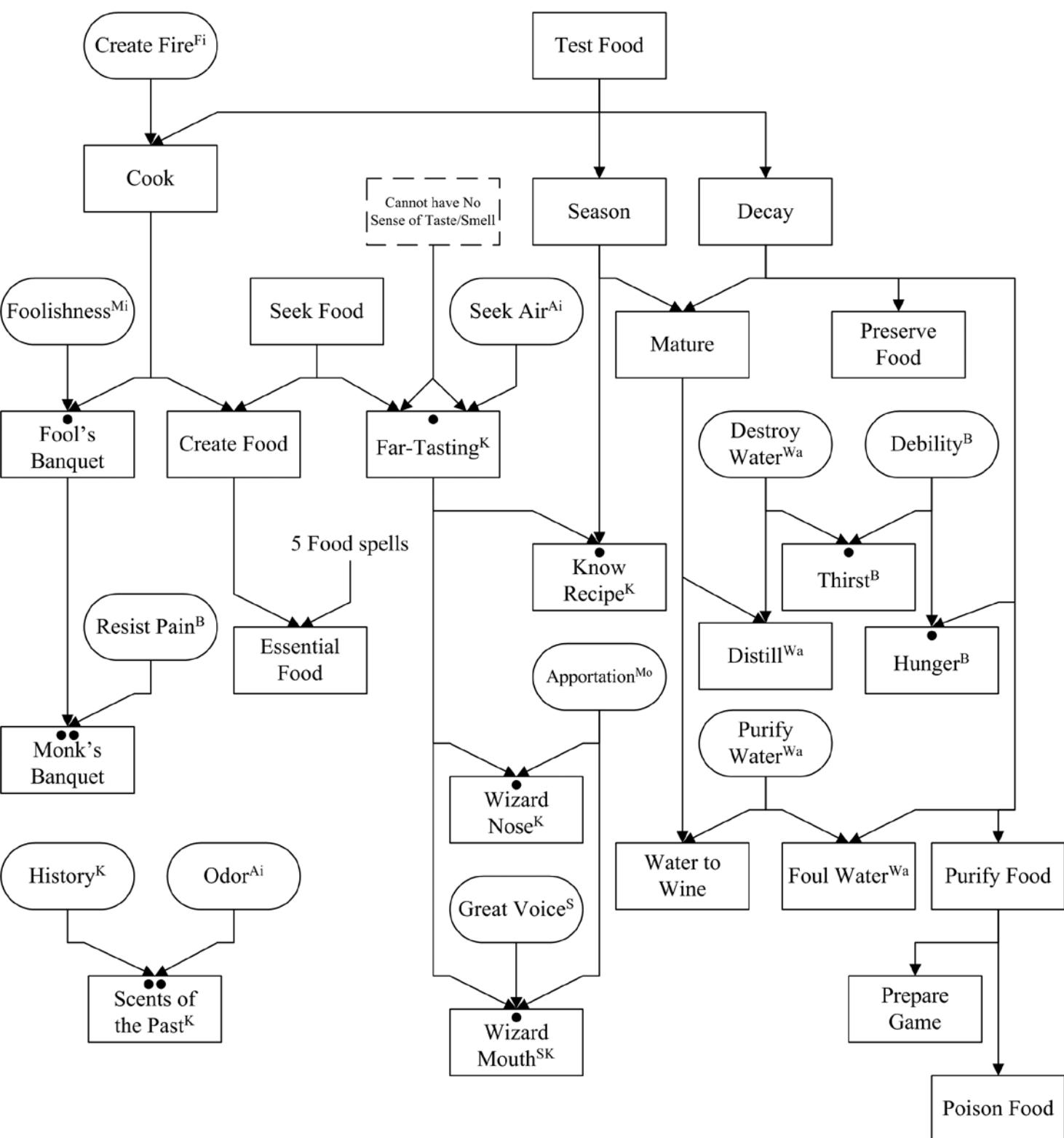
†Other spells may be necessary to work with unusual materials.

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

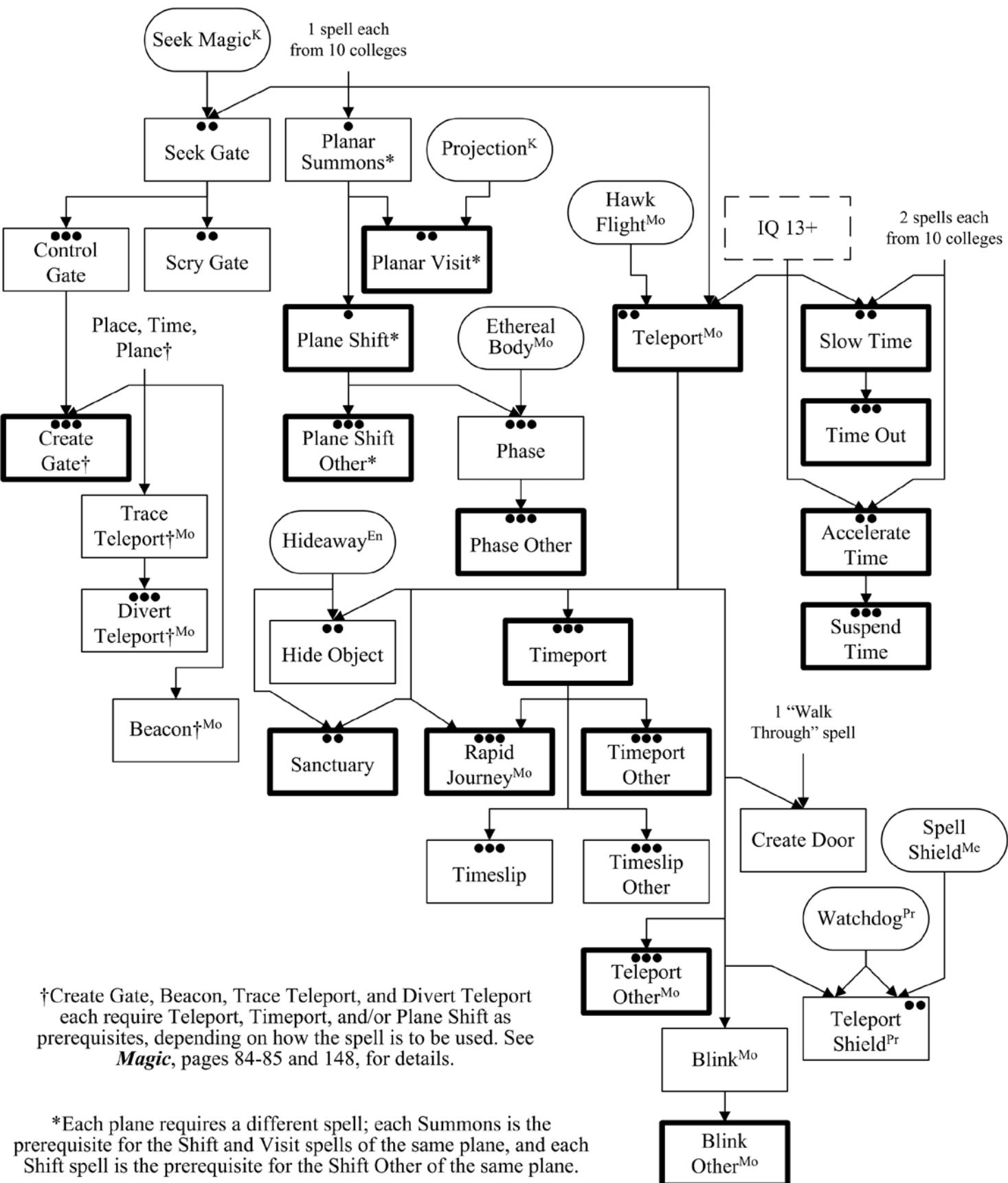
# Fire College



# Food College



# Gate College

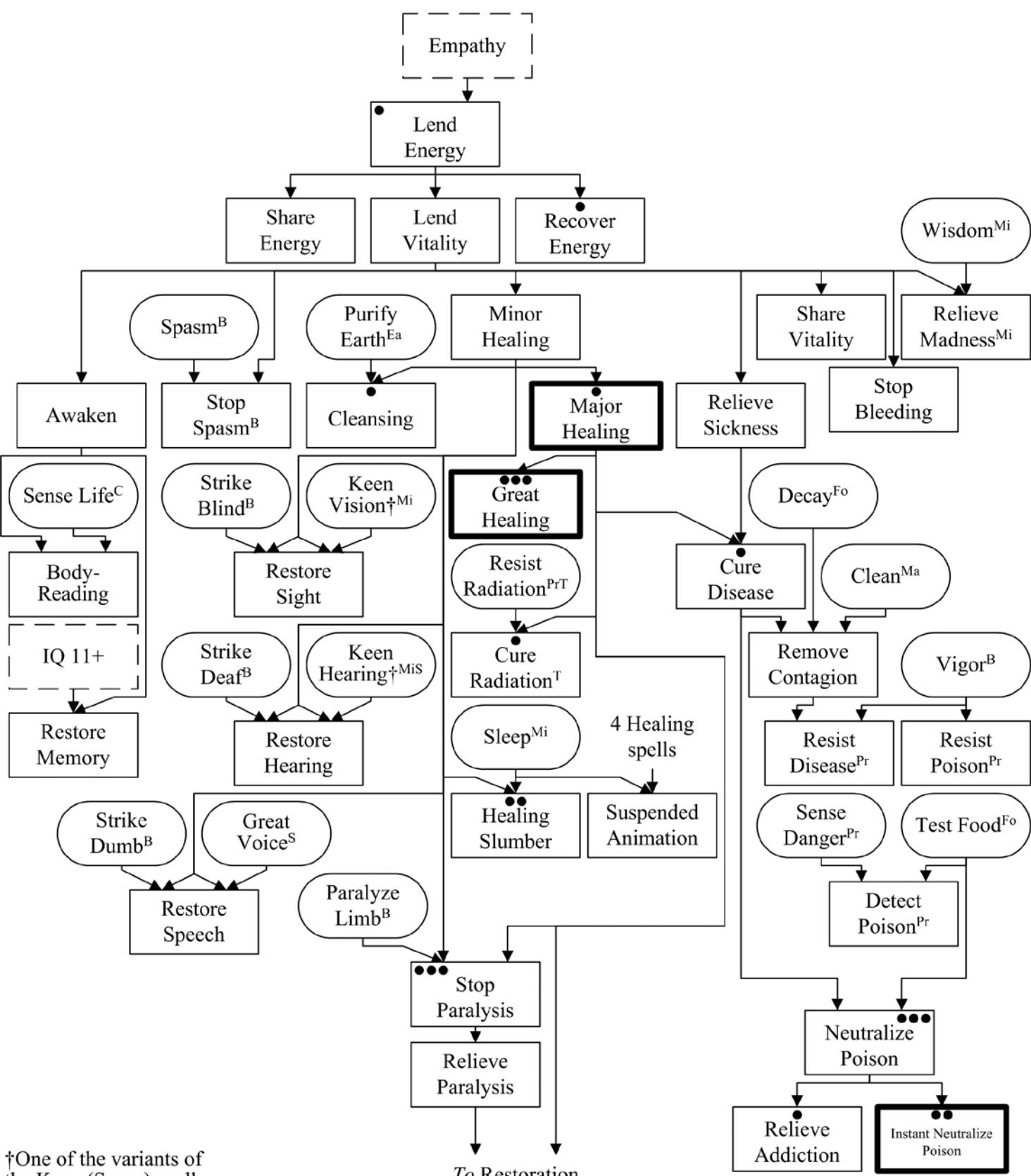


†Create Gate, Beacon, Trace Teleport, and Divert Teleport each require **Teleport**, **Timeport**, and/or **Plane Shift** as prerequisites, depending on how the spell is to be used. See **Magic**, pages 84-85 and 148, for details.

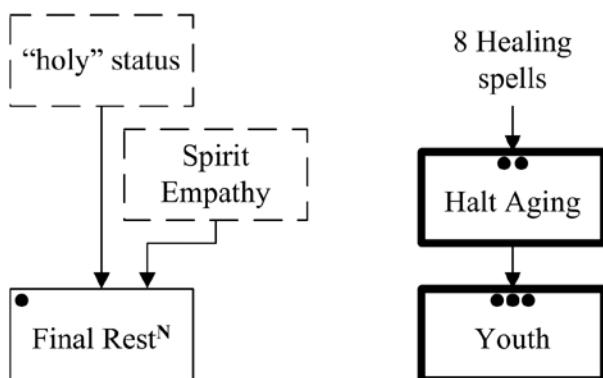
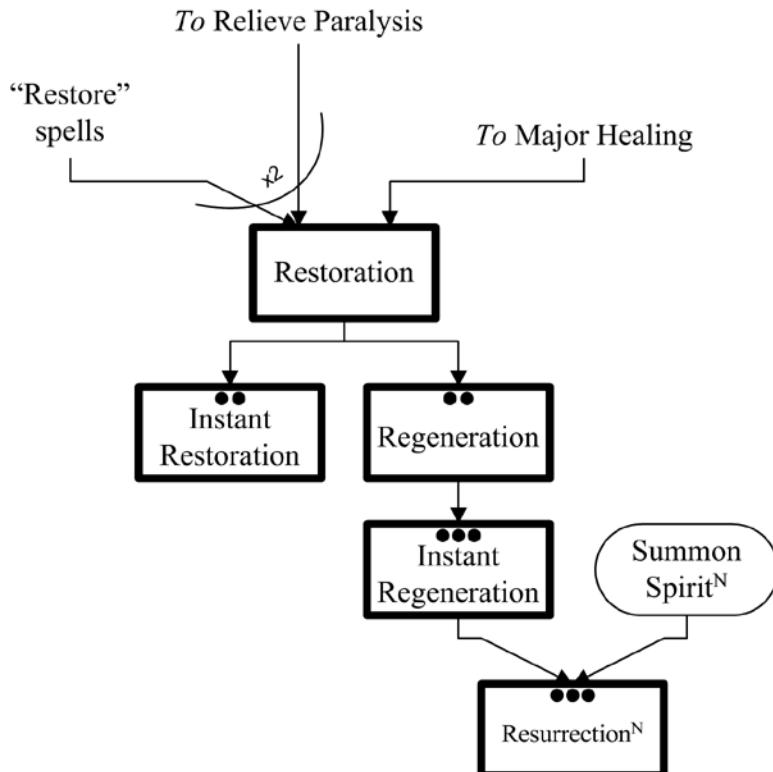
\*Each plane requires a different spell; each Summons is the prerequisite for the Shift and Visit spells of the same plane, and each Shift spell is the prerequisite for the Shift Other of the same plane.

# Healing College

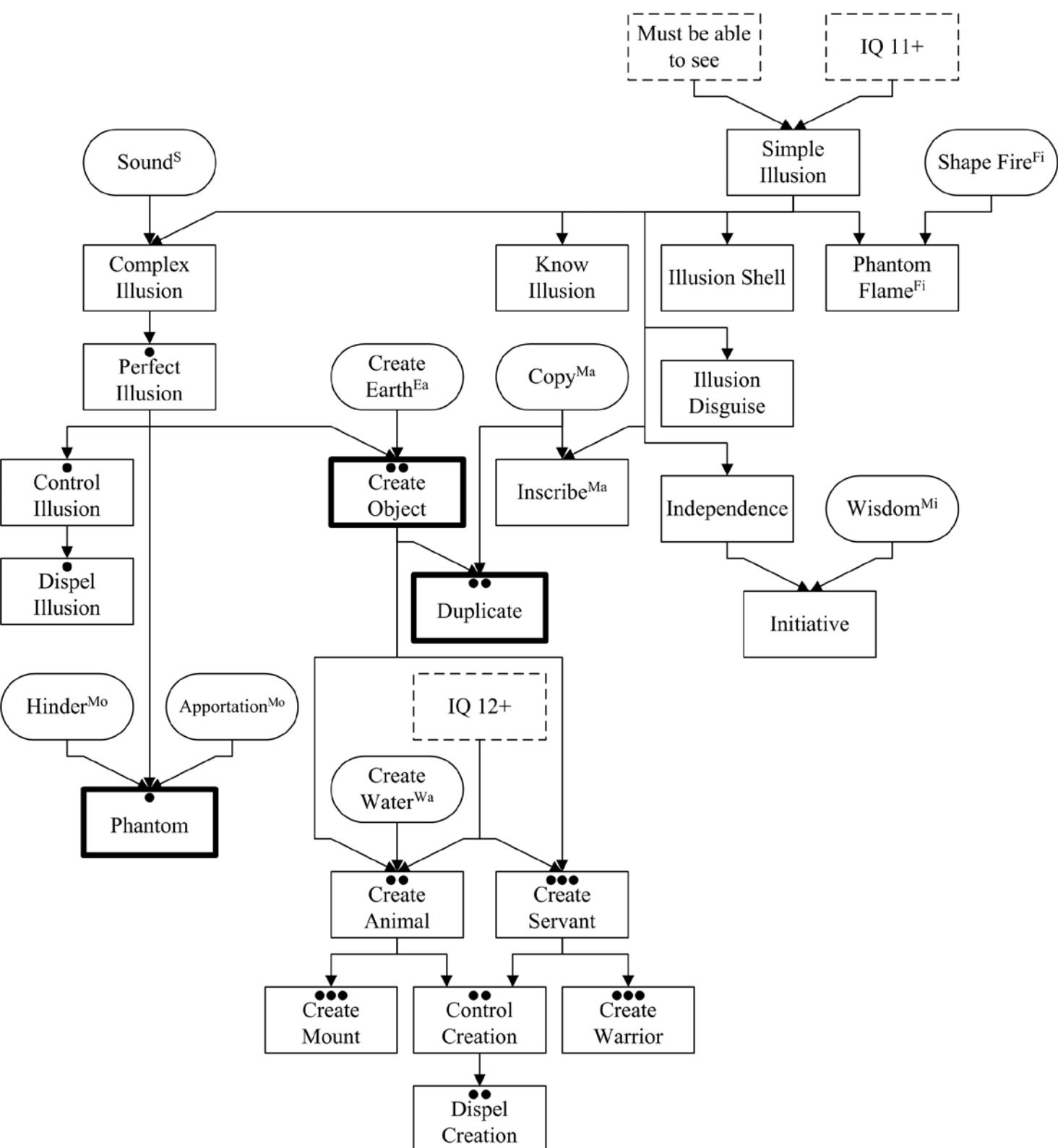
1 of 2

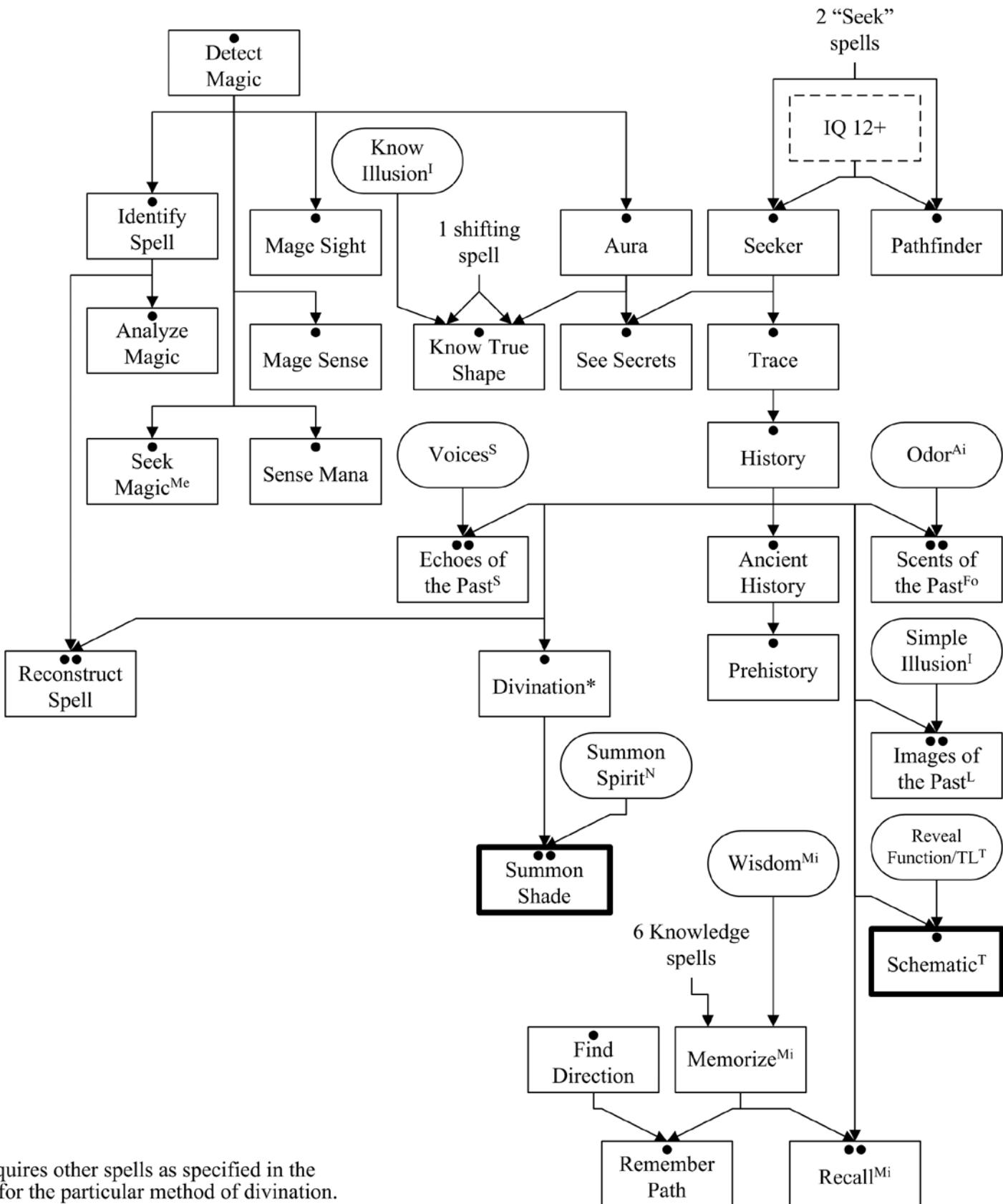


<sup>†</sup>One of the variants of the Keen (Sense) spell

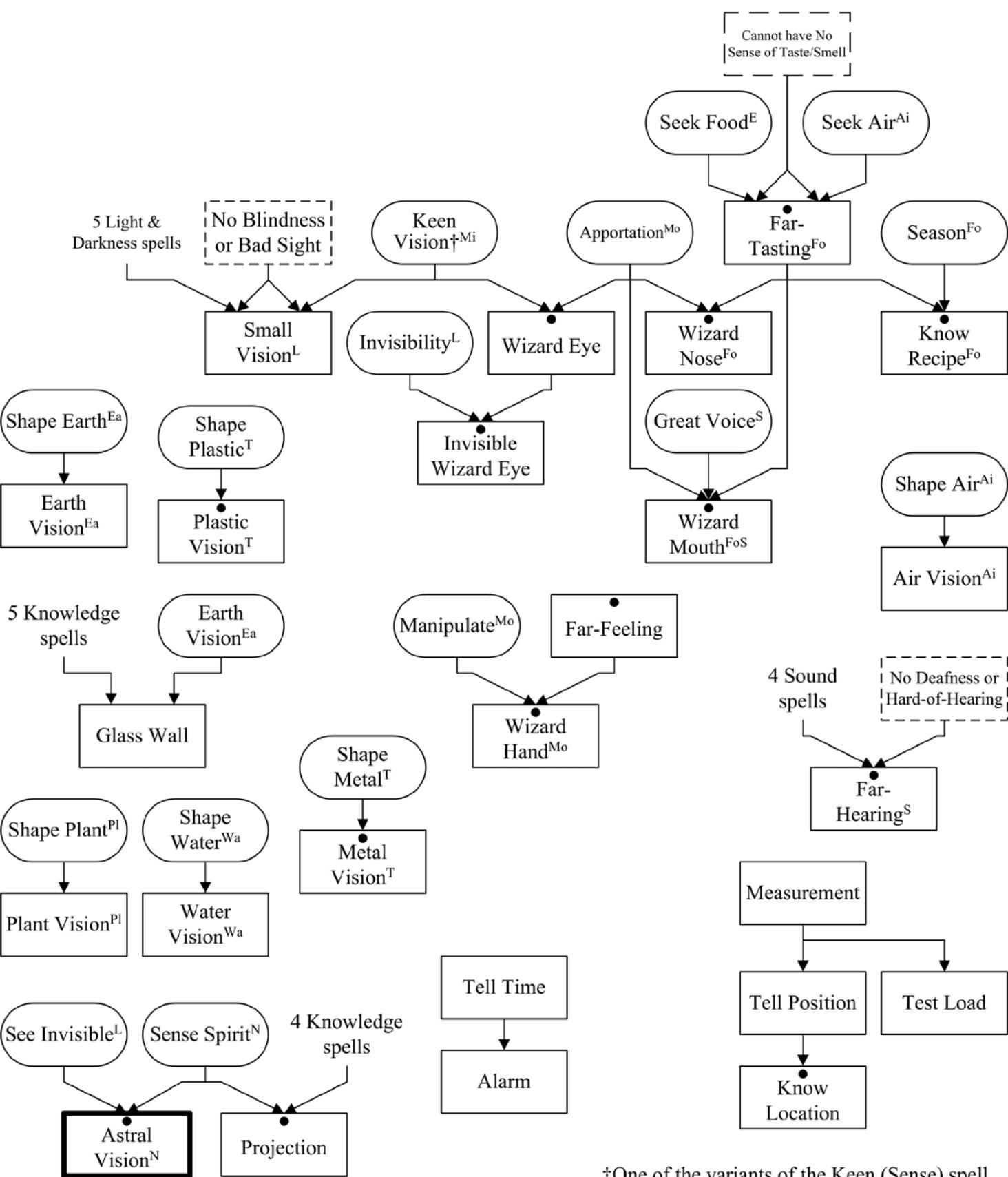


# Illusion & Creation College

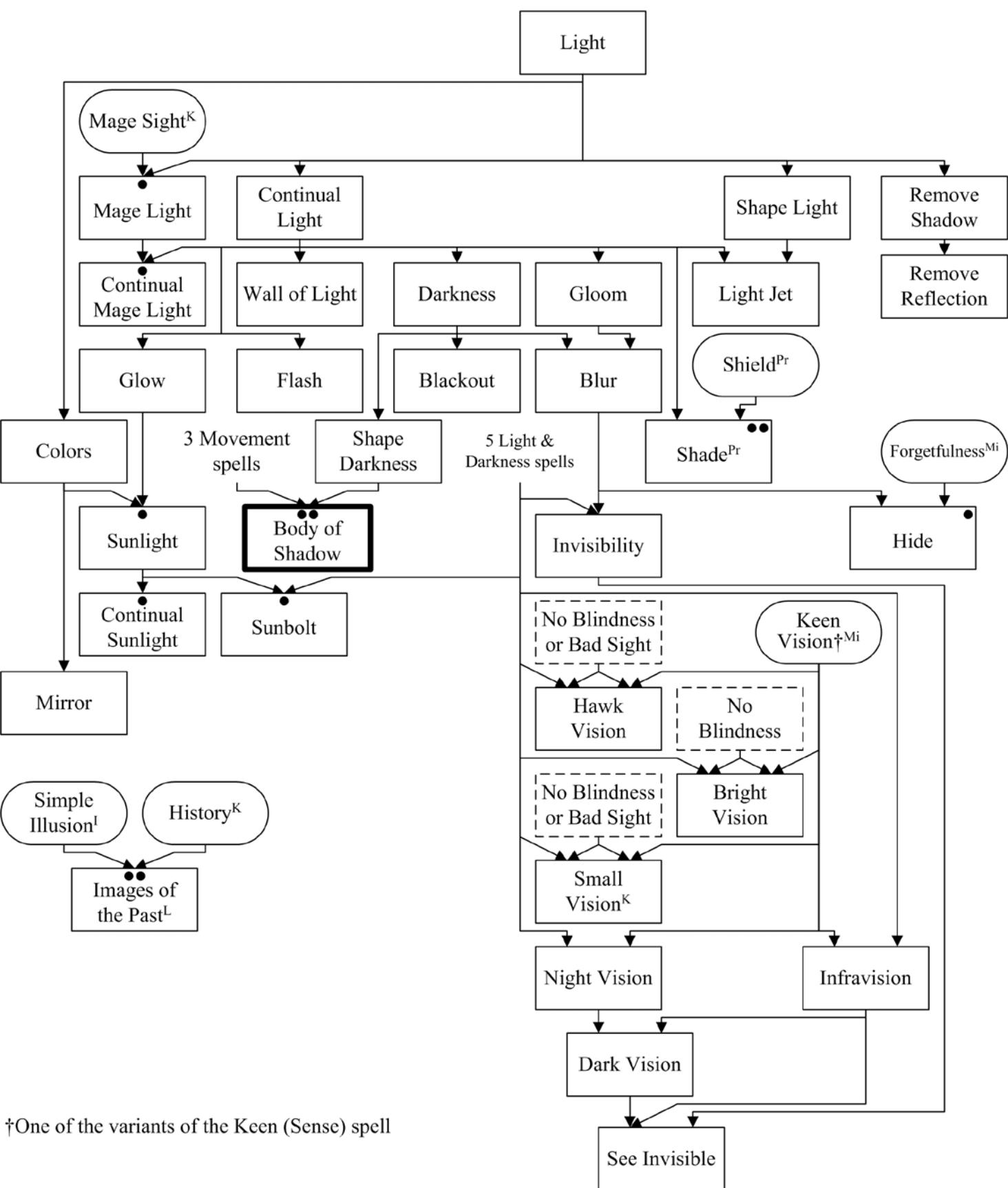




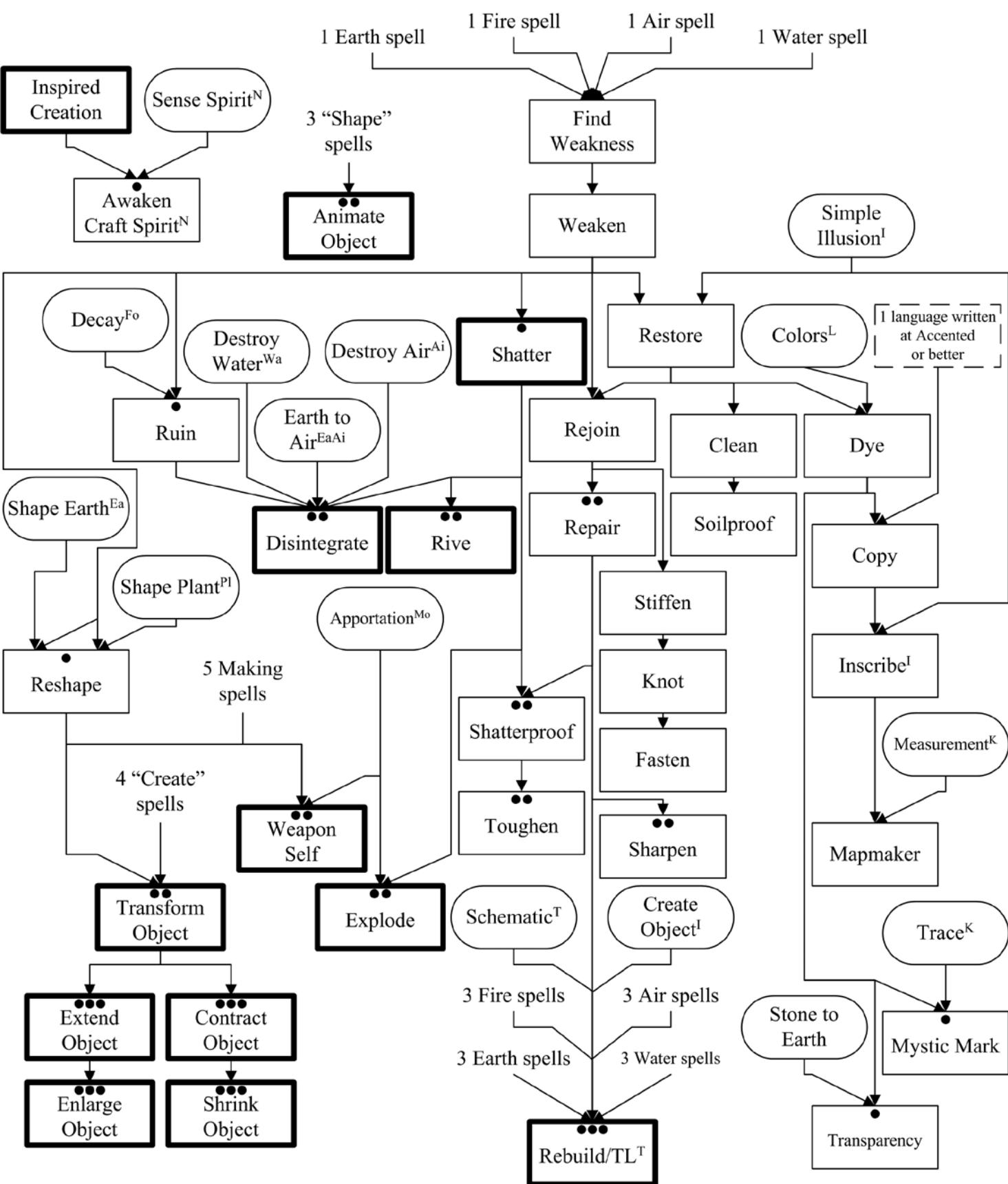
\*Requires other spells as specified in the text for the particular method of divination.



# Light & Darkness College

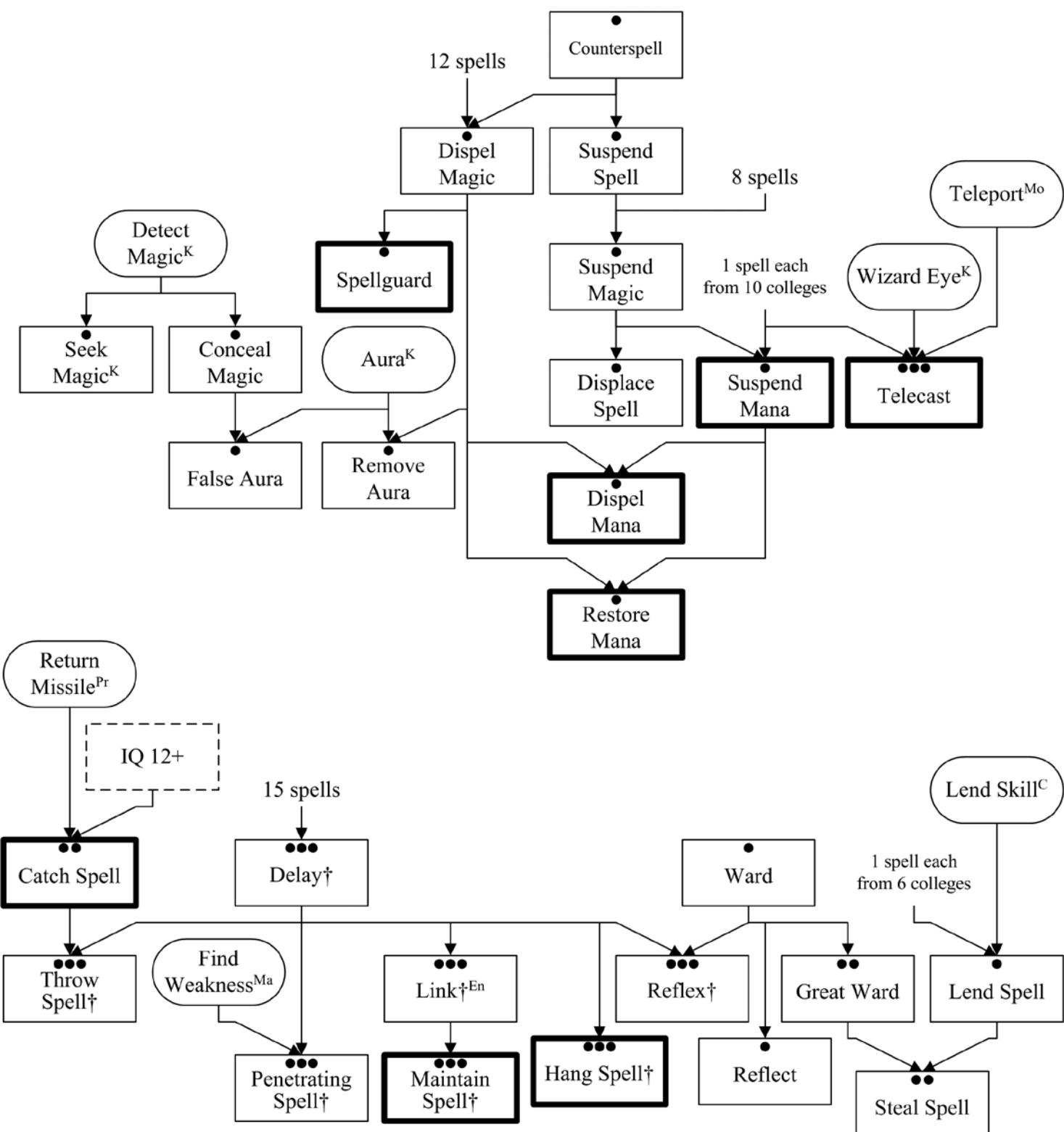


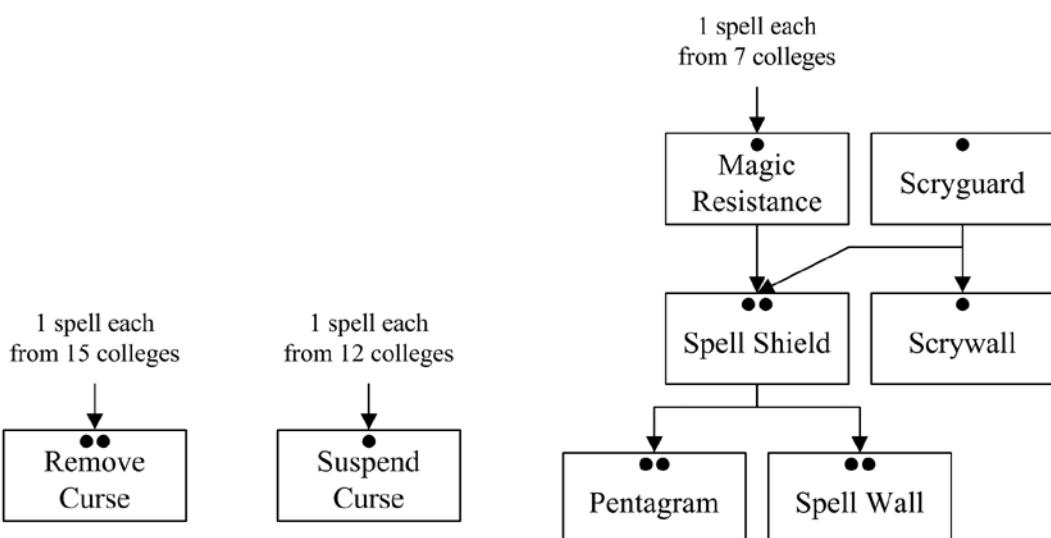
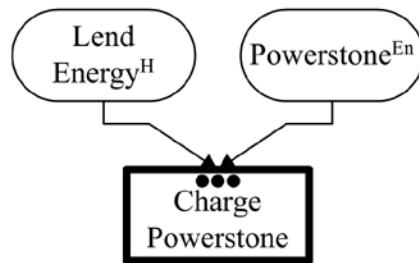
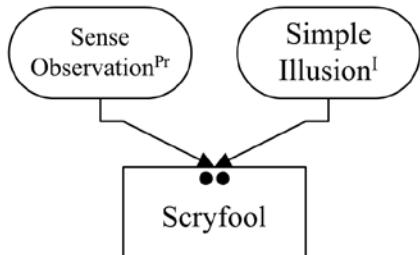
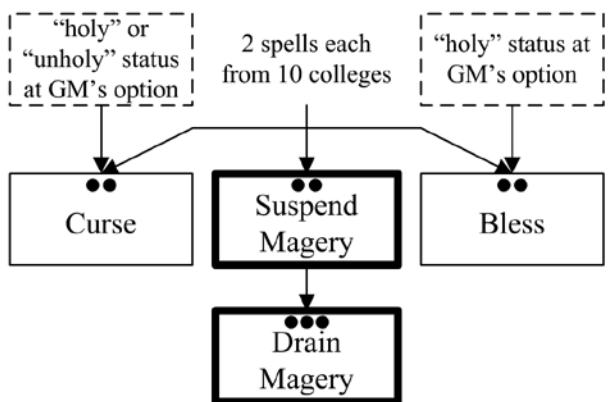
# Making & Breaking College



# Meta College

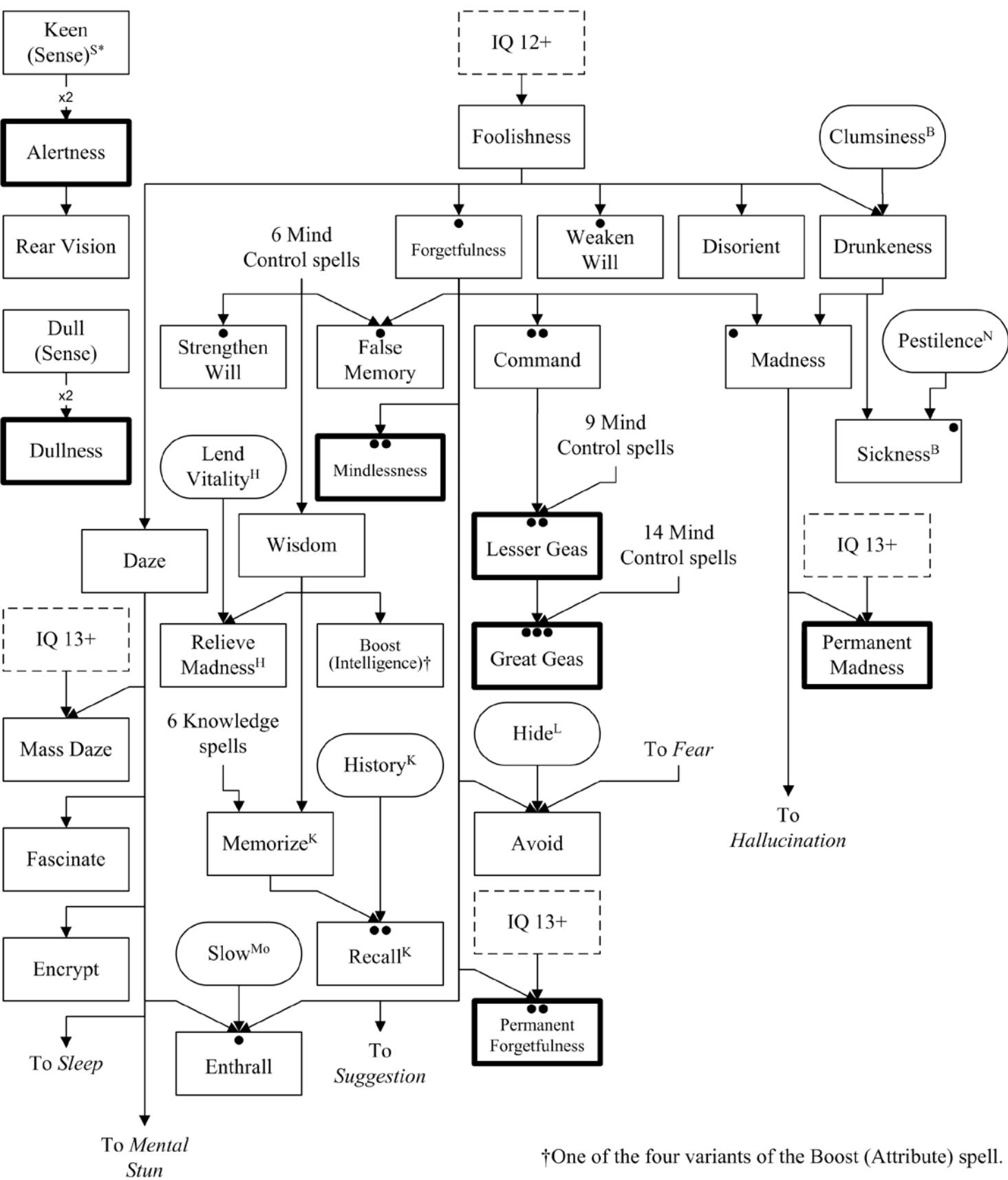
1 of 2





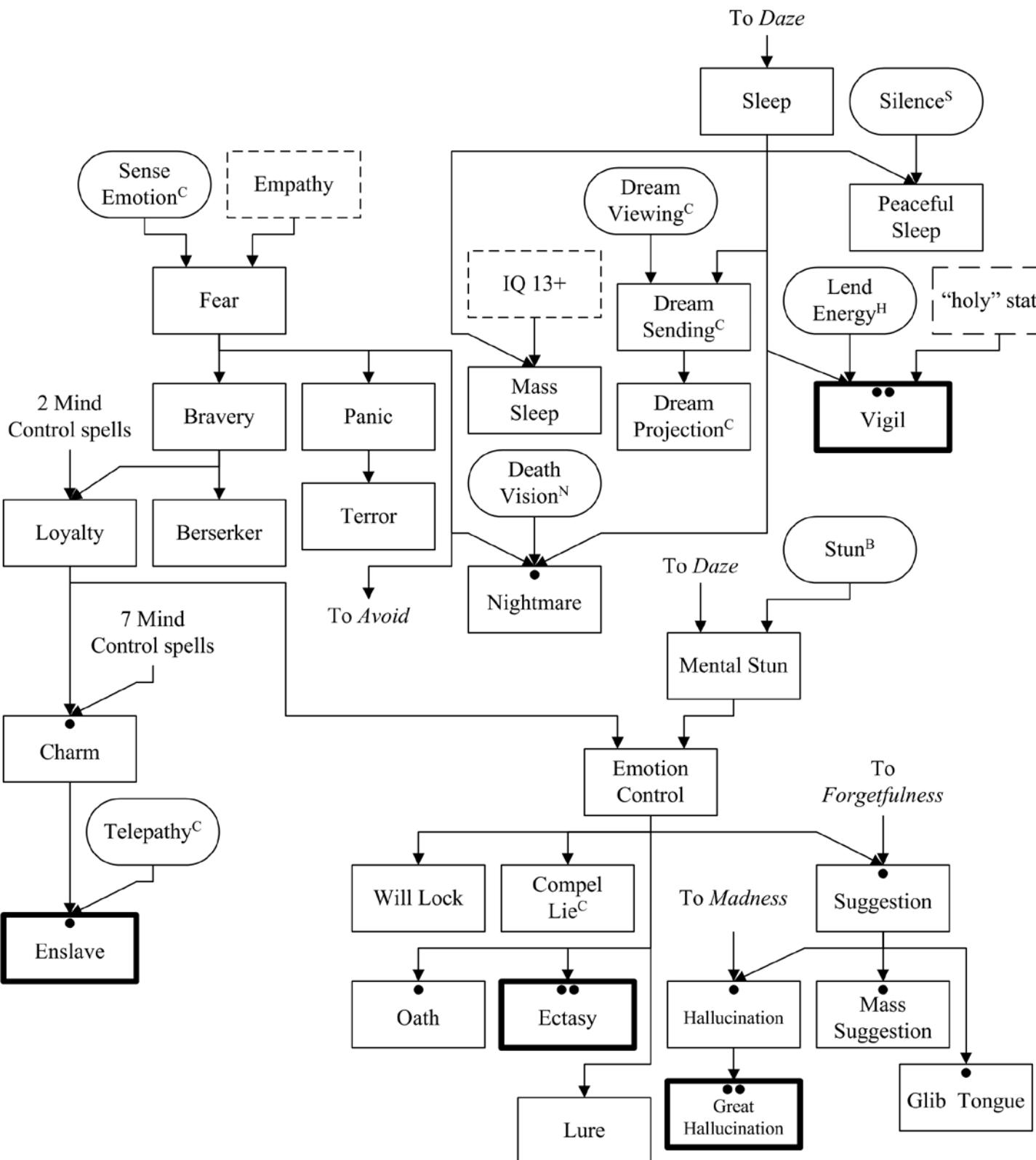
# Mind Control College

1 of 2



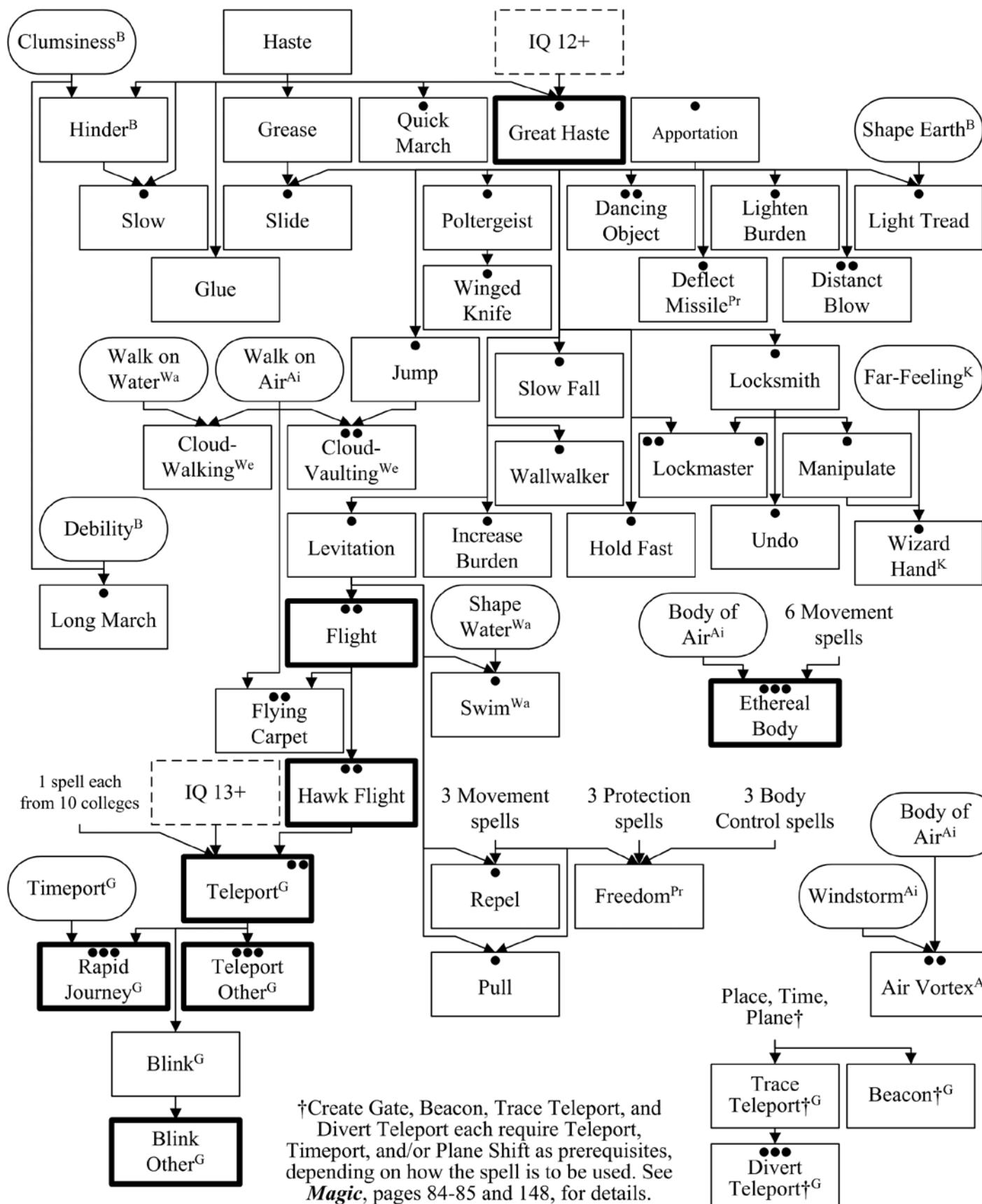
# Mind Control College

2 of 2



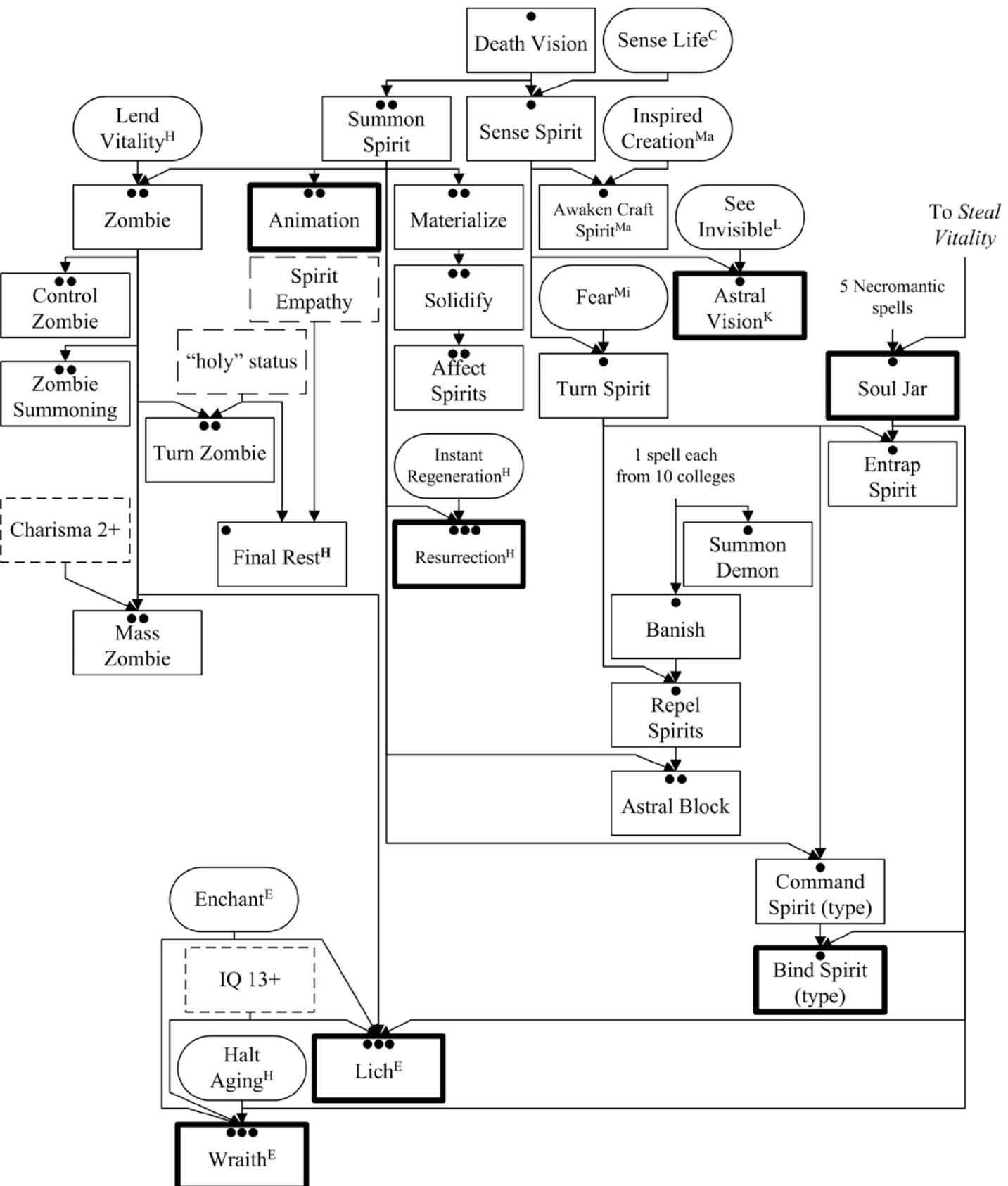
\*Only Keen Hearing is also a Sound spell.

# Movement College



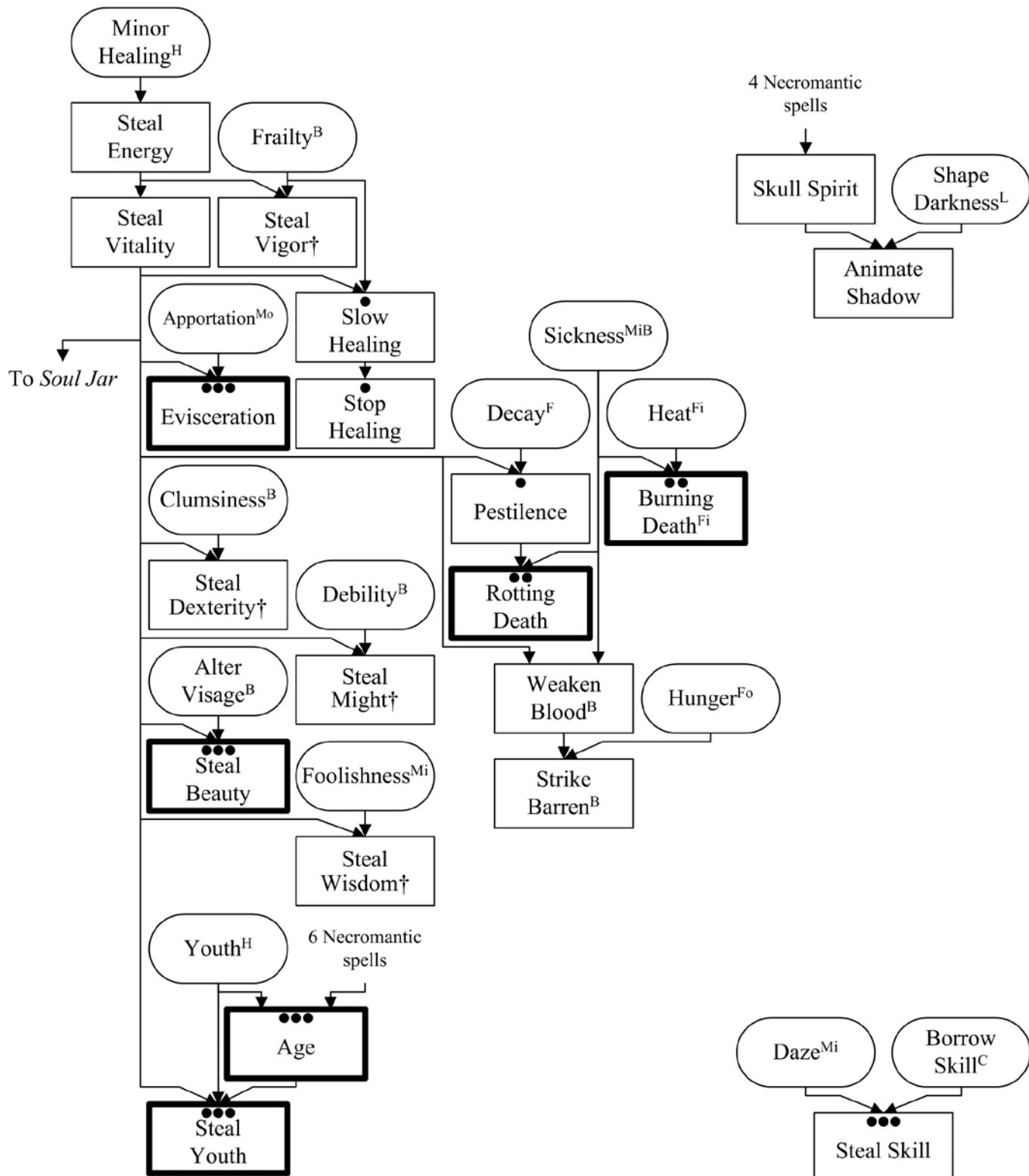
# Necromantic College

1 of 2

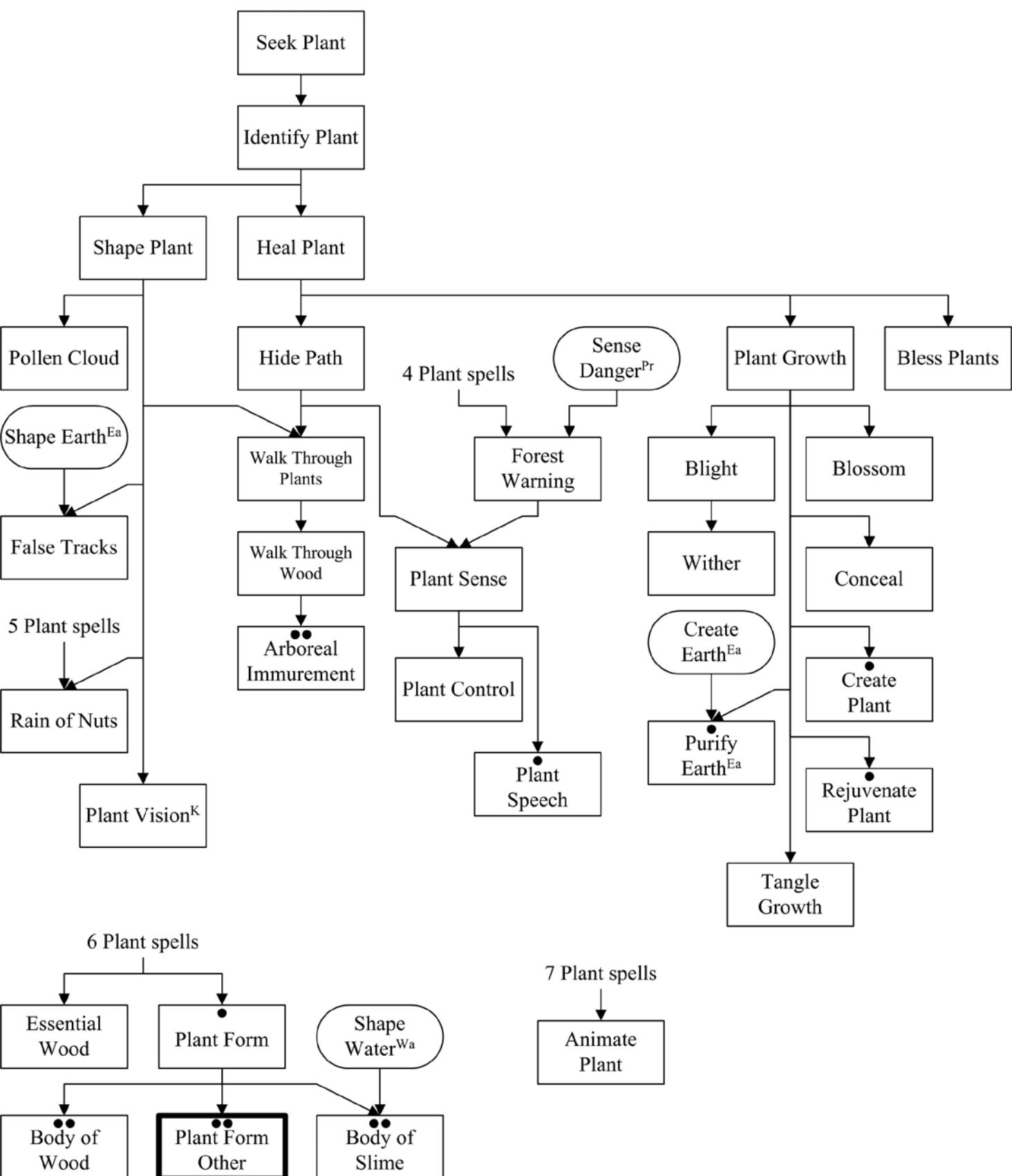


# Necromantic College

2 of 2

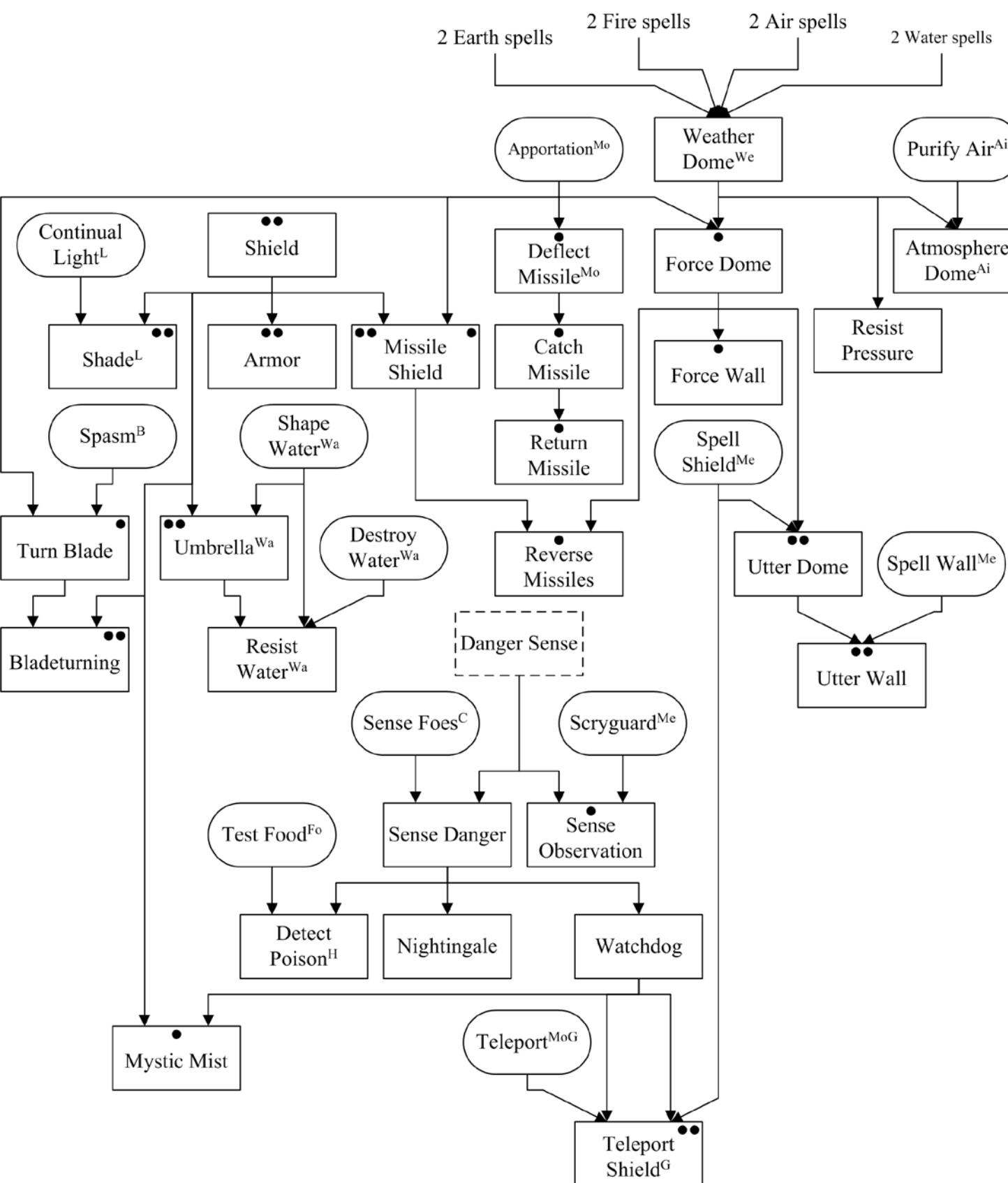


# Plant College



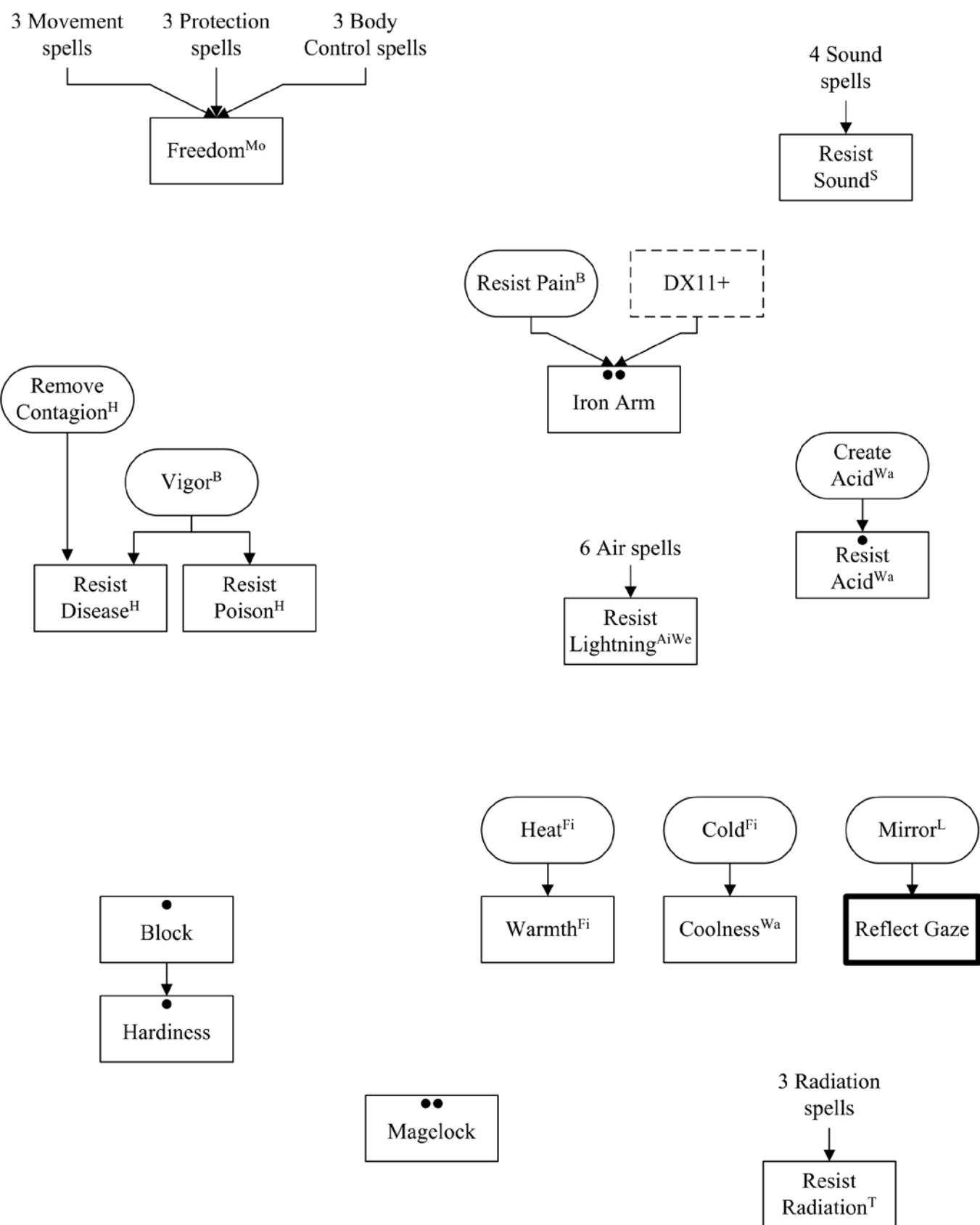
# Protection & Warning College

1 of 2

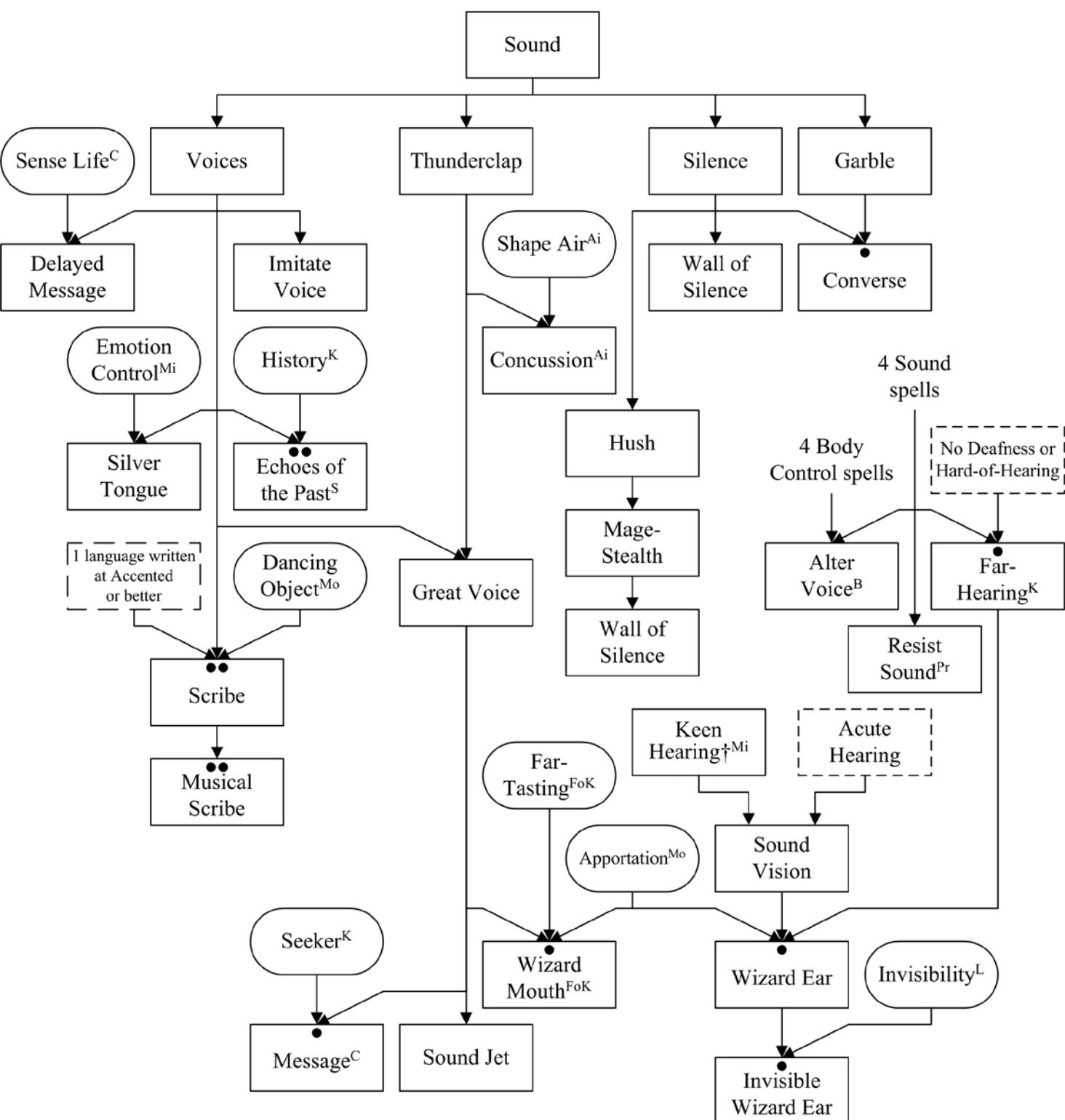


# Protection & Warning College

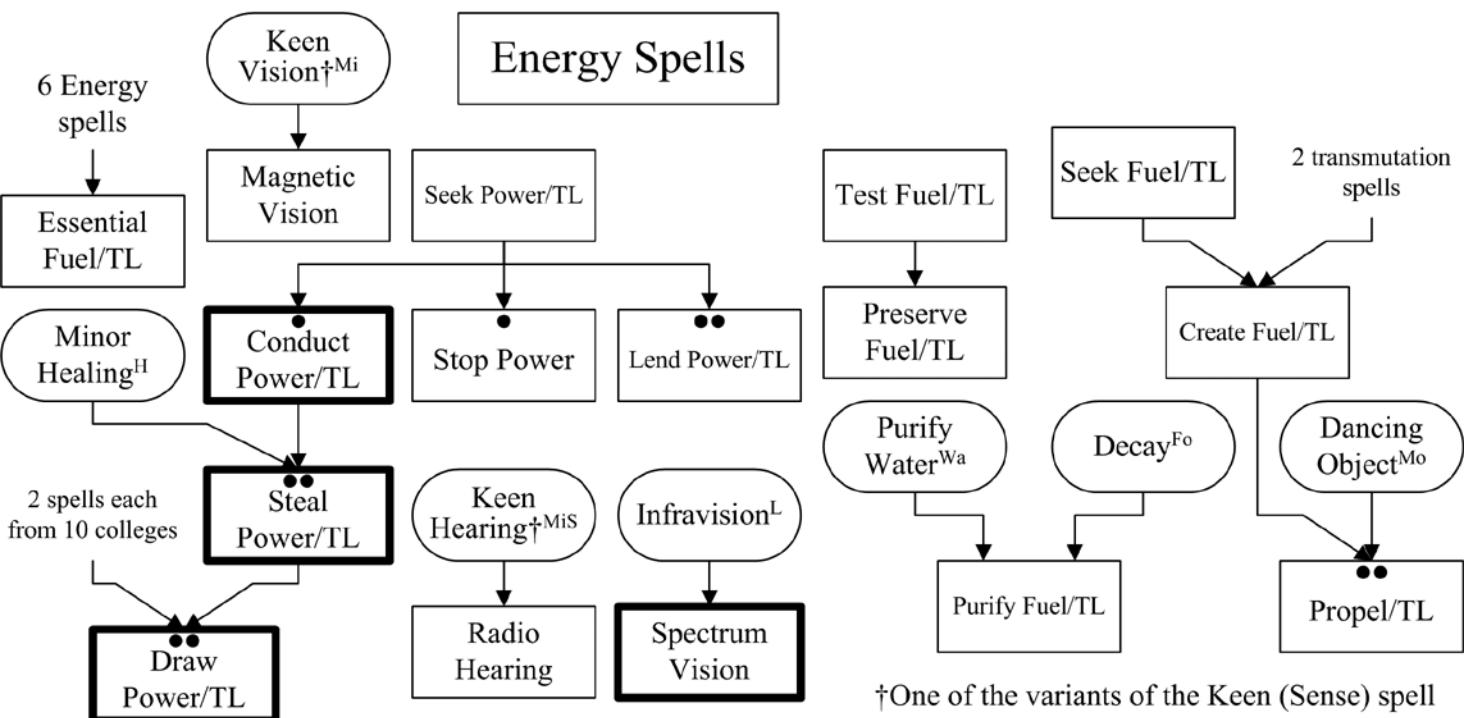
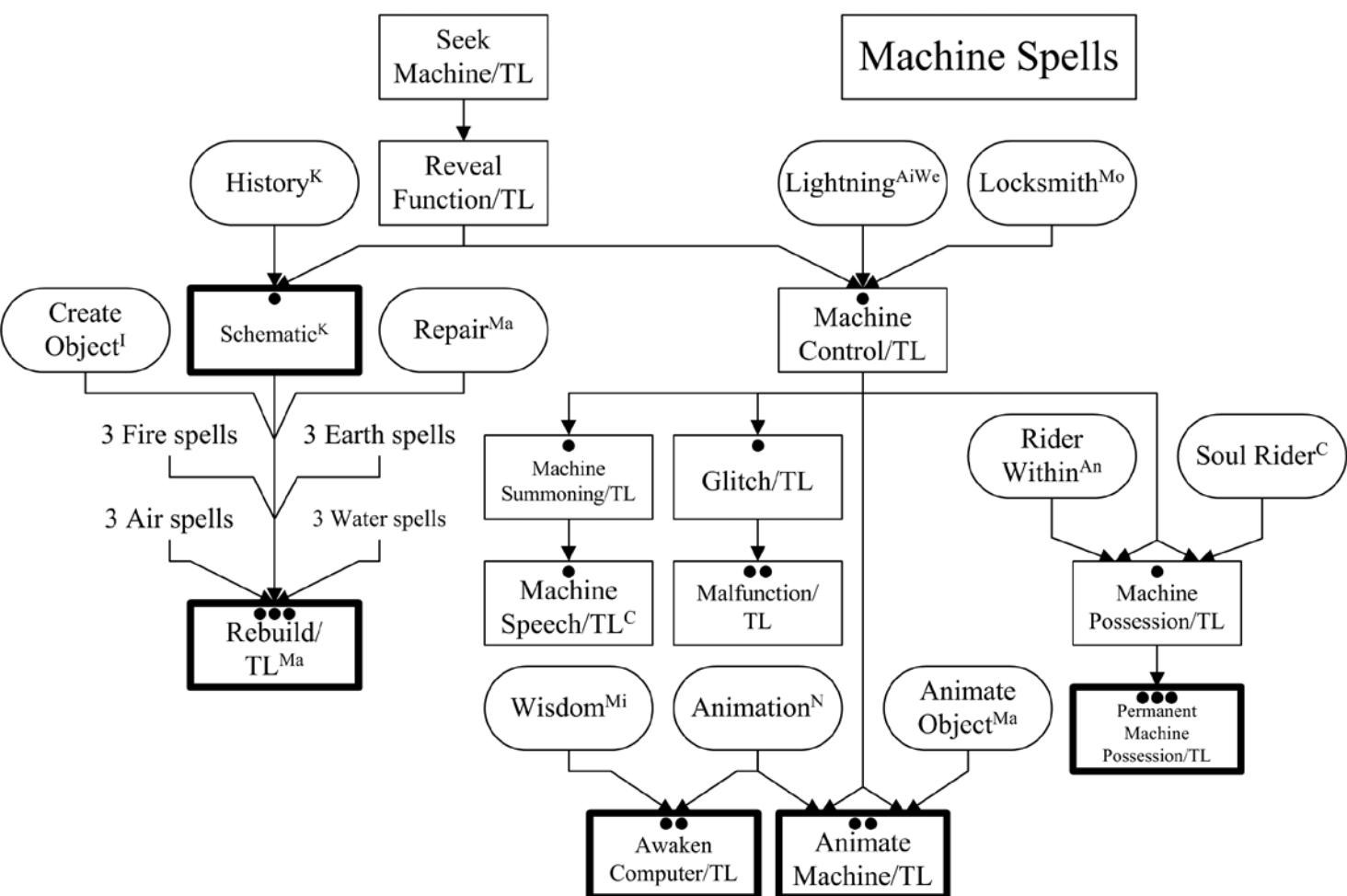
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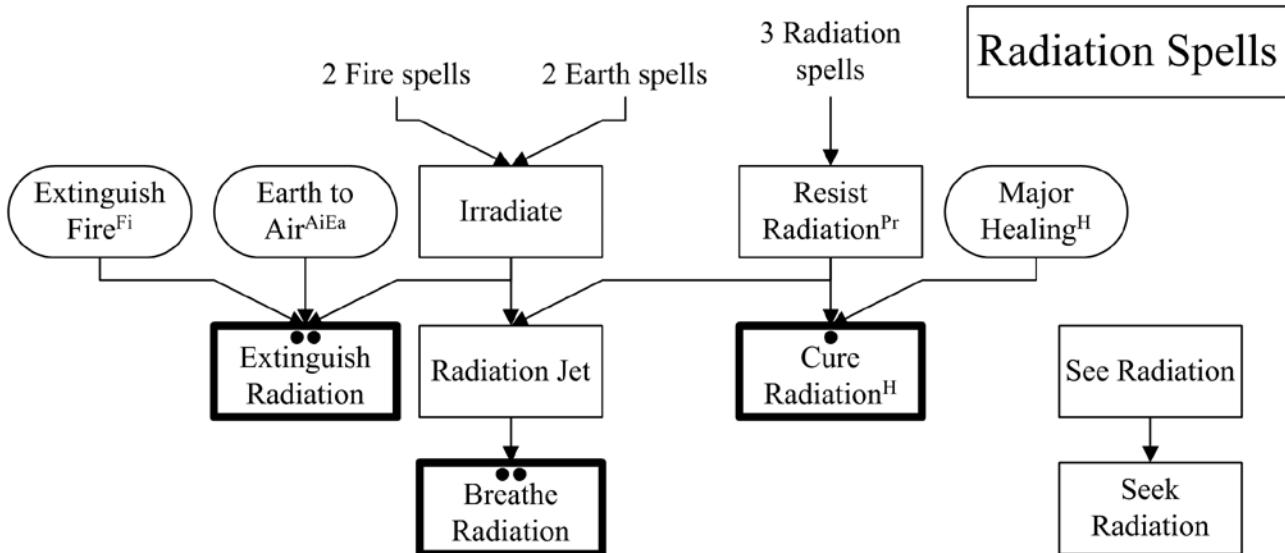


# Sound College

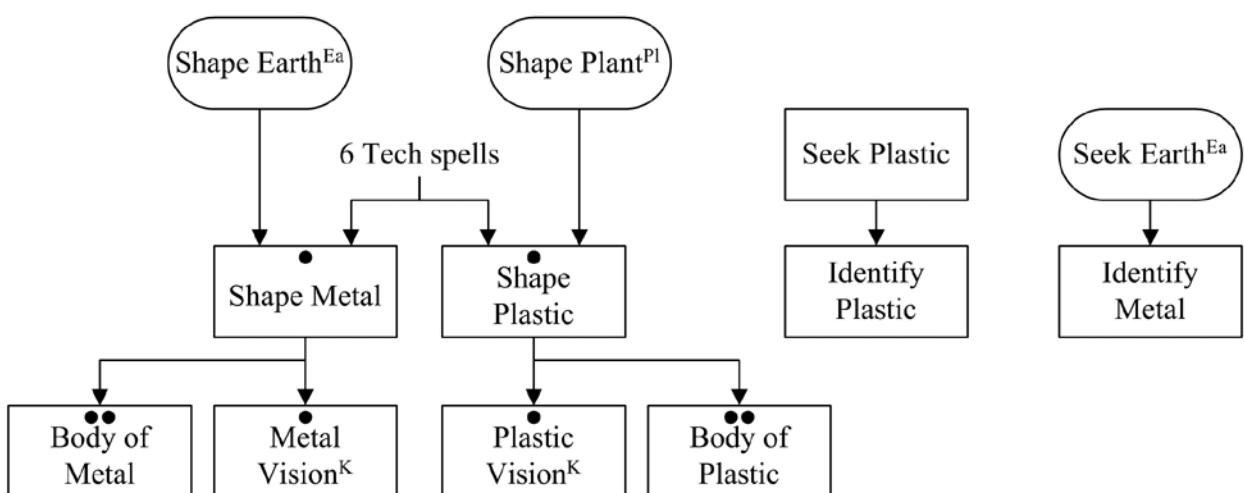


†One of the variants of the Keen (Sense) spell



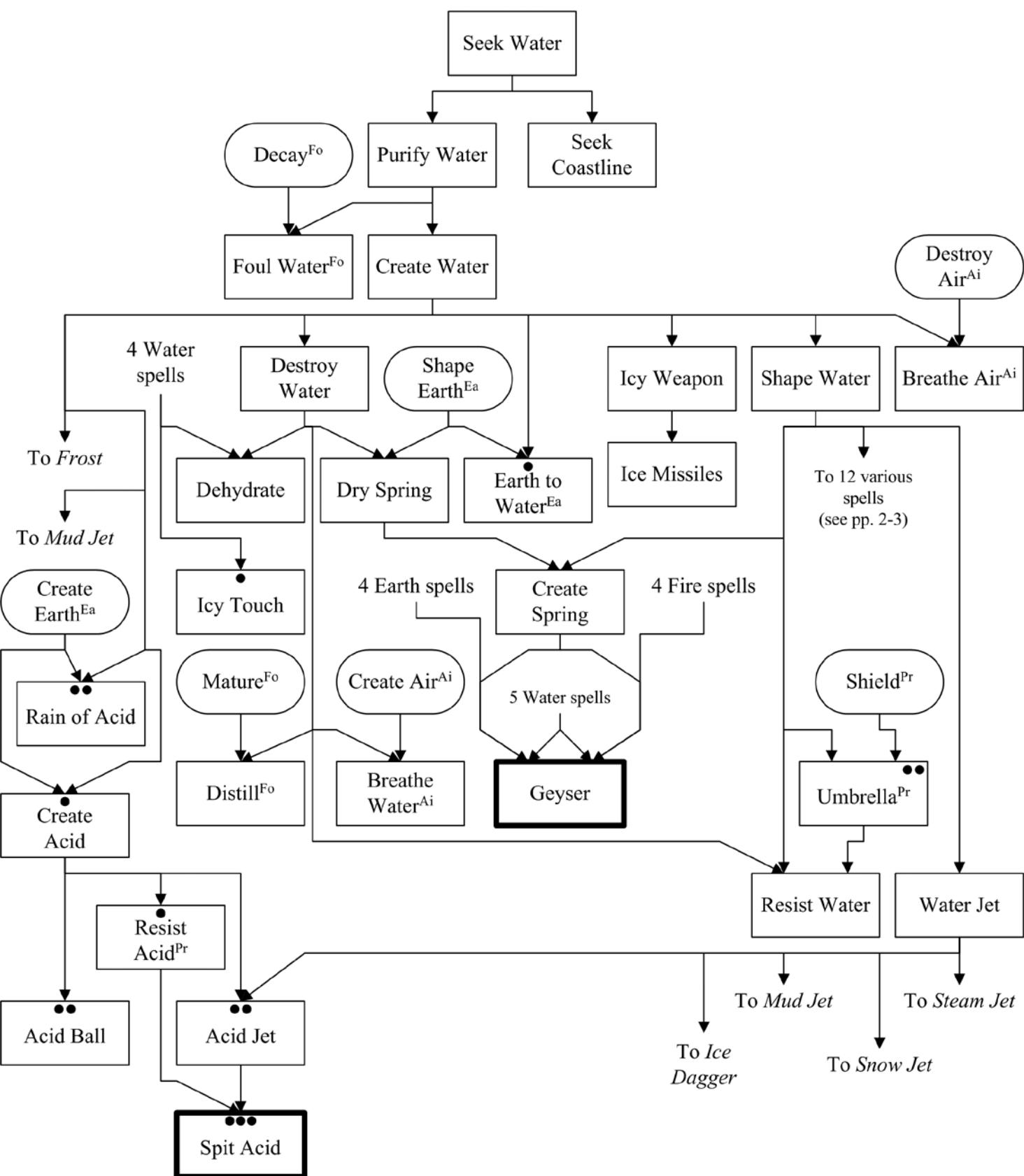


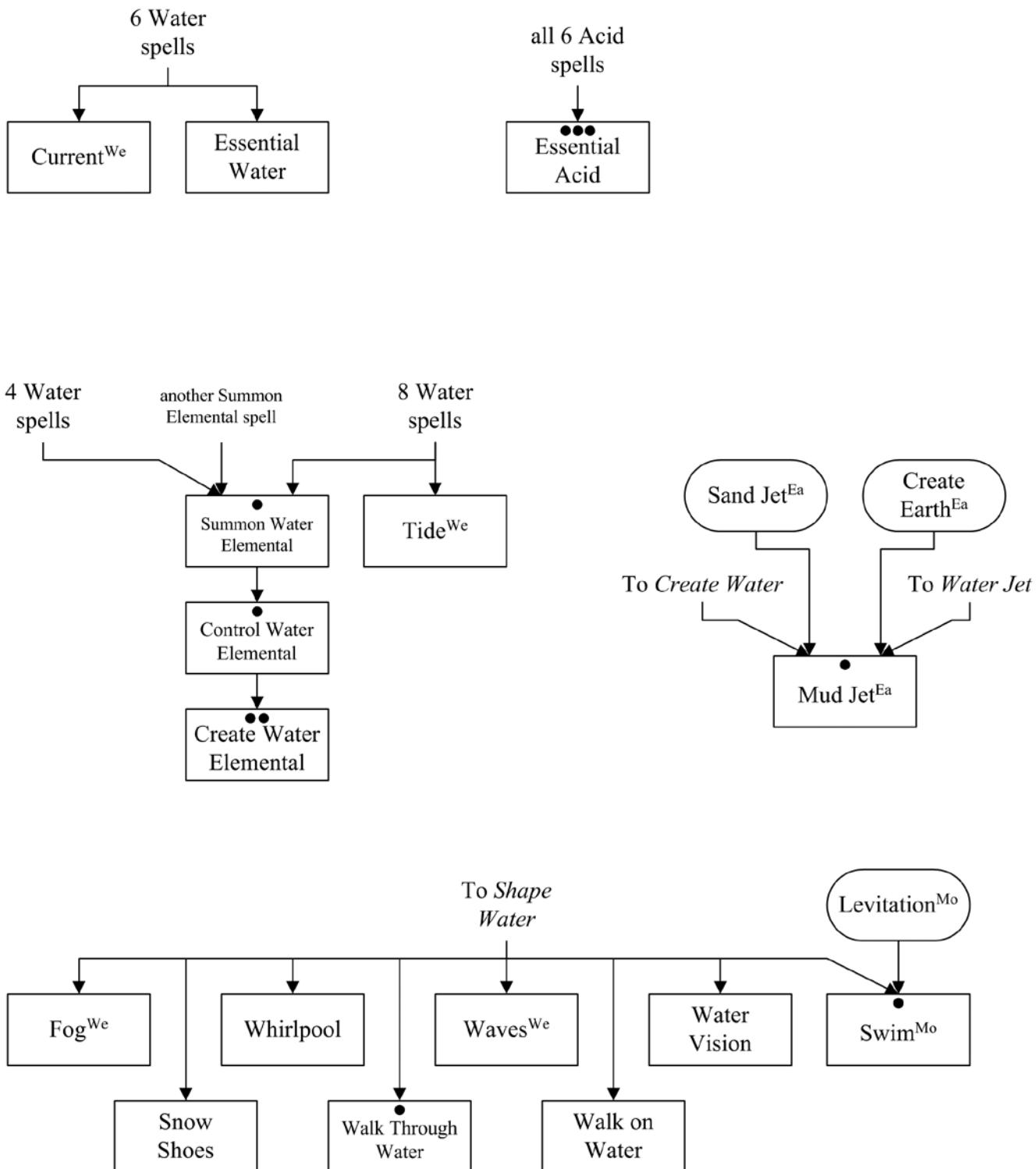
## Metal & Plastic Spells



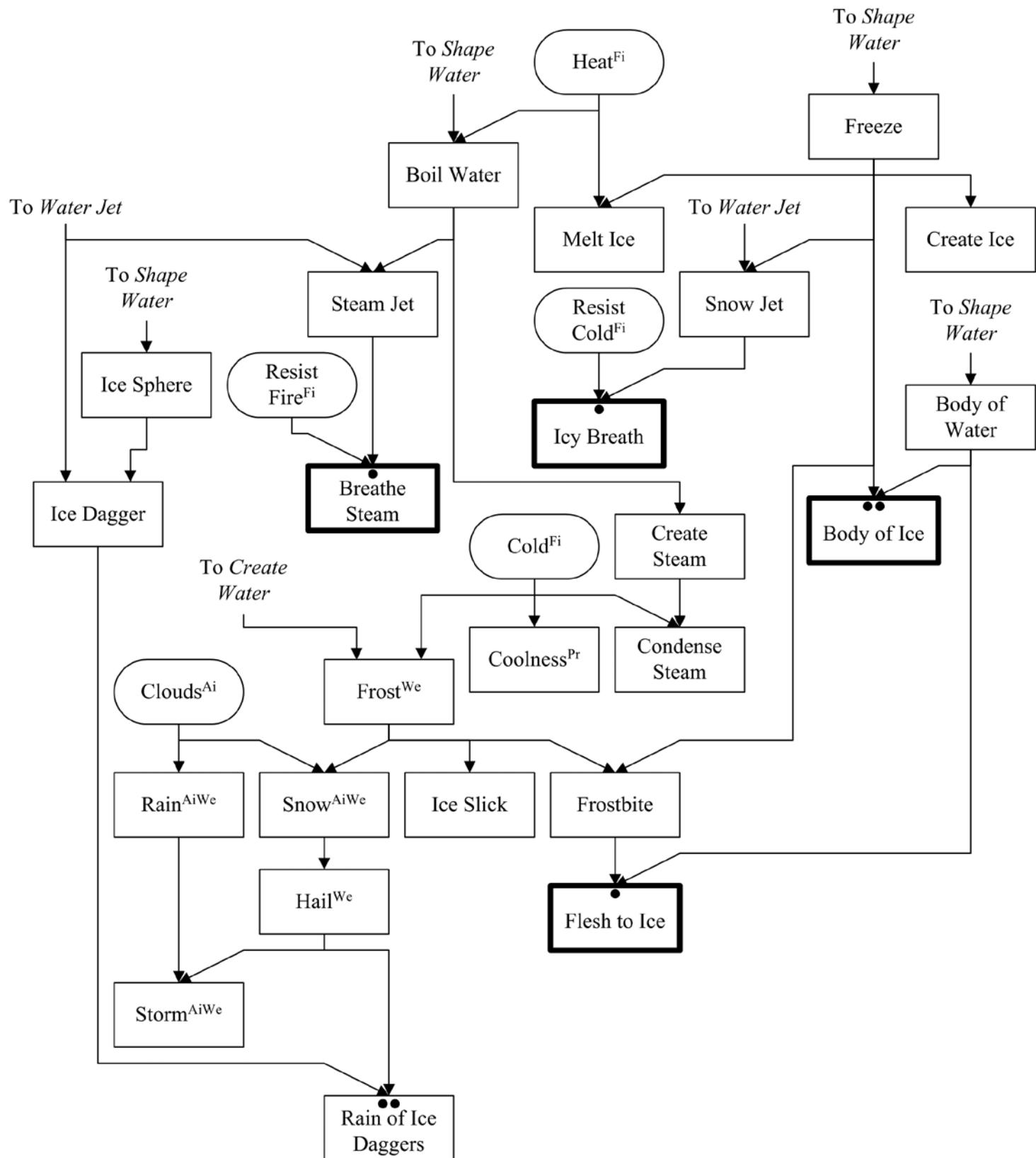
NOTE: Many Tech spells are technological skills  
(p. B168) and must be learned at a particular TL.

# Water College





## Water College



# Weather College

