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Dungeon Fantasy Roleplaying Game Skill Categories v1.4

Patterned after *Skill Categories* for ***GURPS*** Fourth Edition, this unofficial play aid sorts skills from the ***Dungeon Fantasy Roleplaying Game*** *Adventurers* book into useful categories. See notes at www.gamesdiner.com/dfrpg-skill-categories/.

See p. 2 for information on skills marked with "(any)†". Skills marked with an asterisk (*) are "unlisted" new skills suggested on *Adventurers* p. 93. Specialties in italics are found in ***DFRPG*** supplements other than *Adventurers*.

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ANIMAL/PLANT

Skills for druids or any outdoor type.

Animal Handling (any)†	IQ/A
Disguise (Animals)	IQ/A
Herb Lore	IQ/VH
Mimicry (Animal Sounds)	IQ/H
Mimicry (Bird Calls)	IQ/H
Naturalist	IQ/H
Pharmacy	IQ/H
Physiology (Animals)	IQ/H
Physiology (Plants)	IQ/H
Riding (any)†	DX/A
Veterinary	IQ/H

ARTS/ENTERTAINMENT

Skills for fun (and sometimes profit). See also SOCIAL skills.

Connoisseur (Art)	IQ/A
Current Affairs	IQ/E
Dancing	DX/A
Disguise	IQ/A
Mimicry (Speech)	IQ/H
Musical Composition	IQ/H
Musical Instrument (any)†	IQ/H
Performance	IQ/A
Poetry	IQ/A
Singing	HT/E
Sleight of Hand	DX/H
Ventriloquism	IQ/H
Writing	IQ/A

ATHLETIC

Vital skills for delvers and explorers! See also ESOTERIC (Chi) skills.

Acrobatics	DX/H
Body Sense	DX/H
Climbing	DX/A
Hiking	HT/A
Jumping	DX/E
Lifting	HT/A
Running	HT/A
Skating*	HT/H
Skiing	HT/H
Swimming	HT/E
Throwing	DX/A

BUSINESS/COMMERCE

Skills for haggling, hawking, trading, evaluating goods, etc. Add CRIMINAL/SPY/STREET skills for shadier "business".

Connoisseur (Art)	IQ/A
Connoisseur (Luxuries)	IQ/A
Connoisseur (Weapons)	IQ/A
Current Affairs	IQ/E
Diplomacy	IQ/H
Forgery	IQ/H
Merchant	IQ/A
Propaganda	IQ/A
Public Speaking	IQ/A
Savoir-Faire	IQ/E

COMBAT, MELEE WEAPON

See also ESOTERIC (Chi) skills.

Fencing Weapons

Main-Gauche	DX/A
Rapier	DX/A
Saber	DX/A
Smallsword	DX/A

Flails

Flail	DX/H
Two-Handed Flail	DX/H

Impact Weapons

Axe/Mace	DX/A
Two-Handed Axe/Mace	DX/A

Pole Weapons

Polearm	DX/A
Spear	DX/A
Staff	DX/A

Shields and Cloaks

Cloak	DX/A
Shield	DX/E
Shield (Buckler)	DX/E

Swords

Broadsword	DX/A
Jitte/Sai	DX/A
Knife	DX/E
Shortsword	DX/A
Two-Handed Sword	DX/A

Whips

Kusari	DX/H
Whip	DX/A

Other Melee Weapon Skills

Fast-Draw (Knife)	DX/E
Fast-Draw (Sword)	DX/E
Fast-Draw (Two-Handed Sword)	DX/E
Garrote	DX/E
Lasso	DX/A
Net	DX/H
Tonfa	DX/A

COMBAT, RANGED WEAPON

See also ESOTERIC (Chi) skills.

Missile Weapons

Blowpipe	DX/H
Bow	DX/A
Crossbow	DX/E
Sling	DX/H
Spear Thrower	DX/A

Thrown Weapons

Bolas	DX/A
Dropping*	DX/A
Net	DX/H
Throwing	DX/A
Thrown Weapon (any)†	DX/E

Other Ranged Weapon Skills

Fast-Draw (Arrow)	DX/E
Fast-Draw (Knife)	DX/E
Fast-Draw (Potion)	DX/E

COMBAT, UNARMED

See also ESOTERIC (Chi) skills.

Grappling Skills

Judo	DX/H
Sumo Wrestling	DX/A
Wrestling	DX/A

Striking Skills

Boxing	DX/A
Brawling	DX/E
Karate	DX/H

CRAFTING/REPAIR

Add Alchemy, Herb Lore, Pharmacy, and Poisons for brewing concoctions.

Armory (Body Armor)	IQ/A
Armory (Melee Weapons)	IQ/A
Armory (Missile Weapons)	IQ/A
Smith*	IQ/A

CRIMINAL/SPY/STREET

Skills for thugs, riff-raff, swindlers, spies, schemers, burglars – and their pursuers.

Criminal Skills

Counterfeiting	IQ/H
Escape	DX/H
Filch	DX/A
Forced Entry	DX/E
Forgery	IQ/H
Lockpicking	DX/A
Pickpocket	DX/H
Poisons	IQ/H
Smuggling	IQ/A
Traps	IQ/A

Deception Skills

Acting	IQ/A
Disguise	IQ/A
Holdout	IQ/A
Mimicry (Speech)	IQ/H
Sleight of Hand	DX/H
Stealth	DX/A
Ventriloquism	IQ/H

Recon and Constabulary Skills

Detect Lies	Per/H
Interrogation	IQ/A
Lip Reading	Per/A
Observation	Per/A
Research	IQ/A
Search	Per/A
Shadowing	IQ/A
Tracking	Per/A

Other Street Skills

Carousing	HT/E
Fast-Talk	IQ/A
Gambling	IQ/A
Intimidation	Will/A
Panhandling	IQ/E
Scrounging	Per/E
Streetwise	IQ/A
Urban Survival	Per/A

ESOTERIC

Chi skills span many categories but are grouped here for simplicity.

Chi Skills

Autohypnosis	Will/H
Blind Fighting	Per/VH
Body Control	HT/VH
Breaking Blow	IQ/H
Breath Control	HT/H
Esoteric Medicine (Chi)	Per/H
Immovable Stance	DX/H
Kiai	HT/H
Light Walk	DX/H
Mental Strength	Will/E
Mind Block	Will/A
Parry Missile Weapons	DX/H
Power Blow	Will/H
Pressure Points	IQ/H
Push	DX/H
Throwing Art	DX/H

Mental Esoteric Skills

Alchemy	IQ/VH
Esoteric Medicine (Druidic)	Per/H
Esoteric Medicine (Holy)	Per/H
Exorcism	Will/H
Herb Lore	IQ/VH
Hidden Lore (any)†	IQ/A
Meditation	Will/H
Occultism	IQ/A
Religious Ritual	IQ/H
Religious Ritual (Druidic)	IQ/H
Thaumatology	IQ/VH
Theology	IQ/H
Theology (Druidic)	IQ/H

Physical Esoteric Skills

Body Sense	DX/H
Fast-Draw (Potion)	DX/E
Fast-Draw (Scroll)	DX/E
Fast-Draw (*Spell Components*)	DX/E
Innate Attack (Beam)	DX/E
Innate Attack (Breath)	DX/E
Innate Attack (Gaze)	DX/E
Innate Attack (Projectile)	DX/E

EVERYMAN

Miscellaneous skills commonly found in non-adventurers. Add to other background- and profession-related skills.

Current Affairs	IQ/E
First Aid	IQ/E
Housekeeping*	IQ/E
Knot-Tying	DX/E
Scrounging	Per/E
Urban Survival	Per/A
Weather Sense	IQ/A

EXPLORATION/OUTDOOR

Observation, Research, Search, and Hidden Lore (Lost Civilizations) also aid explorers.

Outdoor Mobility Skills

Boating	DX/A
Climbing	DX/A
Hiking	HT/A
Riding (any)†	DX/A
Seamanship	IQ/E
Skating*	HT/H
Skiing	HT/H
Swimming	HT/E

Other Outdoor Skills

Camouflage	IQ/E
Cartography	IQ/A
Disguise (Animals)	IQ/A
Fishing	Per/E
Mimicry (Animal Sounds)	IQ/H
Mimicry (Bird Calls)	IQ/H
Naturalist	IQ/H
Navigation	IQ/A
Prospecting	IQ/A
Survival (any)†	Per/A
Tracking	Per/A
Weather Sense	IQ/A

KNOWLEDGE/LORE

Skills focused more on "know" than "do" – but see also ESOTERIC (Mental Esoteric) and MEDICAL skills.

Connoisseur (Art)	IQ/A
Connoisseur (Luxuries)	IQ/A
Connoisseur (Weapons)	IQ/A
Current Affairs	IQ/E
Geography*	IQ/H
Heraldry	IQ/A
Hidden Lore (any)†	IQ/A
Naturalist	IQ/H
Physiology (any)†	IQ/H
Prospecting	IQ/A
Psychology (any)†	IQ/H

MEDICAL

Physiology and Psychology also fit if not viewed only as monster-fighting skills!

Diagnosis	IQ/H
Esoteric Medicine (Chi)	Per/H
Esoteric Medicine (Druidic)	Per/H
Esoteric Medicine (Holy)	Per/H
First Aid	IQ/E
Herb Lore	IQ/VH
Pharmacy	IQ/H
Poisons	IQ/H
Surgery	IQ/VH
Veterinary	IQ/H

MILITARY

See also COMBAT, EXPLORATION/OUTDOOR, and MEDICAL skills.

Armory (Body Armor)	IQ/A
Armory (*Infernal Weapons*)	IQ/A
Armory (Melee Weapons)	IQ/A
Armory (Missile Weapons)	IQ/A
Camouflage	IQ/E
Connoisseur (Weapons)	IQ/A
Gesture	IQ/E
Heraldry	IQ/A
Interrogation	IQ/A
Leadership	IQ/A
Observation	Per/A
Propaganda	IQ/A
Savoir-Faire	IQ/E
Strategy	IQ/H
Tactics	IQ/H
Traps	IQ/A

SCHOLARLY

Add these to KNOWLEDGE/LORE or other skills representing fields of study.

Public Speaking	IQ/A
Research	IQ/A
Speed-Reading	IQ/A
Teaching	IQ/A
Writing	IQ/A

SOCIAL

Vital skills in Town – and elsewhere! See also ARTS/ENTERTAINMENT skills.

Influence Skills *(see Exploits p. 10)*

Diplomacy	IQ/H
Fast-Talk	IQ/A
Intimidation	Will/A
Savoir-Faire	IQ/E
Sex Appeal	HT/A
Streetwise	IQ/A

Other Interpersonal Skills

Acting	IQ/A
Carousing	HT/E
Detect Lies	Per/H
Gesture	IQ/E
Interrogation	IQ/A
Leadership	IQ/A
Public Speaking	IQ/A
Teaching	IQ/A

Other Social Skills

Current Affairs	IQ/E
Gambling	IQ/A
Heraldry	IQ/A
Merchant	IQ/A
Panhandling	IQ/E
Propaganda	IQ/A

Skills with a Tonne of Specialties

Skills above marked with "(any)†" have numerous specialties (below). All of these can be considered "open-ended" and amenable to new GM-approved specialties—perhaps Animal Handling, Musical Instrument, and Riding in particular.

Specialties in italics are from outside *Adventurers*: *Companion 2*, *Companion 3*, *Magic Items 2*, *Monsters*, or *The Devil's Workshop*.

Animal Handling (IQ/A): Canines, Equines, Felines, *Giant Frogs*, Snakes

Hidden Lore (IQ/A): Demons, Divine Servitors, Elder Things, Elementals, Faeries, Lost Civilizations, Magic Items, Magical Writings, Nature Spirits, Spirits, Undead, *Wizards' Guild Secrets*

Musical Instrument (IQ/H): Bagpipes, Bamboo Flute, Cittern, *Double Flute*, Drums, Flute, Harp, Horn, *Jug*, Lute, Oud, *Recorder*, Tin Whistle, Zither

Physiology (IQ/H): Animals, Constructs, Demons, Elementals, Faeries, Hybrids, Plants, Undead

Psychology (IQ/H): Constructs, Demons, Elementals, Faeries, Undead

Riding (DX/A): Camel, Dolphin, Dragon, *Frog*, *Gryphon*, Horse, *Slorn*, *Warhog*

Survival (Per/A): Arctic, Desert, Island/Beach, Jungle, Mountain, Plains, Swampland, Woodlands

Thrown Weapon (DX/E): Axe/Mace, Dart, Harpoon, Knife, *Shield*, Shuriken, Spear, Stick

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