

2d6 Skill Checks OSR Swords & Wizardry

+ **Strength** -

- Athletics
- Shield Master

+ **Dexterity** -

- Acrobatics
- Sleight of Hand
- Stealth
- Dual Wielding

+ **Intelligence** -

- Arcana
- History
- Investigation
- Nature
- Religion

+ **Wisdom** -

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

+ **Charisma** -

- Deception
- Intimidation
- Performance
- Persuasion

- Near each of the 5 traits mark the appropriate box for either a +1 or a -1 for each characteristic determined by dice roll.
- All players start with 5 skills (mark them in the appropriate)
- For every checked, a +1 is added to the 2d6 dice roll when making a skill check.
- No individual skill can be higher than a +2 (not including trait bonus)
- Players can receive one new skill (or skill bonuses), every 3 levels, or when the gamemaster determines after successful passing of skill checks.

Misc Skills

- Fletching (DEX)
- Blacksmith (STR)
- Scribing (INT)
- Cooking (WIS)
- Mending/seamstress (WIS)
- Map making (INT)
- Merchant (WIS or CHR)
- Advocacy (INT or CHR)
- Artistry or Craftsman (CHR)
- Woodworking (CHR)
- Farming (STR or WIS)
- Sailing (STR or WIS)
- Gem cutter (INT or WIS)
- Herbalist (STR or WIS)
- Streetsmart (WIS or INT)