

AGRICULTURAL SKILLS

DF*3 Field Crops: STR + WIS
DF*2 Garden Crops: WIS x2
DF*3 Orchard & Berry Crops: INT + WIS
DF*3 Viniculture: INT + WIS
DF*4 Winemaking: INT + WIS [-]

ANIMAL SKILLS

DF*3 Cattle Herding INT + WIS
DF*4 Horse Breeding INT + WIS
DF*3 Running a Dairy INT + WIS
DF*2 Pig Raising INT + WIS
DF*2 Poultry Raising INT + WIS
DF*2 Sheep Herding INT + WIS
DF*3 Animal Handling INT + WIS
DF*3 Riding Horse, Pony, Mule AGIL + DISC
DF*2 Riding Donkey AGIL + DISC
DF*4 Riding Camel AGIL + DISC
DF*4 Riding Exotic Animal AGIL + DISC
DF*4 Riding Mythic/Legendary Beast AGIL + DISC
DF*3 Train Warhorses & Horses (RES): BV + DISC[-]
DF*3 Train Draft & Pack Animals (RES): BV + DISC[-]
DF*3 Train Exotic Animals (RES): BV + DISC[-]
DF*3 Train Hunting Dogs (RES): BV + DISC[-]
DF*3 Train Birds of Prey (RES): BV + DISC[-]
DF*3 Veterinary Arts: INT + AGIL [-]
DF*4 Veterinary Arts 11: INT + WIS [-]

ARTS & ENTERTAINMENT SKILLS

DF*3 Acting: Costuming: INT + DISC
DF*4 Acting: Performance BV + DISC
DF*4 Acting: Ventriloquism: BV + AGIL
DF*4 Calligraphy & Illumination: AGIL + DISC [-]
DF*2 Dancing (Court): AGIL + DISC
DF*2 Dancing (Folk): AGIL + DISC
DF*2 Juggling: AGIL x2
DF*4 Bagpipes: CON + BV
DF*2 Drums: AGIL x2
DF*3 Flutes: AGIL + BV
DF*3 Harps: AGIL x2
DF*3 Horns: CON + BV
DF*3 Strings: AGIL x2
DF*4 Painting & Sketching: AGIL x2
DF*4 Poetic Composition & Storytelling: BV + WIS
DF*3 Poetic Recitation: BV + INT
DF*4 Sculpting: AGIL + DISC
DF*4 Singing: BV + INT
DF*4 Sleight of Hand: AGIL x2

ATHLETIC SKILLS

DF*4 Boxing (RES): STR + AGIL
DF*3 Climbing: STR + CON
DF*5 Conditioning [-] [NS]
DF*4 Endurance [-] [NS]
DF*3 Jumping [-] [NS]
DF*3 Lifting & Carrying Weights [-] [NS]
Running [-] [NS]
DF*4 Double-Quick Time [-] [NS]
DF*4 Distance Running [-] [NS]
DF*4 Fast Running I-] [NS]
DF*4 Sprinting [-] [NS]
DF*3 Stamina: STR + CON
DF*3 Swimming: STR + CON
DF*4 Wrestling: (RES): STR + AGIL

CHARISMATIC SKILLS (RES)

DF*3 Bargaining: BV + WIS (RES)
DF*3 Begging: BV + WIS (RES)
DF*4 Charm: BV + APP (RES)
DF*4 Conning Others: BV + WIS (RES)
DF*4 Diplomacy & Politics: BV + WIS (RES)
DF*4 Intimidation: STR + DISC (RES)
DF*4 Leadership: BV + DIS (RES)
DF*4 Oratory: BV + DISC (RES)

COMBAT SKILLS

DF*6 Archery: Composite bows (F) STR x2 (RES)
DF*4 Archery: Crossbows (F): AGIL x2 (RES)
DF*6 Archery: Elvish Longbows (F): AGIL x2 (RES)
DF*6 Archery: Longbows (F): STR + AGIL (RES)
DF*5 Archery: Shortbows (F): STR + AGIL (RES)
DF*5 Battlefield Tactics: (K Only): INT + WIS (RES)
DF*3 Brawling (K, F): STR + AGIL (RES)
DF*5 Cavalry Lances (K Only): AGIL + DISC (RES)
DF*5 Chivalric Blow (K Only) [-] [NS]

DF*3 Dodge (K, F): AGIL + WIS (RES)
DF*4 Fighting Staves: (K, F): STR + AGIL (RES)
DF*5 Flails (K only): STR + DISC (RES)
DF*5 Great Swords (K): STR x2 (RES)
DF*3 Hurling Axes (K, F) STR + AGIL (War Axes) (RES)
DF*3 Hurling Javelins (F): STR + AGIL (Spears) (RES)
DF*5 Horse Archery: AGIL x2: (Bow/Crossbow) (RES)
DF*3 Knife & Dagger Fighting: (K, F): AGIL x2 (RES)
DF*4 Maces, Hammers, & Clubs (K, F): STR x2 (RES)
DF*5 Mounted Combat (K Only): AGIL x2
DF*6 Pole Arms: STR + DISC (RES)
DF*5 Riding a Warhorse (K Only): AGIL + DISC (RES)
DF*4 Shield Play: Light Shields (K): STR + AGIL (RES)
DF*4 Shield Play: Heavy Shields (K): STR + AGIL (RES)
DF*4 Short Swords (K, F): STR + AGIL (RES)
DF*4 Slashing Swords (K, F): STR + AGIL (RES)
DF*4 Slings (F): AGIL x2 (RES)
DF*4 Spears (K, F): STR + DISC (RES)
DF*4 Throwing Knives(F):AGILx2(KnifeFighting) (RES)
DF*3 Throwing Objects (F): AGIL x2 (RES)
DF*4 War Axes (K, F): STR x2 (RES)
DF*3 Wearing Light Armor (K, F): basic [-] [NS]
DF*4 Wearing Heavy Armor (K): basic [-] [NS]
DF*5 Wearing Battle Armor (K Only):basic [-] [NS]

COOKING & INNKEEPING SKILLS

DF*4 Innkeeping: INT + BV
DF*3 Brewing: INT + WIS [-]
DF*3 Cooking: INT + WIS
CRAFTS & TRADES SKILLS
DF*4 Bowery & Fletching: INT+AGIL [-]
DF*4 Carpentry & Cabinetmaking: STR + AGIL
DF*3 Cartwright & Wheelwright: STR + AGIL [-]
DF*3 Cooper: STR + AGIL [-]
DF*2 Clothes: Sewing, Embroidering, Knitting: AGIL x2
DF*4 Clothes: Tailoring: AGIL x2 [-]
DF*2 Cloth Making: Dying: AGIL x2
DF*3 Cloth Making: Spinning & Weaving: AGIL x2
DF*4 Glassblowing & Glazing: CON + AGIL [-]
DF*3 Leatherworking & Tanning: CON + AGIL
DF*3 Masonry & Stonecutting: STR + CON
DF*3 Paper & Ink Making: INT + AGIL [-]
DF*4 Perfumery: INT + AGIL [-]
DF*3 Pottery Making: INT + AGIL
DF*2 Tinker: STR + AGIL

LANGUAGE LORE [-] [NS]

Spoken: INT + BV Written: INT + AGIL
DF*1 Own Language [-] [NS]
DF*2 Common Tongue [-] [NS]
DF*2 Foreign Languages [-] [NS]
DF*3 Ancient Languages [-] [NS]
DF*3 Dwarven Tongue [-] [NS]
DF*5 Elven Tongue [-] [NS]
DF*4 Mage Speech [-] [NS]
DF*3 MonsterTongues [-] [NS]
DF*6 BeastTongues: WIS + BV [-] [NS]

LORE HISTORICAL

DF*1 Local Geographical Lore: INT x2
DF*2 Regional[National Geographical Lore: INT x2
DF*4 World Geographical Lore: INT x2 [-]
DF*2 Local Ancient Geographical Lore: INT x2
DF*3 Regl/Natl Anc Geographical Lore :INT x2 [-]
DF*5 World Ancient Geographical Lore: INT x2 [-]
DF*1 Local History & Legend Lore: INT x2
DF*2 Regl/Natl History & Legend Lore: INT x2 [-]
DF*4 World History & Legend Lore: INT x2 [-]

LORE SCIENTIFIC

DF*1 Accurate Counting: basic knowledge only
DF*4 Architecture & Engineering: INT + WIS [-]
DF*4 Arithmetic & Mathematical Lore: INT + WIS [-]
DF*4 Astronomical Lore: INT + WIS [-]
DF*3 Bestiary: INT+WIS
DF*3 Cartography: INT + WIS
DF*3 Geological Lore: INT + WIS [-]

MATERIA MAGICA

DF*6 Artifact Lore: INT x2
DF*5 Demon Lore: INT x2
DF*5 Divining the Omens: WIS + DISC [-]
DF*3 Faerie Lore: INT x2
DF*3 Lore of the Dead: INT x2
DF*4 Magical Beast Lore: INT x2

DF*3 Magical & Enchanted Races Lore: INT x2
Methods of Magic: See Chapter 9 [-] [NS]
Modes of Magic: See Chapter 9 [-] [NS]
DF*4 Spell Enhancement: DISC x2 [-]
DF*4 Spell Research: INT x2 [-]
DF*5 Word of Guard: INT + BV [-]

MATERIA MEDICINA: HEALING LORE

DF*2 First Aid: INT + AGIL
DF*4 Healing Arts I: INT + AGIL [-]
DF*4 Healing Arts II: INT + WIS [-]
DF*4 Making Drugs: INT + WIS [-]
DF*4 Making Poisons: INT + WIS [-]
DF*4 Herbalism: INT + WIS [-]
MATERIA THEOLOGIA
Faith: See Chapter 8 [-][NS]
DF*3 Theology: INT x2

METALWORKING SKILLS

DF*3 Blacksmithing: STR + CON
DF*3 Foundryman: Smelting & Casting: STR + CON [-]
DF*4 Gold & Silversmithing: AGIL + DISC [-]
DF*4 Gem Cutting: AGIL + DISC [-]
DF*4 Seal Making, Engraving, & Coinage: AGIL + DISC[-]
DF*3 Tunneling & Mining: STR + CON
DF*4 Weaponsmith: STR + CON [-]
DF*4 Armorer: STR + CON [-]

RESOLUTION: MENTAL FORTITUDE SKILLS

DF*3 Maintaining One's Concentration: DISC x2
DF*3 Meditation: DISC x2 [-]
DF*3 Riddling: INT + DISC
DF*3 Willpower(Res): DISCx2

NOBLE SKILLS

DF*3 Chess (RES): INT x2
DF*3 Courtly Love: BV + DISC
DF*3 Courtly Manners: BV + DISC
DF*3 Heraldry: INT + WIS [-]

OUTDOOR SKILLS

DF*4 Blending into the Surroundings: WIS + AGIL (RES)
DF*4 Calm & Attract Sm Animals: BV + DISC (RES) [-]
DF*5 Calm Large Animals: BV + DISC (RES) [-]
DF*4 Covering Tracks: INT + AGIL (RES)
DF*4 Detecting Snares: INT + WIS (RES)
DF*2 Finding Direction: INT + WIS
DF*3 Finding One's Location: INT + WIS
DF*3 Finding Water: INT + WIS
DF*3 Fishing: WIS + AGIL
DF*3 Foraging for Wild Foods: INT + WIS
DF*4 Forester's Stealth: WIS + AGIL (RES)
DF*3 Intention of Animals: INT + WIS
DF*4 Setting, & Disarming Snares: INT + AGIL
DF*4 Tracking Prey: INT + WIS (RES)

PERCEPTION SKILLS

DF*7 Alertness-Sight: sight modifier (RES) [NS]
DF*7 Alertness-Sound: hearing modifier (RES) [NS]
DF*5 Detect Lie: INT + WIS
DF*5 Read Character: INT + WIS

SEAMANSHIP SKILLS

DF*3 Fisherman: STR + CON [-]
DF*4 Mariner: STR + CON [-]
DF*4 Piloting & Navigation: INT + WIS [-]
DF*2 Sail & Cordage Making: STR + AGIL [-]
DF*3 Sailing Small Boats: STR + AGIL [-]
DF*4 Ship's Carpenter: STR + AGIL [-]
DF*5 Shipbuilder: Maritime Architecture: INT + WIS [-]

THIEVISH SKILLS

DF*4 Backstabbing: INT + AGIL [-]
DF*4 Concealing & Finding Objects: WIS + AGIL (RES)
DF*5 Detecting Thievery: WIS + AGIL (RES)
DF*4 Detecting Traps: INT + WIS (RES)
DF*3 Disguises: INT+WIS
DF*2 Evaluating Loot: INT + WIS
DF*2 Hearing Rumors: INT x2
DF*4 Garrotting: STR + AGIL [-]
DF*4 Giving Drugs & Poisons: INT + AGIL
DF*4 Mugging: STR x2
DF*3 Picking Locks: INT + AGIL
DF*3 Picking Pockets & Cutting Purses: INT + AGIL RES
DF*4 Setting & Disarming Mantraps: INT + AGIL (RES)
DF*4 Skulking in the Shadows: AGIL + DISC (RES)
DF*4 Stealth of Thieves & Assassins: AGIL + DISC (RES)
DF*4 Streetwise: INT + WIS