

# — Ars Magica Abilities —

## **TALENTS**

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Inborn abilities; if character does not have Talent roll stress die + characteristic, with +3 botch dice on failure

### **Arcane Talents**

Finesse  
Penetration

### **General Talents**

Athletics  
Awareness  
Charm  
Climb  
Concentration  
Folk Ken  
Guile

## **SKILLS**

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Trained or self-taught abilities; if character does not have Skill roll stress die + characteristic -3, with +3 botch dice on failure

### **Academic Skills**

Disputatio  
Lectio  
Scribe (Language)

### **Combat Skills**

Brawling  
Single Weapon

Shield & Weapon  
Two Weapons  
Great Weapon  
Chain Weapon  
Longshaft Weapon  
Thrown Weapon  
Bows  
Crossbows  
Siege Equipment

### **Hermetic Skills**

Certámen  
Parma Magica

### **Performance Skills**

Jongeur  
Play (Instrument)  
Sing  
Storytelling

### **Rogue Skills**

Disguise  
Forgery  
Legerdemain  
Pick Locks  
Stealth

### **Social Skills**

Bargain  
Carouse  
Etiquette  
Intrigue  
Leadership

### **Wilderness Skills**

Animal Handling  
Hunt

Ride  
Survival  
Swim

### **Work Skills**

Boating  
Chirurgy  
Craft (Type)  
Wagoneering

## **KNOWLEDGES**

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Learned abilities; if character does not have Knowledge may not roll

### **Academic Knowledges**

Artes Liberales  
Civil and Canon Law  
Medicine  
Philosophiae  
Speak Latin  
Theology

### **Arcane Knowledges**

Enigmatic Wisdom  
Faerie Lore  
Hermetic Law  
Magic Theory  
Occult Lore

### **Casual Knowledges**

(Area) Lore  
(Organization) Lore  
Legend Lore  
Speak (Language)