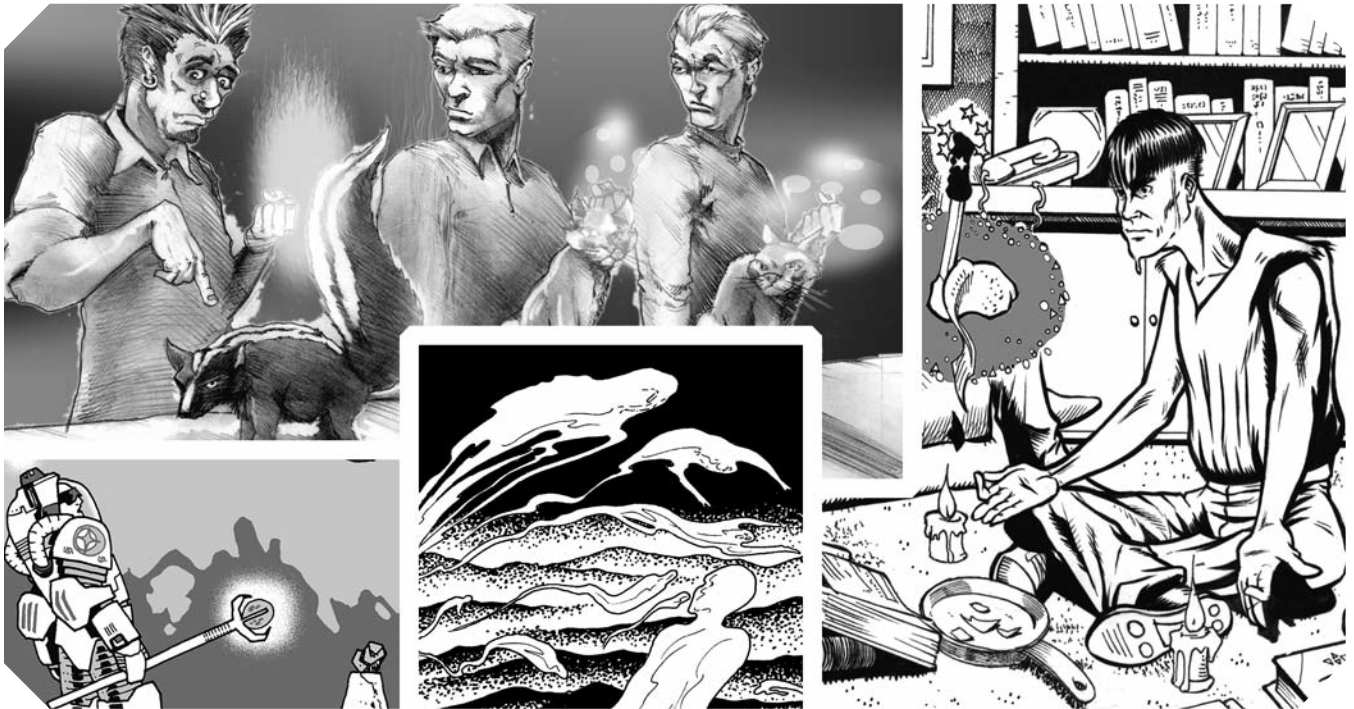


GURPS

Fourth Edition

THAUMATOLOGY™

Magical Styles



Written by **SEAN PUNCH**

Illustrated by **KURT BRUGEL, JOHN HARTWELL, SHEA RYAN, and DAN SMITH**

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-1652

Version 1.0 – February 2009



CONTENTS

INTRODUCTION 3
 Using This Supplement 3
 About the Author 3
About GURPS 3

1. BUILDING MAGICAL

STYLES 4
COMPONENTS OF A STYLE 4
 Required Skills 4
Skills Required By
Optional Rules 5
 Required Spells 6
The Meaning of "Guild" 6
Quick Picks 8
Style Prerequisites 11
 Perks 12
 Secret Spells 14
 Spell List 14
 Optional Traits 18
STYLE COST 19
 Buying Styles at
 Character Creation 19
 Buying Styles in Play 19
Buying Multiple Styles 19

2. NEW PERKS 20

Magical School Familiarity 20
 Magic Perks 20
Ex-Stylists 20
Lapsed Practitioner 20
 Academic or Guild Rank 21
 Adjustable Spell 21
What's in a Name? 21
 Afflicted Casting 22
 Area Spell Mastery 22
 Attribute Substitution 22
 Better Magic Items 22
 Blocking Spell Mastery 23
 Combat Ceremony 23
 Continuous Ritual 23
 Convenience Casting 23
 Covenant of Rest 23
 Elixir Resistance 24

Extra Option 24
 Far-Casting 24
 Frightening Side Effects 25
 Huge Subjects 25
 Immunity to
 (Specific Hazard) 25
 Improvised Items 25
 Improvised Magic 25
 Intuitive Cantrip 25
What of Clerics? 26
 Kill Switch 27
 License 27
 Life-Force Burn 27
 Limited Energy Reserve 27
 Magical Style Adaptation 27
 Magical Weapon Bond 27
 Mana Compensation 27
 Melee Spell Mastery 27
 Mighty Spell 27
 Missile Spell Mastery 28

Mundane Magic 28
 Named Possession 28
 No Gestures 28
 No Incantations 28
 Obscure True Name 28
 Permit 28
 Power Casting 29
 Psychic Guidance 29
 Quick and Focused 29
 Reduced Footprint 29
 Rote Alchemy 29
 Rule of 17 29
 Rules Exemption 29
 Sacrificial Blocking Spell 30
 Sanctum 30
 Scroll-Reading (Language) 30
 Secret Mage 30
 Secret Spell 30
 Secret Words 30
 Shaman's Trance 30
 Shortcut to Power 30
 Special Exercises 31
 Spell Bond 31
 Spell Duelist 31
 Spell Hardiness 31
 Spell Resistance 31
 Spirit Contract 32
 Staff Attunement 32
 Staff Bond 32
 Standard Operating
 Procedure 32
Other Magic Systems 32
 Super-Sympathy 33
 Thaumalogical
 Doublespeak 33
 Willful Casting 33
 Wizardly Dabbler 33
 Wizardly Garb 33

3. SAMPLE STYLE 34

The Onyx Path 34
Design Notes: The Onyx Path 36

INDEX 37



GURPS System Design ■ STEVE JACKSON
 GURPS Line Editor ■ SEAN PUNCH
 e23 Manager ■ STEVEN MARSH
 Page Design ■ PHIL REED and
 JUSTIN DE WITT

Managing Editor ■ PHILIP REED
 Art Director ■ WILL SCHOONOVER
 Production Artist & Indexer ■ NIKOLA VRTIS
 Prepress Checker ■ MONICA STEPHENS
 Marketing Director ■ PAUL CHAPMAN

Director of Sales ■ ROSS JEPSON
 Errata Coordinator ■ WARREN
 MacLAUHLAN MCKENZIE
 GURPS FAQ Maintainer ■
 VICKY "MOLOKH" KOLENKO

Playtesters: Peter Dell'Orto, Jason "PK" Levine, Steven Marsh, and William Stoddard

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Thaumatology*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.
 GURPS *Thaumatology: Magical Styles* is copyright © 2009 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

INTRODUCTION

Fantasy stories often feature rival and specialist wizards who hail from diverse guilds, academies, and secret societies with completely different philosophies – although all of them cast spells and rely on a power that’s recognizably *magic*. This is easy enough to implement in principle: Give each clique only the subset of spells that fits its worldview.

In practice, this is troublesome. If membership in such a group is mandatory, many players will object to the loss of dabblers and generalists – who also play a large role in fantasy, after all – and to being told that their magician PCs *must* limit themselves as if their Magery advantage had a variant of the One College Only limitation. The GM could make wizardly societies purely optional, but then few PCs would join them, because it would be too much like accepting a restriction without getting anything in return.

This is the puzzle that *GURPS Thaumatology: Magical Styles* aims to solve. It gives the GM ways to grant academies and guilds a *meaningful* thaumatological role, not just a social purpose, in his campaign world. At the same time, it offers players an incentive to play wizard PCs who specialize in particular realms of magic without penalizing those who prefer dilettantes.

USING THIS SUPPLEMENT

You can use *GURPS Thaumatology: Magical Styles* with *just* the magic rules in the *GURPS Basic Set*. It’s considerably more valuable if you have and are acquainted with *GURPS Magic* or *GURPS Thaumatology*, though. To fully unlock its power, you’ll want *both* books!

Be aware that *Magical Styles* isn’t a collection of ready-made schools and societies. Rather, Chapter 1 presents a system for creating such things, while Chapter 3 delivers a detailed worked example. This doesn’t mean that *Magical Styles* is worthless if the GM has no desire to divide wizards into factions and create styles for them. Readers looking to incorporate new rules or options right away should find the Magic Perks in Chapter 2 suitable for *any* campaign that features magic, even if it uses only the *Basic Set*. Players who need help choosing skills and spells for magician PCs – and GMs developing character templates for spellcasters – will find that much of Chapter 1 doubles as immediately useful advice, too.

ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell’Orto), and the *GURPS Action*, *GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing.

Sean has been a gamer since 1979. His non-gaming interests include cinema, cooking, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. *GURPS* continues to grow – see what’s new at www.sjgames.com/gurps.

e23. Our e-publishing division offers *GURPS* adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (www.sjgames.com/pyramid). Our monthly PDF magazine includes new rules and articles for *GURPS*, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much

more. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The *GURPS Thaumatology: Magical Styles* web page is www.sjgames.com/gurps/books/magicalstyles.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

Permit perk, 13, 14, 28.
 Planar travel spell theme, 12.
 Plant spell theme, 9.
 Power Casting perk, 13, 29.
 Powers as magic and magical styles, 32.
 Precision Recharger perk, 13, 32.
 Prerequisites, *changing spell*, 5, 16-18;
of styles, 11; *see also Basic Spells and Chains of Spells*.
 Protection spell theme, 9.
 Psychic Guidance perk, 13, 29.
 Pyromancy spell theme, 11.
 Pysionomy spell theme, 11.
 Quick and Focused perk, 13, 29.
 Reanimators of the Onyx Path, 34, 35.
 Reduced Footprint perk, 13, 29.
 Reinforce cantrip perk, 26.
 Removing curses spell theme, 12.
 Requirements of styles, *other traits*, 11,
 18-19; *perks*, 12-14; *skills*, 4-6; *spells*,
 6-12, 14-17.
 Resistant advantage, 32.
 Restructuring prerequisites, 17.
 Rift to Hell spell, 36.
 Rinse cantrip perk, 26.
 Ritual magic and magical styles, 32.
 Rote Alchemy perk, 13, 29.
 Rule of 17 perk, 13, 29.
 Rules Exemption perk, 29-30.
 Sacrificial Blocking Spell perk, 13, 14, 30.
 Sanctum perk, 13, 14, 30.
 Screen cantrip perk, 27.
 Scroll-Reading (Language) perk, 13, 14, 30.

Secondary characteristics required by styles,
 18.
 Second Circle (Gravekeeper), 34, 35.
 Secret Mage perk, 13, 14, 30.
 Secret material, *example*, 35; *perk*, 24; *as style suggestion*, 13, 34.
 Secret Spell perk, 12, 14, 19; *definition*, 30;
as style suggestion, 13, 14.
 Secret spells, 14; *examples*, 36.
 Secret Words perk, 14, 30.
 Selecting a style's spells, 14-16; *example*,
 17-18.
 Shadowkeepers of the Onyx Path, 34, 35.
 Shaman's Trance perk, 13, 14, 30.
 Shifting colleges, 17.
 Short chains of spells, 6-9.
 Shortcut to Power perk, 13, 14, 30-31.
 Sixth Circle (Immortal), 34, 35.
 Skill-based limits option, 5.
 Skills required, *by optional rules*, 5; *by styles*,
 4-6, 18-19.
 Skills to salvage critical failures, 5.
 Social advantages as prerequisites, 18.
 Sortilege spell theme, 10.
 Sound spell theme, 9.
 Spark cantrip perk, 27.
 Special Exercises perk, 13, 14, 31.
 Speedy Enchantment perk, 13, 24.
 Spell Bond perk, 13, 14, 31.
 Spell Duelist perk, 13, 31.
 Spell Enhancement perk, 13, 21.
 Spell Hardiness perk, 13, 31.
 Spell lists for styles, 14-18; *example*, 35.
 Spell Resistance perk, 13, 14, 31-32.

Spells, *basic*, 6, 8; *long chains*, 10-12; *new*,
 36; *points in and perks*, 12; *required by styles*, 6-12; *short chains*, 6-9.
 Spell themes, *see Chains of Spells*.
 Spell Variation perk, 13, 21.
 Spirit Contract perk, 13, 14, 32.
 Stabilizing Skill perk, 5, 13, 14, 24.
 Staff Attunement perk, 13, 14, 32.
 Staff Bond perk, 13, 14, 32.
 Standard Operating Procedure perk, 32.
 Style prerequisites, 11.
 Styles, *see Magical Styles*.
 Summoners of the Onyx Path, 34, 35.
 Summoning demons spell theme, 12.
 Super-Sympathy perk, 13, 33.
 Symbol-casting spell theme, 11.
 Technological spell theme, 9.
 Temple styles, *perks*, 13-14; *skills*, 6; *spells*, 6,
 7, 10-12, 16; *see also Chains of Spells*.
 Thaumalogical Doublespeak perk, 13, 14,
 33.
 Theoretical styles, *perks*, 14; *skills*, 4; *spells*,
 6, 16; *see also Chains of Spells*.
 Third Circle (Shadowkeeper), 34, 35.
 Threshold-limited magic and magical styles,
 32.
 Time control spell theme, 12.
 Waiving prerequisites, 16.
 Warning spell theme, 9.
 Water spell theme, 9.
 Weather spell theme, 9, 12.
 Willful Casting, *cantrip perk*, 27; *perk*, 13, 14,
 33.
 Wizardly Dabbler perk, 13, 14, 33.
 Wizardly Garb perk, 13, 14, 33.

Stuck for an adventure? No problem.

**e23 sells high-quality
game adventures
and supplements
in PDF format.**

- Get complete sample adventures free!
- PDFs from the major players in online publishing – plus gems from the up-and-comers, and digital editions of out-of-print classics.
- See the ratings other users have given . . . and add your own ratings.
- Buy it once, have it always. Download your purchases again whenever you need to.

Download ● Print ● Play

e23 is part of Warehouse 23, the online store at Steve Jackson Games. Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers. Visit us today at www.warehouse23.com for all your game STUFF!

