

Thallian

Personality:

Until recently, the mage was apprenticed to a private master while studying the arcane arts. Now, after his final exams, he is on a constant quest for knowledge to improve his abilities. Unlike other mages, he does not want to spend the rest of his life in dusty libraries. He would rather turn theory into practice. What are all those tales of djinn and high elves worth if he cannot see them with his own eyes, or study what they left behind? Driven by curiosity, he is likely to stumble into danger while hunting for magical artifacts or studying “spherologic anomalies and phenomena.” He seems a little detached from this world, perhaps due to his limited exposure to people outside the walls of his master’s tower (or his academy, where books were his best friends), but he is a trustworthy companion. And while he sometimes loses himself in miniscule details, he is always there when he and his magic are needed.



Advantages:

SPELLCASTER:

On Dere, the gift of magic must be inborn. Only characters with this advantage receive arcane energy and possess the talent needed to cast spells and perform magical actions.

Rules: The spellcaster receives an arcane energy base stat of 20 AE. This advantage doesn’t include the special ability Tradition (see page 274), which you must purchase separately. All Spellcasters must start the game with a Tradition. You cannot purchase this advantage later in the game.

Disadvantages:

PERSONALITY FLAW:

Personality Flaws are particularly unpleasant behaviors or habits that can make life with other people complicated.

Rules: The GM can penalize relevant skill checks by 1 in applicable situations. You can choose at most two personality flaws per hero (the exception is Unworldly—see below)

Vanity: The character hates to be dressed and coiffed as if from a lower social status, or be otherwise restricted in choice of appearance.

Possible penalties: all social skills

NEGATIVE TRAIT:

Characters are not always driven by rational motives. Greed, superstition, or short tempers can compel them just as easily.

Rules: When confronting possible triggers, characters must succeed at a *Willpower* check or else act out their Negative Trait, which controls them as long as they remain in the trigger's presence. GM-assigned bonuses and penalties for *Willpower* checks depend on the trigger's severity.

Curiosity: All adventurers are curious, but some of them are so driven by curiosity that they must sate it by taking unnecessary risks.

OBLIGATIONS I (MASTER)

The adventurer has obligations to a group, organization, or person such as a church, an order, or a teacher. The hero is considered an underling to this person or group. Failure to meet obligations might have big consequences—from a penitential pilgrimage to expulsion from the community, or even leader-sanctioned assassination.

Rules: The hero must obey the entity's commands or suffer the consequences. Heroes can be obliged to more than one institution or group, but can receive adventure points for this disadvantage only once (for the highest level of Obligations).

SPECIAL ABILITIES:

AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

BINDING OF THE STAFF:

Effect: The *Binding of the Staff* is the first staff enchantment cast on a mage's staff and serves to bind the staff to the mage. In addition, it renders the staff unbreakable, even though the wood retains its flexibility. Only a directed anti-magic spell, an *Ignifaxius* spell, or an elemental fire burning hotter than a dragon's breath can destroy it. The staff is a magical weapon that cannot be enchanted with rituals like *Arcanovi* or other spells. A mage can possess only one staff at a time. Binding a staff has a one-time cost of 2 permanent AE. The mage can try to break the connection to a staff in order to bind a new one. After a mage's death, the staff loses all permanent AE and all of its magic after 24 hours.

TRADITION GUILD MAGE:

- A spell cast in the guild mage's Tradition requires line of sight to the target, magical gestures, and a magical incantation intoned openly and obviously.
- Guild mages can choose one spell from an unfamiliar Tradition during Hero Creation. They can then cast this spell as if it were a spell from the mage's own Tradition. Translating a spell in this manner takes a great deal of effort and can be achieved only at an academy.
- Guild Mage spells can be written down in spell books and scrolls. Mages can then learn the spell from this written source without the assistance of a tutor.
- Guild mages can create and use special guild mage Tradition artifacts (like mage's staves).
- The primary attribute of this Tradition is Sagacity.

SPELLS:

STAY DRY (Cantrip)

This cantrip protects you and your clothes from getting wet in rain or snow. You cannot dry wet clothes with Stay Dry.

Range: Self

Duration: 5 minutes

Target Category: Objects and Intelligent Creatures

Property: Elemental

ARMATRUTZ

The Armatrutz covers your skin with magical armor. This armor does not encumber you, and its effect stacks with other armor worn on the body.

Check: SGC/INT/DEX

Effect: Your skin hardens without losing flexibility, providing a natural protection that adds to any armor worn on the body, without raising encumbrance. You must decide how many additional points of PRO you want before casting the spell, up to a maximum of 3 points.

Casting Time: 1 Action

AE Cost: 4 AE for PRO 1, 8 AE for PRO 2, 16 AE for PRO 3 (you cannot use a modification on this spell's cost)

Range: Self

Duration: QL x 3 in minutes

Target Category: Creatures

Property: Healing

Traditions: General

BALSAM SALABUNDE

The classic healing spell that allows you to mend wounds by laying on hands.

Check: SGC/INT/DEX

Effect: The target recovers a number of LP equal to the AE spent on the spell. You can spend as much AE as you have SR in the spell. The healing occurs in six minutes, but each QL reduces the healing

time by 1 minute. If you start casting the spell during the time period defined by a mortally wounded character's Constitution, you can save that character's life (see LifeSaving Measures and Death in Chapter 12: Detailed Rules, on page 340). If the spell is interrupted, the patient survives only for the number of combat rounds that remain, as described there.

Casting Time: 16 Actions

AE Cost: 1 AE per LP, minimum of 4 AE (you cannot use a modification on this spell's cost)

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures

Property: Healing

Traditions: General

CORPOFESSO

Corpofesso causes the target pain. This spell was developed as a non-lethal combat spell to disable enemies rather than kill them.

Check: SGC/INT/CON (modified by Toughness)

Effect: The target suffers painful muscle weakness, receiving the condition Pain for the duration of the spell.

QL 1: 1 level of Pain, for one combat round

QL 2: 1 level of Pain

QL 3: 2 levels of Pain

QL 4: 3 levels of Pain

QL 5: 4 levels of Pain

QL 6: 4 levels of Pain for twice the normal duration

Casting Time: 2 Actions

AE Cost: 16 AE

Range: 8 yards

Duration: QL x 2 in combat rounds

Target Category: Living Creatures

Property: Transformation

Traditions: Guild Mage

FULMINICTUS

This combat spell hits the target automatically—no dodge or parry is possible.

Check: SGC/INT/CON (modified by Toughness)

Effect: The target's aura is harmed and its body suffers a series of small physical inner wounds. The spell inflicts 2D6 + (QL x 2) damage. Armor does not protect against this spell. The spell hits its target automatically, and the target cannot dodge or parry.

Casting Time: 1 Action

AE Cost: 8 AE (you cannot use a modification on this spell's cost)

Range: 8 yards

Duration: Immediate

Target Category: Living Creatures

Property: Transformation

Traditions: Elf

GARDIANUM

Gardianum protects against offensive magic by surrounding the caster with an invisible dome that absorbs damaging spells.

Check: COU/SGC/CHA

Effect: This spell creates an invisible dome around you that can absorb magical attacks originating from without. The spell actually creates a sphere, but since spellcasters are usually standing on the ground when using this spell, it functions more like a dome. This dome has a radius of 3 yards and a strength of AE + QL x 3. Gardianum absorbs points of spell damage equal to the dome's strength, on a point for point basis, until the dome's strength is reduced to zero (at which time it collapses). The dome does not ward off magical beings or magical weapons. Unabsorbed damage is dealt to the spellcaster in the normal way. The dome moves with the spellcaster, and protects everybody within its radius.

Casting Time: 1 Action

AE Cost: At least 4 AE (you cannot use a modification on this spell's cost)

Range: Self

Duration: 5 minutes

Target Category: Zone

Property: Anti-Magic

Traditions: Guild Mage

GAZE INTO THE MIND

The classic spell for reading another person's thoughts.

Check: COU/SGC/INT (modified by Spirit)

Effect: You can read the target's mind. You can see what the target is thinking at the moment, but cannot search through memories. The target can notice that something is amiss by making a Perception check with a penalty equal to the spell's QL. If successful, the target can then make a Willpower check (with a penalty equal to the spell's QL) to send out thoughts filled with misleading information, useless trivia, inner monologues, or song.

Casting Time: 4 Actions

AE Cost: 8 AE (casting) + 4 AE per 30 seconds

Range: 4 yards

Duration: Sustained

Target Category: Intelligent Creatures, Supernatural Creatures

Property: Clairvoyance

Traditions: General

GLOW SPHERE

This is probably the most well known spell in Aventuria. Glow Sphere creates a small spherical light that floats just above the palm of your hand.

Check: COU/SGC/CHA

Effect: The spell creates a small, floating ball of light. You must declare in advance whether the light will remain stationary or follow you around. You also must choose the light's color. The light's brightness depends on QL. You can reduce the brightness, but only by one level. The light's radius varies depending on its brightness.

QL 1: The light is as bright as a candle.

QL 2: The light is as bright as a torch.

QL 3: The light is as bright as a campfire.

QL 4: The light is bright enough to illuminate a 15'x15' room.

QL 5: The light is bright enough to illuminate a large hall.

QL 6: The light is blindingly bright. People find it almost impossible to look at directly.

Casting Time: 1 Action

AE Cost: 2 AE (casting) + 1 AE per hour

Range: 8 yards

Duration: Sustained

Target Category: Zone

Property: Elemental

Traditions: General

IGNIFAXIUS

A lance of flame shoots from your fingertips.

Check: COU/SGC/CHA

Effect: The flame flies in a straight line towards the target. You don't have to use another action to aim once you cast the spell—aiming is included in the casting time. The target suffers 2D6 + (QL x 2) damage points, applying the target's PRO as usual. This spell counts as a ranged attack from a missile weapon and can be blocked or dodged. Shields struck by Ignifaxius suffer structure damage. If the

opponent doesn't defend, the lance of flame hits automatically. Flammable targets are set ablaze on a roll of 1-3 on 1D6.

Casting Time: 2 Actions

AE Cost: 8 AE (you cannot use a modification on this spell's cost)

Range: 16 yards

Duration: Immediate

Target Category: all

Property: Elemental

Traditions: Guild Mage

MOTORICUS

The classic telekinesis spell, sufficient for most applications of such magic.

Check: SGC/DEX/STR

Effect: You can pick up and move inanimate objects with your mind. Items move at a maximum speed of QL +2 yards per action, and may not weigh more than QL x 40 pounds. You must spend 1 AE per 10 pounds of weight. Other objects resting on or attached to the moving item add to its total weight. The object moves sluggishly and cannot be used to attack or parry. To prevent an item from being moved by Motoricus, whether by grabbing or pushing it, make a check using Feat of Strength (Dragging & Pulling).

Casting Time: 2 Actions

AE Cost: At least 4 AE (casting) + half of this amount per 5 minutes (you cannot use a modification on this spell's cost)

Range: 8 yards

Duration: Sustained

Target Category: Objects

Property: Telekinesis

Traditions: General

OCULUS ILLUSIONIS

This spell creates optical illusions. Variants of the spell affect other senses.

Check: SGC/INT/CHA

Effect: You can create illusions that confuse sight. You can create moving, three-dimensional objects, but they affect only the visual sense. For more details, see Rules for Illusions on page 258.

Casting Time: 4 Actions

AE Cost: 4 AE (casting) + 2 AE per 5 minutes

Range: 8 yards

Duration: Sustained

Target Category: Zone

Property: Illusion

Traditions: Guild Mage

ODEM ARCANUM

As one of the most basic of all Tradition spells, Odem allows you to perceive magic.

Check: COU/SGC/INT

Effect: Finds active magic on items or people. Enchanted objects and other sources of magic give off a red shimmer when examined with Odem. It can also increase the effectiveness of an Analyze spell or a magical analysis (see pages 268 and 299). Depending on the AE of the target, the check can suffer a penalty or receive a bonus. The spellcaster can examine only one creature or object within range, not everything that happens to be in view. The spellcaster receives information or bonuses based on QL.

QL 1: Is there magic present?

QL 2: The maximum QL you can achieve with the magical analysis check rises by 1.

QL 3: Receive a bonus of 1 on the check for the Analyze spell cast subsequently on the same target.

QL 4: Receive a bonus of 2 on the check for the Analyze spell cast subsequently on the same target.

QL 5: The maximum QL you can achieve with the magical analysis check rises by 2.

QL 6: Receive a bonus of 3 on the check for the Analyze spell cast subsequently on the same target.

Bonuses to maximum QL or Analyze are not cumulative. Also, the hero receives only the highest bonus of each type. For example, a result of QL 4 for Odem grants an Analyze bonus of 2 (not 3) and the maximum QL for magical analysis rises by 1. Similarly, a result of QL 6 for Odem grants an Analyze bonus of 3 (not 6), and the maximum QL for the magical analysis rises by 2 (not 3).

Casting Time: 2 Actions

AE Cost: 4 AE

Range: 8 yards

Duration: 1 minute

Target Category: Creatures, Objects

Property: Clairvoyance

Traditions: General

Check Modifiers for Odem	
Situation	Modifier
Per 3 permanently bound AE	+1
Per 10 effective AE	+1
Minor spirits, undead, and so on	-1
Elementals, lesser demons	+1
Djinn, horned demons with up to 5 horns	+2

PARALYSIS

This spell effectively turns a living creature to stone.

Check: SGC/INT/CON (modified by Toughness)

Effect: The target's body stiffens and hardens. If the paralysis is complete (Level IV), the body transforms into a nearly indestructible substance without changing weight. A body transformed this way cannot be injured by non-magical weapons, fire, or falls. Those affected cannot move, feel, or hear anything, but can see within their field of vision. This spell delays the effects of poisons and diseases, granting more time to obtain treatment.

QL 1: 1 level of Paralysis, for 2 combat rounds

QL 2: 1 level of Paralysis

QL 3: 2 levels of Paralysis

QL 4: 3 levels of Paralysis

QL 5: 4 levels of Paralysis

QL 6: 4 levels of Paralysis, for twice the normal duration

Casting Time: 2 Actions

AE Cost: 8 AE

Range: 8 yards

Duration: QL x 2 in minutes

Target Category: Living Creatures

Property: Transformation

Traditions: Guild Mage

penalty of -1, Kosh basalt imposes a penalty of -4). Penetrizzel cannot see through magical objects. Darkness or fog has its normal effect on your vision.

Casting Time: 2 Actions

AE Cost: 4 AE (casting) + 2 AE per minute

Range: Self

Duration: Sustained

Target Category: All

Property: Clairvoyance

Traditions: Guild Mage

PENETRIZZEL

This spell allows the spellcaster to see through walls or other objects.

Check: COU/SGC/INT

Effect: You can see through 10 inches of solid matter per QL. Materials that interrupt magic can impose a penalty on the spell check (iron imposes a