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GURPS Magic



Synopsis

Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic Items series and Wizards. This is a powerful book, indeed. Use it wisely.

Book Information

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Customer Reviews

GURPS Magic does exactly what it sets out to do, from it's excellent spell design rules and extra spells for the default magic system to it's simple yet well-made systems for entirely new, more freeform magic. As GURPS supplements go, it is one of the best I have ever owned, and does it's job not just well, but with panache. The indexing and organization of the book, like all GURPS 4E books, is easily one of the best of any RPG I have ever played or seen a core book or sourcebook for. If you can't find what you need to in one of the GURPS 4E books, you're usually not trying to. Even if you don't plan on playing GURPS, this sourcebook is full of useful contextual information, like almost every GURPS book is. I have so far used this information in crafting GURPS settings and to make a Savage Worlds campaign world feel more authentic. While not useful for every

campaign, there is simply too much in the book that is useful to rate this anything less than five stars.

One of the things I appreciate about GURPS books is the color page edges signifying each chapter. I can open the book and see which chapter I'm in by the page color border. Unless I missed it, the page doesn't specify that the book would be printed in B&W. Otherwise, the book is exactly as ordered. GURPS 4e Magic, in all its glory.

As others have said,, this is a REPRINT of the original GURPS 4th Edition Magic reference and is NOT in color. The cover of the book is in color but all of the pages including the pictures and reference tables are all in BLACK & WHITE. Extremely disappointed.

An absolute essential for any game with spell casting as anything other than a side note. Spell trees are not present (and are involved) but they're in a free PDF put out by Steve Jackson Games online, so that's not a major issue.

Finally in print through the magic of print-on-demand, the default magic system for GURPS offers tons of spells and options for those who don't want to dive into the other systems. Plus, it's the default! Everyone who plays GURPS needs this one.

The original magic system for GURPS is a great system. It has its own internal logic, and is balanced pretty well save for a few spells. The object-enchancement system takes economics into consideration to help prevent world-breaking. The concept of prerequisites for advanced, powerful spells creates a coherent framework for magic in a game. And, with inexpensive add-ons from Steve Jackson Games, like Magical Styles, this system can really provide hours of inspired gaming. This book only gets better when teamed withÂ GURPS Thaumatology, now conveniently back in print, orÂ GURPS Fantasy 4E SoftcoverÂ or evenÂ GURPS Horror 4th Edition (GURPS: Generic Universal Role Playing System)

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