**Fighting:**

Attack – Melee attacks

Block – Shield usage

Parry – Weapon defence

Dodge – Not weapon based defence

**Magic:**

Trickery – Fetch, Open, Luck, Levitate, (Hide, Decoy)

Evocation – Power Orb, Flame Weapon, , Lightning

Abjuration – Detect Magic, Nutrify, Harden Skin, Teleport (Retreat), (Deep pockets)

Divination – Light, Shield, Heal, Destroy Undead

**Scoundrel:**

Acrobatics – Jumping, balance etc.

Sleight of Hand – Stealing, lockpicking

Throwing – daggers/stones throwing, medium – short range

Sneak – Avoiding battles

**Survival:**

Precision – Archery, long range

Nature – Navigation, plants usage, monster tracking

Medicine – Healing

Athletics – Climbing, pushing etc.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Fighter | Magic User | Thief | Ranger |
| Attack | V | V | V | V |
| Block | V |  |  |  |
| Parry | V |  |  | V |
| Dodge | V | V | V | V |
| Illusion |  | V |  |  |
| Evocation |  | V |  |  |
| Abjuration |  | V |  |  |
| Divination |  | V |  |  |
| Acrobatics |  |  | V |  |
| Sleight of Hand |  |  | V |  |
| Throwing | V |  | V |  |
| Sneak |  |  | V |  |
| Precision |  | V |  | V |
| Nature |  |  |  | V |
| Medicine | V |  |  | V |
| Athletics | V |  | V | V |