

Care of Beasts

Healing, training and understanding beasts with a natural affinity.

Advantage: 4d6 instead of 3d6

Cook

Preparing a hearty, tasty meal from any ingredients at all.

Advantage: 4d6 instead of 3d6

Draw & Paint

Sketching, illustrating and painting with precision what one observes.

Advantage: 4d6 instead of 3d6

Find Information

Getting useful information in town by knowing who to ask and where to look.

Advantage: 4d6 instead of 3d6

Find Your Way

Finding one's bearings in the wild, spotting passages and reading the tracks left behind.

Advantage: 4d6 instead of 3d6

Heal Wounds & Diseases

Treating wounds and diseases with brews, bandages and a steady paw.

Advantage: 4d6 instead of 3d6

Herbology

Recognizing and using plants, minerals and rudimentary alchemical preparations.

Advantage: 4d6 instead of 3d6

Hide in Shadows

Vanishing from sight by staying still or blending into the surroundings.

Advantage: 4d6 instead of 3d6

Hiss & Growl

Intimidating through posture, glare and voice, without coming to blows.

Advantage: 4d6 instead of 3d6

The book cover features a light beige background with a wide, decorative border in a dark brown color. The border is composed of various whimsical illustrations, including cats, castles, towers, and other fantasy-themed elements. In the center of the cover, the title "Donjons et Chatons" is written in a large, bold, black serif font. Below the title, the word "SKILLS" appears in a smaller, all-caps, black sans-serif font. At the bottom of the cover, there are two small, stylized illustrations: one of a cat's face on the left and one of a castle on the right.

Donjons & Chatons

S. KILLS

**Donjons et
Chatons**

S. KILLS

Donjons & Chatons

SKILLS

**Donjons et
Chatons**

S KILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

S. KILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

S K I L L S

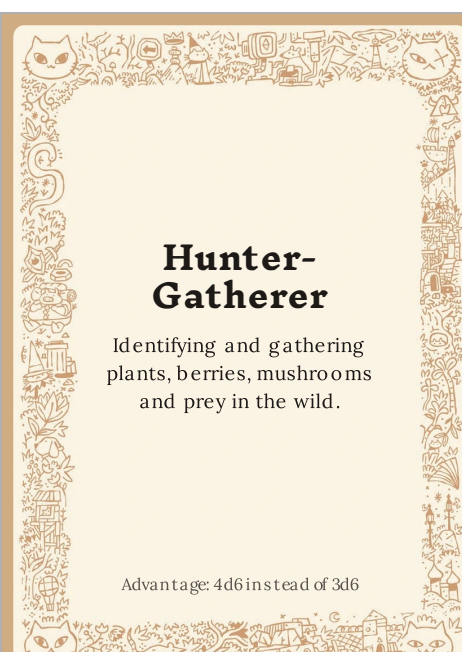
Donjons & Chatons

SKILLS

[illegible]

Donjons & Chatons

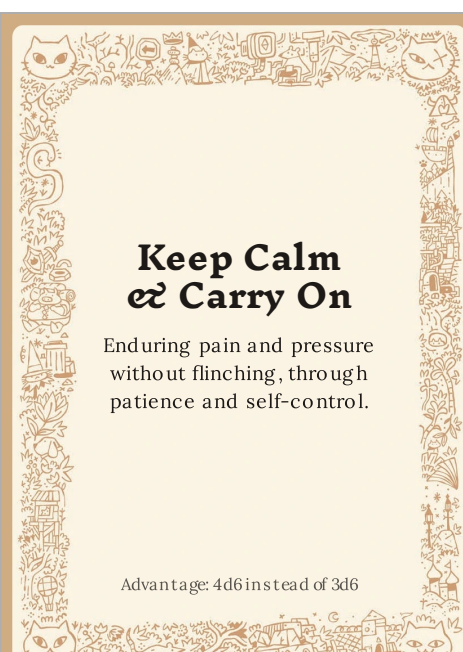
S K I L L S



Hunter-Gatherer

Identifying and gathering plants, berries, mushrooms and prey in the wild.

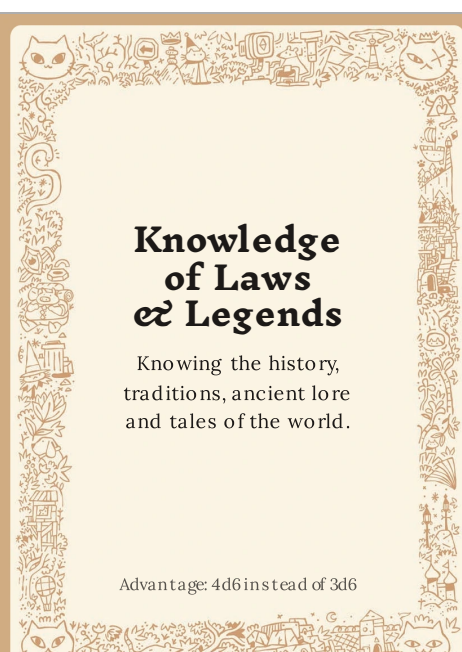
Advantage: 4d6 instead of 3d6



Keep Calm & Carry On

Enduring pain and pressure without flinching, through patience and self-control.

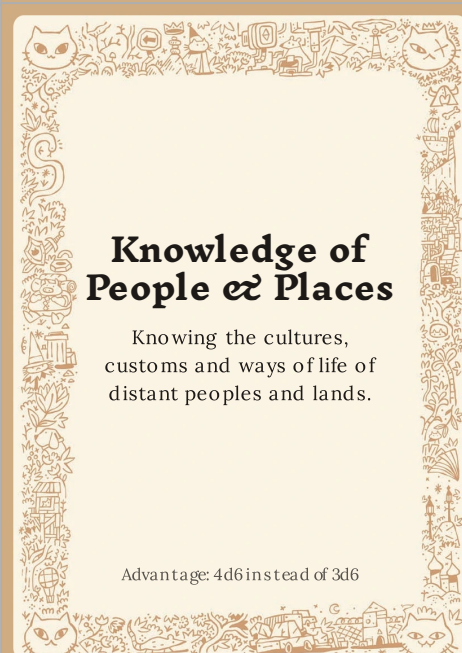
Advantage: 4d6 instead of 3d6



Knowledge of Laws & Legends

Knowing the history, traditions, ancient lore and tales of the world.

Advantage: 4d6 instead of 3d6



Knowledge of People & Places

Knowing the cultures, customs and ways of life of distant peoples and lands.

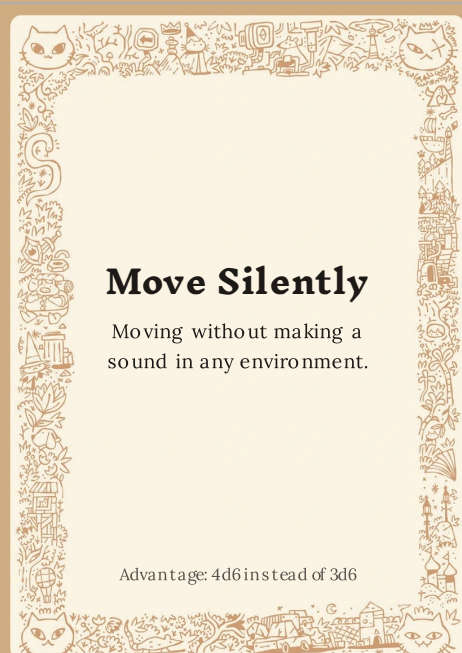
Advantage: 4d6 instead of 3d6



Make Music

Singing and playing an instrument, from party tunes to war laments.

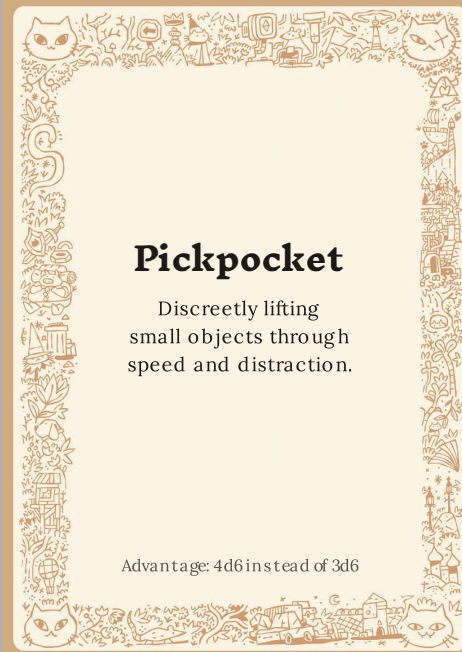
Advantage: 4d6 instead of 3d6



Move Silently

Moving without making a sound in any environment.

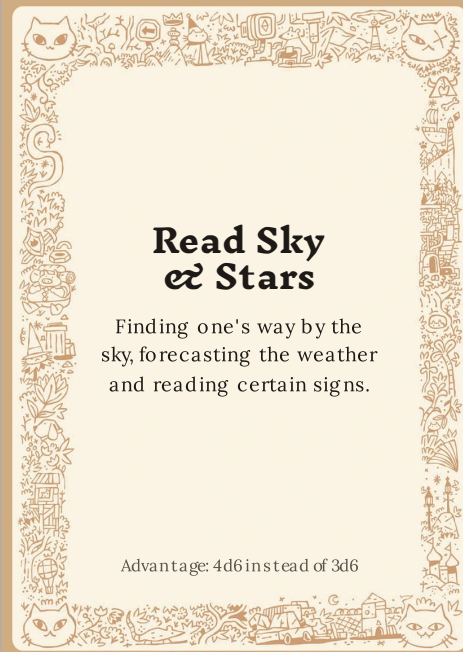
Advantage: 4d6 instead of 3d6



Pickpocket

Discreetly lifting small objects through speed and distraction.

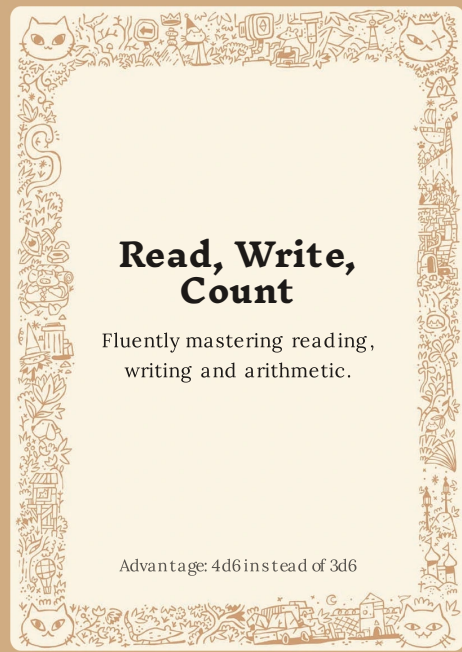
Advantage: 4d6 instead of 3d6



Read Sky & Stars

Finding one's way by the sky, forecasting the weather and reading certain signs.

Advantage: 4d6 instead of 3d6



Read, Write, Count

Fluently mastering reading, writing and arithmetic.

Advantage: 4d6 instead of 3d6

[illegible]

Donjons & Chatons

SKILLS

**Donjons et
Chatons**

S. KILLS

Donjons & Chatons

SKILLS

**Donjons et
Chatons**

S KILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

SKILLS

[illegible]

Donjons & Chatons

SKILLS

Donjons & Chatons

S K I L L S

Donjons & Chatons

SKILLS

The book cover features a central white rectangular area containing the title "Donjons & Chatons" in a large, bold, black serif typeface. Directly beneath the title, the word "SKILLS" is printed in a smaller, all-caps, black sans-serif font. This central text is enclosed within a wide, intricate border composed of numerous small, hand-drawn illustrations in a brownish-gold color. The illustrations include various breeds of cats, mice, stylized castles or dungeons, and other whimsical elements, creating a playful and thematic frame around the text.

Donjons & Chatons

S K I L L S

Scratch

Fighting effectively with claws or weapons, unafraid to wound or kill.

Advantage: 4d6 instead of 3d6

Seduce & Charm

Getting what one wants through sweetness, purring and an endearing presence.

Advantage: 4d6 instead of 3d6

See & Search

Noticing details that go unseen and searching a place methodically.

Advantage: 4d6 instead of 3d6

Shake Your Booty

Running, jumping, climbing, swimming, and moving with agility in any situation.

Advantage: 4d6 instead of 3d6

Sweet-talk

Persuading, bluffing and negotiating with words in tricky situations.

Advantage: 4d6 instead of 3d6

Tinker with Bits & Bobs

Making, repairing and tinkering with all sorts of objects using whatever is at hand.

Advantage: 4d6 instead of 3d6

[illegible]

Donjons & Chatons

SKILLS

Donjons et Chatons

S. KILLS

Donjons & Chatons

SKILLS

**Donjons et
Chatons**

S K I L L S

Donjons & Chatons

SKILLIS

Donjons & Chatons

SKILLS

Donjons & Chatons

SKILLS

Donjons & Chatons

SKILLIS