

# GURPS®

Fourth Edition

# MAGIC™

## Spell Charts



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

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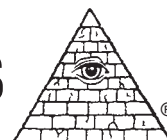
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**Spell Prerequisite Charts**  
by MICHELLE BARRETT

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

Illustration by DOUGLAS SHULER

# STEVE JACKSON GAMES

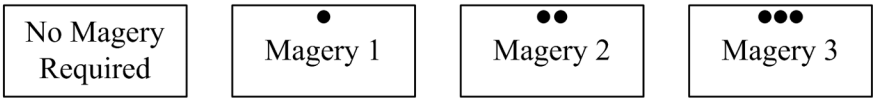


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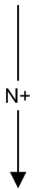
Version 1.0 April 28, 2005

# Chart Key

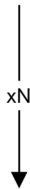
## Magery Requirement



## Spell Difficulty

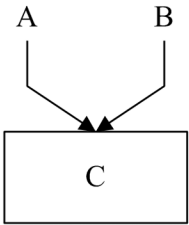
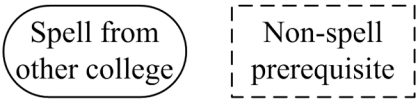


This specific prerequisite spell must be known at skill level N or higher.

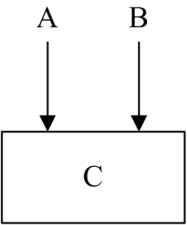


At least N variants of the prerequisite spell must be known.

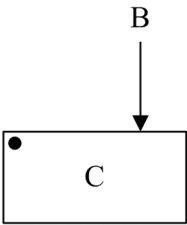
## Prerequisites



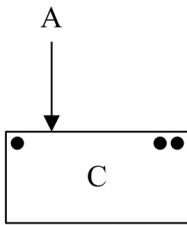
C requires A *and* B



C requires A *or* B

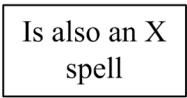
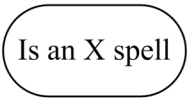


C requires Magery 1 *or* B



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

## College Identification



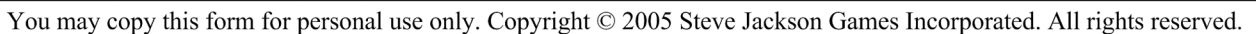
<sup>Ai</sup>Air  
<sup>An</sup>Animal  
<sup>B</sup>Body Control  
<sup>C</sup>Communication & Empathy  
<sup>Ea</sup>Earth  
<sup>En</sup>Enchantment

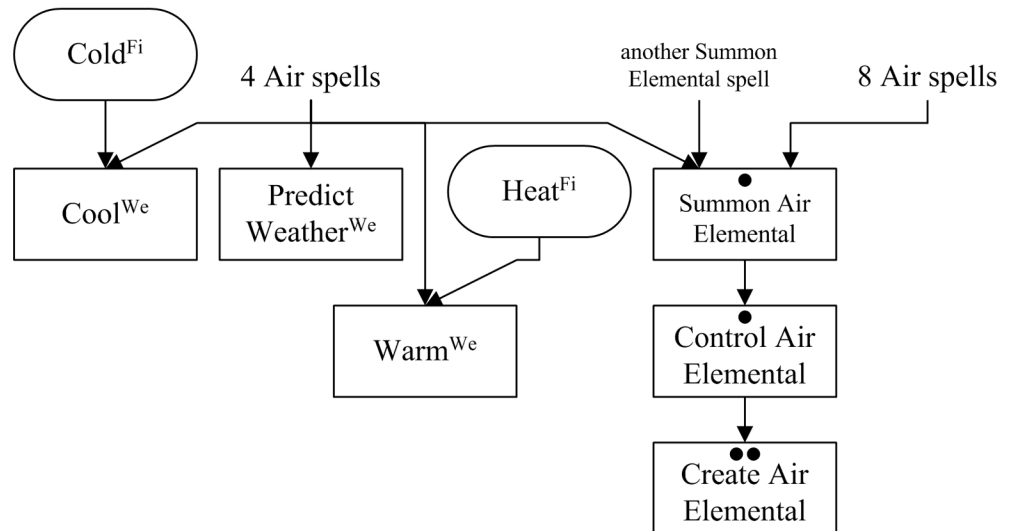
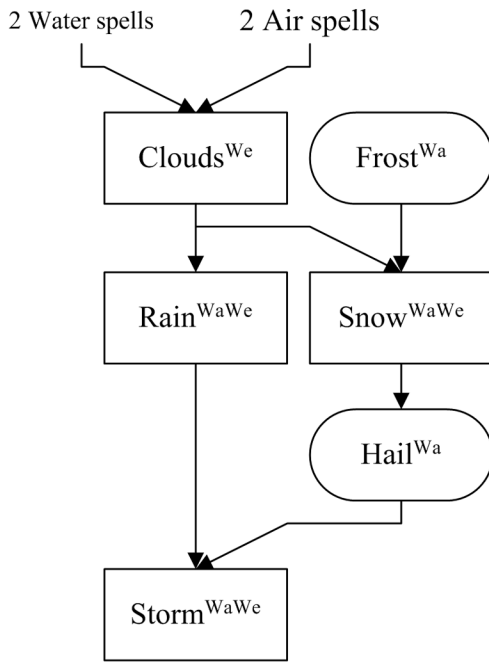
<sup>Fi</sup>Fire  
<sup>Fo</sup>Food  
<sup>G</sup>Gate  
<sup>H</sup>Healing  
<sup>I</sup>Illusion & Creation  
<sup>K</sup>Knowledge

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

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

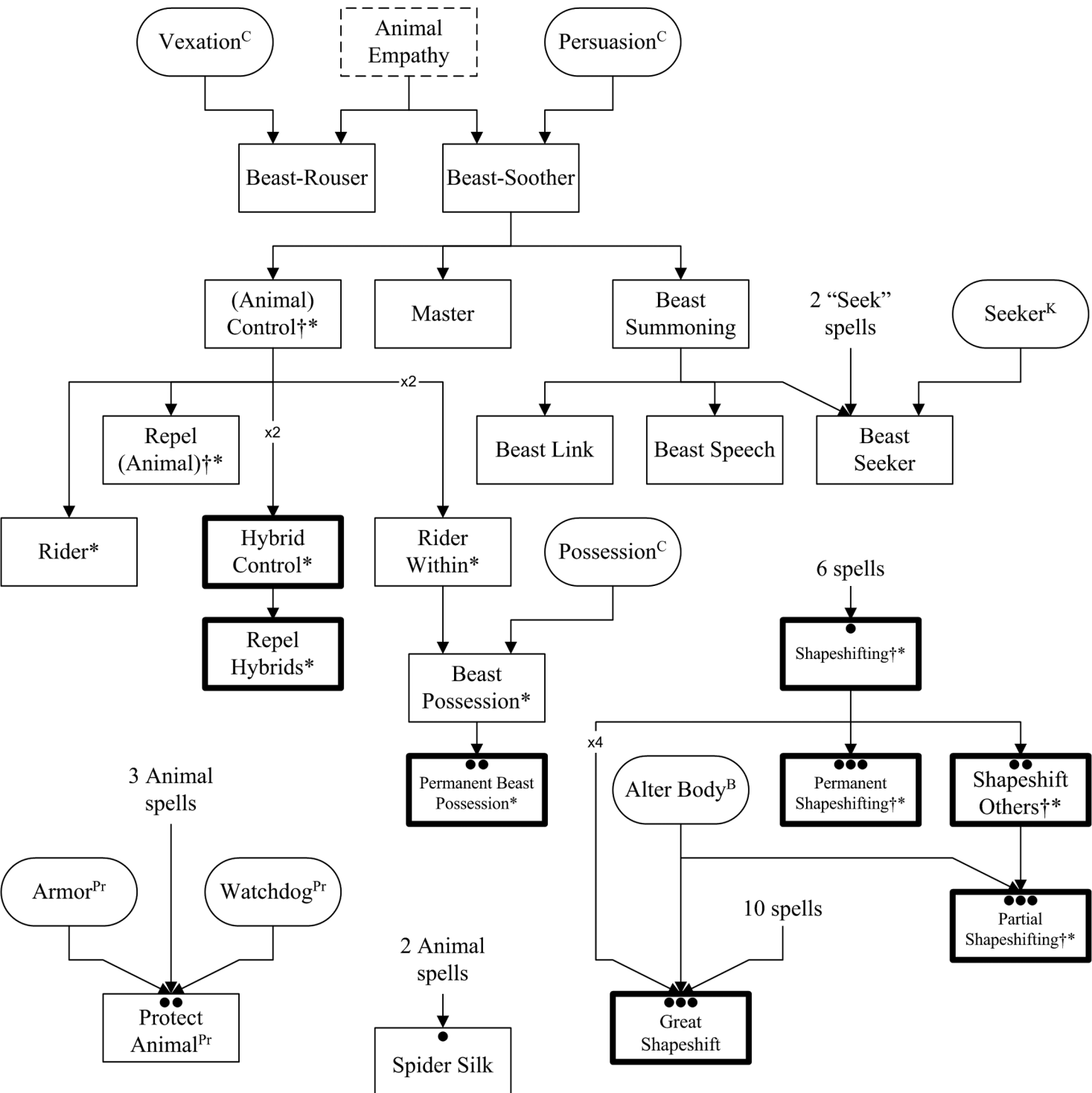
## 1 of 2







# Animal College

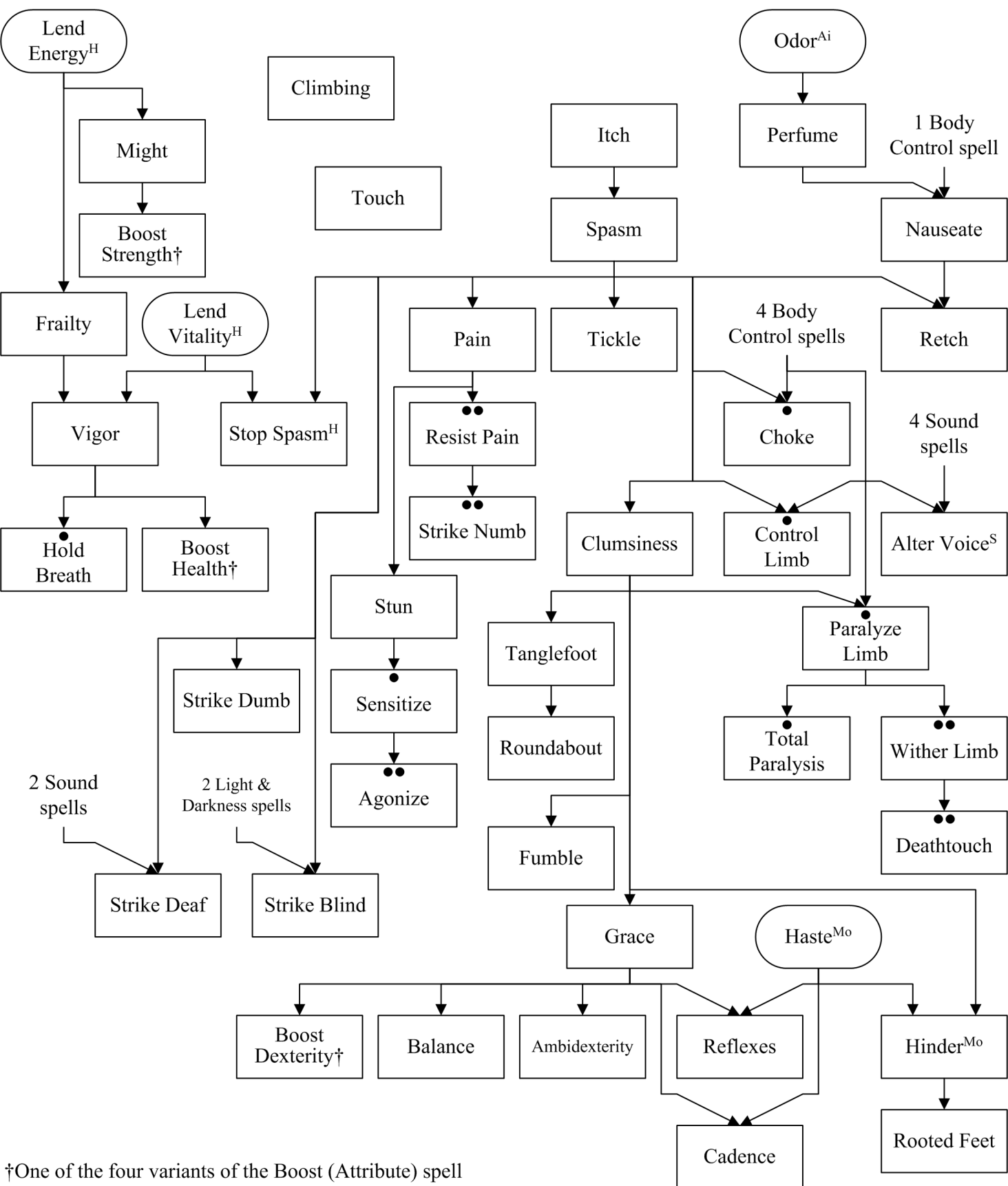


†Each animal requires a different spell.

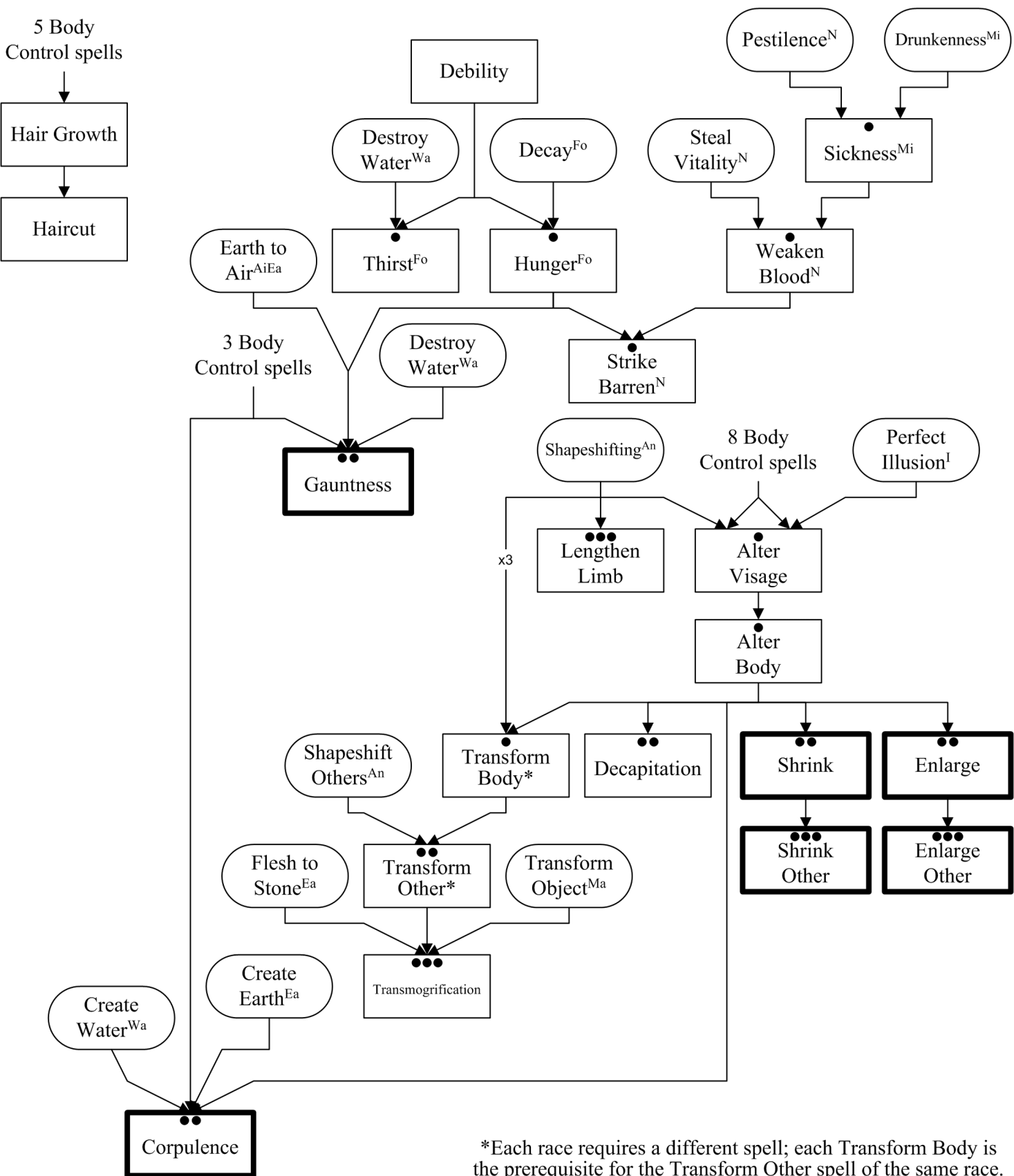
\*Each Animal (Control) or Shapeshifting spell is the prerequisite for subsequent spells for the same animal (or animals, for the Hybrid spells).

# Body Control College

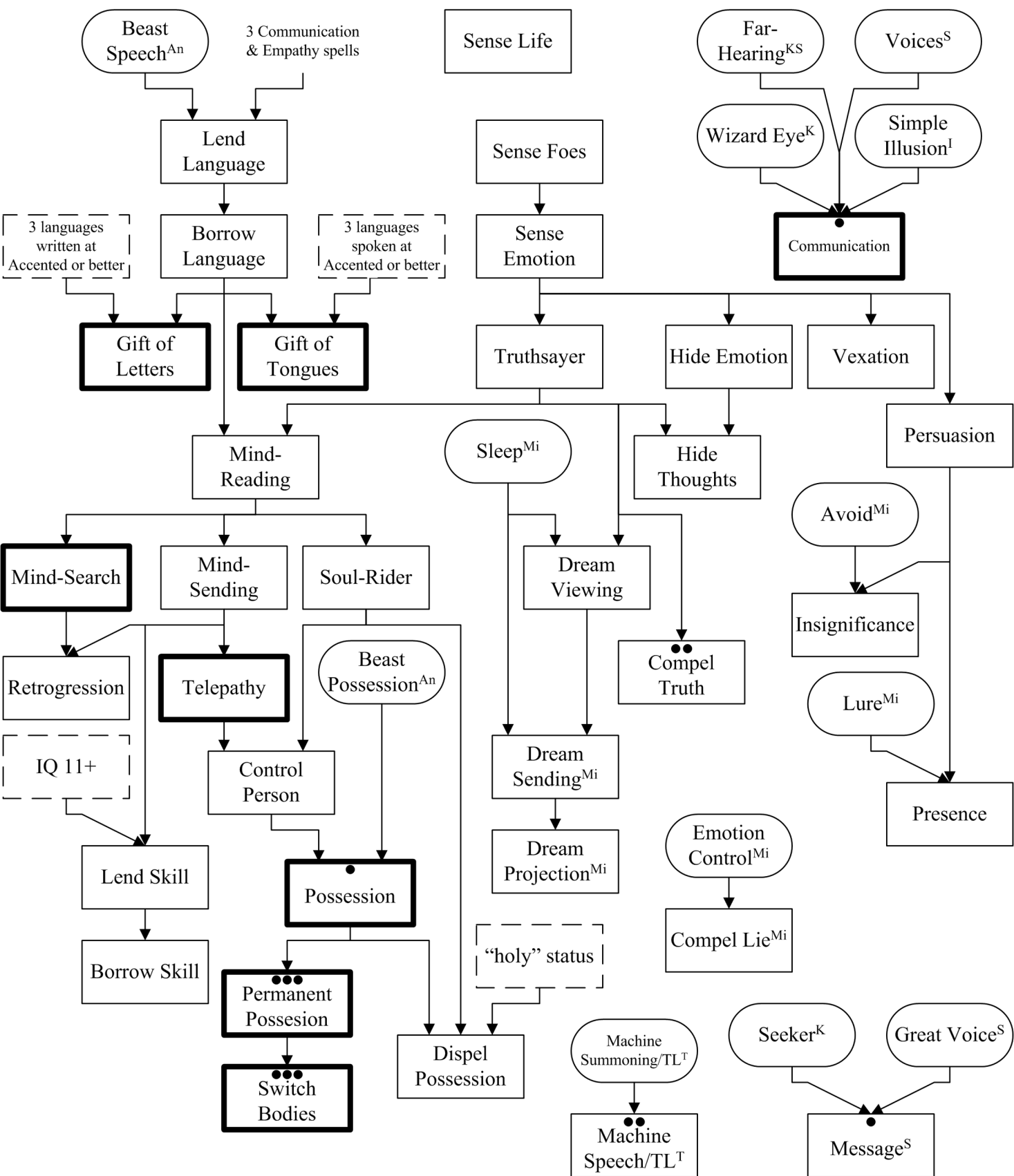
1 of 2



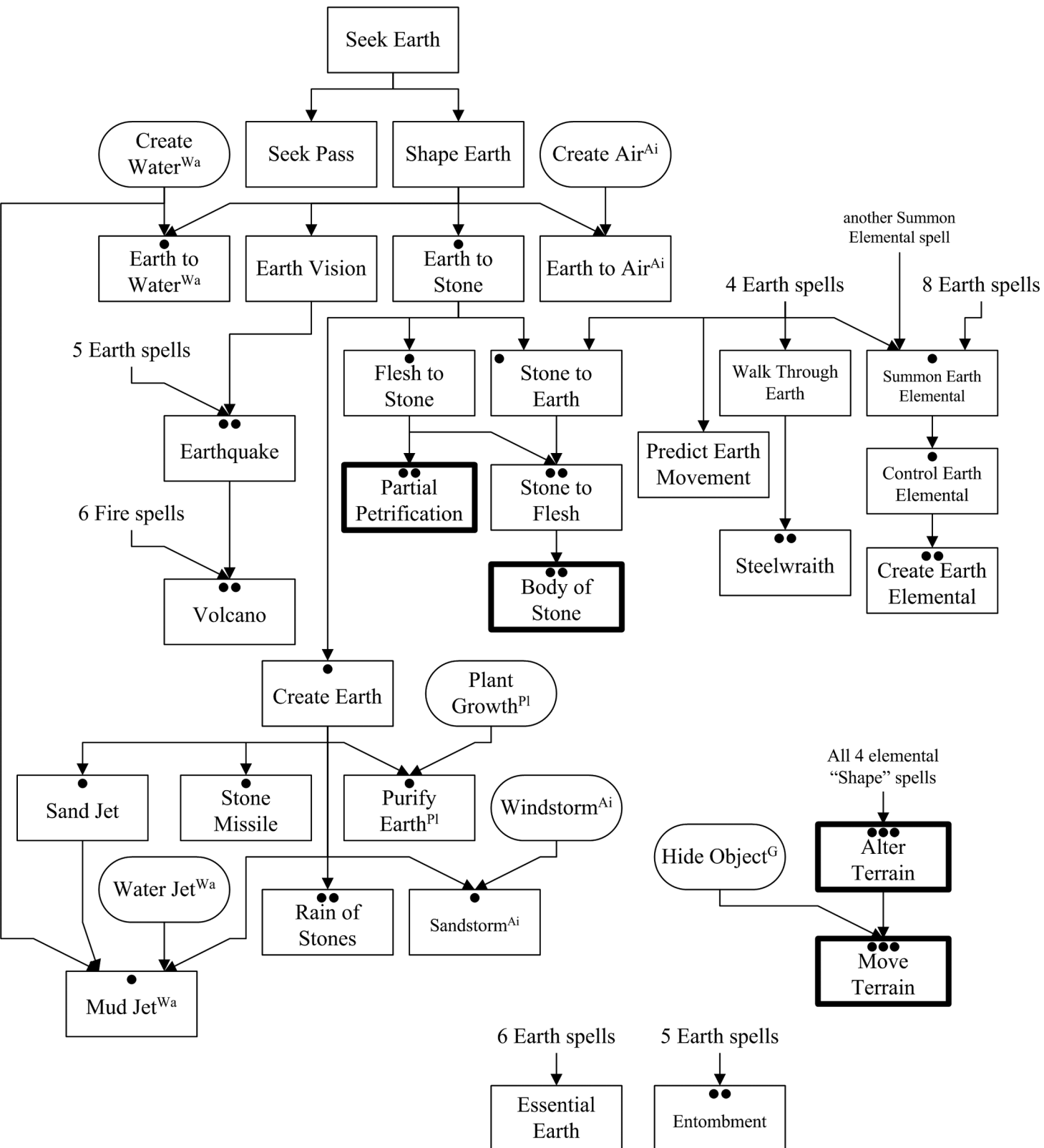
†One of the four variants of the Boost (Attribute) spell



# Communication & Empathy College

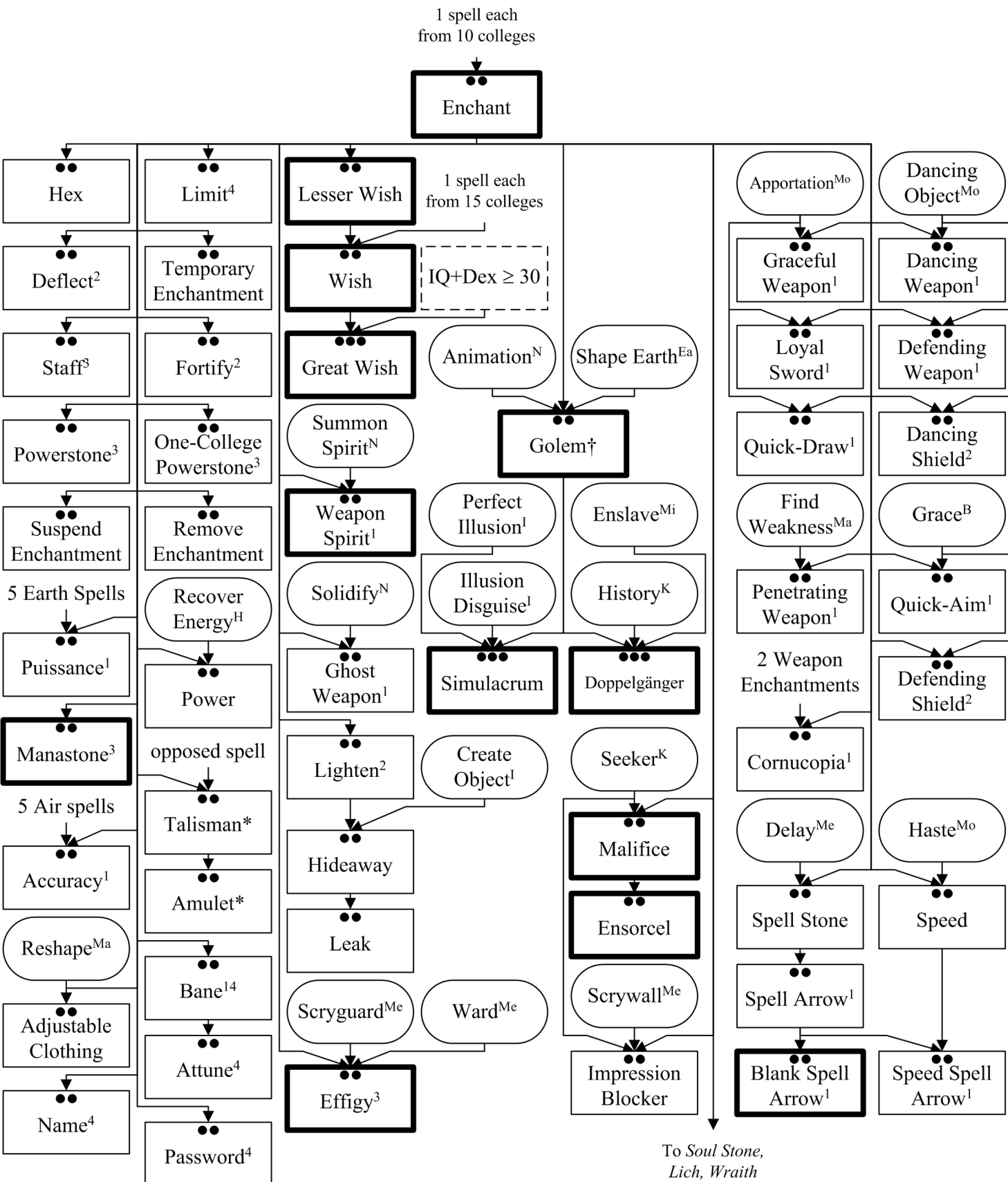


# Earth College



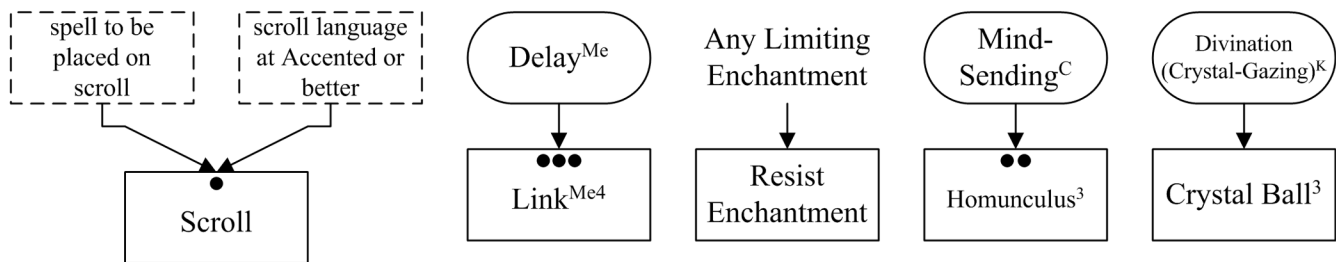
# Enchantment College

1 of 2

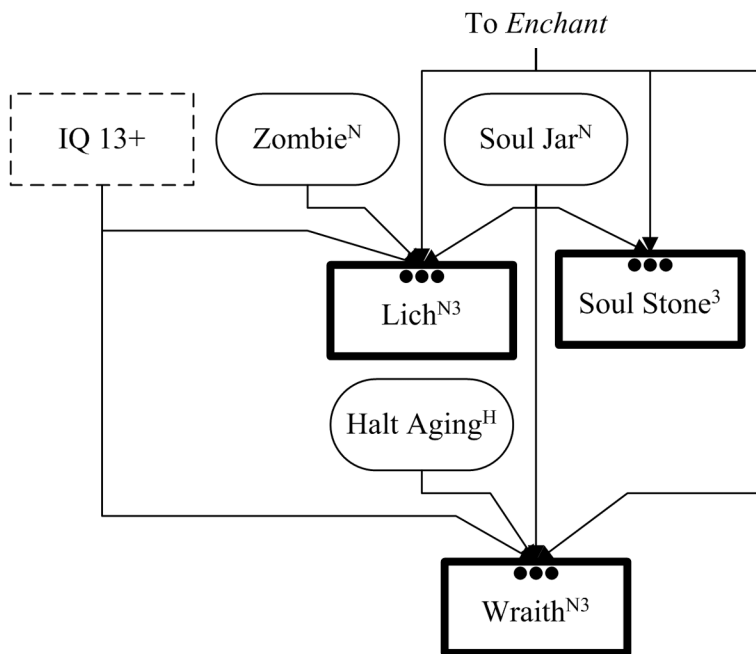


# Enchantment College

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

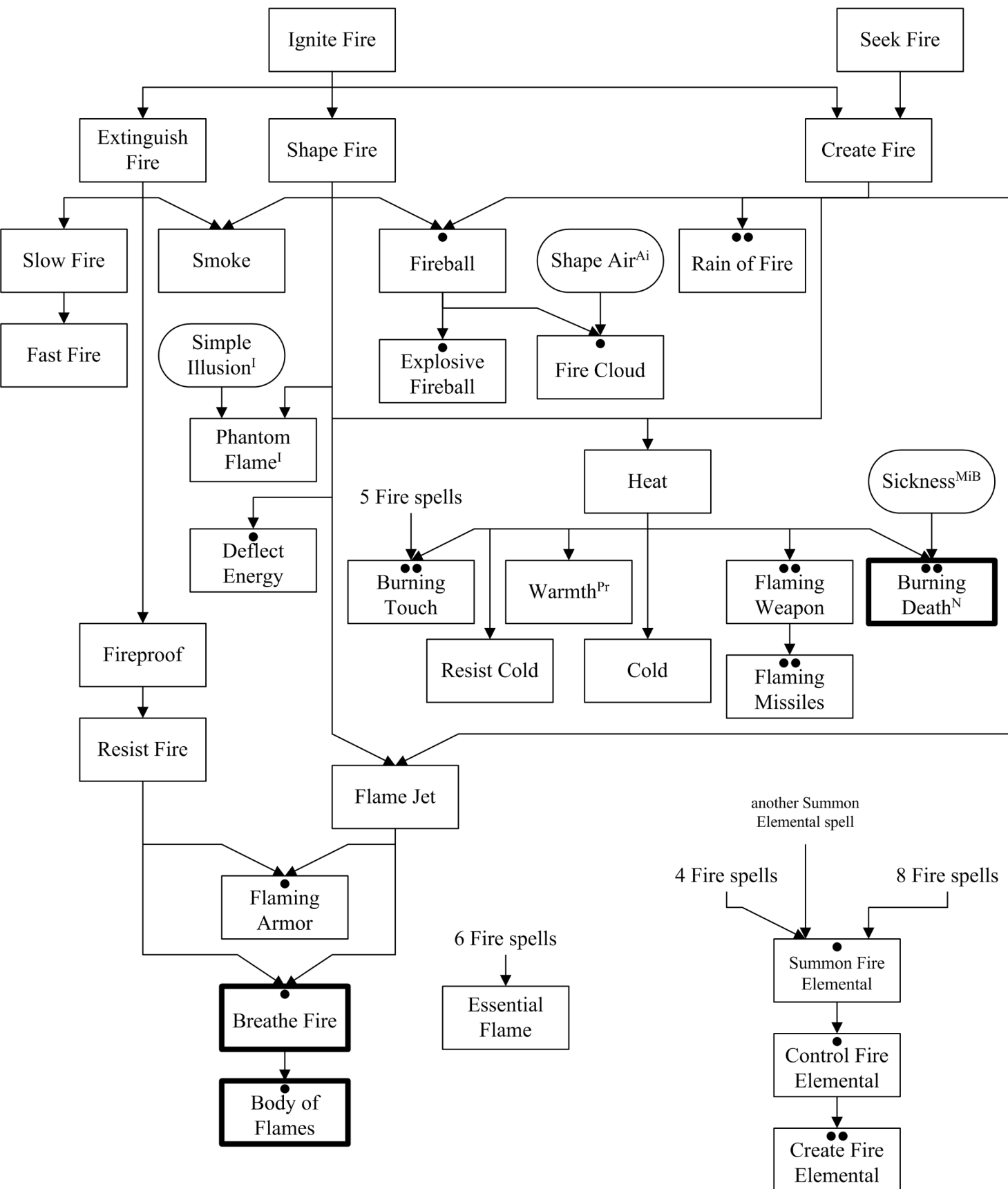
<sup>3</sup>Wizardly Tools

<sup>4</sup>Limiting Enchantment

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

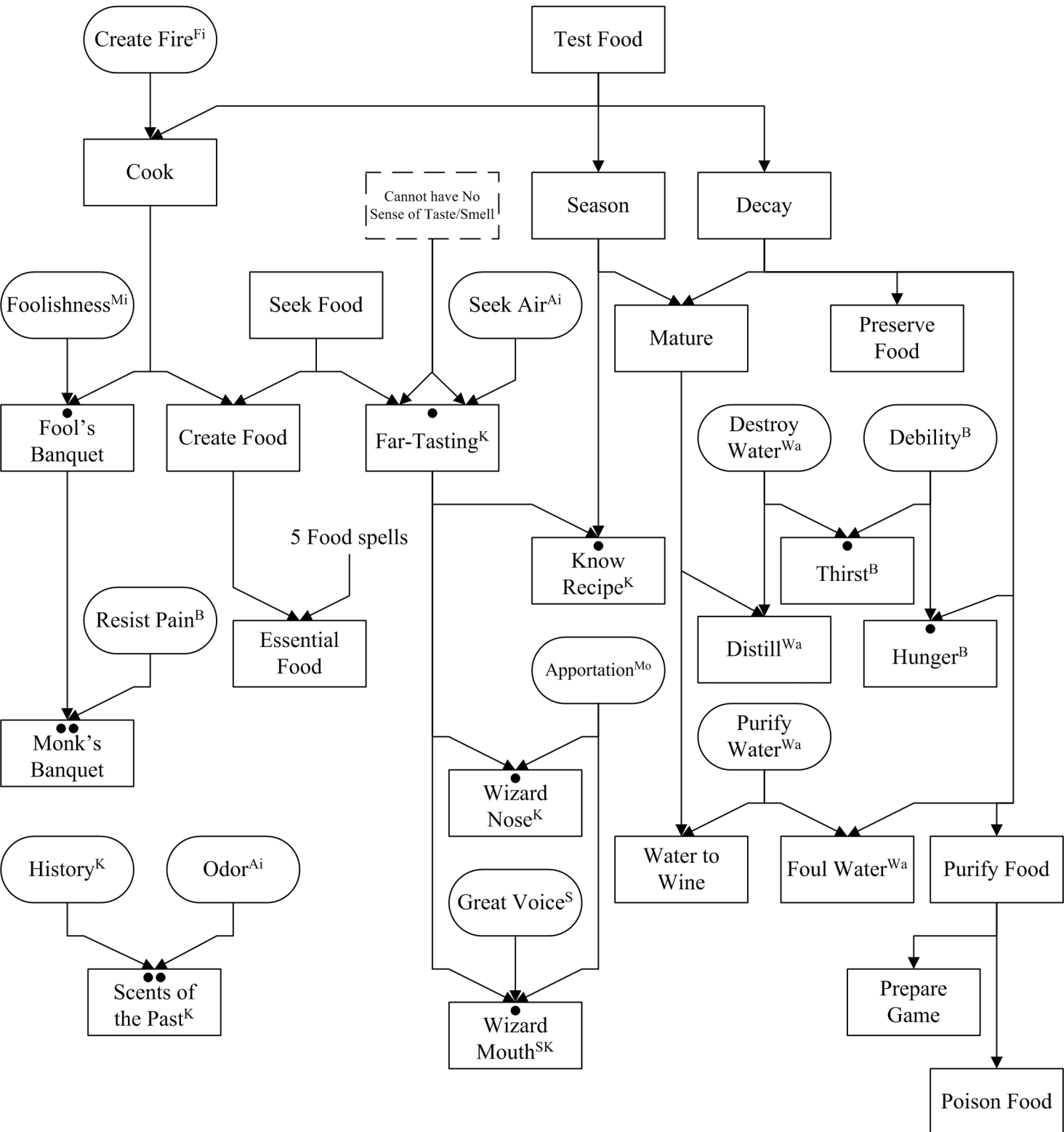
\*Each protection is a separate spell; each Talisman is the prerequisite for the Amulet spell of the same type.

# Fire College

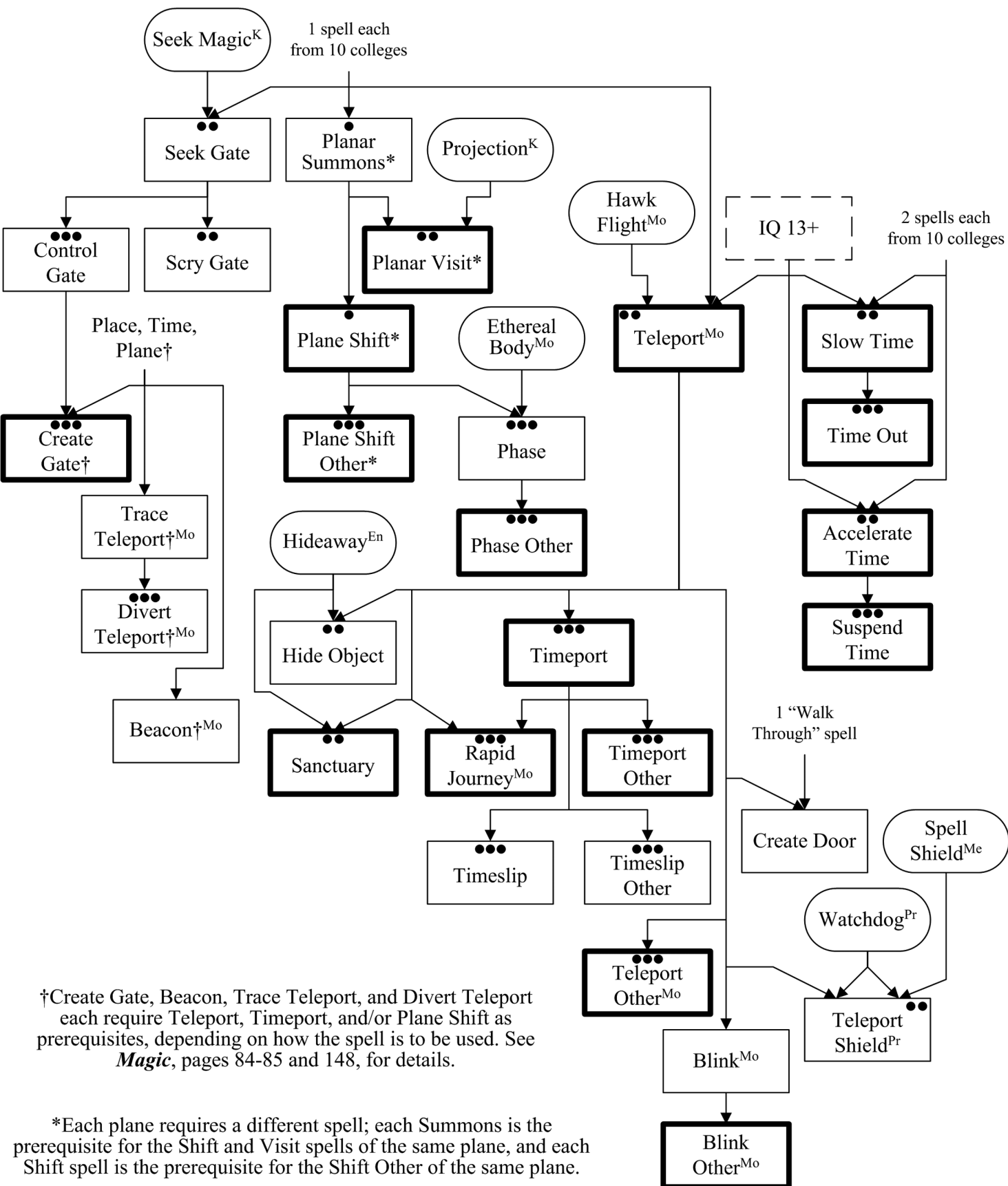


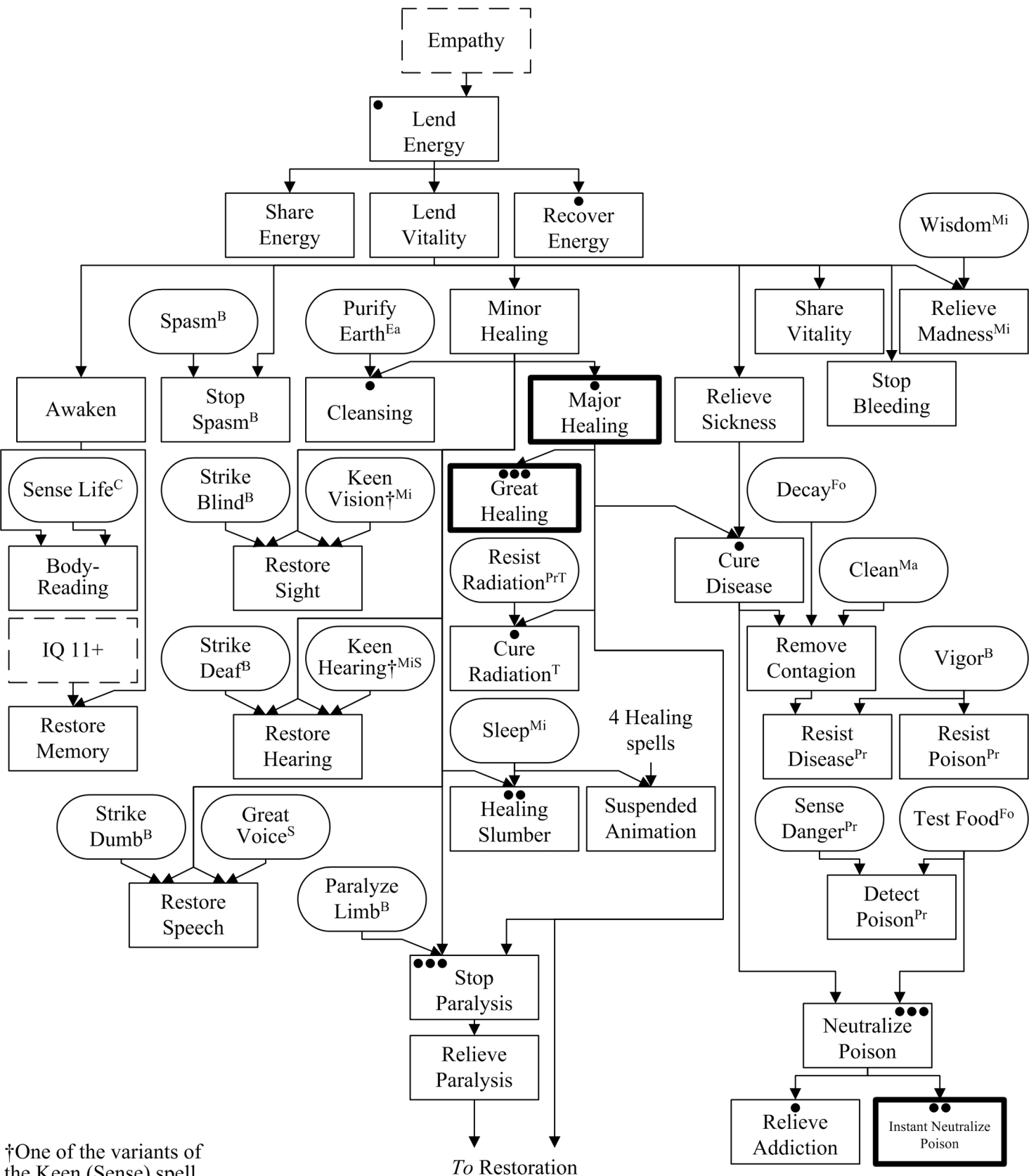


# Food College



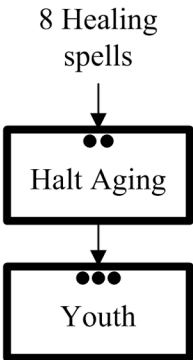
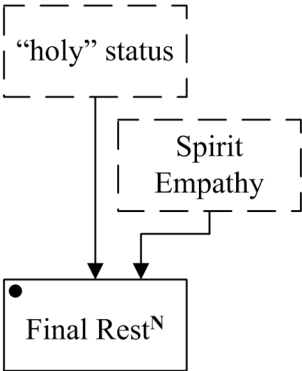
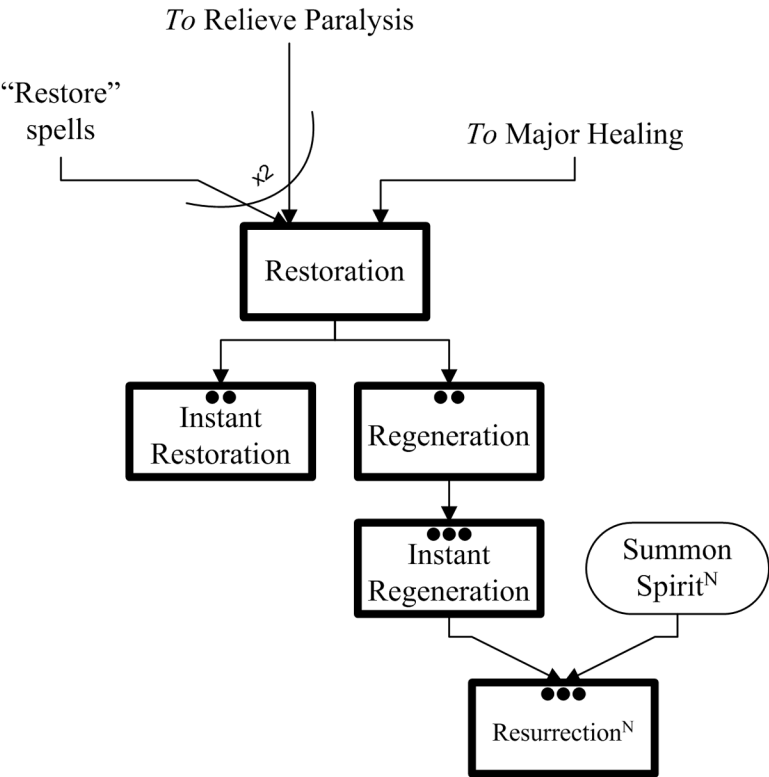
# Gate College



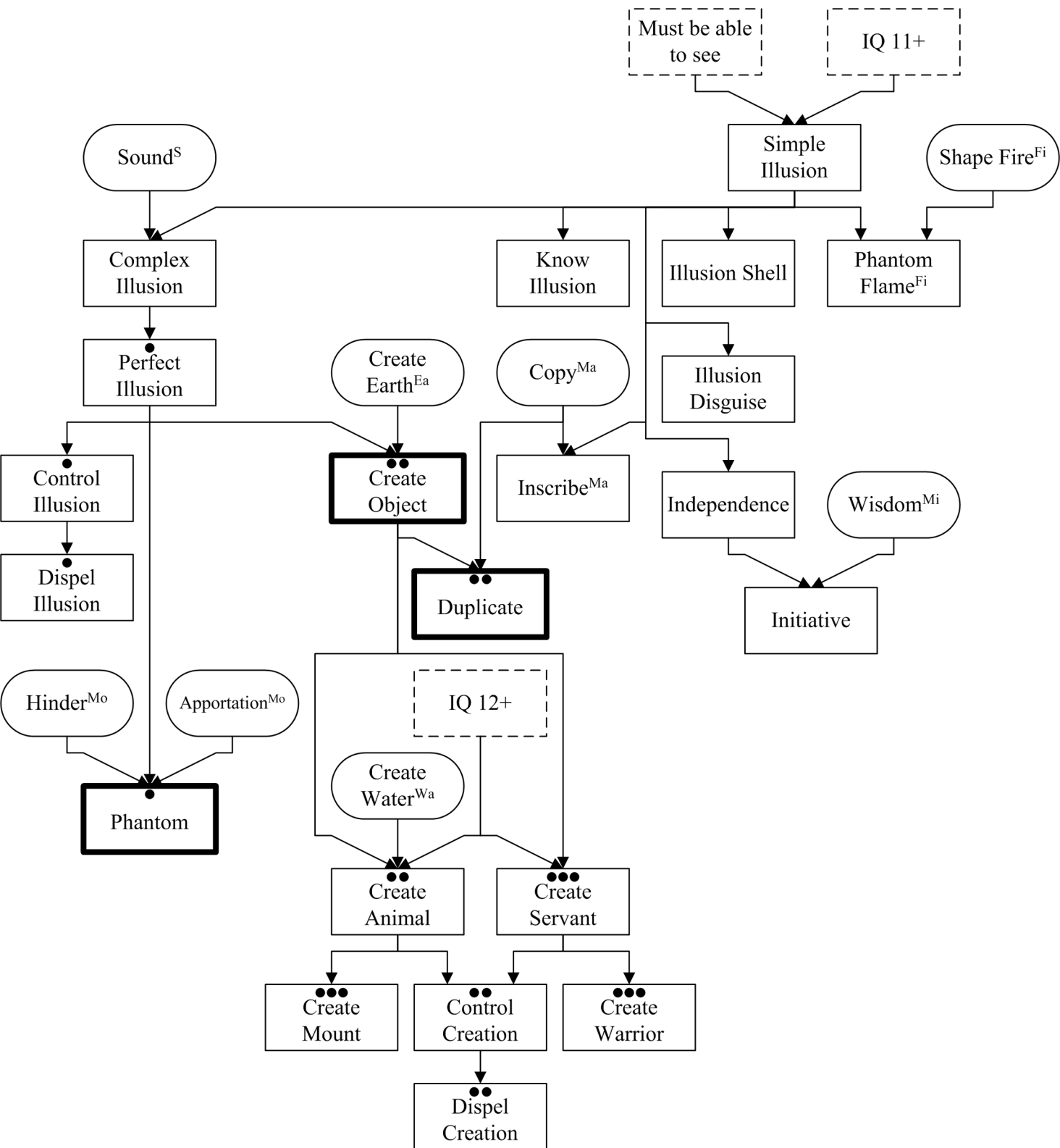


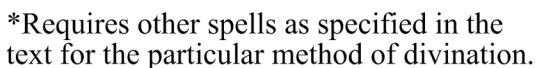
†One of the variants of the Keen (Sense) spell

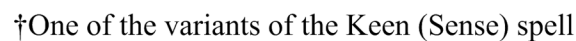
To Restoration



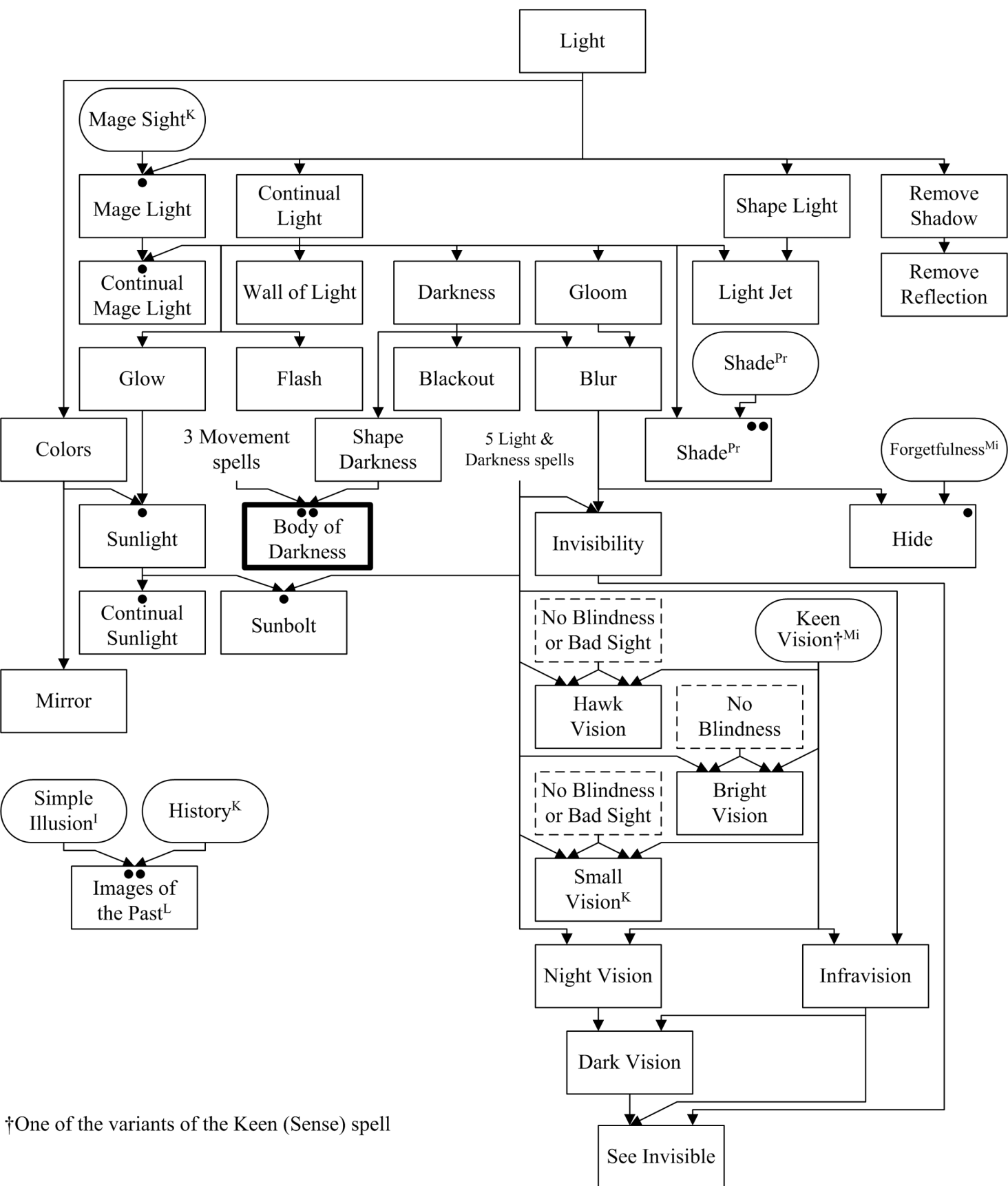
# Illusion & Creation College







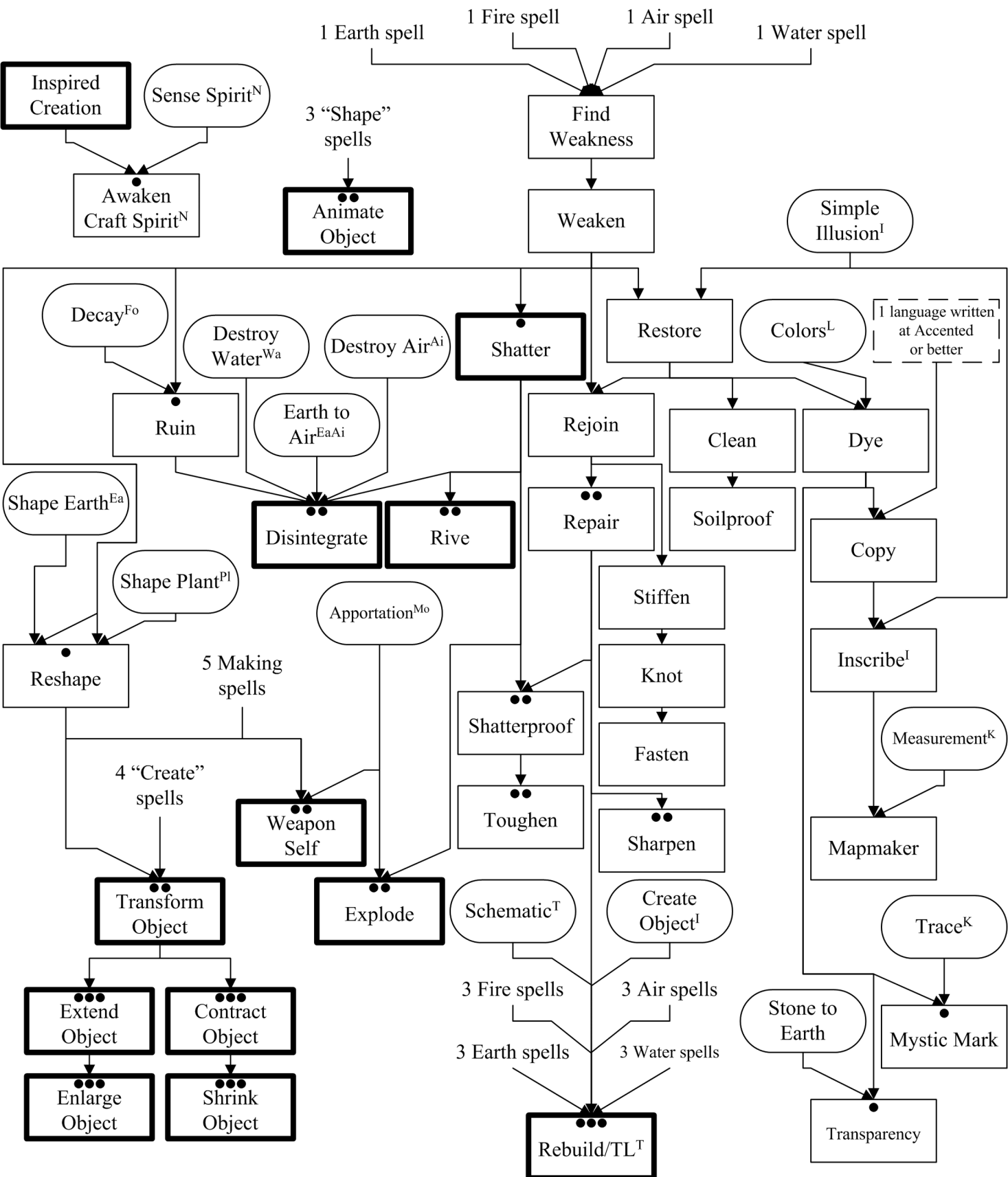
# Light & Darkness College

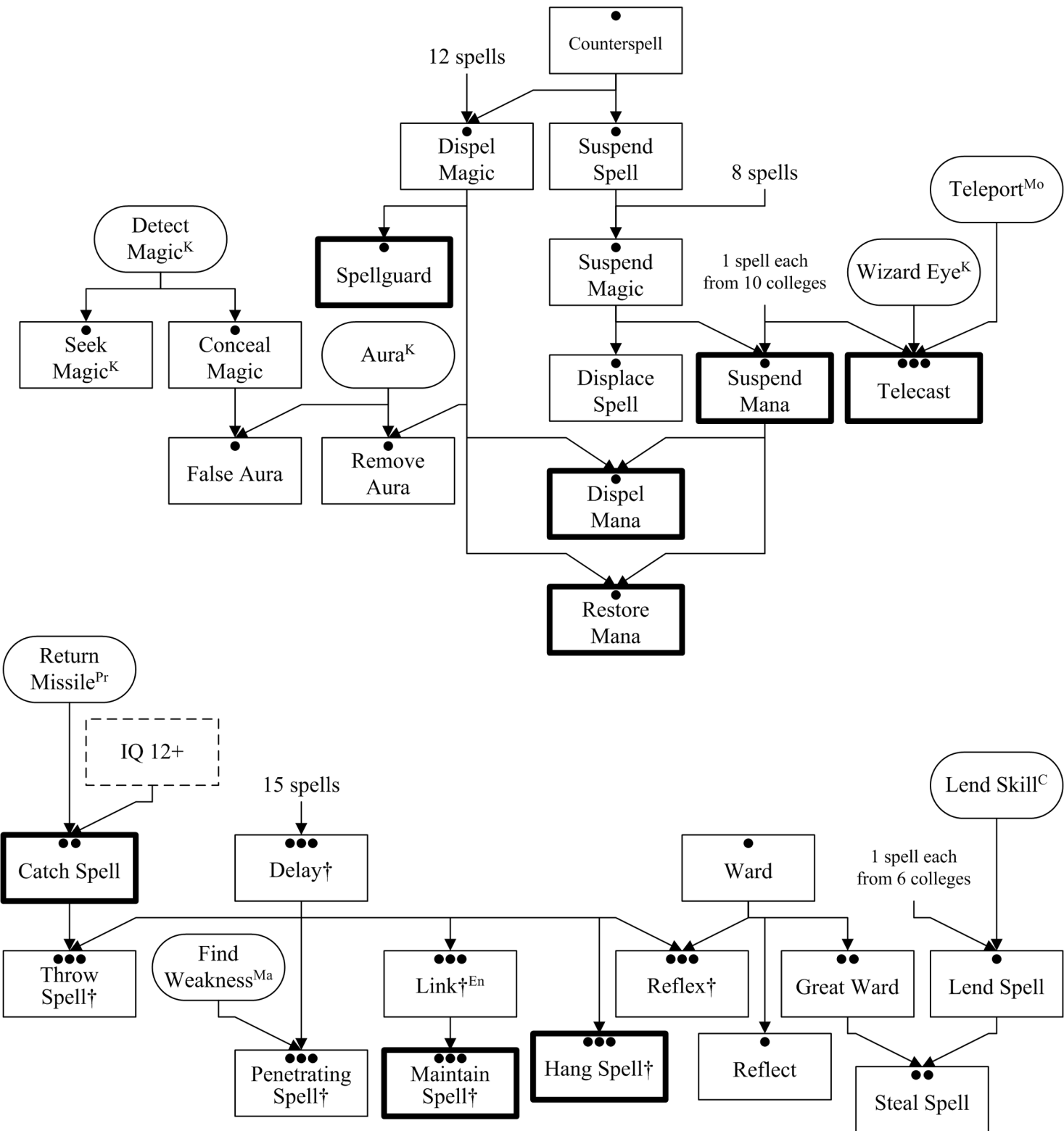


†One of the variants of the Keen (Sense) spell

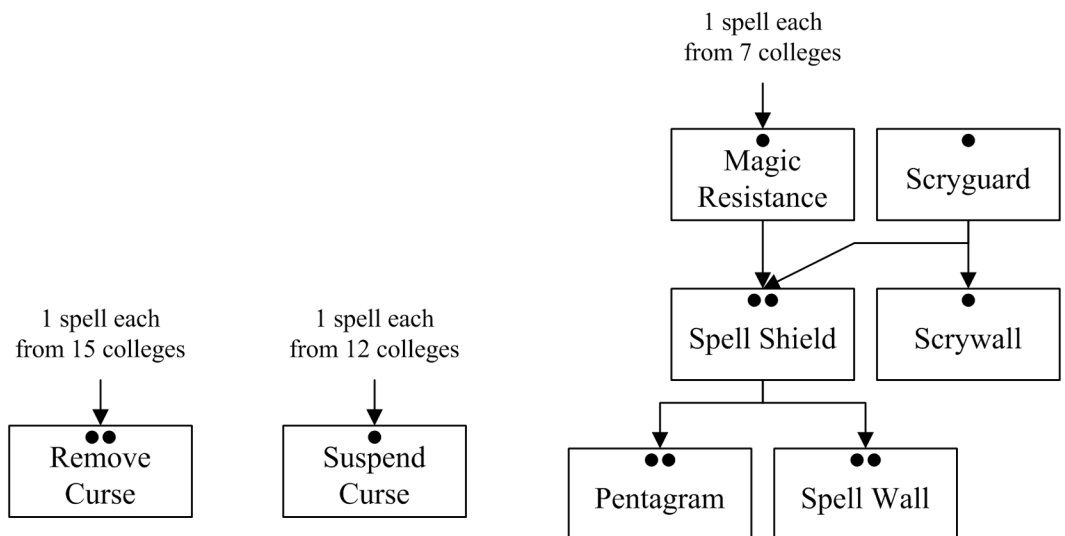
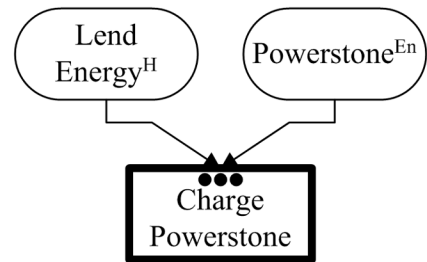
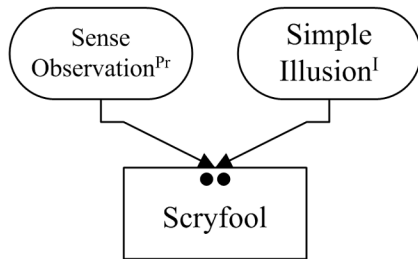
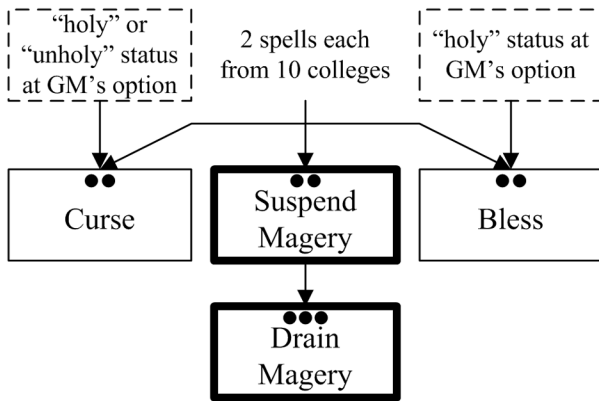


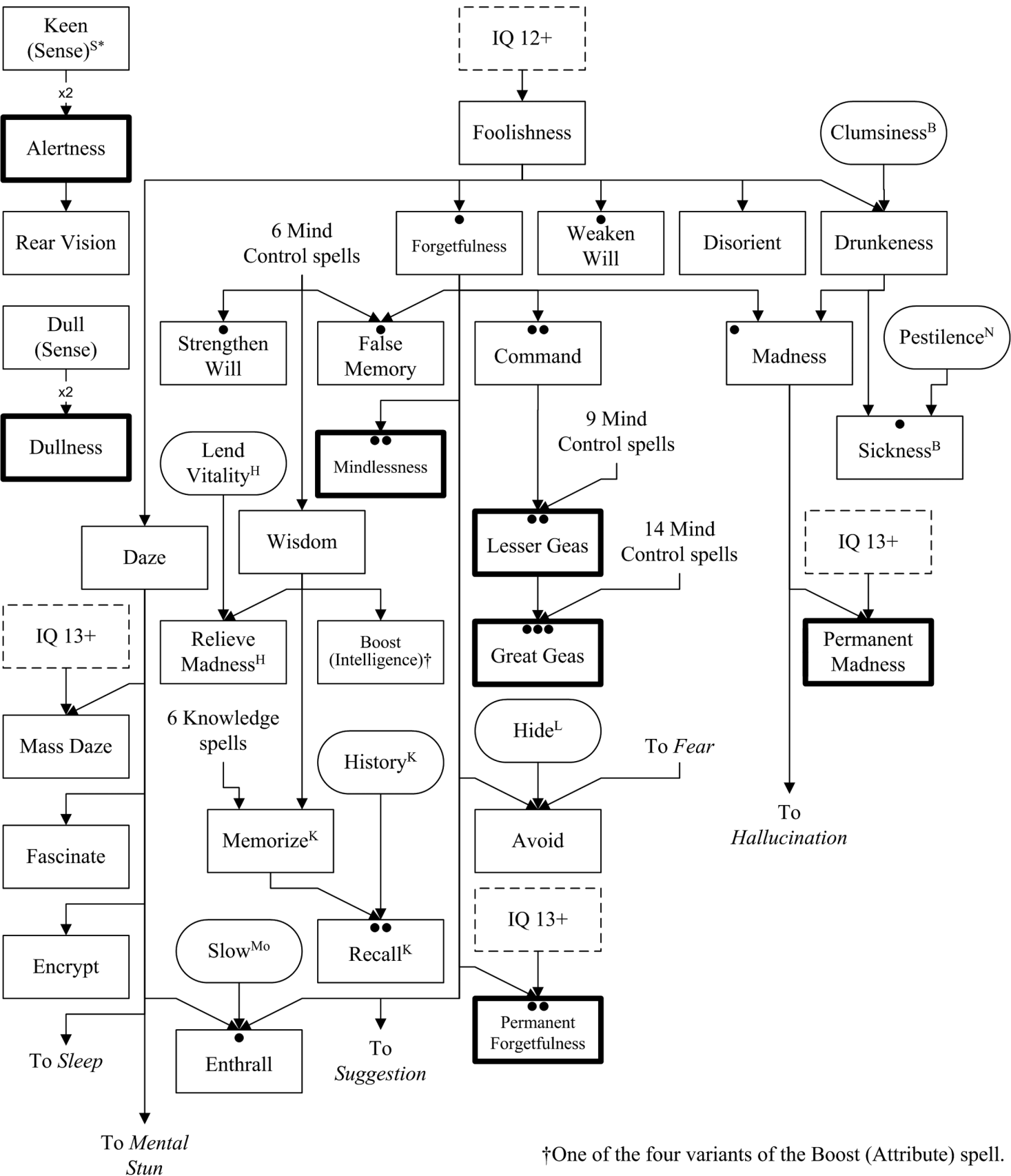
# Making & Breaking College

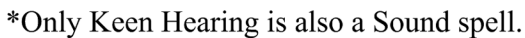




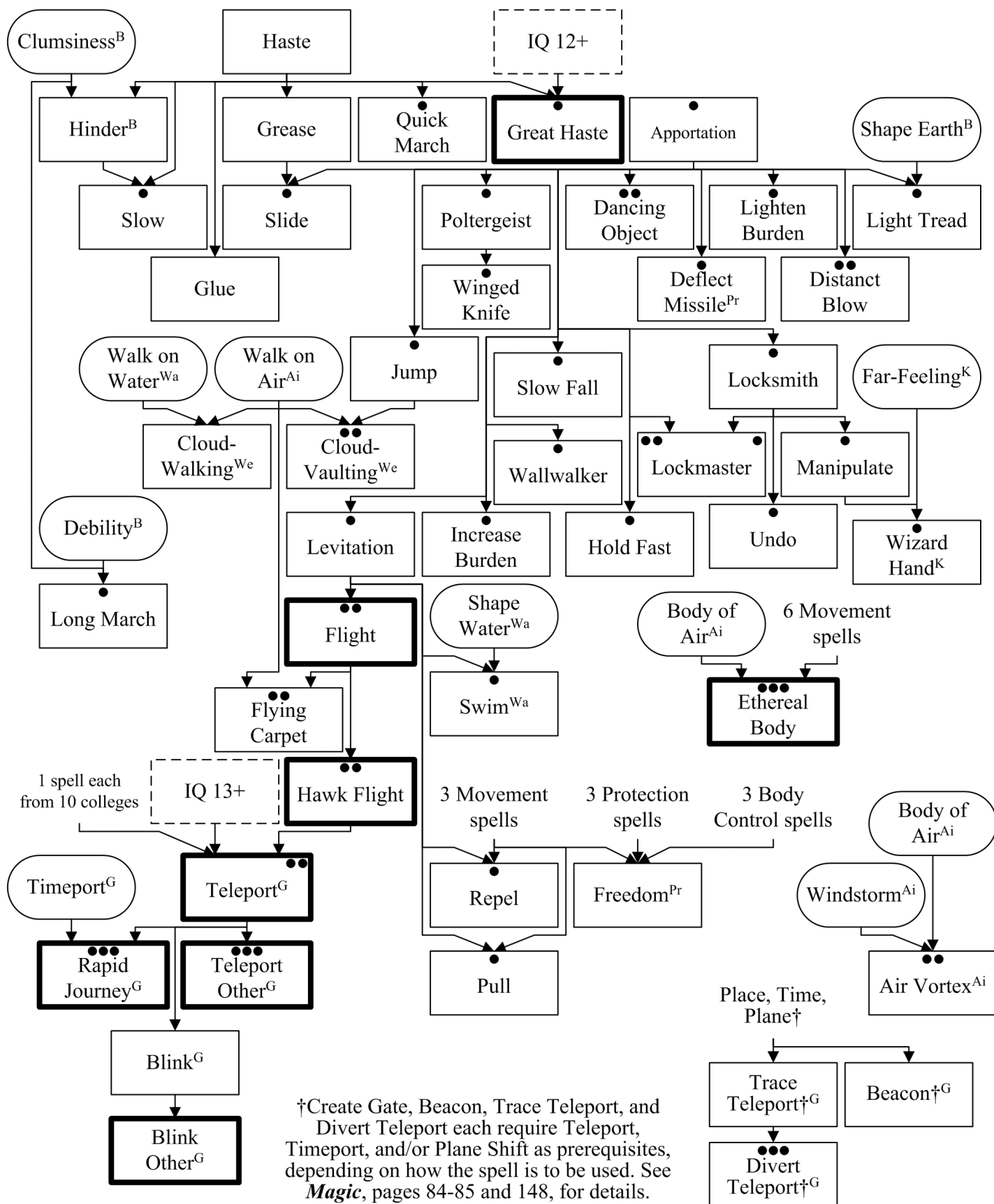
†Linking spell



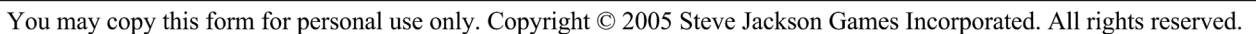


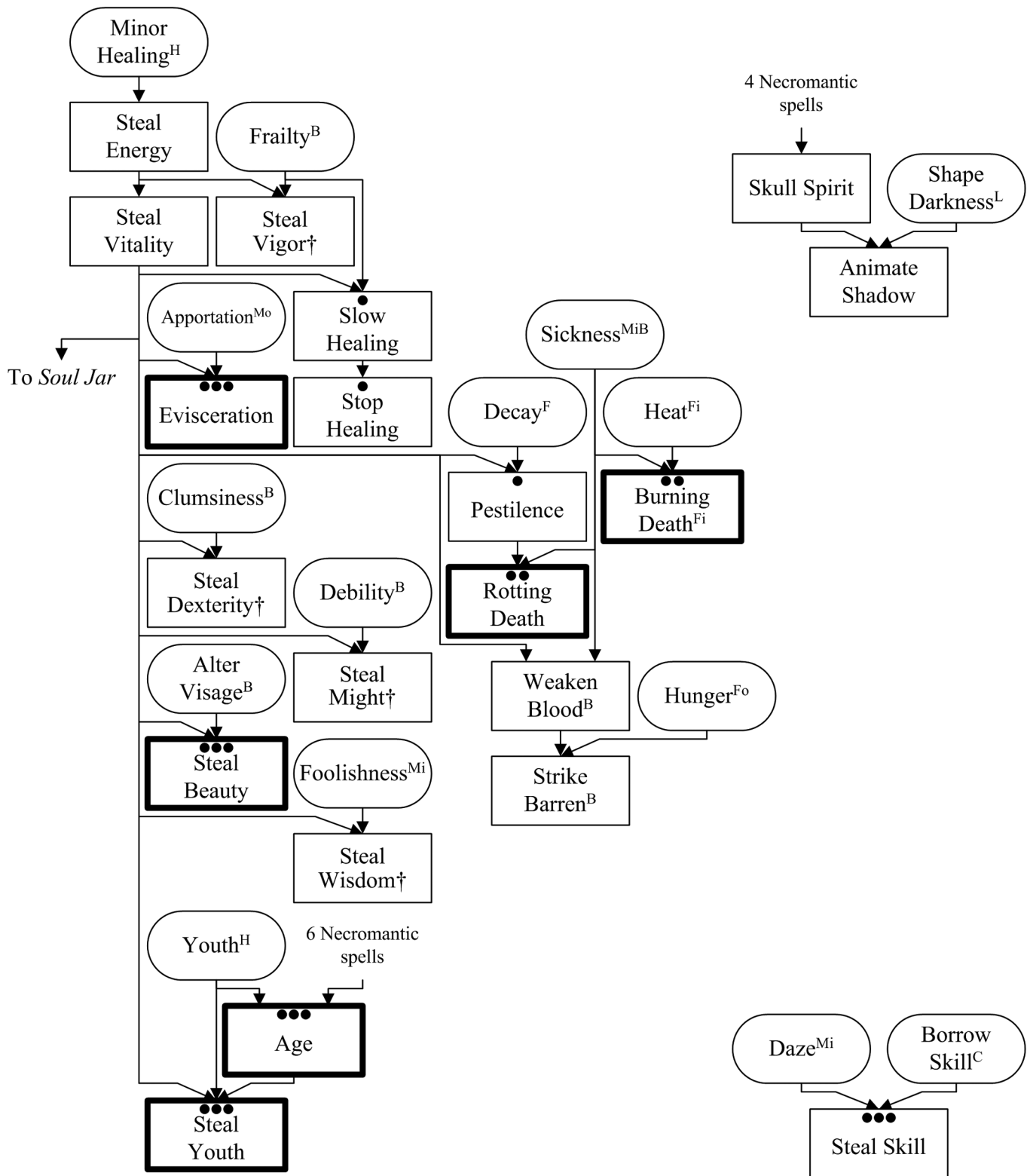


# Movement College



## 1 of 2

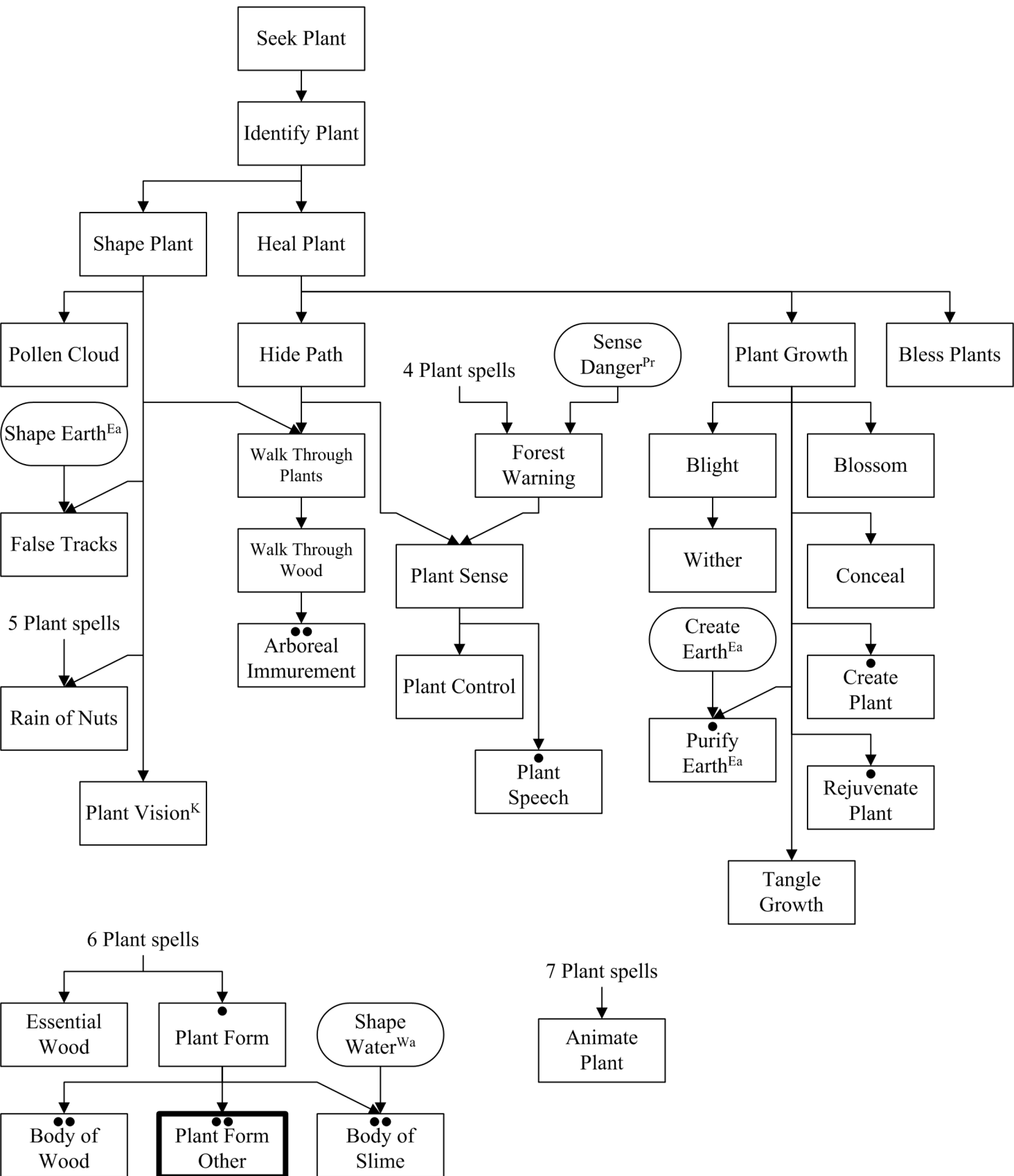


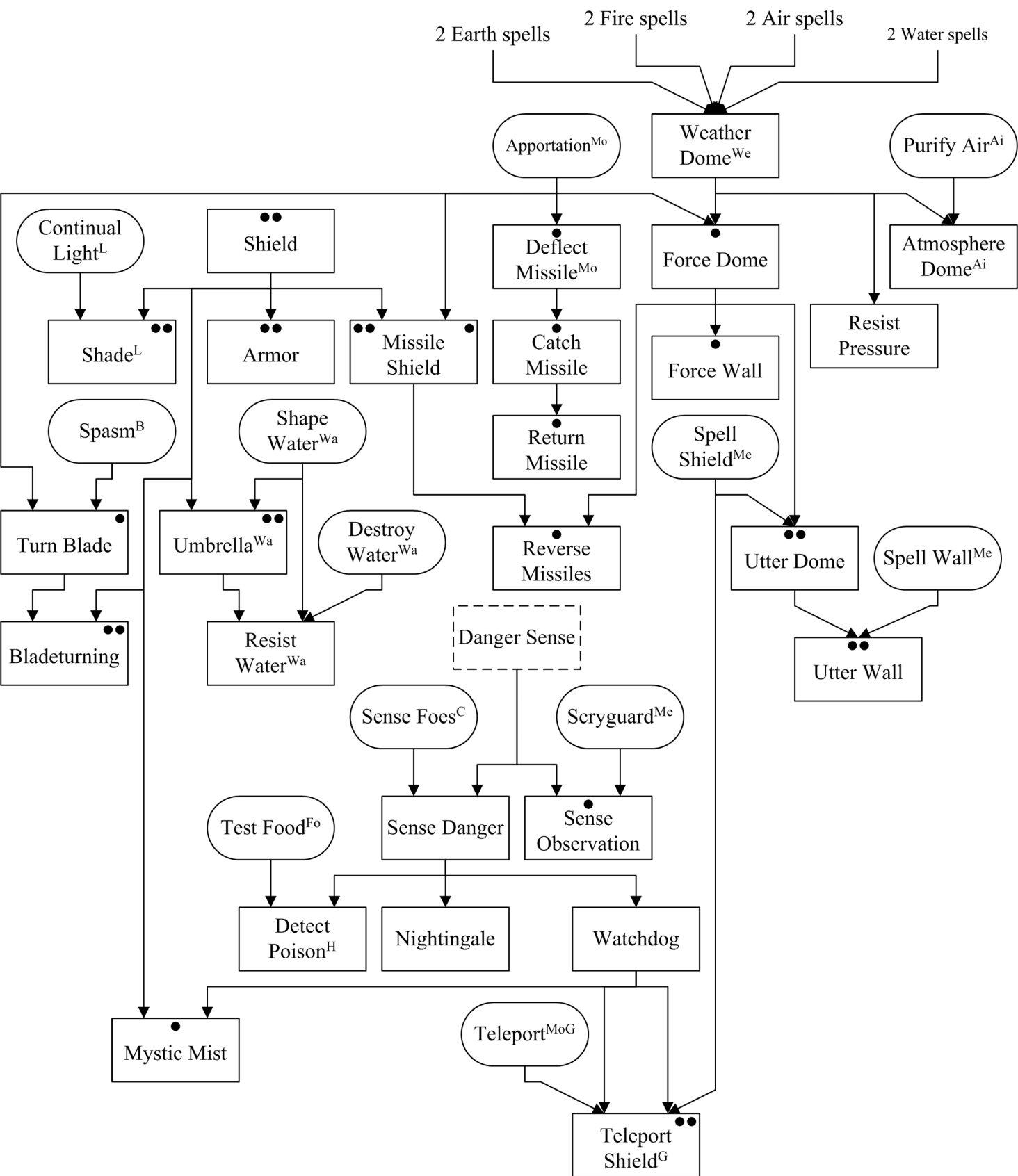


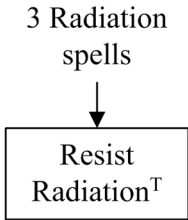
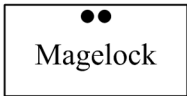
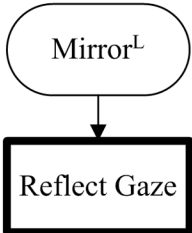
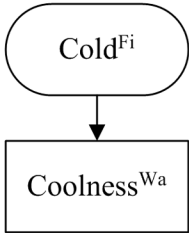
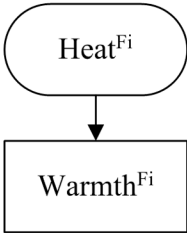
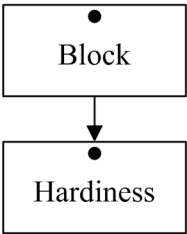
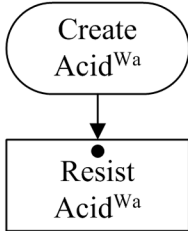
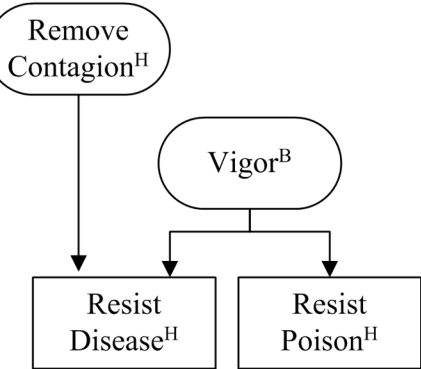
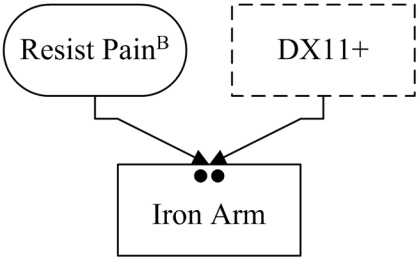
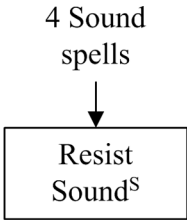
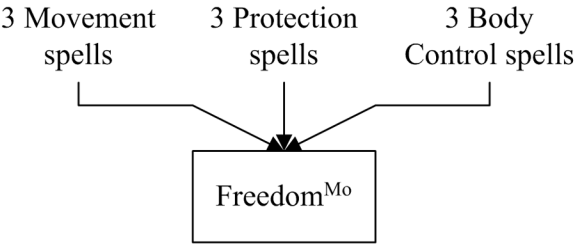
†One of the four variants of the Steal (Attribute) spell



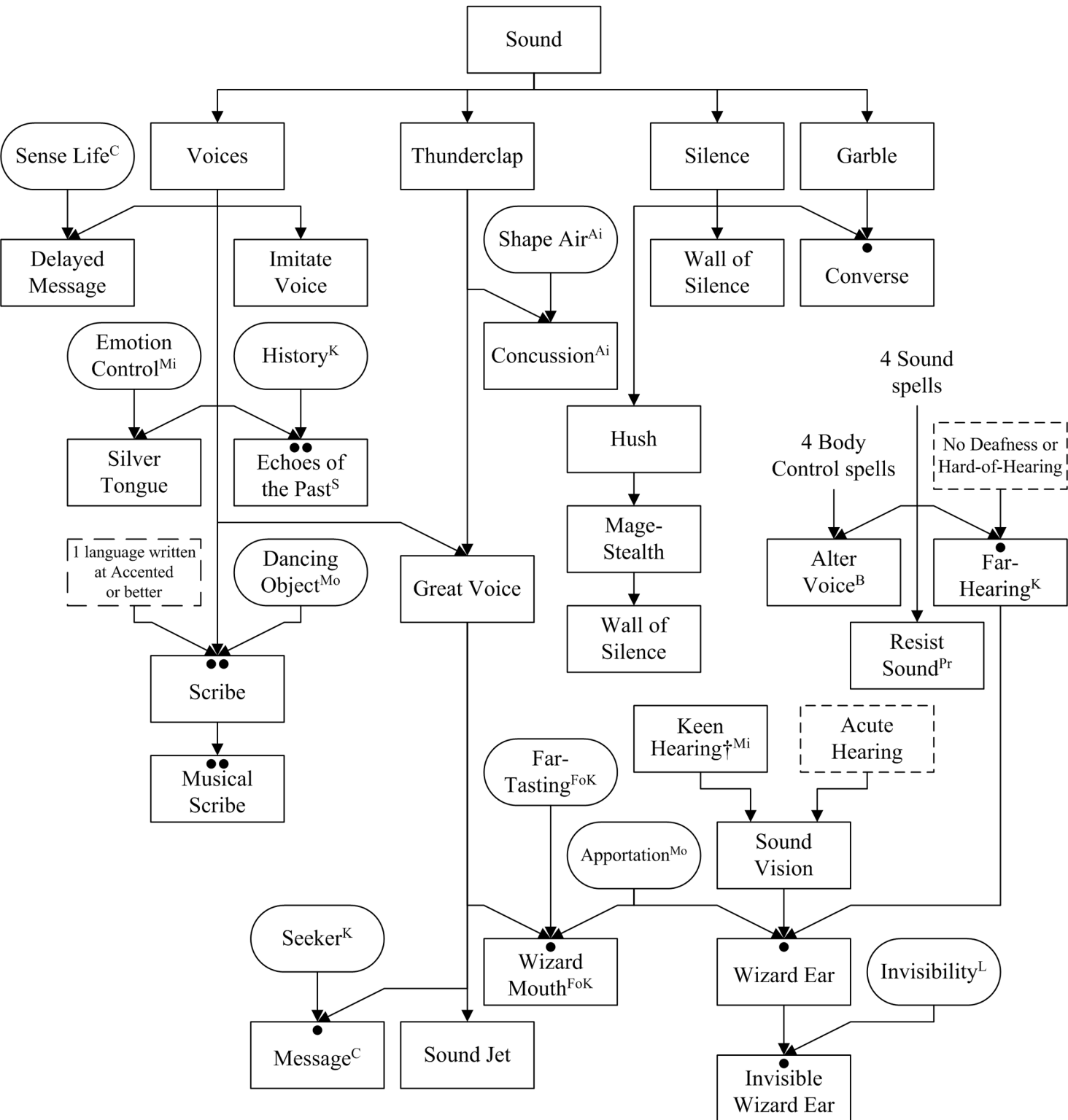
# Plant College



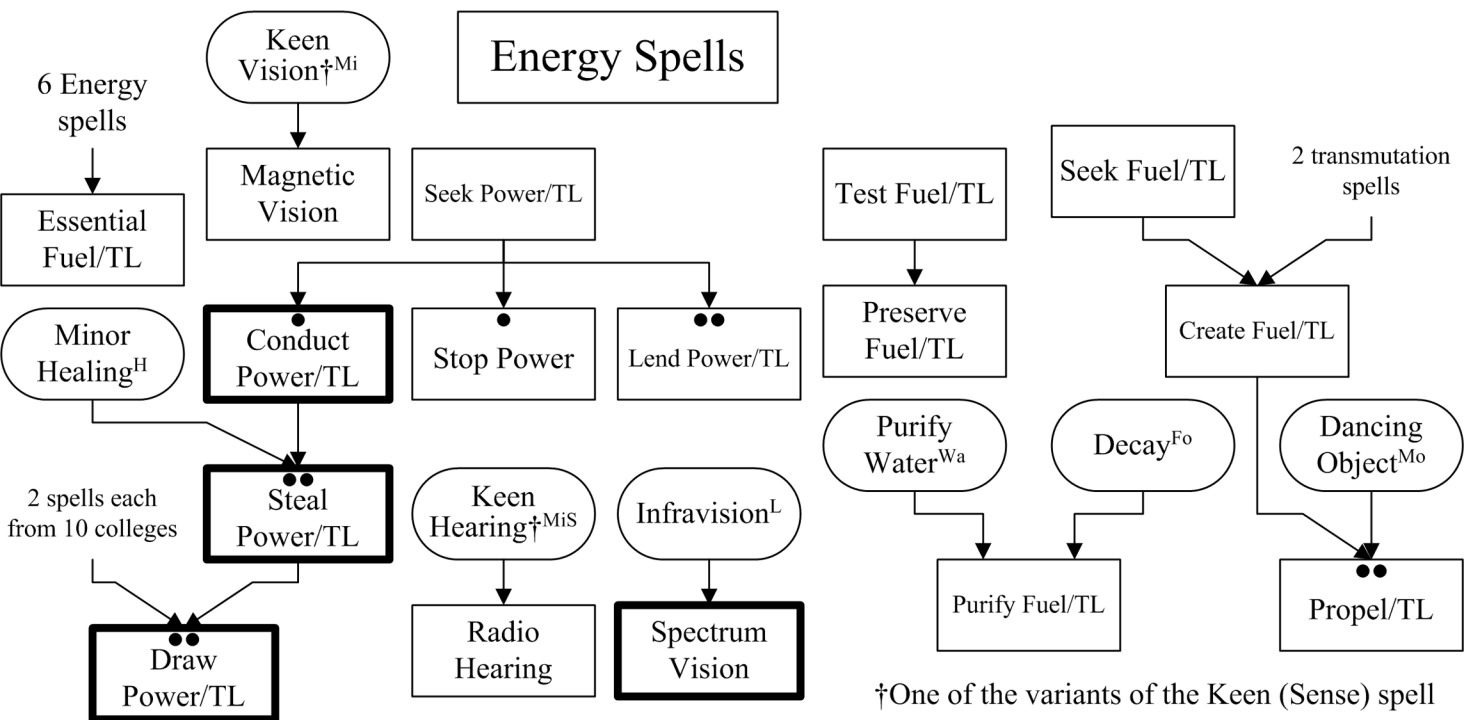
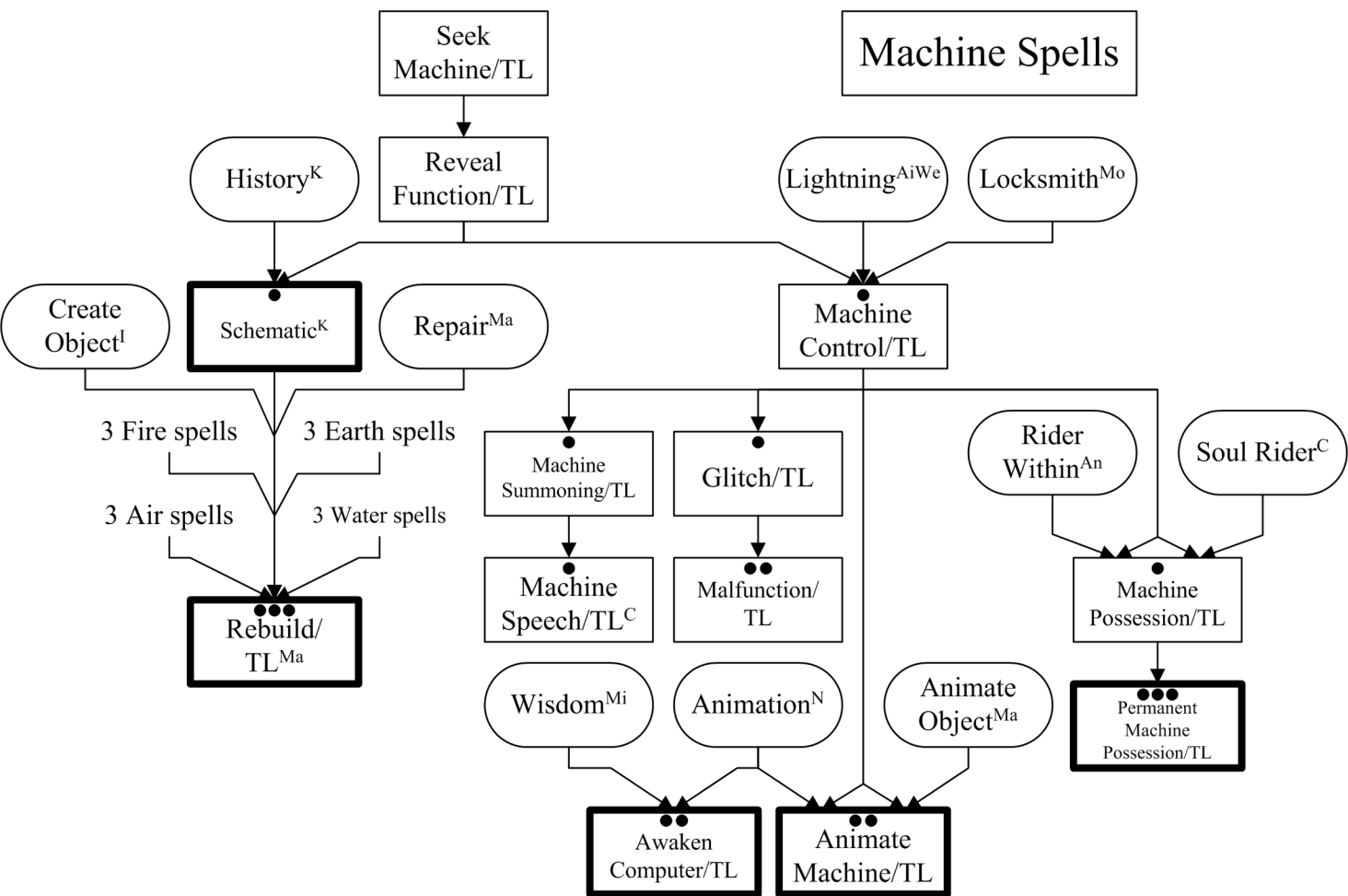




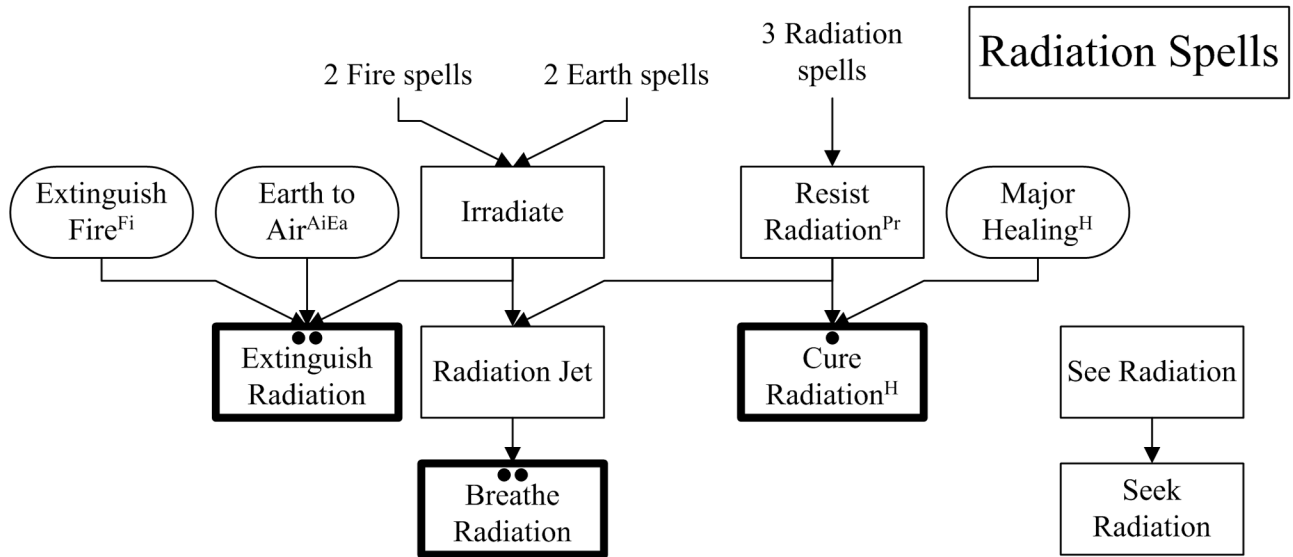
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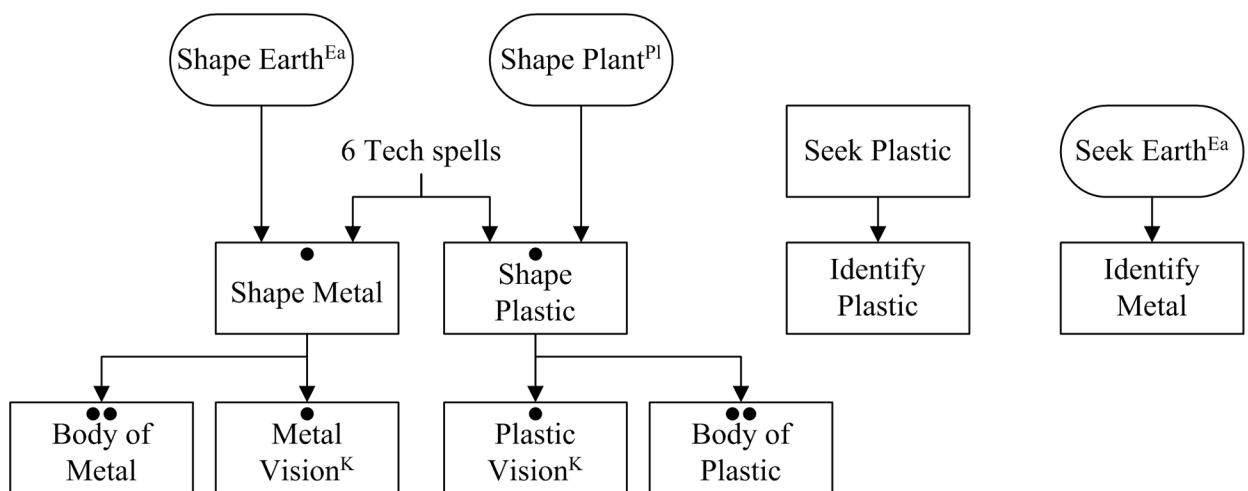
†One of the variants of the Keen (Sense) spell



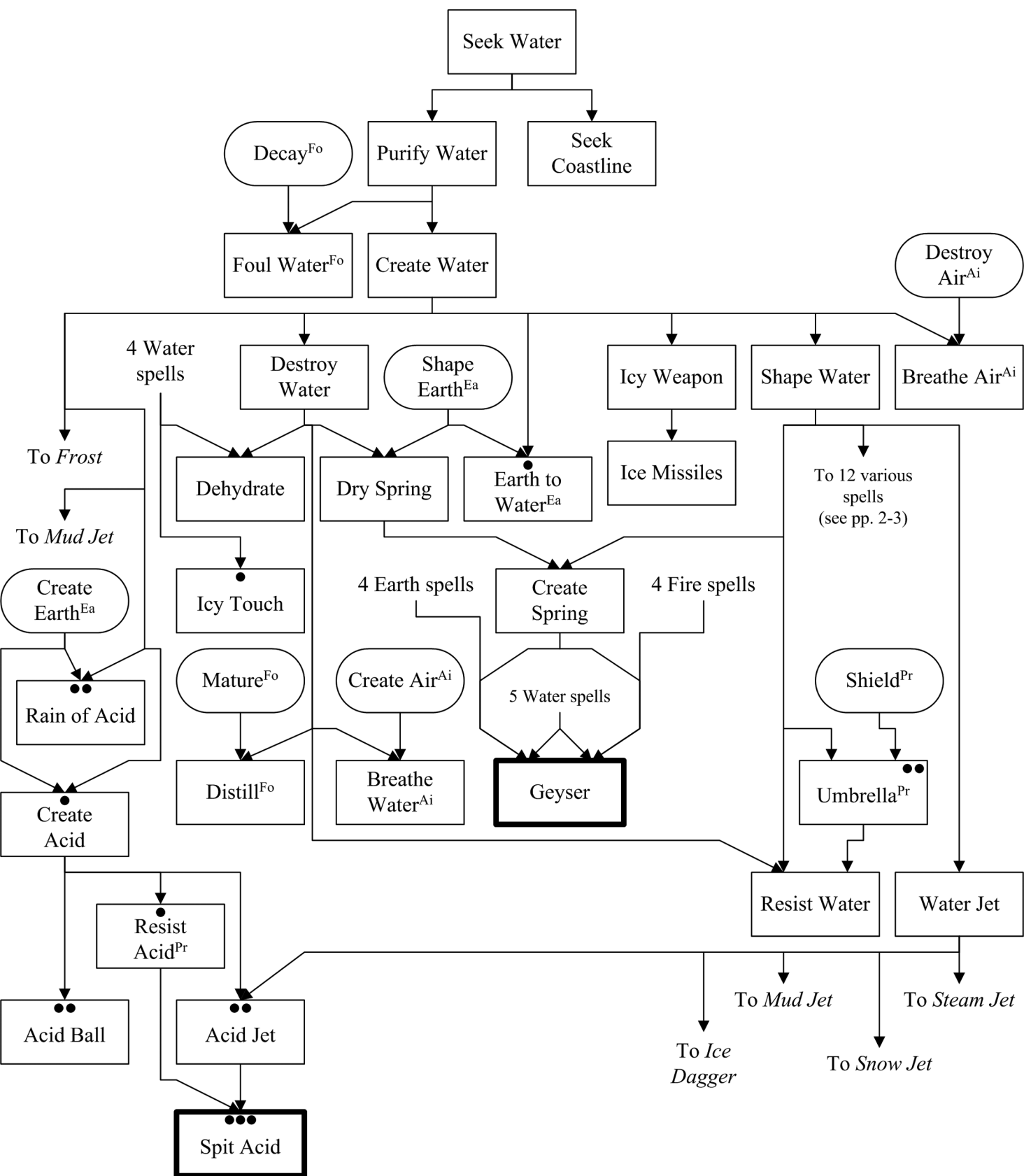
†One of the variants of the Keen (Sense) spell

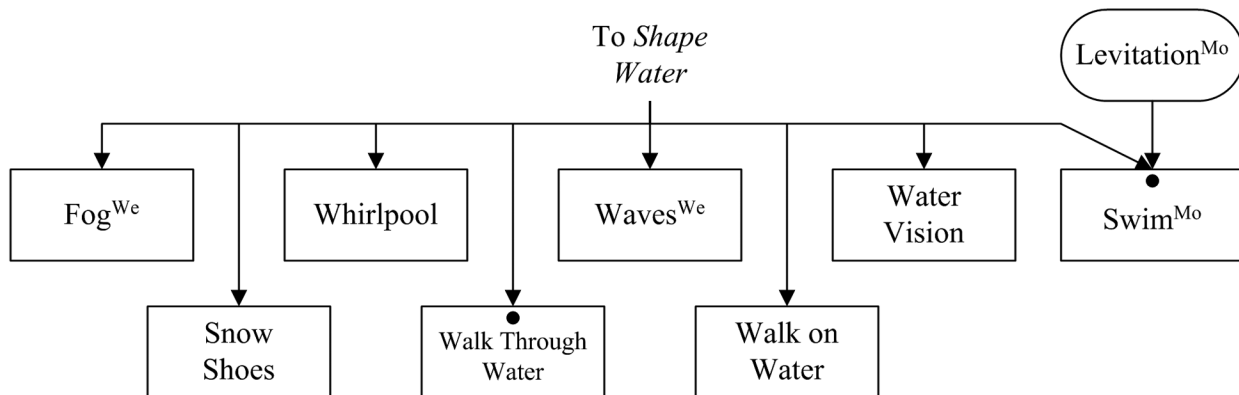
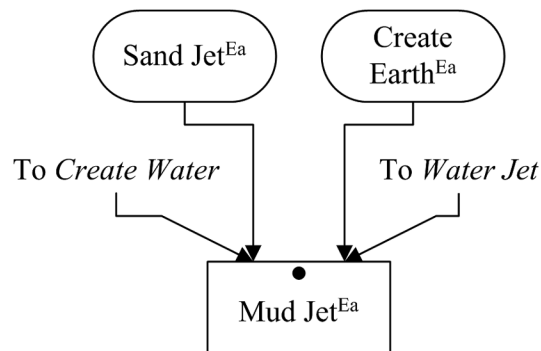
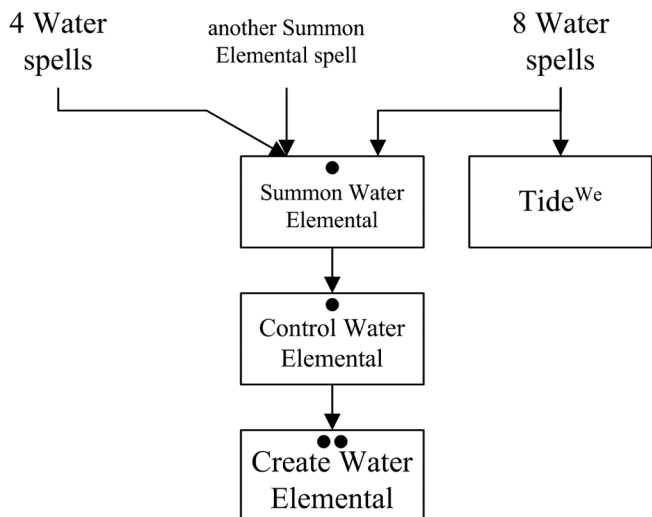
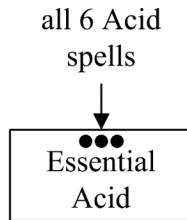
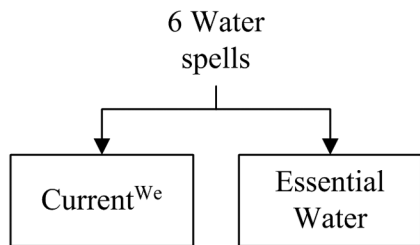


## Metal & Plastic Spells

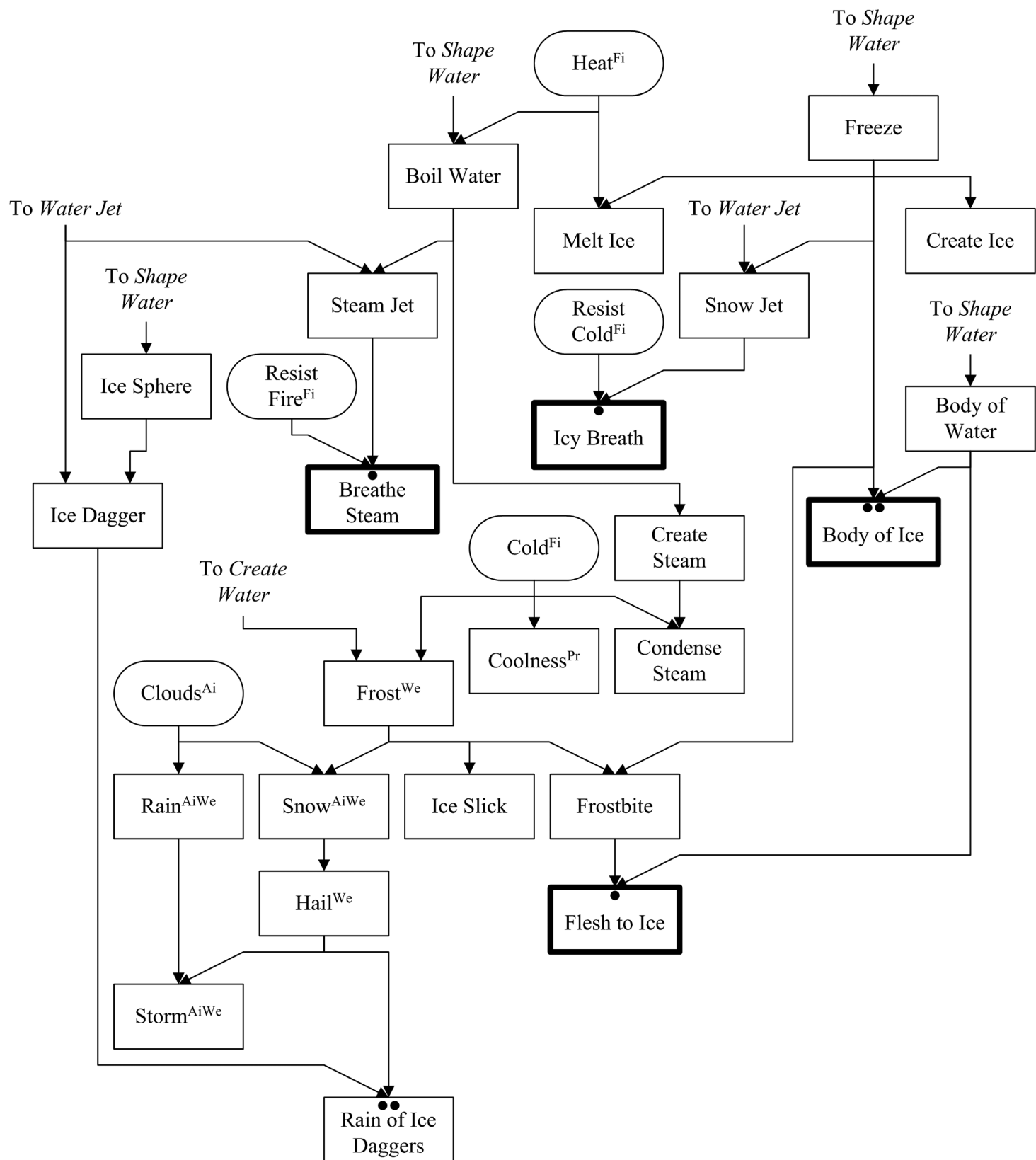


NOTE: Many Tech spells are technological skills (p. B168) and must be learned at a particular TL.









# Weather College

