

AD&D – DW : SKILLS SHEET

Character :

Level :

SKILL	Bonus	Ranks	Abil.	Feat	Misc.	Cls.	ABIL	CLASS (Cls. Skill = +3)
Alchemy*							INT	Clr,MU
Animal Handling & Training							CHA	Bbn,Drd,Ftr,Pal,Rgr
Appraise & Trade							INT	Brd,Clr,TH,MU
Bluff, Intimidate, Eloquence							CHA	Brd,TH,MU
Climb							STR°	Bbn,Brd,Drd,Ftr,Mnk,Rgr,TH
Craft							INT	Bbn,Brd,Clr,Drd,Ftr,Mnk,Pal,Rgr,TH,MU
Craft							INT	
Craft							INT	
Diplomacy & Politics							CHA	Brd,Clr,Pal,TH,MU
Disable Device**							DEX°	TH
Disguise							CHA	Brd,TH
Endurance							CON	Bbn,Brd,Clr,Drd,Ftr,Mnk,Pal,Rgr,TH,MU
Escape Artist							DEX°	Brd,Mnk,TH
Fly							CHA	Drd,MU
Knowledge (arcana & planes)*							INT	Clr,TH,MU
Knowledge (dungeoneering)*							INT	Bbn,Brd,Ftr,TH,MU
Knowledge (engineering)*							INT	Brd,Ftr,TH,MU
Knowledge (geography, weather)*							WIS	Brd,Clr,Drd,Rgr,MU
Knowledge (history)*							WIS	Brd,Clr,Mnk,Pal,MU
Knowledge (local)*							WIS	Bbn,Brd,Clr,Drd,Ftr,Rgr,TH
Knowledge (nobility)* > Heraldry							WIS	Brd,Clr,Ftr,Pal
Knowledge (plants, nature, weather)*							WIS	Bbn,Brd,Clr,Drd,Rgr,MU
Knowledge (religion & planes)*							WIS	Brd,Clr,Drd,MU
Knowledge (biology, animals, monsters)							INT	Bbn,Clr,Drd,Rgr,MU
Linguistics*							INT	Bbn,Brd,Clr,Drd,Ftr,Mnk,Pal,Rgr,TH,MU
Medical (Healing)							WIS	Bbn,Clr,Drd,Pal,Rgr
Navigation > Orientation							INT	Bbn,Drd,Ftr,Rgr,TH
Perform							CHA	Brd,TH
Perform							CHA	
Profession (intellectual)*							INT	Brd,Clr,Drd,Mnk,TH,MU
Profession (non intellectual)*							WIS	Bbn,Brd,Clr,Drd,Ftr,Mnk,Pal,Rgr,TH
Ride							DEX°	Bbn,Drd,Ftr,Mnk,Pal,Rgr
Sense Motive							INT	Brd,Clr,Mnk,TH
Sleight of Hand, Prestidigitation *							DEX°	Brd,Mnk,TH
Spellcraft*							INT	Brd,Clr,Drd,Pal,Rgr,MU
Spot-Perception							INT	Bbn,Brd,Drd,Mnk,Rgr,TH
Stealth							DEX°	Brd,Mnk,Rgr,TH
Survival							WIS	Bbn,Drd,Ftr,Mnk,Rgr
Swimming & Deepdiving							STR°	Bbn,Drd,Ftr,Mnk,Rgr,TH
Tracking > Orientation							INT	Bbn,Drd,Ftr,Mnk,Rgr,TH
Tumbling-Acrobatics							DEX°	Bbn,Brd,Mnk,TH
Use Magic Device*							CHA	Brd,TH,MU
* trained only ; ** forbidden to other classes		Rank (0 - 6) = +2 / rank					STR & DEX checks subject to Armor Class Penalty	
Ab : 12 13 14 15 16 17 18 19 20 21 22		Armor Class Penalty :						
Bonus : 1 1 2 3 4 4 5 5 6 6 7		Hide/Lthr -1 ; Splint/Chain -2 ; Banded/Plate -4 ; Full Plate -10						