

# Magic-Focused Talents for GURPS

These Talents are designed for campaigns where magic is both real and at least somewhat formalized. The Fortune-Telling skill in particular here assumes that divination **works**. Also: while there is no reason why the Witch and Wizard Talents cannot be bought by the same PC, in many worlds people look oddly at somebody who has affinities for both.

*Battle Mage:* Body Sense, Dropping, Innate Attack, Meditation, Mind Block, Staff. *Reaction Bonus:* People looking to hire you to be a magical bodyguard or fighter. 5 *points/level*.

*Enchanter / Alchemist:* Alchemy, Hidden Lore (Alchemy), Occultism, Pharmacy (Synthetic), Research, Thaumatology. *Reaction Bonus:* Other enchanters, alchemists, wizards, and the aristocracy (usually your best customers). 5 *points/level*.

*Fortune-Teller:* Acting, Autohypnosis, Dreaming, Fortune-Telling (Cards), Hypnotism, Performance. *Reaction Bonus:* People who have come to you for advice and/or divination. 5 *points/level*.

*Priest*: Detect Lies, Exorcism, Hidden Lore (Demonology), Public Speaking, Religious Ritual, Theology. *Reaction Bonus*: Members of your church, or one of an affiliated pantheon. *5 points/level*.

*Witch*: Animal Handling, Cooking, Gardening, Herb Lore, Naturalist, Occultism, Pharmacy (Herbal), Savoir-Faire (Magical), Weather Sense. *Reaction Bonus*: Other witches, locals who have been helped by you. *10 points/level*.

*Wizard*: Cryptography, Fortune-Telling (Astrology), Innate Attack, Linguistics, Occultism, Research, Savoir-Faire (Magical), Symbol Drawing, Thaumatology. *Reaction Bonus*: Other wizards and mundane academics. *10 points/level*.

The material presented here is my original creation, intended for use with the In Nomine and GURPS systems from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

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- Moe Lane

- <http://www.moelane.com>