

Aria

Carlos Kelkboom

December 9, 2016

1 Introduction

This is the Aria documentation

2 Magic

Magic is the ability to change reality with your mental power and some arcane knowledge. Magic in Aria is very straight forward, when you choose a magical profession you get a magic skill.

Intuition (INU) is the statistic which is used for your magical skills. Every 10 Intuition increases your damage by 1.

There are true casters and there are affinities. True casters are: Priests, Elementalists, Shamans and Dreamers. Classes which have an affinity are: Paladins, Druids and Shapeshifters. Non magic users are: Warriors, Rogues and Hunters.

Of these classes the Shaman is the strangest. They can't really cast spells but all of their spells are instant triggering a cooldown. For example, *Wind Weapon* reduces Initiative of a weapon but can only be cast once every 50 initiative.

Classes with an affinity don't have *Magical Sight* but they *can* sense magic.

2.1 Casting

Spells need to be cast. Casting a spell means that you will get the result of the spell after the cast is finished. Contrary to melee attacks, which have a cooldown period, spells have a cast time.

You roll, just like any other skill, with your level number of d10 dice. So at level four you roll 4d10 to determine how well you cast your spell.

Just as we do with every roll we also roll a d20 which we call "the world die". This die decides how well the cast reflects upon the world. For example, rolling a 1 is an automatic failure and rolling a 20 is what we call a critical and will result in a better effect.

2.1.1 Manipulating the cast

When you have cast a spell you can *hold* it in until you see the right moment. This is called *extending the cast*.

When you want to increase the potency of a spell you can do that by increasing your casting time and subsequently increasing the AP needed for that cast. The following table describes the effect and the cost¹:

Table 1: Casting duration and effect

Effect	Duration Factor	Action Points
dice + 1	INI * 1.5	AP + 1
dice + 2	INI * 2	AP + 2
dice + 3	INI * 3	AP + 3

2.1.2 Helping each other

When there are more casters in the group it is possible for them to help each other with difficult casts. They can do two things while helping. They can split the AP cost of a spell, fractions

¹There are a lot of spells which don't adhere to this concept. Discretion advised!

rounded up, or they can add a fraction of their skill to the cast of the other mage. Higher skill levels are harder to counter-spell by the enemy.

The lead mage who's spell it is casts full skill level. The second mage helping him casts for half skill level. The third for one third, etc².

2.2 Types of spells

There are three types of spells you can cast: Offensive, Defensive and Utility spells. Unless specified differently by the spell each spell has a default configuration. A configuration is a set of properties a spell has. This does not mean that *every* spell has these properties. For example, the default configuration of an offensive spell has a *duration*. This does not mean that a *Fireball* has a duration, only that *when* a spell has a duration it's duration at rank 1, so when bought, is 30 initiative.

2.2.1 Offensive spells

Offensive spells are spells which hinder or hurt an opponent. A default offensive spell has the following properties:

- Duration: 30 INI (+5 per rank)
- Targets: Spell rank / 2 (fractions rounded down)
- Damage: Standard: 1d6
- Cast time: 12 INI
- AP cost: 3

2.3 Detecting Magic

Every caster can detect magic. This is true for paladins, druids, shapeshifters and other semi-casters. At Intuition meters you can feel someone cast a spell or detect magical objects when their magic has not been hidden.

Full casters, for example: Priests, Dreamers and Elementarists; can activate their magical sight. This costs an action but costs no Action Points. Once your magical sight has been activated you can see magic at sight range. You can detect magically hidden objects and see spells being woven. Once your sight is turned on you can counterspell spells casts further than INU meters.

2.3.1 Defensive spells

Defensive spells are spells which help of heal a party member. A default defensive spell has the following properties:

- Duration: 50 INI (+10 per rank)
- Targets: Spell rank / 2 (fractions rounded down)
- Cast time: 10 INI
- AP cost: 3

²fractions rounded down

2.3.2 Utility spells

A utility spell is a spell which you can't *directly* use in combat. For example, the spell *Dig* has a casting time of 500 Initiative and as such is not usable in combat; but when you use this spell before a combat and cover the hole you've dug you get a perfect trap while in combat.

By default a utility spell does not cost any AP to cast. You can cast them almost continuously and they are meant to add *flavor* to your character. A caster can have as many utility spells as they like and they can create new ones together with the DM. You are even allowed to cast them "on the fly" without having learned them but you suffer a casting penalty of -4 per level.

This means that when a level 3 Air mage wants to cast an umbrella against *normal* rain and they haven't learned the spell; they can try and cast it with a -12 to their skill. The DM can decide to grant a bonus or increase the penalty. Note that this spell would not work against *Acid Rain* because that would make it a Defensive spell and the rules of the spell would change.

2.4 General Spells

Every caster gets the following spells:

Table 2: Spells for every true caster

Name	Type	Description
Shield	Defensive	You gain a protective shield with PHY as protective value.
Magic Missile	Offensive	When you have a source you can shoot a missile which does magical DMG. Depending on which is higher you can either choose to resist the DMG with your magical or physical armor but only one counts.

2.5 Counterspell

When another magic-user wants to counter-spell a magical attack they roll for their magical skill and if they have a higher skill the spell is canceled. Both the caster and the defender lose 3AP³ in the process.

You can only counter-spell a spell when you are either really close to the caster or if you have activated your Magical Sight.

2.6 Protection and resistance

Casters gain an automatic protection against magic of Intuition / 2. This counts as resistance to every magical attack. So if you have an INU of 12 and a fireball does 20 damage you only lose 8 hit points.

³3AP is the standard amount of action points for a spell. If your casts cost less your counter-spell will cost less as well.

3 Classes

This section describes the classes.

3.1 Warriors



Warriors are the masters of a battlefield. They dominate a battle with strength and tactics. There are three types of warriors: Barbarians, Soldiers and Defenders.

Barbarians are brutal fighters, thriving on the pain a battle brings, rage and bloodlust fueling their every action and spurring them on. Barbarians fight with brutal attacks. Soldiers are tactical fighters, making sure that everyone is in the right position and empower those who need it with commands and battle shouts. Defenders take damage, they can keep standing when other would have given up. Every warrior starts with one of the following three abilities:

- Barbarian: +1 DMG, +5% crit chance.
- Soldier: -1 AP cost for def actions, recovery grants 1 extra AP.
- Defender: -1 AP cost for def actions, +1 armor.

When you play a warrior you choose a path and stick to it.

Level	Barbarian	Soldier	Defender
1	Rage I: Every 5 DMG you take grants +1 DMG per attack	Revenge: Every 5 HP you loose grants +1 skill and +1 AP per recuperation.	+Ice Cold: Every 5 HP you loose grants +1 Armor.
2	Revenge I: Grants +2 DMG	Expose weakness I: -1 Armor for the target	Taunt: Force a target to attack you for 50 IN, counts as a defensive action.
3	Expose weakness I: -1 Armor for the target	Revenge I: Grants +2 DMG	Wall up I: +1 Armor for 50 IN, stacks to a max of 3, costs 10 IN. 1 AP.

4	Brutal Crits: +5% crit chance	Effortless: +10% chance to refund AP for an action, these AP you get refunded may be shared with the party.	Tight Defense: Defensive action costs 2 AP
5	Brutal Strikes: You are allowed to push +2 AP to DMG when you hit. (in normal circumstances this means that you can push 5 AP (=5 DMG) on hit.)	Divide and Conquer: You get +2 AP per recuperation and you can divide these AP amongst your party.	Last Stand: When you fall below 10% health you gain +10 Armor for 50 INI. This can only occur once per combat.
6			
7			
8			
9			
10	+100+100		

3.2 Paladins



Paladins are holy warriors. They are specialized in the eradication of evil like demons and undead. There are three paths a paladin can follow and every level they gain they should choose one spell from that level of any path. Level 5 is a big step in the paladin's abilities. At level 5 you select a specialization. Choosing this specialization unlocks perks you can choose from within the *tree of perks*.

Every paladin starts with the following three spells:

- Regenerate: 1 life per recuperation. (+1 per level), this ability is always active on the paladin.
- Protect: +1 armor, always on.
- Destroy evil: +2 DMG against undead and demons. This spell is always on. If you even shake the hand of an undead you will deal 2 DMG and will know its a demon.

At level 10 every branch gets a protector. A protector is a clone of yourself. You can do everything twice.

Unless stated otherwise every spell the paladin can choose from is an instant cast, has a cooldown of 50 INI and lasts the entire combat.

Level	Holy	Protection	Cleanse
1	Heal for weapon DMG as healing.	Bless: Gain +2 armor, replaces the +1 armor from the base spells of the paladin.	+4 DMG against undead and demons. +2 DMG against other opponents.

2	Recovery +1 AP per recuperation for every party member.	Taunt, causes a target to attack you for 50 INI. Target will not kill itself to get to you and when he/she can't reach you it will attack someone else.	Crusader: Gain a +2 Weapon Skill when fighting undead or demons.
3	Bless, Regenerate +(lvl) HP per recuperation, can be cast on others. (Counts as a Defensive Spell)	Bless, Gain +4 armor, can be cast on others. (Counts as a Defensive Spell)	Bless: Gain a +4 DMG, +8 against Undead or demons. Can be cast on others. (Counts as a Defensive Spell)
4	Lay on Hands, return a target to full health. Target must be within 10 meters and not dead. Once per day.	Divine Protection, gain 1d4 HP and 1d4 armor for 20 INI, 30 INI cooldown. Instant cast does not cost any AP.	Smite, smite a target for 1d12 dmg where armor does not count. Can only be triggered on successful hit and costs 1 AP. 30 INI cooldown.
5	Healing costs 2 AP	Defensive actions cost 2 AP	Offensive actions cost 2 AP
6	Bleed for you: Take someone elses incoming DMG, armor does not count, so full DMG. While wounded always increase your regeneration by your level per recuperation. You must remain praying for the regeneration to work. You do not need to touch the target(s) to take their wounds. Can take 1 attack per 10 INI	Protect the weak: Your resolve allows you to parry for other players and you gain a +5 on every melee defensive roll. You are allowed to parry for party members, even in situations otherwise difficult ⁴ .	Judge and Juror: Gain insight into the crimes and actions of your targets sending them into repentance. Repentance cause -5 to all actions against you (-12 for undead and demons). Hits against these targets cause them to gain -1 AP per recuperation for the duration of the repentance.
7	Recovery II, gain +4 AP per recuperation (self only).	Hardened, Reduce 2 DMG per AP	Scarred, Do 2 DMG per AP
8	Revive, return a target to life with 1 HP. Works only on targets who have died within the last hour.	Second chance, A fatal blow now only reduces you to 1 HP, can only occur once every 30 INI	Smite II, smite turns into a 1d20
9	Cure poison and disease, you can cure poisons and diseases up to your level. You need to make a skill check with a +10 against the poisoner.	Indomitable, for the next 30 INI: your AGI counts double for Protective Value, your defensive actions cost no AP and you can't be brought below 0 HP.	Indomitable might: for the next 30 INI: your PHY counts double for DMG, your crit chance is increased by 25% and every 1 for DMG can be rerolled.

⁴These situations should be possible. You can't parry over large distance and you can't parry extreme situations.

- 10 Summon protector: someone who can heal Summon protector: someone who can parry and take damage Summon protector: someone who can attack. Will automatically attack undead or demons but will help on other targets when there are no more undead or demons.