

**Enemy Lore:** You can also use this skill to learn about creatures. You can learn the basic habits, most notable attacks, tactics, and weaknesses of any creature of an appropriate type. For Lore (Cosmos), these types are Demon, Dragon and Horror.

You can attempt this in combat. This doesn't count as an action and requires no recovery time, but can only be done on your turn, and only once per battle per type of enemy encountered.

Enemy Lore also tells you whether the creature casts any Anima spells and if so, which ones. This can be really important for Animists, helping them figure out whether they should be trying to tease a spell out of a particular creature so they can learn it with The Hard Way or some similar ability.

The most well-known creatures will have low difficulties of 1 or 2. These tend to be either the very weakest enemies, which everyday people might have experience with, or the very most powerful, as their reputations precede them. An ordinary person might have actually met a goblin, and *everyone* has heard stories about the Sky Render.

For creatures in the vast range in between, the difficulty might be as high as 4, or even 6 for creatures that have just appeared on Aperion for the first time and thus do not have any existing lore for you to learn. In this case, you're not so much recalling something you've previously learned as using what you know to reason out what an unfamiliar creature can do.

### Lore (Culture)

This skill works the same way as Lore (Cosmos), except that it covers different topics.

**General Knowledge:** This can yield information on the nations and cultures of Aperion (or whatever world your game is set in). This includes laws, customs, history, and economic activities. This can help determine all sorts of things adventurers might need to know, from what one can expect to find in an ancient ruin to what city is most likely to yield a buyer for an ancient artifact you want to get rid of. (This doesn't tell you who, specifically, that buyer would be, though – that's Social (Streetwise)). Other than its subject matter, general knowledge works the same way as the Lore (Cosmos) task of the same name. The table of difficulty guidelines on the previous page applies to both Cosmos and Culture (and Survival (Nature) as well).

**Enemy Lore:** This can give you information on creatures of types Automaton, Person, and Undead. Other than the creature types it affects, it works exactly like the Lore (Cosmos) task of the same name.

### Using Lore Casually

Perhaps you're thinking: "You either know something or you don't. So shouldn't you *always* be able to use Lore casually, even in combat?"

Actually, no. How often has a high-pressure situation made you forget all about things you would normally remember, or think of things that might not normally occur to you?

Bottom line: Casual skill use has the same restrictions for Lore as it does for any other skill.

### Lore (Languages)

For each die you have in Languages, you know one language and a smattering of several others. This includes the die everyone starts with, which is normally used to learn Avanes, the language of most of Aperion's human-dominated civilizations.

**Known Languages:** Each time you gain a die in this skill, you learn an additional language. You can both read and write this language fluently, though usually with an accent and some odd turns of phrase that mark you as a non-native speaker. (Characters with very high Languages dice lose these distinguishing features when using the first few languages they learned.) You don't need to make rolls to use this skill in this way; you simply know the languages.

**Unknown Languages:** You can make rolls using this skill to understand simple passages, or identify a few key concepts from more complex passages, in languages you don't know. If you find an ancient text in an unfamiliar language or see a mysterious inscription on the wall of an ancient tomb, you might be able to figure out something about it with this skill.

To decide on the difficulty for this, the GM should consider two questions:

- ▶ How obscure is this language? (rate it from 0 to about 4)
- ▶ How complex is this passage? (rate it from 0 to about 3)

The difficulty is just the sum of these ratings, with a minimum of 1. If the character knows a related language, the GM can reduce this difficulty by 1 or 2.

### Perception (Intuition)

This skill represents the ability to recognize that a situation is not what it appears to be. While often thought of as a "sixth sense," for most characters there's nothing supernatural about it. Usually, Intuition is a matter of taking subtle clues into account despite not consciously noticing them.

**Guile:** If someone is lying, omitting crucial information, or has a hidden agenda, you might get an Intuition roll to pick up on this. This should be a secret roll, though it might be made in response to a question from a player (e.g. "Does this guy seem trustworthy?"). This is an opposed roll against the target's Social (Deception) if they are hiding something, or a simple roll with difficulty 2 if they're not. (In this case, the GM might want to pretend to roll some dice for the target's Deception anyway, to avoid making the real situation too obvious to the players.)

Guile is not mind-reading. Success does not reveal the truth, it only conveys a vague sense that something fishy is going on, or in the event that the person is being honest, makes you moderately confident of that. If you fail, but not too badly, you aren't sure one way or the other. If you fail really badly (0 successes against a difficulty of 2 or more), you are confident the person is being honest if they're not, or think that

### My GM Never Gives Me Intuition Rolls!

Then remind her! GMs aren't mind readers and can't be expected to remember every skill your character has, especially with all the other things they have to keep track of. There's nothing wrong with occasionally saying "shouldn't I get a roll here?".