

## ***Advanced Dungeons & Dragons 2nd Edition - Nonweapon Proficiencies***

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### **Author's Notes**

Having been involved with the *Advanced Dungeons & Dragons* game for over a decade, I have amassed a large collection of source books, rule books, magazines, and boxed sets. Ever wanting more unique and diverse characters, I implemented every new proficiency I could find. Unfortunately, it is impossible to remember the details of every single proficiency in the game, and finding its description again can be a nightmare. Thus, I designed these charts for my own campaigns, and I hope that somewhere, someone else will find them useful.

These listings include proficiencies from just about every campaign world imaginable. Some of them go well together, and others are obviously of no use outside their intended context. As most of my campaigns evolved into *Spelljammer* and *Planescape* games, my characters have a miasma of knowledge.

Many times, proficiency details were given without any note of whether they are General, Warrior, Rogue, Wizard, Priest, or Psionicist proficiencies. I have placed such where I believe that they should go, and it is possible that you will disagree with some of my organizations. Also, there is some duplication in proficiency names. Where these are found, the proficiencies are sufficiently different to warrant both of them being listed. It is possible that some proficiencies can be found in sources other than what I cite here. I cite the source of proficiencies from the rules that I actually use.

<b>Nonweapon Proficiencies</b>		
<b>Group</b>	<b>Initial</b>	<b># Levels</b>
Warrior	3	3
Wizard	4	3
Priest	4	3
Rogue	3	4
Psionicist	3	3

<b>General</b>				
<b>Proficiency</b>	<b># of Slots Required</b>	<b>Relevant Ability</b>	<b>Check Modifier</b>	<b>Source</b>
Adobe	1	Strength	0	<i>Maztica A Journey to the True World</i>

(pg. 55)				
Agriculture	1	Intelligence	0	<i>Player's Handbook</i> (pg. 56)
Alertness	1	Wisdom	+1	<i>The Complete Ranger's Handbook</i> (pg. 82)
Animal Handling	1	Wisdom	-1	<i>Player's Handbook</i> (pg. 56)
Animal Training	1	Wisdom	0	<i>Player's Handbook</i> (pg. 56)
Artistic Ability	1	Wisdom	0	<i>Player's Handbook</i> (pg. 57)
Ball Game	2	Special	0	<i>Maztica A Journey to the True World</i> (pg. 65)
Bargain	1	Wisdom	-2	<i>Dark Sun Rules Book</i> (pg. 45)
Blacksmithing	1	Strength	0	<i>Player's Handbook</i> (pg. 57)
Boating	1	Wisdom	+1	<i>The Complete Thief's Handbook</i> (pg. 17)
Boatwright	1	Intelligence	-2	<i>The Complete Book of Dwarves</i> (pg. 42)
Brewing	1	Intelligence	0	<i>Player's Handbook</i> (pg. 58)
Bribery Etiquette	1	Wisdom	-1	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 92)
Canoe-making	1	Wisdom	+2	<i>Maztica A Journey to the True World</i> (pg. 56)
Canoeing	1	Dexterity	0	<i>Maztica A Journey to the True World</i> (pg. 57)
Carpentry	1	Strength	0	<i>Player's Handbook</i> (pg. 58)
Carpentry, Spelljamming	1	Strength	0	<i>War Captain's Companion: Book I</i> (pg. 7)
Cartography	1	Intelligence	-2	<i>The Complete Ranger's Handbook</i> (pg. 82)
Chanting	1	Charisma	+2	<i>The Complete Book of Humanoids</i> (pg. 93)
Chaos Shaping	1	Wisdom	0	<i>The Planewalker's Handbook</i> (pg. 99)
Cheesemaking	1	Intelligence	0	<i>The Complete Book of Humanoids</i> (pg. 93)
Chitinworking	1	Wisdom	0	<i>Thri-Kreen of Athas</i> (pg. 44)
Cobbling	1	Dexterity	0	<i>Player's Handbook</i> (pg. 58)
Cooking	1	Intelligence	0	<i>Player's Handbook</i> (pg. 58)
Craft Instrument	2	Dexterity	-2	<i>The Complete Book of Humanoids</i> (pg. 94)
Crowd Working	1	Charisma	+2	<i>The Complete Book of Humanoids</i> (pg. 94)
Dancing	1	Dexterity	0	<i>Player's Handbook</i> (pg. 58)
Danger Sense	2	Wisdom	+1	<i>The Complete Book of Humanoids</i> (pg. 94)
Debate	1	Intelligence	0	<i>Al-Qadim Arabian Adventures</i> (pg. 73)

Defensive Tactics	1	Wisdom	-2	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 92)
Diplomacy	1	Charisma	0	<i>Dragon Magazine #169</i> (pg. 21)
Direction Sense	1	Wisdom	+1	<i>Player's Handbook</i> (pg. 56)
Distance Sense	1	Wisdom	0	<i>The Complete Ranger's Handbook</i> (pg. 83)
Drinking	1	Constitution	0	<i>The Complete Book of Humanoids</i> (pg. 94)
Dwarf Runes	1	Intelligence	+2	<i>The Complete Book of Dwarves</i> (pg. 43)
Eating	1	Constitution	0	<i>The Complete Book of Humanoids</i> (pg. 94)
Etiquette	1	Charisma	0	<i>Player's Handbook</i> (pg. 58)
Falconry	1	Wisdom	-1	<i>The Complete Ranger's Handbook</i> (pg. 83)
Fire-building	1	Wisdom	-1	<i>Player's Handbook</i> (pg. 58)
Fire Control	1	Wisdom	0	<i>War Captain's Companion: Book I</i> (pg. 8)
Fishing	1	Wisdom	-1	<i>Player's Handbook</i> (pg. 58)
Floating Agriculture	2	Strength	0	<i>Maztica A Journey to the True World</i> (pg. 57)
Freefall	1	Dexterity	-2	<i>War Captain's Companion: Book I</i> (pg. 7)
Fungi Recognition	1	Intelligence	+3	<i>The Complete Book of Dwarves</i> (pg. 43)
Gardening	1	Intelligence	-1	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 92)
Geology	2	Intelligence	-1	<i>Dragon Magazine #169</i> (pg. 21)
Gold Casting	1	Intelligence	-1	<i>Maztica A Journey to the True World</i> (pg. 57)
Haggling	2	Wisdom	0	<i>Al-Qadim Arabian Adventures</i> (pg. 75)
Heat Protection	1	Intelligence	-2	<i>Dark Sun Rules Book</i> (pg. 44)
Heraldry	1	Intelligence	0	<i>Player's Handbook</i> (pg. 59)
Heraldry, Space	1	Intelligence	0	<i>The Complete Spacefarer's Handbook</i> (pg. 64)
Hiding	2	Intelligence	-1	<i>The Complete Book of Humanoids</i> (pg. 95)
Languages, Modern	1	Intelligence	0	<i>Player's Handbook</i> (pg. 61)
Leatherworking	1	Intelligence	0	<i>Player's Handbook</i> (pg. 61)
Leadership	2	Charisma	-2	<i>War Captain's Companion: Book I</i> (pg. 8)
Linguistics	2	Intelligence	+1	<i>The Shining South</i> (pg. 72)
Mediation	1	Charisma	-1	<i>Defilers and Preservers: The Wizards of</i>

<i>Athas</i> (pg. 93)				
Metalworking	1	Dexterity	0	<i>Al-Qadim Arabian Adventures</i> (pg. 76)
Mining	2	Wisdom	-3	<i>Player's Handbook</i> (pg. 61)
Mosaic	1	Wisdom	0	<i>Maztica A Journey to the True World</i> (pg. 57)
Navigation, Underground	1	Intelligence	0	<i>The Complete Book of Dwarves</i> (pg. 47)
Observation	1	Intelligence	0	<i>The Complete Thief's Handbook</i> (pg. 19)
Obsidian Working	2	Intelligence	-1	<i>Maztica A Journey to the True World</i> (pg. 57)
Orienteering	2	Wisdom	0	<i>Dragon Magazine #169</i> (pg. 22)
Persuasion	1	Charisma	0	<i>The Complete Ranger's Handbook</i> (pg. 84)
Planar Direction Sense	1	Wisdom	+1	<i>The Planewalker's Handbook</i> (pg. 101)
Planar Sense	1	Wisdom	-1	<i>The Planewalker's Handbook</i> (pg. 99)
Planar Survival	2	Intelligence	-2	<i>The Planewalker's Handbook</i> (pg. 99)
Poetry	1	Intelligence	-2	<i>The Complete Book of Humanoids</i> (pg. 97)
Portal Feel	2	Intelligence	-3 or -5	<i>The Planewalker's Handbook</i> (pg. 100)
Pottery	1	Dexterity	-2	<i>Player's Handbook</i> (pg. 61)
Prestidigitation	1	Dexterity	-1	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 95)
Psionic Detection	1	Wisdom	-2	<i>Dark Sun Rules Book</i> (pg. 45)
Psychic Defense	2	Wisdom	-2	<i>The Will and the Way</i> (pg. 31)
Riding, Airborne	2	Wisdom	-2	<i>Player's Handbook</i> (pg. 62)
Riding, Land-based	1	Wisdom	+3	<i>Player's Handbook</i> (pg. 62)
Riding, Sea-based	2	Dexterity	-2	<i>The Complete Ranger's Handbook</i> (pg. 84)
Rope Use	1	Dexterity	0	<i>Player's Handbook</i> (pg. 63)
Rulership	2	Charisma	0	<i>Council of Wyrms Book I: Rules</i> (pg. 48)
Sail Manipulation	1	NA	NA	<i>War Captain's Companion: Book I</i> (pg. 8)
Seamanship	1	Dexterity	+1	<i>Player's Handbook</i> (pg. 63)
Seamstress/Tailor	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 63)
Semaphore	1	Intelligence	0	<i>War Captain's Companion: Book I</i> (pg. 8)
Shipwright	1	Dexterity	+1	<i>The Complete Spacefarer's Handbook</i> (pg. 65)
Sign Language	1	Intelligence	+2	<i>The Complete Book of Dwarves</i> (pg. 46)
Sign Language	1	Dexterity	0	<i>Dark Sun Rules Book</i> (pg. 46)

Signalling	1	Intelligence	-2	<i>The Complete Ranger's Handbook</i> (pg. 85)
Singing	1	Charisma	0	<i>Player's Handbook</i> (pg. 63)
Slow Breathing	1	Constitution	-5	<i>War Captain's Companion: Book I</i> (pg. 9)
Slow Respiration	1	NA	NA	<i>The Complete Book of Dwarves</i> (pg. 46)
Smelting	1	Intelligence	0	<i>The Complete Book of Dwarves</i> (pg. 47)
Sound Analysis	1	Wisdom	0	<i>The Complete Book of Dwarves</i> (pg. 47)
Spacemanship	1	Dexterity	+1	<i>The Complete Spacefarer's Handbook</i> (pg. 66)
Stewardship	1	Intelligence	0	<i>Council of Wyrms Book I: Rules</i> (pg. 48)
Stonemasonry	1	Strength	-2	<i>Player's Handbook</i> (pg. 63)
Swimming	1	Strength	0	<i>Player's Handbook</i> (pg. 64)
Tattooing	1	Dexterity	0	<i>The Complete Sha'ir's Handbook</i> (pg. 123)
Teaching	1	Charisma	-1	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 96)
Water Find	1	Intelligence	0	<i>Dark Sun Rules Book</i> (pg. 46)
Weather Sense	1	Wisdom	-1	<i>Player's Handbook</i> (pg. 65)
Weaving	1	Intelligence	-1	<i>Player's Handbook</i> (pg. 65)
Whistling/Humming	1	Dexterity	+2	<i>The Complete Book of Humanoids</i> (pg. 97)
Winemaking	1	Intelligence	0	<i>The Complete Book of Humanoids</i> (pg. 98)

### Priest

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Source
Anatomy	1	Intelligence	0	<i>The Complete Book of Necromancers</i> (pg. 22)
Ancient History	1	Intelligence	-1	<i>Player's Handbook</i> (pg. 56)
Astrology	2	Intelligence	0	<i>Player's Handbook</i> (pg. 57)
Astronomy	2	Intelligence	0	<i>War Captain's Companion: Book I</i> (pg. 7)
Botany	1	Intelligence	-1	<i>Dragon Magazine #169</i> (pg. 20)
Bureaucracy	1	Charisma	-2	<i>Dark Sun Rules Book</i> (pg. 45)
Calligraphy	1	Dexterity	-1	<i>Dragon Magazine #169</i> (pg. 21)
Engineering	2	Intelligence	-3	<i>Player's Handbook</i> (pg. 58)
Healing	2	Wisdom	-2	<i>Player's Handbook</i> (pg. 59)
Healthy Cooking	2	Wisdom	0	<i>The Shining South</i> (pg. 51)
Herbalism	2	Intelligence	-2	<i>Player's Handbook</i> (pg. 59)
Languages, Ancient	1	Intelligence	0	<i>Player's Handbook</i> (pg. 61)

Local History	1	Charisma	0	<i>Player's Handbook</i> (pg. 61)
Lore	1	Intelligence	-1	<i>Council of Wyrms Book I: Rules</i> (pg. 46)
Genie Lore	1	Intelligence	0	<i>Al-Qadim Arabian Adventures</i> (pg. 74)
Medicinal Cooking	2	Wisdom	-2	<i>The Shining South</i> (pg. 52)
Musical Instrument	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 61)
Navigation	1	Intelligence	-2	<i>Player's Handbook</i> (pg. 61)
Navigation, Phlogiston	1	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 64)
Navigation, Wildspace	1	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 64)
Necrology	1	Wisdom	0	<i>The Complete Book of Necromancers</i> (pg. 23)
Netherworld Knowledge	1	Wisdom	-3	<i>The Complete Book of Necromancers</i> (pg. 23)
Planes Lore	2	Intelligence	-3	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 94)
Planetology	2	Wisdom	0	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 94)
Planetology	2	Intelligence	-1	<i>The Complete Spacefarer's Handbook</i> (pg. 65)
Planology	1	Intelligence	0	<i>The Planewalker's Handbook</i> (pg. 99)
Psionic Mimicry	1	Intelligence	-2	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 95)
Reading/Writing	1	Intelligence	+1	<i>Player's Handbook</i> (pg. 61)
Religion	1	Wisdom	0	<i>Player's Handbook</i> (pg. 61)
Somatic Concealment	1	Dexterity	-1	<i>Dark Sun Rules Book</i> (pg. 46)
Spell Recovery	2	Intelligence	-5	<i>The Planewalker's Handbook</i> (pg. 100)
Spellcraft	1	Intelligence	-2	<i>Player's Handbook</i> (pg. 63)
Spelljamming	2	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 66)
Spelljamming History	1	Intelligence	-1	<i>War Captain's Companion: Book I</i> (pg. 7)
Spirit Lore	2	Charisma	-4	<i>The Complete Book of Necromancers</i> (pg. 23)
Veterinary Healing	1	Wisdom	-3	<i>The Complete Ranger's Handbook</i> (pg. 86)
Zero-Gravity Combat	1	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 66)

## Rogue

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Source
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Ancient History	1	Intelligence	-1	<i>Player's Handbook</i> (pg. 56)
Animal Noise	1	Wisdom	-1	<i>The Complete Thief's Handbook</i> (pg. 16)
Appraising	1	Intelligence	0	<i>Player's Handbook</i> (pg. 57)
Astrology	2	Intelligence	0	<i>Player's Handbook</i> (pg. 57)
Awareness	2	Wisdom	0	<i>Al-Qadim Arabian Adventures</i> (pg. 71)
Begging	1	Charisma	Special	<i>The Complete Thief's Handbook</i> (pg. 17)
Blind-fighting	2	NA	NA	<i>Player's Handbook</i> (pg. 57)
Camouflage	1	Wisdom	0	<i>The Complete Ranger's Handbook</i> (pg. 82)
Close-quarter Fighting	2	Dexterity	0	<i>The Complete Book of Humanoids</i> (pg. 93)
Disguise	1	Charisma	-1	<i>Player's Handbook</i> (pg. 58)
Endurance	2	Constitution	0	<i>Player's Handbook</i> (pg. 58)
Fast-talking	1	Charisma	Special	<i>The Complete Thief's Handbook</i> (pg. 17)
Foraging	1	Intelligence	-2	<i>The Complete Ranger's Handbook</i> (pg. 84)
Forgery	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 58)
Fortune Telling	2	Charisma	+2	<i>The Complete Thief's Handbook</i> (pg. 18)
Gaming	1	Charisma	0	<i>Player's Handbook</i> (pg. 59)
Gem Cutting	2	Dexterity	-2	<i>Player's Handbook</i> (pg. 59)
Grooming	2	Dexterity	0	<i>Al-Qadim Arabian Adventures</i> (pg. 74)
Herbalism	2	Intelligence	-2	<i>Player's Handbook</i> (pg. 59)
Hunting	1	Wisdom	-1	<i>Player's Handbook</i> (pg. 59)
Information Gathering	1	Intelligence	Special	<i>The Complete Thief's Handbook</i> (pg. 18)
Intimidation	1	Strength or Charisma	0	<i>The Complete Thief's Handbook</i> (pg. 19)
Juggling	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 59)
Jumping	1	Strength	0	<i>Player's Handbook</i> (pg. 61)
Local History	1	Charisma	0	<i>Player's Handbook</i> (pg. 61)
Locksmithing	1	Dexterity	0	<i>The Complete Thief's Handbook</i> (pg. 19)
Looting	1	Dexterity	0	<i>The Complete Thief's Handbook</i> (pg. 19)
Musical Instrument	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 61)
Navigation	1	Intelligence	-2	<i>Player's Handbook</i> (pg. 61)
Pest Control	1	Wisdom	0	<i>The Complete Book of Dwarves</i> (pg. 45)
Reading Lips	2	Intelligence	-2	<i>Player's Handbook</i> (pg. 61)
Reading/Writing	1	Intelligence	+1	<i>Player's Handbook</i> (pg. 61)
Riding, Camel Specialization	2	Wisdom	+4	<i>Al-Qadim Arabian Adventures</i> (pg. 77)
Riding, Horse Specialization	2	Wisdom	+4	<i>Al-Qadim Arabian Adventures</i> (pg. 76)
Set Snares	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 63)



Street Sense	2	Charisma	0	<i>Dragon Magazine #169</i> (pg. 22)
Survival	2	Intelligence	0	<i>Player's Handbook</i> (pg. 63)
Survival, Underground	1	Intelligence	0	<i>The Complete Book of Dwarves</i> (pg. 47)
Survival, Wildspace	2	Wisdom	-3	<i>War Captain's Companion: Book I</i> (pg. 9)
Tease	1	Charisma	-1	<i>Council of Wyrms Book I: Rules</i> (pg. 49)
Tightrope Walking	1	Dexterity	0	<i>Player's Handbook</i> (pg. 64)
Tracking	2	Wisdom	0	<i>Player's Handbook</i> (pg. 64)
Trail Signs	1	Intelligence	-1	<i>The Complete Ranger's Handbook</i> (pg. 86)
Trailing	1	Dexterity	Special	<i>The Complete Thief's Handbook</i> (pg. 19)
Trick	1	Wisdom	-2	<i>Council of Wyrms Book I: Rules</i> (pg. 49)
Tumbling	1	Dexterity	0	<i>Player's Handbook</i> (pg. 64)
Venom Handling	1	Wisdom	-2	<i>The Complete Book of Necromancers</i> (pg. 23)
Ventriloquism	1	Intelligence	-2	<i>Player's Handbook</i> (pg. 64)
Voice Mimicry	2	Charisma	Special	<i>The Complete Thief's Handbook</i> (pg. 21)
Zero-Gravity Combat	1	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 66)

## Warrior

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Source
Animal Lore	1	Intelligence	0	<i>Player's Handbook</i> (pg. 56)
Arena Acting	1	Charisma	-1	<i>The Complete Gladiator's Handbook</i> (pg. 29)
Armor Optimization	1	Dexterity	-2	<i>Dark Sun Rules Book</i> (pg. 44)
Armorer	2	Intelligence	-2	<i>Player's Handbook</i> (pg. 57)
Awareness	2	Wisdom	0	<i>Al-Qadim Arabian Adventures</i> (pg. 71)
Blind-fighting	2	NA	NA	<i>Player's Handbook</i> (pg. 57)
Bowyer/Fletcher	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 58)
Camouflage	1	Wisdom	0	<i>The Complete Ranger's Handbook</i> (pg. 82)
Charioteering	1	Dexterity	+2	<i>Player's Handbook</i> (pg. 58)
Close-quarter Fighting	2	Dexterity	0	<i>The Complete Book of Humanoids</i> (pg. 93)
Dirty Tricks	1	Wisdom	-2	<i>The Complete Gladiator's Handbook</i> (pg. 29)
Display Weapon Prowess	1	Dexterity	0	<i>Al-Qadim Arabian Adventures</i> (pg. 73)
Endurance	2	Constitution	0	<i>Player's Handbook</i> (pg. 58)
				<i>The Complete Ranger's Handbook</i> (pg. 86)



Foraging	1	Intelligence	-2	84)
Gaming	1	Charisma	0	<i>Player's Handbook</i> (pg. 59)
Hunting	1	Wisdom	-1	<i>Player's Handbook</i> (pg. 59)
Intimidation	1	Strength or Charisma	0	<i>The Complete Thief's Handbook</i> (pg. 19)
Massage	1	Dexterity	0	<i>The Complete Gladiator's Handbook</i> (pg. 30)
Mountaineering	1	NA	NA	<i>Player's Handbook</i> (pg. 61)
Natural Fighting	2	Strength	+1	<i>The Complete Book of Humanoids</i> (pg. 96)
Navigation	1	Intelligence	-2	<i>Player's Handbook</i> (pg. 61)
Riding, Camel Specialization	2	Wisdom	+4	<i>Al-Qadim Arabian Adventures</i> (pg. 77)
Riding, Horse Specialization	2	Wisdom	+4	<i>Al-Qadim Arabian Adventures</i> (pg. 76)
Running	1	Constitution	-6	<i>Player's Handbook</i> (pg. 63)
Set Snares	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 63)
Spelunking	1	Intelligence	-2	<i>The Complete Ranger's Handbook</i> (pg. 85)
Street Fighting	2	Dexterity	0	<i>Dragon Magazine #169</i> (pg. 22)
Survival	2	Intelligence	0	<i>Player's Handbook</i> (pg. 63)
Survival, Underground	1	Intelligence	0	<i>The Complete Book of Dwarves</i> (pg. 47)
Survival, Wildspace	2	Wisdom	-3	<i>War Captain's Companion: Book I</i> (pg. 9)
Tactics	1	Intelligence	-1	<i>The Complete Gladiator's Handbook</i> (pg. 30)
Taunting	1	Wisdom	0	<i>The Complete Gladiator's Handbook</i> (pg. 30)
Tease	1	Charisma	-1	<i>Council of Wyrms Book I: Rules</i> (pg. 49)
Tracking	2	Wisdom	0	<i>Player's Handbook</i> (pg. 64)
Trail Marking	1	Wisdom	0	<i>The Complete Ranger's Handbook</i> (pg. 85)
Trail Signs	1	Intelligence	-1	<i>The Complete Ranger's Handbook</i> (pg. 86)
Trick	1	Wisdom	-2	<i>Council of Wyrms Book I: Rules</i> (pg. 49)
Weakness Identification	2	Wisdom	-2	<i>The Complete Gladiator's Handbook</i> (pg. 30)
Weapon Loader, Ballista	1	NA	NA	<i>War Captain's Companion: Book I</i> (pg. 9)
Weapon Loader, Catapult	1	NA	NA	<i>War Captain's Companion: Book I</i> (pg. 9)

Weapon Loader, Jettison	1	NA	NA	<i>War Captain's Companion: Book I</i> (pg. 9)
Weapon Improvisation	1	Wisdom	-1	<i>Dark Sun Rules Book</i> (pg. 46)
Weaponsmithing	3	Intelligence	-3	<i>Player's Handbook</i> (pg. 65)
Weaponsmithing, Crude	1	Wisdom	-3	<i>The Complete Ranger's Handbook</i> (pg. 86)
Wild Fighting	2	Constitution	0	<i>The Complete Book of Humanoids</i> (pg. 97)
Zero-Gravity Combat	1	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 66)

## Wizard

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Source
Alchemy	3	Intelligence	-3	<i>Dragon Magazine #169</i> (pg. 20)
Anatomy	1	Intelligence	0	<i>The Complete Book of Necromancers</i> (pg. 22)
Ancient History	1	Intelligence	-1	<i>Player's Handbook</i> (pg. 56)
Astrology	2	Intelligence	0	<i>Player's Handbook</i> (pg. 57)
Astronomy	2	Intelligence	0	<i>War Captain's Companion: Book I</i> (pg. 7)
Body Manipulation	2	Dexterity	-3	<i>The Complete Spacefarer's Handbook</i> (pg. 25)
Botany	1	Intelligence	-1	<i>Dragon Magazine #169</i> (pg. 20)
Calligraphy	1	Dexterity	-1	<i>Dragon Magazine #169</i> (pg. 21)
Clockwork Creation	2	Dexterity	0	<i>The Complete Sha'ir's Handbook</i> (pg. 123)
Engineering	2	Intelligence	-3	<i>Player's Handbook</i> (pg. 58)
Gem Cutting	2	Dexterity	-2	<i>Player's Handbook</i> (pg. 59)
Genie Lore	1	Intelligence	0	<i>Al-Qadim Arabian Adventures</i> (pg. 74)
Herbalism	2	Intelligence	-2	<i>Player's Handbook</i> (pg. 59)
Languages, Ancient	1	Intelligence	0	<i>Player's Handbook</i> (pg. 61)
Lens Crafting	2	Intelligence	-3	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 93)
Lore	1	Intelligence	-1	<i>Council of Wyrms Book I: Rules</i> (pg. 46)
Navigation	1	Intelligence	-2	<i>Player's Handbook</i> (pg. 61)
Navigation, Phlogiston	1	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 64)
Navigation, Wildspace	1	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 64)
Necrology	1	Wisdom	0	<i>The Complete Book of Necromancers</i> (pg. 23)

Netherworld Knowledge	1	Wisdom	-3	<i>The Complete Book of Necromancers</i> (pg. 23)
Numeracy	1	Intelligence	0	<i>The Complete Sha'ir's Handbook</i> (pg. 123)
Numerology	2	Intelligence	0	<i>The Complete Sha'ir's Handbook</i> (pg. 123)
Path Lore	2	Intelligence	-2	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 94)
Planes Lore	2	Intelligence	-3	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 94)
Planetology	2	Wisdom	0	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 94)
Planetology	2	Intelligence	-1	<i>The Complete Spacefarer's Handbook</i> (pg. 65)
Planology	1	Intelligence	0	<i>The Planewalker's Handbook</i> (pg. 99)
Psionic Mimicry	1	Intelligence	-2	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 95)
Reading/Writing	1	Intelligence	+1	<i>Player's Handbook</i> (pg. 61)
Religion	1	Wisdom	0	<i>Player's Handbook</i> (pg. 61)
Sensory Alteration	2	Intelligence	-2	<i>Dragon Kings</i> (pg. 48)
Somatic Concealment	1	Dexterity	-1	<i>Dark Sun Rules Book</i> (pg. 46)
Sorcerous Dueling	2	Intelligence	-1	<i>The Complete Sha'ir's Handbook</i> (pg. 123)
Spell Recovery	2	Intelligence	-5	<i>The Planewalker's Handbook</i> (pg. 100)
Spellcraft	1	Intelligence	-2	<i>Player's Handbook</i> (pg. 63)
Spelljamming	2	Intelligence	-2	<i>The Complete Spacefarer's Handbook</i> (pg. 66)
Spelljamming History	1	Intelligence	-1	<i>War Captain's Companion: Book I</i> (pg. 7)
Spellweaving	1	Dexterity	0	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 95)
Spirit Lore	2	Charisma	-4	<i>The Complete Book of Necromancers</i> (pg. 23)
Undead Knowledge	1	Wisdom	0	<i>The Complete Sha'ir's Handbook</i> (pg. 123)
Venom Handling	1	Wisdom	-2	<i>The Complete Book of Necromancers</i> (pg. 23)

### Psionicist

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Source
Anatomy	1	Intelligence	0	<i>The Complete Book of Necromancers</i>

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Calligraphy	1	Dexterity	-1	<i>Dragon Magazine</i> #169 (pg. 21)
Crystal Focus	1	Wisdom	-1	<i>The Will and the Way</i> (pg. 30)
Gem Cutting	2	Dexterity	-2	<i>Player's Handbook</i> (pg. 59)
Harness Subconscious	2	Wisdom	-1	<i>The Complete Psionics Handbook</i> (pg. 18)
Hypnosis	1	Charisma	-2	<i>The Complete Psionics Handbook</i> (pg. 18)
Lens Crafting	2	Intelligence	-3	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 93)
Lore	1	Intelligence	-1	<i>Council of Wyrms Book I: Rules</i> (pg. 46)
Meditative Focus	1	Wisdom	+1	<i>The Complete Psionics Handbook</i> (pg. 19)
Musical Instrument	1	Dexterity	-1	<i>Player's Handbook</i> (pg. 61)
Planes Lore	2	Intelligence	-3	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 94)
Planetology	2	Wisdom	0	<i>Defilers and Preservers: The Wizards of Athas</i> (pg. 94)
Planology	1	Intelligence	0	<i>The Planewalker's Handbook</i> (pg. 99)
Power Manipulation	2	Intelligence	-4	<i>The Will and the Way</i> (pg. 31)
Psioncraft	1	Intelligence	-2	<i>Thri-Kreen of Athas</i> (pg. 44)
Psionic Lore	1	Intelligence	+1	<i>The Will and the Way</i> (pg. 31)
Reading/Writing	1	Intelligence	+1	<i>Player's Handbook</i> (pg. 61)
Rejuvenation	1	Wisdom	-1	<i>The Complete Psionics Handbook</i> (pg. 19)
Religion	1	Wisdom	0	<i>Player's Handbook</i> (pg. 61)

### Nonweapon Proficiency Group Crossovers

Character Class	Proficiency Groups
Fighter	Warrior, General
Paladin	Warrior, Priest, General
Ranger	Warrior, Wizard, General
Cleric	Priest, General
Druid	Priest, Warrior, General
Mage	Wizard, General
Thief	Rogue, General
Bard	Rogue, Warrior, Wizard, General
Psionicist	Psionicist, General