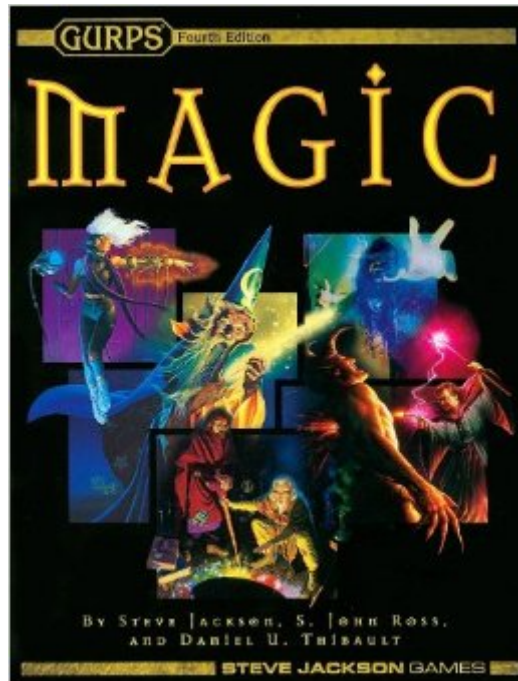


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GURPS Magic 4E Softcover



Synopsis

Most roleplaying is fantasy roleplaying . . . and fantasy roleplayers want magic! GURPS Magic combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of new spells, for the ultimate tome of magic! This 240-page softcover contains the core magic system for GURPS Fourth Edition, complete alchemy rules, and alternatives to the core system, including updated rules for improvised magic and rune magic, and much, much more.

Book Information

Series: Gurps

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #912,212 in Books (See Top 100 in Books) #50 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#) #66133 in [Books > Teens](#)

Customer Reviews

I'm very impressed with this book overall. The list of spells (derived from the previous Grimoire and other supplements) is pretty much comprehensive. That is, if you're running a GURPS game and want to add magic, this is pretty much the only book you need. (Add Thaumatology if you want to create magic SYSTEMS, but that's another review for another time.) The spells are well-balanced, and the discussion of magic systems (and items) is very well-laid out. For example, they give you a pricing formula for making magic items... but then show you how they derived their numbers. This is priceless for people adding magic to non-medieval settings (Victorian or modern, for example). The spells themselves are relevant to everything from ancients to medieval to victorian to modern to futuristic settings. A couple issues. First, I'm not sure they completely thought through all the prerequisite chains. In some cases, you have long chains of prerequisites for flavorful but fairly mediocre spells, or major potential flavor issues (high-tech spells that require that you go deep in Necromancy, for example). In the book's defense, it also gives you guidelines for changing those systems. The spells themselves aren't very flavorful... but this is by design, and I think it was the

right decision. The book points out ways in which a campaign-appropriate flavor can be added. The artwork is awful. More seriously, the decision to order the spells by their prerequisites was a bad one. For the player thumbing through the book looking for spells to buy, the ordering does make some sense, but when you go to look up a spell as a reference, you're totally lost. In any event, spells often have multiple prereqs and so the book doesn't even follow its own logic.

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