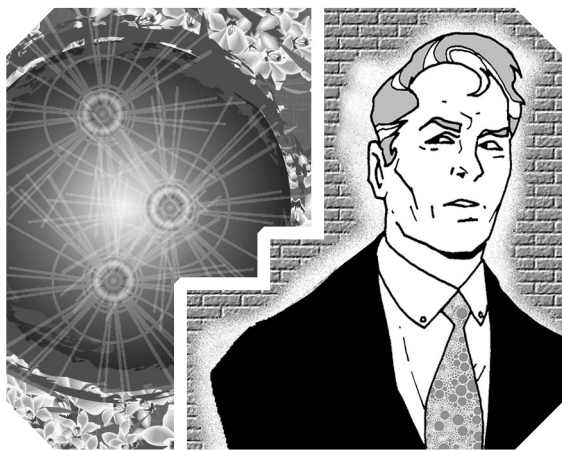


**GURPS**<sup>®</sup>

Fourth Edition

# SORCERY

## PROTECTION AND WARNING SPELLS<sup>™</sup>



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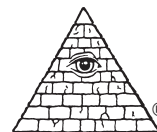
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*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

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.

*Roy: Slow down that wizard!*

*Haley: She’s a sorcerer, actually.*

*Vaarsuvius: Technically, a sorceress.*

*Roy: Wow, I can’t tell you how much more fulfilling this battle will be now that I can refer to my enemy by the proper appellation.*

– Rich Bulew, **Order of the Stick**

# INTRODUCTION

While some sorcerers focus on dealing damage via flashy fireballs or enchanted blades, the practical ones prioritize a good defense above all else. After all, there are so many ways to die – from an assassin’s knife to a freak lightning strike. But the right spells can keep a sorcerer safe in this dangerous world . . . though hopefully *not* make him so overconfident that he ever thinks himself invulnerable.

**GURPS Sorcery: Protection and Warning Spells** is a grimoire of defensive magical abilities. These spells ward against a wide range of threats: enemy combatants, damaging energy, spies, toxins, interlopers and intruders, and even simple discomfort. Arm yourself with these charms and live to fight another day!

## RECOMMENDED BOOKS

Both the **GURPS Basic Set** and **GURPS Thaumatology: Sorcery** are required to use this supplement as intended – though non-sorcerers may find spells useful in other ways (see *Beyond Sorcery*, below). Other books – including **GURPS Powers**, **GURPS Thaumatology**, and the **GURPS Power-Ups** series – will be useful in understanding the details behind each spell’s statistics, but none of those are *required*. In all cases, each spell’s description includes all of the information you need to use it.

## BEYOND SORCERY

Although these spells were designed for the sorcery magic system, they can be incorporated into *any* GURPS power, usually with minimal changes. Options include new psi for **GURPS Psionic Powers**, new learned prayers for **GURPS Powers: Divine Favor**, new *xing* spells for **GURPS Thaumatology: Chinese Elemental Powers**, or new abilities for **GURPS Powers: Enhanced Senses**, **GURPS Powers: The Weird**, or any of the powers unique to **GURPS Dungeon Fantasy** and **GURPS Monster Hunters**.

For the most part, converting these spells to a new power is easy: just use the Talent and any special rules for the new power. Only the power modifier (PM) requires detailed consideration. The Sorcery PM is -15% – a combination of the standard Magical PM (-10%) and Costs Fatigue, 1 FP (-5%). Since most power modifiers are -10%, the simplest solution is to replace Magical with the new PM – for example, with **Chinese Elemental Powers** you’d change Magical (-10%) to Chi (-10%) – and then add Costs Fatigue, 1 FP (-5%) back in, for the same net -15%. The end result is an ability that follows the new power’s rules and also costs 1 FP to use.

Of course, FP loss doesn’t fit all powers. **Divine Favor** intentionally avoids fatigue cost where possible, as all power comes from a greater deity. And **Dungeon Fantasy** psi *already* costs 1 FP per use; doubling this drain via *another* level of Costs Fatigue might be too much. If so, you have two options. The first is to find another -5% limitation that fits the mold; consider Nuisance Effect, where -5% can represent things like

“Concentration causes throbbing veins and profuse sweat, for -1 to reactions,” “Must mutter a few words, so cannot use if gagged,” or “Requires simple movement, so cannot use if restrained.” (The latter two are less restrictive and subtler than their counterparts from **Sorcery’s Alternative Rituals**; onlookers do not automatically recognize this as magic.) The second is to recalculate the cost of each ability with a -10% PM instead of a -15% one; this avoids the issue of FP cost altogether, but obviously requires much more work. However, neither approach takes into account sorcery spells where Reduced Fatigue Cost was used to get an inherently fatiguing advantage’s FP cost *down* to 1 FP; in those cases, you’ll need to add another level of Reduced Fatigue Cost for a net +20%.

## PUBLICATION HISTORY

While the spells from this supplement are inspired by those in **GURPS Magic** and **GURPS Magic: Death Spells**, this is a new and original work. Some of these spells first appeared in **GURPS Thaumatology: Sorcery**. Any spell which belongs to more than one college may appear in multiple **GURPS Sorcery** supplements, for convenience.

*Aye. I know our history.  
Druzai magic makes it far  
too tempting for one of us  
to try to enslave the Tuath,  
in spite of all the protections  
we’ve taught the Druids.*

– Margo Maguire,  
“Oracle”

## ABOUT THE AUTHOR

Jason Levine, known in spellcasting circles as the Dobbsian theurgist Reverend Pee Kitty, splits his time between thaumatological research and acting as the Assistant **GURPS** Line Editor. Occasionally the two intersect, as when he created the **GURPS Monster Hunters** series and the related **GURPS Thaumatology: Ritual Path Magic**. Yet sometimes he works at cross-purposes to magic, such as when he helped the psychics with **GURPS Psionic Powers**, **GURPS Psionic Campaigns**, and **GURPS Psis**. His true goals are a mystery, the truth perhaps known only to his amazing wife and few close friends.

## Force Wall

*Keywords:* Obvious.

*Full Cost:* 47 points for level 1 + 10 points/additional level (or more).

*Casting Roll:* None. Use Innate Attack (Gaze) to aim.

*Range:* 100 yards.

*Duration:* Five minutes.

This spell conjures a translucent wall that behaves similarly to Force Dome (p. 6), in that it blocks mundane attacks along with Jet and Missile spells, but *no* other magic spells, items, or creatures (p. 6). But unlike Force Dome, which lasts for as long as the sorcerer can maintain it, Force Wall is “fire and forget.” It can be cast repeatedly, allowing the sorcerer to put up multiple walls as needed, but each wall has a certain number of HP and dissipates once those are exceeded (or the duration runs out). Slams and collisions damage the wall, but not the collider, as for Force Dome.

To find the maximum square yardage available, look up the level of this spell on the *Leveled Area Table* (*GURPS Thaumatology: Sorcery*, p. 9) and multiply the given radius by 3. Alternatively, know that Force Wall 1 has a maximum area of six square yards, with each additional level doubling that cumulatively. For example, Force Wall 3 has a limit of 24 square yards, allowing the sorcerer to conjure a wall six yards long by four yards high, 12 yards long by two yards high, or any other valid combination. The caster may form this into any shape he wishes.

By default, each wall has DR 12 and HP 2. However, more potent versions are available that multiply DR, HP, *and* cost by the same amount:

DR	HP	Full Cost
12	2	47 points for level 1 + 10 points/additional level
24	4	94 points for level 1 + 20 points/additional level
36	6	141 points for level 1 + 30 points/additional level
60	10	235 points for level 1 + 50 points/additional level
120	20	470 points for level 1 + 100 points/additional level

*Statistics:* Crushing Attack 4d (Area Effect, 2 yards, +50%; Extended Duration, 30x, +60%; Limited, Nonmagical threats plus Jet/Missile spells, -15%; No Wounding, -50%; Persistent, +40%; Sorcery, -15%; Variable, Area, +5%; Wall, Shapeable, +60%) [47]. Additional levels increase Area Effect (+50%) [+10]. More powerful versions multiply dice *and* Full Cost by 2, 3, 5, or 10.

## Freedom

*Keywords:* Buff.

*Full Cost:* 19 points for level 1 + 7 points/additional level.

*Casting Roll:* None. Use Innate Attack (Gaze) to aim.

*Range:* 100 yards.

*Duration:* Three minutes.

The subject receives a bonus equal to the spell level (maximum five levels unless the GM rules otherwise) on all rolls to maintain or regain his freedom of movement. This includes

rolls to avoid or break free of a grapple or an entangling weapon, to evade opponents, to use a skill such as Escape or Lockpicking to get *out* of a place, and to resist any ability, spell, or weapon that restrains or paralyzes the subject. It does *not* include skill rolls to get *into* a place, defense rolls against most attacks, or rolls to resist mind control spells. The GM has the final say; if he has any doubt, he should disallow the bonus.

This is also a Movement spell.

*Statistics:* Affliction 1 (HT; Advantage, Freedom 1, +70%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [19]. Additional levels add further Freedom to Advantage (+70%) [+7]. *Notes:* “Freedom” is Higher Purpose (Don’t fence me in; Cosmic, Not limited to one level, +50%; Magical, -10%) [7/level]. While some campaigns already allow more than one level of Higher Purpose even without Cosmic, this gives it a fair, consistent price *and* allows it to stack with any similar Higher Purpose.

## Iron Arm

*Keywords:* None.

*Full Cost:* 12 or 21 points.

*Casting Roll:* None. Use any unarmed Parry+3 to defend.

*Range:* Self.

*Duration:* Indefinite.

One of the sorcerer’s arms appears normal, but if it’s used to parry an incoming attack, it temporarily becomes as hard as iron. Treat the parry as *armed* – against a weapon, there’s no penalty to defend and failure doesn’t let the attacker opt to injure the arm.

In addition, he can easily and quickly move his arm to block attacks. The basic (12-point) version of the spell gives +3 to his unarmed Parry for that arm only; as well, add Sorcery Talent to DX or skill before halving it to determine Parry. The improved (21-point) version gives the same benefit *and* subsequent parries with that arm are at a cumulative -2, rather than the usual -4. Standard Parry modifiers apply.

This spell cannot be “stacked”; no sorcerer ever has *two* iron arms.

*Statistics:* Enhanced Parry 3 (Bare Hands; Accessibility, Striker only, -20%; Magical, -10%) [11] + Striker (Crushing; Cannot attack, -80%; Limb, Arm, -20%; Magical, -10%) [1]. The improved version adds Trained by a Master (Accessibility, Only to reduce penalty for multiple unarmed Striker parries, -60%; Magical, -10%) [9].

## Magelock

*Keywords:* None.

*Full Cost:* 25 points for level 1 + 15 points/additional level.

*Casting Roll:* None.

*Range:* Touch.

*Duration:* Five hours.

The sorcerer must touch a portal – here defined as a door, window, or similar entrance that can be opened and closed. This spell locks the portal, even if it had no lock, and physically prevents it from opening. Attempts to pick the lock fail, as the lock itself is essentially “frozen” in place.

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