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# GURPS Wizards \*OSI (GURPS: Generic Universal Role Playing System)



## Synopsis

RPG players guide

## Book Information

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## Customer Reviews

RPG players guide

Before I bought this I wondered just how they could stretch out the book to so many wizard templates. I found out. Many of these are just non-wizards that just because they have some "magical" ability, or having something close to a magic ability, they are called "wizards" in this book: ASSASSIN, BODYGUARD, LAW ENFORCED, MARTIAL ARTIST, PSIONIC WIZARD, SPY, SUPER MAGE (superhero or anime magic-girl, and THIEF. Some would be a different character class in D&D but for GURPS are considered wizards: DEMON, DRUID, HEALER, PRIEST, and SHAMAN. Then you have some that can be called wizards, barely, one of which is just pretending to have magic: ALCHEMIST, CHARLATAN, IMPROVISER, KNACK WIZARD, RITUAL MAGICIAN, RUNE-MAGE, and SEER. The true few wizard templates are: APPRENTICE, BATTLE WIZARD, DEMON, ELEMENTALIST, ENCHANTER, ILLUSIONIST, NECROMANCER, OVERLORD, and TECH WIZARD. The templates are interesting, although you'll want to adapt most of the templates here or there for personal taste, like appropriate advantages and drawbacks. It is a very nice must have, but may need adapting to modern rules.

Good quality and fast delivery.

it was okay it give you a few wizard templates to use but i was mostly unimpressed

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