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</table>
1. General Information on Proficiencies

1.1 Acquiring Proficiencies

Even newly created, 1st-level characters have proficiencies. His group, as shown in Table 1-1 determines the number of proficiency slots that a character starts with. Each proficiency slot is empty until the player “fills” it by selecting a proficiency skill. If your DM allows non-weapon proficiencies, the character’s Intelligence score can modify the number of slots he has, granting him more proficiencies: a character can use the Languages bonuses on a 1 for 1 basis to get extra proficiencies. For example Rath has an Intelligence of 11 meaning he can learn up to 2 extra languages in addition to Common. Rath can choose to know 2 more languages right away, he can use those 2 ‘language slots’ as 2 extra non-weapon proficiencies, or finally he can save those 2 extra proficiency slots for later use. This choice is completely up to the Rath’s player.

Special Note: Fighters (both single and multi-classed) can use half of these bonus slots (rounded down, minimum of 1) as weapon proficiencies, and the other half as non-weapon proficiencies. All other classes can only use these bonuses on non-weapon proficiencies!

The player must assign weapon or non-weapon proficiencies to all of these slots before the character goes on his first adventure (this does not include the bonus slots from Intelligence, these may be saved as per the above). These represent what the character has learned before beginning his adventuring career. Thereafter, as the character advances in experience levels, he gains additional proficiency slots. The rate at which he gains them depends on the group he belongs to.

Table 1-1 below lists how many weapon and non-weapon proficiency slots the character starts with; and how many levels the character must gain before he earns another slot. Initial is the number of proficiency slots received by characters of that group at 1st level. # Levels shows how many levels the character needs to gain an additional proficiency slot. A new proficiency slot is gained at every experience level that is evenly divisible by the number listed. For example: Rath the Fighter starts with 4 and gains one weapon proficiency slot every three levels. Rath then gets one new slot at 3rd level, another at 6th, another at 9th, and so on (Note that Rath also gains one non-weapon proficiency at 3rd, 6th, 9th, etc. per Table 1-1 below).

Penalty is the modifier to the character’s attack rolls when he fights using a weapon he is not proficient with. For example: Rath, a dwarf, chose to be proficient with the warhammer when he started adventuring. Finding himself in a desperate situation one day, he must use a flail even though he is not proficient with it. Using the weapon awkwardly, he has a -2 penalty to his chance to hit with the weapon. Note that weapon damage is not affected by this penalty in any way.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Initial</th>
<th>#Levels</th>
<th>Non-Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warrior</td>
<td>4</td>
<td>3</td>
<td>-2</td>
</tr>
<tr>
<td>Wizard</td>
<td>1</td>
<td>6</td>
<td>-5</td>
</tr>
<tr>
<td>Priest</td>
<td>2</td>
<td>4</td>
<td>-3</td>
</tr>
<tr>
<td>Rogue</td>
<td>2</td>
<td>4</td>
<td>-3</td>
</tr>
</tbody>
</table>

1.2 Training

Like all skills and abilities, proficiencies do not leap unbidden and fully realized into a character’s mind. Instead, a character must train, study, and practice to learn a new proficiency after his character has started adventuring. However, role-playing the training time needed to learn a new skill is not much fun. Thus there are no extensive training times or study periods associated with most proficiencies. When a character chooses to learn a new proficiency, it is assumed he’d been studying it in his spare time and has ‘the gist of it’. Consider just how much spare time the character has. The player is not role-playing every second of his character’s life. The player may decide to have his character spend a night in town before setting out on the long journey the next day. Perhaps the character must wait around for several days while his companions heal from the last adventure. They might spend weeks on an uneventful ocean voyage. What is he doing during that time? Among other things, he is studying whatever new proficiencies he will eventually learn. Using this “down time” to handle the unexciting aspects of a role-playing campaign lets players concentrate on more important (or more interesting) matters. Another part of training is finding a teacher to learn the finer details of the proficiency in question. The DM can handle this in several ways. For those who like simplicity ignore the need for teachers—there are self-taught people everywhere in the world. For those who want more complexity, make the player characters find someone to teach them any new proficiency they want to learn. This can be
another player character or an NPC. Although this adds realism, it tends to limit the PC’s adventuring options, especially if he is required to stay in regular contact with his instructor. Furthermore, most teachers want payment. While a barter arrangement might be reached, the normal payment is cash. The actual cost of the service depends on the nature of the skill, the amount of training desired, the availability of tutors, the greed of the instructor, and the desire of the DM to remove excess cash from his campaign. A quick and simple way to handle learning new proficiencies is to assume a month of expert tutelage per proficiency slot used to ‘buy’ the proficiency itself. For example, if Halic the Wizard wants to learn Alchemy 1, he must be taught for 3 months by an Alchemy expert as it costs 2 proficiency slots to acquire. (This in addition to the assumption that a lot of his free time has been and will be spent studying the subject)
2. Weapon Proficiencies & Specialization

2.1 General Information
Knowing how to use a weapon without embarrassing yourself is very different from being a master of that weapon. In the AD&D game, part of your character’s skill is reflected in the bonuses he earns as he reaches higher levels. As your character advances, he becomes a wiser and more dangerous fighter. Experience has taught him to anticipate his opponents and to pounce on any advantage that presents itself. But this is a general, overall improvement, brought about by the warrior’s sharpening senses and timing. It applies equally to all types of fighting. Weapon specialization is an optional rule that enables a single or multi-class fighter to choose a single weapon and specialize in its use. Any weapon may be chosen. Specialization is normally announced (and paid for with weapon proficiency slots) when the character is created. But even after a player character earns experience, he can still choose to specialize in other weapons provided he has the weapon proficiency slots available; or he may choose to increase his knowledge in his chosen weapon and become a Master or even Grand Master. The specialization requires a single-minded dedication and training. Thus multi-class fighter characters, Rangers or Paladins cannot attain a rank higher than Specialized; higher ranks are only available single-class fighters.

2.2 Cost of Specialization
Weapon specialization is obtained by devoting extra weapon proficiency slots to the chosen weapon. To specialize in any sort of melee weapon or crossbow, the character must devote two slots: one slot to become proficient with it, and then a second slot to specialize in it. Any bow (other than a crossbow) requires a total of three proficiency slots: one for proficiency and two to specialize. Assume, for the moment, that Rath the dwarf decided to specialize with the warhammer. Two of his four proficiency slots are thus devoted to the warhammer. With the two remaining he can become proficient with the short sword and short bow (for example).

2.3 Effects of Specialization
When a character specializes with a melee weapon, he gains bonuses with all attack and damage rolls with that weapon based on how much specialization that character has with a particular weapon. The attack bonuses are not magical and do not enable the character to affect a creature that can be injured only by magical weapons. Bow and crossbow specialists gain an additional range category: point blank. Point-blank range for bows and crossbows is from one to 5 feet. At point-blank range, the character gains no specific attack or damage bonuses; however they do not suffer the point blank shot penalty of -5. Furthermore, if the character has an arrow knocked and drawn (or a bolt loaded and cocked if using a crossbow), and has his target in sight, he can fire at the beginning of the round before any initiative rolls are made. Bonus attacks for specialists are listed on Table 1-2. The use of this table is further explained in PHB Chapter 9: Combat.

2.4 Broad Weapon Groups
A Broad Weapon Group consists of a set of weapons that are somewhat similar in the way they are wielded. It costs three Weapon Proficiency Slots to become proficient in an entire broad group. After paying those three slots, the character will know how to use every weapon in that group without the usual penalty for unfamiliarity. Following are several examples of Broad Groups:

► **Swords** Bastard Sword or Katana (one handed), Cutlass, Khopesh, Long sword, Rapier, Sabre, Scimitar, Short sword, Gladius/Drusus, Wakizashi and most other swords and larger bladed weapons wielded by one hand.

► **Small Blades** Dagger, Dirk, Knife, Stiletto, Main Gauche and most other small bladed weapons wielded by one hand.

► **Two-Handed Weapons** Bastard Sword or Katana (two handed), Two-Handed Sword, Claymore, Two Handed Axe, Greatsword, Great Club, Two-Handed Warhammer, the Maul and most other non-polearm two-handed weapons.

► **Cleaving Weapons** Battle Axe, Hand Axe, Hatchet, Kama, Horseman’s Pick, Footman’s Pick and most other cleaving and axe-like weapons.

► **Crushing Weapons** Belaying Pin, Club, War Club, Footman’s mace, Footman’s pick, Hand/throwing axe, Horseman’s Mace, Horseman’s Pick, Morningstar, Warhammer and most other one handed bludgeoning weapons.
► **Pole Weapons** All the assorted Polearms, Halberd, Harpoon, Javelin, Spear (one and two-handed), Mancatcher, Naginata, Partisan, Ranseur, Sickle, Scythe, Trident and most other large pole-style weapons.

► **Small Throwing Weapons** Dagger, Dirk, Dart, Hand or Throwing axe (thrown only), Knife, Stiletto, Shuriken

► **Crossbow Group** Light Crossbow, Heavy Crossbow, Repeating Crossbow, Hand Crossbow

► **Bow Group** Shortbow, Composite Shortbow, Longbow, Composite Longbow

*Special Note*: Warriors can learn unlimited broad groups, Priests and Rogues can learn one and Wizards cannot learn broad weapon groups at all.

**Non-Groups**

Finally, the following weapons do not belong in any sort of group whatsoever. To learn any of these weapons, the character must spend a weapon proficiency slot on it, and none of these is similar in use to any other weapon. When a character picks one up and uses it without being proficient in it already, he suffers the full penalty.

► **Non-Group Weapons** Blowgun, Bola, Chain, Gaff/hook, Lasso, Net, Quarterstaff/Bo stick, Nunchaku, Sai and any weapon that doesn’t fall into one of the above groups.

*Special Note*: The Cestus doesn’t require any Proficiency. It enhances punching damage, and everyone knows how to punch. To obtain additional attacks, the character must specialize in unarmed combat.
### Table 1-2: Specialist Attacks Per Round

**Special Note:** The number of slots required is not cumulative for any of the tables listed below. The † is based on class, as found on Table 1-1 Proficiency Slots

#### Melee Weapon Specialization

<table>
<thead>
<tr>
<th>Prof Level</th>
<th>Proficiency Name</th>
<th>Weap Prof Slots Req</th>
<th>#Att/Rnd by Level</th>
<th>Attack Bonus</th>
<th>Damage Bonus</th>
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<tbody>
<tr>
<td>0</td>
<td>Unskilled</td>
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<td>1-6</td>
<td>†</td>
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<tr>
<td>1</td>
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</tr>
<tr>
<td>2</td>
<td>Skilled</td>
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<td>0/0</td>
</tr>
<tr>
<td>3</td>
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<td>3/1</td>
<td>3/1</td>
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<tr>
<td>4</td>
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<td>3/1</td>
<td>3/1</td>
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<tr>
<td>5</td>
<td>Grand Master</td>
<td>5</td>
<td>3/1</td>
<td>3/1</td>
<td>3/1</td>
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#### Bow Weapon Specialization

<table>
<thead>
<tr>
<th>Prof Level</th>
<th>Proficiency Name</th>
<th>Weap Prof Slots Req</th>
<th>#Att/Rnd by Level</th>
<th>To Hit/Dam Bonus by Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Unskilled</td>
<td>0</td>
<td>1-6</td>
<td>†/1</td>
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<tr>
<td>1</td>
<td>Proficient</td>
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<td>2/1</td>
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<td>2</td>
<td>Skilled</td>
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<td>3</td>
<td>Specialized</td>
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<td>3/1</td>
<td>+3/3</td>
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<td>4</td>
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<td>5</td>
<td>Grand Master</td>
<td>6</td>
<td>3/1</td>
<td>+4/3</td>
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#### Crossbow Weapon Specialization

<table>
<thead>
<tr>
<th>Prof Level</th>
<th>Proficiency Name</th>
<th>Weap Prof Slots Req</th>
<th>#Att/Rnd by Level</th>
<th>To Hit/Dam Bonus by Range</th>
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<tr>
<td>0</td>
<td>Unskilled</td>
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<td>1-6</td>
<td>†/1</td>
</tr>
<tr>
<td>1</td>
<td>Proficient</td>
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<td>+1/0</td>
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<tr>
<td>3</td>
<td>Specialized</td>
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<td>3/2</td>
<td>+3/3</td>
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<td>4</td>
<td>Master</td>
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<td>5</td>
<td>Grand Master</td>
<td>6</td>
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<td>+4/3</td>
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#### Thrown/Other Missile Weapon Specialization

<table>
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<th>#Att/Rnd by Level</th>
<th>To Hit/Dam Bonus by Range</th>
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<td>Unskilled</td>
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<td>1-6</td>
<td>†/1</td>
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<tr>
<td>1</td>
<td>Proficient</td>
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<td>1/1</td>
<td>0/0</td>
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<tr>
<td>2</td>
<td>Skilled</td>
<td>3</td>
<td>3/2</td>
<td>+1/0</td>
</tr>
<tr>
<td>3</td>
<td>Specialized</td>
<td>4</td>
<td>3/2</td>
<td>+3/3</td>
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<tr>
<td>4</td>
<td>Master</td>
<td>5</td>
<td>3/2</td>
<td>+4/4</td>
</tr>
<tr>
<td>5</td>
<td>Grand Master</td>
<td>6</td>
<td>3/2</td>
<td>+4/3</td>
</tr>
</tbody>
</table>

**Special Note:** This chart assumes a weapon that gets 1 attack per round, such as a spear, javelin, sling, throwing hammer/axe etc. is being used. If the character is using a weapon that gets multiple attacks per round such as a dagger, dart etc. then add the difference to the attacks above. For example, if Rath is Specialized level in throwing daggers, at 6th level he would get 2 attacks per round, and at 7th level he would get 5 attacks every 2 rounds.
2.5 Fighting Styles

There is a difference between knowing how to fight with a weapon and specializing in that style of fighting. Every character with weapon proficiency knows at least the basics of the fighting style the style used with that weapon. There is no cost to acquire the basics of a fighting style; it comes with the weapon proficiency. Character classes put some limitations on learning fighting styles. While a rogue for example can use a long sword, he cannot learn the two-handed weapon style with this blade as he cannot use two handed weapons.

A character can spend a weapon proficiency slot to specialize in the use of these fighting styles, as long they are able to actually use the style in question. For example, a wizard can never learn the Weapon and Shield style, as a wizard cannot use a shield. Warriors can specialize in as many styles as they wish to purchase. Priests and rogues can only specialize in one style. Wizards can specialize in a single fighting style as well, but only by paying an extra proficiency slot to acquire the fighting style specialization. Each of the styles has specific benefits when acquired as a specialization. These are described below:

► **Single Weapon Style** A character who specializes in the one handed weapon style by spending one proficiency slot gains an AC bonus of +1 when he fights with a weapon in one hand and nothing in the other. By spending 2 additional proficiency slots, the character can improve this AC bonus to a maximum of +2. If a weapon can be wielded either single or two handed such as a Bastard Sword, then this style or its bonuses are only effective if wielding the weapon single handed.

► **Weapon and Shield Style** A character specializing in this style by spending one proficiency slot gains a +1 benefit to his AC when fighting with a weapon in one hand and a shield in the other. If the character spends an additional two proficiencies on this style, they receive a +1 to hit as well.

► **Two Handed Weapon Style** A character that specializes in the two-handed weapon style gains a +1 bonus to all damage rolls when wielding a 2 handed weapon; and can spend an additional 2 proficiency slots to gain a +1 on their AC as well.

► **Two Weapon Style** A character who specializes in the two weapon style counters some of the penalties inherent in using two weapons. Normally, a character suffers a -2 to attacks with the primary hand, and -4 to attacks with the secondary hand; this specialization costs two proficiency slots and reduces the penalty to 0 for the primary hand, and -2 for the secondary hand. Additionally, if a character has the Ambidexterity proficiency coupled with this specialization, he suffers no penalty for either hand.

The secondary weapon must be one size smaller than the primary weapon: unless both weapons are Small size. If a character spends an additional proficiency on this specialization, however, he can learn to use two weapons of equal size, so long as each of the weapons can be wielded in one hand.

**Special Note:** Ranger characters do not require this proficiency to wield two weapons without penalty; however they do have to spend one proficiency slot to wield weapons of equal size.

► **Pole Weapon Style** A character specializing in this fighting style is adept with using two handed weapons such as polearms, tridents, spears and the like. When spending one proficiency slot the character gains a +1 on their AC. By spending an additional two slots, the character gains a +1 to hit as well.
3. Non-Weapon Proficiencies

3.1 General Information
The most detailed method for handling character skills is that of non-weapon proficiencies. These are much like weapon proficiencies. Each character starts with a specific number of non-weapon proficiency slots and then earns additional slots as he advances. Initial slots must be assigned immediately; they cannot be saved or held in reserve.

Non-weapon proficiencies are the most detailed way to handle the question of what the player character knows. They allow the player to choose from a broad selection and define the effects of each choice. Like the other methods, however, this system is not without drawbacks. First, non-weapon proficiencies are rigid. Being so defined, they limit the options of both the player and DM. At the same time, there will still be questions unanswered by these proficiencies. First: whereas before such questions were broad, they will now tend to be more precise and detailed. Secondly, using this system increases the amount of time needed to create a character. While the end result is a more complete, well-rounded person, set-up time can take up to two or three hours. Novice players especially may be overwhelmed by the number of choices and rules. Unlike weapon proficiencies, in which some weapons are not available to certain character classes, all non-weapon proficiencies are available to all characters. Some non-weapon proficiencies are easier for certain character classes to learn, however. Table 1-4 lists all non-weapon proficiencies. They are divided into categories that correspond to character groups. The proficiencies listed under each group can be learned easily by characters of that group. A fifth category - General - contains proficiencies that can be learned easily by any character.

Referring to Table 1-3: When a player selects a non-weapon proficiency from those categories listed under Proficiency Groups Allowed for his character, it requires the number of proficiency slots listed in Table 1-4. When a player selects a proficiency from any other category, it requires one additional proficiency slot beyond the number, listed.

### Table 1-3: Allowed Non-Weapon Proficiency Groups by Character Class

<table>
<thead>
<tr>
<th>Character Class</th>
<th>Proficiency Groups Allowed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighter</td>
<td>General, Warrior</td>
</tr>
<tr>
<td>Paladin</td>
<td>General, Warrior, Priest</td>
</tr>
<tr>
<td>Cavalier</td>
<td>General, Warrior</td>
</tr>
<tr>
<td>Ranger/Archer</td>
<td>General, Warrior, Priest</td>
</tr>
<tr>
<td>Cleric</td>
<td>General, Priest</td>
</tr>
<tr>
<td>Duid</td>
<td>General, Priest, Warrior</td>
</tr>
<tr>
<td>Mage</td>
<td>General, Wizard</td>
</tr>
<tr>
<td>Thief</td>
<td>General, Rogue</td>
</tr>
<tr>
<td>Bard/Scout</td>
<td>General, Rogue, Warrior, Wizard</td>
</tr>
<tr>
<td>Monk</td>
<td>General, Warrior, Rogue</td>
</tr>
</tbody>
</table>

3.2 Using Non-Weapon Proficiencies
When a character uses a proficiency, either the attempt is automatically successful or the character must roll a proficiency check. If the task is simple or the proficiency has only limited game use (such as cobbbling or carpentry), a proficiency check is generally not required. If the task the character is trying to perform is difficult or subject to failure, a proficiency check is required. Read the descriptions of the proficiencies for details about how and when each can be used. If a proficiency check is required, Table 1-4 lists which ability is used with each proficiency. Add or subtract the modifier (either positive or negative) listed in Table 1-4 to the appropriate ability score. Then the player rolls 1d20. If the roll is equal to or less than the character’s adjusted ability score, the character accomplished what he was trying to do. If the roll is greater than the character’s ability score, the character fails at the task. (A roll of 20 always fails.) The DM determines what effects, if any, accompany failure.

Of course, to use a proficiency, the character must have any tools and materials needed to do the job. A carpenter can do very little without his tools, and a smith is virtually helpless without a good forge. The character must also have enough time to do the job. Certainly, carpentry proficiency enables your character to build a house, but not in a single day. Some proficiency descriptions state how much time is required for certain jobs. Most, however, are left to the DM’s judgement. The DM can raise or lower a character’s chance of success if the situation calls for it. Factors that can affect a proficiency check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task. A positive modifier is added to the ability score used for the check. A negative modifier is subtracted from the ability score.
Rath, skilled as a blacksmith, has been making horseshoes for years. Because he is so familiar with the task and has every tool he needs, the DM lets him make-horse shoes automatically, without risk of failure. However, Delsenora has persuaded Rath to make an elaborate wrought-iron cage (needed to create a magical item). Rath has never done this before and the work is very intricate, so the DM imposes a penalty of -3 on Rath’s ability check.

When two proficient characters work together on the same task, the highest ability score is used (the one with the greatest chance of success). Furthermore, a +2 bonus is added for the other characters assistance. The bonus can never be more than +2, as having too many assistants is sometimes worse than having none. Non-weapon proficiencies can also be improved beyond the ability score the character starts with. For every additional proficiency slot a character spends on a non-weapon proficiency, he gains a +3 bonus to those proficiency checks. Thus, Rath (were he not an adventurer) might spend his additional proficiency slots on blacksmithing, to become a very good blacksmith, gaining a +3, +6, +9, or greater bonus to his ability checks.

Many non-player craftsmen are more accomplished in their fields than player characters, having devoted all their energies to improving a single proficiency. Likewise, old masters normally have more talent than young apprentices - unless the youth has an exceptional ability score! However, age is no assurance of talent. Remember that knowing a skill and being good at it are two different things. There are bad carpenters, mediocre carpenters, and true master craftsmen. All this has much less to do with age than with dedication and talent.
### Table 1-4: Non-Weapon Proficiencies by Group

#### General Proficiency Group

<table>
<thead>
<tr>
<th>Proficiency</th>
<th>Cost</th>
<th>Ability</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acting</td>
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<td>Cha</td>
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</tr>
<tr>
<td>Agriculture</td>
<td>1</td>
<td>Int</td>
<td>+1</td>
</tr>
<tr>
<td>Alertness</td>
<td>1</td>
<td>Wis</td>
<td>+1</td>
</tr>
<tr>
<td>Animal Handling</td>
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<td>Artistic Ability</td>
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<td>Special</td>
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<td>Boatwright</td>
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<td>Str</td>
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<td>Cartwright</td>
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<td>Cheese Making</td>
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</tr>
<tr>
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<tr>
<td>City Lore 2</td>
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<tr>
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<tr>
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<td>Craft Instrument</td>
<td>2</td>
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<td>-2</td>
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<tr>
<td>Dairymen/Herdsman</td>
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<tr>
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<td>Dex</td>
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<td>Direction Sense</td>
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<td>Dyer</td>
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<tr>
<td>Law</td>
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<td>Int</td>
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</tr>
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<td>Miller</td>
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<td>Mining</td>
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<td>Navigation, Land</td>
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<td>Wis</td>
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</tr>
<tr>
<td>Navigation, Sea</td>
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<td>Navigation, Underground</td>
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<td>0</td>
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<tr>
<td>Riding, Sea Based</td>
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<td>Rope/Net Making</td>
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<td>Dex</td>
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</tr>
<tr>
<td>Rope Use</td>
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<td>0</td>
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<tr>
<td>Sculpting</td>
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<td>Dex</td>
<td>-2</td>
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<tr>
<td>Seamstress/Tailor</td>
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<td>Veterinary Healing</td>
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<td>Weaving</td>
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<tr>
<td>Winemaker/ Vintner</td>
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Table 1-4: Non-Weapon Proficiencies by Group (cont)

**Priest Proficiency Group**

<table>
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<tr>
<th>Proficiency</th>
<th>Cost</th>
<th>Ability</th>
<th>Modifier</th>
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<tbody>
<tr>
<td>Administration</td>
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<td>+1</td>
</tr>
<tr>
<td>Alchemy</td>
<td>3</td>
<td>Int</td>
<td>-2</td>
</tr>
<tr>
<td>Alternate Magics</td>
<td>1</td>
<td>Int</td>
<td>1</td>
</tr>
<tr>
<td>Ancient History</td>
<td>1</td>
<td>Int</td>
<td>-1</td>
</tr>
<tr>
<td>Astrology</td>
<td>2</td>
<td>Int</td>
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</tr>
<tr>
<td>Astronomy</td>
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<td>-1</td>
</tr>
<tr>
<td>Botany</td>
<td>1</td>
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</tr>
<tr>
<td>Bookbinding</td>
<td>1</td>
<td>Wis</td>
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</tr>
<tr>
<td>Bureaucracy</td>
<td>1</td>
<td>Int</td>
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</tr>
<tr>
<td>Calligraphy</td>
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<td>Wis</td>
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<td>Oratory</td>
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<td>Spellcraft</td>
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<tr>
<td>Undead Lore</td>
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**Rogue Proficiency Group**

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<th>Ability</th>
<th>Modifier</th>
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<tr>
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<td>Dex</td>
<td>Special</td>
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<td>Ancient History</td>
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<tr>
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<tr>
<td>Blind-fighting</td>
<td>2</td>
<td>Wis</td>
<td>Special</td>
</tr>
<tr>
<td>Bureaucracy</td>
<td>1</td>
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<td>Camouflage</td>
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<td>Commerce, Illegal</td>
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<td>Int</td>
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</tr>
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<td>Crowd Working</td>
<td>1</td>
<td>Cha</td>
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<td>Cryptography</td>
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<td>Int</td>
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</tr>
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<td>Foraging</td>
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<td>Forgery</td>
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<td>-1</td>
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<td>Gem Cutting</td>
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<td>Dex</td>
<td>-1</td>
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<td>Juggling</td>
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<td>Jumping</td>
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<td>Locksmithing</td>
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<td>Musical Instrument</td>
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<td>-1</td>
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<tr>
<td>Poison Making</td>
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<td>Int</td>
<td>Special</td>
</tr>
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<td>Reading Lips</td>
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<td>-3</td>
</tr>
<tr>
<td>Set Snares</td>
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<td>Sleight of Hand</td>
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<td>Street Sense</td>
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<td>Tightrope Walking</td>
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<td>Special</td>
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<td>Tumbling</td>
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<td>Ventriloquism</td>
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<tr>
<td>Voice Mimicry</td>
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<td>Special</td>
</tr>
<tr>
<td>Whistling/Humming</td>
<td>1</td>
<td>Con</td>
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### Table 1-4: Non-Weapon Proficiencies by Group (cont)

#### Warrior Proficiency Group

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<th>Proficiency</th>
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<th>Ability</th>
<th>Modifier</th>
<th>Proficiency</th>
<th>Cost</th>
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<tr>
<td>Ambidexterity</td>
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<td>Dex</td>
<td>Special</td>
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<td>Armorer</td>
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<td>-2</td>
<td>Leadership</td>
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<td>Cha</td>
<td>0</td>
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#### Wizard Proficiency Group

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<td>Thaumaturgy</td>
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4. Non-Weapon Proficiency Descriptions

The following proficiency descriptions are arranged alphabetically, not according to character class. Each description includes the following information: Under the proficiency name in parenthesis is the group the proficiency is in followed by its cost in proficiency slots to acquire. Then follows the ability associated with the proficiency and its check modifier. Beneath that is a general outline of what a character with the proficiency knows and can do. Furthermore, some descriptions include rules to cover specific uses or situations, or exact instructions on the effects or usage of the proficiency.

**Acting**
(General, 1)
*Ability:* Charisma  *Modifier:* -1
This proficiency allows a character to skillfully portray various roles, often as entertainment. It can also be used to enhance a disguise. If a character has both acting and disguise proficiencies, the check for either is made at a +2 bonus. Proficiency checks are required only if the actor must portray a particularly difficult role or is attempting to ‘ad-lib’ without rehearsal. If the character is attempting to impersonate someone, the check is made at a -2.

**Administration**
(Priest, 1)
*Ability:* Intelligence  *Modifier:* +1
Many temples own substantial amounts of land and property, wielding power over vast areas. Priests who can manage these lands and turn a tidy profit in the name of the church are always in demand. A character with this proficiency is skilled in the management and accounting of enterprises ranging from the agriculture of an entire province to the vineyards of a single small monastery. He knows how to account for money, plan work, and supervise the collection of taxes or the sale of goods. Day to day administration of the property in question typically require no proficiency check, however the DM may wish to impose penalties when serious problems arise.

**Agriculture**
(General, 1)
*Ability:* Intelligence  *Modifier:* +1
This skill includes automatic success at planting, harvesting, storing crops, using an existing irrigation system, tending barn animals, and butchering. Tasks that require proficiency checks include designing or making a new irrigation system, pest control, dealing with infestations and drought etc.

**Alchemy 1**
(Wizard, 3)
*Ability:* Intelligence  *Modifier:* -2
Allows a chance to identify potions, poisons & recognize potential ingredients for alchemical potions (said ingredients being useful parts of recently slain creatures or discovered plants). A character making a proficiency check can properly identify potions and poisons correctly. Failure indicates that the character cannot properly identify the potion in question. Failing the proficiency check when sampling poison is handled differently: the character must make a save vs poison for failure, though they do get a +2 bonus to the save (in addition to any other bonuses, based on the poison type). Failing on a natural 20 when attempting to identify poisons of any type removes the +2 bonus to the poison save that is required for failing the proficiency check. Please note that this proficiency does not allow brewing of potions, poisons etc. if taken on its own.

**Alchemy 2**
(Wizard, 3)
*Ability:* Intelligence  *Modifier:* -3
An individual skilled in the science of alchemy can perform a variety of feats when he has access to a well-stocked laboratory. Given time and the proper materials, the alchemist can create such things as smoke bombs, sleep gas, non-magical potions, dusts, powders, Greek fire, strong glue, various drugs and mild poisons, both natural and otherwise. Furthermore, a character with this proficiency can conduct experiments to determine the properties and content of unknown substances, and spell casters can use this to brew magical potions as well. A laboratory, including the specialized equipment and the innumerable chemicals necessary for its operation, costs at least 5000gp. For every additional 5000gp invested in the laboratory, the alchemist’s chances of success in any given project should modified by +1. However, since there is always a chance of failure, any roll of a natural 20 indicates that something has gone wrong, most probably damaging the alchemist and some of his equipment. Other failures may result in worthless potions, creations with wildly different effects, or whatever else the DM can think of.
This skill is almost useless outside of the laboratory, and the character’s abilities should be limited accordingly when this is the case. Some characters may wish to carry small analysis kits with them while adventuring. These typically cost as much as 500gp each. The delicate equipment is not likely to stand up to the rigors of normal adventuring, and the chances of success on any project will incur penalties ranging from -1 to -10 depending on the situation. Possession of this skill grants a +1 bonus on all brewing, herbalism, and poison making proficiency checks. Characters must first be proficient in Alchemy 1 to take this proficiency.

**Alertness**  
(General, 1)  
**Ability:** Wisdom  
**Modifier:** +1

This proficiency allows a character to instinctively notice and recognize signs of a disturbance in the immediate vicinity. This reduces a character’s chance of being surprised by 1, if he makes a successful proficiency check. In addition, the character can also sense impending danger with this proficiency in very rare circumstances. It’s akin to a ‘gut feeling’ and the DM will most certainly restrict the usage of this proficiency to secret checks, with or without modifiers.

**Alternate Magics**  
(Wizard, 1)  
**Ability:** Intelligence  
**Modifier:** +1

This skill grants a familiarity with magic that does not originate with conventional spellcraft. Examples of this include the innate abilities of fairies, demons, djinn, and other known magical creatures, as well as the unusual spellcasting done by dragons and their ilk. A successful skill check indicates that the wizard has correctly identified the source and nature of the magical phenomenon.

**Ambidexterity**  
(Warrior or Rogue, 2)  
**Ability:** Dexterity  
**Modifier:** Special

Characters with this proficiency are skilled with the use of either hand. Any character that wants to have the Ambidexterity proficiency must have at least an unmodified Dexterity of 16, in addition to spending 2 proficiency slots to acquire. This trait carries over into training; so that the PC can use weapons, bear a shield, and perform acts of strength equally well with the right or left hand. The normal penalties for using two weapons is -2 for the main hand and -4 for the off-hand; but with this proficiency there is no penalty for the first hand, and only a -2 penalty for off-hand use. This proficiency is naturally helpful with the Two Weapon fighting style (see Fighting Styles above), as it reduces all penalties for off-hand use.

**Ancient History**  
(Priest or Wizard, 1)  
**Ability:** Intelligence  
**Modifier:** -1

The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific, just as a historian would specialize today in the English Middle Ages, the Italian Renaissance, or the Roman Republic before Caesar. Characters with this proficiency are familiar with the legends, rulers, and writings of a specific historical period in the campaign world. They will recognize, without a proficiency check, items, scrolls, artwork, etc. of that period. They will know the main historical figures, such as kings and powerful villains, and the major circumstances of those individuals’ lives and deaths. With a successful proficiency check they will recall lesser figures, such as lords, knights, and heroes, and recall legendary tales, important sigils, and perhaps be able to decipher a small bit of text, symbols, or hieroglyphics. For example, Rath knows quite a bit about the Coming of the Trolls, a particularly dark period of dwarven history. Moving through some deep caverns, he and his companions stumble across an ancient portal, sealed for untold ages. Studying the handiwork, he realizes (rolls a successful proficiency check) that it bears several seals similar to those he has seen on "banned" portals from the time of Angnar, doorways to the legendary realm of Trolhel.

**Animal Handling**  
(General, 1)  
**Ability:** Wisdom  
**Modifier:** -1

This proficiency allows characters to automatically steer carts, plow horses, etc. With a successful proficiency check, they can soothe domesticated animals and beasts of burden which become agitated or frightened. In contrast, a character without this proficiency has only a 20% chance of succeeding in the attempt. The characters receive a +1 bonus to proficiency checks made with any of the animal-riding proficiencies.
Animal Lore  
(Warrior, 1)  
**Ability:** Intelligence  
**Modifier:** 0  
This proficiency enables a character to observe the actions or habitat of an animal and interpret what is going on. Actions can show how dangerous the creature is, whether it is hungry, protecting its young, or defending a nearby den. Furthermore, careful observation of signs and behaviors can even indicate the location of a water hole, animal herd, predator, or impending danger, such as a forest fire. The DM will secretly roll a proficiency check. A successful check means the character understood the basic actions of the creature. If the check fails by 4 or less, no information is gained. If the check fails by 5 or more, the character misinterprets the actions of the animal.  
A character may also imitate the calls and cries of animals that he is reasonably familiar with, based on his background. This ability is limited by volume. The roar of a tyrannosaurus rex would be beyond the abilities of a normal character. A successful proficiency check means that only magical means can distinguish the character’s call from that of the true animal. The cry is sufficient to fool animals, perhaps frightening them away or luring them closer. A failed check means the sound is incorrect in some slight way. A failed call may still fool some listeners (DMs discretion), but creatures very familiar with the cry automatically detect a false call. All other creatures and characters are allowed a Wisdom check to detect the fake. Finally, animal lore increases the chance of successfully setting snares and traps (for hunting) since the character knows the general habits of the creature hunted; giving the character a +1 bonus to those proficiency checks when first making an Animal Lore check with a +2.

Animal Training  
(Warrior, 1)  
**Ability:** Wisdom  
**Modifier:** 0  
Characters with this proficiency can train one type of creature (declared when the proficiency is taken) to obey simple commands and perform tricks. A character can spend additional proficiencies to train other types of creatures or can improve his skill with an already chosen type. Creatures typically trained are dogs, horses, pigeons, elephants, ferrets and parrots (falcons are covered under Falconry specifically). A character can choose even more exotic creatures and monsters with animal intelligence. A trainer can work with up to three creatures at one time. The trainer may choose to teach general tasks or specific tricks. A general task gives the creature the ability to react to a number of non-specific commands to do its job. A specific task teaches the trained creature to do one specific action. With enough time, a creature can be trained to do both general tasks and specific tricks.  
Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. At the end of the training time, a proficiency check is made. If successful, the animal is trained. If the die roll fails, the beast is untrainable. An animal can be trained in 2d4 general task or specific tricks, or any combination of the two. See Falconry for some examples of tricks animals can learn.  
An animal trainer can also try to tame wild animals (preparing them for training later on). Wild animals can be tamed only when they are very young. The taming requires one month of uninterrupted work with the creature. At the end of the month, a proficiency check is made. If unsuccessful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behavior to make it untrainable. It can be kept, though it must be leashed or caged.

Appraising  
(Rogue, 1)  
**Ability:** Intelligence  
**Modifier:** 0  
This proficiency is highly useful for thieves, as it allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the DM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine. This skill allows the character to make generally accurate (+ or −10%) assessments of common objects, including items made of precious metals and gemstones. The character can also assess, to + or −25%, the value of objects of art, tapestries, furniture, weapons, etc.—provided a variety of these items are present in the game world. These assessments require no proficiency checks, and the DM can roll (d20 or d100) to determine the accuracy of the appraisal.  
A character who passes a proficiency check will be able to identify a forgery of a valuable object, to make a very accurate assessment of the value of a common item (within 5%), or to make a general assessment of the worth of an uncommon item, including artifacts. The DM may wish to roll this check, and on a roll of 20 the character makes a wildly inaccurate assessment.
Armorer
(Warrior, 2)

**Ability:** Intelligence  **Modifier:** -2
This character can make all of the type of armor listed, given the proper materials and facilities. When making armor, the proficiency check is rolled at the end of the normal construction time. The costs involved are typically half the cost of the actual retail cost of the armor itself. The time required to make armor is equal to two weeks per level of AC below 10. Dwarves are more skilled at this than humans, and only take 1.5 weeks per level of AC below 10. E.g., a suit of chain mail (ACS) would take a human 10 weeks to manufacture, but only 7.5 weeks for a dwarf to make. If the proficiency check indicates failure but is within 20% of the amount needed for success, the armorer has created usable but flawed, armor. Such armor functions as 1 AC worse than usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The character’s AC immediately worsens by 4 additional classes, and the broken armor hampers the character’s movement. Until the character can remove the broken armor, the character moves at ½ of his normal rate and suffers a -4 penalty to all of his attack rolls.

If an armorer is creating a suit of field plate or full plate armor, the character that will use the armor must be present at least once a week during the creation of the armor, since such types of armor require very exact fitting.

Artistic Ability
(General, 1)

**Ability:** Special  **Modifier:** 0
Player characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. Characters with artistic ability must select one art form to be proficient in. Thereafter, they can attempt to create art works or musical compositions in their given field. Although it is not necessary to make a proficiency check, one can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasant or just plain bad. Characters should make ability checks against the most appropriate ability for the artistic ability they have, such as dexterity for sculpting or charisma for poetry.

Artistic ability also confers a +1 bonus to all proficiency checks requiring artistic skill (musical instrument, pottery, painting etc.) and to attempts to appraise objects of art.

Astrology
(Priest, 2)

**Ability:** Intelligence  **Modifier:** 0
This proficiency gives the character some understanding of the supposed influence of the stars. Knowing the birth date and the time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer’s insight into the future is limited to the next 30 days, and his knowledge is vague at best. If a successful proficiency check is made, the astrologer can foresee some general event. The DM decides the exact prediction. Note that the prediction does not guarantee the result—it only indicates the potential result. If the proficiency check is failed, no information is gained unless a 20 is rolled; in which case the prediction is wildly inaccurate. Characters with the astrology proficiency gain a +1 bonus to all above ground navigation proficiency checks, provided the stars can be seen.

Astronomy
(Priest, 2)

**Ability:** Intelligence  **Modifier:** -1
This proficiency gives the character an understanding of celestial mechanics for both standard and non-standard systems. In any system, the character may be able to determine the relative placement and future courses of celestial bodies (even variable orbits of comets and asteroids) by studying the overall system pattern. The smaller celestial body, the more difficult the task becomes. Phases of heavenly bodies are also easily determined.

Characters with this proficiency may also oversee the construction and use all of the instruments related to this field, such as astrolabes, sextants, and even simple telescopes. Time and materials are required, and an unmodified proficiency check with a -5 penalty is required for success. Failure indicates that the object is flawed in some way and is useless.

The character can also use this proficiency to determine which planets have intelligent creatures, civilizations, etc. This use of the proficiency may require preparation by the DM, since information regarding a new crystal sphere might be discovered when the characters first enter it. Characters with this proficiency and the navigation (Land or Sea) proficiency gain a +1 bonus to all above ground navigation proficiency checks, as well as a +1 bonus to all astrology proficiency checks.
Bee Keeping
(General, 1)

**Ability:** Wisdom  **Modifier:** 0

Characters with this proficiency have knowledge of the keeping of bees for honey and wax, both very important commodities. Characters with this proficiency can harvest wax and honey from hives without destroying them with no check required. Characters do need a successful proficiency check to build new beehives, split or isolate colonies etc.

Blacksmithing
(General, 1)

**Ability:** Strength  **Modifier:** 0

A character with the blacksmithing proficiency can handle a forge, bellows, hammer and tongs, to create tools and other objects out of iron. The character cannot make weapons or armor, but can make (without a proficiency check) simple items such as horseshoes, nails, plows, screws, brackets and buckles. By making a successful proficiency check, the character can create intricate objects such as wire cages, constructs of ornate wrought iron, fine wire and more. A blacksmith can make an iron hoop for a wheel that has been made by a carpenter; this combination of proficiencies is required for a strong wheel.

Blind-Fighting
(Rogue or Warrior, 2)

**Ability:** Wisdom  **Modifier:** 0

A character with blind-fighting is skilled at fighting in conditions of poor or no light. In total darkness, the character suffers only a -2 penalty to his attack roll. Under starlight or moonlight, the character incurs only a 1 penalty. The character suffers no penalties to his AC because of darkness. A successful proficiency check is required to use the skill in this way. Each round, the character may roll until success is achieved, in which case the character need not roll again during that battle. Furthermore, the character retains special abilities that would normally be lost in darkness, although the effectiveness of these are reduced by one-half. This proficiency is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from missile fire or anything outside the immediate range of the character’s melee weapon.

While moving in darkness, the character suffers only half the normal movement penalty of those without this proficiency. Furthermore, this skill aids the character when dealing with invisible creatures, reducing the attack penalties to -2. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.

Boating
(General, 1)

**Ability:** Intelligence  **Modifier:** 0

A character with the boating proficiency is needed to guide a boat down a rapid stream and to reduce the danger of capsizing a canoe or kayak. It also allows a PC to make minor repairs and improvements in these boats, such as waterproofing them and patching holes. He also assures the maximum speed of the boat. This proficiency is distinct from Navigation and Seamanship, which applies to ships on oceans, seas, and large lakes and does not allow for the actual construction of a small boat.

Boatwright
(General, 1)

**Ability:** Intelligence  **Modifier:** +1

The boatwright proficiency allows a character to construct all kinds of watercraft up to a maximum length of 40 feet. The time required to build a boat depends on size. As a general rule, a boat requires one week of construction time per foot of length. Two characters with the boatwright proficiency cut this time by half; three reduce it to one third. A maximum of one boatwright per five feet of length can work on the same vessel. The basic boat includes hull, masts (if applicable), deck and benches are required.

Features such as sealed hold or cabin add about a week apiece to complete. Characters without the boatwright proficiency can aid the boatwright in construction, but two such characters equal the time savings that one additional boatwright could provide.

Bookbinding
(Wizard, 1)

**Ability:** Wisdom  **Modifier:** 0

A character with this skill is familiar with the process of assembling a book. Bookbinding is a demanding task; the pages must be glued or sewn to a common backing of some kind, protected by various kinds of varnishes or treatments, and then fastened to
a strong and durable cover. Additional chemicals or compounds to ward off mildew and deter moths and bookworms are a necessary precaution.

Bookbinding is especially helpful for a wizard assembling a spell book. Normally, a wizard must pay a bookbinder 50gp per page for a standard spell book, or 100gp per page for a traveling spell book—see Chapter 7 of the DMG. A wizard who does this work himself reduces these costs by 50%, although the process takes at least two weeks, plus one day per five pages. If the character passes a proficiency check, his spell book gains a +2 bonus to item saving throws due to the quality and craftsmanship of the work. In addition, the wizard must succeed in a proficiency check if he is dealing with unusual or unsuitable materials, such as metal sheets for pages or dragon scales for a cover.

Botany
(Priest or Wizard, 1)

Ability: Intelligence  Modifier: -1

A PC with this proficiency is readily able to identify vegetation of all kinds and is familiar with the properties of its life cycles and habitats. This knowledge is limited to the terrain and climate the PC has studied (forests, desert, mountains, plains, coastal/wetlands, etc.). One ability check is required to identify the plant in question, and a second die roll to determine whether the character can recall any specific information concerning it. Elves and other forest dwellers generally have a good grasp of botany, allowing each of them a +1 bonus to all botany ability checks they make in their home terrain and climate. Possession of this skill grants a +2 bonus on all agriculture and herbalism skill checks.

Bowyer/Fletcher
(Warrior, 1)

Ability: Dexterity  Modifier: -1

This character can make bows and arrows of the types listed. A weaponsmith is required to fashion the arrowheads, but the bowyer/fletcher can perform all other necessary functions. The construction time for a long or short bow is one week, while composite bows requires two weeks, and 1d6 arrows can be made in one day.

When the construction time for the weapon is completed, the player makes a proficiency check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his attack roll.

When making a composite bow, a proficiency check is made. Failure in this case means the weapon is totally useless. A roll of 1 means that the range of the bow is increased by 10 yards for all range classes or is of such fine work that it is suitable for enchantment, at the DMs discretion.

Brewing
(General, 1)

Ability: Intelligence  Modifier: 0

The character is trained in the art of brewing beers and other strong drinks such as mead. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product.

Proficiency checks are made when the beer is ready (after an initial fermentation, beer is conditioned, matured or aged, in one of several ways, which can take from 2 to 4 weeks, several months, or several years in the case of dwarves), failure indicating sour beer and wasted time and effort.

Bureaucracy
(Priest or Rogue, 1)

Ability: Intelligence  Modifier: 0

This proficiency encompasses a working knowledge of governmental protocol and the skills necessary to navigate bureaucratic organizations. A character with this proficiency knows which official to approach and the best time to approach him. A tax collector’s aid may have better access to information than the tax collector himself; a city clerk may be less harried and more helpful at the beginning of the month than at the end. He knows where government records are kept and the procedures for examining them. He knows how to circumvent sluggish or uncooperative bureaucrats. He obtains permits and other government documents in half the normal time. No proficiency checks are needed for any of these functions.

A character can also use Bureaucracy to turn the system against someone else. A successful proficiency check doubles the amount of time to make a government decision, causes a permit to be issued under the wrong name, or temporary misplace an important document. A paladin must be careful with this ability, to avoid breaking the law and violating his ethos.

The bureaucracy proficiency covers the governmental organizations in a particular region, usually the character’s homeland. He may spend additional slots to expand the proficiency to other regions. Official organizations include government councils, regulatory boards, and church hierarchies. This proficiency is only effective when dealing with organizations of 10 or more members.
Calligraphy
(Priest or Wizard, 1)

**Ability:** Dexterity    **Modifier:** -1

The handwriting of an individual with this proficiency is controlled and beautiful to the point of being considered an art. A PC could earn a tidy income copying documents, books, formal letters, etc. for the wealthy public. Skilled calligraphers are often sought by the courts of the aristocracy and religious institutions that wish to illuminate their holy writings. The character must be able to read and write before this skill can be selected, of course. Possession of this skill grants a +1 bonus on all Scribe proficiency checks.

Camouflage
(Rogue or Warrior, 1)

**Ability:** Intelligence    **Modifier:** 0

An individual with this skill is an expert at outdoor camouflage. Using natural substances (grass, mud, sticks, etc.), he can attempt to blend himself and his companions into the undergrowth. This takes about a turn per person to carry out and is effective only as long as the characters are still and silent. It can be useful for hiding from attackers or as an ambush weapon, granting up to a +4 bonus to surprise others. Buildings can also be camouflaged, taking about 2 hours to hide a small cottage, although they require maintenance about every week to repair and replace the disguise. On a successful check, the PC has become effectively invisible to all those more than 30’ away, so long as he remains still. Individuals passing closer than 30’ are likely to spot something amiss (half perception check), unless the check was passed easily (5 or more below the number required, in which case, they get a ½ perception chance to spot only when within 10’).

Note that camouflage only works for normal visual sightings, creatures with excellent senses of smell, or with infravision, are not affected. Camouflage is only successful in areas with moderate to heavy vegetation; the DM should use common sense.

Candle Making
(General, 1)

**Ability:** Intelligence    **Modifier:** 0

This proficiency grants the ability to make tallow & wax candles. This skill also allows a PC to completely waterproof an item with wax, without damaging the item (by using wax coated rags etc.). This increases the weight of the item by 1/10th. Items such as backpacks, spellbooks, scroll cases, bows, etc., can all be done in this way with specially treated rags, which must be carried by the PC. The time to apply the wax cover takes 1-12 rounds, depending on the item. A heat source must also be available to do this effectively (e.g., fire, torch, etc.)

Cartography
(General, 1)

**Ability:** Wisdom    **Modifier:** -1

A PC with this proficiency is skilled in making maps, making him essential to any group of adventurers exploring unknown territory. A cartographer is a keen eyed artist with a well-developed sense of distance and depth, whose perception of the physical world is so exacting that with amazing accuracy he can copy onto a sheet of paper whatever he looks upon. He can also copy other maps professionally, and this makes him a valuable addition to the retinue of the aristocracy and other land holders. In mapmaking, time is important when considering the detail and accuracy of the resulting product. Outdoors, this is best left to the DM to decide in accordance to the type of terrain and the detail the players’ desire. Underground in a dungeon setting, however, accuracy and detail are much more important; often the survival of an entire adventuring party will depend on a single map. Once again, the DM must decide how long it takes to map any particular area, but this should take a minimum of one round plus the time it will take the cartographer to pace out the area. Another round or two should be added for increased detail or specific notes. A cartographer need only make an ability check on three occasions; when he maps a VERY unusual area, when he attempts to copy another map, and when he attempts to read a map that he has not manufactured himself. If he fails in the first, it is assumed that he has made a blunder that has rendered the map useless. If a failure is indicated in the second, he cannot read the map because symbols have been used that he is not familiar with, or the map lacks a legend or a key. In a fantasy setting, map symbols are unlikely to be universally known.

A small travel kit consisting of a waterproof leather case (with stiff sides so that it may be used as a drawing surface), 2 bottles of ink, a half dozen quills and a like number of parchment sheets will cost the cartographer about 50gp. Additional colored inks and drawing instruments should be available in most cities. It is not necessary for the character to know how to read and write to use this skill; however if the mapmaker cannot read or write the languages he knows, his maps, while accurate, will have keys understood by him only. This skill grants a +2 bonus on all navigation skill checks.
**Cartwright**  
(General, 1)  
**Ability:** Intelligence  
**Modifier:** 0  
A character with this proficiency is skilled in the construction of carts of all types. Chariots, wagons, and other transport vehicles of that nature may also be created. The metal parts must be fashioned by a blacksmith, but the remaining parts can be put together by the cartwright. Typical construction time of a single-horse drawn cart is two days, if all the parts are available. Chariots take about three days to construct, if made of wood, while large covered wagons take up to a week to build.

**Carpentry**  
(General, 1)  
**Ability:** Strength  
**Modifier:** 0  
The carpentry proficiency enables the character to do woodworking jobs: building houses, cabinetry, joinery, etc. Tools and materials must be available. The character can build basic items from experience, without the need for plans. Unusual and more complicated items require plans prepared by an engineer. Truly unusual or highly complex items require a proficiency check with an additional -2 modifier.

**Ceremony**  
(Priest, 1)  
**Ability:** Wisdom  
**Modifier:** +1  
A character with this proficiency is well-versed in the various rites, observances, and ceremonies of his temple, church or religious devotion. He is qualified to oversee normal worship or devotions, but conducting the rites in difficult or unusual situations may require a proficiency check. This proficiency also includes familiarity with ceremonies such as weddings, special namings, funerals and the like; and the priest can perform these services in a very simple manner without a proficiency check. A proficiency check is required for elaborate ceremonies befitting a person of high station or those ceremonies that the character is unfamiliar with.

**Charioteering**  
(Warrior, 1)  
**Ability:** Dexterity  
**Modifier:** -2  
A character with proficiency in this skill is able to safely guide a chariot, over any terrain that can normally be negotiated, at its normal movement rate; whereas characters without this proficiency can only move at 75% normal speed. Note that this proficiency does not impart the ability to move a chariot over terrain that it cannot traverse.

**Cheese Making**  
(General, 1)  
**Ability:** Intelligence  
**Modifier:** 0  
This proficiency allows the character who has it to expertly create cheese from the curds of soured milk. A proficiency check is required only when attempting to prepare a truly magnificent wheel of cheese as a special gift or for a special celebration, or if the character is working in unusual circumstances or with strange ingredients.

**City Lore 1**  
(General, 1)  
**Ability:** Intelligence  
**Modifier:** +1  
This general knowledge skill grants the character general knowledge and memory of the City of the player's choice (as well as surrounding towns and villages). Without rolling, characters know the names of streets and general landmarks, and a roll allows characters to reference the DM for information like the name of a certain inn or its proprietor etc. (This skill does not require City Lore 2, 3, or 4 as a prerequisite).

**City Lore 2**  
(General, 2)  
**Ability:** Intelligence  
**Modifier:** -2  
This specialized skill is not for the general populace of a city; officers of the watch and the guard are typical users of this skill (PCs can learn the skill without these affiliations after three months of dedicated study of the city). It allows characters a basic working knowledge of the city’s history, its defenses, and its sewer systems (to be provided by the DM on a need to know basis). This also gives basic knowledge and history about a city’s less well known and ‘seedy’ facts. This also includes surrounding towns and villages under the protection of the main city, at the DMs discretion. (This skill does not require City Lore 1, 3, or 4 as a prerequisite).
**City Lore 3**  
(General, 2)  
**Ability:** Intelligence  
**Modifier:** -1  
Primarily a rumormonger's talent, this skill allows characters to remember rumors and tavern talk or to get it from other characters. It is best used as an information gatherer and role-playing trigger and as a DM’s mnemonic when players forget clues. (This skill does not require City Lore 1, 3, or 4 as a prerequisite).

**City Lore 4**  
(General, 1)  
**Ability:** Intelligence  
**Modifier:** -2  
Other secrets of the chosen city are entailed here. This skill represents knowledge and secrets that only the Lords, rulers or king of a city would know. This is not available to PCs or NPCs unless they become Lords/Rulers or are direct agents of said Lords/Rulers. (This skill does not require City Lore 1, 2, or 3 as a pre-requisite).

**Cobbling**  
(General, 1)  
**Ability:** Dexterity  
**Modifier:** 0  
The character can fashion and repair shoes, boots, and sandals. Tools are necessary when making shoes, but everyday items may be used to repair a pair of shoes, with a proficiency check.

**Commerce, Legal**  
(General, 1)  
**Ability:** Wisdom  
**Modifier:** -1  
Characters with this skill know how business works in a particular city and its surrounding towns and villages, and can predict when certain commercial activities will take place (i.e. when the Market is at its fullest, when and where some smaller street markets open, etc.). While the skill doesn’t allow for any special contacts, the character knows the guilds and their duties (and perhaps guild contacts); the location of major shops and their wares; and where to find particular non-magical goods for sale.

**Commerce, Illegal**  
(Rogue, 2)  
**Ability:** Intelligence  
**Modifier:** -2  
This skill is a character’s limited knowledge of smuggling, black market goods, and the illegal trade of stolen goods. This skill gives the character one lesser contact dealing in a particular type of illegal goods or a contact with one of the known fences of a particular city, its surrounding towns and villages. This does not give the PC free reign with the criminal element, nor does it expose every secret of the character’s contact. This sets the stage for roleplaying between character and criminal contact.

**Cooking**  
(General, 1)  
**Ability:** Intelligence  
**Modifier:** 0  
Although all characters have rudimentary cooking skills, the character with this proficiency is an accomplished cook. A proficiency check is required only when attempting to prepare a grand meal of several courses. There is a -2 modifier to the proficiency check when making a truly magnificent meal worthy of a master chef or royal guest.

**Craft Instrument**  
(General, 2)  
**Ability:** Dexterity  
**Modifier:** -2  
Those who take this proficiency must specify whether they are skilled at crafting wind, stringed, percussion, or keyboard instruments. It takes an additional proficiency slot to gain one of the other skills. Three additional slots allow the character to take the title “master craftsman” as he is able to craft instruments of all forms. A craftsman must buy materials equal to a quarter of the instrument’s sale value. It then takes 1d6 days to craft a wind or percussion instrument, 2d8 days to form a stringed instrument and 3d10 days to create a keyboard instrument. These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools are not available, all times are doubled. The quality of an instrument is determined by a final proficiency check. Failure results in an instrument or poor quality, while success indicates good quality. A natural 20 indicates that the instrument is non-functional, while a natural 1 or below results in a masterpiece worth twice the normal value. Simple repairs take only 1d4 hours and require no proficiency check unless the proper tools are not available. However, repairing severe damage requires 1d8 hours and a check is mandatory for success.
Crowd Working  
(Rogue, 1)  
**Ability:** Charisma  
**Modifier:** -1  
Characters with this proficiency are familiar with how to handle crowds. They are skilled at observing crowds and adjusting their behavior accordingly. NPCs that normally have this skill include all types of demi-human and humanoid entertainers, from bards and fortune tellers, to acrobats and pit fighters. This skill also can be used to adjust the encounter reaction of a crowd. A successful proficiency check will alter the crowd’s reaction by +2 (or convinces them to donate twice as much money to the entertainers as they normally would, or whatever result is desired at the DM’s discretion of course!).

Cryptography  
(Rogue, 1)  
**Ability:** Intelligence  
**Modifier:** Special  
Possession of this proficiency allows the character to create and break codes and ciphers. Reading/writing is required in order to learn this skill. Multiple picks of this proficiency are often very helpful. Codes and ciphers fall into four levels of difficulty (equivalent to the number of slots of “cryptography” taken by the person that does the encryption). Their specific requirements are as follows:

<table>
<thead>
<tr>
<th>Level of Difficulty</th>
<th>Breaking Time</th>
<th>Check Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>8 Hours</td>
<td>+1</td>
</tr>
<tr>
<td>2</td>
<td>1 Day</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>1 Week</td>
<td>-1</td>
</tr>
<tr>
<td>4</td>
<td>1 Month</td>
<td>-2</td>
</tr>
</tbody>
</table>

The person encrypting the text can use a difficulty level no higher than the level of cryptography skill they possess. The base breaking time is the unit of time that a person must spend to have any chance of “breaking” the code. Each day of code-breaking must be 8 hours of uninterrupted thought or the period must be begun anew. The check modifier is an additional bonus/penalty applied to breaking a code that is dependent on its difficulty only. The DM may choose to add more modifiers because of the length of the text or successive failures. Codes/ciphers can only be broken by a person familiar with the language that the normal text is in.

If encrypted documents are to be used for general communications, both the encrypter and decrypter must know the key. The impracticality of changing keys frequently is the only thing that tends to keep codes in use for long enough that breaking them becomes worthwhile.

In order to change codes, the encrypter must merely decide to. It is a very quick job to create a code (of the type usable without supercomputers), generally taking 4 hours per skill level. Codes should be referenced (code A, code B, etc.) so that the DM can remember which ones are in use.

Dairyman/Herdsman  
(General, 1)  
**Ability:** Wisdom  
**Modifier:** 0  
This proficiency allows the character to manage a herd of cattle or other herd animals such as sheep or goats. Characters with this proficiency also have knowledge of animal husbandry, as well as (with a proficiency check) how to make dairy products and/or harvest wool from their herds as well.

Dancing  
(General, 1)  
**Ability:** Dexterity  
**Modifier:** 0  
The character knows and can perform the moves of many types of dances, including some that involve precise and detailed steps. All dances common to the character’s society will be familiar. Rare, archaic, or unusual dances will be known with a proficiency check. Also, characters who have had a chance to observe an unknown dance can perform it (~2 modifier, +1 for each time after the first that it is seen performed).

Deep Diving  
(Warrior, 1)  
**Ability:** Constitution  
**Modifier:** 0  
A character with this proficiency can add 10 feet per round to his speed of descent when diving into the water, or from the surface. Thus, a character with the deep diving proficiency can descend 30 feet per round, plus modifiers for encumbrance,
running start, and height. Likewise, a character with the deep diving proficiency can surface at a rate of 30 feet (not 20 feet) per round.
This proficiency provides characters with the ability to hold their breath for 2/3 their Constitution scores in rounds, not the 1/3 allowed to most characters. Effects of exceeding the allotted time are the same, regardless of proficiency ratings.

**Diplomacy**
(Priest or Warrior, 1)
**Ability:** Charisma **Modifier:** -1
This is the grand art of high diplomacy between states or organizations. A character skilled in diplomacy knows the correct procedures and unwritten rules of negotiations between states or large organizations. He is capable of discerning the true intent of the various declarations, statements, and gifts or exchanges that make up a diplomatic encounter, and he is able to take his own wishes and couch them in proper diplomatic terms.
Normally, the character need only make proficiency checks if the negotiations are particularly delicate or difficult. However, if there is a specific goal or compromise the character is working towards, he may attempt a check to see if he can win the other side over to his point. Naturally, the DM can apply a modifier of –8 to +8 depending on what the diplomat's offer means for the parties involved. Requesting the surrender of a vastly superior enemy is next to impossible, unless the character can convince them that they stand to gain something of great value by giving up.
In any event, the DM should *never* allow themselves or the players to use this ability as a substitute for good role-playing by the group playing.

**Direction Sense**
(General, 1)
**Ability:** Wisdom **Modifier:** +1
A character with this proficiency has an innate sense of direction. This direction sense applies to different types of terrain. The specific type is chosen when the proficiency is taken. In the wilderness, the character can try to determine the direction the party is headed. If the check fails, the character errs by 90 degrees. If the roll is 20, the direction chosen is exactly opposite the true heading. (The DM rolls the check). Furthermore, when travelling in the wilderness, a character with direction sense has the chance of becoming lost reduced by ½.
In the water, a character with this proficiency is able to determine the direction of travel underwater. A failed proficiency check means the character errs by 90 degrees. A roll of 20 indicates the direction chosen is exactly opposite the true reading. (The DM rolls this check). While on the water, the character is able to tell the direction of the party, even in unfathomable weather conditions, with a successful proficiency check, rolled by the DM. A character with this proficiency adds +1 to all Land or Sea Navigation proficiency checks.
Dwarves with this skill, receive a +2 modifier when using this skill underground, and a -2 penalty when using this skill outdoors. Direction Sense does not function underground for any character other than a dwarf or a gnome.

**Dirty Fighting**
(Warrior, 1)
**Ability:** Intelligence **Modifier:** -1
Veteran brawlers and soldiers acquire a repertoire of feints, ruses, and various unsportsmanlike tactics that can come in handy in a fight. A character with this “skill” can attempt to use a dirty trick once per fight; if he succeeds, he gains a +1 bonus to his next attack roll. If there's some reason the enemy believes the character will fight honorably (hardly a wise assumption!) the bonus is +2.
Once a particular enemy has fallen prey to the character's dirty trick, he can never be caught off-guard again. In addition, if the character's opponent is skilled in dirty fighting himself, the attempt automatically fails.

**Disguise**
(Rogue, 1)
**Ability:** Charisma **Modifier:** -1
The character with this skill is trained in the art of disguise. He can make himself or another individual look like any general type of person of about the same height, age, weight, and race. A successful proficiency check indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way.
The character can also disguise himself or another person as a member of another race or sex. In this case, a -7 penalty is applied to the proficiency check. The character may also attempt to disguise himself as a specific person, with a -10 penalty to the proficiency check. These modifiers are cumulative, thus it is extremely difficult for a character to disguise himself as a specific person of another race or sex.
Dwoemercraft
(Wizard, 3)

**Ability:** Intelligence  **Modifier:** -3

This rare non-weapon proficiency is generally only available in a world with a high degree of magical knowledge. It represents much in-depth study of Metamagic—the forces, which underlie magic itself. Hence, it usually must be learned from a university or academy. On a successful proficiency check during spell research, the wizard can reduce the time required to complete the spell by 25%. All other expenses for this research are still paid in full.

In addition to the ability to study metamagic to make spell research shorter, there is another (some would argue larger) benefit to having the knowledge of Dwoemercraft: it is used extensively in the research and crafting of magic items. Successful proficiency checks during the crafting of a magical item (regardless of type) can reduce the time it takes to complete by 25% as well. Successful proficiency checks will also double the amount of charges restored to those magic items that can be recharged, though never over the maximum charges allowed. For example: Halic needs to have his *Wand of Magic Missiles* recharged at the local Mages Guild. Normally the DM would roll 3d10 to see how many charges the guild could restore to the item in a week; and in this instance rolls a 20. If Halic assists with his Dwoemercraft proficiency, he could in fact restore 25 charges to the *Wand of Magic Missiles* instead of the 20 originally rolled.

Dyer
(General, 1)

**Ability:** Intelligence  **Modifier:** -1

This skill allows a character to properly dye fabrics and leathers of all types, if they have the proper materials. The character can also make both vegetable and mineral dyes as well with a successful proficiency check.

Endurance
(Warrior, 2)

**Ability:** Constitution  **Modifier:** -2

A character with endurance proficiency is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. In those cases where extreme endurance is required, a successful proficiency check must be made. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water. Dwarves, being a hardy and resilient race, can take the endurance proficiency for one slot at the start of their career. Dwarves taking this proficiency later on must pay the 2 slots to acquire it.

Engineering
(Priest or Wizard, 2)

**Ability:** Intelligence  **Modifier:** -3

The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines to large buildings. A proficiency check is required only when designing something particularly complicated or unusual. An engineer must still find talented workmen to carry out his plan, but he is trained to supervise and manage their work. An engineer is also familiar with the principles of siege-craft and can detect flaws in the defenses of a castle or similar construction. He knows how to construct and use siege weapons and machines, such as catapults, rams, and screws.

Etiquette
(General, 1)

**Ability:** Charisma  **Modifier:** 0

This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. For extremely unusual occurrences, a proficiency check must be made for the character to know the proper etiquette for the situation.

However, having the character know what is correct and actually do what is correct are two different matters. The encounter must still be role-played by the character. Knowledge of etiquette does not prevent the character from committing a faux pas; many people who know the correct thing manage to do the exact opposite.

Falconry
(Warrior, 1)

**Ability:** Wisdom  **Modifier:** -1

This proficiency is the very detailed (and in some cases aristocratic) art of training a Falcon. A character with this proficiency is an expert in training and handling falcons, enabling him to teach them tricks and tasks. (This proficiency also allows the training of hawks at a -1 penalty. A character can teach a falcon 2d4 (2-8) tricks or tasks in any combination. It takes 2d6 weeks to teach the falcon a trick, three months for a task. At the end of a training period the character makes a proficiency check. If the check
succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning more tricks beyond what they already may know. Training times and number of tricks/tasks may vary.

**Sample General Tasks:**

- **Hunting:** The falcon is trained to hunt its natural prey: small mammals and game birds; and to return with them to the falconer. Nearly all trained falcons receive this training first.
- **Ferocity:** The falcon receives a +1 bonus to all attack and damage rolls, and a +2 morale bonus.
- **Guard:** The falcon shrieks at the approach of strangers. If approached closer than 20’ or 30’, the falcon will attack unless ordered not to. The bird can recognize designated friends.
- **Homing:** The falcon recognizes one place as its roost and returns there upon command.
- **Loyalty:** The falcon is exceptionally loyal to an individual selected by the trainer. It has a +4 saving throw bonus against charm, control, empathy, or friendship attempts by others. Further, it comes when the individual summons it, guards its master from attack and may perform unusual acts of loyalty as decided by the DM.
- **Species Enemy:** The falcon is trained to recognize an entire species as a natural enemy. Its basic reaction will be hostile at all times, it will reject empathy, and have a +4 saving throw bonus against the enemy's charm or control attempts. It will attack the species enemy in preference to others.
- **Track:** The falcon will track a designated creature and return. It can retrace its path to lead the falconer to the creature.

**Sample Specific Tricks**

- **Attack:** The falcon will attack on command a creature designated by the falconer until called off. The falcon’s base morale is at least 11. The falcon receives a save vs. rods against another ranger's animal empathy ability.
- **Capture Prey:** A hunt-trained falcon will return with the prey alive and unharmed.
- **Catch Object:** Upon command, the falcon will catch a small object thrown into the air or a small falling object and return to the falconer.
- **Distract:** The falcon is trained to feint at an opponent. The opponent must make a saving throw vs. paralysis or lose its next action.
- **Eye Attack:** The falcon is trained to strike at an opponent’s eyes. A beak hit has a 25% chance of striking an eye. An opponent struck in the eye is blinded for 1d4 rounds and has a 10% chance of permanently losing sight in the eye.
- **Hand Signals:** The falcon can be commanded by hand signals as well as by voice.
- **Hide Object:** The falcon takes an object from the falconer, flies away with it, and conceals it. The falcon will retrieve the object on command.
- **Pit Fighting:** The falcon is trained as a fighting bird. It has a +2 attack bonus against any fighting bird that is not so trained.
- **Recall:** The falcon will immediately return to the falconer upon receiving the command.
- **Nemesis:** The falcon is trained to attack a specific individual. The falcon never checks morale when attacking the individual. – Rangers/Archers gain +1 when using this ability

**Fire-Building**
(General, 1)
**Ability:** Wisdom  **Modifier:** -1
A character with fire-building proficiency does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder, he can start a fire is 2d4 minutes. Flint and steel are not required, but without them it takes 2d10 minutes to start the fire. Wet wood, high winds, or other adverse conditions increase the time to 3d20, and a successful proficiency check must be rolled to start a fire.

**Fishing**
(General, 1)
**Ability:** Wisdom  **Modifier:** -1
The character is skilled in the art of fishing, be it with hook and line, net, or spear. Each hour the character spends fishing, roll a proficiency check. If the roll is failed, no fish are caught that hour. If successful, a hook and line or a spear will land fish equal to the difference between the die roll and the character’s Wisdom score. A net will catch three times this amount. Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pond during spawning season. The DM may modify the results according to the situation.
**Foraging**  
(Rogue or Warrior, 1)  
**Ability:** Intelligence  
**Modifier:** -1  
By using this proficiency, a PC can search a wilderness area to locate a small amount of a desired material, such as a branch suitable for carving into a bow, enough stones to build a cairn, or a component required for a spell. The PC must spend 2-8 hours searching, and the material must theoretically be available in the area being searched. The DM doesn’t confirm if the material sought is actually available until after the PC has searched for the designated period. If the DM decides the material isn’t in the area, no check is necessary; he merely reveals that the search was in vain. If the DM decided the material is indeed available, a successful check means the PC has found what he’s been looking for. As a rule of thumb, the PC locates no more than a handful of the desired material, though the DM may make exceptions (e.g., a field full of a particular Herb or plant, etc.). If the check fails, the material isn’t found. The PC may however search a different area, requiring another proficiency check and another 2-8 hours.

**Forgery**  
(Rogue, 1)  
**Ability:** Dexterity  
**Modifier:** -1  
This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. To forge a document where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed, and in addition, a proficiency check with a -1 penalty must be successfully rolled. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed, with a -3 penalty to the check. The DM rolls the proficiency check in secret. If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery proficiency who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with this type of document or handwriting—if he examines the document closely. If the die roll is 20, the forgery is immediately detectable to anyone who normally handles such documents without close examination. The forger will not realize this until too late. Furthermore, those with forgery proficiency may examine a document to learn if it is a forgery. On a successful proficiency roll, the authenticity of any document can be ascertained. If the die roll is failed, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion.

**Fungi Recognition**  
(General, 1)  
**Ability:** Intelligence  
**Modifier:** +1  
When on extended adventures above and underground, it is useful to be able to tell the difference between edible and poisonous fungi; or which fungi is harmful to the character in question (such as the ability to identify a shrieker in a field of similar fungi). It is impossible to harvest edible fungi without this proficiency. If the PC has plenty of light and an opportunity to study the fungus in question closely and uninterrupted for 10 minutes, no NWP check is required. If he is unable to see the fungus properly, often the case when using infravision, or has to make a hasty decision about edibility, a proficiency check must be made.

**Gaming**  
(General, 1)  
**Ability:** Charisma  
**Modifier:** 0  
The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game or make a proficiency check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming proficiency can also attempt to cheat, thus gaining a +1 bonus to his success chance. If the proficiency check for the game is 17 or above, however, the character has been caught cheating.

**Gem Cutting**  
(Rogue, 1)  
**Ability:** Dexterity  
**Modifier:** -1  
A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of non-proficient characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and specially hardened blades. Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful, the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem.
Gnomes with this skill may cut 2d8 gems per day instead of the usual 1d10. They may also increase the value of a gem by rolling a 1 or a 2 on the d20 proficiency check instead of just rolling a 1.

**Glassblowing**  
(General, 2)  
**Ability:** Dexterity  
**Modifier:** -1  
This proficiency allows the character to create small and delicate items of glass. While a modest living may be made from the construction of baubles, trinkets, and other glass sculptures, other uses are apparent. Beakers, flasks, and tubes may be constructed for use in an alchemist’s lab or as storage containers. All that is required is a very hot flame, the glass to start with, and several instruments for the shaping of the glass. A proficiency check is required only when creating extremely delicate constructions or using rare glass. A completed small flask may be created in as little as two hours. Larger or more complicated items take proportionately longer to create, from several hours to over one day’s time.

**Gunnery**  
(General, 1)  
**Ability:** Intelligence  
**Modifier:** -2  
This proficiency teaches a character what he needs to know to function as an artillerists or gunners mate. He knows the basic procedures and safety precautions involved in firing a siege weapon, such as a trebuchet, catapult or ballista. Devoting a second slot to gunnery qualifies the character to be a master gunner with a specific type of siege artillery piece. He can now aim the piece and command the mates who serve it. Properly commanded guns gain a +1 to hit at all ranges. Note that this is considered a non-weapon proficiency, even though it applies to a (very large!) weapon.

**Healing**  
(Priest, 1)  
**Ability:** Wisdom  
**Modifier:** -2  
A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore 1d3 hit points that were lost in the previous round. Only one healing attempt can be made on a character per day. If a wounded character remains under the care of someone with healing proficiency, that character can recover lost hit points at the rate of +1hp per day even when travelling or engaging in non-strenuous activity. If the wounded character gets complete rest, he can recover +2 hit points per day while under such care. Only characters with both healing and herbalism proficiencies can help others recover at the rate of +3 hit points per day of rest. This care does not require a proficiency check, only the regular attention of the proficient character. Up to six patients can be cared for at any time.

A character with healing proficiency can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay save to the last round of healing). No proficiency check is required, but the poisoned character must be tended to immediately and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means.

Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched. If the character also has the poison proficiency, a +2 bonus is added to this attempt. A character with healing proficiency can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful proficiency check automatically reduces the disease to its mildest form and shortest duration. Those who also have herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creature. In this case, a successful proficiency check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

**Heraldry**  
(General, 1)  
**Ability:** Intelligence  
**Modifier:** 0  
The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphy lines of script, fantastic beasts, religious symbols and magical seals. Heraldry can vary from the highly formalized rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesman.

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful proficiency check, he can correctly identify the signs and symbols of other lands,
provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land, however over a period of a few months, he may again use it as normal.

**Herbalism**  
(Priest, 1)  
**Ability:** Wisdom  
**Modifier:** -2  
Those with herbalist knowledge can identify plants and fungus and prepare non-magical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the DMG. A character with both herbalism and healing proficiencies gains bonuses when using his healing talent. In addition, a +1 bonus is gained when using the botany proficiency as well, if both are possessed.

To be able to cure poison and diseases, the PC must collect various herbs while travelling and make them into small salves. This is due to the fact that most poisons are fast acting, and the PC wouldn’t be able to make up a salve and find the components in say 1 to 4 rounds. The weight of all these herbs and salves is 5 pounds. To cure the poison or disease, the PC must make a number of proficiency checks. These are:

- A proficiency check to see if he possesses the knowledge to deal with that particular toxin or disease
- A proficiency check made against half his normal skill roll to determine if he neutralizes that particular agent.
- If the poison/disease is from a monster, and there is any chance of curing the malady, the skill roll is at ¼ the normal proficiency roll. If the poison or disease is magical in nature, then no mundane cure will work.

On any given day in the wilderness, the PC may also be able to find some particularly helpful herbs in use against injury gained by an individual. These herbs can only be used within 7 days of them being found to be of any use (unless the PC also has the botany, in which case he may preserve these herbs for a maximum of 1 month, before they lose their effect). The chance to find these herbs is equal to ¼ their normal proficiency check if the character is ‘just looking out for them while travelling’, and half-normal check if actively searching (half normal movement rate for that day). The number of herbs that will be found is equal to the number of successful proficiency checks rolled consecutively. So if the first roll for the day fails, then none will be found that day (although the PC still searches, and movement will be ½ normal for the rest of the day if actively searching).

**Hunting**  
(Warrior, 1)  
**Ability:** Wisdom  
**Modifier:** -1  
When in wilderness settings, the character can attempt to stalk and bring down game. A proficiency check must be made with a -1 penalty to the ability score for every non-proficient hunter in the party. If the die roll is successful, the hunters (and those with him) have come within 101 to 200 yards of an animal. The group can attempt to close the range, but a proficiency check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the games. Type of animal stalked depends on the nature of the terrain and the whim of the DM.

**Jeweler**  
(General, 1)  
**Ability:** Dexterity  
**Modifier:** 0  
A character with this proficiency is skilled in the art of fashioning jewelry and small intricate objects from precious metals and their alloys. This requires delicate attention to detail. A shop must be set up to do any intricate type of work. Small objects such as cufflinks, pendants, metal filigree on another item etc. require the use of this proficiency; as does any type of inlay into weapons, armor, or other items. Time to do the work in question depends strongly on the type of item being created, and is left to the DMs discretion.

A proficiency check is required when creating anything more than the most basic items, as precious metals can bend or break easily during fabrication. Characters with the Jeweler proficiency can also set items with precious gems and other objects, though a Gemcutter is needed to actually cut the gems for the settings themselves. Any repair work, or any item utilizing settings requires a proficiency check. The DM may also add modifiers to the check if the character is attempting to create intricate designs or works of art.

**Jousting**  
(Warrior, 1)  
**Ability:** Dexterity  
**Modifier:** +2  
This proficiency includes the combat knowledge and ceremony skills necessary for a successful joust; as well as the manners, behavior and flair needed to impress an audience. To take this proficiency the PC must first have a weapon proficiency in the lance.
A character with this proficiency modifies his attack rolls in a jousting match by +2. The use of this proficiency assumes the character has an adequate lance, shield and mount. Should a character win a match, his stylish performance favorably impresses the audience with a successful proficiency check. Audience members with a special interest in the match (such as royalty, gamblers, or potential paramours) who later encounter the jouster modify their reaction rolls by +2. If he wins several matches in a tournament, the bonus doesn’t rise above +2. If he later loses a match or two in the same tournament, he still earns the bonus. However, if the jousted has an especially disastrous day - say, if he follows a winning joust with a long string of losses - the audience may dismiss the win as a fluke, and the DM may not only cancel the bonus but impose penalties to reactions with the same people.

**Juggling**

(General, 1)

**Ability:** Charisma  
**Modifier:** 0

The character can juggle which is a talent useful for entertainment, diversions, and certain rare emergencies. When juggling, normally, no proficiency check is required. A check is made when trying spectacular tricks. However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a proficiency check!), the character can catch small items thrown to harm him. Thus the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage. The character is able to catch one missile per round (if at least one hand is free), plus two additional missiles if he forgoes all attacks that round and has both hands free. If additional slots are spent on this proficiency, the character may catch an additional missile for every slot spent. Alternately, the character may take a +1 bonus on the attack rolls to catch the missiles for each slot spent. No character can catch more than 5 missiles per round, regardless of their skill.

**Language, Ancient**

(Priest or Wizard, 1)

**Ability:** Intelligence  
**Modifier:** 0

The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This proficiency enables the character to read and write, as well as speak the language in question; as long as he has the Reading and Writing proficiency as well.

**Language, Modern**

(General, 1)

**Ability:** Intelligence  
**Modifier:** n/a

The character has learned to speak a language of the known world. To do so, there must be a teacher available. This could be another player character, an NPC hireling, or simply a local townsman.

**Law**

(General, 2)

**Ability:** Intelligence  
**Modifier:** 0

The character is knowledgeable in aspects of the legal codes in a specific region or city. This skill allows the user to deduce whether a crime has been committed given some evidence (proficiency check required), to represent himself or someone else in a court of law, and to realize the legal implications of an action. The law does not always favor the innocent, therefor good lawyers are always in demand in large cities. Successful proficiency checks at a trial can help influence the outcome, though the application of this proficiency is left to the DM's discretion.

**Leadership**

(Warrior, 1)

**Ability:** Charisma  
**Modifier:** 0

By asserting himself (making a successful proficiency check) the PC can give their crew/henchmen/followers bonuses if they rally to his cause and follow him into battle. They gain an additional +1 to their morale score, as well as a +1 THAC0 bonus for 1d4 rounds. If the check fails, the crew suffers a -1 morale penalty, and a -1 THAC0 penalty for one round. Two failed checks in a row will cause most crewman or henchman to automatically desert the PC, though followers (such as those gained at high levels) are allowed an unmodified morale check to not desert. Please note this skill does not affect PCs in any way or at any time.
Leatherworking  
(General, 1)  
**Ability:** Intelligence **Modifier:** 0  
This proficiency enables a character to tan and treat leather and to make clothing and other leather objects. The character cannot make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

Local History  
(Priest or Rogue, 1)  
**Ability:** Charisma **Modifier:** 0  
The character is a storehouse of facts about the history of a region the size of a large county or a small province. The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the character has told the story (lasting at least 1 turn), he can make a proficiency check. When successful the character gains a +2 bonus to his Charisma with his audience for 1 hour. Telling stories to hostile beings is probably not going to be any good.

Locksmithing  
(Rogue, 1)  
**Ability:** Dexterity **Modifier:** -1  
This is the specialized skill of making locks. The character can come up with plans for simple locks without a proficiency check. If the character wants to make an elaborate or sturdier lock, a proficiency check is required to complete the plans. Please note that having this proficiency doesn't allow the character to actually manufacture the parts required for the lock in question, they will still need to obtain the help of a blacksmith to create the parts themselves. Once the parts are obtained, simple locks can be successfully assembled with a proficiency check. The more elaborate the lock (i.e. the greater the penalty to pick it) the greater the DM will assess penalties to the check at their discretion.  
Also, thieves with this proficiency gain a 10% bonus to their lock picking skill, because they are intimately familiar with the internal structure and working of so many locks.

Miller  
(General, 1)  
**Ability:** Intelligence **Modifier:** 0  
Characters with this skill can store and prepare grain of all types, whether it’s storing whole grains, milling flour from wheat or any other storage method that’s appropriate. Proficiency checks are required when building new storage silos, milling equipment etc.

Mining  
(General, 2)  
**Ability:** Wisdom **Modifier:** -3  
A character with mining proficiency is needed to site and supervise the operations of any mine. First, the character can attempt to determine what type of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful proficiency check (made by the DM), the character has found a good site to begin searching for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course. Once the mine is in operation, a character with mining proficiency must remain on-site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.  
Any Dwarves taking this proficiency automatically gain a +2 to all proficiency checks, effectively making the base Modifier -1 instead of -3 as shown above.

Mountaineering  
(Warrior, 1)  
**Ability:** Wisdom **Modifier:** -2  
A character with this proficiency can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering proficiency leads a party, placing the pitons and guiding the others all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb.  
Proficiency checks are required to navigate through mountains correctly to reach a destination. Success indicates the character has chosen his route well and should avoid the hardest of climbs, granting the ability to move a 125% normal movement.
Failure indicated that the character has chosen a particularly difficult route with many sheer cliffs and vertical drops, reducing movement to half its normal rate in mountainous terrain. Characters may skip the check to move at normal rate.

**Musical Instrument**  
(Rogue, 1)  
**Ability:** Dexterity  
**Modifier:** -1  
The character can play a specific musical instrument. An additional instrument can be added for every extra slot devoted to this proficiency. The character plays quite well, and no proficiency check is normally required. The DM may expect the character to make a proficiency check in what he feels are extraordinary circumstances, or for performances to an audience.

**Navigation, Land**  
(General, 1)  
**Ability:** Wisdom  
**Modifier:** -1  
A character with this proficiency is capable of reading and following any normal map he comes across. He can even follow, in general terms, maps labeled in unfamiliar languages as long as he makes a successful proficiency check. Furthermore, if the sky is clear, the PC can determine direction by using the stars and daytime shadows as guides. The latter method requires one turn to make the proper measurements and calculations. A PC with this skill and an appropriate map gains a +1 bonus to any survival skill roll.

**Navigation, Sea**  
(General, 2)  
**Ability:** Wisdom  
**Modifier:** -2  
The character has learned the arts of navigating by the stars, studying currents, reefs, and hidden danger. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20%. Although this skill is not particularly useful on land, it does however grant a +1 to Navigation, Land proficiency checks.

**Navigation, Underground**  
(General, 3)  
**Ability:** Wisdom  
**Modifier:** -3  
A character with this proficiency can determine underground direction and the shortest route to the surface. By careful analysis or air and currents, a character can even determine whether there are any pockets of poisonous gas in the air. A successful proficiency check is required to use this ability. Dwarves, gnomes and any other intelligent underground dwelling creature gain a +2 to this check automatically.

**Oratory**  
(Priest, 1)  
**Ability:** Charisma  
**Modifier:** -1  
Through inspiring speech and sheer force of personality, a character with this proficiency can influence the opinion of a crowd. Any size crowd may be influenced, so long as they speak the same language as the orator, and can see and hear him clearly. To use this proficiency, the orator must address the crowd on one specific topic. For instance, he may attempt to persuade them to rise up against a local despot, leave town because of an impending danger (a monster on the outskirts of town, an advancing evil army), or help search for a missing child.

Before the orator speaks, the DM must determine the size of the crowd, their level, and their general attitude toward the orator and the topic he's addressing. For small crowds—say, less than five members—determine levels and attitudes individually. Break larger crowds into groups; decide an average level and attitude for each group. Use Table 59 in Chapter 11 of the DMG to access attitudes about the topic; the crowd may be Friendly, Indifferent, Cautious, Threatened, or Hostile.

Before any rolls are made, or the orator begins speaking, the player tells the DM if the orator will be attempting to adjust the crowd's opinion one level up or down on Table 59. The orator then speaks to the crowd; he must speak uninterrupted for at least 10 rounds. When the orator finishes speaking, roll the Oratory proficiency check. If the check succeeds, make an Intelligence check for each individual in a small crowd, or for each small group in a large crowd. Modify these rolls by a –1 penalty for each 1 by which the orator made the Oratory check. For instance, if the Orator needed a 10 to succeed and rolled a 5, each Intelligence check takes a –5 penalty.

Individuals or small groups who fail their throws have their opinions about the topic adjusted one level on Table 59 in the DMG. An Indifferent opinion may become Friendly or Cautious, a Cautious opinion may become Indifferent or Threatening and so on. However, all audience members who fail their rolls have their opinions adjusted the same way. The opinions of those who...
succeed in their rolls remain unchanged by the character’s Oratory; however, practically speaking, peer pressure can produce the same results. The DM may override any die roll that produces inappropriate results; for example, an NPC in the crowd who has a long-standing feud with the orator may be unmoved, regardless of the orator’s eloquence.

A character may use this proficiency only once on a given crowd. Should the composition of the crowd change to include many new members, the character may make another oratory attempt, providing he speaks on a different topic.

Note that this proficiency elicits only modest changes in attitude. If a crowd feels indifferent toward a despot, an orator may be able to stir up some ambiguous feelings about him, but he won’t be able to convince them to immediately storm the despot’s castle. If the crowd is suspicious of a particular religion, the orator may persuade them to be more tolerant, but he shouldn’t expect any spontaneous conversions.

**Painting**
(General, 1)

**Ability:** Dexterity

**Modifier:** 0

A character with this proficiency is skilled at rendering images with oil, brush, and canvas. The artist can create reasonable portrayals of people, landscapes, and monsters, and he possesses knowledge of perspective, shading, and composition. These skills allow the painter to create decent works of art without a proficiency check. These simple paintings are of low value, regardless of size. To create true works of art or to paint a portrait, the subject matter must be observed during the entire painting process. When the painting is finished, the painter must make a proficiency check. If it’s successful, the painter has created a pretty good work of art or a reasonably good portrait of the subject. If the die roll is a natural 1, then the painter has created what some might consider a masterpiece, truly capturing every nuance of the subject being painted. If the character fails any proficiency check, then the painting is a complete failure and is worthless.

**Papermaking**
(Priest or Wizard, 1)

**Ability:** Intelligence

**Modifier:** 0

A character with this skill knows how to manufacture paper. This can be an invaluable skill for a wizard, since paper may be fairly rare in many campaign settings. Rag pulp, bark, linen, hemp, and wood were all used to make paper in medieval times. The material is pounded or pressed flat and treated with various chemical compounds to bind and strengthen it. At the DM’s option, the character may also be familiar with the manufacture of parchment and vellum. Parchment is finely-scraped animal skin, treated with lime and other chemicals; vellum is unusually supple and smooth parchment taken from very young animals. A wizard who makes his own paper can reduce the costs of manufacturing a spell book by 50%, although this requires one to two weeks of time and a suitable work area. Normally, a traveling spell book costs 100gp per page, and a standard spell book costs 50gp per page. If the wizard also knows the bookbinding non-weapon proficiency and binds the volume himself, the cost of the spell book is reduced by 75% altogether.

**Pottery**
(General, 1)

**Ability:** Dexterity

**Modifier:** -2

The character can create ceramic vessels—jars, bottles, plates, bowls, etc.—of whatever type are in use in the campaign world. A serviceable piece of crockery can be made without a proficiency check. If the character attempts to make a fine-quality piece, it will take about three days for an average-sized object—and a successful proficiency check. Failure means the object is useless; success indicates the degree of excellence, with a roll of 1 indicating that the character has created a work of unique value. A character with the artistic ability proficiency gains a +1 to this skill. True masterworks are sculpted by these talented characters.

**Poison Making**
(Rogue, 2)

**Ability:** Intelligence

**Modifier:** Special

This proficiency gives the character knowledge of manufactured poisons of all types. With this ability, the character is able to manufacture poisons of all kinds, given the time and materials needed. The types of poisons decide any penalties to the chance of success, from +1 for simple nausea effects to -10 for rare immediate death poisons. In addition, the character can also make the antidote for any poison he has manufactured himself with an additional normal proficiency check. The character may also identify poisons he did not create. This requires a proficiency check and close examination of the poison or object thought to be poisoned. At times, the character must sample the poison (putting himself at risk) to determine its effects. However, any saving throws are made with a +4 bonus when a successful proficiency check is made. Once a poison has been identified, and its effects known, an antidote may be created. This always requires the character to sample the poison. A proficiency check at half the normal chance for success is made, assuming the poison is available. If successful, the character is able to concoct the
appropriate antidote, assuming the materials are nearby. If a creature has already been poisoned, or the poison is not available for sampling, then the character has only a 1 in 20 chance of concocting an antidote. The rolls for antidote concoction are made secretly by the DM. If the roll fails, the character knows he is unable to concoct an antidote. However, if the roll is 20, an antidote is made, but is ineffective, wasting the character and perhaps the victim's time.

This skill also allows a PC to remove the poisonous glands from an animal/arachnid/monster that uses poison. He must make a successful proficiency check at -2 to succeed (Note that this roll is vs. dexterity, not intelligence). If he fails his roll by more than 2, or rolls a 20, the PC has managed to poison himself with all the consequences. Wearing special gloves (cost = 10gp), the PC must fail the roll by 6 or more to get poisoned.

Reading and Writing
(General, 1)

**Ability:** Intelligence **Modifier:** 0

The character can read and write a modern language he can speak, provided there is someone available to teach the character how to read and write. This proficiency does not enable the character to learn ancient languages, and cannot be taken for any language the character doesn’t already speak. Proficiency checks are normally only required when attempting to read truly horrible handwriting or damaged items, such as a fire-charred note or a scroll whose ink has smeared from the rain.

Reading Lips
(Rogue, 2)

**Ability:** Intelligence **Modifier:** -3

Characters possessing this proficiency have a chance to understand the speech of those they can see but not hear. The speaker must be clearly visible, less than 30 feet away, and well-illuminated—characters cannot lip-read with infravision. If the speaker is addressing the lip reader and intends to be understood, no proficiency check is necessary. If lip readers attempt to “overhear” speech not directed to them, proficiency checks are required. Success means the gist of the words come through.

Religion
(Priest or Wizard, 1)

**Ability:** Wisdom **Modifier:** 0

Characters with religion proficiency know the common beliefs and cults of their homeland and the major faiths of neighboring regions. The character automatically knows ordinary information of any religion. Special information, such as how the clergy is organized, requires a proficiency check.

Additional proficiencies spent on religion enable the character to either expand his general knowledge into more distant regions or to gain precise information about a single faith. If the latter is chosen, the character is no longer required to make a proficiency check when answering questions about that religion. Such expert knowledge is highly useful to priest characters when dealing with their own and rival faiths.

Riding, Airborne
(General, 3)

**Ability:** Dexterity **Modifier:** -2

The character is trained in handling a flying mount. The particular creature must be chosen when the proficiency is chosen. Additional proficiency slots can be used to learn how to handle other types of mounts. Unlike land-based riding a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a proficient character can do the following:

1 - Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no proficiency check

2 - Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a proficiency check. In all other situations, a proficiency check is required. A failed roll means the character takes normal falling damage and misses his target. A character that is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure gives opponents 1 attack of opportunity.

3 - Spur his mount to greater speeds on a successful check, adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for a full turn. After the rounds of increased speeds, its movement drops to two-thirds its normal rate and its maneuverability Class becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour

4 - The rider can guide the mount with his knees and feet, keeping his hands free. A proficiency check is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the
A character manages to catch himself. If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.

**Riding, Land Based**  
(General, 1)  
**Ability:** Dexterity  
**Modifier:** 0

Those skilled in land riding are proficient in the art of riding and handling horses of other types of ground mounts. When the proficiency slot is filled, the character must declare which type of mount he is proficient in. A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a proficiency check for success:

1 - The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor without making a proficiency check. He must a proficiency check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground presumably quite embarrassed while taking 1d6 damage.

2 - The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than three tall or the gap is less than 10 feet wide. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure means that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground. The above distances assume the animal can actually jump those distances. The DM may adjust them according to the mount chosen.

3 - The character can spur his steed on to great speeds, adding 6 to the animal's movement rate for up to four turns. This requires a proficiency check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for a turn. In any event, after four turns of racing, its dismounted rider must walk the steed for one turn.

4 - The character can guide his mount with his knees, enabling him to use weapons that require two hands while mounted. This form does not require a proficiency check unless the character takes damage while so riding. In this case, a check is required and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.

5 - The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character’s Armor Class is lowered by 6 while this maneuver is performed.

Any attacks that would have struck the character’s normal AC are considered to have struck the mount instead. No proficiency check is required.

**Riding, Sea Based**  
(General, 3)  
**Ability:** Dexterity  
**Modifier:** -2

The character is trained in handling a swimming mount. The particular creature must be chosen when the proficiency is taken. Additional proficiency slots can be used to learn how to handle other types of mounts. A character must have this proficiency (or ride with someone who does) to handle an aquatic mount. In addition, a proficient character can do the following:

1 - Leap onto the saddle of the creature (when it is on the surface) and spur it into motion in the same combat round. This requires no proficiency check.

2 - Urge the mount to leap over obstacles in the water, so long as the obstacles are less than 3ft high and 5ft wide. There must be water on the opposite side of the obstacle, or the mount takes 1d6 points of damage from the impact. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to 5ft high and 10ft wide. Success means that the mount has made the jump. Failure indicates that the mount has balked, and the character must make another proficiency check to see if he remains his seat or falls from the saddle into the water. The above distances assume the animal can actually jump those distances. The DM may adjust them according to the mount chosen.

3 - The character can spur his steed on to great speeds, adding 2d6 to the movement rate of the animal for up to two turns. This requires a proficiency check each five rounds to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount slows to half speed and will be unable to bear the rider for a full turn. In any event, after two turns, its movement drops to two-thirds its normal rate until the mount is allowed to rest for at least one hour.

4 - The character can guide his mount with his knees and feet, enabling him to use weapons that require two hands while mounted. This feat does require a proficiency check to use initially and also if the character takes damage while so riding. In this case, a check is required and failure means that the character falls from the mount and is stopped by the water currents. A second check is allowed to see if the character manages to catch himself. If this fails, the rider falls into the water. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plunges deeper into the water. This ability is useful both above and below the water.
5 - The character can attempt to control the mount if it panics. Under ordinary circumstances, aquatic creatures who take damage from an attack from above the water will dive below the surface unless they make a morale roll. Should the mount fail the roll, it will attempt to dive below the water, where it will remain for 1d10 rounds. The character may try to force the mount to the surface with a proficiency check. However, the character is considered to be exerting himself for purposes of avoiding drowning. A successful check will bring the mount back to the surface. Characters who fail to make their proficiency check may repeat it every round until successful, or until further action becomes impossible.

Rope/Net Making
(General, 1)
Ability: Dexterity Modifier: 0
This proficiency allows the character to weave fibers to make ropes and nets of all kinds. Normal ropes and nets don’t require a proficiency check to make; however ropes and nets that are made from non-standard materials (such as spider silk) do require a proficiency check. Failure indicated that there is a bad spot (or spots, at the DM’s discretion) in the rope or net, which will break upon first use. These spots should not be evident to the character that made the rope or net, though a second character can make a proficiency check to check for the bad spots.

Rope Use
(General, 1)
Ability: Dexterity Modifier: 0
This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character’s hands are bound and held with a knot, he can roll a proficiency check with a -6 penalty to escape the bonds. This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay companions.

Running
(Warrior, 1)
Ability: Constitution Modifier: -6
The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for ten uninterrupted hours. After the first day’s movement, the character must roll a proficiency check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, or if his sleep the previous night was interrupted, the character cannot use his running ability the next day. If involved in a battle during the day he spent running, he suffers a -1 penalty to his attack rolls.

Sage Knowledge
(Wizard, 1)
Ability: Intelligence Modifier: -2
This proficiency represents a specialized area of knowledge or learning. A character with this skill is a fully qualified sage in the area of study chosen and is capable of answering questions concerning the topic after some time spent researching. Refer to Table 62: Sage Modifiers and Table 63: Research Times in the DMG. As noted in the DMG, a sage requires an excellent library as a resource—at least 50 to 100 books, costing no less than 10,000 gp altogether.
Naturally, a character may be able to strike a deal with a university, monastery, or wizards’ guild hall in order to gain access to their library. In addition to his ability to perform sage research, the character’s high level of learning allows him to make field observations or attempt to come up with knowledge off the top of his head. For example, a sage who studies botany may attempt a proficiency check in order to identify a particular plant, while one who studies toxicology may be able to identify a poison by its symptoms in a victim. These on-the-spot observations should be limited to information any expert could reasonably come up with in the field—identifying a common gemstone is one thing for a geologist, but making a guess about the electrical conductivity of quartz crystal or the enchantments of a magical gem is a different matter entirely.
Purchasing this proficiency at its base cost (2 slots) gives the sage a broad overview of the area of study in question, allowing him to answer general or specific questions in the field. For an additional proficiency slot the character may become an expert in one particular aspect of the topic. For example, a botanist may spend another slot to specialize in moss and lichens, ferns, or all plants found in a particular climate or ecosystem. This detailed knowledge allows the character to attempt to answer exacting questions in the field. The fields of study available to a sage are vast, as are the specializations in the sage’s field of study. The following are some examples of broad areas of study: Architecture, Art, Botany, Cartography, Chemistry, Music, Oceanography and many more.
**Scribe**  
(Priest or Wizard, 1)  
**Ability:** Dexterity **Modifier:** -1  
A character must also have the Reading and Writing proficiency prior to taking this one. Professional scribes create copies of books by copying manuscripts or taking dictation from another person. Since the vast majority of the populace cannot manage much more than the basics of reading and writing, scribes are in demand for their grammatical prowess and the quality of their illuminated (or illustrated) pages. A character with this proficiency is familiar with a scribe’s techniques for preparing pages and working both swiftly and accurately. This is an invaluable skill for a wizard; with a successful proficiency check, the character gains a +5% bonus to any rolls he must make in order to copy or transcribe a spell into his spell book or onto a scroll.

**Sculpting**  
(General, 1)  
**Ability:** Dexterity **Modifier:** -2  
The character with this proficiency can render realistic objects out of marble, stone and clay. Simple sculptures do not require a successful proficiency check if the sculptor is working with clay or a similar substance, though a successful check is needed if working in stone, marble and the like. If the character wants to create detailed sculptures such as statues or ornate works of art, then the proficiency check is made with a -2 penalty. The DM may add additional penalties at their discretion if the work is made under duress or intricate skill is required.  
Artistic ability grants a +1 to all sculpting checks.

**Seamanship**  
(General, 1)  
**Ability:** Charisma **Modifier:** 0  
The character is familiar with boats and ships, and he is qualified to work as a crewman; although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of inland boats by 50%. Basic operation of a vessel, such as steering, pulling or letting out sails properly do not require proficiency checks in good weather. However when the weather is bad, or in bad conditions (such as an icy deck, or the vessel is in combat) these basic actions do require a proficiency check. In certain situations the DM may add modifiers to the check, such as a -1 or penalty because of severe weather. Failure of a proficiency check can have minor to major consequences, as determined by the situation and the DMs discretion.

**Seamstress/Tailor**  
(General, 1)  
**Ability:** Charisma **Modifier:** 0  
The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no proficiency check is required, the character must have at least needle and thread to work for simple garments. For high quality clothing a proficiency check is required, failure indicated the garment is a bad fit or incorrect in some other way.

**Set Snares**  
(General, 1)  
**Ability:** Charisma **Modifier:** 0  
The character can make simple snares and traps, primarily to catch small game. These can include rope snares and spring traps. A proficiency check must be rolled when the snare is first constructed and every time the snare is set. A failed proficiency check means the trap does not work: workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem is left up to the DM, and may or may not be readily apparent to the character that set the trap. The character can also attempt to set traps and snares for larger creatures. A proficiency check must be rolled, this time with a -4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered. The DM must decide if the trap is triggered.  
Ranger and Thief characters (and only these characters!) can also attempt to rig mantraps with this proficiency. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by a mantrap.  
Setting a small snare or trap takes one hour or work. Setting a larger trap can require up to two or three people (only one need have the proficiency) and 2d12 hours of work. Setting a mantrap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand.
Characters with animal lore proficiency gain a +2 bonus to their chance of success when attempting to set a snare for the purposes of catching game. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when attempting to trap monsters or intelligent beings.

**Shipwright**  
(General, 1)  
**Ability:** Charisma  
**Modifier:** 0  
The character is knowledgeable regarding techniques for ship construction and repair. He can design and build ships of all types over 40' in length, with a proficiency check only being required for an unusual feature. The character can perform routine maintenance on sailing vessels or galleys, including repairing sails and caulking the hull, without a proficiency check. Vessels of any size require large crews of shipwrights and other laborers to build or repair. The time required to build a ship depends on size. As a general guide, a ship requires one week of construction time per foot of length. For every character with the shipwright proficiency reduce this time by 20% (to a maximum of 60%). A maximum of one shipwright per five feet of length can work on the same vessel. Characters without the shipwright proficiency can aid the shipwright in construction, but three such characters equal the time savings that one additional skilled boatwright could provide.

**Sign Language**  
(General, 1)  
**Ability:** Charisma  
**Modifier:** 0  
This proficiency permits silent communication with anyone who sees and understands the signals. The maximum range is line of sight in a lit area (to a maximum of 60 feet). Sign may be an extensive language capable of handling long conversations, or simply a means of communicating a few easy to understand phrases such as ‘attack’, ‘orcs behind the rock’, or ‘you three move left’. A proficiency check is made when speaking or interpreting sign. The +2 bonus should only be used when giving short, easily recognized commands. More detailed signals suffer a -1 penalty.

**Signaling**  
(Warrior, 1)  
**Ability:** Intelligence  
**Modifier:** -2  
This proficiency gives the character the ability to send messages over long distances. The character must designate his preferred method for signaling. Typical methods include smoke signals, whistling, waving flags, drums, or reflecting mirrors. For each additional slot spent, the character may choose an additional method. Because signaling is essentially a language, messages of reasonable complexity can be communicated. A practiced signaler can transmit as many as 10 words per combat round.

To interpret the signal, the recipient must be able to see or hear it. He must also have the signaling proficiency and know the same signaling method as the sender. To send a message and have it understood, both the signaler and the recipient must make successful proficiency checks. If one fails his roll, the message is distorted; the message can be sent again in the following round, and proficiency checks may be attempted again. If both checks fail, or if either character rolls a natural 20, an incorrect message was sent and received; the message has the opposite of the intended meaning. Characters without the signaling proficiency, as well as characters who have the proficiency but use a different signaling method, can’t understand the signals.

**Signature Spell**  
(Wizard, Variable)  
**Ability:** Special  
**Modifier:** Special  
Just as fighters can reach unusual levels of skill by specializing in a particular weapon, a wizard can spend extra non-weapon proficiency slots in order to specialize in a particular spell. The signature spell must be a spell that the character already knows and is able to cast; a 1st-level wizard couldn’t select fireball as a signature spell, although he could choose an appropriate 1st-level spell from his spell book.

If the character is a specialist wizard, he may only select signature spells from the school of his specialty. Mages, however, may select signature spells from any school. The actual cost in proficiency slots varies with the level of the spell selected.

<table>
<thead>
<tr>
<th>Spell Level</th>
<th># Slots Req.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st - 3rd</td>
<td>2</td>
</tr>
<tr>
<td>4th - 6th</td>
<td>3</td>
</tr>
<tr>
<td>7th - 9th</td>
<td>4</td>
</tr>
</tbody>
</table>
The effects of a signature spell can vary depending on the spell chosen. Typically the signature spell can do one of the following: an extra die of damage, +1 damage per level, -1 to saving throws, an added 10ft to the area of effect, extend the duration for 1 extra round and so on. The character should discuss with their DM the spell and the desired enhancement to ensure that it is balanced for the DM's campaign. A wizard can have only 1 signature spell for every three experience levels, starting at level one: one at 1st, two at 4th, three at 7th and so on.

**Sleight of Hand**  
*(Rogue, 1)*  
**Ability:** Dexterity  
**Modifier:** -2  
A rogue with this proficiency is highly trained with legerdemain. They can, with a flick of the wrist, cause coins and other small objects to vanish up their sleeve, and they can perform many other hand-is-quicker-than-the-eye tricks, though a proficiency check is required. Thief characters (and only thieves, this does not apply to Bards) gain an additional +10% bonus to their pick pocket chances with this proficiency.  
Please note that under no circumstances does this proficiency allow non-thief characters to pick pockets as a thief!

**Smelting**  
*(General, 1)*  
**Ability:** Intelligence  
**Modifier:** -1  
The smelting proficiency is closely tied to the mining proficiency, since between them they provide all of the metal used in the campaign world. A character with this proficiency can operate a smelter, which is essentially an extremely hot forge. Using this forge and the occasional application of certain liquids, including water and acids, the smelter separates the metal from the rocky ore with which it is usually mined.  
The amount of ore that can be processed is more a function of the size of the smelter than the character's working rate. A small smelter can process ore as fast as four miners can produce it. A medium smelter can process the ore excavated by up to 20 miners. A large smelter can process the ore excavated by up to 100 miners.  
Because of the materials needed to operate it, a smelting operation costs money to maintain. This expense is in addition to the cost of the smelting equipment itself. A small smelting operation costs 5sp per day to operate; the cost of a medium smelting operation is 12sp per day, and a large smelting operation costs 25sp a day to run. The smelter only costs money when it is in operation. Thus, it is common practice to collect a stockpile of ore before beginning to smelt it, so that the smelter can run at maximum efficiently until all the stockpiled ore has been processed.

**Spellcraft**  
*(Priest or Wizard, 1)*  
**Ability:** Charisma  
**Modifier:** -1  
Although this proficiency does not grant the character any spellcasting power, it does give him familiarity with all different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A proficiency check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the spellcaster must be observed until the very instant of casting, the spellcraft proficiency does not grant an advantage against combat spells. The proficiency is quite useful, however, for identifying spells that would otherwise have no visible effect. Those talented in this proficiency also have a chance (equal to ¼ of their normal proficiency check) of recognizing magical or magically endowed constructs for what they are.

**Stonemason**  
*(General, 1)*  
**Ability:** Strength  
**Modifier:** -2  
A stonemason is able to build structures from stone so that they last many years. He can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled laborers to quarry stone; one stonemason is needed for every five laborers. Dwarves are among the most accomplished stonemasons in the world; they receive a +2 bonus when using this skill.

**Street Sense**  
*(Rogue, 2)*  
**Ability:** Charisma  
**Modifier:** 0  
A rogue with this proficiency is adept at making a good impression on underworld contacts in the less savory neighborhoods of towns and cities, allowing him to add +2 to reaction checks with underworld contacts. Those who the rogue contacts are not
necessarily moved to trust the rogue using this skill, but they may decide the rogue is worth talking to because he is entertaining or a person of importance. A street sense skill check can be attempted once whenever the rogue is talking to a contact. Success indicates that the contact becomes favorably inclined toward the rogue and will reveal additional information to him, possibly unrelated to the rogue’s inquiries, at the DM’s discretion. Success may also indicate that the contact will act positively towards the rogue in future situations, unless circumstances (or the DM) dictate otherwise. Possession of this skill also gives a +2 bonus to any reaction adjustments with NPCs when gathering information.

**Subtle Casting**
(Wizard, 2)

**Ability:** Dexterity  
**Modifier:** -2

A wizard with this skill can cast spells so sneakily that no observer can detect any somatic spell components. A proficiency check is made before the wizard casts the spell. Success indicates that the somatic components of the spell are unobserved; failure indicates that the wizard has been seen in his attempt. If the wizard combines this with a Vocalize spell, the only outward sign that he is casting a spell might be the visible effects of the spell itself.

**Survival**  
(Warrior, 2)

**Ability:** Intelligence  
**Modifier:** 0

This proficiency must be applied to a specific environment (forest, mountains, plains, jungle, desert etc.) The character has basic survival knowledge for that terrain type. Additional proficiency slots can be used to add more types of terrain. A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the proficiency to find food or water, the character must roll a proficiency check. If the check is failed, no more attempts can be made that day. The survival skill in no way releases the player character from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom!

**Swimming**  
(General, 1)

**Ability:** Constitution  
**Modifier:** -1

A character with swimming proficiency knows how to swim and can move according to the rules given in the Movement: Swimming sections of the PHB and DMG. Those without this proficiency cannot swim: they can hold their breath and attempt to float, but they cannot move themselves about in the water and will drown in 1d4+1 rounds.

**Thaumaturgy**  
(Wizard, 1)

**Ability:** Intelligence  
**Modifier:** -1

This is the art of the casting of magic, the study of the interaction of verbal, somatic, and material components in order to produce a desired effect. While all wizards have some degree of familiarity with this field of knowledge, a character that becomes proficient in thaumaturgy has spent time studying the forms and practices of magic. This depth of knowledge gives the wizard a +5% bonus on his learn spell rolls after a successful proficiency check has been made.

**Tightrope Walking**  
(Rogue, 1)

**Ability:** Dexterity  
**Modifier:** 0

The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk his full movement rate (walking, running etc.) One proficiency check is made every 60 feet, with failure indicating a fall. The check is made with a -6 penalty to the ability score if the surface is one inch or less in width (a rope), a -3 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Surfaces wider than one foot require no check for proficient characters under normal circumstances. Every additional proficiency slot spent on tightrope walking reduces these penalties by 1. Use of a balancing rod (or quarterstaff) reduces the penalties by 2. Winds or a vibration in the line increases the penalties by 2 to 6, determined by the DM. The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful proficiency check at the beginning of each round to avoid falling off. Since the character cannot
maneuver, he gains no adjustment to his AC for Dexterity when fighting on a rope. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance as well.

**Tracking**  
(Warrior, 2)  
**Ability:** Wisdom **Modifier:** 0

Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers roll a proficiency check with a -6 penalty to their roll; rangers have no penalty to the chances. In addition, other modifiers are also applied to the attempt, according to the table below:

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soft or Muddy Ground</td>
<td>+4</td>
</tr>
<tr>
<td>Thick Brush, Vines or Weeds</td>
<td>+3</td>
</tr>
<tr>
<td>Occasional signs of passage, dust</td>
<td>+2</td>
</tr>
<tr>
<td>Normal ground, road or floor</td>
<td>0</td>
</tr>
<tr>
<td>Rocky ground or shallow water</td>
<td>-10</td>
</tr>
<tr>
<td>Every two creatures in the group</td>
<td>+1</td>
</tr>
<tr>
<td>Every 12 hours since trail was made</td>
<td>-1</td>
</tr>
<tr>
<td>Every hour of rain, snow or sleet</td>
<td>-5</td>
</tr>
<tr>
<td>Poor lighting (moon or starlight)</td>
<td>-6</td>
</tr>
<tr>
<td>Tracked party attempts to hide trail</td>
<td>-5</td>
</tr>
</tbody>
</table>

The modifiers in the above table are cumulative—total the modifiers for all conditions that apply and combine that with the trackers base chance for success to get the modified chance to track. For the tracking to succeed, the creature tracked must leave some type of trail. Thus it is virtually impossible to track flying or non-corporeal creatures, or those that go across deep water or wide streams and rivers. The DM may allow rare instances, but he should also assign substantial penalties to the attempt.

To track a creature, the character must first fine the trail. Indoors, the tracker must have seen the creature in the last 3 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement, or must have obvious evidence that the creature is in the area. If these conditions are met, a proficiency check is rolled. Success means a trail has been found. Failure means no trail is found. Another attempt cannot be made until the above conditions are met again under different circumstances.

Once the trail is found, additional proficiency checks are rolled for the following situations:

- The chance to track decreases
- A second track crosses the first
- The party resumes tracking after a halt

Once the tracker fails a proficiency check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the chance of the most adept tracker. Once he loses the trail, it is lost to all. If the modifiers lower the chance to track below 0, the trail is totally lost to that character and further tracking is impossible. Other characters may be able to continue tracking, but that character cannot.

A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a proficiency check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (if the character has knowledge of such creatures) and gives a round estimate of their numbers.

<table>
<thead>
<tr>
<th>Chance to Track</th>
<th>Movement Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>1/4 Normal</td>
</tr>
<tr>
<td>7-14</td>
<td>1/2 Normal</td>
</tr>
<tr>
<td>15+</td>
<td>3/4 Normal</td>
</tr>
</tbody>
</table>

When following a trail, the character must slow down, the speed depending on the character’s modified chance to track as found from the above table. These rates are determined each time the chance to track changes.
**Trailing**  
(Rogue, 1)  
**Ability:** Dexterity  
**Modifier:** Special  
Trailing resembles tracking, except trailing is following a person who can be seen and followed, and is typically used in urban centers and the like. It is the talent of tailing someone - of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full or people. A proficiency check is first made to see of the thief is able to trail without being noticed. If the person being trailed has the alertness proficiency, then the thief has a -5 penalty. If the thief is spotted, then the person being trailed may attempt to evade, and the thief must make another proficiency check to stay on their trail. Modifiers for proficiency check are left up to the DM given the situation the characters are in when tailing a subject. A -3 applies if the person be trailed himself has the trailing proficiency (and, presumably knows the tricks of the trade and how to offset these).

**Trail Signs**  
(Warrior, 1)  
**Ability:** Intelligence  
**Modifier:** -1  
A PC with this proficiency can read symbolic messages indicated by an arrangement of stones or other physical objects. The PC must designate the method of leaving messages preferred by his family, tribe, or culture. Typical methods include piling rocks, stacking branches, or building snow sculptures. When the PC encounters such a message, he understands the meaning if he makes a successful proficiency check (e.g., 'a dragon dwells in these woods' or 'eat the green berries for restored health'). The message is meaningless to PC's without the trail signs proficiency. A PC who attempts to read another trail sign other than the one he is proficient in, can try to interpret the sign at half-normal chances of success. This proficiency can also be used to identify the cultural group or tribe that has left a specific trail sign.

**Tumbling**  
(Rogue, 1)  
**Ability:** Dexterity  
**Modifier:** 0  
The character is practiced in all manner of acrobatics: dives, rolls, somersaults, handstands, flips, etc. Tumbling can only be performed while burdened with light encumbrance or less. Aside from entertaining, the character with tumbling proficiency can improve his AC by 4 against attacks directed solely at him in any round combat, provided he has the initiative and foregoes all attacks that round.

In addition, characters with the Tumbling proficiency can also avoid all attacks of opportunity when moving past opponents with a successful proficiency check. Failure indicates the character can be attacked as normal. When in unarmed combat he can improve his attack roll by +2 with a successful proficiency check. Only one check is needed per round in this situation. On a successful proficiency check, he suffers only one-half the normal damage from falls of 60 feet or less and none from a fall of 10 feet or less. Falls from greater heights result in normal damage.

**Undead Lore**  
(Priest, 1)  
**Ability:** Wisdom  
**Modifier:** -1  
A priest with this proficiency is trained in the identification, powers, and vulnerabilities of most of the more common undead monsters. With a proficiency check, the character can recall specific tactics or weaknesses of a monster; for example, if confronted by a vampire, he may recall that a mirror, garlic, or holy symbol strongly presented can drive the monster away for a short time. What undead would be considered common for this is and the information known is up to the DM, and how the character uses the information related by the DM is up to the player.

**Ventriloquism**  
(Rogue, 1)  
**Ability:** Intelligence  
**Modifier:** -2  
The character has learned the secrets of “throwing his voice.” Although not actually making sounds come from somewhere else, the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character’s chance of success. If the character makes an obviously inanimate object talk, there is a -1 penalty to his chance of success. If a believable source is made to appear to speak, a +2 bonus is added to his success chance. The observer’s intelligence modifies this as follows:
A successful proficiency check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make. Since ventriloquism relies on deception, people’s knowledge of speech, and assumptions about what should and shouldn’t talk, it is effective only on intelligent creatures. Thus it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual. Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him. All but those with the gullibility of children realize what is truly happening. They may be amused or they may not be.

**Veterinary Healing**  
(General, 1)  
**Ability:** Wisdom  
**Modifier:** -3  
The character can attempt to heal all types of normal animals, following the same procedures described in the description of the healing proficiency (returns 1-3 hit points if done within one round of wounding, once per creature per day; continued care can restore 1 hit point per day during non-strenuous traveling for up to 6 creatures; gives a +2 to save vs. poison if treated for 5 rounds within a round after poisoning; diagnose disease, magical origins identified, natural diseases take mildest form and shortest duration). Supernatural creatures (such as skeletons or ghouls) or creatures from another plane (such as aerial servants or xorn) cannot be treated with this proficiency.  
This proficiency is not cumulative with the healing proficiency! The veterinary proficiency cannot be used on humans, demi-humans, or humanoids.

**Voice Mimicry**  
(Rogue, 1)  
**Ability:** Charisma  
**Modifier:** Special  
Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, needing intense training of and practice with the vocal cords. For this reason it requires two proficiency slots. A character with voice mimicry is able to imitate any accent he has heard. Success is automatic unless people who themselves speak in that accent are his listeners; in such a case, a proficiency roll is required (with a +2 modifier).  
More difficult is the imitation of a specific person's voice. To do this, the thief must, of course, be familiar with the voice. A proficiency check is needed to determine if the imitation is detected; modifiers depend on how well the listeners know the voice that is being mimicked. Success is of course certain if the listener is a stranger, someone who has never heard the original voice. To fool an acquaintance, there is no modifier; while fooling a friend of the subject is at -2, a close friend -5, and someone extremely close (e.g., parent or spouse—someone who has had close contact with the person for years) is at -7.  
This ability is often used in conjunction with the disguise proficiency. Which proficiency must be checked first depends on whether the character is seen or heard. If the disguise first is successful, there is a +5 modifier to the voice mimicry—the listeners have already accepted the appearance, so they are less likely to doubt the voice. If the disguise fails, it doesn’t matter how good the voice imitation is. If the voice is successfully mimicked first, it gives a +1 modifier to the disguise check.

**Weaponsmithing**  
(Warrior, 3)  
**Ability:** Intelligence  
**Modifier:** -3  
This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this proficiency. A dwarven weaponsmith is not only more skilled than a human one (Int -1 instead of -3), but is capable of producing weapons at a faster rate (given on the table below under Dwarf Time). This skill is also available to a dwarf at the cost of 2 proficiency slots instead of the usual 3. The time and materials cost to make various types of weapons are listed below:

<table>
<thead>
<tr>
<th>Intelligence</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than 3</td>
<td>+6</td>
</tr>
<tr>
<td>3-5</td>
<td>+4</td>
</tr>
<tr>
<td>6-8</td>
<td>+2</td>
</tr>
<tr>
<td>9-14</td>
<td>0</td>
</tr>
<tr>
<td>15-16</td>
<td>-1</td>
</tr>
<tr>
<td>17-18</td>
<td>-2</td>
</tr>
<tr>
<td>19+</td>
<td>-3</td>
</tr>
<tr>
<td>Weapon</td>
<td>Time</td>
</tr>
<tr>
<td>------------------</td>
<td>-------</td>
</tr>
<tr>
<td>Arrowhead</td>
<td>10 per day</td>
</tr>
<tr>
<td>Battle Axe</td>
<td>10 days</td>
</tr>
<tr>
<td>Hand Axe</td>
<td>5 days</td>
</tr>
<tr>
<td>Heavy Crossbow</td>
<td>20 days</td>
</tr>
<tr>
<td>Light Crossbow</td>
<td>15 days</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Time</th>
<th>Cost</th>
<th>Dwarf Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fork, Trident</td>
<td>20 days</td>
<td>10sp</td>
<td>15 days</td>
</tr>
<tr>
<td>Spear, Lance</td>
<td>4 days</td>
<td>4sp</td>
<td>3 days</td>
</tr>
<tr>
<td>Shortword</td>
<td>20 days</td>
<td>5sp</td>
<td>15 days</td>
</tr>
<tr>
<td>Longsword</td>
<td>30 days</td>
<td>10sp</td>
<td>23 days</td>
</tr>
<tr>
<td>Two Handed Sword</td>
<td>45 days</td>
<td>2gp</td>
<td>34 days</td>
</tr>
</tbody>
</table>

For every extra proficiency slot taken above the first the time to make each weapon decreases by 20%, to a minimum time of 40% of that stated above.

**Weaponsmithing, Crude**
(Warrior, 2)

**Ability:** Intelligence  
**Modifier:** -2

This proficiency allows the making simple weapons out of natural materials. This skill is most often found in those from a primitive, tribal, or savage background or those that are away from the comforts of society for a long time. The crude weapons are limited to natural materials: stone, wood, bone, sinew, reed, and the like. Crude weapons do not take all that long to make. Some weapons that can be made this way are stone arrowheads, stone axes, clubs, short bows (always -1 to hit and dam!), daggers, javelins, quarterstaffs, spears and slings. To make the weapon, the character rolls a proficiency check: If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless.

**Weather Sense**
(General, 1)

**Ability:** Wisdom  
**Modifier:** -1

This proficiency enables the character to make intelligent guesses about upcoming weather conditions. A successful proficiency check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A proficiency check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his chance of success. This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period of time negates any accumulated bonus. Sometimes impending weather conditions are so obvious that no proficiency check is required.

**Weaving**
(General, 1)

**Ability:** Intelligence  
**Modifier:** 0

A character with weaving proficiency is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day. A proficiency check may be required when working with strange or even sub-standard materials.

**Whistling/Humming**
(Rogue, 1)

**Ability:** Constitution  
**Modifier:** -2

Characters with this proficiency are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. If a successful check is made, the character knows any particular tune in question. If he also has the animal lore proficiency, he can mimic any songbird call he has ever heard. Adventurers also use this proficiency to communicate with each other. This type of communication is only possible among the characters that both have this proficiency. If two or more characters with this proficiency make successful checks, a single simple concept can be communicated between them.

**Winemaker/Vintner**
(General, 1)

**Ability:** Wisdom  
**Modifier:** 0

This proficiency gives the character knowledge of how to make wine and other similar alcoholic beverages. The knowledge known includes how to pick the best soil for grapes, picking the grapes, processing, bottling, and storage. On a roll of 2 or less, the vintage will be exceptional. In addition to making wine, this proficiency also allows the character to make different types of vinegar, champagnes, hard ciders etc.