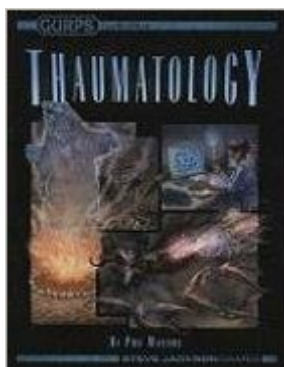


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# GURPS Thaumatology \*OP



## Synopsis

Magic sourcebook for GURPS 4th Edition

## Book Information

Series: Gurps

Hardcover: 272 pages

Publisher: Steve Jackson Games; 4 edition (November 19, 2008)

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #1,189,171 in Books (See Top 100 in Books) #86 in [Books > Science Fiction & Fantasy > Gaming > GURPS](#)

## Customer Reviews

When you want to create your own fantasy gaming world or adapt a setting from a favorite book or movie to a game one of the hardest things to do is make magic in the game work the way it does in the source material (or in your vision of magic for a home grown setting) without totally unbalancing the game mechanics. The reason for this is obvious a storyteller sets up his/her rules for magic in a way that makes a good story and can make it as arbitrary as necessary to keep things interesting, a game designer on the other hand has to keep it playable and fair to the player and still leave room for players who don't want magic using characters. Until now gamers creating or adapting a setting have faced two choices, use the rules for magic that come with the game you play and just ignore where they don't fit the source material or come up with a whole new set of rules for magic that may not work well with the rest of the game rules. Gurps Thaumatology offers another option, guidelines for how to adapt the existing magic rules to work in a way that fits your setting. The book shows how to take the standard magic system from GURPS Basic Set: Characters, Fourth Edition and expanded on in

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