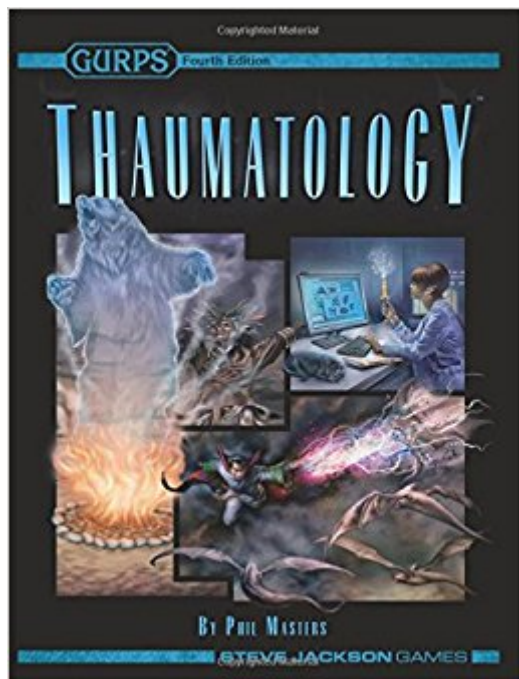


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GURPS Thaumatology



Synopsis

Feel the Power! Fantasy settings are defined by their magic . . . so different worlds need different magic systems. GURPS Thaumatology has GURPS Fourth Edition updates of the best Third Edition magic variants, plus many all-new options. This mighty tome includes: Minor tweaks for the spell-based magic of the Basic Set: restructuring prerequisites and colleges, modifying Magery and mana, new magical energy sources, adapting spells on the fly, and more. Radical revisions of spell-based magic, including detailed versions of the clerical and ritual magic options hinted at in the Basic Set, and the return of that Third Edition classic, "unlimited mana." Traditional alternatives to spells, such as ceremonial, spirit-mediated, and runic magic. World-shaking freeform magic. Magic as inherent powers. An in-depth look at material magic, with new alchemy, herbalism, and enchantment options; rules for free-willed items and magical gadgets; and guidelines for "the stuff of raw magic." Notes on adapting real-world occult concepts — such as the Laws of Magic, astrology, and traditional material components — to any magic system. Guidelines for running magic-oriented games, advice on combining magic systems, and detailed outlines for four distinctly different fantastic campaigns. The softcover reprint contains the same material as the earlier print run (updated for the latest errata, of course!), with black-and-white interiors and a lower price. GURPS Thaumatology requires the GURPS Basic Set, Fourth Edition. GURPS Magic is recommended but not required. The discussions of different magical styles would enhance any game that features magic.

Book Information

Paperback: 274 pages

Publisher: Steve Jackson Games, Incorporated; 1.2 edition (November 21, 2016)

Language: English

ISBN-10: 1556348096

ISBN-13: 978-1556348099

Product Dimensions: 8.5 x 0.6 x 11 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 2 customer reviews

Best Sellers Rank: #770,962 in Books (See Top 100 in Books) #37 in Books > Science Fiction & Fantasy > Gaming > GURPS

Customer Reviews

A reprint of a formerly out of print book, much of what can be said about the contents has already

been said better on the pages of the first printings here on .To summarize, Thaumatology and Ultra-Tech share a trait common to all major GURPS suppliments: An overload of useful and well researched observations taken to logical extensions of themselves. These observations are based on both reality and genre confines, as well as theory from real world sources on the subject matter. The result is a level of information that borders on the absurd in its accuracy, consistancy, and sheer volume. Even if you never play GURPS, these books remain a must-have. As for the printing and binding quality, I will admit these books one of the better examples of black and white paperbacks I have seen. While the originals were hardcover color printed marvels, nothing seems to have been lost in translation. Like my copy of GURPS Horror, it seems the color added very little to the experience the book could create, and could be removed with no issues. This review applies to both Thaumatology and Ultra-Tech reprints (I bought them as a group), and tigus is the same for both.

GURPS Thaumatology is not just for GURPS players, but an essential reference for Game Masters of any role playing game that delve into applied or theoretical magic. There is plenty of attention to "crunchy" bits, for certain, but also plenty of more philosophical discussion about how magic works and what role it fits in a game world. This book provides ample exploration and variations of standard GURPS Magic, making that system richer and even more fun, and it also provides in-depth worked examples of Path/Book, syntactic, and ritual magic.

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