

# GURPS<sup>®</sup>

Fourth Edition

# MAGIC<sup>™</sup>

## Spell Charts



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

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

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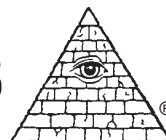
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**Spell Prerequisite Charts**  
by MICHELLE BARRETT

**Based on *GURPS Magic* by STEVE JACKSON  
and *GURPS Grimoire* by S. JOHN ROSS and  
DANIEL U. THIBAUT**

**Illustration by DOUGLAS SHULER**

# STEVE JACKSON GAMES



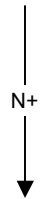
Stock #82-0201

Version 2.0, February 15, 2006

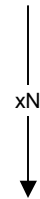
# Chart Key

## Magery Requirement

## Spell Difficulty

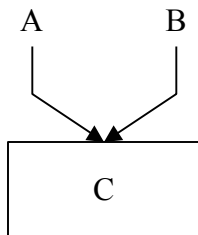
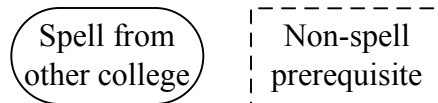


This specific prerequisite spell must be known at skill level N or higher.

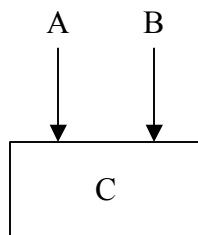


At least N variants of the prerequisite spell must be known.

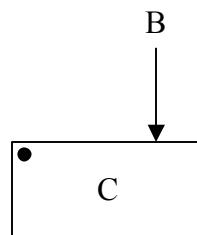
## Prerequisites



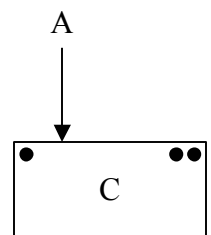
C requires A *and* B



C requires A *or* B



C requires Magery 1 *or* B



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

## College Identification

Is an X spell

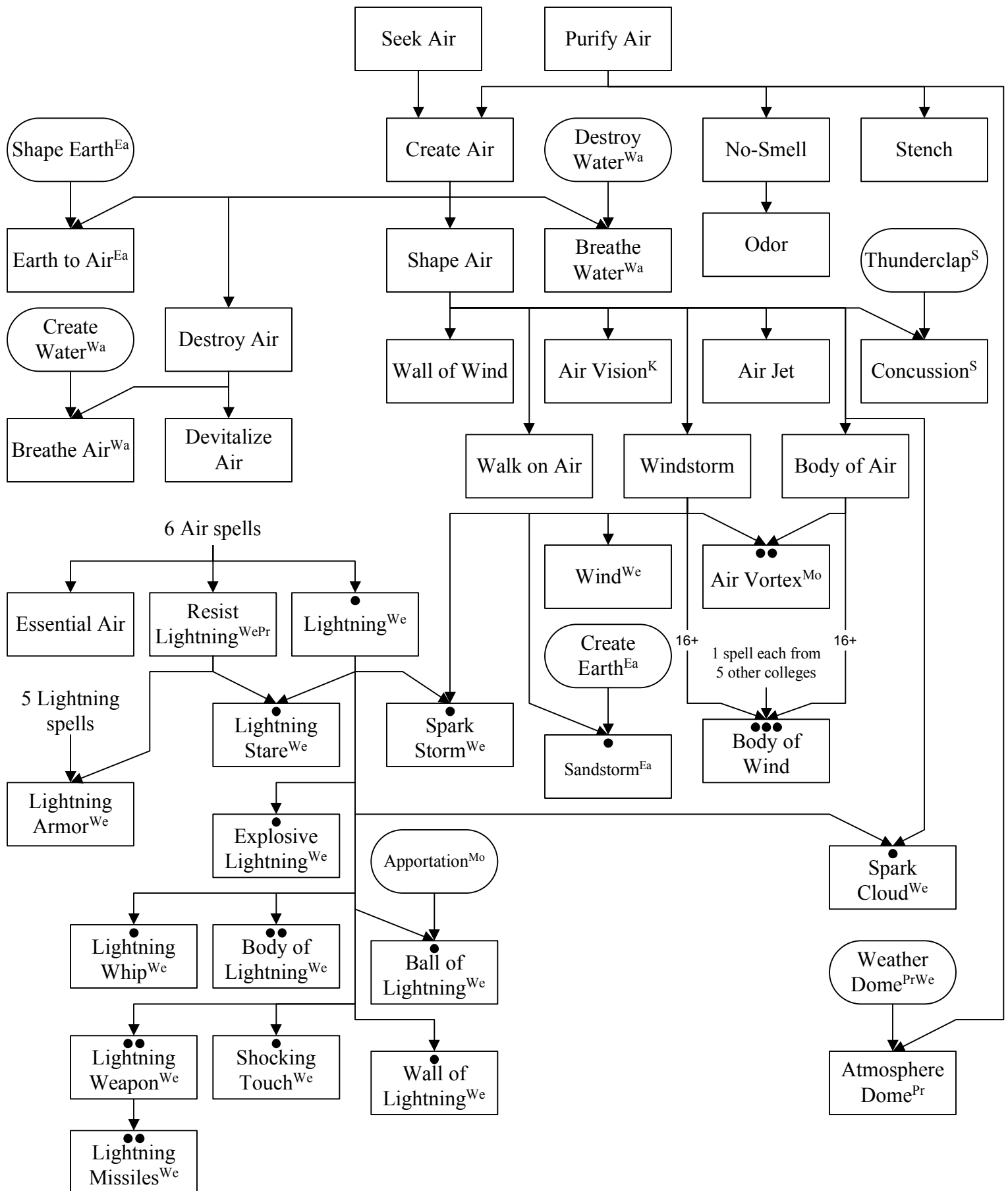
Is also an X spell

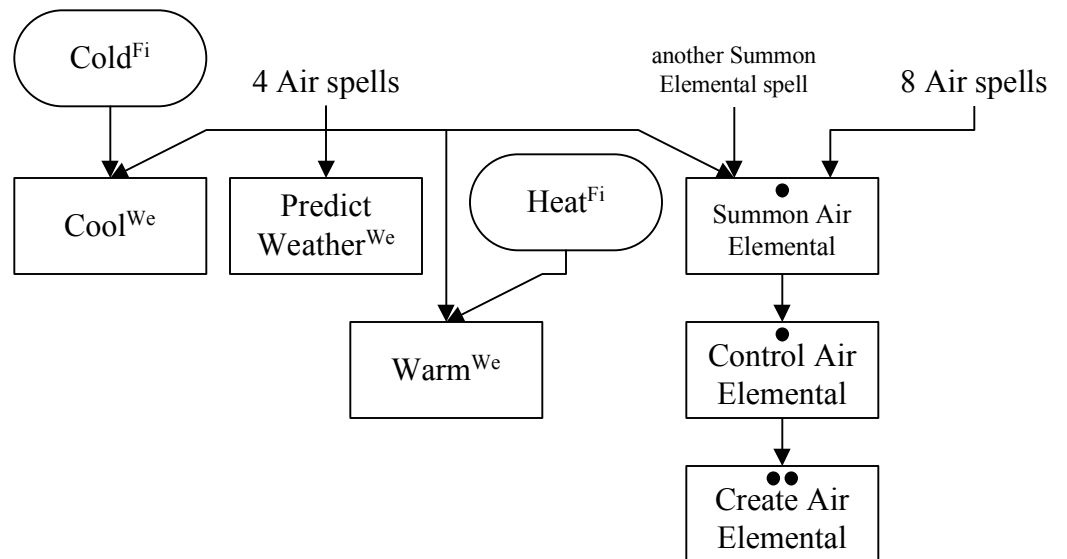
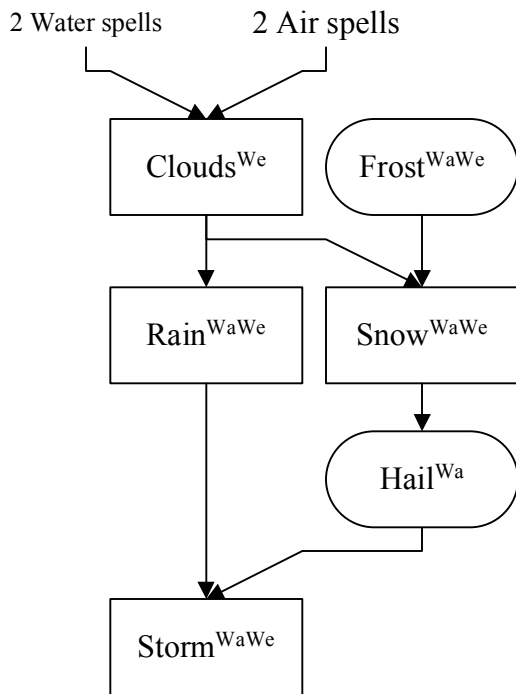
<sup>Ai</sup>Air  
<sup>An</sup>Animal  
<sup>B</sup>Body Control  
<sup>C</sup>Communication & Empathy  
<sup>Ea</sup>Earth  
<sup>En</sup>Enchantment

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

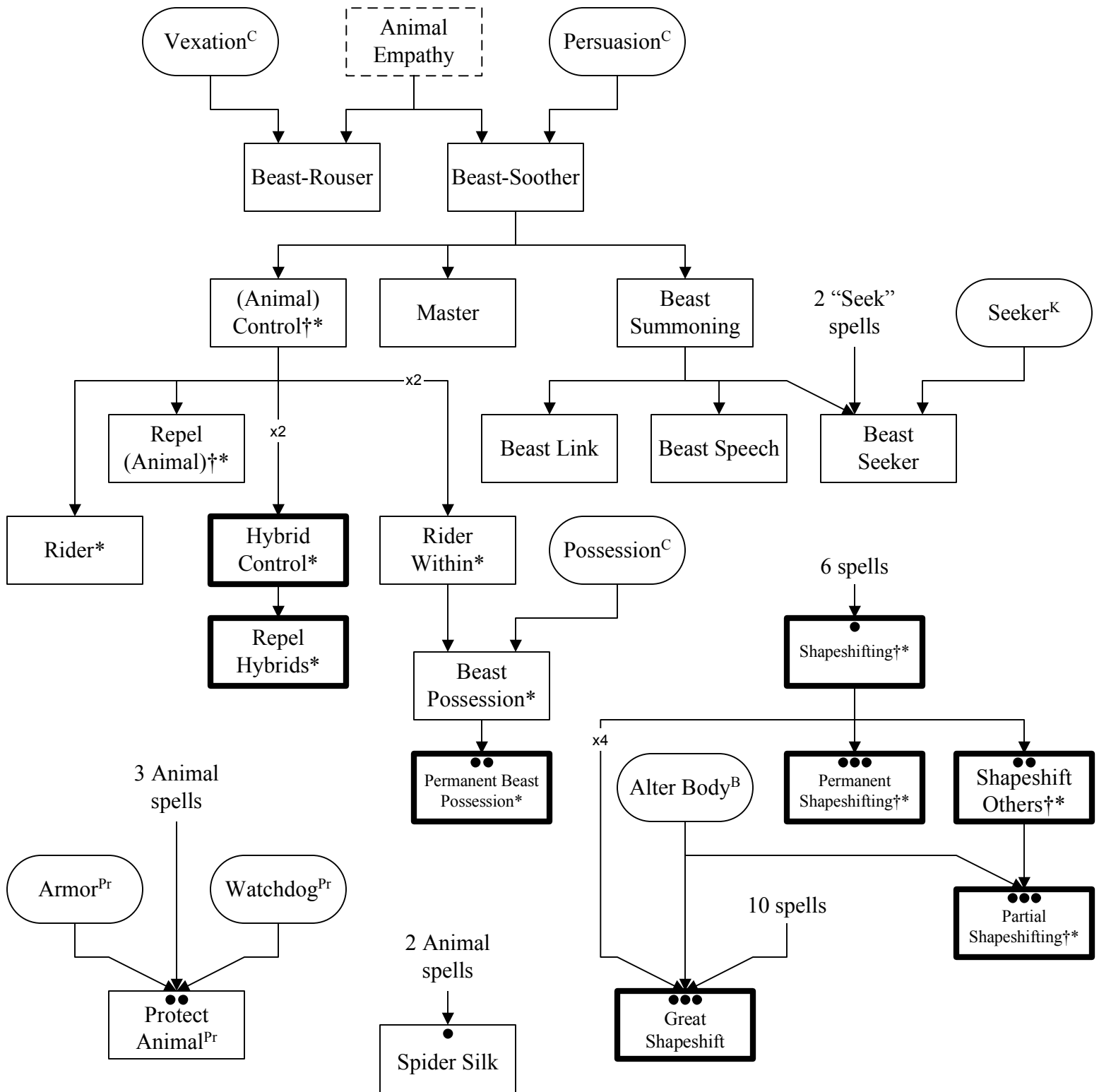
<sup>L</sup>Light  
<sup>Ma</sup>Making & Breaking  
<sup>Me</sup>Meta  
<sup>Mi</sup>Mind Control  
<sup>Mo</sup>Movement  
<sup>N</sup>Necromantic

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





# Animal College

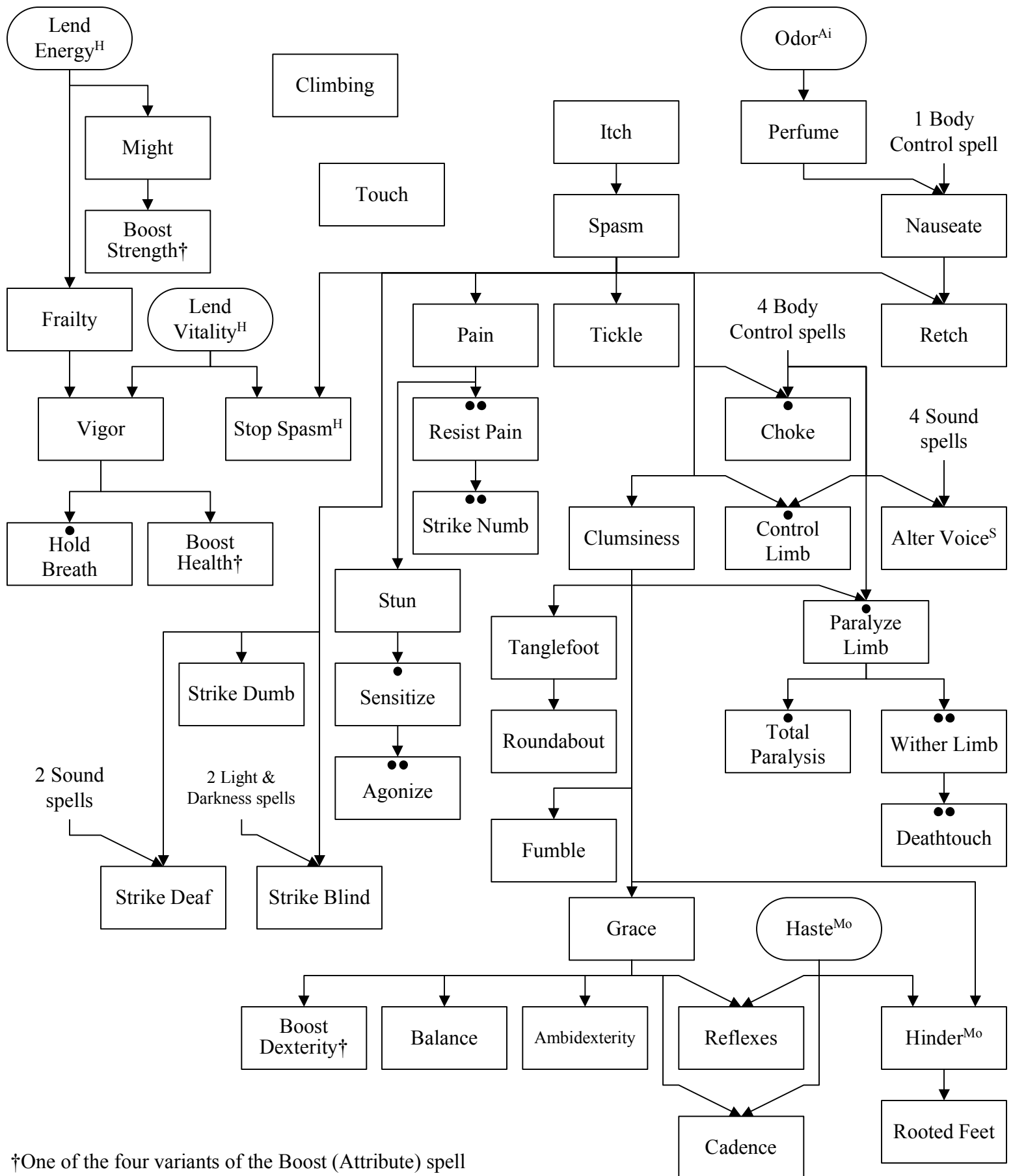


†Each animal requires a different spell.

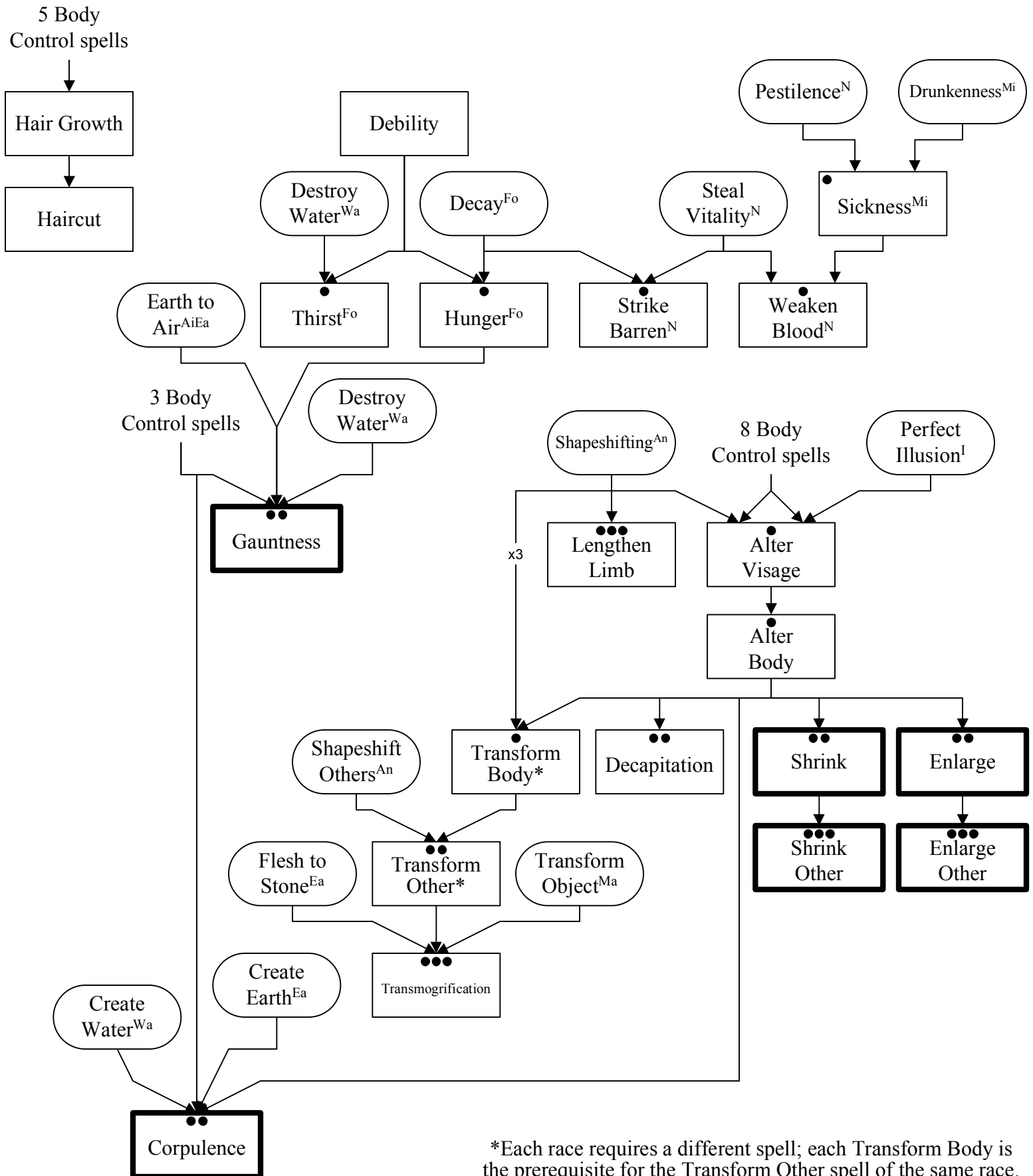
\*Each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).

# Body Control College

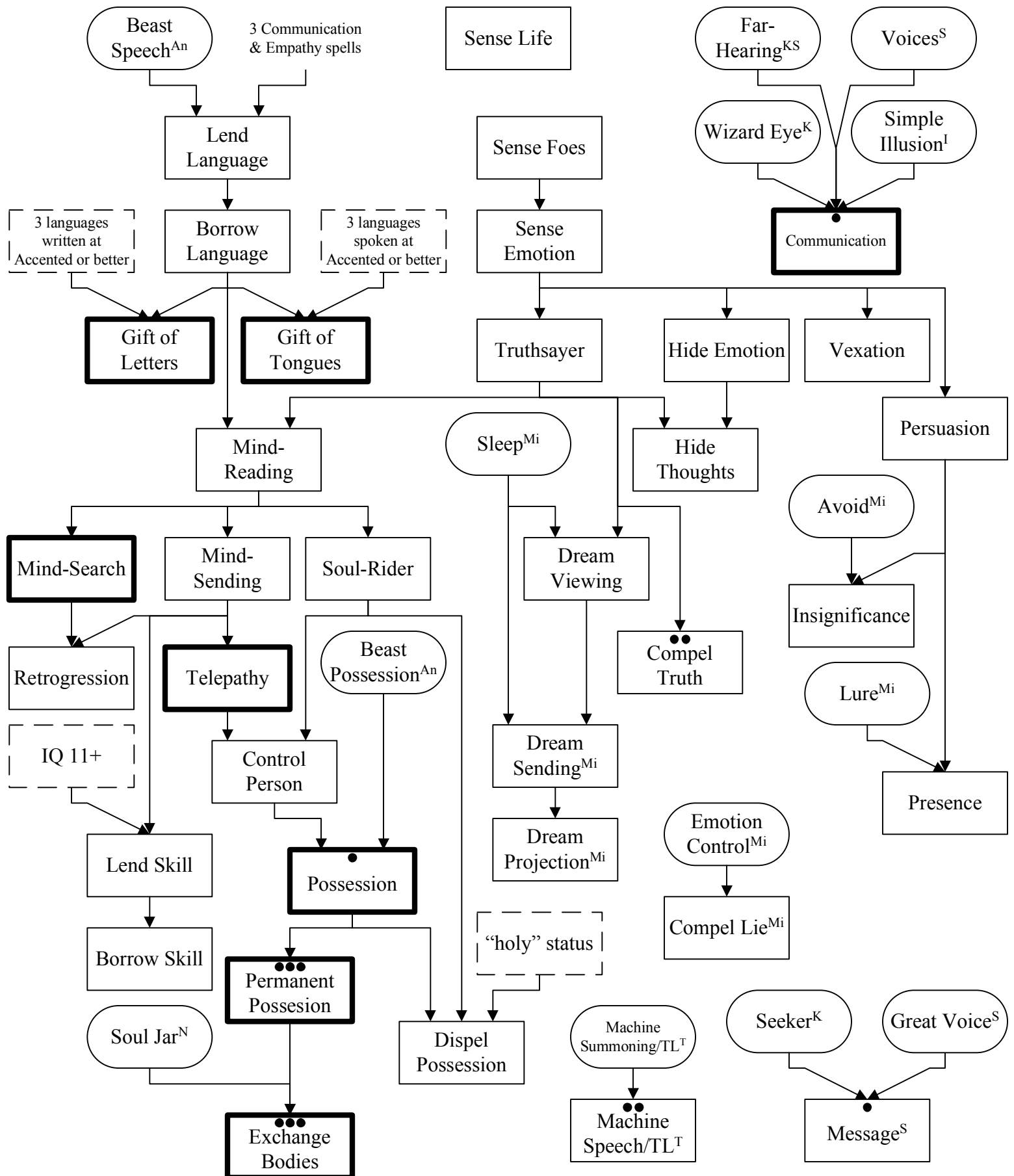
1 of 2



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

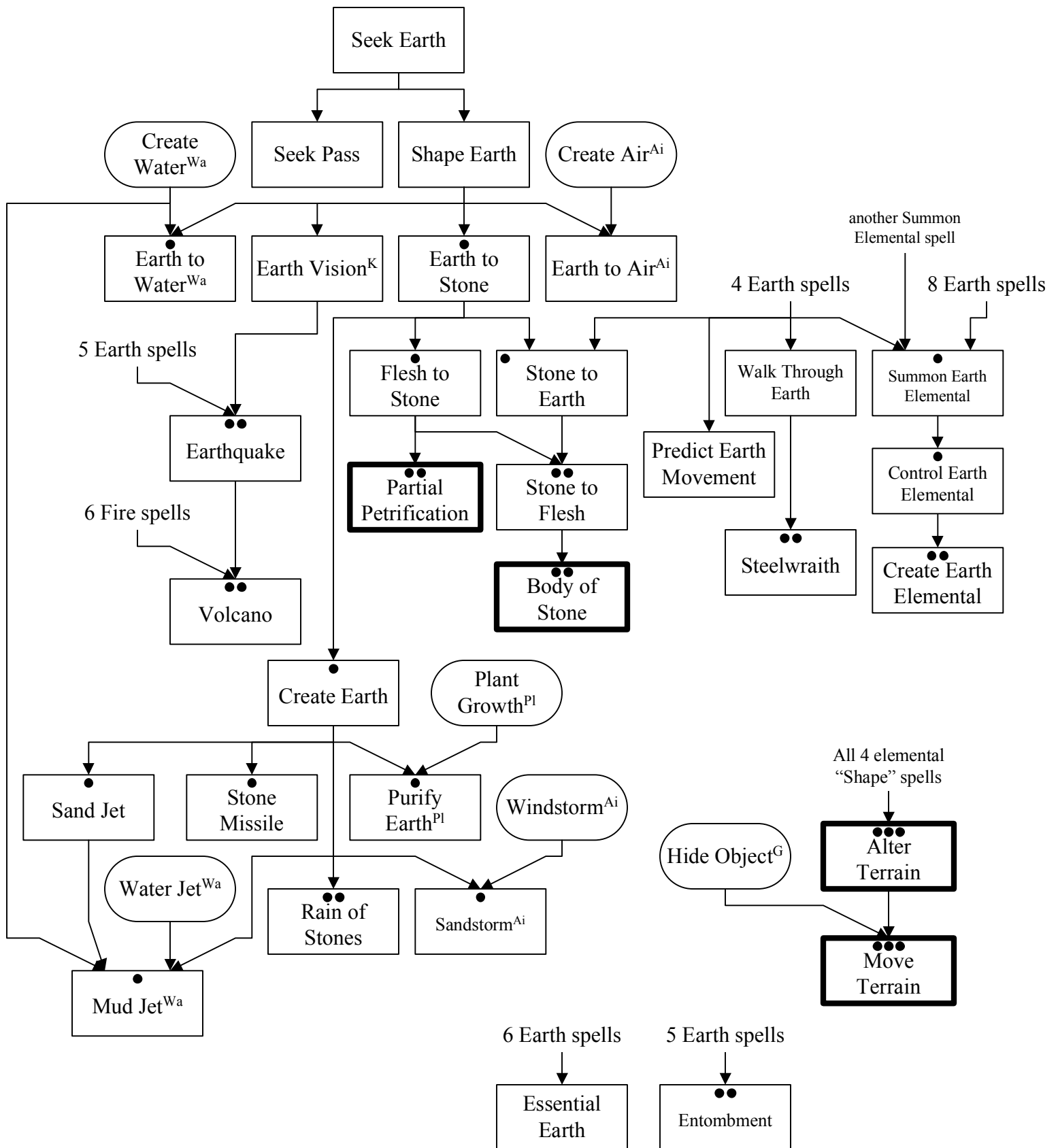


# Communication & Empathy College



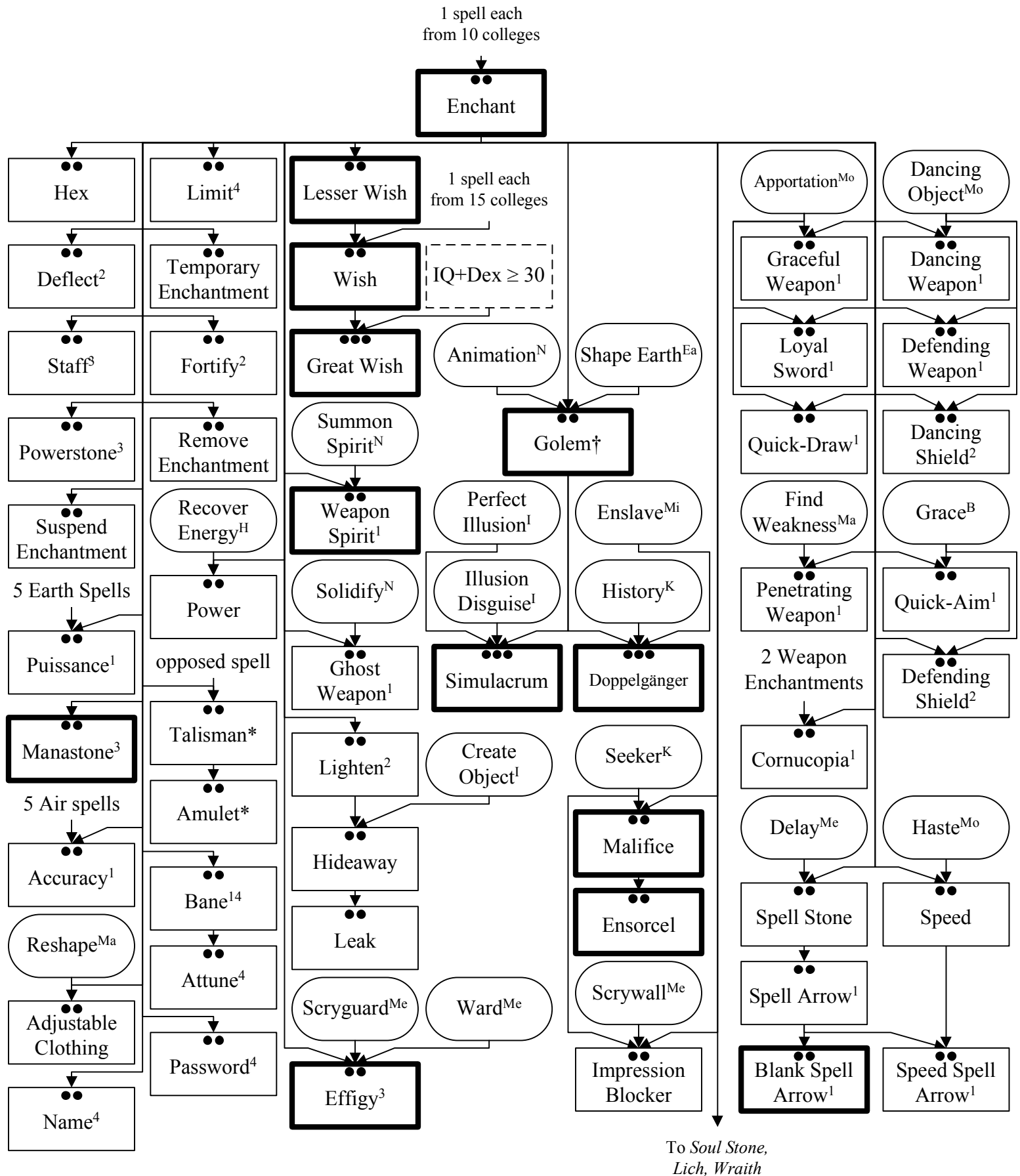


# Earth College



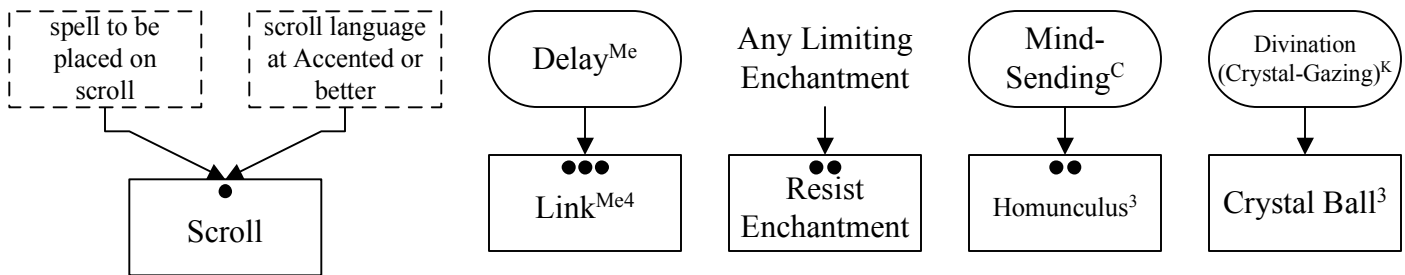
# Enchantment College

1 of 2

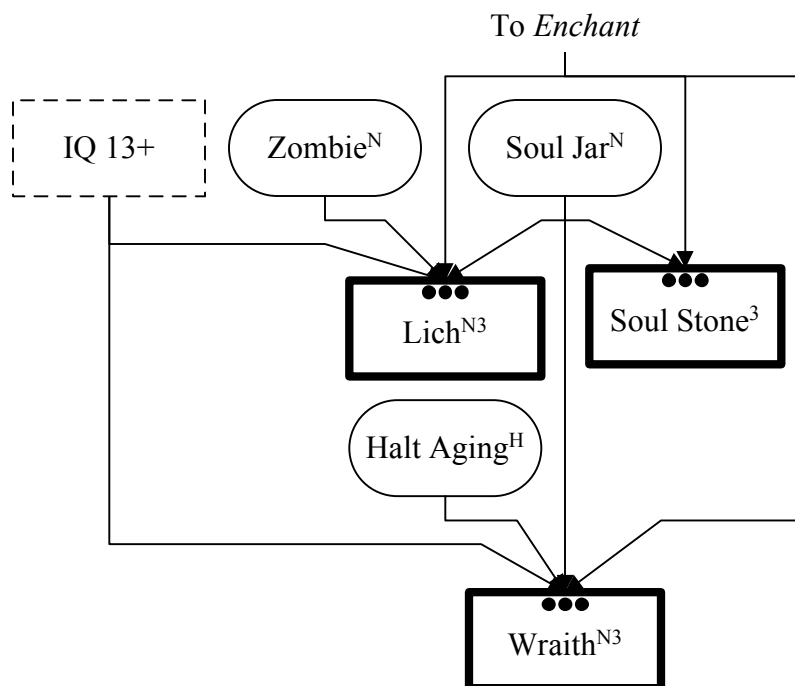


# Enchantment College

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

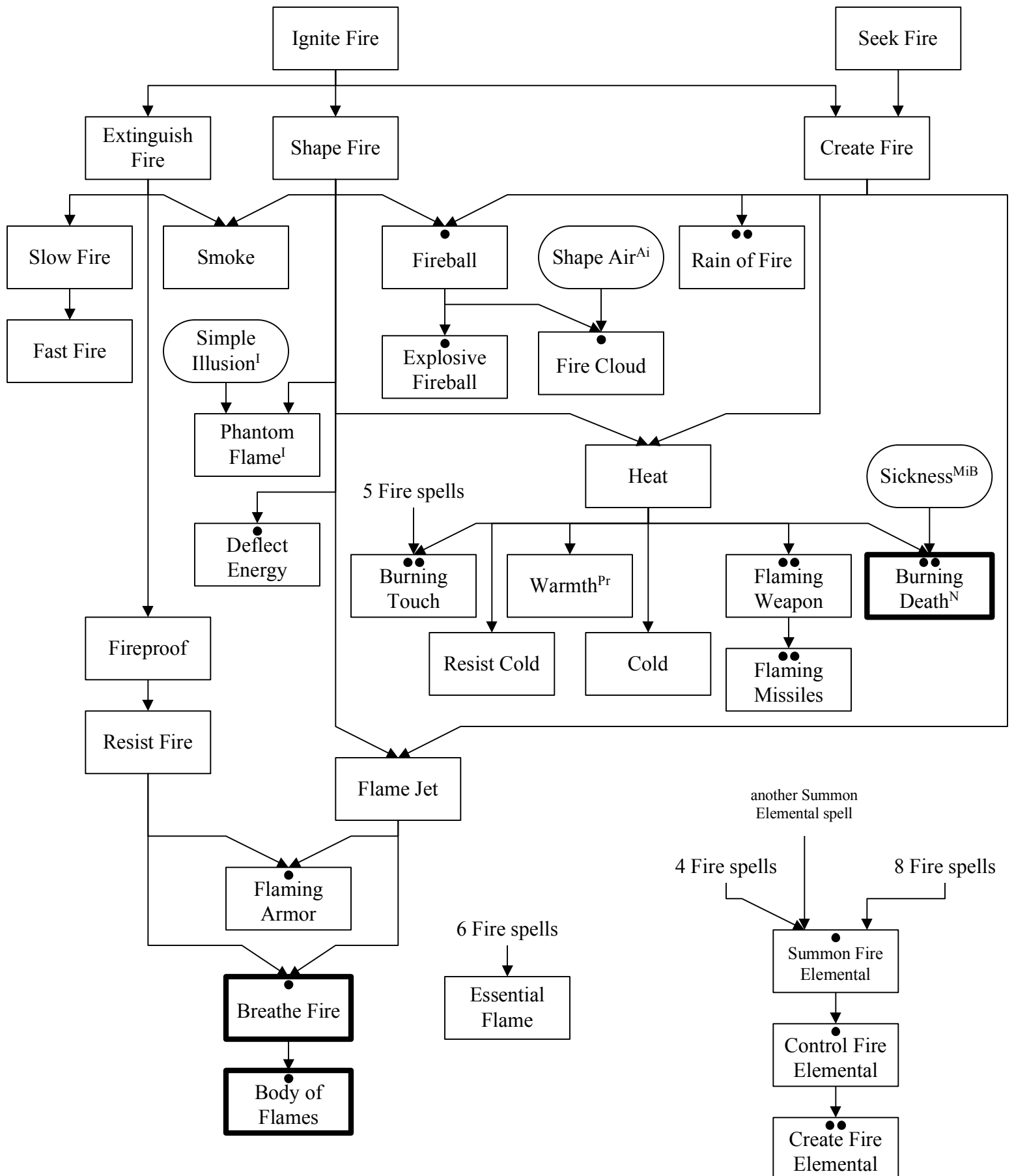
<sup>3</sup>Wizardly Tools

<sup>4</sup>Limiting Enchantment

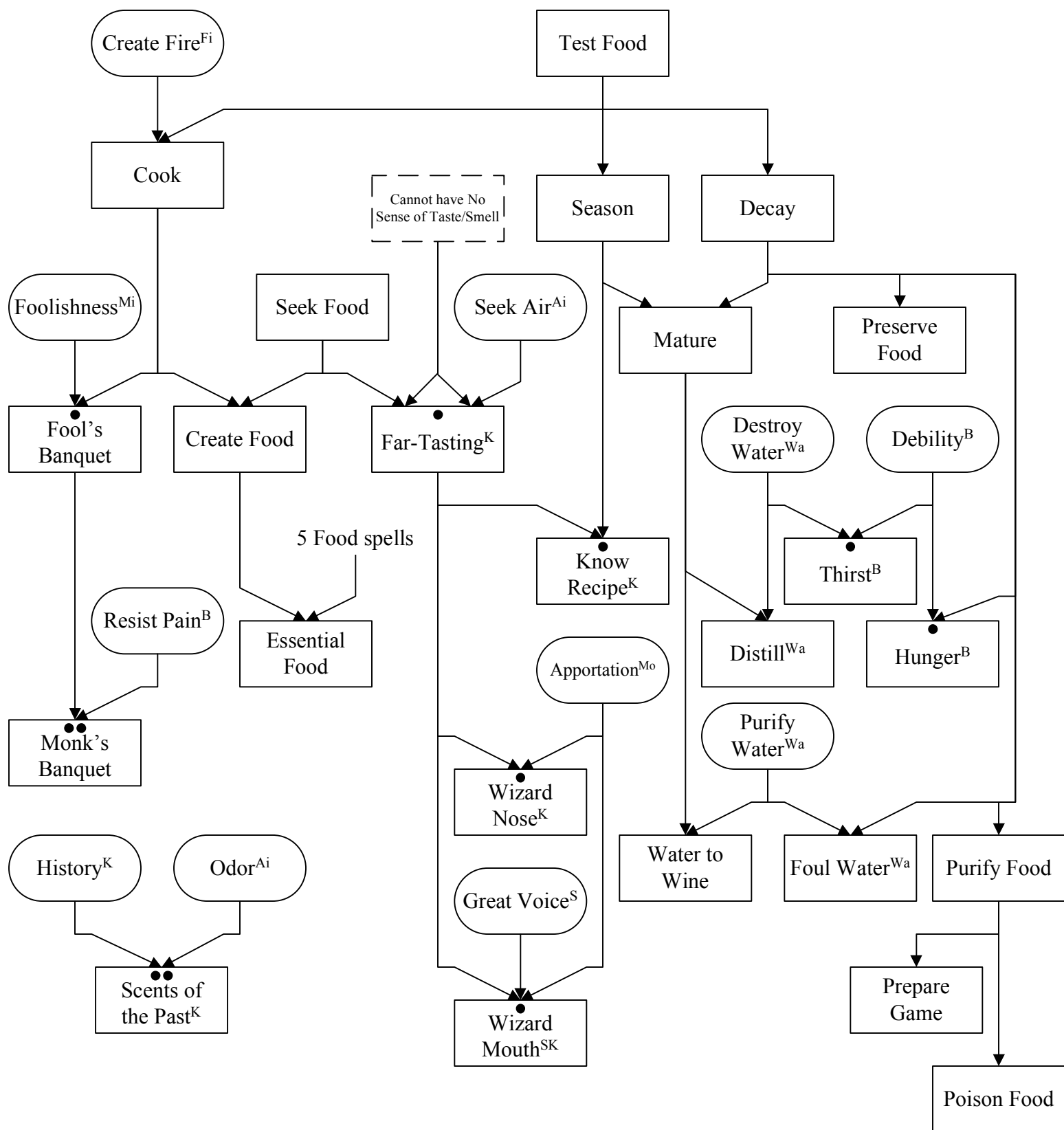
†Other spells may be necessary to work with unusual materials.

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

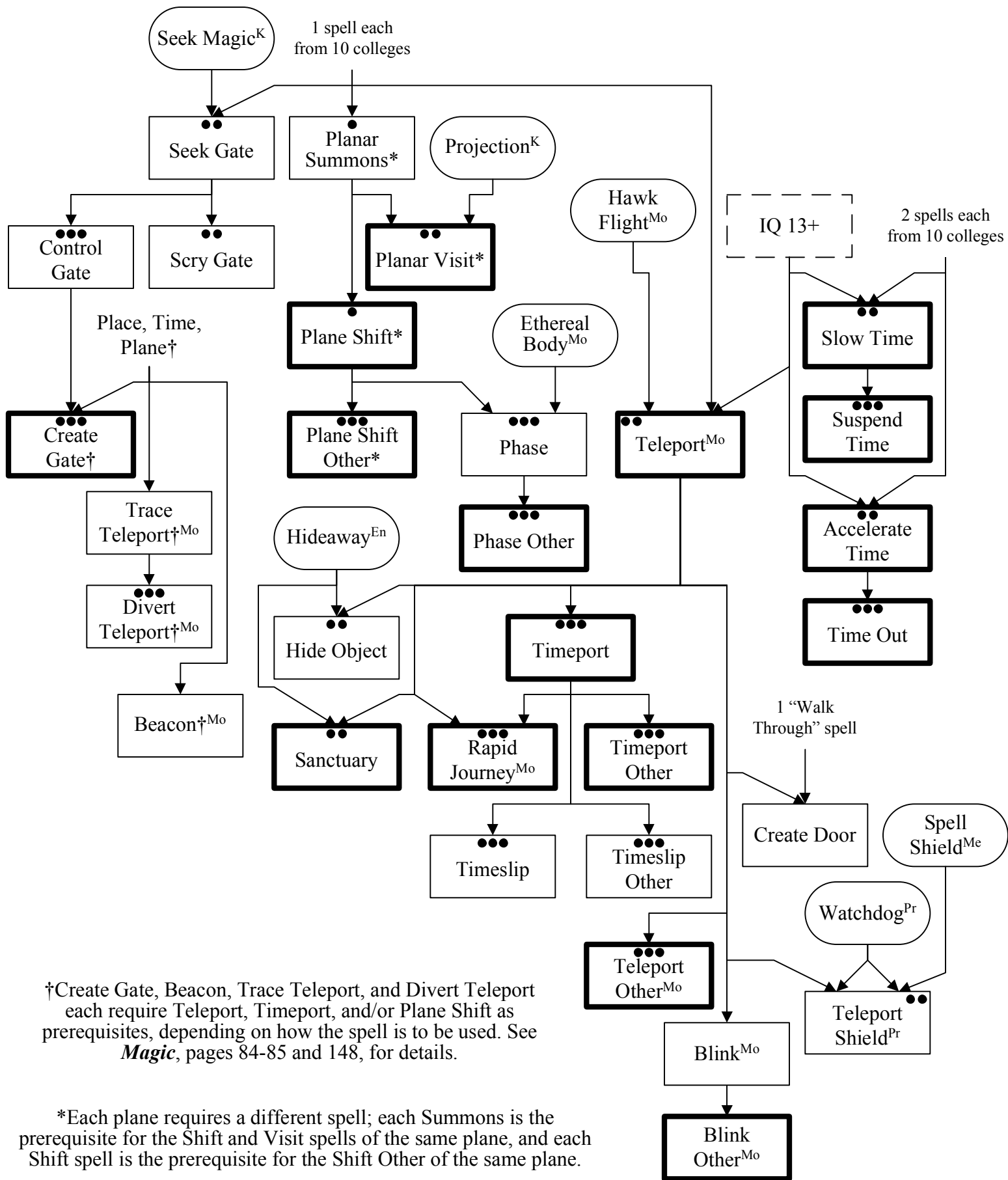
# Fire College

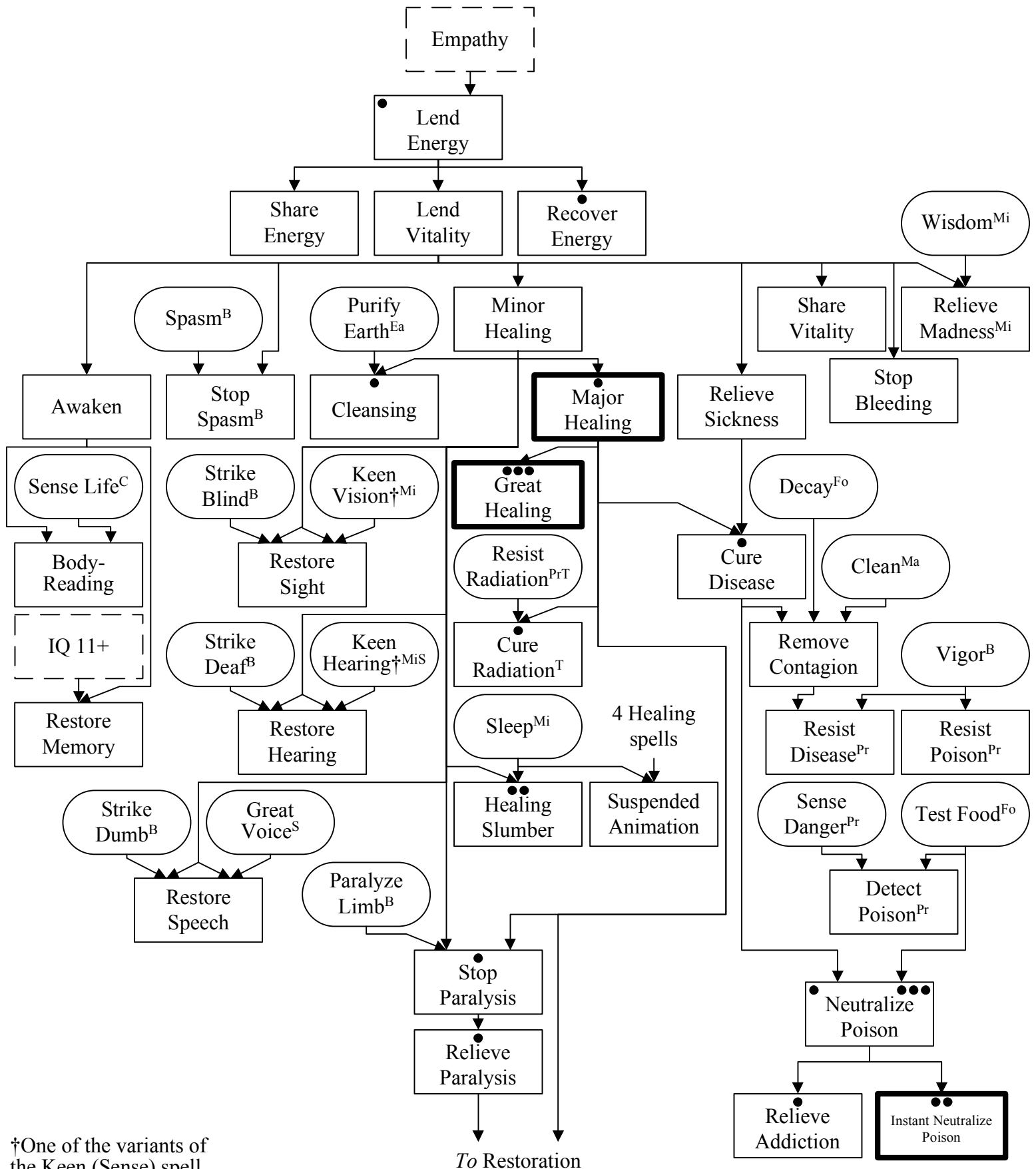


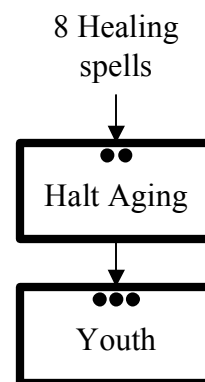
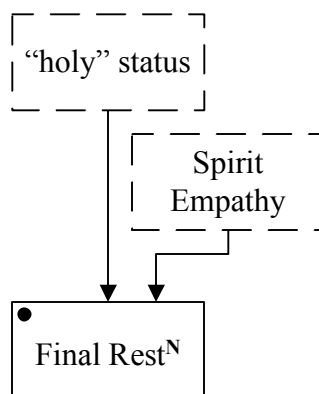
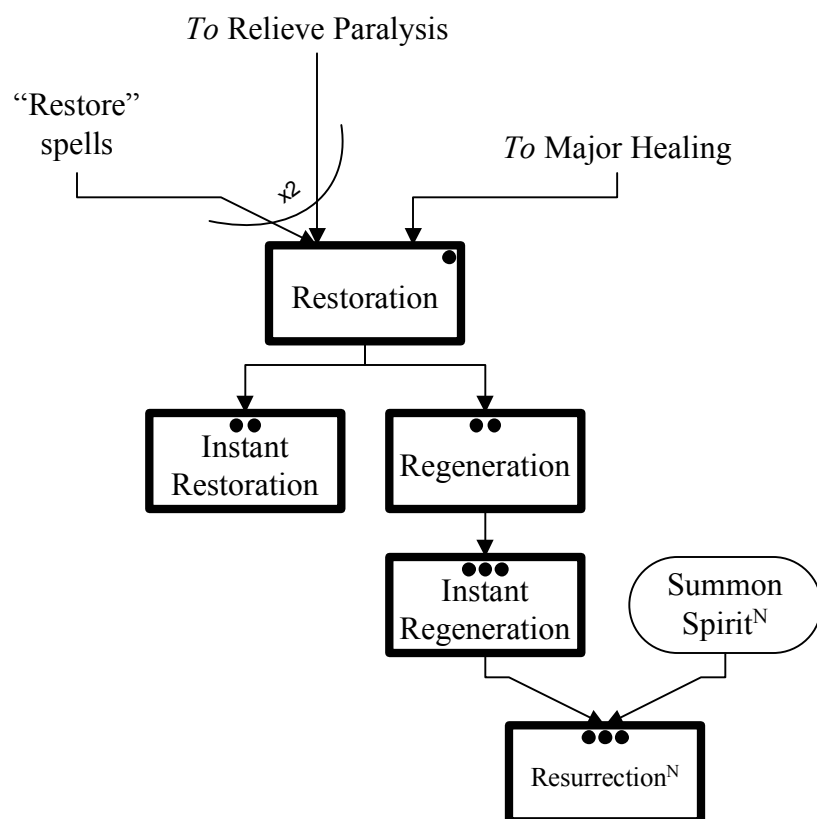
# Food College



# Gate College

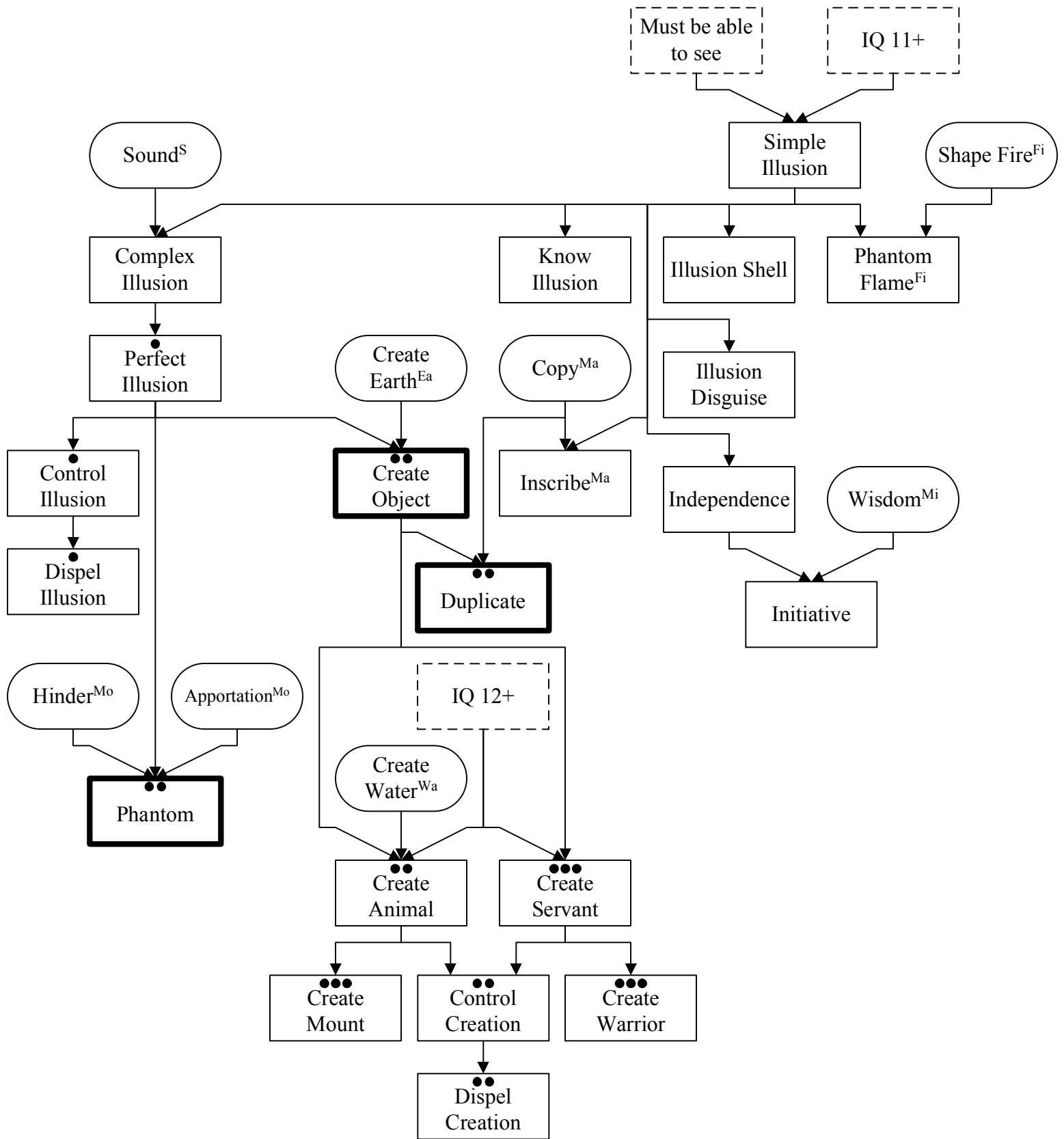


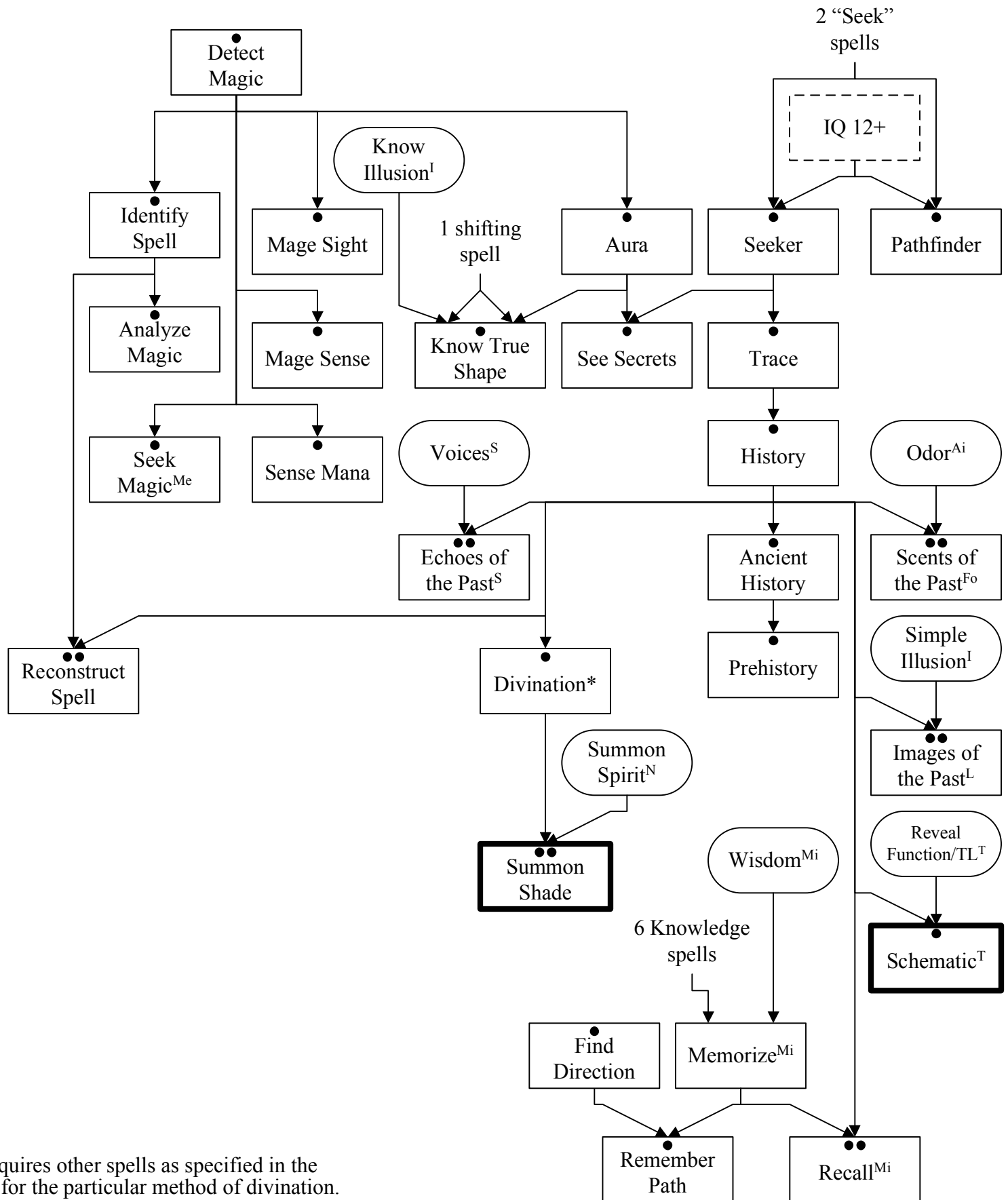




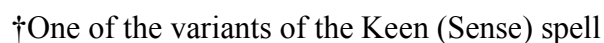


# Illusion & Creation College

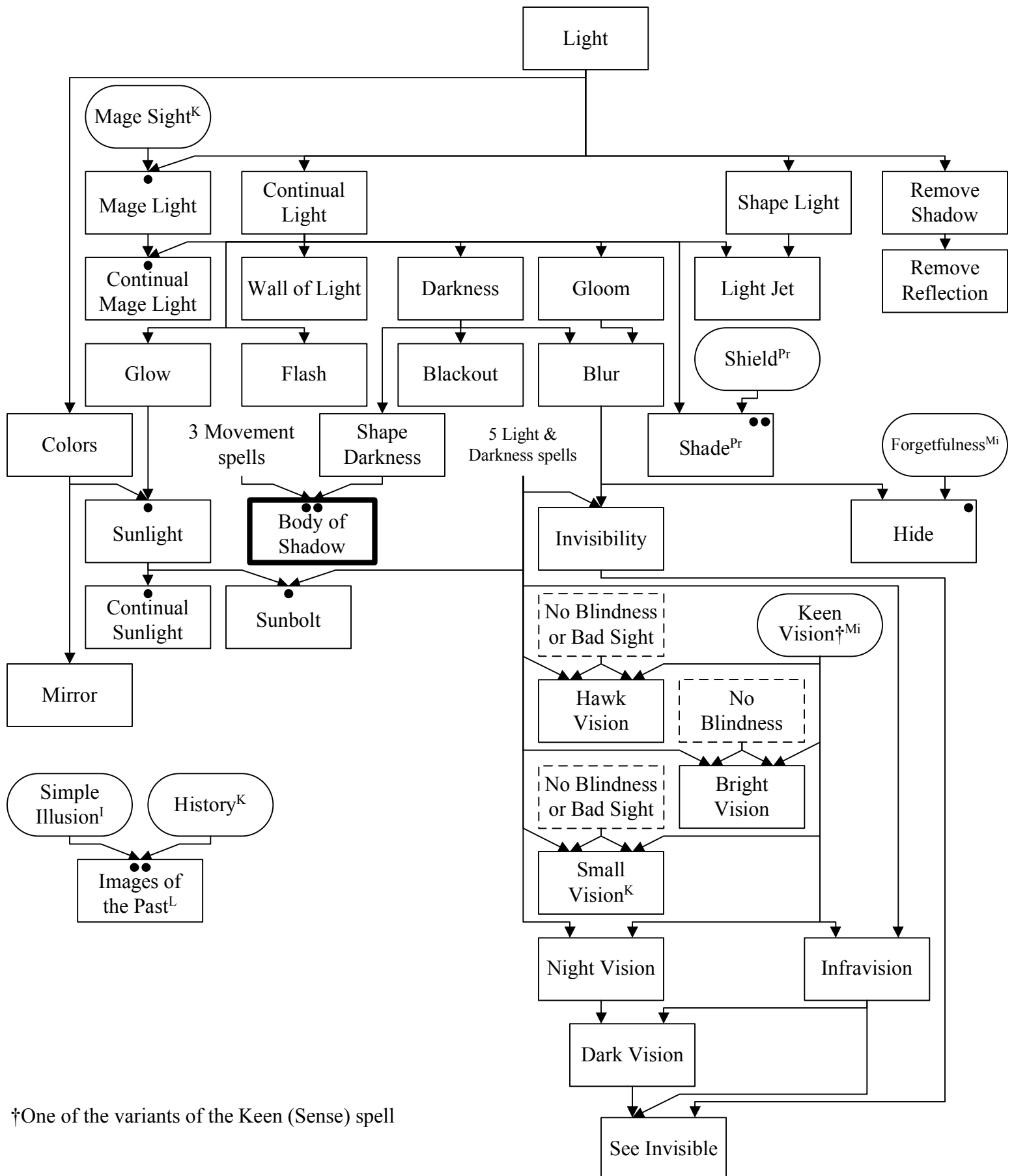




\*Requires other spells as specified in the text for the particular method of divination.

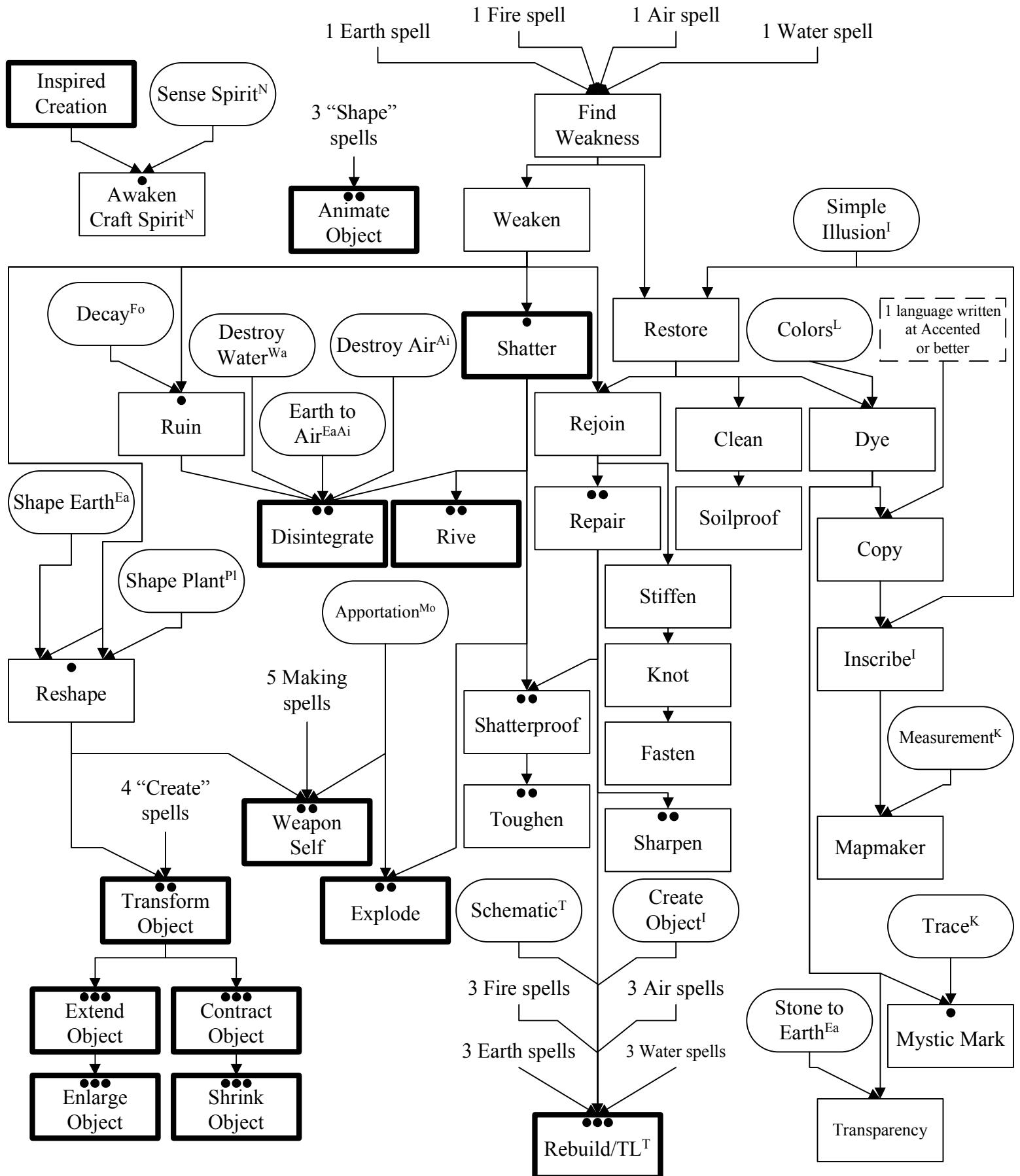


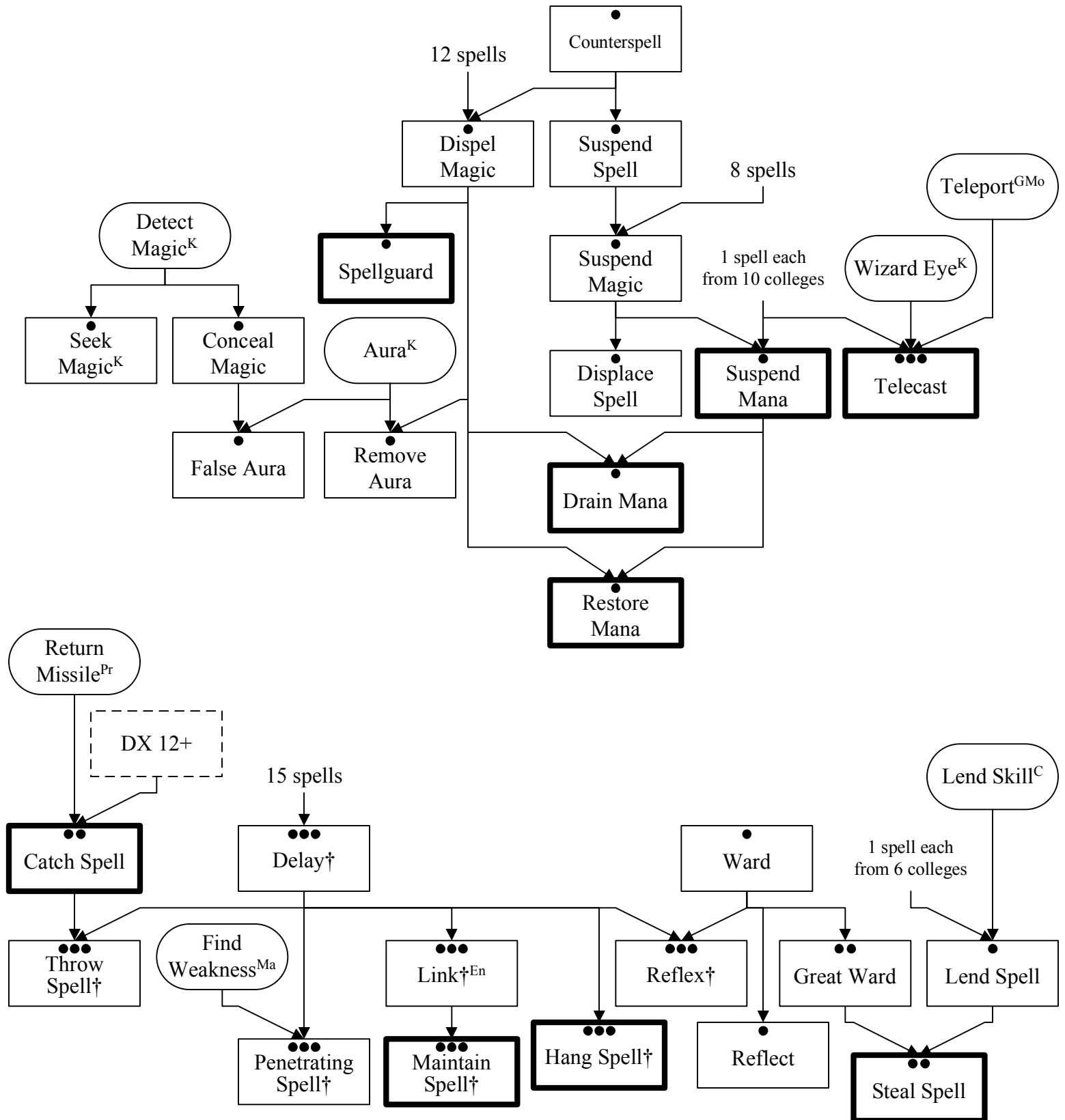
# Light & Darkness College



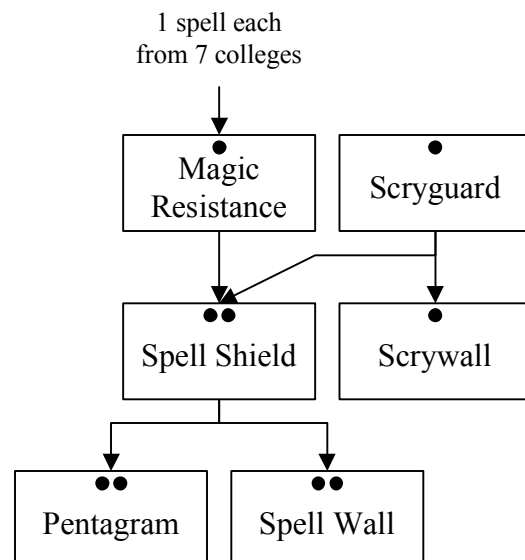
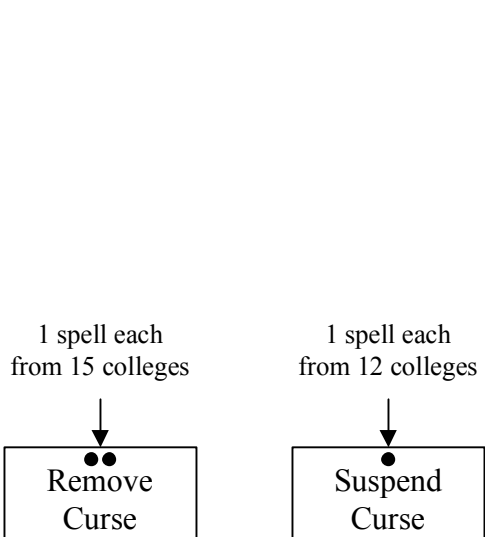
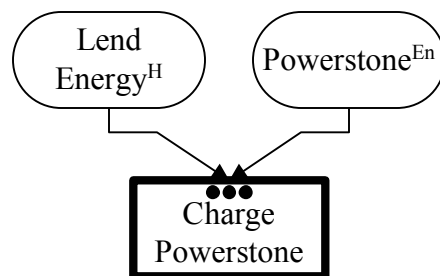
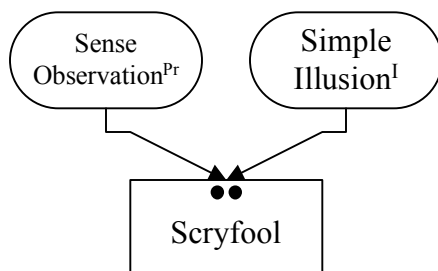
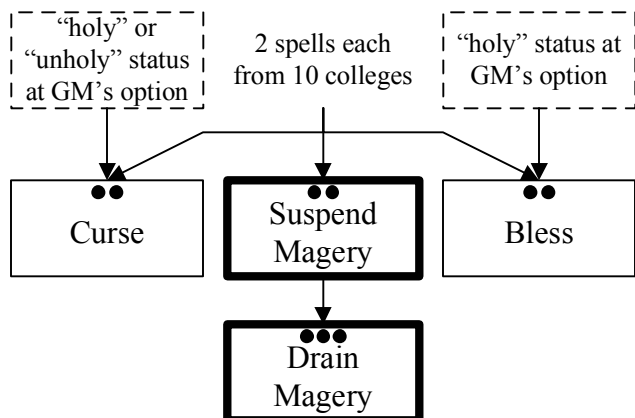
†One of the variants of the Keen (Sense) spell

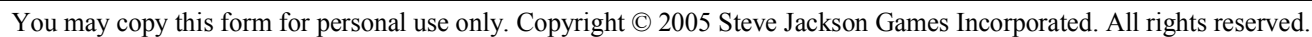
# Making & Breaking College



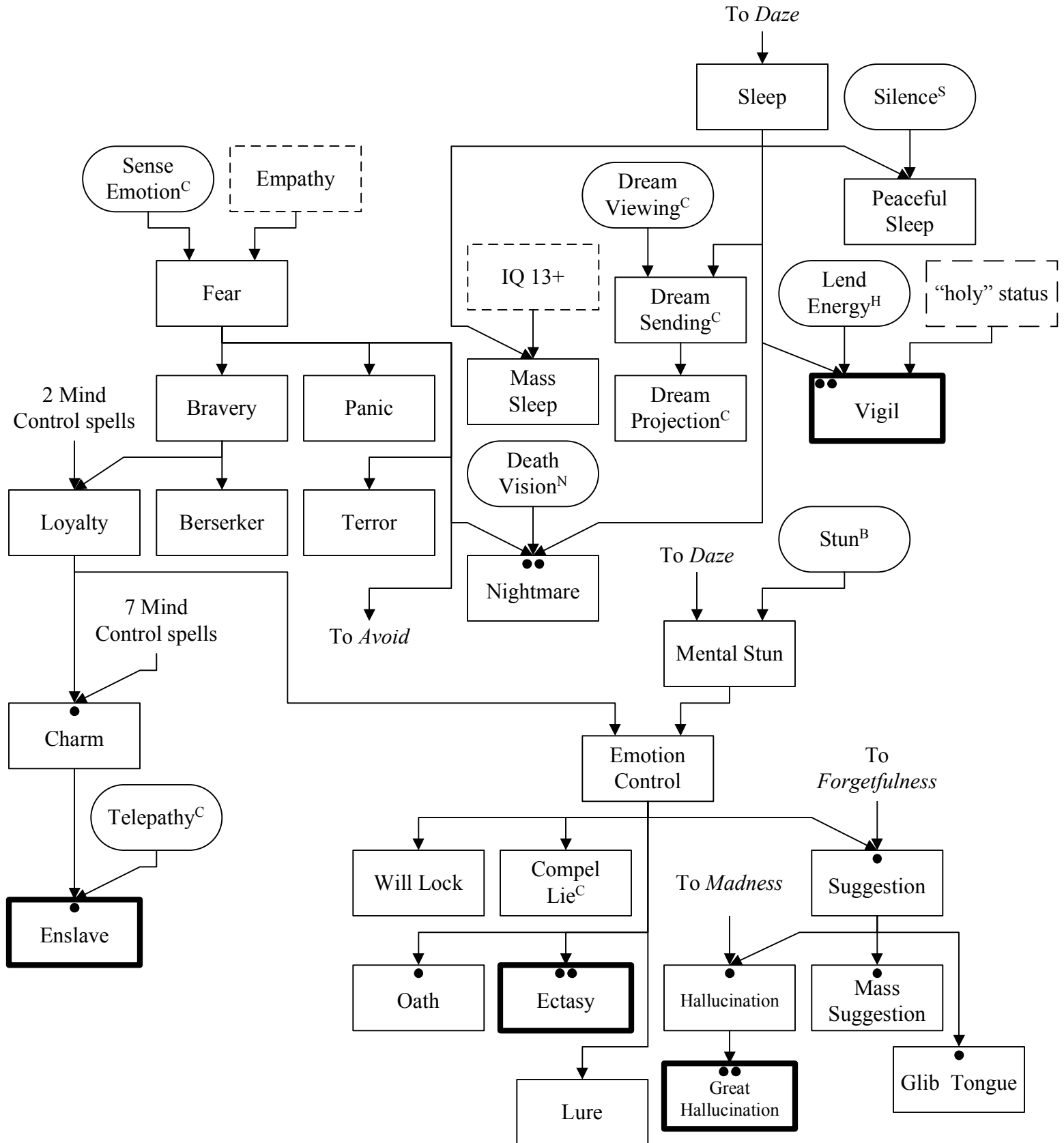


†Linking spell

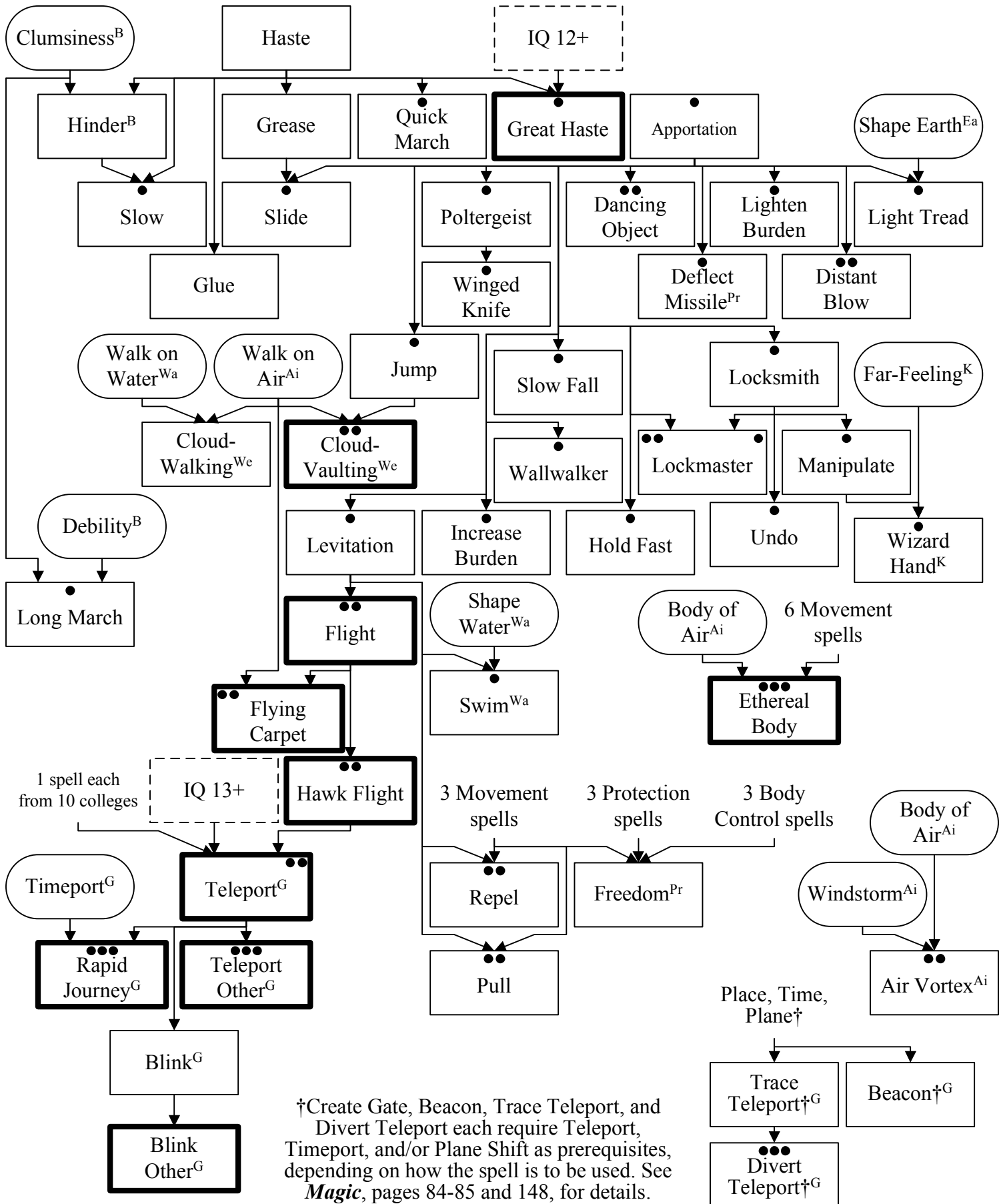






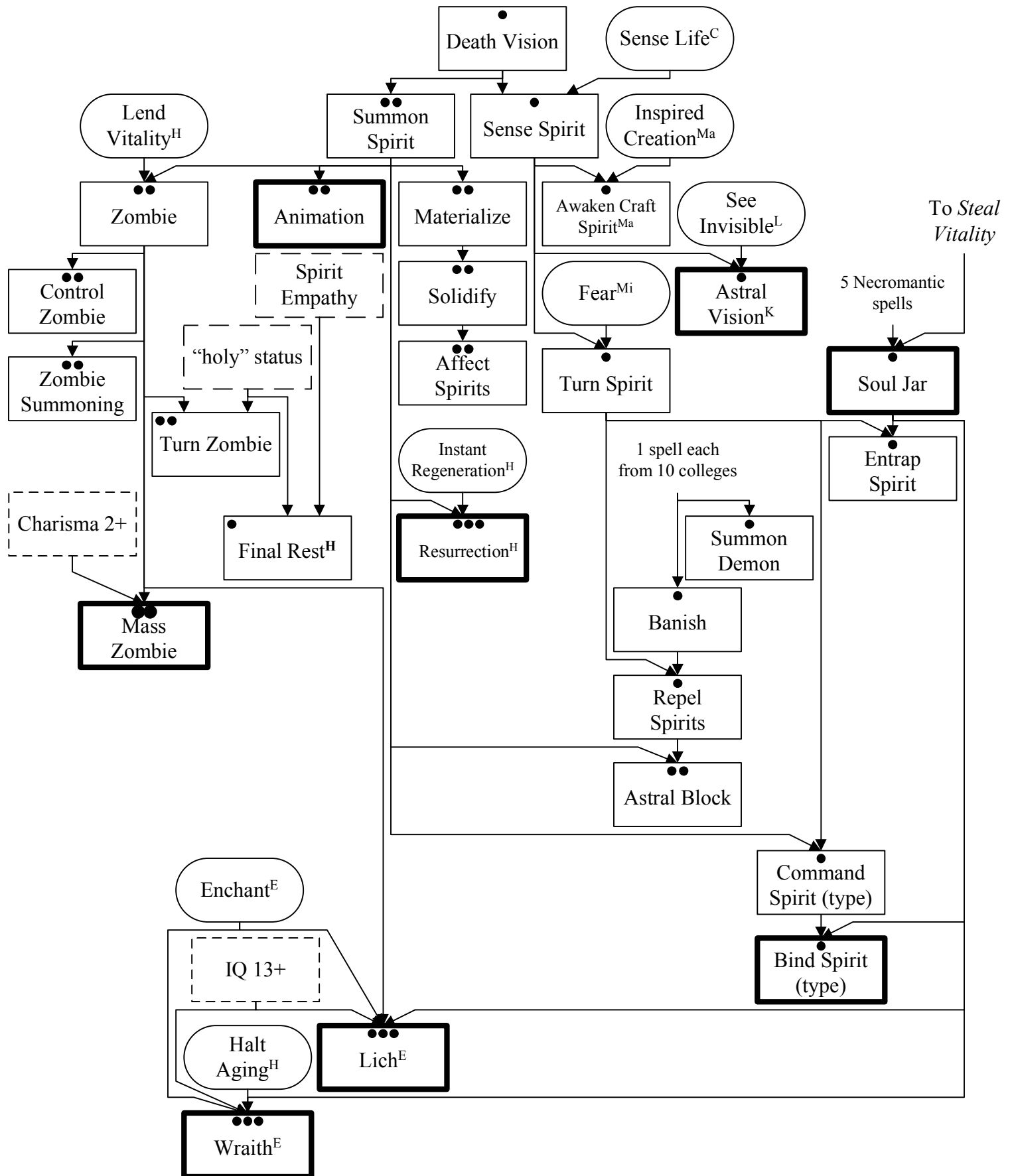


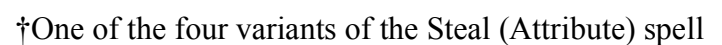
# Movement College



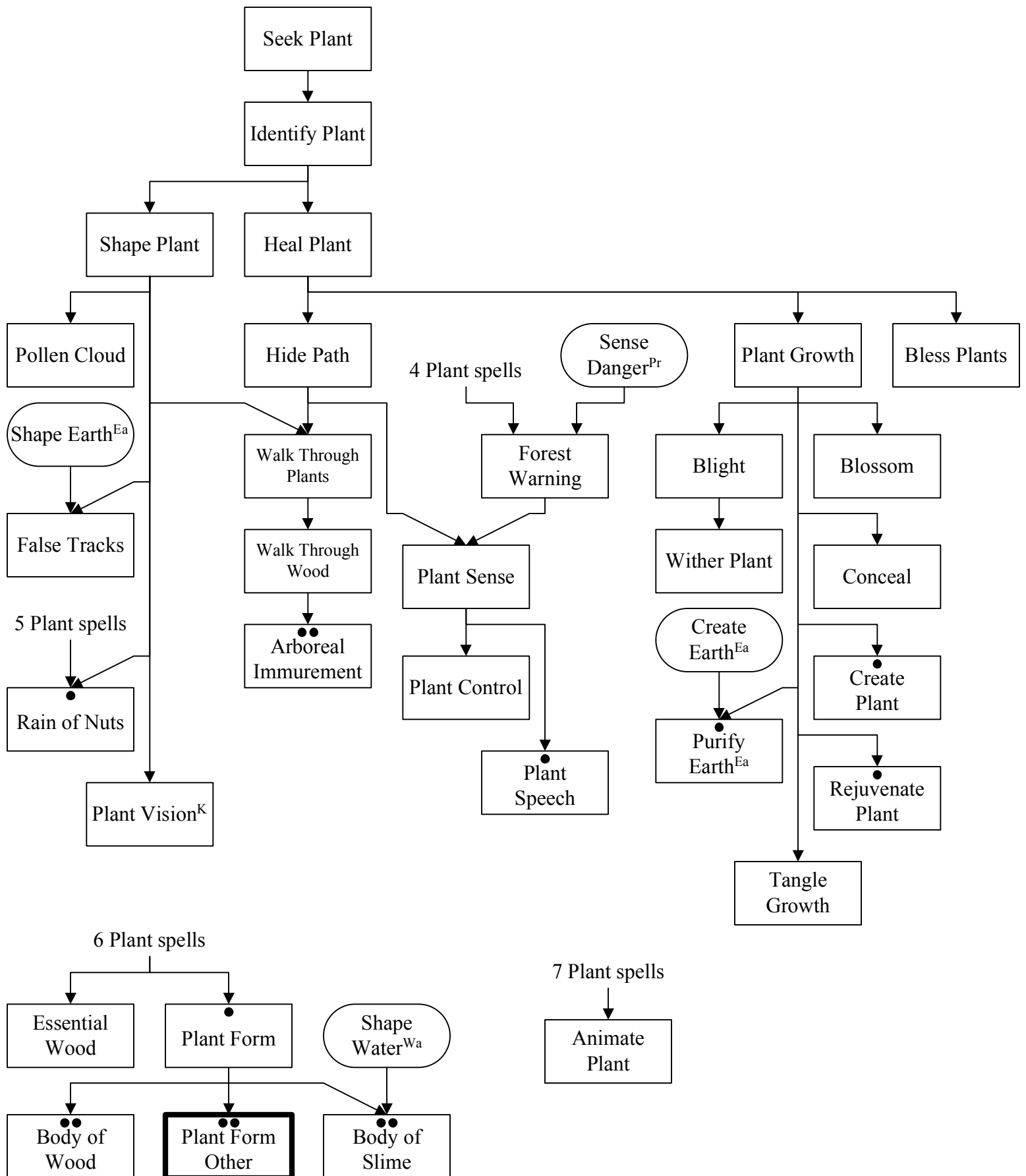
# Necromantic College

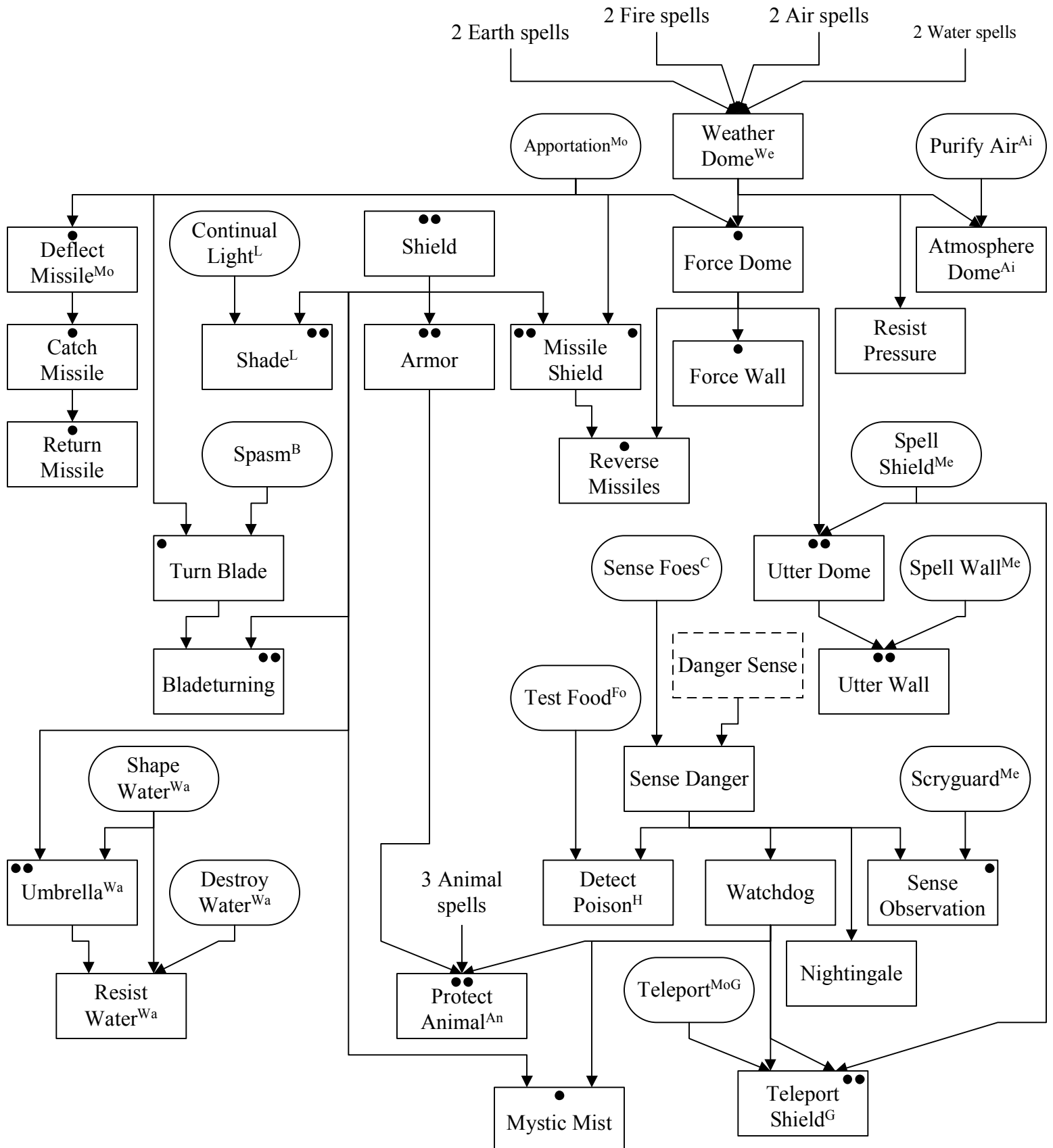
1 of 2





# Plant College





3 Movement spells  
3 Protection spells  
3 Body Control spells

Freedom<sup>Mo</sup>

4 Sound spells

Resist Sound<sup>S</sup>

Resist Pain<sup>B</sup>

DX11+

Iron Arm

Remove Contagion<sup>H</sup>

Vigor<sup>B</sup>

Resist Disease<sup>H</sup>

Resist Poison<sup>H</sup>

6 Air spells

Resist Lightning<sup>AiWe</sup>

Create Acid<sup>Wa</sup>

Resist Acid<sup>Wa</sup>

Heat<sup>Fi</sup>

Warmth<sup>Fi</sup>

Cold<sup>Fi</sup>

Coolness<sup>Wa</sup>

Mirror<sup>L</sup>

Reflect Gaze

Block

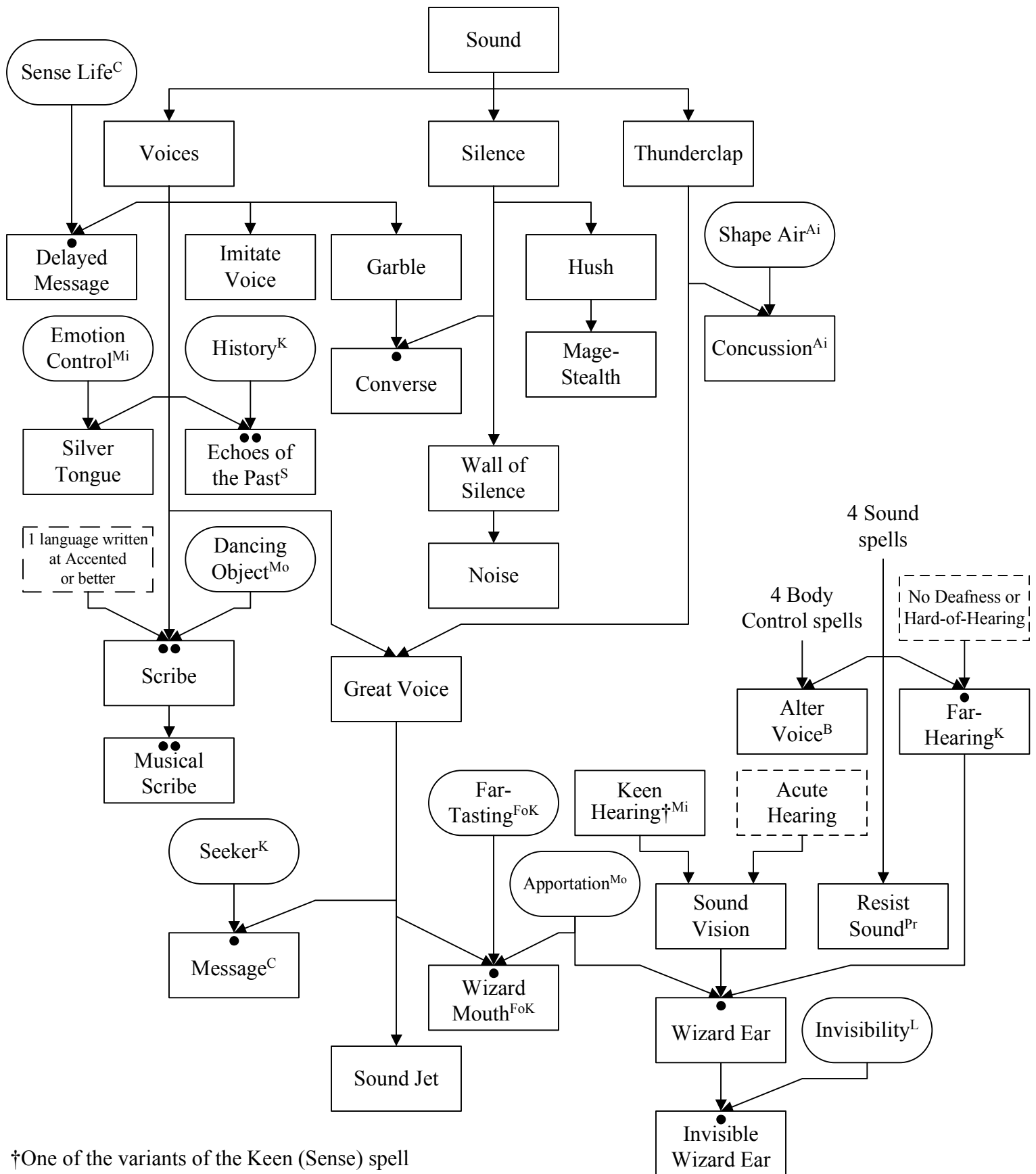
Hardiness

Magelock

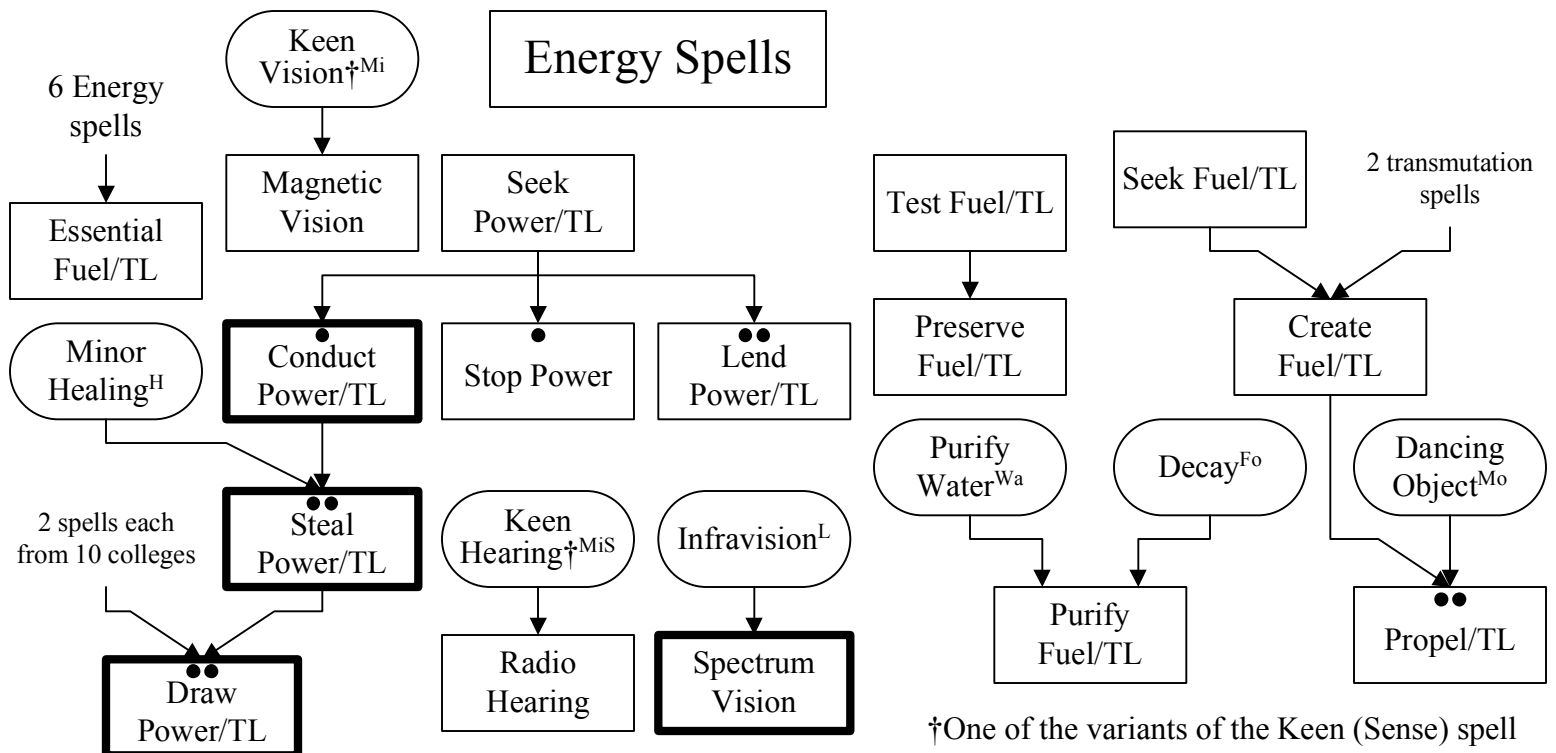
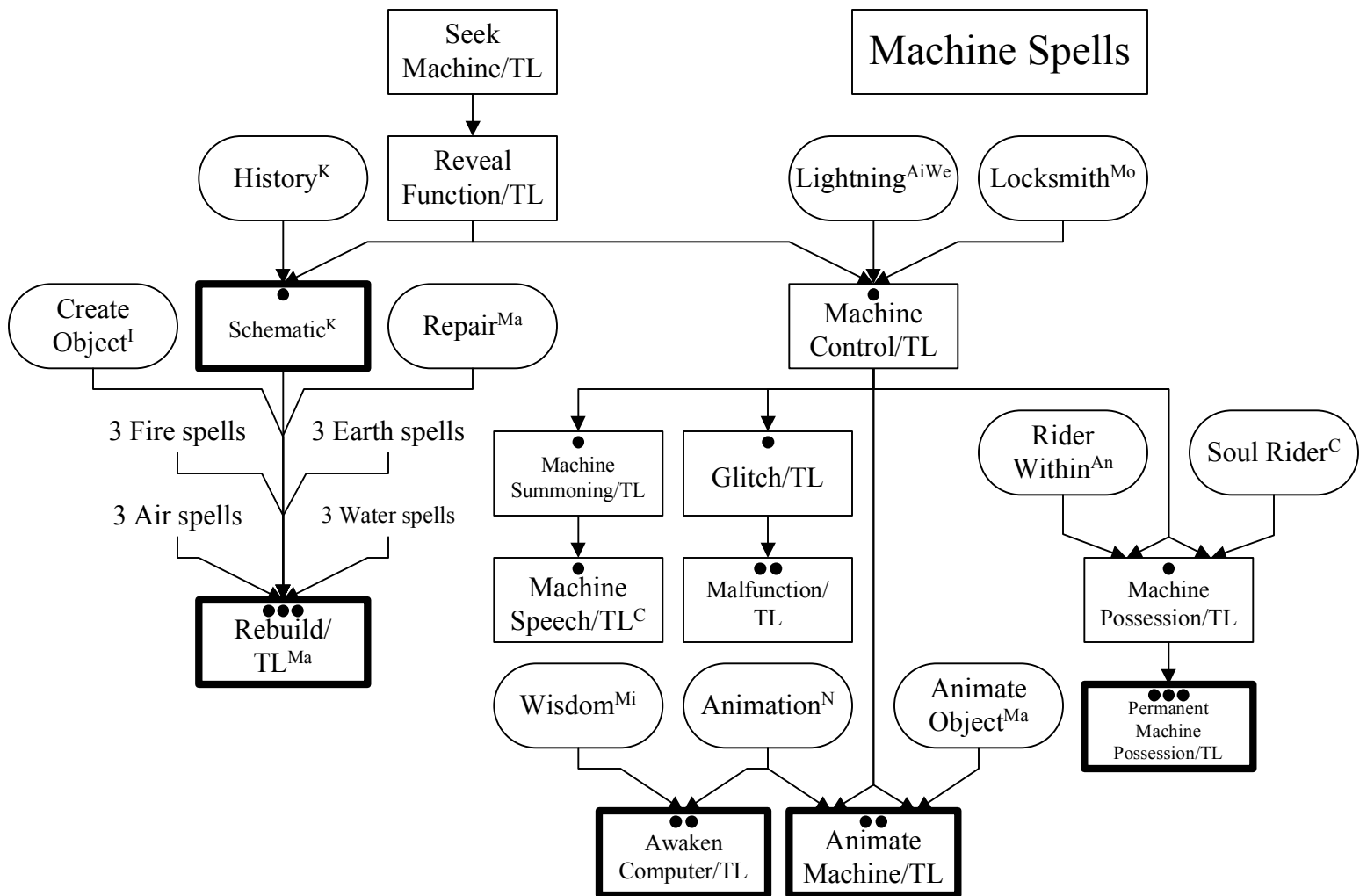
3 Radiation spells

Resist Radiation<sup>T</sup>

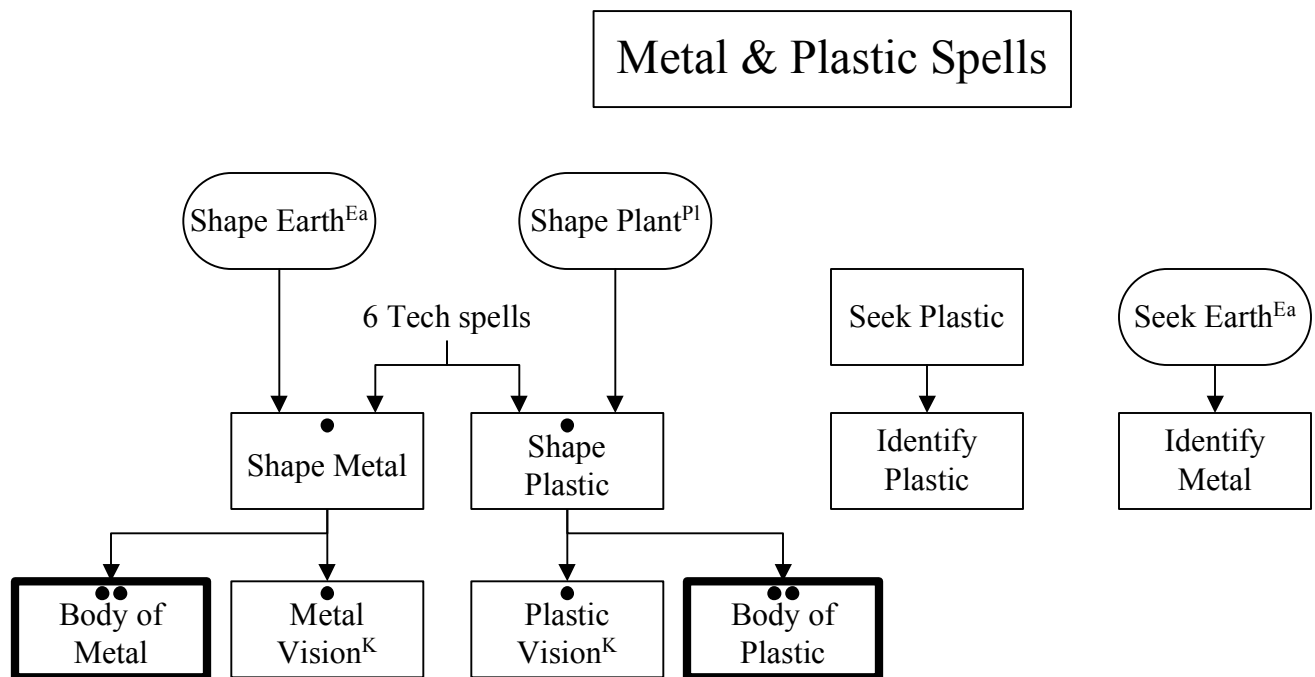
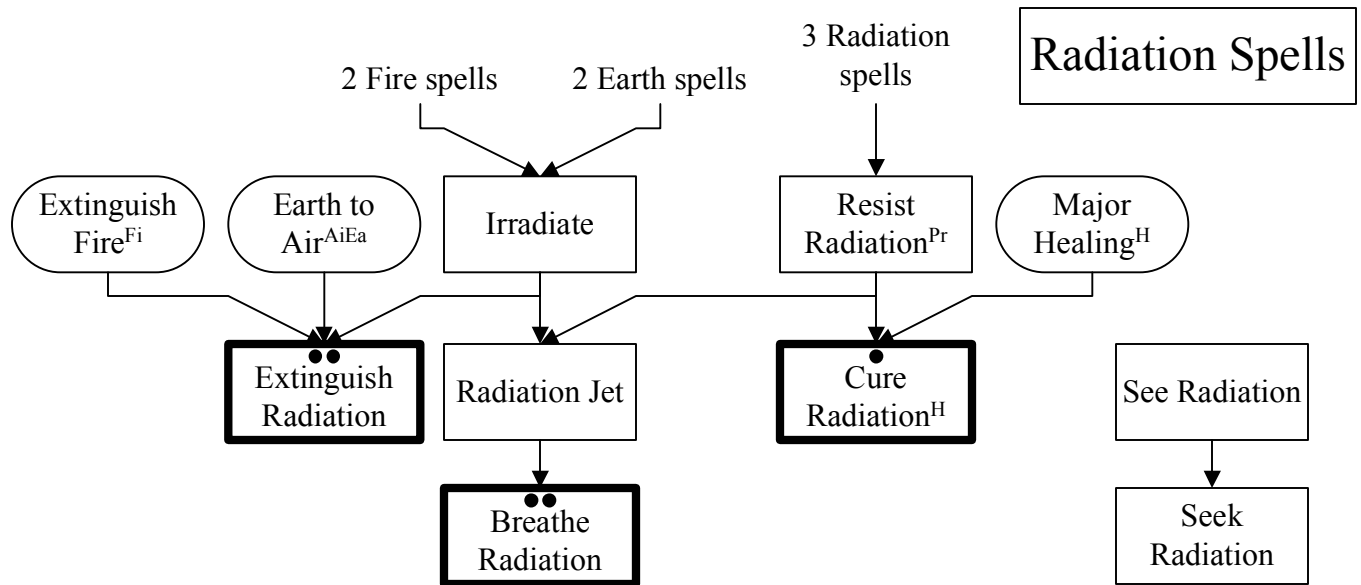
# Sound College



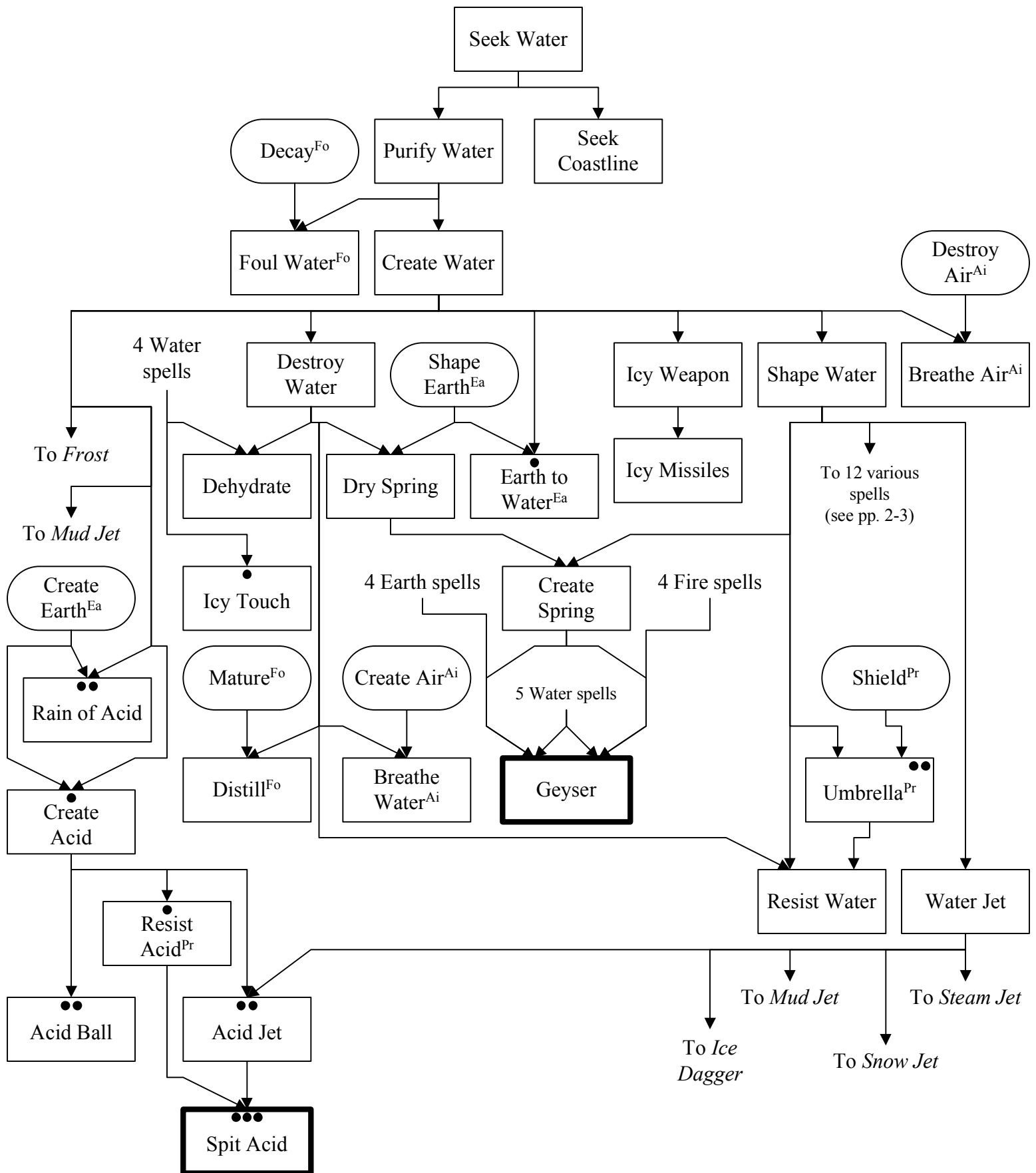


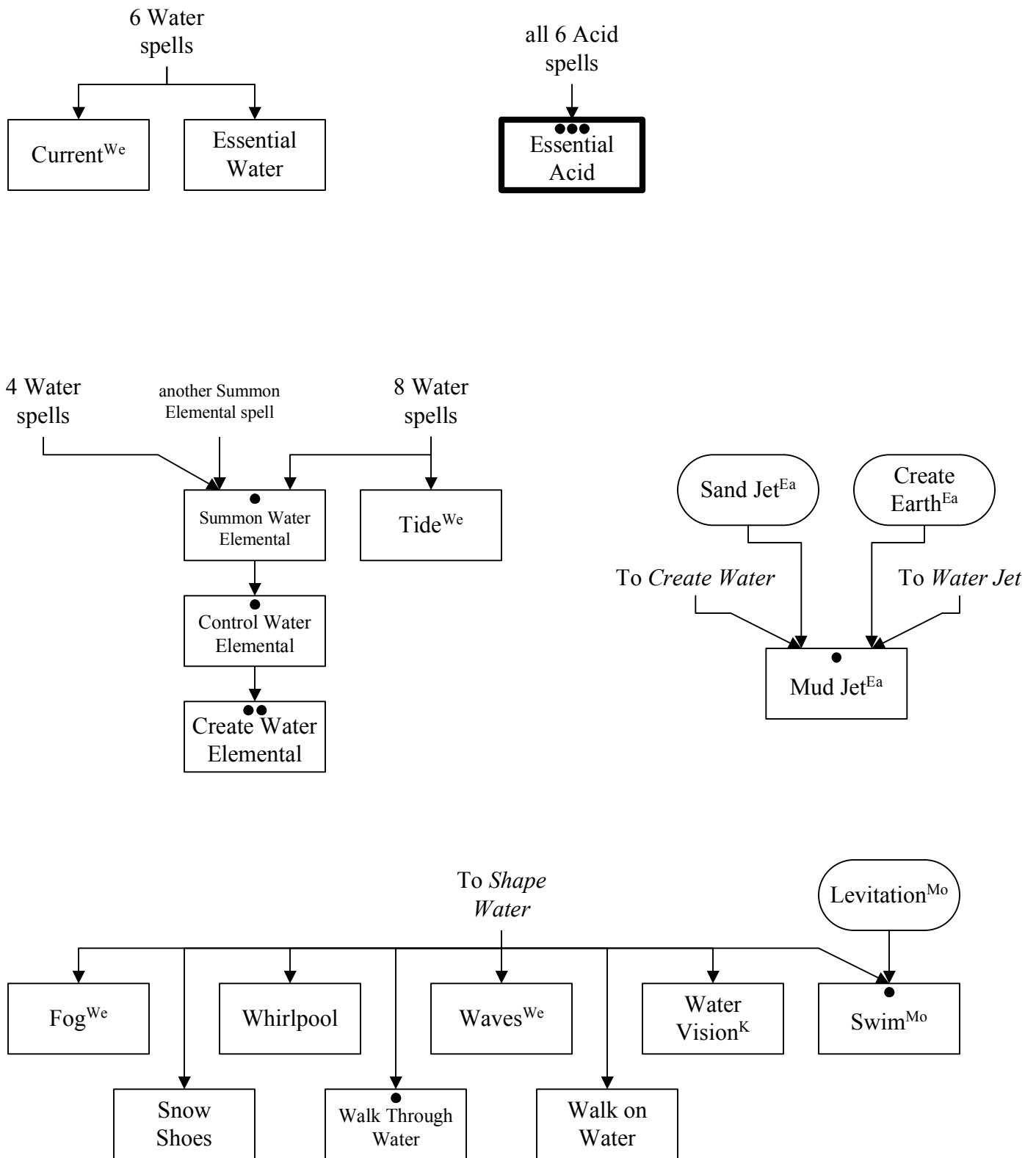


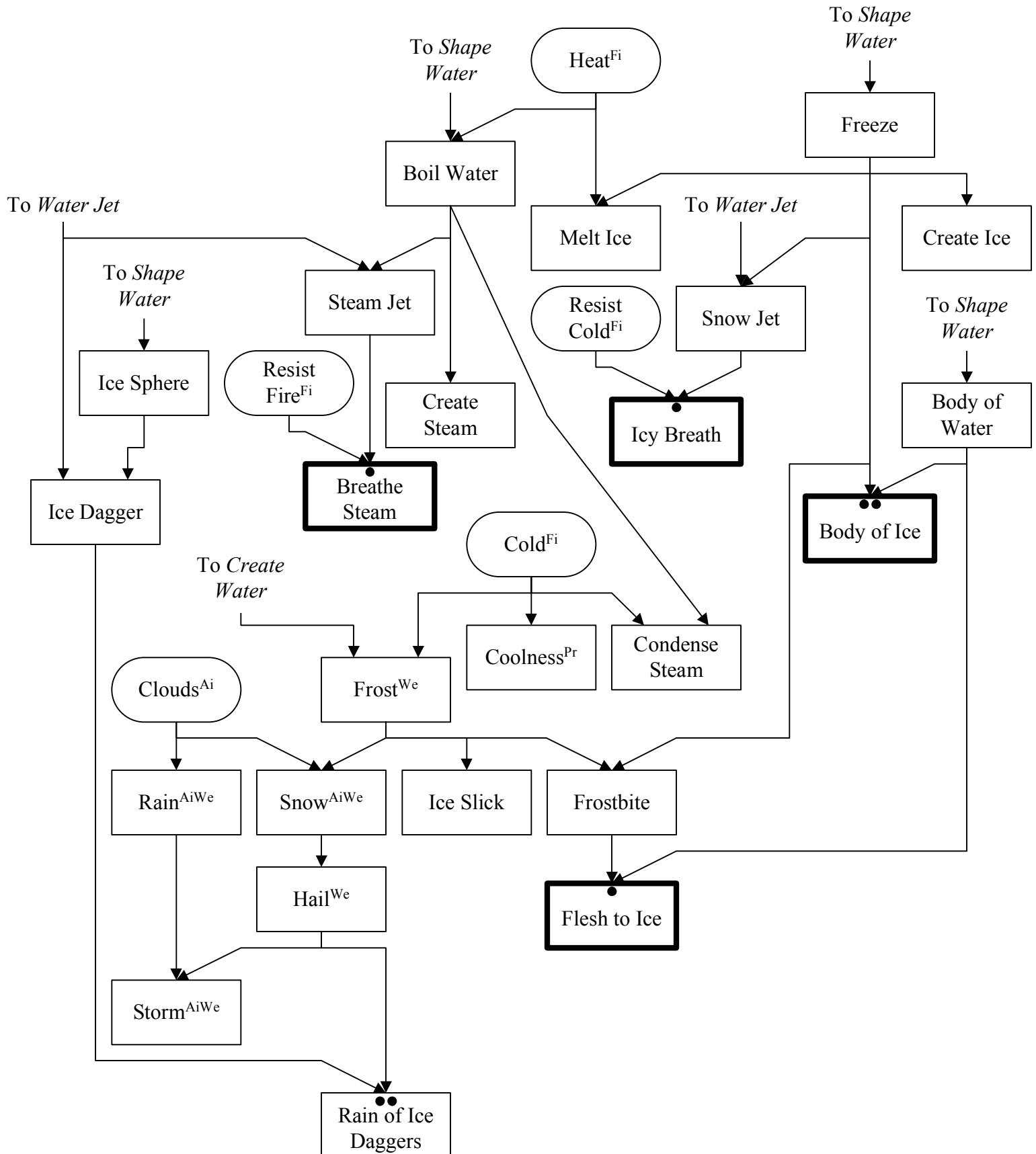
†One of the variants of the Keen (Sense) spell



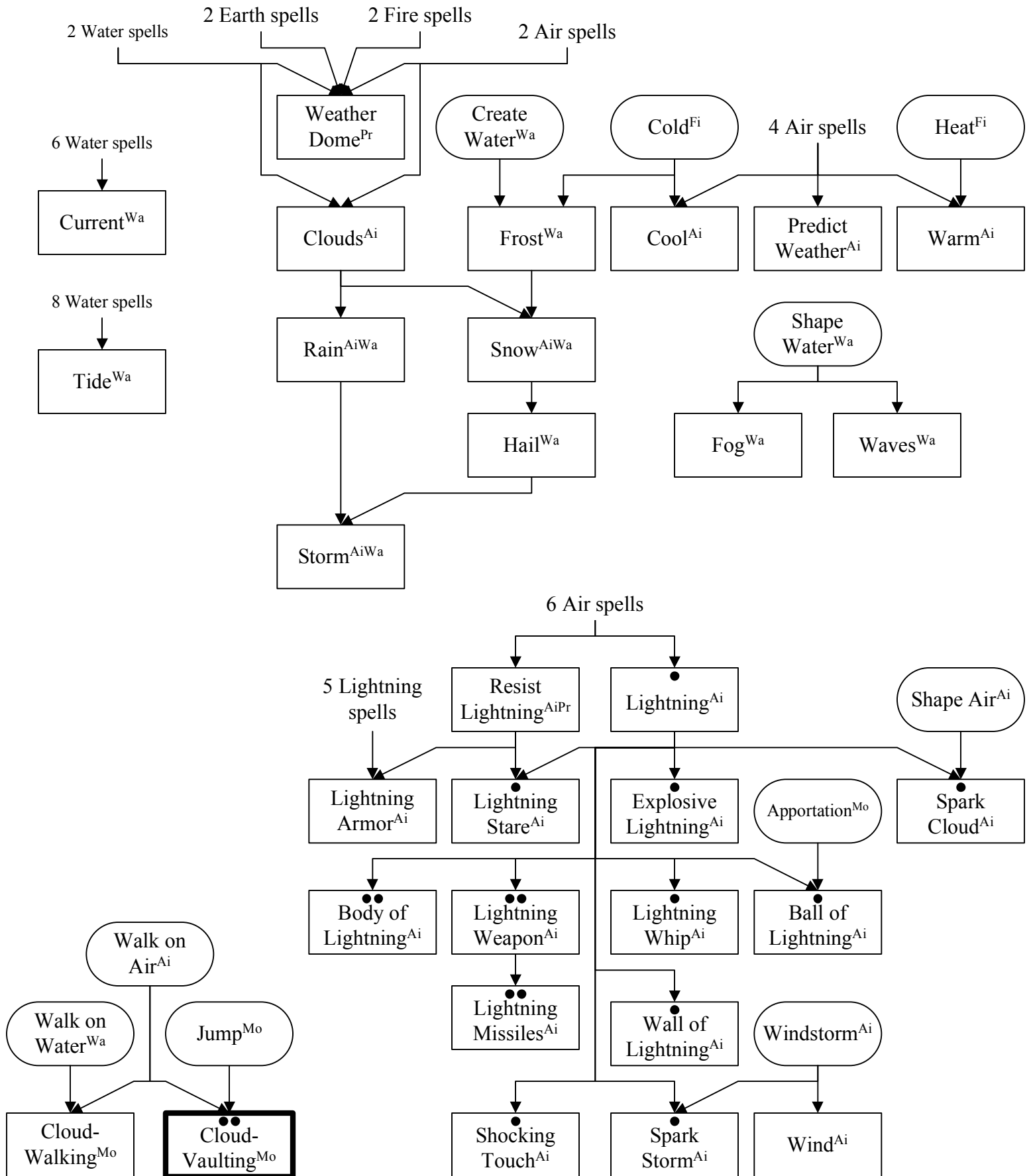
NOTE: Many Tech spells are technological skills (p. B168) and must be learned at a particular TL.







# Weather College



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