

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

Animal Skills

Animal Husbandry: INT + WIS

- DF*4 Beekeeping
- DF*3 Cattle Herding
- DF*4 Dog Breeding
- DF*4 Horse Breeding
- DF*3 Running a Dairy
- DF*2 Pig Raising
- DF*2 Poultry Raising
- DF*2 Sheep Herding

DF*3 Animal Handling & Drover: INT + WIS

Animal Riding: AGIL + DISC

- DF*3 Horse, Pony, Mule
- DF*2 Donkey
- DF*4 Camel
- DF*4 Exotic Animal
- DF*4 Mythic/Legendary Beast

DF*3 Animal Training (RES): BV + DISC [-]

Animal: Veterinary [-]

- DF*3 Veterinary Surgery: INT + AGIL [-]
- DF*4 Veterinary Medicine: INT + AGIL [-]

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*3 Dancing: (Blade Dancing): AGIL + DISC
- DF*2 Dancing (Court): AGIL + DISC
- DF*2 Dancing (Folk): AGIL + DISC
- DF*2 Juggling: AGIL x2

Musical Instruments:

- DF*4 Bagpipes: CON + BV
- DF*2 Drums: AGIL x2
- DF*3 Flutes: AGIL + BV
- DF*3 Horns: CON + BV
- DF*3 Strings: AGIL x2
- DF*4 Painting & Sketching: AGILx2
- DF*4 Poetic Composition: 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
- DF*4 Storytelling: BV + WIS
- DF*2 Games: INT & DISC
- DF*3 Skilled Games: INT & DISC

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 Stamina: STR + CON
- DF*3 Swimming: STR + CON
- DF*4 Wrestling (RES): STR + AGIL

Charismatic Skills

- DF*3 Bargaining: BV + WIS (RES)
- DF*3 Begging: BV + WIS (RES)
- DF*4 Charm: BV + APP (RES)
- DF*4 Con: BV + WIS (RES)
- DF*4 Diplomacy & Politics: BV + WIS (RES)
- DF*3 Flirting: BV + DISC (RES)
- DF*4 Intimidation: STR + DISC (RES)
- DF*4 Leadership: BV + DISC (RES)
- DF*4 Oratory: BV + DISC (RES)

Combat Skills

- DF*5 Archery: AGIL x2 (RES)
- DF*4 Axes: STR x2 (RES)

- DF*5 Battlefield Tactics: (K only): STR + WIS (RES) 1-50
- DF*4 Battlefield Meditation: DISC x2 VSS
- DF*7 Blind Fighting: DISC + WIS VSS
- DF*5 Bolo: AGIL x2 (RES) VSS
- DF*3 Brawling (K, F): STR + AGIL (RES) 1-50
- DF*5 Cavalry Lances (K only): AGIL + DISC (RES) 1-50
- DF*4 Chivalric Great Blow (K only): [-] [NS] 1-50
- DF*3 Dodge (K, F): AGIL + WIS 1-51
- DF*4 Fighting Staves: (K,F): STR + AGIL (RES) 1-51
- DF*5 Flails (K only): STR + DISC (RES) 1-51
- DF*5 Great Swords (K): STR x2 (RES) 1-51
- DF*3 Hurling Axes (K, F): STR + AGIL (RES) 1-51
- DF*3 Hurling Javelins (F): STR + AGIL (RES) 1-51
- DF*5 Horse Archery: AGIL x2 (RES) 1-51
- DF*3 Knife & Dagger Fighting: (K, F) AGIL x2 (RES) 1-51
- DF*4 Maces, Hammers & Clubs (K, F): STR x2 (RES) 1-51
- DF*5 Mounted Combat (K only): AGIL x2 1-51
- DF*3 Net: WIS + AGIL (RES) VSS
- DF*6 Pole Arms: STR + DISC (RES) 1-51
- DF*5 Riding a War horse (K only): AGIL + DISC (RES) 1-51
- DF*4 Shield Play: Light Shields (K): STR + AGIL (RES) 1-52
- DF*4 Shield Play: Heavy Shields (K): STR + AGIL (RES) 1-52
- DF*4 Short Swords (K, F): STR + AGIL (RES) 1-52
- DF*4 Slashing Swords (K,F): STR + AGIL (RES) 1-52
- DF*4 Slings (F): AGIL x2 (RES) 1-52
- DF*4 Spears (K, F): STR + DISC (RES) 1-52
- DF*4 Throwing Knives (F): AGIL x2 (Knife Fighting) (RES) 1-52
- DF*3 Throwing Objects (F): AGIL x2 (RES) 1-52
- DF*3 Wearing Light Armor (K, F): basic Knowledge [-] [NS] 1-52
- DF*4 Wearing Heavy Armor (K): basic Knowledge [-] [NS] 1-52
- DF*5 Wearing Battle Armor (K only): Basic Knowledge [-] [NS] 1-52
- DF*3 Whips: AGIL + DISC (RES) VSS
- DF*7 Two-Weapon Fighting: AGIL x2 1-53
- Craft & Trade Skills**
- DF*3 Blacksmithing: STR + CON 1-56
- DF*4 Bowery & Fletching: INT + AGIL [-] 1-56
- DF*3 Bick Making: STR + CON [-] VS2
- DF*4 Carpentry: STR + AGIL 1-56
- DF*3 Cartwright & Wheelwright: STR + AGIL [-] 1-56
- DF*4 Carving: AGIL + Discipline [-] VS2
- DF*3 Chandler: WIS + AGIL VSS
- DF*4 Charcoaling: STR + WIS 1-56
- DF*2 Clothes: Sewing, Embroidering, Knitting: AGIL x2 1-56
- DF*4 Clothes: Tailoring: AGIL x2 [-] 1-56
- DF*2 Cloth Making: Dying: AGIL x2 1-56
- DF*3 Cloth Making: Spinning & Weaving: AGIL x2 1-56
- DF*3 Cooper: STR + AGIL [-] 1-56
- DF*4: Fashioning Arrowheads: INT + AGIL 1-56
- DF*3 Foundryman: Smelting & Casting: STR + CON [-] 1-56
- DF*4 Gem cutting: AGIL + DISC [-] 1-57
- DF*4 Glass-blowing & Glazing: CON + AGIL [-] 1-57
- DF*4 Gold & Silversmithing: AGIL + DISC [-] 1-57
- DF*3 Innkeeping: BV + STR VSS
- DF*3 Leatherworking & Tanning: CON + AGIL 1-57
- DF*3 Lumbering: STR + WIS VSS
- DF*3 Masonry & Stonecutting: STR + CON 1-57
- DF*3 Miller STR + AGIL [-] VSS
- DF*3 Mining & Tunneling: STR + CON 1-58
- DF*3 Paper & Ink Making: INT + AGIL [-] 1-58
- DF*3 Paint Making: INT + WIS VS2
- DF*3 Pottery Making: INT + AGIL 1-58
- DF*2 Rope & Cordage Making: STR + AGIL [-] VSS
- DF*4 Seal Making, Engraving & Coinage: AGIL + DISC [-] 1-58
- DF*2 Tinker: STR + AGIL VSS
- DF*5 Weaponsmithing & Armoury: STR + CON [-] 1-59

Language Lore [-] [NS]

Spoken: INT + BV	Written: INT + AGIL
DF*1 Own Language [-] [NS]	1-60
DF*2 Common Tongue [-] [NS]	1-61
DF*2 Foreign Languages [-] [NS]	1-61
DF*3 Ancient Languages [-] [NS]	1-61
DF*3 Dwarven Tongue [-] [NS]	1-61
DF*5 Elven Tongue [-] [NS]	1-61
DF*4 Mage Speech [-] [NS]	1-61
DF*3 Monster Tongues [-] [NS]	1-62
DF*6 Beast Tongues: WIS + BV [-] [NS]	1-62
DF*2 Sign Communications WIS + AGIL [-] [NS]	

Lore Historical

DF*1 Local Geography: INT x2	1-62
DF*1 Own Cultural Lore: INT x 2	VS2
DF*2 Regional & National Geography: INT x2	1-62
DF*4 World Geography: INT x2 [-]	1-62
DF*4 Ancient Cultural Lore: INT + WIS [-]	VS2
DF*2 Ancient Local Geography: INT x2	1-62
DF*3 Ancient Regional & National Geography: INT x2	1-63
DF*5 Ancient World Geography: INTx2	1-63
DF*3 Cultural Lore: INT + WIS [-]	VS2
DF*7 Forgotten Cultural Lore: INT + WIS [-]	VS2
DF*1 Local History & Legend: INT x2	1-63
DF*2 Regional & National History & Legend: INT x2	1-63
DF*4 World History & Legend: INT x2	1-63

Lore Scientific

DF*1 Accurate Counting: Basic Knowledge only	1-63
DF*4 Architecture & Engineering: INT + WIS [-]	1-63
DF*4 Arithmetic & Mathematical Lore: INT + WIS [-]	1-63
DF*4 Astronomical Lore: INT + WIS [-]	1-63
DF*3 Bestiary Lore: INT + WIS [-]	1-63
DF*3 Cartography: INT + WIS	1-64
DF*3 Geological Lore: INT + WIS [-]	1-64
DF*3 Botany Lore:	VSS
DF*4 Land Lore: INT + WIS [-]	VS2
DF*2 Languages of Flowers: INT + WIS	VS2
DF*3 Weather Lore: INT + WIS [-]	VSS

Materia Magica

DF*6 Artifact Lore: INT x2	2-10
DF*2 Aura Lore: : WIS + INT	VS2
DF*5 Demon Lore: INT x2	2-10
DF*5 Interpret the Omens: WIS + DISC	2-10
DF*3 Faerie Lore: INT x2	2-11
DF*3 Laws of Magick: INT x 2	2-11
DF*5 Lore of Correspondences: INT x 2	2-11
DF*3 Lore of the Dead: INT x 2	2-12
DF*4 Magical Beast Lore: INT x 2	2-12
DF*3 Magical & Enchanted Races Lore: INT x 2	2-12
DF*4 Spell Enhancement: DISC x 2	2-12
DF*4 Spell Research: INT x 2	2-12
DF*4 Word of Guard: INT + BV	2-13

Methods of Magick

DF*5 Basic Magick – Air: INT + AGIL	2-14
DF*5 Basic Magick – Earth: INT + CON	2-14
DF*5 Basic Magick – Fire: INT + CON	2-14
DF*5 Basic Magick – Water: INT + AGIL	2-14
DF*6 Arcane Magick: INT + CON	2-14
DF*5 Command Magick: INT + BV	2-14
DF*5 Divination Magick: INT + WIS	2-14
DF*4 Illusion Magick: INT + WIS	2-14
DF*5 Plant Magick: INT + DISC	2-14
DF*5 Summoning Magick: INT + CON	2-14
DF*5 Transcendental Magick: INT + DISC	2-14
DF*5 Transmutation Magick: INT + CON	2-14
DF*5 Wards Magick: INT + CON	2-14

Modes of Magick

DF*6 Conjuration: INT + CON	2-14
DF*5 Divination: INT + WIS	2-15
DF*6 Enchantment: INT + BV	2-16
DF*6 Hexmaster: INT + DISC	2-16
DF*6 Necromantic: INT + DISC	2-16
DF*6 Power Word: INT + BV	2-16
DF*6 Thaumaturgy: INT + WIS	2-17
DF*7 Elementalist: INT + CON	2-17
DF*7 Druidic: Various	2-18
DF*6 Shamanic: CON + PTY	2-19
DF*6 Witchcraft: INT + PTY	2-20
DF*6 Blade Dancer: INT + AGIL	VSS

Agricultural Skills

DF*3 Field Crops: STR + WIS	1-42
DF*3 Fruit Crops: INT + WIS	1-42
DF*2 Vegetable Crops: WIS x2	1-42
DF*3 Viniculture: INT + WIS	1-42

Cooking & Brewing Skills

DF*3 Brewing: INT + WIS [-]	1-53
DF*3 Cooking: INT + WIS	1-53
DF*4 Wine making: INT + WIS [-]	1-54

Materia Medica: Healing Lore

DF*2 First Aid: INT + AGIL	1-64
DF*4 Chirurgery: INT + AGIL [-]	1-64
DF*4 Pharmacology & Medicine: INT + WIS [-]	1-65
DF*4 Herbalism: INT + WIS [-]	1-66
DF*4 Massage: WIS + AGIL	VS2

Materia Theological

DF*4 Theology: INT + DISC	2-20
DF*5 Faith: PTY x 2	2-20
DF*3 Law: INT + DISC	2-20
DF*4 Debate: INT + WIS	2-20

Resolution: Mental Fortitude Skills

DF*3 Concentration: DISC x 2	1-66
DF*3 Meditation: DISC x 2	1-67
DF*3 Riddling: INT + DISC	1-67
DF*3 Willpower (RES): DISC x 2	1-67

Noble Skills

DF*3 Chess (RES): INT x2	1-68
DF*3 Courty Love: BV + DISC	1-68
DF*3 Courty Manners: BV + DISC	1-68
DF*3 Heraldry: INT + WIS [-]	1-69

Outdoor Skills

DF*4 Blending Into Surroundings: WIS + AGIL (RES)	1-69
DF*4 Clam & Attract Animals: BV + DISC (RES)	1-70
DF*4 Covering Tracks: INT + AGIL (RES)	1-70
DF*4 Detecting Snares: INT + WIS	1-70
DF*2 Finding Direction: WIS + AGIL	1-70
DF*3 Finding One's Location: INT + WIS	1-70
DF*3 Finding Water: INT + WIS	1-71
DF*3 Fishing: WIS + AGIL	1-71
DF*3 Foraging for Wild Foods: INT + WIS	1-72
DF*4 Forester's Stealth: WIS + AGIL (RES)	1-72
DF*3 Intentions of Animals: INT + WIS	1-72
DF*3 Setting & Disarming Snares: INT + AGIL	1-72
DF*4 Tracking: INT + WIS (RES)	1-72

Perception Skills

DF*7 Alertness-Sight: Sight modifier (RES) [NS]	1-73
DF*7 Alertness-Smell: Smell modifier (RES) [NS]	VS2
DF*7 Alertness-Sound: Hearing modifier (RES) [NS]	1-73
DF*8 Alertness-Taste: Taste modifier (RES) [NS]	VS2
DF*9 Alertness-Touch: Touch modifier (RES) [NS]	VS2
DF*5 Detect Lie: INT + WIS	1-73
DF*5 Read Character: INT + WIS	1-73

Seamanship Skills

DF*3 Fisherman: STR + CON [-]	1-74
DF*4 Mariner: STR + CON [-]	1-74
DF*4 Piloting & Navigation: INT + WIS	1-74
DF*2 Sail & Cordage Making: STR + AGIL [-]	1-74
DF*3 Sailing Small Boats: STR + AGIL	1-74
DF*4 Ship's Carpenter: STR + AGIL [-]	1-74
DF*5 Shipbuilder: Maritime Architecture: INT + WIS [-]	1-75

Thievish Skills

DF*4 Administer Poisons & Drugs Undetected: INT + AGIL	1-75
DF*4 Backstabbing: INT + AGIL [-]	1-75
DF*4 Concealing & Finding Objects: WIS + AGIL (RES)	1-76
DF*5 Detecting Thievery: WIS + AGIL (RES)	1-76
DF*4 Detecting Mantraps: INT + WIS (RES)	1-76
DF*3 Disguises: INT + WIS	1-76
DF*2 Evaluating Loot: INT + WIS	1-76
DF*2 Hearing Rumors: INT x 2	1-76
DF*4 Garroting: STR + AGIL [-]	1-76
DF*4 Mugging: STR x 2	1-77
DF*3 Picking Locks: INT + AGIL	1-77
DF*3 Picking Pockets & Cutting Purses: INT + AGIL (RES)	1-77
DF*4 Setting & Disarming Mantraps: INT + AGIL (RES)	1-77
DF*4 Skulking in the Shadows: AGIL + DISC (RES)	1-76
DF*4 Stealth of Thieves & Assassins: AGIL + DISC (RES)	1-78
DF*4 Streetwise: INT + WIS	1-78