

Seoni, sorcerer

Background

Born into a nomadic tribe known as the Varisians, Seoni is driven by dreams to learn more about her magical heritage, she travels Golarian seeking arcane knowledge and power. Seoni's familiar is a small, blue-tailed skink called Dragon.

Ancestry

Adaptability: Humans start with a free Edge (they must meet the Requirements, as usual). They also gain a d6 in any one attribute instead of a d4. This does not increase the attribute limit.

Hindrances

- **Curious (major):** It killed the cat, and it might kill your hero as well. Curious characters stick their nose in others' business and always want to know what's behind a potential mystery or secret.
- **Hesitant (minor):** Your hero hesitates in stressful situations. Draw two Action Cards in combat and act on the lowest. If you draw a Joker, use it normally and ignore the Hindrance for the round (hence this being a Minor Hindrance, it actually increases your chances of drawing a Joker!). Hesitant characters cannot take the Quick or Level Headed Edges.
- **Loyal (minor):** This stalwart defender risks her life for friends without hesitation. Some Loyal heroes may not act very nice, but are the first to come to their friends' rescue when they're threatened.

Edges

- **Sorcerer**
 - **Arcane Background (Sorcerer):** Sorcerers use Spellcasting as their arcane skill, but it is linked to Spirit instead of Smarts (if multi-classing as a Smarts-based spellcaster, use the better of the two attributes). On taking this Edge, the hero gains 15 Power Points and two starting powers from the list below.
 - **Armor Interference (Any):** Sorcery requires rapid, intricate, and unhindered somatic movements. Sorcerers subtract 4 from Spellcasting rolls and can't use other abilities granted by this Edge or any Edge that has this Edge as a Requirement when wearing armor or using shields.
 - **Bloodline:** (Arcane Bloodline, Familiar-lizard) The sorcerer must choose a Bloodline (see page 66). Beneath each Bloodline description is also the additional special ability one gains when taking the Advanced Bloodline Edge (see page below).

- **Calculating:** A few seconds to study a foe's actions give your hero a major advantage. When his Action Card is a Five or less, he ignores up to 2 points of penalties on one action that turn, which can include Multi-Action, Cover, Range, and even Wound penalties.
- **Favored Powers (Sorcerer)** The sorcerer has great familiarity with certain powers and can cast them quickly and easily. As a limited free action she may ignore up to 2 points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when casting bolt, elemental manipulation, or protection. This Edge doesn't give her those powers - they must be taken separately.
- **Luck:** The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!). He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

Powers

Modifiers for all spells on Core Rulebook page 170.

Boost/Lower Trait

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Smarts (16 yard)
- **Duration:** 5 rounds (*boost*); Instant (*lower*)
- **School:** Transmutation (*boost*); Necromancy (*lower*)
- **Trappings:** Physical change, glowing aura, potions.

This power allows a character to increase or decrease a target's Trait (attribute or skill).

Boosting an ally's Trait increases the selected Trait one die type, or two with a raise.

Lowering an enemy's Trait has a Duration of Instant and lowers the selected attribute or skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his following turns. Success improves the effect one die type, and a raise removes the effect entirely.

Additional castings don't stack on a single Trait (take the highest), but may affect different Traits.

Modifiers

- **Additional Recipients (+2):** The power may affect more than one target for 2 additional Power Points each.
- **Strong (+1):** *Lower Trait* only. The Spirit roll to shake off the effect is made at -2.

Bolt

- **Rank:** Novice

- **Power Points:** 1
- **Range:** Smarts x2
- **Duration:** Instant
- **School:** Evocation
- **Trappings:** Fire, ice, light, darkness, colored bolts, a stream of insects.

Bolt sends damaging bursts of energy, streaks of holy light, or shards of matter toward one's foes.

There are no Range penalties, but the arcane skill roll is affected by Cover, Illumination, and all other usual penalties.

The damage of the bolt is 2d6, or 3d6 with a raise.

Modifiers

- **Damage (+2):** The bolt causes 3d6 damage (4d6 with a raise).

Burst

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Cone or Stream Template
- **Duration:** Instant
- **School:** Evocation
- **Trappings:** A shower of flames, light, or other matter or energy.

Burst produces a large fan of energy that bathes its targets in red-hot fire, a cone of cold, or other damaging matter or energy. Success creates a Cone or Stream Template starting at the caster and extending outward (see Area Effect Attacks, page 129). Everything within suffers 2d6 damage (or 3d6 with a raise).

Modifiers

- **Damage (+2):** The burst causes 3d6 damage, or 4d6 with a raise.

Deflection

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Smarts
- **Duration:** 5 rounds
- **School:** Abjuration
- **Trappings:** Mystical shield, gust of wind, phantom servant that intercepts missiles.

Deflection powers work in a variety of ways. Some manifestations actually deflect incoming attacks, others blur the target's form or produce illusionary effects. The end result is always the same, however - to misdirect incoming melee or missile attacks from the recipient of the power. With success, foes must subtract 2 from either melee or ranged attacks (caster's choice). With a raise, the penalty applies to both. An attacker who uses a ranged weapon in melee against the recipient suffers the penalty either way.

Modifiers

- **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each.

Detect/Conceal Arcana

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Smarts
- **Duration:** 5 rounds (detect); one hour (conceal)
- **School:** Divination (detect); Illusion (conceal)
- **Trappings:** Waving hands, whispered words.

Detect arcana allows the recipient of the power to see and detect all supernatural persons, objects, or effects in sight for five rounds. This includes invisible foes, enchantments on people or items, and so on. With a raise, the caster knows the type of enchantment as well. When used on a supernatural creature, the caster learns its active powers and arcane abilities. With a raise, he knows Weaknesses common to that creature type. This doesn't reveal Weaknesses of unique individuals, if any. Those must usually be discovered through research or trial and error.

Invisible Creatures: Detect arcana also allows a character to ignore up to 4 points of penalties when attacking foes hidden by magical darkness, invisibility, or similar abilities (or all penalties with a raise).

Conceal arcana obscures one being or item of Normal Scale or smaller from the detect magic ability for one hour (see Detect Magic on page 167 and the Size Table on page 245). For larger creatures, increase the cost by the Scale modifier (+2 PPs for Large, +4 PPs for Huge, or +6 PPs for Gargantuan).

With a success, attempts to detect arcana on the being or item suffer a -2 penalty or -4 with a raise. If detect arcana fails, the character cannot see through the ruse with this casting and is not aware it is concealed unless presented with obvious evidence of such (for example, the attack of an invisible foe).

Modifiers

- **Additional Recipients (+1):** The power may affect more than one viewer for detect, or item for conceal, for 1 additional Power Point each.

- **Alignment Sense (+1):** The caster can sense the presence and exact location of supernatural Good or Evil within Range. Detect arcana activated with Alignment Sense no longer requires line of sight to locate creatures.
- **Area of Effect (+1/+2):** Conceal only. The power affects everything in a sphere the size of a Medium Blast Template for +1 point, or a Large Blast Template for +2.
- **Identify (+1):** The caster can identify a magic item's powers and how they work.
- **Strong (+1):** Conceal only. Detection rolls to see through the concealment are made at -2. This stacks with the additional penalty for casting with a raise.

Dispel

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts
- **Duration:** Instant
- **School:** Abjuration
- **Trappings:** Waving hands, whispered words.

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or natural abilities such as a dragon's breath or a banshee's scream. *Dispel* affects arcane devices normally (see Arcane Devices, page 172).

Dispel can target a character with a power already in effect or a caster activating a power. The latter counters the power but requires the countering mage to be on Hold and interrupt his foe's action.

In either case, *dispelling* an opponent's power is an opposed roll of arcane skills. A target using the Mystic Powers Edge or Innate Powers (see page 242) uses Spirit as its arcane skill.

If the *dispelling* character wins, the targeted power ends immediately (or fails if it was countered with the usual results of failure). With a raise, the recipient of the *dispelled* power is also Distracted.

Modifiers

- **Area of Effect (+1/+2/+3):** The effect covers an area: +1 Power Point uses a Small Blast Template, +2 points use Medium, or +3 use Large. The caster makes one arcane skill roll, then each affected target makes an arcane skill roll to oppose it. This affects a single power within the area but affects all spells of that name unless the caster also uses the Selective Power Modifier.
- **Multiple Powers (+3):** If successful, the caster *dispels* all the target's currently activated powers.

Gear

- potion of minor *healing*: removes one Wound less than an hour old
- ring of minor protection: This ring offers continual magical defense in the form of minor *protection*. Note that this doesn't stack with the *protection* spell.
- wand of puppet (6 charges; Spellcasting)
- vial of antitoxin: grants a +4 bonus to resist poison for one hour

minor protection

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts
- **Duration:** 5 rounds
- **School:** Abjuration
- **Trappings:** A mystical glow, bark skin, mage armor, ethereal armor.

Protection creates a field of energy or armor around a character, giving him 2 points of Armor. With a raise, the bonus is applied to Toughness instead (and therefore immune to Armor Piercing modifiers).

Whether the *protection* is visible or not depends on the Trapping - this is entirely up to the caster.

Protection stacks with all other armor, natural or worn.

puppet

- **Rank:** Veteran
- **Power Points:** 3
- **Range:** Smarts
- **Duration:** 5 rounds
- **School:** Enchantment
- **Trappings:** Glowing eyes, trance-like state, a swinging charm, cursed dolls.

Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. With success, the victim obeys commands that don't directly harm himself or those he cares about. This includes inaction, as well, so a controlled character won't just stand idly by or leave the area if he knows his friends are in danger.

With a raise, the target will harm himself or others (including by inaction), but gets a Spirit roll as a free action. If successful, he doesn't carry out that particular command but remains a puppet. With a raise, he breaks the controller's hold and the power ends.

Commands are general, such as 'attack that person- or 'open that door.- The controller doesn't get to dictate how many actions the victim uses in a turn, whether or not he uses his Sweep Edge, etc.

Modifiers

- **Additional Recipients (+2):** The caster may affect others at the cost of 2 Power Points each.
- **Strong (+2):** Spirit rolls to resist commands are made at -2. If the caster also uses mind link on the target, she may extend her control of him to any distance, even out of her sight.