Skills	Base Cost	Stat	Extra Dice
Auger Skills			
Accounting	130	INT	4
Ambush	150	INT	2
Analyze Trap	150	INT	N/A
Animal Calling	80	HEA	2
Animal Husbandry	120	CSE	3
Archeology	100	INT	N/A
Architecture	65	INT	3
Armor Smithing	65	INT	2
Arson	50	INT	2
Artistry	80	CSE	4
Astronomy	115	INT	N/A
Barber	15	AGI	2
Barristry	115	INT	RESERVED
Bartending	30	CSE	2
Binding	50	CSE	3
Blacksmithing	65	STR	3
Bludgeon	165	AGI	N/A
Botany	30	INT	N/A
Brewing	80	INT	RESERVED
Bricklaying	50	INT	2
Build Trap	250	INT	N/A
Butchering	30	CSE	2
Camouflage	50	CSE	2
Candlemaking	15	INT	2
Carpentry	50	INT	2
Cartwrighting	50	INT	3
Cobbling	50	INT	2
Cooking	15	INT	2
Coopering	65 115	INT	2 2
Courtesan Cyphering	115	COM INT	Z N/A
Detect Traps	150	PER	4
Diagnosis	80	INT	RESERVED
Disarm Trap	250	INT	N/A
Disguise	50	INT	3
Dwarvish	100	INT	RESERVED
Dyeing	50	INT	2
Empathize	20	CSE	1
Entish	100	INT	RESERVED
Escape	400	INT	4
Farming	30	CSE	2
Fencing/Merchant	80	CSE	4
Ferric	100	INT	RESERVED
Fishing	50	CSE	2
Fletching	50	INT	2
Forestry	30	INT	2
Forgery	250	INT	4
Gambling	50	CSE	2
Gardening	15	INT	2
Geleik	100	INT	RESERVED
Glassblowing	50	INT	N/A
Haoogh	100	INT	RESERVED
Heraldry	50	INT	N/A
Herding	30	CSE	1
Hiding	50	AGI	3
Horse Training	150	WIL	N/A
Horsemanship	100	CSE	2
Hunting	70	PER	2

Skills	Base Cost	Stat	Extra Dice
Identify Minerals	15	INT	2
Identify Plant	20	INT	2
, ,	50	CSE	2
	50	INT	N/A
3	30	AGI	N/A
, ,	30	INT	2
3	15	CSE	1
9	80	INT	2
1 3	50	PER	RESERVED
	50	PER	2
J	80 65	INT	N/A
3	50	HEA STR	2
,	75	AGI	2
•	150	INT	3
_	80	CSE	N/A
,	30	STR	2
9	65	INT	3
	80	AGI	3
	100	AGI	4
	65	INT	N/A
Orcish	100	INT	RESERVED
Orienteering	30	CSE	2
Paroli	100	INT	RESERVED
	80	AGI	4
1 3	80	CSE	3
,	65	CSE	3
,	15	CSE	2
•	30	INT	2
1 3	65	CSE	3
	100	COM	3
	100 250	INT INT	RESERVED 3
• •	50	AGI	4
	30	AGI	2
9	35	CSE	3
· ·	30	AGI	4
	200	CSE	4
55 5	15	STR	2
•	150	AGI	3
Sprinting Sprinting	50	STR	2
Stalking	150	CSE	2
	100	INT	3
Tailoring	50	INT	2
•	30	INT	2
,	65	INT	N/A
J	80	INT	2
	65	CSE	4
, ,	65 150	INT	2
	50	PER CSE	2
	100	INT	RESERVED
,	150	CSE	RESERVED
Water Skiing	50	AGI	2
Weapon Smithing	50	INT	2
	30	INT	3
Wheelwright	50	CSE	2
	15	INT	RESERVED

Skills	Base Cost	Stat	Extra Dice
Zoology	50	INT	3
Warrior Skills			
Ambidextrous	150	AGI	2
Assassination	500	AGI	N/A
Jousting	300	STR	3
Lance	360	CSE	N/A
Net Handling	100	AGI	2
Priest Skills		005	•
Embalming	200	CSE	0
Scribing	200	INT	N/A
Teaching	100	INT	N/A
Verbal Casting	300 250	CSE	N/A
Wine Making	250	INT	N/A
Mage Skills	000	DED	0
Identify Spell	200	PER	3
Non-verbal casting	300	CSE	N/A
One hand casting	150	AGI	N/A
Target Magic	200	AGI	N/A
Marine Skills	200	A C I	2
Acrobatics	200	AGI	2
Artillery Balance	200 50	INT AGI	2
	100	HEA	2
Belching Boarding	100	AGI	2
Cartography	100	INT	3
Climbing	100	STR	2
Dagger Fighting	120	CSE	N/A
Dagger Throwing	60	CSE	N/A
Diving	50	STR	2
Dodging	200	AGI	4
Dolphin Speech	300	INT	N/A
Dolphin Training	400	CSE	RESERVED
Dolphinship	200	AGI	3
Fencing	350	AGI	N/A
Flagging	100	INT	N/A
Flying	400	AGI	4
Immobilize	400	STR	N/A
Jumping	50	STR	2
Navigation	150	INT	4
Oar Mastery	200	INT	2
Painting	50	INT	2
Pummeling	100	STR	2
Repair	250	CSE	N/A
Rigging Running	100	AGI	2
Rope Making	50	INT	2
Rowing	100	STR	2
Sail Falling	150	AGI	2
Sail Making	50	INT	N/A
Sailing Ship Building	50 300	CSE INT	2 DESERVED
Ship Building Surfing	50	AGI	RESERVED
Swimming	20	STR	2
Tackling	120	AGI	2
Tumbling	100	AGI	2
Wrestling	180	CSE	N/A
Nomad Skills			
Acting	100	INT	2
,9	.50		_

Skills Animal Training Astrology Composing Music Dancing Drum Speak Falconry Herbology Hypnosis Instrumental Music Instrumental Smithing Jesting Juggling Mimicry Musical Composition Puppeteering Pyrotechnics Singing Tattooing Ventriloquism	Base Cost 200 250 250 100 150 350 250 300 100 200 100 250 250 150 100 50 200 200	Stat WIL INT CSE AGI INT WIL INT CSE INT CSE AGI PER INT INT COM PER CSE	Extra Dice N/A RESERVED 0 1 N/A N/A RESERVED N/A N/A RESERVED 2 2 4 N/A 2 N/A 2 N/A 2 N/A 2 N/A 1