



SKILLS

MATERIA MAGICKA

Materia Magicka deals with Lore concerning a wide range of magical subjects. In old scrolls and dusty manuscripts the Magus will search out the secrets of the ancients. The laws governing the practice of Magick itself lie at the very heart of this Arcane Lore. Thus the true Magus will attack the **Materia Magicka** with a special fervour to win a greater understanding of the powerful forces he seeks to invoke and control.

The Magus will attempt to read the omens to determine how auspicious or inauspicious the moment is to perform some important action. He seeks knowledge about strange beasts, enchanted races and magical Astral Beings, i.e. ghosts, spirits and Demons, whom he may encounter in his exploration of the dangerous magickal realms. All these and many other occult topics are the substance of the **Materia Magicka**.

Artefact Lore

Attributes: Intellect x 2
Level: DF 6; BCS 10%; 800 Exp; 8 SKP

This skill gives a character the knowledge about ancient and powerful items. The Gamemaster may impose modifiers if the character is not familiar with the area the item is from.

Artefact Lore enables the character to find and recognise information about ancient items that have been recorded in history or in myth and legend. The more obscure (lesser known) the item is, the less likely that the character will be able to find out the information quickly.

The Gamemaster may impose hefty penalties to finding information in such instances, which could greatly extend one's time researching the subject.

The character **must** have basic knowledge of **Lore Historical** and all **History & Legend** skills to be fully effective. Otherwise, he may apply only 1/2 PSF% when using **Artefact Lore**. Furthermore, he gains a bonus to his TSC% in **Artefact Lore** of +1% per 5% of PSF% he has in the appropriate **History & Legend** skill that has bearing on his subject. If the character's **Artefact Lore** bonus to his TSC% is greater than +13% he also gains +1 to the Crit Die.

Use *Table 5.25 – Lore Research* from **Chivalry & Sorcery: The Rebirth (Vol. I - Core Rules)** in order to determine the outcome of investigations, accuracy of data, etc.

Demon Lore

Attributes: Intellect x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This very powerful skill confers knowledge of demons: how to identify certain types or certain specific individuals; how to summon them and bind them to the Summoner's will; and how to protect against them. The **Summoning Method** as well as a Mode of Magick that has **Summoning** spells will be necessary to actually summon them.

When a Summoner is highly successful with a **Demon Lore** determination (Crit Die 10), he learns the secret **Name** of the Demon he is summoning. The **Name** has special power over the Demon. He must remain in the binding circle for up to an hour or until dismissed, and hear the Magus out. He cannot attack the Magus or any others within the protection of a Magick Circle. Nor can he attempt to escape until the hour is up, or until the Magus makes an attack upon him! (The Magus may "chastise" the Demon, however, with an **Eldritch Attack** (see the section on Arcane spells in *Chapter 6 – Spells* for further details).

Use *Table 5.25 – Lore Research* from **Chivalry & Sorcery: The Rebirth (Vol. I - Core Rules)** in order to determine the outcome of **Demon Lore** investigations, accuracy of data, etc.

Note: See the **Creatures Bestiary** for the kind of information about Demons, which would be dealt with by this skill.

Interpret the Omens [~]

Attributes: Wisdom & Discipline
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

This skill is the ability to prophesy, to read omens presaging the future, through charting the stars (**Astrology**), reading signs in the heavens or the entrails of sacrificial animals (**Augury**), throwing the **Runes**, reading the **Tarot**, scrying through a **Crystal Ball** etc. The player specifies **one** such method when his character learns the skill (see *Table 3.1 - Methods of Divination*).

If successful, the Crit Die roll determines how much information the character receives. **Higher** rolls indicate more information and more accuracy. Failure means increasingly misleading information the **lower** one's Crit Die roll happens to be, though it will still be on the subject,

It is entirely up to the Gamemaster to decide how this skill can be used in a campaign. It is potentially very powerful in its effects and must be handled with discretion. He may restrict the use of the skill in any way, especially how frequently it can be used and how effective it is when determining omens on a specific course of action, etc. The Gamemaster himself might **secretly** roll the character's chances of "seeing something". This way he leaves the reading's accuracy in the air and in doubt. Such matters, after all, were never certain!

If this skill is allowed in the campaign, the answers given should be general, the information signifying broad trends in events but not specifics. "The path to the left has a cloud of evil over it!" is specific enough to give a strong warning. **Why** the path has an evil cloud over it is a subject for direct investigation. After all, one is reading omens here! Another approach is to provide the answer in a **Riddle**, which the character then has to solve.

Type	Method
Aeromancy	Interpreting clouds
Cartomancy	Reading Tarot Cards
Critomancy	Interpreting burnt offerings of food
Daphnomancy	Interpreting the crackle of burning laurel branches
Haruspication	Reading the entrails
Hippomancy	Interpreting the behaviour of horses
Hydromancy	Interpreting the flow, colour, swirl, ripples and ebb of water
Radiesthesia	Reading the divination-wheel
Astrology	Interpreting the movement of planets against the constellations of stars
Oneiromancy	Interpreting dreams
Pyromancy	Reading the fires
Rhabdomancy	Reading the yew rods/runes
Scapulomancy	Interpreting the cracking of scapulae (shoulder bones) placed in a fire
Ornithomancy	Interpreting the cry and flight patterns of birds
Sortilege	Casting of lots

TABLE 3.1 – METHODS OF DIVINATION