

Viniculture

Characters with the viniculture skill can make wine. They understand the principles of the growing, harvesting, and crushing of grapes: the fermentation process; and the blending of wines. In addition, they are able to judge the quality of ingredients and the finished product, estimate fermentation in any given environment, and judge whether a particular vintage is ready. They also have a +10% modifier to their chance of noticing a drug or poison in wine (see **WFRP**, p 81). If successful, the presence of some foreign substance will be detected, but not its nature.