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GURPS Magic Items 2: More
Sorcerous Shops and Mystical Magics
(GURPS: Generic Universal Role
Playing System) by Drew. Bittner ISBN
13: 9781556342073 ISBN 10:
1556342071 Paperback; Austin,

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Texas, U.s.a.: STEVE JACKSON GAMES,
April 1992; ISBN-13:
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traps, and more. You also get eight new shops for magic-seeking adventurers to visit, with items for bardic magic, adventuring items, holy magic, and toys and entertainment.

Warehouse 23 - GURPS Classic: Magic
Items 2

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More Outtakes from GURPS Magic Items 2. compiled by Drew Bittner.
Conjuror's Cookfire. This item appears to be a small, half-burned log about 2 feet long and weighing 12 lbs. When placed into a cooking fire, it appears to burn, but it actually summons a tiny and very minor fire elemental.

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It should be mentioned that some items will mix two or more of these methods. Enchanting Items (Standard Method) Syntactic Enchantment: This includes most flexible magic system in

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GURPS. It can require a large time commitment by a GM to create and balance. Alchemical Items (Alchemical Enchantment) Enchantment Through Age and Deeds; Clerical Enchantment

Enchanting Items | GURPS Wiki |
Fandom

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So, yesterday I posted about identifying magic items in AD&D. I didn't even mention that you need Detect Magic to tell things are magical (unless the sword is flaming or lights up a 10' radius . . . probably.) GURPS is a lot more generous. It has some of the same feel - you need time, effort,

Download Free Gurps Magic Items Two More and specialized magic to tell what things do.

Dungeon Fantastic: Identifying Magic
Items in GURPS

These are new spells to complement
the list from GURPS Magic, 4th
edition. Contents[show] Body

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Controlling Spells Body Link (VH)

Regular, resisted by the second target's HT By means of this spell, a mage unites a target's life energy to that of another being. For the duration of this spell, any damage suffered by the target is immediately reflected upon the linked being. The second

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GURPS/Magic Addendum | RPG |
Fandom

For the really powerful D&D magic items neither the spells in GURPS Magic or Symbol Magic may not be enough. Such items may require Items

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as Advantages or even Items and Characters but those methods require using the Basic Set. Effectively the item is built with points with each point equating to 200 hours (25 8-hour days).

Building D&D Magic Items in GURPS |

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GURPS Wiki | Fandom
GURPS Magic Items 2 once again

opens the doors to shops full of
arcane artifacts and enchanted objects
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All of the familiar magical shops from
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new items for armor and protection,

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Sacred Shops And
Mysterious Magics
magical weaponry, mystical healing,
necromantic magic, curses, tricks and
traps, and more.

Quag Keep: GURPS - Magic Items 2
Might & Magic I magic items in
GURPS DF The magic items in Might
& Magic I are more interesting than

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they seem at first glance. For example, you can have a Staff +1 or a Staff +2. Easy comparison, right? Staff +2 is better as it has better "to hit" and damage. But the Staff +1 gives a +1 to Intellect, the Staff +2 gives a +2 to Luck.

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Dungeon Fantastic: Might & Magic I
magic items in GURPS DF

Or two. You could have a Fire ER and a Healing Power Stone. Or put Two-College on both; that costs a bit more, but gives you more flexibility. GURPS Dungeon Fantasy has the Power Item, instead of the Power Stone, and that

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does not (usually) recharge. (Also, GURPS DF explicitly disallows player character Enchanting.)

New to GURPS magery questions :
gurps - reddit

Two more GURPS Magic Items 2017 -
Jun - 16 , Friday 07:27 Precis – Two

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new magic items: the spiked shield
Warding Horns of the Prince, and the
flail Crushing Hooves of Thunder.

jerril | Entries tagged with gurps
This is a Steve Jackson Games
SJG6512 Magic Items 2 sourcebook
for use with the GURPS (Generic

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Universal Role Playing System) role playing game. It was released in 1991 (Softcover). Swords and Sorcery. GURPS Magic Items 2 once again opens the doors to shops full of arcane artifacts and enchanted objects . . . over 450 completely new items.

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GURPS RPG Magic Items 2
Sourcebook by Steve Jackson Games

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Warehouse 23 is raising funds for
Dungeon Fantasy Magic Items 2,
Powered by GURPS on Kickstarter!
The Dungeon Fantasy Roleplaying
Game expands with a new book!

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Written by Sean Punch, Magic Items 2
brings more magic to your campaign.

Dungeon Fantasy Magic Items 2,
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"Even More Sorcerous Shops And
Mysterious Magics" Third and final
book of the GURPS Magic Item series,

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this book appeared 12 years after the second. Had items for traditional fantasy campaigns as well as GURPS Technomancer and GURPS Steampunk and had guidelines for items at every GURPS tech level from TL 0 to TL 9+. Covered alternative enchantment techniques and added several new

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GURPS Magic Items 3 | RPG Item |
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GURPS Thaumatology: Ritual Path
Magic You Can Do Anything! Magic is
a creative force, and those who can
harness its full potential can change

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the universe. This is the core of GURPS Thaumatology: Ritual Path Magic, a complete, stand-alone, and self-contained magic system for GURPS. Designed to emulate the magic of real-world traditions and ...

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Feel the Power! Fantasy settings are defined by their magic . . . so different worlds need different magic systems.

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including detailed versions of the
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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

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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

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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

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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.

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Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for

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GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and

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their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic Items

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series and Wizards. This is a powerful book, indeed. Use it wisely.

-- Hundreds more magical items to add zest and variety to any fantasy game. -- Eight new magic shops, to add to a GM's world background.

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This is it—the key that unlocks the riches of GURPS (Generic Universal Role Playing System) and gives you a wealth of information on how to create your character and fine-tune your play. Produced in partnership

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with Steve Jackson Games, the game's creator, GURPS For Dummies is the ideal companion to GURPS Basic Set, 4th Edition that explains the rules. It gives you insight into the choices you ' ll make in everything from creating a fun, dynamic character using the allotted number of points, to

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playing in an adventure, to becoming a GM. Whether you want to be an Amazon princess or a stalwart warrior, an old-fashioned swashbuckler or a modern investigator, a tough cop or a cat burglar, a sorcerer casting spells or a cosmic ranger, fighting lawlessness in

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the asteroids, this guide will help you:
Determine your character ' s basic
attributes: IQ, DX (dexterity), ST
(strength) and HT (health) Figure out
your character ' s secondary
characteristics Choose advantages
(including powers and perks) and
disadvantages (including quirks and

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disadvantages with a self-control roll modifier) Optimize your points by using talents Select your skills based on functional area or the campaign setting Enhance your character with spells, magic items, magic staves, and powerstones Strategically purchase equipment for different characters,

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tech levels, and campaign types
Create and manage a character sheet,
write a character background, keep a
character log, and more—all with
samples Choose good combat
techniques and play with your
character If you want to become a
GM, this guide gets you going with

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advice on creating the adventure, managing the character creation process, managing combat, and interpreting the rules. There ' s even a handy Cheat Sheet tear-out GM screen in the front of the book. There are tips throughout, plus advice on how to:
Create your very own GURPS universe

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for your campaign, whether it's
dungeon-crawl, high-adventure,
combat-focused, puzzle-focused, or
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write-up of the world for your players,
including technology level,
supernatural and supernormal
abilities and powers, races, setting,

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character templates, cultural and social information, and limitations Create an electronic combat grid, a battle log, a tactical map, and more—with samples Do mapping, planning, and plotting Create memorable NPC (nonplayer characters), both good guys and bad

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guys GURPS For Dummies And
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helps you create more detailed, exciting, and interesting characters and take your game to the next level. That ' s important whether you ' re saving a princess or saving the planet...searching for hidden treasure or for secrets to eliminate disease...

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fighting crime or combating armies of evil robots...casting spells in medieval castles or destroying terrorist cells in modern day milieus. With GURPS, the only limitation is your imagination.

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just this book, you can adventure in
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this award-winning system may not
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fundamentals . . . and those just
starting with this game may feel lost

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amid the possibilities. You want help. You could use a guide. You need How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter

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dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game

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Setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM

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decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout,

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it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the

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Basic Set and participating in your first game. Half of power is knowing how to use it. With How to Be a GURPS GM, you'll be on your way to unleashing the full potential of GURPS like never before!

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