

MASTER SKILL LIST

SKILL NAME	D F	SKILL TYPE	Book Page	SKILL NAME	D F	SKILL TYPE	Book Page
Accurate Counting: Basic Knowledge Only	1	Lore Scientific	1-63	Clam & Attract Animals: BV + DISC	4	Outdoor Skills	1-70
Acting: Costuming: INT + DISC	3	Arts & Entertainment	1-44	Climbing: STR + CON	2	Athletic Skills	1-47
Acting: Performance: BV + DISC	4	Arts & Entertainment	1-44	Clothes: Sewing, Knitting: AGILx2	2	Craft & Trade Skills	1-56
Acting: Ventriloquism: BV + AGIL	4	Arts & Entertainment	1-44	Clothes: Tailoring: AGIL x2 [-]	4	Craft & Trade Skills	1-56
Administer Poisons & Drugs Undetected: INT+AGIL	4	Thievish Skills	1-75	Cloth Making: Dying: AGIL x2	2	Craft & Trade Skills	1-56
Advanced Fortification: INT + WIS	4	Lore Scientific	KTC	Cloth Making: Spinning & Weaving: AGIL x2	3	Craft & Trade Skills	1-56
Alertness-Sight: Sight Modifier (RES) [NS]	7	Perception Skills	1-73	Command Magick: INT + BV	5	Methods of Magick	2-14
Alertness-Smell: Smell Modifier (RES) [NS]	7	Perception Skills	VS2	Common Tongue [-] [NS]	2	Language Lore	1-61
Alertness-Sound: Hearing Modifiers (RES) {NS}	7	Perception Skills	1-73	Con: BV + WIS (RES)	4	Charismatic Skills	1-49
Ancient Languages spoken [-] [NS] INT + BV	3	Language Lore	1-61	Concentration: DISC x 2	3	Resolution	1-66
Ancient Languages written [-] [NS] INT + AGIL	3	Language Lore	1-61	Concealing & Finding Objects: WIS + AGIL	4	Thievish Skills	1-76
Ancient Local Geography: INT x2	2	Lore Historical	1-62	Conditioning [-] [NS]	5	Athletic Skills	1-47
Ancient Regional & National Geography: INT x2	3	Lore Historical	1-63	Conjuration: INT + CON	6	Modes of Magick	2-14
Ancient World Geography: INT x2	5	Lore Historical	1-63	Cooking: INT + WIS	3	Cooking & Brewing	1-53
Animal Handling & Drover: INT + WIS	3	Animal Skills	1-43	Cooper: STR + AGIL [-]	3	Craft & Trade Skills	1-56
Animal Husbandry Animal Handling: INT + WIS	3	Animal Skills	1-43	Courtly Love: BV + DISC	3	Noble Skills	1-68
Animal Husbandry Beekeeping: INT + WIS	4	Animal Skills	1-42	Courtly Manners: BV + DISC	3	Noble Skills	1-68
Animal Husbandry Cattle Breeding: INT + WIS	3	Animal Skills	1-42	Covering Tracks: INT + AGIL (RES)	4	Outdoor Skills	1-70
Animal Husbandry Horse Breeding: INT + WIS	4	Animal Skills	1-42	Dancing: (Blade Dancing): AGIL + DISC	3	Arts & Ent Skill	VSS
Animal Husbandry Running a Dairy: INT +WIS	3	Animal Skills	1-42	Dancing (Court): AGIL + DISC	2	Arts & Ent Skill	1-45
Animal Husbandry Raising Pigs: INT + WIS	2	Animal Skills	1-43	Dancing (Folk): AGIL + DISC	2	Arts & Ent Skill	1-45
Animal Husbandry Poultry Raising: INT +WIS	2	Animal Skills	1-43	Debate: INT +WIS	4	Materia Theological	2-20
Animal Husbandry Sheep Herding: INT+WIS	2	Animal Skills	1-43	Demon Lore: INT x2	5	Materia Magica	2-10
Animal Riding Camel: AGIL + DISC	4	Animal Skills	1-43	Detect Lie: INT +WIS	5	Perception Skills	1-73
Animal Riding Donkey: AGIL + DISC	2	Animal Skills	1-43	Detecting Mantraps: INT + WIS (RES)	4	Thievish Skills	1-76
Animal Riding Exotic Animal: AGIL + DISC	4	Animal Skills	1-43	Detecting Snares: INT +WIS	4	Outdoor Skills	1-70
Animal Riding Horse, pony, mule AGIL + DISC	3	Animal Skills	1-43	Detecting Thievery: WIS + AGIL (RES)	5	Thievish Skills	1-76
Animal Riding Mythic/Legendary Beasts	4	Animal Skills	1-43	Diplomacy & Politics: BV + WIS (RES)	4	Charismatic Skills	1-49
Animal Training (RES): BV + DISC [-]	3	Animal Skills	1-43	Disguises: INT + WIS	3	Thievish Skills	1-76
Animal Veterinary Surgery: INT +AGIL [-]	3	Animal Skills	1-44	Divination: INT + WIS	5	Modes of Magick	2-15
Animal Veterinary Medicine: INT + AGIL [-]	4	Animal Skills	1-44	Divination Magick: INT + WIS	5	Methods of Magick	2-14
Archery: AGIL x 2	5	Combat Skills	1-50	Dodge (K,F): AGIL + WIS	3	Combat Skills	1-51
Architecture & Engineering: INT + WIS [-]	4	Lore Scientific	1-63	Druidic: Various	7	Modes of Magick	2-18
Arcane Magick: INT + CON	6	Methods of Magick	2-14	Drums: AGIL x2	2	Musical Instruments	1-45
Arithmetic & Mathematical Lore: INT + WIS [-]	4	Lore Scientific	1-63	Dwarven Tongue [-] [NS]	3	Language Lore	1-61
Artifact Lore: INT x2	6	Materia Magica	2-10	Elementalist: INT + CON	7	Modes of Magick	2-17
Astronomical Lore: INT + WIS [-]	4	Lore Scientific	1-63	Elven Tongue [-] [NS]	5	Language Lore	1-61
Axes: STR x2	4	Combat Skills	1-50	Enchantment: INT + BV	6	Modes of Magick	2-16
Backstabbing: INT + AGIL [-]	4	Thievish Skills	1-75	Endurance [-] [NS]	4	Athletic Skills	1-47
Bagpipes: CON + BV	4	Arts & Entertainment	1-45	Evaluating Loot: INT + WIS	2	Thievish Skills	1-76
Bargaining: BV + WIS (RES)	3	Charismatic Skills	1-49	Faerie Lore: INT x2	3	Materia Magica	2-11
Basic Fortification: INT + WIS	2	Lore Scientific	KTC	Fashioning Arrowheads: INT + AGIL	4	Craft & Trade Skills	1-56
Basic Magick – Air: INT + AGIL	5	Methods of Magick	2-14	Faith: PTY x 2	5	Materia Theological	2-20
Basic Magick – Earth: INT + CON	5	Methods of Magick	2-14	Field Crops: STR + WIS	3	Agricultural Skills	1-42
Basic Magick – Fire: INT + CON	5	Methods of Magick	2-14	Fighting Staves: (K,F): STR + AGIL (RES)	4	Combat Skills	1-51
Basic Magick – Water: INT + AGIL	5	Methods of Magick	2-14	Finding Direction: WIS + AGIL	2	Outdoor Skills	1-70
Battlefield Meditation: DISC x 2	4	Combat Skills	VSS	Finding One's Location: INT + WIS	3	Outdoor Skills	1-70
Battlefield Tactics: (K only): STR + WIS (RES)	5	Combat Skills	1-50	Finding Water: INT + WIS	3	Outdoor Skills	1-71
Begging: BV + WIS (RES)	3	Charismatic Skills	1-49	First Aid: INT + AGIL	2	Materia Medicina	1-64
Bestiary Lore: INT + WIS [-]	3	Lore Scientific	1-63	Fisherman: STR + CON [-]	3	Seamanship Skills	1-74
Beast Tongues: WIS + BV [-] [NS]	6	Language Lore	1-62	Fishing: WIS + AGIL	3	Outdoor Skills	1-71
Blacksmithing: STR + CON	3	Craft & Trade Skills	1-56	Flails (K only): STR+DISC (RES)	5	Combat Skills	1-51
Blade Dancer: INT + AGIL	6	Modes of Magick	VSS	Flirting: BV + DISC (RES)	3	Charismatic Skills	VSS
Blending Into Surroundings: WIS + AGIL (RES)	4	Outdoor Skills	1-69	Flutes: AGIL + BV	3	Musical Instruments	1-45
Blind Fighting: DISC + WIS	7	Combat Skills	VSS	Fruit Crops: INT + WIS	3	Agricultural Skills	1-42
Bolo: AGIL x2 (RES)	5	Combat Skills	VSS	Foraging for Wild Foods: INT + WIS	3	Combat Skills	1-72
Bowery & Fletching: INT + AGIL [-]	4	Craft & Trade Skills	1-56	Forester's Stealth: WIS + AGIL (RES)	4	Outdoor Skills	1-72
Bow Magick: AGIL + INT	7	Methods of Magick	AMC	Foreign Languages [-] [NS]	2	Language Lore	1-61
Botany Lore: INT + WIS [-]	3	Lore Scientific	VSS	Forge Magick: STR + INT	7	Methods of Magick	AMC
Boxing (RES): STR + AGIL	4	Athletic Skills	1-46	Foundryman: Smelting & Casting: STR + CON	3	Craft & Trade Skills	1-56
Brawling (K,F): STR + AGIL (RES)	3	Combat Skills	1-50	Garroting: STR + AGIL [-]	4	Thievish Skills	1-76
Brewing: INT + WIS [-]	3	Cooking & Brewing	1-53	Geological Lore: INT + WIS [-]	3	Lore Scientific	1-64
Calligraphy & Illumination : AGIL + DISC [-]	4	Arts & Entertainment	1-45	Gem cutting: AGIL + DISC [-]	4	Craft & Trade Skills	1-57
Carpentry: STR + AGIL	4	Craft & Trade Skills	1-56	Glass-blowing & Glazing: CON + AGIL	4	Craft & Trade Skills	1-57
Cartography: INT +WIS	3	Lore Scientific	1-64	Gold & Silversmithing: AGIL + DISC [-]	4	Craft & Trade Skills	1-57
Cartwright & Wheelwright: STR + AGIL [-]	3	Craft & Trade Skills	1-56	Great Swords (K): STR x2 (RES)	5	Combat Skills	1-51
Cavalry Lances (K only): AGIL + DISC (RES)	5	Combat Skills	1-50	Hearing Rumors: INT x 2	2	Thievish Skills	1-76
Chandler: WIS + AGIL	3	Craft & Trade Skills	VSS	Heraldry: INT + WIS [-]	3	Noble Skills	1-69
Charm: BV + APP (RES)	4	Charismatic Skills	1-49	Herbalism: INT +WIS [-]	4	Materia Medicina	1-66
Chess (RES): INT x2	3	Noble Skills	1-68	Hexmaster: INT + DISC	6	Modes of Magick	2-16
Chirurgery: INT + AGIL [-]	4	Materia Medicina	1-64	Horns: CON + BV	3	Musical Instruments	1-45
Chivalric Great Blow (K only): [-] [NS]	4	Combat Skills	1-50	Horse Archery: AGIL x2 (RES)	5	Combat Skills	1-51

MASTER SKILL LIST CONTINUED

SKILL NAME	D	SKILL TYPE	Book Page	SKILL NAME	D	SKILL TYPE	Book Page
Hurling Axes (K,F): STR + AGIL (RES)	3	Combat Skills	1-51	Sailing Small Boats: STR + AGIL	3	Seamanship Skills	1-74
Hurling Javelins (F): STR + AGIL (RES)	3	Combat Skills	1-51	Sculpting: AGIL + DISC	4	Arts & Ent Skill	1-46
Innkeeping: BV + STR	3	Craft & Trade Skills	VSS	Seal Making, Engraving & Coinage: AGIL + DISC	4	Craft & Trade Skills	1-58
Intentions of Animals: INT + WIS	3	Outdoor Skills	1-72	Setting & Disarming Snares: INT + AGIL	3	Outdoor Skills	1-72
Interpret the Omens: WIS + DISC	5	Materia Magica	2-10	Setting & Disarming Mantraps: INT + AGIL	4	Thievish Skills	1-77
Intimidation: STR + DISC (RES)	4	Charismatic Skills	1-49	Shamanic: CON + PTY	6	Modes of Magick	2-19
Juggling: AGIL x2	2	Arts & Ent Skill	1-45	Shield Play: Light Shields (K): STR + AGIL	4	Combat Skills	1-52
Jumping [-] [NS]	3	Athletic Skills	1-47	Shield Play: Heavy Shields (K): STR + AGIL	4	Combat Skills	1-52
Knife & Dagger Fighting: (K,F) AGIL x2 (RES)	3	Combat Skills	1-51	Sign Communications WIS + AGIL [-]	2	Language Lore	VSS
Law: INT + DISC	3	Materia Theological	2-20	Short Swords (K,F): STR + AGIL (RES)	4	Combat Skills	1-52
Laws of Magick: INT x 2	3	Materia Magica	2-11	Ship's Carpenter: STR + AGIL [-]	4	Seamanship Skills	1-74
Leadership: BV + DISC (RES)	5	Charismatic Skills	1-50	Shipbuilder: Maritime Architecture: INT + WIS	5	Seamanship Skills	1-75
Leatherworking & Tanning: CON + AGIL	3	Craft & Trade Skills	1-57	Siegecraft: INT + WIS	4	Combat Skills	KNT
Local Geography: INT x2	1	Lore Historical	1-62	Siege Engine Construction: INT + WIS	4	Lore Scientific	KNT
Local History & Legend: INT x2	1	Lore Historical	1-63	Singing: BV + INT	4	Arts & Ent Skill	1-46
Lore of Correspondences: INT x 2	5	Materia Magica	2-11	Skulking in the Shadows: AGIL + DISC	4	Thievish Skills	1-76
Lore of the Dead: INT x 2	3	Materia Magica	2-12	Slashing Swords (K,F): STR + AGIL	4	Combat Skills	1-52
Lumbering: STR+WIS	3	Craft & Trade Skills	VSS	Sleight of Hand: AGIL x2	4	Arts & Ent Skill	1-46
Maces, Hammers & Clubs (K,F): STR x2 (RES)	4	Combat Skills	1-51	Slings (F): AGIL x2 (RES)	4	Combat Skills	1-52
Mage Speech [-] [NS]	4	Language Lore	1-61	Spears (K,F): STR + DISC (RES)	4	Combat Skills	1-52
Magical & Enchanted Races Lore: INT x 2	3	Materia Magica	2-12	Spell Enhancement: DISC x 2	4	Materia Magica	2-14
Magical Beast Lore: INT x 2	4	Materia Magica	2-12	Spell Research: INT x 2	4	Materia Magica	2-14
Mariner: STR + CON [-]	4	Seamanship Skills	1-74	Stamina: STR + CON	3	Athletic Skills	1-47
Masonry & Stonecutting: STR + CON	3	Craft & Trade Skills	1-57	Stealth of Thieves & Assassins: AGIL + DISC	4	Thievish Skills	1-78
Miller STR + AGIL [-]	3	Craft & Trade Skills	VSS	Streetwise: INT + WIS	4	Thievish Skills	1-78
Mining & Tunneling: STR + CON	3	Craft & Trade Skills	1-58	Storytelling: BV + WIS	4	Arts & Ent Skill	1-46
Monster Tongues [-] [NS]	3	Language Lore	1-62	Strings: AGIL x2	3	Musical Instruments	1-45
Mounted Combat (K only): AGIL x2	5	Combat Skills	1-51	Summoning Magick: INT + CON	5	Methods of Magick	2-14
Mugging: STR x 2	4	Thievish Skills	1-77	Swimming: STR + CON	3	Athletic Skills	1-47
Necromantic: INT + DISC	6	Modes of Magick	2-16	Thaumaturgy: INT + WIS	6	Modes of Magick	2-17
Net: WIS + AGIL (RES)	3	Combat Skills	VSS	Theology: INT + DISC	4	Materia Theological	2-20
Oratory: BV + DISC (RES)	4	Charismatic Skills	1-50	Throwing Knives (F): AGIL x2	4	Combat Skills	1-52
Own Language [-] [NS]	1	Language Lore	1-60	Throwing Objects (F): AGIL x2 (RES)	3	Combat Skills	1-52
Painting & Sketching: AGILx2	4	Arts & Ent Skill	1-45	Tinker: STR + AGIL	2	Craft & Trade Skills	VSS
Paper & Ink Making: INT + AGIL [-]	3	Craft & Trade Skills	1-58	Tracking: INT + WIS (RES)	4	Outdoor Skills	1-72
Perfumery: INT + AGIL [-]	4	Craft & Trade Skills	1-58	Transcendental Magick: INT + DISC	5	Methods of Magick	2-14
Pharmacology & Medicine: INT + WIS [-]	4	Materia Medicina	1-65	Transmutation Magick: INT + CON	5	Methods of Magick	2-14
Picking Locks: INT + AGIL	3	Thievish Skills	1-77	Two-Weapon Fighting: AGIL x2	7	Combat Skills	1-53
Picking Pockets & Cutting Purses: INT + AGIL	3	Thievish Skills	1-77	Wards Magick: INT + CON	5	Methods of Magick	2-14
Piloting & Navigation: INT + WIS	4	Seamanship Skills	1-74	Weaponsmithing & Armoury: STR + CON [-]	5	Craft & Trade Skills	1-59
Plant Magick: INT + DISC	5	Methods of Magick	2-14	Weather Lore: INT + WIS [-]	3	Lore Scientific	VSS
Poetic Composition: BV + WIS	4	Arts & Ent Skill	1-45	Wearing Light Armor (K,F)	3	Combat Skills	1-52
Poetic Recitation: BV + INT	3	Arts & Ent Skill	1-46	Wearing Heavy Armor (K)	4	Combat Skills	1-52
Pole Arms: STR + DISC (RES)	6	Combat Skills	1-51	Wearing Battle Armor (K only)	5	Combat Skills	1-52
Pottery Making: INT + AGIL	3	Craft & Trade Skills	1-58	Whips: AGIL + DISC (RES)	3	Combat Skills	VSS
Power Word: INT + BV	6	Modes of Magick	2-16	Willpower (RES): DISC x 2	3	Resolution	1-67
Read Character: INT + WIS	5	Perception Skills	1-73	Wine making: INT + WIS [-]	4	Cooking & Brewing	1-54
Regional & National Geography: INT x2	2	Lore Historical	1-62	World History & Legend: INT x2	4	Lore Historical	1-63
Regional & National History & Legend: INT x2	2	Lore Historical	1-63	World Geography: INT x2 [-]	4	Lore Historical	1-62
Riding a War horse: (K only): AGIL + DISC	5	Combat Skills	1-51	Word of Guard: INT + BV	4	Materia Magica	2-13
Riddling: INT + DISC	3	Resolution:	1-67	Wrestling: (RES): STR + AGIL	4	Athletic Skills	1-48
Rope & Cordage Making: STR + AGIL [-]	2	Craft & Trade Skills	VSS	Vegetable Crops: WIS x2	2	Agricultural Skills	1-42
Sail & Cordage Making: STR + AGIL [-]	2	Seamanship Skills	1-74	Viniculture: INT + WIS	3	Agricultural Skills	1-42

Attribute Total	Dice modifier	Attribute Total	Dice Modifier
4 or Less	-20%	25-26	+2%
5	-18%	27-28	+4%
6	-16%	29-30	+6%
7	-14%	31-32	+8%
8-9	-12%	33-34	+10%
10-11	-10%	35-36	+12%
12-13	-8%	37	+14%
14-15	-6%	38	+16%
16-17	-4%	39	+18%
18-19	-2%	40	+20%
20-24	+0%	41+	+2-% +1% x pts over 40

DF	Description	Unskilled BSC%	Skilled BSC%	Min%	Max%	Exp Cost	SKP Cost
1	Very Simple	50%	60%	08%	99%	300 Exp	3
2	Simple	40%	50%	06%	98%	400 Exp	4
3	Average	30%	40%	05%	97%	500 Exp	5
4	Challenging	20%	30%	04%	95%	600 Exp	6
5	Demanding	10%	20%	03%	92%	700 Exp	7
6	Difficult	05%	10%	02%	90%	800 Exp	8
7	Very Difficult	03%	07%	01%	85%	1,000 Exp	10
8	Extremely Difficult	02%	03%	01%	75%	1,200 Exp	12
9	Nearly Impossible	01%	02%	01%	65%	1,500 Exp	15
10	Impossible	00%	01%	01%	50%	2,000 Exp	20