

GURPS[®]

Fourth Edition

SORCERY

PROTECTION AND WARNING SPELLS[™]



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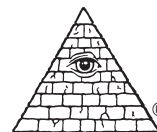
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ABOUT GURPS

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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.

PROTECTION AND WARNING SPELLS

These spells follow the format described on p. 12 of *GURPS Thaumatology: Sorcery*. Bear in mind that they are not *direct* conversions from *GURPS Magic*; the *spirit* of each spell has been adapted into something that works well with sorcery. A few spells were intentionally left out; see *Blocked* (p. 5).

Spells marked with a * originated in *GURPS Magic: Death Spells*. Because these introduce a particularly *lethal* flavor to the campaign, the GM must always approve their inclusion.

Armor

Keywords: Buff.

Full Cost: 23 points for level 1 + 11 points/additional level.

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

Range: 100 yards.

Duration: Three minutes.

The subject, and all of his carried gear, is protected by an invisible field of pure force. This increases his DR by *twice* the level of this spell (e.g., Armor 3 adds DR 6), cumulative with that from actual armor.

Statistics: Affliction 1 (HT; Advantage, Armor 1, +110%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [23]. Additional levels add further Armor to the Advantage enhancement [+11]. *Notes:* Each level of "Armor" is Damage Resistance 2 (Force Field, +20%; Magical, -10%) [11].

Atmosphere Dome

Keywords: Area (Special).

Full Cost: 35 points/level.

Casting Roll: IQ. Use Innate Attack (Gaze) to aim.

Range: 100 yards.

Duration: Indefinite.

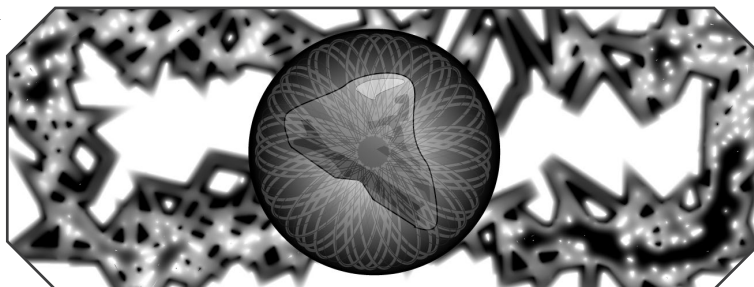
A transparent dome around the area expels unwanted gases while drawing in useful air. When casting this spell, the sorcerer defines a target atmospheric composition – a specific pressure and combination of gases (most commonly "standard breathable air"). The desired gases must exist and the atmosphere must be tenable in the immediate environment; e.g., on Earth, it would be a waste to ask for "gaseous aluminum at 10 atm pressure."

If the area is saturated with unwanted gases and/or particulates, it takes this spell approximately five seconds to remove them. Less-tainted areas are purged proportionately faster; e.g., if 40% of the area is thick with tear gas, it takes two seconds for this spell to remove it.

The maximum area affected by this spell is five yards in radius for every level of Atmosphere Dome. For example, a sorcerer with Atmosphere Dome 3 could conjure a dome up to 15 yards in radius.

This is also an Air spell.

Statistics: Each level is Control Air 1 (Accessibility, Only to achieve a specific composition, -50%; Ranged, +40%; Sorcery, -15%) [15] + Control Air +4 (Accessibility, Only to achieve a specific composition, -50%; Only increases area of effect, -50%; Ranged, +40%; Sorcery, -15%) [20]. *Notes:* Only one level (out of five) has the ability to actually *move* gas, so it takes five seconds instead of one to rearrange the atmosphere. As this is one advantage (Control Air) with the Sorcery limitation, not two, it costs only 1 FP to use. As a special effect, this forms a hemispherical dome, not a cylinder.



Black Sphere*

Keywords: Resisted (HT or other).

Full Cost: 110 points.

Casting Roll: Will.

Range: Unlimited.

Duration: Instantaneous.

An Utter Dome (pp. 13-14) appears *around* the subject – which *can* be an object – and then collapses down to a single point, crushing the victim to nothing and leaving no trace that he (or his gear) ever existed! There isn't even a flake of skin left on the ground to resurrect or clone.

The subject resists with HT; if it is an Unliving, Homogenous, or Diffuse inanimate object of SM +1 or higher, add its SM. A mobile subject can instead resist by getting out of the dome before it fully forms, using the highest of DX, Acrobatics, or *twice* Basic Speed. If he has a different movement power, like teleportation or Tunneling, he may instead roll against its controlling attribute or skill (taking any penalties into account, such as the -10 to use Warp instantly). Vehicle operators may use the operation skill plus Handling.

In *all* cases, this is a normal resistance roll, handled as a Quick Contest against the sorcerer.

Statistics: Affliction 1 (HT or other; Cosmic, Leaves no trace of victim or gear, +50%; Cosmic, Reduced Time can turn Heart Attack into instant destruction, +300%; Heart Attack, +300%; Malediction 2, +150%; No Signature, +20%; Nuisance Effect, Multiple ways to resist, -10%; Reduced Time 10 on Heart Attack, +200%; Sorcery, -15%) [110]. *Notes:* This use of Cosmic is *very* potent and always requires GM approval.

Bladeturning

Keywords: Buff.

Full Cost: 30 points.

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

Range: 100 yards.

Duration: Three minutes.

All blades – which here means any melee weapon being used in a manner that inflicts cutting damage – twist upon being swung at the subject. This has two effects. First, the subject is hit with the flat of the blade, not the cutting edge, so the attack does crushing damage rather than cutting. Second, the sudden, wrenching turn of the weapon makes it difficult to hold onto; the attacker must roll against ST:

Modifiers: +2 for a two-handed weapon; +2 once the attacker is aware that his target is protected by this spell; -1 per 2 points of basic damage that he rolled (to no worse than -5).

On a failure, he drops his weapon! On success by 0-2, his weapon becomes unready. Success by 3+ causes him no ill effects.

Statistics: Affliction 1 (HT; Advantage, Bladeturning, +180%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [30]. *Notes:* “Bladeturning” is Damage Resistance 10 (Accessibility, Only to disarm, not break, -20%; Limited, Cutting blades, -60%; Magical, -10%; Provides no DR, -100%; Reflection, Variant, +100%) [10] + Injury Tolerance (Damage Reduction 1.5; Limited, Cutting blades, -60%; Magical, -10%) [8]. As a special effect, the reduced damage is treated as crushing for all purposes. The damage-to-disarm rule unifies those from p. 11 of *GURPS Gun Fu* and p. B401. Injury Tolerance 1.5 has a base cost of 25 points, by induction.

Catch Missile

Keywords: None.

Full Cost: 11 or 20 points.

Casting Roll: None. Use Parry (based on DX or Parry Missile Weapons) to catch.

Range: Self.

Duration: Indefinite.

While this spell is active, the sorcerer can respond to a missile attack (that is, any physical, ranged projectile) by plucking it out of the air! This is considered a parry for all purposes, based on the better of DX or Parry Missile Weapons; add Sorcery Talent to DX or skill before halving it. This parry

takes standard modifiers (e.g., +1 from Combat Reflexes) and is modified for the missile being caught:

<i>Missile Type</i>	<i>Modifier</i>
Large thrown weapons (axes, spears, etc.)	+4
Small thrown weapons (knives, shuriken, etc.)	+2
Arrows	0
Smaller low-tech missiles (bolts, darts, sling stones, etc.)	-2
Supersonic missiles (bullets, etc.)	-5

When attacked by multiple missiles (e.g., a spray of bullets from an SMG), the sorcerer rolls only one parry; he catches one projectile plus an additional missile for every point of success.

With the basic (11-point) spell, subsequent parries with the same arm are at the usual cumulative -4, though the sorcerer can alternate between arms if both hands are free. The improved (20-point) version reduces this penalty to a cumulative -2.

Statistics: Damage Resistance 2 (Accessibility, Only for using Hand Catch, -60%; Magical, -10%) [3] + Enhanced Parry 3 (Bare Hands; Accessibility, Only for Hand Catch, -60%; Magical, -10%) [5] + Rules Exemption (Skill Adaptation can shift Hand Catch to an attribute instead of a skill) [1] + Skill Adaptation (Hand Catch defaults from DX Parry) [1] + Unusual Training (Hand Catch; Only to grab projectiles barehanded) [1]. The improved version adds Trained by a Master (Accessibility, Only to reduce penalty for multiple Hand Catches, -60%; Magical, -10%) [9]. *Notes:* Parry modifiers are from *Parry Missile Weapons* (p. B212), plus -3 for the Hand Catch technique (*GURPS Martial Arts*, p. 84) offset by +3 for Enhanced Parry. Unusual Training replaces the need for Enhanced Time Sense to catch bullets.

Blocked

Because sorcery lacks Blocking spells (*Sorcery*, p. 6), certain *GURPS Magic* spells were omitted from this work: *Block*, *Deflect Missile*, *Hardiness*, *Return Missile*, and *Turn Blade*. These all had “Regular spell” counterparts (e.g., Hardiness vs. Armor) and thus did not need converting. Unique Blocking spells, such as *Catch Missile* (above), *Iron Arm* (p. 7), and *Reflect Gaze* (p. 9) were converted to make sense as sorcery spells.

Coolness

Keywords: Buff.

Full Cost: 29 points.

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

Range: 100 yards.

Duration: Five hours.

This spell keeps the subject cool. In game terms, it raises his threshold for *Heat* (p. B434) – which is 80°F for most humans – by (HT×10)°F. This allows an average HT 10 human to be comfortable up to 180°F. This protection does not prevent sunburn and cannot shield against heat-based attacks; it affects only the ambient temperature.

This is also a Water spell.

Statistics: Affliction 1 (HT; Advantage, Coolness, +90%; Extended Duration, 100x, +80%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [29]. *Notes:* “Coolness” is Temperature Tolerance 10 (Magical, -10%) [9], applied to the upper limit.

Detect Poison

Keywords: Information.

Full Cost: 21 points.

Casting Roll: Per. Use IQ or Poisons+4 for analysis.

Range: Unlimited.

Duration: Instantaneous.

The GM rolls against the caster’s Per (plus Talent), applying range penalties to the nearest poison. The sorcerer may exclude any specific poisons or types of poison he wishes (e.g., to skip over his own stash or to search for a specific type). Success reveals the exact location of the poison, allowing follow-up spells to be cast on it.

If the detection roll is successful, the GM makes a second roll against the better of the sorcerer’s Poisons+4 or IQ. Talent applies here but range penalties do not. For a common poison, success reveals what it is; a higher margin of success may reveal useful details that could be clues to the poisoner’s identity (e.g., this arsenic was cut with vinegar). For a unique or particularly rare poison, success may give only generalities about the poison, with a minimum margin of success necessary to understand exactly what it is (GM’s call).

This is also a Healing spell.

Statistics: Detect (Poison; Precise, +100%; Selective Effect, +20%; Sorcery, -15%) [21].

“Magical Creatures”

Where the “Force” and “Utter” spells refer to “magical creatures,” they mean supernatural beings created, summoned, or fueled entirely by magic – such as demons, elementals, and magically created undead. Being a spellcaster does *not* turn you into a magical creature. Similarly, most races (even “magical” ones like elves and leprechauns) are living things fueled by food, air, and sleep – not magic. In all cases, the GM’s ruling on what constitutes a “magical creature” is final.

Force Dome

Keywords: Area (Leveled), Obvious.

Full Cost: 113 points for level 1 + 25 points/additional level (or more).

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

Range: 100 yards.

Duration: Indefinite.

The sorcerer conjures a translucent dome that repels (or at least slows) all mundane attacks. Anyone wishing to cross the barrier may try to force his way through it as a free action (one attempt per turn): the foe rolls thrust damage

*True freedom is impossible
without a mind made free
by discipline.*

– Mortimer J. Adler

and if this overcomes the Force Dome’s DR, he gets through. This does not dispel the dome, which simply seals closed behind him. Slams and collisions with the dome inflict their usual damage for the purpose of breaking through, but the collider takes no damage, as the dome absorbs kinetic force.

The dome gives DR against all mundane attacks, as well as against Jet and Missile spells. It offers no protection against any *other* spells, however, which may be cast freely across the barrier. (Those that require *touch* are out of luck unless the caster can first break through!) Magical weapons and creatures (above) act as though no barrier existed.

By default, Force Dome provides DR 10. However, more potent versions are available that multiply DR *and* full cost (actually 112.5 before rounding) by the same amount:

DR	Full Cost
10	113 points for level 1 + 25 points/additional level
20	225 points for level 1 + 50 points/additional level
30	338 points for level 1 + 75 points/additional level
50	563 points for level 1 + 125 points/additional level
100	1,125 points for level 1 + 250 points/additional level

Statistics: Damage Resistance 10 (Affects Others, +50%; Area Effect, 2 yards, +50%; Force Field, +20%; Limited, Nonmagical threats plus Jet/Missile spells, -15%; Ranged, +40%; Sorcery, -15%; Variable, Area, +5%; Visible, -10%) [113]. Additional levels increase Area Effect (+50%) [+25]. More powerful versions multiply DR *and* Full Cost by 2, 3, 5, or 10. *Notes:* “Does not damage those colliding with it” is a 0-point special effect of DR with Affects Others, Area Effect, and Force Field. As a special effect, this forms a hemispherical dome, not a cylinder.

Force Guillotine*

Keywords: Obvious, Resisted (HT).

Full Cost: 315 points.

Casting Roll: Will.

Range: Unlimited.

Duration: Instantaneous.

If the subject fails to resist, a Force Wall (below) is created *inside* of him or it, at a specific and precise angle. It lasts only a moment before vanishing, as Force Walls are not meant to be used this way, but that’s enough time to bisect the victim. This does 5d×4 cutting damage that bypasses DR completely.

Magical creatures (above) and items are immune to Force Guillotine. The spell still “works,” but the plane of force does not interact with such subjects in any way. Any *nonmagical* gear (particularly armor) that the subject wore across the specified plane is sliced in two, however.

Statistics: Cutting Attack 5d×4 (Accessibility, Not against magical creatures or items, -10%; Malediction 2, +150%; Sorcery, -15%) [315].

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.

Intruders must break the door down to enter. However, every level of Magelock *past the first* gives +5 DR to the portal (including its lock, hinges, and so on). This DR only hinders attempts to force the door; it does not provide cover DR to those behind it, nor does it help if enemies use area effects or explosions to blow up the portal as a whole!

Statistics: Affliction 1 (HT; Accessibility, Only portals, -50%; Extended Duration, 100x, +80%; Fixed Duration, +0%; Melee Attack, Reach C, -30%; No Signature, +20%; Nuisance Effect, Can be overcome by Lockmaster, -5%; Paralysis, Variant, +150%; Sorcery, -15%) [25]. Additional levels add “Advantage, DR 5 (Limited, Breakdown attempts, -40%)” (+150%) [+15]. *Notes:* Magelock resists the Lockmaster spell as a Quick Contest, using Will plus the higher of Sorcerous Empowerment or Sorcery Talent.

Missile Shield

Keywords: Buff.

Full Cost: 40 points for level 1 + 28 points/additional level.

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

Range: 100 yards.

Duration: Three minutes.

Any successful ranged attack made against the subject turns aside by the tiniest fraction to automatically miss – so long as the attack’s basic damage is less than (Missile Shield level)×2 dice. For example, Missile Shield 2 would redirect any ranged attack up to 4d while allowing those of 4d+1 or higher through. Convert all flat damage to dice (as per p. B269) for this determination. The GM should conceal the existence of this spell from the subject’s foes for as long as possible, saying that they just missed!

This spell protects against all types of damaging ranged attacks, from thrown weapons to energy-beam spells. It also deflects non-damaging ranged attacks; each level of Missile Shield can negate two levels of Affliction or 10 levels of Binding. Against most area effects and explosions, it stops only the fragmentation damage (shrapnel), not the explosion itself.

This is also a Movement spell.

Statistics: Affliction 1 (HT; Advantage, Missile Shield 1, +280%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [40]. Additional levels add further Missile Shield to the Advantage enhancement (+280%) [+28]. *Notes:* Each level of “Missile Shield” is Damage Resistance 7 (All-or-Nothing, -10%; Force Field, +20%; Limited, Ranged, -20%; Magical, -10%) [28] with each DR 7 converted into 2d per p. B269. The ruling on Affliction and Binding is from p. 168 of *GURPS Powers*.

Mystic Mist

Keywords: Area (Leveled).

Full Cost: 191 points for level 1 + 9 points/additional level.

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

Range: 100 yards.

Duration: Eight hours.

The area becomes shrouded in a thick, dense fog which inflicts -9 to all Vision rolls. Among other effects, this reduces the usual +10 to spot an unconcealed subject to just +1; e.g., it requires a Vision roll at -1 just to spot an ally five yards away.

This affects all forms of sight (even Hyperspectral Vision), but other senses, like Vibration Sense and Sonar, work just fine. However, once a foe *has* been spotted, he may be attacked at only -4.

The above assumes daylight; if there is *any* darkness penalty, the Vision modifier becomes -10 (sight is impossible) and the darkness penalty is applied to combat rolls as well (maximum -10). Night Vision, Dark Vision, etc. can obviate this added darkness penalty, but not that of the mist itself (which is thick fog, not darkness).

The fog is also terrifying. Everyone must make a Fright Check upon entering the mist, and then another every 15 seconds thereafter. Success grants immunity from further checks for one hour. Failure has its usual effects, but gives a cumulative +1 to further checks (virtually assuring *eventual* immunity). This fear is enough to keep all normal animals (even dangerous ones) out of the area.

If the mist covers a large enough area (GM’s call), those moving through it must make Navigation rolls every five minutes to avoid getting lost. Absolute Direction obviates this problem.

The sorcerer, and anyone he chooses at the time of casting, are completely immune to these effects; they can see clearly, attack without penalty, avoid fear, and so on. This makes Mystic Mist an excellent spell to cast while setting up camp; anyone attempting to ambush the party will be at a huge disadvantage!

Statistics: Obscure 4 (Vision; Defensive, +50%; Extended, Hyperspectral with Extended Bands, including Infravision and Ultravision, +40%; Extended Duration, 3,000x, +140%; Magical, -10%; Ranged, +50%; Selective Area, +20%) [32] + Obscure +5 (Vision; Accessibility, Only to penalize Vision, not combat, -20%; Defensive, +50%; Extended, Hyperspectral with Extended Bands, including Infravision and Ultravision, +40%; Extended Duration, 3,000x, +140%; Magical, -10%; Ranged, +50%; Selective Area, +20%) [37] + Terror (Cosmic, Being in the mist counts as being in visual range of the Terror, +50%; Cosmic, “Persistent” lets Terror linger after switching to another spell, +50%; Extended Duration, 3,000x, +140%; Persistent, +40%; Ranged, +40%; Selective Area, +20%; Sorcery, -15%; Takes Recharge, 15 seconds, -20%) [122]. Additional levels add Area Effect (+50%) [+9] to all nine levels of Obscure. *Notes:* The second Cosmic on Terror is necessary as Terror is normally considered to be active only while it is the active alternative ability “slot,” even with Delay or Persistent.

Nightingale

Keywords: Area (Leveled), Resisted (DX, Special).

Full Cost: 49 points + 5 points/additional level.

Casting Roll: Will. Use Hearing to notice threats.

Range: Unlimited.

Duration: Eight hours.

The ground or floor within the area becomes “noisy,” along with any doors, windows, furniture, etc. Record the sorcerer’s margin of success when casting the spell; anyone walking, crawling, slithering, etc. (basically, anyone who isn’t flying) within the area must roll against DX at a penalty equal to that margin. Success allows the subject to move freely for *one second*, after which he must roll again.

The moment he fails, he becomes extremely noisy: +10 on all Hearing rolls (p. B358) to notice his movement! This does not *automatically* alert anyone; make Hearing rolls for everyone in the area.

The noisiness lasts until the subject leaves the area. Alternatively, he may remain within and stand perfectly still for three full minutes, after which the effect “resets” and he’s able to make DX rolls again to sneak by.

If the subject is masked by magical silence, roll a Quick Contest using the sorcerer’s Will. If this spell *wins*, the magical silence is ignored; if it ties or loses, Nightingale has no effect on that subject.

Statistics: Affliction 1 (DX; Accessibility, Only targets moving on the ground, -10%; Area Effect, 2 yards, +50%; Based on DX, +20%; Disadvantage, Noisy 5, +10%; Extended Duration on Persistent, 3,000x, +140%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Persistent, +40%; Sorcery, -15%; Terminal Condition, Leaving the area, -20%; Variable, Area, +5%) [49]. Additional levels add Area Effect (+50%) [+5].

Protect Animals

Keywords: Area (Leveled).

Full Cost: 47 points for level 1 + 5 points/additional level (or more).

Casting Roll: Will.

Range: Unlimited.

Duration: 30 minutes.

Cast on an area, this spell protects all nonsapient animals within its borders. The sorcerer may pick and choose which animals (either individually or by type) receive the protection. Every protected animal gains DR 5 with the Tough Skin limitation, cumulative with any natural DR or armor (barding).

More potent versions of this spell are available that *also* increase the animals’ Dodge scores, as show below.

Dodge Bonus	Full Cost
0	47 points for level 1 + 5 points/additional level
+1	61 points for level 1 + 5 points/additional level
+2	74 points for level 1 + 5 points/additional level
+3	88 points for level 1 + 5 points/additional level

Statistics: Affliction 1 (HT; Accessibility, Animals only, -25%; Advantages, DR 5 (Magical, -10%; Tough Skin, -40%), +130%; Area Effect, 2 yards, +50%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Malediction 2, +150%; No Signature, +20%; Selective Area, +20%; Sorcery, -15%) [47]. Additional levels add Area Effect (+50%) [+5]. Variants add Advantage, Enhanced Dodge 1 (Magical, -10%) (+140%) [+14]; Advantage, Enhanced Dodge 2 (Magical, -10%) (+270%) [+27]; or Advantage, Enhanced Dodge 3 (Magical, -10%) (+410%) [+41].

Reflect Gaze

Keywords: None.

Full Cost: 56 points.

Casting Roll: None.

Range: Self.

Duration: Indefinite.

While this spell is active, the sorcerer is immune to gaze attacks. Instead, the attack flips about to target *the attacker*, who may resist normally.

This protects against all natural abilities (like a basilisk’s stare), powers, and spells that explicitly require eye contact. Note that *many* spells aimed with Innate Attack (Gaze) do not fulfill this requirement. By definition, this never includes area effects. As well, cosmic attacks (specifically, those built with a version of Cosmic which bypasses defenses) ignore this spell.

Statistics: Static (Gaze Attacks; Reflection, +100%; Sorcery, -15%) [56]. *Notes:* Static (**GURPS Powers**, p. 98) normally blocks a particular power source, not a category of attacks. This substitution is balanced only because gaze attacks are rarer than “magic in general,” “psionics in general,” etc., in most settings. Allowing Static for broader categories like “Fire” or “Maledictions” would be imbalanced. The Reflection enhancement is borrowed from Damage Resistance.

Resist Acid

Keywords: Buff.

Full Cost: 74 points for level 1 + 40 points/additional level.

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

Range: 100 yards.

Duration: 30 minutes.

The subject becomes virtually immune to acid. He and all of his gear have DR equal to (spell level)×10 against acid – including not only Missile and Jet spells, but also to ingested acid and spells that bypass normal DR to cause direct, internal damage. Resistible acidic effects other than damage (e.g., a spell to inflict heartburn) simply fail, as though the subject had successfully resisted. In addition, *all* of his DR (from this spell, his armor, tough hide, etc.) is immune to being eroded away by acid.

This is also a Water spell.

Statistics: Affliction 1 (HT; Advantage, Resist Acid 1, +580%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [74]. Additional levels add further Resist Acid to Advantage (+400%) [+40]. *Notes:* “Resist Acid 1” is Damage Resistance 10 (Force Field, +20%; Limited, Acid, -40%; Magical, -10%) [35] + Immunity to Noxious Acidic Effects (Magical, -10%) [9] + Internal Damage Resistance 10 (Limited, Acid, -40%; Magical, -10%) [5] + Internal Sealed (Acid-Resistant Only, below, -60%; Magical, -10%) [1] + Sealed (Acid-Resistant Only, below, -60%; Force Field, +20%; Magical, -10%) [8]. Further levels increase both DRs by 10 [+40]. See p. 11 for internal defenses.

Sealed (Acid-Resistant Only)

This limitation (adapted from p. 5 of *Transhuman Space: Shell-Tech*) means that your version of Sealed protects you from the DR-eroding effects of acidic corrosion attacks *instead of* providing its usual effects. -60%, or -50% if it also provides waterproofing that keeps you from getting damp.

Resist Disease

Keywords: Buff.

Full Cost: 31 points.

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

Range: 100 yards.

Duration: 15 hours.

The subject is completely immune to diseases for the duration of the spell. He cannot catch new diseases. Existing ones don't disappear, but their symptoms are suppressed and the duration *does* count toward a disease's cycles (consider any mandatory HT rolls to be successful). Recasting this spell enough times lets the subject wait out a temporary illness!

This is also a Healing spell.

Statistics: Affliction 1 (HT; Advantage, Resist Disease, +90%; Extended Duration, 300×, +100%; Fixed Duration, +0%; Increased 1/2D, 10×, +15%; No Signature, +20%; Sorcery, -15%) [31]. *Notes:* "Resist Disease" is Immunity to Disease (Magical, -10%) [9].

*Health is not valued till
sickness comes.*

– Thomas Fuller

Resist Lightning

Keywords: Buff.

Full Cost: 71 points for level 1 + 40 points/additional level.

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

Range: 100 yards.

Duration: 30 minutes.

The subject becomes virtually immune to electricity. He and all of his gear have DR equal to (spell level)×10 against electricity – including not only Missile and Jet spells, but also spells that bypass normal DR to cause direct, internal damage. Resistible electric effects other than damage (e.g., psionic Confuse to stun him) simply fail, as though the subject had successfully resisted. In addition, *all* of his DR is considered nonmetallic and nonconductive for the purpose of resisting electrical penetration, and none of his gear can be "shorted out" by electricity.

This is also an Air and Weather spell.

Statistics: Affliction 1 (HT; Advantage, Resist Lightning 1, +550%; Extended Duration, 10×, +40%; Fixed Duration, +0%; Increased 1/2D, 10×, +15%; No Signature, +20%; Sorcery, -15%) [71]. Additional levels add further Resist Lightning to Advantage (+400%) [+40]. *Notes:* "Resist Lightning 1" is Damage Resistance 10 (Force Field, +20%; Limited, Electricity, -40%; Magical, -10%) [35] + Immunity to Electrical Conduction (Force Field, +20%; Magical, -10%) [6] + Immunity to Noxious Electrical Effects (Magical, -10%) [9] + Internal Damage Resistance 10 (Limited, Electricity, -40%; Magical, -10%) [5]. Further levels increase both DRs by 10 [+40]. "Immunity to Electrical Conduction" protects implants like cybernetics from being surged by electricity; adding Force Field extends

this to carried gear and prevents metallic armor from being reduced to DR 1 against an electrical attack. See p. 11 for internal defenses.

Resist Poison

Keywords: Buff.

Full Cost: 36 points.

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

Range: 100 yards.

Duration: 15 hours.

The subject becomes immune to poison for as long as the spell lasts. If he already has some in his veins, it temporarily stops killing him but does not vanish. However, this spell's duration *does* count toward the poison's normal lifespan and any required resistance rolls are considered successful, which may allow the subject to outlast a fast-cycling venom.

This is also a Healing spell.

Statistics: Affliction 1 (HT; Advantage, Resist Poison, +140%; Extended Duration, 300×, +100%; Fixed Duration, +0%; Increased 1/2D, 10×, +15%; No Signature, +20%; Sorcery, -15%) [36]. *Notes:* "Resist Poison" is Immunity to Poison (Magical, -10%) [14].

Resist Pressure

Keywords: Buff.

Full Cost: 30 or 41 points.

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

Range: 100 yards.

Duration: 15 hours.

The subject and all his gear are protected from the effects of high or low pressure. When casting, the sorcerer must decide whether to grant the subject Pressure Support (p. B77) or Vacuum Support (p. B96). This does not allow the subject to *breathe* in such environments; other spells or abilities are needed for that!

The basic (30-point) version of this spell grants up to Pressure Support 1. The improved (41-point) version raises the potential limit to Pressure Support 3. Either spell grants standard Vacuum Support.

Statistics: Affliction 1 (HT; Alternative Enhancements, See Notes, +72%; Extended Duration, 300×, +100%; Fixed Duration, +0%; Increased 1/2D, 10×, +15%; No Signature, +20%; Sorcery, -15%) [30]. The improved version raises Alternative Enhancements to +182% [+11]. *Notes:* The Alternative Enhancements are "Advantage, Pressure Support 1 (Force Field, +20%; Magical, -10%), +60%" and "Advantage, Vacuum Support (Force Field, +20%; Magical, -10%), +60%." The improved version raises Pressure Support to 3 (+170%) but leaves Vacuum Support as is. For the purpose of "usually on" magic items, the basic and improved Buffs cost 8 and 19 points, respectively.

Resist Radiation

Keywords: Buff.

Full Cost: 33 points for level 1 + 11 points/additional level.

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

Range: 100 yards.

Duration: 15 hours.

The subject's body absorbs far less radiation than it normally would. This extends to everything he's carrying – or everything stored within, if the subject is a container. See *Radiation Protection* (p. B436) for details. At level five (the maximum), the subject is effectively immune to radiation.

This is also a Technological spell.

Spell Level	Protection Factor (PF)
1	5
2	20
3	100
4	500
5	Immune

Statistics: Affliction 1 (HT; Advantage, Resist Radiation 1, +110%; Extended Duration, 300x, +100%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [33]. Additional levels add further Resist Radiation to Advantages (+110%) [+11]. *Notes:* "Resist Radiation" is two levels of Radiation Tolerance (Force Field, +20%; Magical, -10%) [11]. Treating ten levels of Radiation Tolerance as "immunity" is a special effect; if this does not suit the game, the GM can rule that further levels follow the progression on p. B79.

Resist Sound

Keywords: Buff.

Full Cost: 70 points for level 1 + 40 points/additional level.

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

Range: 100 yards.

Duration: 30 minutes.

The subject becomes virtually immune to sonic attacks. He and all of his gear have DR equal to (spell level)×10 against sonics – including not only Missile and Jet spells, but also spells that bypass normal DR to cause direct, internal damage. Resistible sonic effects other than damage (e.g., an ultra-tech nauseator) simply fail, as though the subject had successfully resisted. In addition, he enjoys the benefits of Protected Hearing (p. B78).

This is also a Sound spell.

Statistics: Affliction 1 (HT; Advantage, Resist Sound 1, +540%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [70]. Additional levels add further Resist Sound to Advantage (+400%) [+40]. *Notes:* "Resist Sound 1" is Damage Resistance 10 (Force Field, +20%; Limited, Sound, -40%; Magical, -10%) [35] + Immunity to Noxious Sonic Effects (Magical, -10%) [9] + Internal Damage Resistance 10 (Limited, Sound, -40%; Magical, -10%) [5] + Protected Hearing (Magical, -10%) [5]. Further levels increase both DRs by 10 [+40]. See below for internal defenses.

Resist Water

Keywords: Buff.

Full Cost: 32 points.

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

Range: 100 yards.

Duration: 30 minutes.

The subject (person, creature, or object) and anything carried – or stored within, for a container – is encased in a field which repels water and water-based liquids. He or it cannot become damp or waterlogged, remaining dry even when submerged. (A living subject would require *other* spells or abilities to breathe, resist pressure, etc., however!) Someone could even throw (water-based) paint on the subject and it would simply slough off with no effect.

This does not protect against the effects of freezing cold, scalding steam, and so on! It offers no resistance against ice missiles, geyser blasts, or most other attacks. However, the water resistance does offer some small defense against acid: you get +2 DR versus such attacks, and *all* of your DR is immune to being eroded away by acid.

This is also a Water spell.

Statistics: Affliction 1 (HT; Advantage, Resist Water, +160%; Extended Duration, 10x, +40%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [32]. *Notes:* "Resist Water" is Damage Resistance 2 (Force Field, +20%; Limited, Acid, -40%; Magical, -10%) [7] + Sealed (Acid-Resistant and Waterproof Only, p. 9, -50%; Force Field, +20%; Magical, -10%) [9].

Internal Defenses

An internal defense protects against attacks that bypass armor via Cosmic or Malediction to damage a victim from *within*. It has no effect on attacks with Blood Agent, Contact Agent, or Respiratory Attack, all of which target a victim from the outside and rely on holes in his external defenses. An internal defense costs 1/5 of the external version's price.

Reverse Missiles

Keywords: Buff.

Full Cost: 75 points for level 1 + 63 points/additional level.

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

Range: 100 yards.

Duration: Three minutes.

Any successful ranged attack made against the subject is turned around so that it hits the attacker instead – so long as the attack's basic damage is less than (Reverse Missiles level)×2 dice. For example, Reverse Missiles 3 would redirect any ranged attack up to 6d while allowing those of 6d+1 or higher through. Convert all flat damage to dice (as per p. B269) for this determination.

An attacker unaware that this spell is in place must roll against the lower of IQ or Per, at +3 for Danger Sense and +3 for Combat Reflexes, to realize it in time to get a defense. If the attacker is not physically present at the time of the attack, the missiles are just deflected harmlessly. Do not roll damage or apply special effects until after determining who (if anyone) is hit.

This spell protects against all types of damaging ranged attacks, from thrown weapons to energy-beam spells. It also reflects non-damaging ranged attacks; each level of Reverse Missiles can repel two levels of Affliction or 10 levels of Binding. It doesn't stop most area effects or explosions, though it *does* deflect fragmentation damage (shrapnel).

The latter is reflected away harmlessly, since it originated from the explosion, not the attacker.

Statistics: Affliction 1 (HT; Advantage, Reverse Missiles 1, +630%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [75]. Additional levels add further Reverse Missiles to the Advantage enhancement (+630%) [+63]. *Notes:* Each level of "Reverse Missiles" is Damage Resistance 7 (All-or-Nothing, -10%; Force Field, +20%; Limited, Ranged, -20%; Magical, -10%; Reflection, +100%) [63] with each DR 7 converted into 2d per p. B269. The ruling on Affliction and Binding is from p. 168 of *GURPS Powers*.



Sense Danger

Keywords: Information.

Full Cost: 4 points.

Casting Roll: Per.

Range: Self.

Duration: Instantaneous.

The sorcerer realizes if any immediate danger is nearby. This includes threats that are in close physical proximity, but also those farther away if they threaten to come close and strike (say, within the next few minutes). The GM should provide details commensurate with the margin of success: by 0 might warn "potential danger is near"; by 5 could provide "the local wildlife are hostile"; and by 10 or a critical success might give "a pack of five wolves is coming over the hill to the east less than a minute from now."

Statistics: Danger Sense (Active Only, -60%; Sorcery, -15%) [4]. *Notes:* The Active Only limitation is borrowed from Precognition (*GURPS Powers*, p. 68).

Sense Observation

Keywords: Area (Leveled), Information.

Full Cost: 41 points for level 1 + 5 points/additional level or 123 points for level 1 + 15 points/additional level.

Casting Roll: None. Use Innate Attack (Gaze) to aim, Per to notice the observation, and IQ to obtain details.

Range: 100 yards.

Duration: Three hours.

While this spell is active, the sorcerer has a chance to sense attempts to scry the target area or anyone in it. Alternatively, he may cast it on an individual, in which case the spell may

alert him to anyone spying on that subject. "Observation" is not limited to vision; it includes the use of *any* sense to furtively perceive an unaware subject. Even if the *means* of spying involves an unaware third party (e.g., the subject of a distant mage's Soul Rider spell or a nonsentient drone piloted from afar), treat the person orchestrating the scrying and receiving the information as "the observer."

The basic (41-point) version of this spell warns the caster only of *supernatural* observation, such as scrying spells, psionic clairvoyance, astral spirits, etc. The improved (123-point) version covers even mundane surveillance; e.g., via binoculars, radar, or just sneaking up close and eavesdropping.

When someone spies on the target, the GM rolls against the sorcerer's Per (plus Talent) to sense it, as long as the current distance between the sorcerer and the subject (or edge of the area) is within the spell's range of 100 yards. This roll is at -4 unless the sorcerer's sole activity is keeping an eye on things; it also takes the same range modifier penalizing the observer (e.g., if a mage's spell is cast at -6 for distance to the subject, the sorcerer's roll takes the same -6). Success reveals the surveillance and the general class of power being used, such as "magic," "divine," or "mundane." A successful follow-up IQ (plus Talent) roll will reveal the specific method of scrying, such as the name of the spell, the holy ability ("Eyes of Odin"), or the mundane equipment being used. A critical success on the Per or IQ roll also reveals the direction (though not distance) to the observer.

Distance to the spy is irrelevant. This spell can sense a clairvoyant from Mars, a wizard scrying across dimensions, or (if improved) an orbital satellite.

Statistics: The basic version is Detect (Supernatural Observation; Area Effect, 2 yards, +50%; Cosmic, Range modifiers as for observer, +50%; Extended Duration, 1,000x, +120%; Nondirectional, -25%; Persistent, +40%; Ranged, +40%; Reflexive, +40%; Selectivity, +10%; Sorcery, -15%) [41]. The improved version uses Detect (Observation), which costs 3x as much [123]. Additional levels add Area Effect (+50%) [+5 or +15]. *Notes:* Selectivity allows Area Effect and Persistent to be dropped when targeting a single subject, at which point Ranged is used to shift the focus of Detect from the sorcerer's immediate area to the subject's (for a base 10 seconds). Nondirectional is from p. 9 of *GURPS Powers: Enhanced Senses*.

Shade

Keywords: Buff.

Full Cost: 3 or 21 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim the improved version.

Range: Self or 100 yards.

Duration: Indefinite or 90 minutes.

The subject is provided with modest shade. This prevents sunburn and reduces effective temperature by 10°F when sunlight is a significant source of heat. It also reduces Vision penalties for glare by -1 and provides +1 to HT rolls to resist flashes, dazzle lasers, etc.

The basic (3-point) version of this spell protects only the sorcerer; it has an indefinite duration, which means it must be maintained. The improved (21-point) version can protect anyone, works at a distance, and does not need to be maintained; it has a fixed, lasting duration.

This is also a Light and Darkness spell.

Statistics: The basic version is Immunity to Sunburn [1] + Robust Vision [1] + Temperature Tolerance 1 (Heat; Sorcery, -15%) [1]. The improved version is Affliction 1 (HT; Advantages, Immunity to Sunburn, Robust Vision, and Temperature Tolerance 1, +30%; Extended Duration, 30x, +60%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [21]. *Notes:* Temperature Tolerance reduces heat by a flat 10°F rather than being based on HT.

Shield

Keywords: Buff.

Full Cost: 33 points for level 1 + 21 points/additional level.

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

Range: 100 yards.

Duration: Three minutes.

The subject is protected by an invisible shield of pure force that moves to protect him from any *frontal* attack. This grants a Defense Bonus equal to the level of the spell (up to four levels maximum), which is cumulative with that granted from an actual shield.

Statistics: Affliction 1 (HT; Advantage, Shield 1, +210%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [33]. Additional levels add further Shield to the Advantage enhancement [+21]. *Notes:* Each level of "Shield" is Defense Bonus 1 (Directional, Front, -20%; Magical, -10%) [21], a meta-trait from **GURPS Supers**.

Teleport Shield

Keywords: Area (Special).

Full Cost: 30 points for level 1 + 2 points/additional level (or more).

Casting Roll: IQ.

Range: 100 yards.

Duration: Indefinite.

Anyone attempting to magically teleport into or out of the area is at -5 to skill. This includes spells or magical abilities to travel through time, dimensions, or gates. Even if the 'porter normally need not roll, he *must* roll now (usually against Will + Talent; GM's call). The first level of this spell covers an area five yards in radius; each additional level increases this by one yard.

More potent versions of this spell inflict a greater penalty to teleportation rolls *and* increase the initial area of effect. In all cases, further levels add the same +1 yard/level.

This is also a Gate spell.

Penalty	Initial Radius	Full Cost
-5	Five yards	30 points for level 1 + 2 points/additional level
-10	10 yards	60 points for level 1 + 2 points/additional level
-15	15 yards	90 points for level 1 + 2 points/additional level

Statistics: Control Teleportation Magic 5 (Accessibility, Only to penalize use, -60%; Nuisance Effect, Cannot exempt people from effects, -5%; Ranged, +40%; Sorcery, -15%) [30]. Additional levels add Control Teleportation Magic +1

(Accessibility, Only to penalize use, -60%; Nuisance Effect, Cannot exempt people from effects, -5%; Only increases area of effect, -50%; Ranged, +40%; Sorcery, -15%) [2/level]. The two stronger versions change the initial Control level to 10 [60] or 15 [90]. *Notes:* As this is one advantage (Control Teleportation Magic) with the Sorcery limitation, not two, it costs only 1 FP to use.

Umbrella

Keywords: Buff.

Full Cost: 1 or 19 points.

Casting Roll: None. Use Innate Attack (Gaze) to aim the improved version.

Range: Self or 100 yards.

Duration: Indefinite or 90 minutes.

The subject can walk through modest precipitation without getting wet. An invisible force deflects incoming raindrops. Umbrella is not proof against things like intense hail, rains of frogs, or anything intended as an attack.

The basic (1-point) version of this spell protects only the sorcerer; it has an indefinite duration, which means it must be maintained. The improved (19-point) version can protect anyone, works at a distance, and does not need to be maintained; it has a fixed, lasting duration.

This is also a Water spell.

Statistics: The basic version is Accessory (Umbrella) [1]. The improved version is Affliction 1 (HT; Advantage, Accessory (Umbrella), +10%; Extended Duration, 30x, +60%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [19].

Utter Dome

Keywords: Area (Leveled), Obvious.

Full Cost: 197 points for level 1 + 40 points/additional level (or more).

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

Range: 100 yards.

Duration: Indefinite.

As for Force Dome (p. 6), but this spell also repels all magical attacks, items, and creatures – even insubstantial ones! Spells be cast within the dome, but no spell can cross its barrier in *either* direction. (As a side effect, this means that no creature can be summoned within the dome.) Jet and Missile spells that hit the dome simply dissipate rather than contesting its DR.

By default, Utter Dome provides DR 10. However, more potent versions are available:

DR	Full Cost
10	197 points for level 1 + 40 points/additional level
20	327 points for level 1 + 65 points/additional level
30	457 points for level 1 + 90 points/additional level
50	717 points for level 1 + 140 points/additional level
100	1,367 points for level 1 + 265 points/additional level

Statistics: Damage Resistance 10 (Affects Insubstantial, +20%; Affects Others, +50%; Area Effect, 2 yards, +50%; Force Field, +20%; Ranged, +40%; Sorcery, -15%; Variable, Area, +5%; Visible, -10%) [130] + Rules Exemption (Magical abilities can coexist with anti-magical Static) [1] + Static (Magic; Area Effect, 2 yards, +100%; Only around the border of the area, -0%; Ranged, +40%; Magical, -10%; Visible, -10%) [66]. Additional levels increase Area Effect (+50%) [+25 and +15]. More powerful versions leave Rules Exemption and Static as is but multiply DR *and* the cost of DR by 2, 3, 5, or 10. As a special effect, this forms a hemispherical dome, not a cylinder.

Utter Wall

Keywords: Obvious.

Full Cost: 64 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.

As for Force Wall (pp. 6-7), but this spell also blocks magical items and creatures (even if insubstantial). It protects against spells, though not as thoroughly as an Utter Dome (pp. 13-14): If a magician's *only* way to target a subject is via line of sight through the wall, his spell is cast at $-(DR/3)$, rounded to the nearest whole number. This works in both directions and can be avoided by finding a new vector of attack that goes *around* the wall.

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	64 points for level 1 + 10 points/additional level
24	4	128 points for level 1 + 20 points/additional level
36	6	192 points for level 1 + 30 points/additional level
60	10	320 points for level 1 + 50 points/additional level
120	20	640 points for level 1 + 100 points/additional level

Statistics: Crushing Attack 4d (Affects Insubstantial, +20%; Area Effect, 2 yards, +50%; Cosmic, Interferes with spellcasting, +50%; Extended Duration, 30x, +60%; No Wounding, -50%; Persistent, +40%; Sorcery, -15%; Variable, Area, +5%; Wall, Shapeable, +60%) [64]. Additional levels increase Area Effect (+50%) [+10]. More powerful versions multiply dice *and* Full Cost by 2, 3, 5, or 10.

Warmth

Keywords: Buff.

Full Cost: 29 points.

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

Range: 100 yards.

Duration: Five hours.

This spell keeps the subject warm. In game terms, it lowers his threshold for *Cold* (p. B430) – which is 35°F for most

humans – by $(HT \times 10)^\circ F$. This allows an average HT 10 human to be comfortable down to -65°F. This protection doesn't blunt magical cold attacks; it affects only the ambient temperature.

This is also a Fire spell.

Statistics: Affliction 1 (HT; Advantage, Warmth, +90%; Extended Duration, 100x, +80%; Fixed Duration, +0%; Increased 1/2D, 10x, +15%; No Signature, +20%; Sorcery, -15%) [29]. *Notes:* "Warmth" is Temperature Tolerance 10 (Magical, -10%) [9], applied to the lower limit.

Watchdog

Keywords: Area (Leveled).

Full Cost: 55 points for level 1 + 7.5 points/additional level*.

Casting Roll: None. Use Innate Attack (Gaze) to aim and Per to notice threats.

Range: 100 yards.

Duration: Eight hours.

This spell warns the sorcerer of any threat to those within the area of effect, which *always* includes foes entering the area with hostile intent. This requires a successful roll against Per (plus Talent). If the caster is asleep, he wakes instantly without being stunned. The spell does not dissipate upon warning the sorcerer; it lasts until its natural expiration.

Statistics: Danger Sense (Area Effect, 2 yards, +50%; Extended Duration, 3,000x, +140%; Persistent, +40%; Ranged, +40%; Sorcery, -15%; Variable, Area, +5%; Wakes the caster instantly, +5%) [55]. Additional levels add Area Effect (+50%) [+7.5].

* Calculate the total cost and then round *up*. Level 2 costs 63 points, level 3 costs 70 points, level 4 costs 78 points, level 5 costs 85 points, and so on.

Weather Dome

Keywords: Area (Special).

Full Cost: 130 points for level 1 + 4 points/additional level.

Casting Roll: IQ.

Range: 100 yards.

Duration: Indefinite.

The area is protected by a transparent dome that negates all bad weather. This is all-encompassing, protecting against tornadoes, hurricanes, rains of frogs, and even magical attacks like softball-sized hail and windstorms. (It has no effect on other environmental hazards, like floods, avalanches, or wildfires.) Inside the dome, the weather remains absolutely perfect.

The first level of this spell protects an area 10 yards in radius. Every additional level adds one yard to this. Or, to put it another way, an area equal to $(\text{spell level}) + 9$ yards in radius experiences perfect weather.

This is also a Weather spell.

Statistics: Control Weather 10 (Accessibility, Only to negate bad weather, -60%; Ranged, +40%; Sorcery, -15%) [130]. Additional levels add Control Weather (Accessibility, Only to negate bad weather, -60%; Only increases area of effect, -50%; Ranged, +40%; Sorcery, -15%) [4/level]. As a special effect, this forms a hemispherical dome, not a cylinder.

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