

Magic Dilettantes



Greetings to the Twelve! This special TDE preview introduces Magic Dilettantes, people born with innate magical talent who never receive formal magical training. Note that the material presented in this preview comes

from a work in progress, and some terms may change. For more about this and other exciting character options for mages, see the upcoming sourcebook, *Aventuria Magic*.

The Tradition of the Magic Dilettante



Not everyone with the gift of magic learns the high art of magic from a private tutor or an academy. Indeed, many of those who are blessed with Mada's Gift never visit a magic academy or a druid and thus never learn to refine their talent.

Such individuals are magic dilettantes—untrained spellcasters with magical potential who rarely gain access to the extensive powers available to other spellcasters. In some instances, lack of use causes the individual's magical gift to slowly atrophy over time. Others lose their powers because they enter professions that bring them into constant contact with large quantities of iron, which is known to hinder magic. Most magic dilettantes, however, simply possess too little magic to succeed in one of the established magical professions.

Magic dilettantes are thought to be the most numerous types of spellcasters in Aventuria. Often even the smallest village has at least one resident with a natural magical gift. Because subtle uses of magic normally go unnoticed in everyday life, most dilettantes never become aware of their gifts unless they manifest in obvious ways. While many come to cherish their minor supernatural gifts, some dilettantes rail against their unwanted fate or develop the hazardous belief that they are *destined for greater things*.

Several types of magic dilettantes exist in Aventuria. This excerpt presents playable versions of the best-known forms: the *intuitive mage* and the *savant*.

Intuitive mages possess Mada's Gift but never exhibit enough talent to pursue formal magical training. As a result, their pool of arcane energy is limited, and while they may access a mere handful of spells, they can become highly proficient with the spells they learn. Since their

Special Ability: Tradition (Intuitive Mage)

- Casting a spell from Tradition (Intuitive Mage) requires line of sight but not gestures and incantations
- Intuitive mages can learn only three spells at most, but may select these spells from any traditions (the GM may decide to limit this selection, if desired). Two spells may have an Improvement Cost no greater than B, while one may be no greater than C. Also, once acquired, an Intuitive Mage's spells count as belonging to Tradition (Intuitive Mage), regardless of their original tradition. Note that cantrips are exempt from these limitations.
- Intuitive mages cannot learn rituals
- Intuitive mages cannot use spell modifications
- Intuitive mages cannot learn other magical traditions, and no character with another magical tradition may learn Tradition (Intuitive Mage)
- Intuitive mages can invest no more than 25 AP on magical advantages (excluding the advantage Spellcaster) and can gain no more than 25 AP (instead of the usual 50 AP) from magical disadvantages (see *Core Rules*, page 162)
- Tradition (Intuitive Mage) has no associated primary attribute, meaning intuitive mages receive no bonus to their AE pool and cannot purchase additional AE
- Intuitive mages may learn spell enhancements if the associated Focus Rules are in play

Requirements: Advantage Spellcaster
AP Value: 50 AP

innate grasp of magic never benefits from formal training, their use of magic never gains the outward characteristics of a tradition. Thus, it is common for them to know spells from not only the traditions of the guild mages but also from the traditions of witches, druids, or even elves. On the other hand, intuitive mages are unable to master powerful spells such as summoning rituals.

An intuitive mage's spells typically relate to one or more tasks that they perform regularly. Some wish nothing more than to use their gifts for the good of the community—for instance, as talented healers or accomplished hunters. However, such individuals are not always appreciated or welcomed with open arms. Burghers and other townsfolk may show little fear of magical phenomena, but rural populations tend to foster dangerous superstitions and prejudices. Witches and druids, especially, often fall victim to this collective ire. Some intuitive mages become pariahs or encounter only jealousy, resentment, or suspicion wherever they go.

- *Savants* cannot cast spells in the classical sense. Instead, they must learn to focus their magical potential on a single craft skill called a *master talent*. Savants often rank

among the most talented artists and artisans in their field, and some of Aventuria's most sought-after tailors, painters, and spellsmiths are actually savants. They achieve this level of mastery through years of diligent practice and study, but this level of concentration takes its toll, and many savants wind up neglecting other skills.

Savants often produce goods of exquisite quality and corresponding valuable. Some of them even overcome the iron ban and can fashion steel daily with few ill effects. Spellsmiths (such as the legendary Thorn Eisinger of Gareth—see *Aventuria Almanac*, page 211) often command astronomical prices for their goods. Even so, other types of savants usually have no trouble garnering a certain amount of wealth in addition to the fame and social prestige that accompanies mastering a craft.

The Master Talent

Savants focus their magical power on one skill to achieve true mastery in their field. During character creation, the player selects a single skill as the character's *master talent*. This skill (whether Physical, Craft, or otherwise) must be necessary for the making of items. Master Talent is a magical application.



Special Ability: Tradition (Savant)

- Savant magic only affects the savant's master talent
- Savants cannot learn spells and cantrips
- Savants cannot learn other magical traditions, and no character with another magical tradition may learn Tradition (Savant)
- Savants can invest no more than 25 AP in magical advantages (excluding the advantage Spellcaster) and can gain no more than 25 AP (instead of the usual 50 AP) from magical disadvantages (see *Core Rules*, page 162)
- Savants can choose certain advantages and disadvantages for spells and rituals, but *only* those that apply to their magical application (Master Talent).
- Tradition (Savant) has no associated primary attribute, meaning Intuitive Mages receive no bonus to their AE pool and cannot purchase additional AE

Requirements: Advantage Spellcaster

AP Value: 35 AP

Only savants may use the following options, and even then, the player may use only one option per check (whether performing a simple check or a cumulative check).

Master Talent Options

- Savants may spend AE to improve the results of master talent skill checks. For every 5 AE spent in this manner, the savant gains 1 additional SP (this may not raise the total SP above 18).
- When making cumulative checks, savants may reroll up to all three D20s on a single check, like spending a fate point to gain a reroll (see *Core Rules*, page 30). This costs 4 AE and applies to only one check during a cumulative check. Savants must wait until the next check interval to spend additional AE and reroll dice on a subsequent check.

- When making a skill check for a master talent, savants may spend 10 AE to change a double-20 result into a simple failure.
- When making master talent skill checks, savants may spend 2 AE to subtract 1 from the result of 1D20 (a partial check), thus achieving a better result. However, savants cannot spend AE in this manner to change a standard success into a Critical Success (meaning, a double or triple 1) or to prevent a botch.
- By spending 4 AE, items created by savants via master talents receive 10% more structure points than usual for items of that type.

• Yes, this is basically the same as spending a FtP to gain a reroll.

