

Identify Magical Device

Base Cost: 200

Attribute: INT

Skill Type: Mage, Tarus

Extra Dice: non

This skill allows an adventurer to gain insight into the nature of magical items and artifacts. Common and well documented magical items are easy to identify while rare artifacts or creations of otherworldly magic are extremely difficult or often impossible.

This skill is always rolled in graduated fashion (see section 2.2.1).

The character must be able to thoroughly examine the object.

The character may roll 2 extra dice to instantly identify items.

When identifying simple magical items (+1 weapon, item of 1/day spell effect, etc) the following information is obtained about the item based on the number of dice made against the skill.

1. Type of the item (charged/recharging/effect) and remaining charges
2. Allows to roll Identify Spell check
3. Activation method

When used on rare artifacts or items of unknown origin, the skill might not give the adventurer full or even correct information.

GM discretion.

Arcane Knowledge

Base Cost: 100

Attribute: INT

Skill Type: Mage, Tarus

Extra Dice: non

Understanding of arcane texts is not an easy task. This skill involves background knowledge required to understand complex magical manuals and research materials. This includes history records of magical art development on Jaern, theories and contemporary mysteries.

With a 2 die check, the mage can begin learning new spells without a trainer given that complete manuals are provided.

Access to non-public materials must be discussed with original authors or written up as an entry in the database.

Graceful Casting

Base Cost: 25

Attribute: COM

Skill Type: Mage, Priest

Extra Dice: non

This skill allows the caster to alter visual components of the spell. Graceful Casting does not make the affected spell easier or harder to identify nor does it alter spell's mechanics.