



## **GURPS101: Air College Spells for Sorcery**

**by Christopher R. Rice**

Jason “PK” Levine came up with this clever magic system in *Pyramid #3/63: Infinite Worlds II*. It garnered some attention when it came out, but hasn’t really seen much then. I think it comes as close as you possibly can to a working powers-based magic system that *doesn’t* feel like comic-book supers magic. It’s ranked as my number two favorite magic system. It’s got a couple of downsides though, mainly the fact that there are so few examples of spells. The GM basically has to do a lot of the work and I think that puts some folks off. To help ease that burden a bit here are a couple of spells for the Air College.

“Buffing” spells use the rules from p. 7 of *Pyramid #3/63: Infinite Worlds II*.

### ***Aero-Form***

*Basic Cost: 59 or 61 points.*

*Casting Roll: None.*

*Duration: Indefinite.*

You can temporarily assume an airy form. This is identical to the Body of Air (p. B262) meta-trait. You can carry at most your Basic Lift (or Medium encumbrance with the second level).

*Statistics: Alternate Form (Body of Air; Absorptive Change, No Encumbrance, +5%; Costs Fatigue, 1 FP, -5%; Magical, -10%; Reduced Time 4, +80%) [59]. The second level increases Absorptive Change to Medium Encumbrance, for 2 points.*

## ***Aero-Form Other***

*Basic Cost:* 72 points.

*Casting Roll:* None.

*Duration:* 30 seconds.

As for Aero-Form, but for others and no second level.

*Statistics:* Affliction 1 (HT; Advantage, Alternate Form, +610%; Costs Fatigue, 1 FP, -5%; Extended Duration, 10x, +20%; Fixed Duration, +0%; Magical, -10%) [72].

## ***Aero Whip***

*Basic Cost:* 7 points/level.

*Casting Roll:* None (Whip or Force Whip to hit).

*Duration:* Indefinite.

You create a semi-solid “chain” of air that you can use like a whip. This allows you to lash targets dealing Swing+2 crushing damage with the double knockback modifier. Optionally, you can simply entangle a target without actually damaging them, but this takes a second to switch modes. You can even change the length of the whip, but this also takes a Ready maneuver unless an IQ-4 (plus Magery) roll is made and 2 FP are spent. This uses the Whip or Force Whip skill, but gains a bonus equal to your Magery. Higher levels increase damage by +2 per level.

<u>Weapon</u>	<u>Damage</u>	<u>Reach</u>	<u>Parry</u>	<u>ST</u>
Aero Whip	Swing+(level x 2) cr dkb	1-7	0	–
–	Swing+(level x 2) cr nw	1-7	0	–

*Statistics:* Crushing Attack 2 points (Costs Fatigue, 1 FP, -5%; Double Knockback (Accessibility, Only for wounding attacks, -20%), +16%; Magical, -10%; Melee Attack, Reach 1-7, Variable Length\*, -5%; Regulatable Limitation, No Wounding, +5%; ST-Based, +100%) [7/level]. Further levels cost 7 points per level.

\* Variable length allows the caster to change the length of the attack by taking a Ready action and adds +5% to the cost of the Limitation.

## ***Air Jet***

*Basic Cost:* 7 points/level.

*Casting Roll:* None (Innate Attack (Beam) to hit).

*Duration:* One Second.

You can conjure a burst of air from your hand that’s 5-yards long. Use Innate Attack (Beam) to hit, but don’t apply range penalties. Instead, treat this as a long melee weapon rather than a ranged attack. It does knockback damage (p. B378) with dice equal to your level times *three* of this spell. The GM determines what the maximum level is for the campaign.

This jet lasts for one second and you can parry attacks with it. If you parry an attack, roll damage normally and then compare your damage to the potential damage of the attack you just parried. If your result equals or exceeds your targets, then he inflicts no damage on you.

*Statistics:* Crushing Attack (Costs Fatigue, 1 FP, -5%; Double Knockback\*, +20%; Jet, +0%; Magical, -10%; No Wounding, -50%; Reduced Range, /2, -10%) [7/level].

## ***Air Vision***

*Basic Cost:* 32 points.

*Casting Roll:* IQ.

*Duration:* 24 hours.

This buffing spell allows the subject to clearly see through smoke, fog, opaque gases, dust, sand, mist, etc. This eliminates any Vision penalties caused from such conditions.

*Statistics:* Affliction 1 (HT; Advantage, Protected Vision\*, +50%; Costs Fatigue, 1 FP, -5%; Extended Duration, 30,000x, +180%; Fixed Duration, +0%; Magical, -10%) [32].

\* This variation of Protected Vision is similarly in function to Filter Lungs, but for eyesight instead of breathing.

## ***Concussion***

*Basic Cost:* 13 points/level.

*Casting Roll:* None (Innate Attack (Projectile) to hit).

*Duration:* Instantaneous.

You can conjure a sphere of compressed air that expands outward from its point of impact. Use Innate Attack (Projectile) to hit, applying normal range penalties, but at +4 for targeting an area. Everyone within two yards of that spot takes dice of double knockback crushing damage equal to your level of this spell. While anything nearby takes damage equal to base damage divided (3 x the distance in yards from the blast). The GM must determine what the maximum level available in the campaign is.

Furthermore, if *any* damage penetrates DR, make an HT roll at a -1 for every two points of penetrating damage. Failure means the subject is stunned, but may roll HT (plus penalty) every turn to recover. This effect doesn't work against subjects who cannot hear or have Protected Hearing.

If your foe is within one yard of you, he may attempt to *parry* this attack (actually parrying your hand). If such a parry is successful, you must roll against DX to avoid dropping this at your own feet, where it explodes!

This attack can be used to snuff out fires via rapidly expanding air. Compare one-*fifth* the damage of this spell vs. the fire's original damage. If it meets or exceeds the damage the fire goes out.

*Statistics:* Crushing Attack (Area Effect, 2 yards, +50%; Costs Fatigue, 1 FP, -5%; Double Knockback, +20%; Explosion 1, +50%; Magical, -10%; Side Effect, Stunning (Hearing-Based, -20%), +40%) [13/level].

## ***Destroy Air***

*Basic Cost:* 8.5 points/level.

*Casting Roll:* IQ.

*Duration:* Indefinite.

You can destroy the air in an area (up to one yard in radius per level), this lasts for 10 seconds and takes 2 FP (1 FP to maintain), not 1 FP to use. For beings that require air to breathe they begin to suffocate immediately (see *Suffocation*, p. B436) unless they were aware of the spell's effect beforehand and held their breath.

*Statistics:* Each level is Create Air 1 (Destruction Only, +0%; Magical, -10%; Persistent, +40%; Ranged, +40%) [8.5/level].

### ***Earth to Air***

*Basic Cost:* 60 points

*Casting Roll:* IQ.

*Duration:* 30 seconds.

You can turn up to 40 lbs. (about one cubic feet) of earth (clay, soil, etc., but *not* stone or metal) into air. The effect lasts for 30 seconds before it reverts back into its base form.

*Statistics:* Create Earth 2 (Destruction Only, +0%; Extended Duration, 3x, +20%; Magical, -10%; Ranged, +40%) [60].

### ***Purify Air***

*Basic Cost:* 20 points.

*Casting Roll:* IQ.

*Duration:* Indefinite.

You can purify the air in an area (up to five yards in radius). This removes any noxious substances like poisonous gases, fumes, or unpleasant odors completely.

*Statistics:* Create Air 5 (Magical, -10%; Ranged, +40%; Transmutation Only, Air to Air, -50%) [20].

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