The Complete Book of

Non-Weapon Proficiencies

V.1.2

Englische Version
by Talivar

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Vorwort

(in Deutsch)

Dieses „Complete“-Handbuch wurde erstellt, um dem alten schönen AD&D zu einer kleinen Politur zu verhelfen. Es ist an sich nichts hochkomplexes oder überragend neues. Aber es birgt einen großen Vorteil. Es stellt fast alle existierenden Nicht-Waffenfertigkeiten der zweiten Edition von AD&D zusammen, die sonst in vielen Handbüchern verteilt vorliegen. So erspart man sich den Besitz aller Bücher und hat die Fertigkeiten zeitsparend auf einen Blick parat.

Enthalten sind die Nicht-Waffenfertigkeiten aus dem

- „*Spielerhandbuch, Ad&D 2nd Edition“*
- *Kämpferhandbuch, Paladinhandbuch, Waldläuferhandbuch, Priesterhandbuch, Druidenhandbuch, Magierhandbuch, Psionikerhandbuch, Diebeshandbuch, Bardenhandbuch*
- *Elfenhandbuch, Zwergenhandbuch, Gnomen und Halbling Handbuch* und *Humanoiden Handbuch*
- „*High levels campaign*“- “*Combat & Tactics*”- “*Spells & Magic*”und “*Skills & Powers*”-Handbuch

Alle Fertigkeiten wurden nach ihren Gruppen (Allgemein, Kämpfer, usw.) sortiert. Zusätzlich wurden in einem getrennten Anhang die Nichtwaffenfertigkeiten der Hohen Stufen aus dem Optionalen Spielleiter- Handbuch verdeckt aufgeführt.

Zuletzt gibt es am Anfang des Werks übersichtliche Tabellen, in der fast alle Nichtwaffen-Fertigkeiten aufgelistet sind (außer denen der Rassen) und am Ende des Werkes einen Index zum Nachschlagen, sowie eine Tabelle mit einer alphabetischen Auflistung aller Fertigkeiten, die in diesem Werk enthalten sind.

Bei entsprechendem Interesse wird es vielleicht irgendwann eine überarbeitete Fassung geben, in der die Fertigkeiten nach den Erfahrungen verschiedener Kampagnen und Spielrunden auf Fehler geprüft und überarbeitet werden : die Chance auf eine private Fan-REVISED Edition oder Renaissance von AD&D, mit neuen Errata und neuen Fertigkeiten (im Stil und Sinne des Grundspiels von G.Gygax.)

Ein Rat noch. Vor dem Ausdrucken die Version noch eine Zeitlang testen und etwaige Fehler bitte an mich weitergeben. Update folgt dann .(Email: Schaafalexander@yahoo.de)

Talivar,
Ludwigshafen, den 25.Nov.2010

P.S Es ist auch bereits ein anderes Werk angedacht. Bei dem es um eine Zusammenstellung aller Errata, SAGE ADVICES vom Dragon Magazine und sinnvollen Verbesserungsvorschläge und Hausregeln zu AD&D geht. Diese könnte man ebenfalls zusammentragen und in einem REVISED Werk zusammenstellen. Grüße, *Talivar*

Der Rest des Werkes liegt in englischer Sprache vor. Viel Spaß in der Welt von AD&D,

Nonweapon Proficiencies

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

Nonweapon 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, nonweapon 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. 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, setup 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 nonweapon proficiencies are available to all characters. Some nonweapon proficiencies are easier for certain character classes to learn, however.

Table 37 lists all nonweapon 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.

Refer to Table 38. When a player selects a nonweapon proficiency from those categories listed under "Proficiency Groups" for his character's group, it requires the number of proficiency slots listed in Table 37. When a player selects a proficiency from any other category, it requires one additional proficiency slot beyond the number listed.

TcBaH - The complete Bard Handbook
TcDrH - The complete Druid Handbook (no skills so far)
TcFiH – The complete Fighters Handbook
TcPaH – The complete Paladins Handbook
TcPsiH – The complete Psionics Handbook
TcPrH – The complete Priest Handbook (no skills so far)
TcRaH – The complete Ranger Handbook
TcThiH – The complete Thieves Handbook
TcWizH – The complete Wizard Handbook (no skills so far)

DwH – The complete Dwarves Handbook
EH – The complete Elves Handbook (no skills so far)
Gn&HH – The complete Gnomes and Halflings Handbook (no skills so far)
HH – The complete Humanoids Handbook

DMOHLC – DMs Option –High Level Campaign
DMO:C&T – DMs Option – Combat & Tactics
PlO:S&P – Players Option – Skills & Powers
PlO:S&M – Players Option – Spells & Magic

Table 34 (Players Handbook, revised):

Proficiency Slot tables

	Weapon Proficiencies			Nonweapon Proficiencies	
Group	**Initial**	**#Levels**	**Penalty**	**Initial**	**#Levels**
Warrior	4	3	-2	3	3
Wizard	1	6	-5	4	3
Priest	2	4	-3	4	3
Rogue	2	4	-3	3	4
Psionicist*(s.b.)	2	5	-4	3	3
Assassin*(s.b.)	2	4	-3	3	4
Monk* (s.b.)	2	4	-3	4	3

Table 38 (Player´s Handbook, revised):

Nonweapon Proficiency Group Crossovers

Character Class	**Proficiency Groups**
Fighter	Warrior, General, Fighter
Paladin	Warrior, Priest, General, Paladin
Ranger	Warrior, Wizard, General, Ranger
Cleric	Priest, General, Priest
Druid	Priest, Warrior, General, Druid
Mage	Wizard, General
Illusionist	Wizard, General
Thief	Rogue, General, Thief
Bard	Rogue, Warrior, Wizard, General, Bard
Psioniker*	General, Psionicist
Monk*	General, Rogue, Warrior (no priest)
Assassin*	General, Rogue, Warrior

* These three classes come from the following books: „*The complete psionics handbook*“ and the TSR product 11374 „*The Scarlet Brotherhood*“ from 1999 for the World of Greyhawk campaign setting, in which the classes of the Assassin and Monk were reintroduced from the first edition of AD&D officially (with minor changes). Assassins count as a rogue class and monks as a subclass of the priest.

Comment regarding table 37

All skills and their description come form the official AD&D 2nd edition rules.

Skills, which are not marked, come from the Players Handbook, 2nd edition.
Skills, which are italicized , come from the racial Complete Handbooks.
Skills, which are marked bold, come from the Complete class Handbooks.
Skills which are marked bold and in italics come from the optional Handbooks.

! All skills marked (bold or in italics) are not generally available in every campaign setting and require the DMs allowance !

Nonweapon Proficiency Group Tables

General

Proficiency	# of Slots Required	Relevant Ability	Modifier Check	Optional (Skills&Powers) CP/Init.Rat/Ability
Alertness (TcRaH)	**1**	**Wis**	**+1**	**6/Wisdom/Intuition**
Agriculture	1	Intelligence	0	3/7/intelligence,knowledge
Animal Handling	1	Wisdom	-1	3/7/Wisdom,Willpower
Animal Training	1	Wisdom	0	4/5/Wis,Willp./Cha,Lead.
Artistic Ability	1	Wisdom	0	*none given*
Blacksmithing	1	Strength	0	4/6/Str,Muscle/Int,Knowl.
Boating (TcRaH)	**1**	**Wisdom**	**+1**	*none given*
Or ***Boat Piloting (PlO:S&P)***	***1***	***Wisdom***	***+1***	**2/6/Str,Muscle/Int,Reason**
Boatwright (DwH)	*1*	*Intelligence*	*-2*	*none given*
Brewing	1	Intelligence	0	3/8/Intelligence,knowledge
Carpentry	1	Strength	0	3/7/Str,Stamina/Int,knowl.
Cartography (TcRaH)	**1**	**Intelligence**	**-2**	*none given*
Cheesemaking* (HH)	**1**	**intelligence**	**0**	*none given*
Cobbling	1	Dexterity	0	3/7/Dex,Aim/Int,knowl.
Cooking	1	Intelligence	0	3/7/Int,Reason
Dancing	1	Dexterity	0	2/6/Dex,Bala./Cha,Appear.
Deep Diving (PlO:S&P)	**1**	**Constitution**	**0**	**2/5/Dex,Bala./Con,Health**
Direction Sense	1	Wisdom	+1	*none given*
Distance Sense (TcRaH)	**1**	**Wisdom**	**0**	*none given*
Drinking (HH)*	**1**	**Constitution**	**0**	*none given*
Dwarf Runes (DwH)	*1*	*Intelligence*	*+2*	*none given*
Eating (HH)*	**1**	**Constitution**	**0**	*none given*
(Engineering (nur mit PlO:S&P)	***2***	***Intelligence***	***-3***	***4/5/Int,Reason/Wis,Intuit.***
Etiquette	1	Charisma	0	2/8/Cha,Appear,Wis/Intuit.
Falconry (TcRaH)	**1**	**Wisdom**	**-1**	*none given*
Fire-building	1	Wisdom	-1	2/8/Wis,Intuit./Int,Reason
Fishing	1	Wisdom	-1	3/6/Wis/Intuit., Int/Knowl.
Fungi Recognition (DwH)	*1*	*Intelligence*	*+3*	*none given*
(Gaming (nur mit PlO:S&P)	***1***	***Intelligence***	***0***	***2/5/Wis,Intuit./Int,Knowl.***
Heraldry	1	Intelligence	0	2/8/Int,Knowledge
Languages, Modern	1	Intelligence	0	2/9/Int,Knowledge
Leatherworking	1	Intelligence	0	3/7/Int,Knowl./Dex,Aim
Local Dwarf History (DwH)	*1*	*Charisma*	*+2*	*none given*
Mining	2	Wisdom	-3	5/5/Wis/Intuit., Str/Stam.
(Musical Instrument (nur PlO:S&P)	***1***	***Dexterity***	***-1***	***2/7/Charisma,Leadership***
(Navigation (nur PlO:S&P)	***1***	***Intelligence***	***-2***	***3/6/Int,Knowl./Wis,Intuit.***
Observation (TcThiH)	**1**	**Intelligence**	**0**	*none given*
Orienteering (*PlOS&P*)	**2**	**Intelligence**	**0**	**3/7/Int,Knowl./Wis,Intuit.**
Painting (*PlOS&P*)	**1**	**Dexterity**	**0**	**2/7/Dex,Aim/Wis,Intuit.**
Persuasion (TcRaH)	**1**	**Charisma**	**0**	*none given*
Poetry (TcPaH)	**1**	**Intelligence**	**–2**	*none given*
Pottery	1	Dexterity	-2	3/7/Dexterity,Aim

Riding, Airborne	2	Wisdom	-2	4/5/Wis,Willp./Dex,Balan.
Riding, Land-based	1	Wisdom	+3	2/8/Wis,Willp./ Dex,Balan.
Riding, Sea-based (TcRaH)	**2**	**Dexterity**	**-2**	*none given*
Rope Use	1	Dexterity	0	2/8/Dex,Aim/Wis/Intuit.
Sculpting (PlO:S&P)	**1**	**Dexterity**	**-2**	**2/5Dex,Aim/Wis,Intuition**
*Similar to "**Pottery**"above*				
Seamanship	1	Dexterity	+1	3/8/Wis,Intuit./Dex,Balan.
Seamstress/Tailor	1	Dexterity	-1	*none given*
Sign Language (DwH)	*1*	*Intelligence*	*+2*	*none given*
Signaling (TcRaH)	**1**	**Intelligence**	**-2**	*none given*
Singing	1	Charisma	0	2/5/Charisma/Leadership
Slow Respiration (DwH)	*1*	*N/A*	*N/A*	*none given*
Smelting (DwH)	*1*	*Intelligence*	*0*	*none given*
Sound Analysis (DwH)	*1*	*Wisdom*	*0*	*none given*
Stonemasonry	1	Strength	-2	4/5/Str,Stamina/Wis,Intuit.
Swimming	1	Strength	0	2/9/Strength,Stamina
Tailoring (PlO:S&P)	**2**	**Dexterity**	**-2**	**3/7/Dex,Aim/Int,Reason**
Trouble Sense (DMO:C&T)	**1**	**Wis./Int**		**4/3/General**
also see "Danger Sense"				
Weather Sense	1	Wisdom	-1	*none given*
*s. also **Weather Knowledge (PlO:S&P)***	***1***	***Wisdom***	***-1***	***2/7/Wisdom/Intuition***
Weaving	**1**	**Intelligence**	**-1**	***3/6/Int,Reason/Dex,Aim***
Winemaking*(HH)	**1**	**Intelligence**	**0**	*none given*

* These proficiencies come from the "Humanoid Handbook". They are only available for normal player characters (humans & demi-humans), if the DM allows it. They are listed, because it seems plausible that all races make use of them.
Bold-faced entries indicate new proficiencies from the "complete handbooks". Also see the classes chapter.
(Editors note: not all NWPs from the racial handbooks are included here. Others can still be found in their chapter. Some are for the class or race only and may be purchased for1 slot more if the DM allows it.)
Numbers given in violet are suggestions. The "optional Books" don´t give slot ratings only CP ratings.

Bard

Proficiency	Slots	Relevant Req'd.	Check Ability Mod.	Optional (Skills&Powers) CP/Init.Rat/Ability
Acting (TcBaH)	**1**	**Cha**	**-1**	*none given (3/8/dex or cha)*
Chanting (TcBaH)	**1**	**Cha**	**+2**	2/5/Charisma/Leadership
Craft Instrument (TcBaH)	**2**	**Dex**	**-2**	*none given (4/7/dex, str)*
Crowd Working (TcBaH)	1	Cha	+0	*none given (3/6/cha,int)*
Healing	**3***	**Wis**	**-2**	***4/5/Wis,Intuit./Cha,Leadersh.***
Whistling/Humming (TcBaH)	**1**	**Dex**	**+2**	*none given (3/6/cha,dex)*

* Healing is not within a bard's proficiency group, thus it takes three slots to learn instead of two as listed in the *Player's Handbook* .
Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See classes chapter.
Numbers given in violet are suggestions. The "optional Books" don´t give slot ratings only CP ratings.

Druid

Proficiency	Slots Req'd.	Relevant Ability	Check Mod.	Optional (Skills&Powers) CP/Init.Rat/Ability
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Fighter

Proficiency	# Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Armorer* (TcFiH)	2	Intelligence	-2	5/5/Int,Knowl./Str,Muscle
Bowyer/Fletcher* (TcFiH)	1	Dexterity	-1	5/6/Int,Knowl.,Dex,Aim
Camouflage (TcRaH)	**1**	**Wisdom**	**0**	*none given (3/6/dex,int)*
Weaponsmithing* (TcFiH)	3	Intelligence	–3	5/5/Int,knowl./cha.lead.

*Within the "Complete Fighters Handbook" there are more detailed descriptions on these proficiencies.
Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See chapter "The Ranger"
Numbers given in violet are suggestions. The "optional Books" don´t give slot ratings only CP ratings.

Paladin

Proficiency	# Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Animal Handling*	1	Wis	–1	3/7/Wisdom/Willpower
Animal Lore*	1	Int	0	3/7/Int,Knowledge/ Wis,Intuition
Animal Training*	1	Wis	0	4/5/Wis,Willpower/ Cha,Leadership
Armorer*	2	Int	–2	5/5/Int,Knowledge/ Str,Muscle
Brewing*	1	Int	0	3/8/Intelligence/Knowledge
Bureaucracy (TcPaH)	**2**	**Int**	**0**	*none given*
Diagnostics (TcPaH)	**1**	**Wis**	**–1**	*none given*
Fishing*	1	Wis	–1	3/6/Wis,Intuition/ Int,Knowledge
Gaming*	1	Cha	0	2/5/Wis,Intuition/ Int,Knowledge
Healing*	2	Wis	–2	4/5Wis,Intuit./Cha,Leaders.
Hunting*	1	Wis	–1	2/7/Wisdom,Intuition
Jousting (TcPaH)	**1**	**Dex**	**+2**	*none given*
Law (TcPaH)	**1**	**Wis**	**0**	*none given*
Oratory (TcPaH)	**1**	**Cha**	**0**	*none given*
Riding, Airborne*	2	Wis	–2	4/5/Wis,Willpower/ Dex,Balance
Riding, Land*	1	Wis	+3	2/8/Wis,Willp./ Dex,Balan.

* These proficiencies have special applications for paladins, explained in the classes section.
Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See classes chapter

Priest

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Administration (PlO:S&M)	**1**	**Intelligence**	**+1**	**3/9/Intelligence**
Alms (PlO:S&M)	**1**	**Charisma**	**0**	**3/8/Charisma**
Ancient History	1	Intelligence	-1	3/6/Wis,Intuit./Int,Knowl.
Astrology	2	Intelligence	0	3/5/Wis,Intuit./Int,Knowl.
Bookbinding (PlO:S&M)	**1**	**Intelligence**	**0**	**3/8/ Intelligence**
Bureaucracy (TcPaH)	**2**	**Intelligence**	**0**	*none given*
Ceremony (PlO:S&M)	**1**	**Wisdom**	**0**	**3/7/Wisdom**
Diagnostics (TcPaH)	**1**	**Wisdom**	**–1**	*none given*

Diplomacy (PlO:S&M)	**1**	**Charisma**	**-1**	**3/6/Charisma**
Engineering	2	Intelligence	-3	*none given*
Healing	2	Wisdom	-2	4/5Wis,Intuit./Cha,Leaders.
Herbalism	2	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
Investigation **(PlO: S&M)**	**1**	**Intelligence**	**-2**	**4/6/Intelligence**
Iron Will (DMO:C&T)	**2**	**Wisdom/Willpower**	**–2**	**6/3/Warrior, Priest**
Languages, Ancient	1	Intelligence	0	4/5/Intelligence,Knowl.
Law (TcPaH)	**1**	**Wisdom**	**0**	3/7/Intelligence
Local History	1	Charisma	0	2/8/Int,Knowl./Cha/Appear.
Musical Instrument	1	Dexterity	-1	2/7/Charisma,Leadership
Navigation	1	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
Observation (PlO: S&M)	**1**	**Intelligence**	**0**	**3/7/Intelligence**
Omen Reading (PlO: S&M)	**1**	**Wisdom**	**-2**	**3/5/Wisdom**
Oratory (TcPaH)	**1**	**Charisma**	**-1**	3/7/Charisma
Papermaking (PlO: S&M)	**1**	**Intelligence**	**0**	**2/8/Intelligence**
Persuasion (PlO: S&M)	**1**	**Charisma**	**-2**	**3/5/Charisma**
Reading/Writing	1	Intelligence	+1	2/8/Intelligence,Knowledge
Religion	1	Wisdom	0	2/6/Wisdom,Intuition
Sage Knowledge (PlO: S&M)	**1**	**Intelligence**	**-2**	**4/5/ Intelligence**
Scribe (PlO: S&M)	**1**	**Dexterity**	**+1**	**2/7/Dexterity**
Spellcraft	1	Intelligence	-2	3/7/Intelligence,Reason
Undead Lore (PlO:S&M)	**1**	**Intelligence**	**-1**	**3/6/Intelligence**
Veterinary Healing (TcRaH)	**1**	**Wisdom**	**-3**	*none given*

Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See classes chapters

Psionicist

Proficiency	**# Slots Required**	**Relevant Ability**	**Check Modifier**	**Optional (Skills&Powers) CP/Init.Rat/Ability**
Gem Cutting	2	Dexterity	-2	3/6/Dexterity/Aim
Harness Subconscious(TcPsiH)	**2**	**Wisdom**	**-1**	*none given*
Hypnosis (TcPsiH)	**1**	**Charisma**	**-2**	*none given*
Meditative Focus (TcPsiH)	**1**	**Wisdom**	**+1**	*none given*
Musical Instrument	1	Dexterity	-1	2/7/Charisma/Leadership
Reading/Writing	1	Intelligence	+1	2/8/Intelligence,Knowledge
Rejuvenation (TcPsiH)	**1**	**Wisdom**	**-1**	*none given*
Religion	1	Wisdom	+0	2/6/Wisdom,Intuition

Bold-faced entries indicate new proficiencies from the "Psionic complete handbooks". See the classes chapter.

Ranger

Proficiency	**# Slots Required**	**Relevant Ability**	**Check Modifier**	**Optional (Skills&Powers) CP/Init.Rat/Ability**
Animal Handling	1	Wis	+1	3/7/Wisdom/Willpower
Animal Training	1	Wis	0	*none given*
Camouflage (TcRaH)	**1**	**Wis**	**0**	*none given*
Foraging (TcRaH)	**1**	**Int**	**-2**	*none given*

Riding, Airborne	*2*	*Wis*	*-2*	4/5/Wis,Willpower/ Dex,Balance
Riding, Land-based	*1*	*Wis*	*+3*	2/8/Wis,Willp./ Dex,Balan.
Spelunking (TcRaH)	**1**	**Int**	**-2**	*none given*
Survival	2	Int	0	3/6/Int,Knowledge/Wis,Willpower
Tracking	-	Wis	Special	4/7/Wisdom/Intuition
Trail Marking (TcRaH)	**1**	**Wis**	**0**	*none given*
Trail Signs (TcRaH)	**1**	**Int**	**-1**	*none given*
Veterinary Healing (TcRaH)	**1**	**Wis**	**-3**	*none given*
Weaponsmithing, Crude (TcRaH)	**1**	**Wis**	**-3**	*none given*

Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See classes chapter

Rogue

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Ambidexterity (DMO:C&T)	**1**	**Dexterity/Aim**	**0**	**CP 4, Warrior, Rogue**
Ambush (DMO:C&T)	**1**	**Intelligence/Reason**	**0**	**4/5/Warrior, Rogue**
Ancient History	1	Intelligence	-1	3/6/Wis,Intuition/Int,Knowledge
Appraising	1	Intelligence	0	2/8/Int,Reason/ Wisdom,Intuition
Blind-fighting	2	NA	NA	4/NA,6/Wis/Intuition, Dex,Balance
Bureaucracy (TcPaH)	**2**	**Intelligence**	**0**	*none given*
Camouflage (DMO:C&T)	**1**	**Intelligence/Knowledge**		**4/5/Warrior, Rogue**
Cryptography (PlO:S&P)	**1**	**Intelligence**		**3/6/Int,Reason/Wis,Intuition**
Dirty Fighting (DMO:C&T)	**1**	**Intelligence/Knowledge**		**3/5/Warriors, Rogues**
Disguise	1	Charisma	-1	4/5/Wis,Intuition, Cha,Leadership
Fine Balance (DMO:C&T)	**2**	**Dex/Balance**		**5/7/ Warrior, Rogue**
Foraging (TcRaH)	**1**	**Intelligence**	**-2**	*none given*
Forgery	1	Dexterity	-1	3/5/Dex,Aim/Wis,Willpower
Gaming	1	Charisma	0	2/5/Wis,Intuition/Int,Knowledge
Gem Cutting	2	Dexterity	-2	3/6/Dexterity/Aim
Juggling	1	Dexterity	-1	3/7/Dexterity/Aim
Jumping	1	Strength	0	2/8/Str,Muscle/ Dex,Balance
Local History	1	Charisma	0	2/8/Int,Knowledge/Cha,Appearance
Musical Instrument	1	Dexterity	-1	2/7/Charisma/Leadership
Pest Control (DwH)	*1*	*Wisdom*	*0*	*none given*
Quickness (DMO:C&T)	**2**	**Dexterity/Aim**		**6/3/Warrior, Rogue**
Reading Lips	2	Intelligence	-2	3/7/Int,Knowledge/Wis,Intuition
Set Snares	1	Dexterity	-1	3/6/Dex,Aim/Wisdom /Intuition
Steady Hand (DMO:C&T)	**1(5)**	**Dexterity/Aim**		**Warrior, Rogue**
Tightrope Walking	1	Dexterity	0	3/5/Dexterity,Balance
Trail Signs (TcRaH)	**1**	**Intelligence**	**-1**	*none given*
Tumbling	1	Dexterity	0	3/7/Dex,Balance/ Str,Muscle
Ventriloquism	1	Intelligence	-2	4/ 5/Int,Knowledge/Cha,Leadership

Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See classes chapter

Thiefs

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Animal Noise (TcThiH)	**1**	**Wisdom**	**-1**	*none given*
Begging (TcThiH)	**1**	**Wisdom**	**special**	*none given*
Endurance*	2	Constitution	0	2/3/Constitution/Fitness
Fast-talking (TcThiH)	**1**	**Charisma**	**special**	*none given*
Fortune Telling (TcThiH)	**2**	**Charisma**	**+2**	*none given*
Herbalism*	2	Intelligence	-2	3/6/Int,Knowledge/Wis,Intuition
Hunting*	1	Wisdom	-1	2/7/Wisdom,Intuition
Information Gathering (TcThiH)	**1**	**Intelligence**	**special**	*none given*
Intimidation (TcThiH)	**1**	**ability special**	**special**	*none given*
Locksmithing (TcThiH)	**1**	**Dexterity**	**0**	*none given*
Looting (TcThiH)	**1**	**Dexterity**	**0**	*none given*
Navigation*	1	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
Reading/Writing*	1	Intelligence	+1	2/8/Intelligence,Knowledge
Survival*	2	Intelligence	0	3/6/Int,Knowledge/Wis,Willpower
Tracking*	2	Wisdom	0	4/7/Wisdom/Intuition
Trailing (TcThiH)	**1**	**Dexterity**	**special**	*none given*
Voice Mimicry (TcThiH)	**2**	**Charisma**	**special**	*none given*

* These proficiencies are an exception for the thieve´s class, explained in the classes section.
Bold-faced entries indicate new proficiencies from the "complete handbooks". See classes chapter

Warrior

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Animal Lore	1	Intelligence	0	3/7/Int,Knowledge/ Wis,Intuition
Ambidexterity (DMO:C&T)	**1**	**Dexterity/Aim**	**0**	**CP 4, Warrior, Rogue**
Ambush (DMO:C&T)	**1**	**Intelligence/Reason**	**0**	**4/5/Warrior, Rogue**
Armorer* (TcFiH)	2	Intelligence	-2	5/5/Int,Knowledge/Str,Muscle
Blind-fighting	2	NA	NA	4/NA,6/Wis,Intuition/Dex,Balance
Bowyer/Fletcher* (TcFiH)	1	Dexterity	-1	5/6/Int,Knowledge/Dex,Aim
Camouflage (DMO:C&T)	**1**	**Intelligence/Knowledge**		**4/5/Warrior, Rogue**
Charioteering	1	Dexterity	+2	4/5/Dex,Balance/ Wis,Willpower
Dirty Fighting (DMO:C&T)	**1**	**Intelligence/Knowledge**		**3/5/Warriors, Rogues**
Endurance	2	Constitution	0	2/3/Constitution/Fitness
Fine Balance (DMO:C&T)	**2**	**Dex/Balance**		**5/7/ Warrior, Rogue**
Foraging (TcRaH)	**1**	**Intelligence**	**-2**	*none given*
Gaming	1	Charisma	0	2/5/Wis,Intuition/ Int,Knowledge
Hunting	1	Wisdom	-1	2/7/Wisdom/Intuition
Iron Will (DMO:C&T)	**2**	**Wisdom/Willpower**	**–2**	**6/3/Warrior, Priest**
Jousting (TcPaH)	**1**	**Dexterity**	**+2**	*none given*
Law (TcPaH)	**1**	**Wisdom**	**0**	*none given*
Leadership (DMO:C&T)	**1**	**Charisma/Leadership**	**–1**	**3/5/Warrior**
Mountaineering	1	NA	NA	4/7/Str,Stamina/Wis,Willpower
Navigation	1	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
Oratory (TcPaH)	**1**	**Charisma**	**0**	*none given*
Quickness (DMO:C&T)	**2**	**Dexterity/Aim**		**6/3/Warrior, Rogue**

Running	1	Constitution	-6	2/5/Str,Stamina/ Con,Fitness
Set Snares	1	Intelligence	-1	4/8/Dex,Aim/Wis,Intuition
Spelunking (TcRaH)	**1**	**Intelligence**	**-2**	*none given*
Steady Hand (DMO:C&T)	**1(5)**	**Dexterity/Aim**		**Warrior, Rogue**
Survival	2	Intelligence	0	3/6/Int,Knowledge/Wis,Willpower
Tracking	2	Wisdom	0	4/7/Wisdom,Intuition
Trail Marking (TcRaH)	**1**	**Wisdom**	**0**	*none given*
Trail Signs (TcRaH)	**1**	**Intelligence**	**-1**	*none given*
Trouble Sense (DMO:C&T)	**1**	**Wis./Int**		**4/3/General**
also see "Danger Sense"				
Weaponsmithing* (TcFiH)	3	Intelligence	–3	5/5/Int,Knowledge/ Dex,Aim
Weaponsmithing, Crude (TcRaH)	**1**	**Wisdom**	**-3**	*none given*

*Within the "Complete Fighters Handbook" there are more detailed descriptions on these proficiencies.
Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See classes chapter.

Wizard

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Alchemy (PlO:S&M)	**2**	**Intelligence**	**–3**	**5/6/Intelligence**
Anatomy (PlO:S&M)	**2**	**Intelligence**	**–2**	**4/5/Intelligence**
Ancient History	1	Intelligence	-1	3/6/Wis,Intuition/Int,Knowledge
Arcanology (PlO:S&M)	**1**	**Intelligence**	**–3**	**4/5/Intelligence**
Astrology	2	Intelligence	0	3/5/Wis,Intuition, Int,Knowledge
Astronomy (PlO: S&P)	**2**	**Intelligence**	**0**	**2/7/Intelligence,Knowledge**
Bookbinding (PlO:S&M)	**1**	**Intelligence**	**0**	**3/8/ Intelligence**
Concentration (PlO: S&M)	**2**	**Wisdom**	**-2**	**5/6/Wisdom**
Cryptography (PlO: S&P)	**1**	**Intelligence**	**-2**	**3/6/Int,Reason,Wisdom/Intuition**
Dowsing (PlO: S&M)	**1**	**Wisdom**	**-3**	**3/5/Wisdom**
Engineering	2	Intelligence	-3	4/5/Int,Reason/Wis,Intuition
Gem Cutting	2	Dexterity	-2	3/6/Dexterity/Aim
Glassblowing (PlO: S&M)	**1**	**Dexterity**	**0**	**2/7/Dexterity**
Herbalism	2	Intelligence	-2	3/6/Int,Knowledge/Wis,Intuition
Hypnotism (PlO: S&M)	**1**	**Charisma**	**-2**	**4/6/Charisma**
Languages, Ancient	1	Intelligence	0	4/5/Intelligence,Knowledge
Mental Resistance (PlO: S&M)	**1**	**Wisdom**	**-1**	**3/5/Wisdom**
Navigation	1	Intelligence	-2	3/6/Int,Knowl./Wisdom,Intuition
Omen Reading (PlO: S&M)	**1**	**Wisdom**	**-2**	**3/5/Wisdom**
Papermaking (PlO: S&M)	**1**	**Intelligence**	**0**	**2/8/Intelligence**
Prestidigitation (PlO: S&M)	**1**	**Dexterity**	**-1**	**3/7/Dexterity**
Reading/Writing	1	Intelligence	+1	2/8/Intelligence,Knowledge
Religion	1	Wisdom	0	2/6/Wisdom,Intuition
Research (PlO: S&M)	**1**	**Intelligence**	**0**	**3/6/Intelligence**
Sage Knowledge (PlO: S&M)	**1**	**Intelligence**	**-2**	**4/5/ Intelligence**
Scribe (PlO: S&M)	**1**	**Dexterity**	**+1**	**2/7/Dexterity**
Spellcraft	1	Intelligence	-2	3/7/Intelligence,Reason
Tactics of Magic (PlO: S&M)	**1**	**Intelligence**	**-1**	**3/6/Intelligence**

Thaumaturgy (PlO: S&M)	**1**	**Intelligence**	**-2**	**3/5/ Intelligence**

Numbers given in violet are suggestions. The “optional Books” don´t give slot ratings only CP ratings.

Dwarves

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability

These proficiencies are listed in their chapters.

Humanoids

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability

These proficiencies are listed in their chapters.

Elves, Gnomes and Halflings

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability

These races don’t have any special proficiencies so far.

High level skills (LV10+)

(these are listed only by name. Please check out the class chapters for further informations)

WARRIOR

Adaption
All around attack
Bravery
Captivate, requires bravery
Death Blow
Frighten/challenge, requires bravery
Hardiness, requires bravery
Inner Focus
Signature Item
Signature Mount
Sense Danger

WIZARD

Mental Focus
Signature Item
Spell Sculpting

PRIEST
Divine Strength, requires Eminence
Divine Voice, requires Eminence
Divine Will
Detect Deception, requires Eminence
Eminence
Invincibility, requires Eminence
Loan
Smite, requires Eminence

ROGUES
Adaption
Classify Traps
Evasion
Fall/jump
Featherfoot
Improvised Attack
Inner Focus
Non detection
Sense Danger
Shadow Flight, requires Shadow Travel
Shadow Travel

Common Proficiencies

(from the Players Handbook: General, Priests, Rogues, Warriors, Wizards plus the General Proficiencies from the complete and optional handbooks)

Using Nonweapon 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 cobbling 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 37 lists which ability is used with each proficiency. Add the modifier (either positive or negative) listed in Table 37 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 judgment.

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 horseshoes automatically, without risk of failure. However, Delsenora has persuaded Rath to make an elaborate wrought-iron cage (she needs it 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 +1 bonus is added for the other character's assistance. The bonus can never be more than +1, as having too many assistants is sometimes worse than having none.

Nonweapon proficiencies can also be improved beyond the ability score the character starts with. For every additional proficiency slot a character spends on a nonweapon proficiency, he gains a +1 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 +1, +2, +3, or greater bonus to his ability checks.

Many nonplayer 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 potters, mediocre potters, and true craftsmen. All this has much less to do with age than with dedication and talent.

Common Nonweapon Proficiency Descriptions

The following proficiency descriptions are arranged alphabetically, not according to character class. Each description gives 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 of the proficiency.

*Red coloured Nonweapon Proficiencies are from the 2nd edition AD&D **Players Handbook**, other coloured proficiencies come from the different class handbooks.*

*Red(wine)coloured Nonweapon Proficiencies are from the 2nd edition AD&D **Players Options Skills & Powers.** These skills are also listed with their character points cost and initial rating. Where possible the original slot rating from the players handbook is given.*

*Blue coloured Nonweapon Proficiencies are from the 2nd edition **Fighters Handbook**. The paragraphs from the last one have smaller letters.*

The proficiencies listed here consist of all NWPs from the players handbook and all GENERAL nonweapon proficiencies from the complete or Optional Handbooks. The Nonweapon proficiencies from the complete handbooks or Optional Handbook which regard the singular classes can be found in the class relevant chapters of this manual.

Alertness

(TcRaH) 1 slot, Wisdom +1

A character with this proficiency is exceptionally attuned to his surroundings, able to detect disturbances and notice discrepancies. A successful proficiency check reduces his chance of being surprised by 1. (This replaces the description of this proficiency in *The Complete Thief's Handbook*.)

Agriculture

1 slot, Intelligence

The character has a knowledge of the basics of farming. This includes planting, harvesting, storing crops, tending animals, butchering, and other typical farming chores. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Agriculture
(**PlO:S&P**, CP 3, Initial Rating 7, Intelligence/Knowledge)
This skill includes automatic success at planting, harvesting, storing crops, using an existing irrigation system, tending animals, and butchering. Tasks that require proficiency checks include designing or making an irrigation system, and weed and pest control. The animal empathy and climate sense traits each provide +2 bonuses to relevant agriculture proficiency checks.

Ancient History

1 slot, Intelligence -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. (The DM either can have ancient periods in mind for his game or can allow the players to name and designate them.) Thus, a player character could know details about the Age of Thorac Dragonking or the Time of the Sea-Raiders or whatever

else was available.
The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the time. The character must roll a proficiency check to identify places or things he encounters from that age. 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. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Ancient History
(**PlOS&P**, CP 3, Initial Rating 6, Wisdom/Intuition, Intelligence/Knowledge)
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. The obscure knowledge trait provides a +3 to this character's proficiency rating.

Animal Handling
1 slot, Wisdom -1
roficiency in this area enables a character to exercise a greaterthan-normal degree of control over pack animals and beasts of burden. A successful proficiency check indicates that the character has succeeded in calming an excited or agitated animal; in contrast, a character without this proficiency has only a 20% chance of succeeding in the attempt. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Animal Handling
(**PlO:S&P**, CP 3, Initial Rating 7, Intelligence/Knowledge)
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. The characters receive a +1 bonus to proficiency checks made with any of the animal-riding proficiencies, and they receive a +2 bonus to their proficiency rating if they have the animal empathy trait.

Animal Lore
1 slot, intelligence
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, 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. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Animal Lore
(**PlO:S&P**, CP 3, Initial Rating 7, Intelligence,Knowledge/ Wisdom,Intuition)
Adventurers with animal lore have a store of knowledge about animal behavior, and without any proficiency check will know the basic feeding and social habits (i.e. herding, nesting, etc.) of animals with which they have past experience.

With a proficiency check, a character can determine whether an observed animal is intending to attack or to flee, or predict that animals will come along a trail at a certain time of day. This character gets a +2 bonus to checks made using the set snares proficiency.

The character can imitate the calls of wild animals (except for very large creatures). A successful check means that the imitation is virtually perfect, and even fools animals of the same type. A failed check might fool other characters, but will not deceive the animals.

Animal Training
1 slot, Wisdom
Characters with this proficiency can train one type of creature (declared when the proficiency is chosen) 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, falcons, pigeons, elephants, ferrets, and parrots. A character can choose even more exotic creatures and monsters with animal intelligence (although these are difficult to control).
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 nonspecific commands to do its job. Examples of tasks include guard and attack, carry a rider, perform heavy labor, hunt, track, or fight alongside soldiers (such as a war horse or elephant). A specific trick teaches the trained creature to do one specific action. A horse may rear on command, a falcon may pluck a designated object, a dog may attack a specific person, or a rat may run through a particular maze. 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 tasks or specific tricks, or any combination of the two.
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 successful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behaviour to make it untrainable. It can be kept, though it must be leashed or caged. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Animal Training
(**PlO:S&P**, CP 4, Initial Rating 5, Wisdom/Willpower or Charisma/Leadership)

When players choose this proficiency, they must declare what type of creature their characters will learn to train. Suggestions include dogs, falcons, parrots, horses, pigeons, elephants, and ferrets. More exotic animals can be chosen at the DM's option. Monsters with animal intelligence are another possibility, though they can be difficult to control—in effect, requiring more frequent proficiency checks.

Training of an animal requires a rather lengthy period of time—a matter of weeks, at least, for even the most basic tasks. A character who spends this amount of time will succeed at the training (no check necessary). Such tasks include dogs being trained to stay, come when summoned, and guard a specific location; pigeons returning to the roost; falcons hunting and killing game; and horses bearing saddles and obeying simple riding commands.

More elaborate tasks also take time to teach, and these require proficiency checks: dogs patrolling a circuit, or retrieving specific objects; and horses performing the maneuvers of a knightly charger are examples.

A character with the animal empathy trait gains a +1 bonus to this proficiency rating.

Appraising

1 slot, intelligence

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. A successful proficiency check (rolled by the DM) enables the character to estimate the value of the item to the nearest 100 or 1,000 gp and to identify fakes. On a failed check, the character cannot estimate a price at all. On a roll of 20, the character wildly misreads the value of the item, always to the detriment of the character. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Appraising

(PlO:S&P, CP 2, Initial Rating 8, Intelligence/Reason, Wisdom/Intuition)

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

2 slots, intelligence –2

This character can make all of the types of armor listed in the Player's Handbook, given the proper materials and facilities. When making armor, the proficiency check is rolled at the end of the normal construction time.

The time required to make armor is equal to two weeks per level of AC below 10. For example, a shield would require two weeks of work, whereas a suit of full plate armor would require 18 weeks of work.

If the proficiency check indicates failure but is within 4 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 (although never above 10), and the broken armor hampers the character's movement. Until the character can remove the

broken armor (a process requiring 1d4 rounds), 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 who 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. *(Please read the following regarding armor from the Players Option Skills & Powers handbook and the complete fighters handbook, too.)*

Armorer
(PlO:S&P, CP 5, Initial Rating 5, Intelligence/Knowledge, Strength/Muscle)
A character with this proficiency can make the types of armor typically available in the campaign world. The armorer requires the proper raw materials (plate metal, tough leather, etc.) and enough time to do the job properly. Time ranges from about two weeks for a shield to 20 weeks for a suit of plate mail armor. No proficiency check is required generally, though if the armorer tries to rush the job or work with less than adequate materials a proficiency check should be rolled to determine if the character is successful.

The armorer can also make field repairs to armor that has been damaged through use. These repairs always require proficiency checks, and if the check fails the armor or shield is lost. *(Please read the following, regarding the armor proficiency from the fighters handbook, too.)*

Armorer revised (TcFiH)

With the Armorer proficiency, a character knows how to build all varieties of armor. Armorer overlaps a couple of other proficiencies:

The Armorer knows enough Blacksmithing to forge metal armor and craft scale and chain mail (though he cannot forge horseshoes, wrought iron gates, hardened metal tools, or any other useful items unless he also knows Blacksmithing);

The Armorer knows enough Leatherworking to cut and shape boiled leather into leather armor, shield coverings, and the under-layers of scale mail and banded mail (though he cannot make dress jerkins, saddles, elaborate pouches or rucksacks, or any other useful leather items). The Armorer knows enough of the Tailor's art to manufacture padded armor and armor padding (but not enough to cut and sew any sort of good-looking garment).

Naturally, the ordinary Blacksmith cannot forge metal armor, the Leatherworker is not experienced with making leather armors, and the Tailor isn't conversant with the making of padded armor, unless they also take the Armorer proficiency.

The Armorer can repair existing armor that has taken damage (if you're using that optional rule), and can also craft barding (horse armor) through use of his proficiency. But what does all of this mean in a campaign?

The Workshop

To craft armor, the character must first have a *workshop* (a place to work and tools with which to do work).

Metal Armor

If he intends to make any sort of all-metal armor (chain mail, field mail, full plate, plate mail, and helmets), the workshop is a *smithy*, complete with tools, bellows, a furnace, an anvil, tongs, cauldrons, casting molds, and all the other materials necessary to process unrefined metal into armor.
Such a workshop costs 200 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut/workshop, or more as part of a larger dwelling, such as a mansion, villa or castle (these sorts of dwellings are priced at whatever sort of price scheme the DM prefers).

(Included in the price of the *smithy* is the cost of the tools necessary to make leather hilt-wrappings, padded armor, armor linings and padding, and the simple leather straps used to hold all-metal armors together.)
This workshop is large enough to accommodate the character and up to two apprentices working full-time. (The apprentices, too, must have the Armorer proficiency; the character can always take in an apprentice without the proficiency and train him, but until he acquires the Armorer proficiency he doesn't count as a productive element of the workshop.)
In theory, the character could hire another three-man crew to work a second shift in the same workshop; thus the workshop would be occupied nearly 24 hours a day.
(This presumes eight- to ten-hour shifts and a certain amount of necessary nonproductive time each day: Time for furnaces to cool and be cleaned, tools to be repaired and sharpened, etc.)
No more than three people can work in this workshop effectively; with more than three people, the workshop suffers a loss of efficiency so that it produces goods just as though it were only manned by three armorers.
To expand the workshop costs an additional 50% for each +three workers. If the smithy costs 200 gp and is set up in a 300-gp hut, thus costing 500 gp, the builder could pay +250 gp. Then, the workshop would accommodate three more armorers at the same time. For another +250 gp, now totalling 1,000 gp, the shop can accommodate nine armorers at the same time.

Leather Armor
If he intends to make any sort of all-leather armor (hide armor, leather armor, and armored leather caps), the workshop is a *leatherworker's shop*, including apparatus for leather soaking, scraping, tanning, boiling, boiling in wax, shaping, holepunching, sewing, and all the other processes by which leather is transformed into armor.
Such a workshop costs 25 gp, plus the cost of the shelter where it is set up: An additional 25 gp for a large tent, an additional 75 gp for a well-crafted hut/workshop, or more as part of a larger dwelling (at whatever price scheme the DM prefers). (Included in the price of the *leatherworker's shop* is the cost of the tools necessary to make padded armor and armor linings and padding.)
As with the smithy above, this price presumes one principal leatherworker and up to two apprentices may work together at the same time. Above that number costs 50% of the workshop and housing costs per additional three leatherworkers.

Metal and Leather Armor
If he intends to make both sorts of armor, or armor which combines both metal and leather elements (banded mail, brigandine, bronze plate mail, ring mail, scale mail, shields, splint mail, and studded leather), a combined workshop is needed.
Such a workshop costs 250 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut/workshop, or more as part of a larger dwelling (again, at whatever pricing the DM prefers).
(Included in the cost of the *armorer's shop* is the cost of the tools necessary to make wooden shield blanks and shield frames, padded armor, and all armor linings and padding necessary to the armored goods.)
As with the smithy above, this price presumes one principal armorer and up to two apprentices; above that number costs +50% of the workshop and housing costs per additional three armorers.

Apprentices and Overseers
The cost of the workshop constitutes only the set-up cost for the armouring operation. Maintenance of the workshop, pay for the employees, and cost of materials also come into play. Of course, so do the profits from the sale of manufactured goods. Each apprentice costs

2gp/week for food, upkeep, and training. And once an apprentices has reached young adulthood (age 16) and has achieved an Armorer ability check of 12 or better, he'll demand to be promoted to Overseer status (described immediately below) or will find better pickings elsewhere.

Apprentices cannot run a workshop unsupervised. Supervision comes in the form of an Overseer, an adult with an Armorer ability check of 12 or better. Each Overseer costs 15 gp/week (the DM may wish to have the cost relate to the Overseer's Armorer ability check: 15 gp/week at a check of 12, +15 gp/week per +1 to his ability check; thus, if his ability check is 16, he costs 75 gp/week).

Time to Craft Armor

To determine the *time* it takes to make a piece of armor, take the armor's AC. The number that the AC is under 10, multiplied by two weeks, is the time it takes an apprentice (supervised and aided by an Overseer) to craft the item.

Thus, a set of chain mail (AC 5) is calculated this way: 10 – 5 = 5; 5 x two weeks = ten weeks. It takes 10 weeks to make a suit of chain mail.

Standard Costs to Manufacture Armor

Armor Piece	Retail Value	Materials Cost (gp)	Time Taken	Apprentice & Overseer	Total Cost
Banded Mail	200	100	12 wk	48 *	148
Brigandine	120	60	8 wk	32 *	92
Bronze plate	400	200	12 wk	114 **	314
Chain mail	75	38	10 wk	20 ***	58
Field Plate	2000	1000	16 wk	304 +	1304
Full plate	7000	3500	18 wk	342 +	3842
Helm/great	30	15	4 wk	8 ***	23
Helm/basinet	8	4	1 wk	2 ***	6
Hide armor	15	7	8 wk	8 ++	15
Leather armor	5	1 +++	4 wk	4 ++	5
Padded armor	4	0+++	4 wk	4 ++	4
Plate mail	600	300	14 wk	133 **	433
Ring mail	100	50	6 wk	24 *	74
Scale mail	120	60	8 wk	32 *	92
Shield/body	10	5	2 wk	4 ***	9
Shield/buckler	1	0+++	2 wk	1 ++	1
Shield/medium	7	3	2 wk	4 ***	7
Shield/small	3	1	2 wk	2 ***	3
Splint mail	80	40	12 wk	24 ***	64
Studded lthr	20	10	6 wk	6 ++	16
Barding:					
Chain	500	250	10 wk	190 +	440
Full plate	2000	1000	16 wk	304 +	1304
Full scale	1000	500	8 wk	152 +	652
Half brig.	500	250	6 wk	114 +	364
Half padded	100	50	2 wk	38 +	88
Half scale	500	250	8 wk	152 +	402
Lthr/Padded	150	75	4 wk	75 +	150

* Two apprentices, no overseer

**	One apprentice, ½ overseer
***	One apprentice, no overseer
+	Two apprentices, one overseer
++	½ apprentice, no overseer
+++	Cost reduced because of easy availability of materials; cost of "0 gp" means cost is a negligible

For pieces of armor which don't grant specific AC benefits (like helmets), figure the time at 1 week per 7.5 gp value. Thus, a great helm would take four weeks to make (it costs 30 gp); a basinet, one week and a few hours of the eighth day (it costs 8 gp).

Cost to Craft Armor

And it does cost money to craft armor. The cost is:

(a) About half the "retail value" of the armor piece for materials; plus
(b) The cost of maintaining one or two apprentices during the time it takes to make the piece; plus
(c) Additional cost based on how much of the overseer's time and attention the project takes. (The project may take one or two overseers full-time on the project, may take only *half* one overseer's time on the project, or may take none of the overseer's time—the latter constitute projects that the apprentices can do all by themselves, mostly unsupervised.)

The previous table shows standard costs to manufacture armor. In usual circumstances, the difference between the Total Cost and the Retail Value is the shop's profit when it sells a piece of armor.
As you can see from the table, hide armor, leather armor, padded armor, medium shields and small shields are little-to-no-profit propositions. However, they keep the apprentices paid and keep work in the shop.

Chance of Failure

It would seem that the thing to do would be to set up an armorer's shop and just build field plate and full plate, which are the most profitable items of armor. However, that isn't necessarily so.
This is because, for every item of armor you make, you have to make an Armorer Ability Check. At the end of the armor-making period, the most experienced (highest ability check) character who worked continuously on the project makes his Armorer ability check. If he passes the check, the armor is just fine. If he fails it, it's flawed.
If the character missed his roll by 1, 2, 3, or 4, the armor looks just fine. The maker knows it's flawed, but this will not be obvious to anyone on casual inspection, and only another armorer will be able to detect that it's flawed . . . and only with careful inspection. This type of flawed armor functions at 1 AC higher than it should (thus flawed full plate would be AC 2 instead of 1). If the flawed armor is ever struck in real combat with a natural to-hit roll of 19 or 20, it "breaks" (caves in, splits open, etc.). Its AC goes up 4 (thus our flawed full plate would shoot from AC 2 to AC 6). And because it's broken and hanging wrong, it hinders the player; until he can take it off (this takes 1d4 rounds), he moves at half his normal rate and suffers a –4 penalty to all of his attack rolls.
Obviously, most reputable armorers would never sell a piece of flawed armor.
They have their reputations to protect, so they throw it away. They take a loss in money equal to the Total Cost of the armor from the chart above.
If the character misses his roll by 5 or more, it's obvious to anyone, with casual inspection, that the armor is flawed. No one will buy it at the normal retail value. The armorer might be

able to sell it at half the Total Cost value to someone desperate for cheap armor, someone who's willing to take the risk of wearing flawed armor. If he can't sell it, this too is a total loss.
Finally, not all armor is the same in the level of difficulty it requires to manufacture. Some armor is simple enough that apprentices can work on it alone.
Some is so complicated that only master armorers should oversee this work. And hiring a master armorer costs more than just hiring a normal overseer. The chart below shows the relative difficulty of manufacturing these different types of armor.

Armor Type	**Modifier to Armorer Proficiency Check**
Banded Mail	+1
Brigandine	+1
Bronze plate	0
Chain mail	+3
Field Plate	–3
Full plate	–3
Helm/great	+3
Helm/basinet	+3
Hide armor	+3
Leather armor	+3
Padded armor	+3
Plate mail	0
Ring mail	+1
Scale mail	+1
Shield/body	+3
Shield/buckler	+3
Shield/medium	+3
Shield/small	+3
Splint mail	+3
Studded leather	+3
Barding	
Chain	0
Full plate	–3
Full scale	0
Half brig.	0
Half padded	0
Half scale	0
Lthr/Padded	0

As you can see, making field plate and full plate is a risky proposition. Only the best of independent armorers will undertake such a task because the potential losses are so great. (On the other hand, a hireling armorer will do it whenever his employer says, because all the financial risk is his employer's.) And player-character armorers run these same financial risks when they try to make field plate and full plate for themselves or their friends.

Added Expenses

If the DM wishes, he can add to the grief of a player-character armorer by confronting him with a lot of the hidden expenses of any such operation:

Bribery: In many places, local officials will expect a little graft in order for them to process the necessary permits efficiently and regularly. If the PC doesn't pay up, those permits take a long, long time (months) to be processed, and during that time the PC can't operate a retail armorer's shop.
Theft: Armorer's shops can be burglarized just like any other operation. Thieves are quite willing to steal some high-quality armor goods and fence them elsewhere in the city. Depending on the quality of the merchandise lying around in the shop, this can be a serious financial blow for the shop.
Unclaimed Goods: Sometimes a patron who custom-orders a piece of armor never shows up to buy it. Maybe he's been killed in the meantime; maybe he ran low on funds and decided not even to tell the armorer of his misfortune. And if the custom piece of armor was decorated or fine-tuned to that specific customer (for example, if it bears his coat of arms or unusual decoration), it could be that no one else is willing to buy it . . . except at heavily discounted prices.
Unsold Stock: Armorers don't just work up pieces of armor to order. The armorer fabricates numerous examples of the most common sorts of armor (leather and padded armor, shields) for the casual customer and as practice for the apprentices. Not all of this gets sold, and a piece that is never sold is a few gold pieces out of the shop's coffers. All in all, it may be safer, financially, for a player-character to be a full-time adventurer and only a part-time armorer.

Player-Character Workshops

Often, a PC Armorer who is also an adventurer will set up an armorer's shop and crew it with a single overseer and two apprentices. This shop's duty will be to keep the PC supplied in armor; also, whenever the PC returns home, he can, if he wishes, operate the shop, especially in the "off-shift" (whichever shift the regular crew is not operating it).
If he does hire an overseer, he'll have to pay the rates according to the overseer's ability, as described above.
Note that a PC Armorer can make armor for his friends. He can't avoid paying the minimum cost for the materials, of course. The character can carry a tent and leatherworker's shop on the back of a horse, so he can work on any sort of all-leather or padding armor while on the road. But on the road, he can only get in a couple of hours' work per day, so multiply all armor-making times by four to determine how long they take.
The character who does all this extra work will be a little more tired than his fellows; reduce his Intelligence ability check to spot upcoming dangers.

Repairing Armor

If you use the optional rules for damaging armor found in this rule book's *Combat* chapter, you can also use the Armorer proficiency to repair damaged armor. It costs the armorer 1/100th the armor's retail value for each Damage Point that he repairs. Again, that's the cost to the *armorer*, which assumes that apprentices are doing the work, and unsupervised; apprentices can perform all armor-repair functions. The cost to the armorer, compared to the apprentice's wage, shows you how long it takes to repair (2 gp/week for one apprentice, remember).

Example: A set of chain mail has taken 10 points of damage in combat. The owner brings it in to be repaired. Retail value of chain mail is 75 gp, so the cost to repair each point of damage will be .75 gp, or 75 cp. The armorer repairs the 10 points of damage, which costs him 750 cp (75 sp). This is less than 1 gp, so the apprentice doing the repairs takes about two days to fix the chain maul hauberk.

Armorers typically charge a 50% profit on repair jobs. In the example above, the armorer's cost was 75 sp; therefore, he'd charge the customer about 115 sp for the repair job.

Repairing Magical Armor

Magical armor is repaired in exactly the same way. Base the cost for repairs on the normal retail value of the armor *as if it were not magical*.
When magical armor is damaged, holes may be driven into it, but the basic enchantment is unchanged. Therefore, the armorer doesn't have to have repair materials enchanted to "match" the original armor; all he has to do is patch up the holes and the armor will be fixed. ypically, the armorer will not even know that he's working on magical armor.
Of course, as we discuss in the *Combat* chapter, if a set of magical armor is damaged so severely that the enchantment is ruined, nothing a normal armorer can do will repair it. Armor that seriously damaged is ruined even as normal armor; an armorer won't be able to fix it.
(for further information about this please read the fighters handbook)

Artistic Ability

1 slot, Wisdom

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 (painting, sculpture, composition, etc.) 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 unpleasing or just plain bad.
Artistic ability also confers a +1 bonus to all proficiency checks requiring artistic skill--music or dance--and to attempts to appraise objects of art.

Astrology

2 slots, intelligence

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and 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--a great battle, a friend lost, a new friendship made, etc. The DM decides the exact prediction (based on his intentions for the next few gaming sessions). 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.
Clearly this proficiency requires preparation and advance knowledge on the part of the DM. Because of this, it is permissible for the DM to avoid the question, although this shouldn't be done all the time. Players who want to make their DM's life easier (always a good idea) should consider using this proficiency at the end of a gaming session, giving the DM until the next session to come up with an answer. The DM can use this proficiency as a catalyst and guide for his adventures--something that will prompt the player characters to go to certain places or to try new things.
Characters with the astrology proficiency gain a +1 bonus to all navigation proficiency

checks, provided the stars can be seen. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Astrology
(PlO:S&P, CP 3, Initial Rating 5, Intelligence/Knowledge, Wisdom/Intuition)
This character has a general understanding of the movement of celestial bodies, and the influence of that movement upon the beings of the campaign world. The astrologer can identify numerous constellations, and knows many of the legends behind their naming. The character can make limited predictions for the future, always in vague terms—whether these are accurate is up to the DM. A character with this proficiency gains +2 on all checks made using the navigation proficiency, providing the stars can be seen. A character with the trait of empathy gains a +1 bonus to the astrology proficiency rating.

Astronomy
(PlO:S&P, CP 2, Initial Rating 7, Intelligence/Knowledge)
A character proficient in this skill has a detailed knowledge of the relative movement of stars, moons, and planets. The character can predict with complete accuracy the arrival of eclipses, comets, and other cosmic phenomena (evening and morning stars, full moons, etc.) The astronomer can identify numerous stars and constellations, and gains a +3 bonus to all checks made using the navigation proficiency, providing that the stars can be seen.

Blacksmithing
1 slot, Strength
A character with blacksmithing proficiency is capable of making tools and implements from iron. Use of the proficiency requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Blacksmithing
(PlO:S&P, CP 4, Initial Rating 6, Strength,Muscle/ Intelligence, Knowledge)
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, brackets and buckles. By making a successful proficiency check, the character can create intricate objects such as wire cages and locks. 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
2 slots, NA
A character with blind-fighting is skilled at fighting in conditions of
poor or no light (but this proficiency does not allow spell use). In total darkness, the character suffers only a -2 penalty to his attack roll (as compared to a -4 penalty without this proficiency). Under starlight or moonlight, the character incurs only a -1 penalty. The character suffers no penalties to his AC because of darkness.
Furthermore, the character retains special abilities that would normally be lost in darkness, although the effectiveness of these are reduced by one-half (proficiency checks are made at half the normal score, etc.). 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. Thus, AC penalties remain for missile fire. (By the time the

character hears the whoosh of the arrow, for example, it is too late for him to react.) 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 penalty 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. *(Please read the following from the Players Option Skills & Powers handbook, too.)*

Blind Fighting
(PlO:S&P, CP 4, Initial Rating NA/6, Wisdom, Intuition/Dexterity, Balance)
This allows characters to ignore many of the problems inherent in fighting without being able to see. In total darkness, the character suffers –2 (not –4) to attack rolls, and suffers no penalties to AC versus melee attacks. In starlight or moonlight, the character suffers only a –1 penalty to attack rolls.

When moving in darkness, the character is allowed to make a proficiency check at the beginning of a round; success means no movement penalties are assessed because of the darkness, while failure means the normal penalty applies.

When in combat with an invisible creature, the character with blind-fighting proficiency suffers only a –2 to attack rolls, but gains no benefit toward discovering the creature.

Boating
(TcRaH) 1 slot, Wisdom +1
This proficiency allows the character to pilot any small boat, such as a kayak or canoe, operating it at maximum speed. It also allows make minor repairs and improvements in these boats, such as waterproofing them and patching holes. A successful proficiency check enables the character to handle the craft in treacherous situations; for instance, maneuvering the boat though choppy water without capsizing it, or avoiding collisions when guiding it through a narrow channel choked with rocks or ice. Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers, lakes, on oceans close to shore, and over similar terrain, usually on relatively calm waters.
(editors note: This replaces the description of this proficiency in The Complete Thief's Handbook, since the Rangers Handbook outdates the Thieves Handbook according to the official rules.) (Please read the following from the Players Option Skills & Powers handbook, too.)

Boat Piloting
(PlO:S&P, **similar to "Boating",** CP 6, Initial Rating 6, Strength, Muscle/intelligence, Reason)
This proficiency is useful for negotiating challenging waters with a rowboat, canoe, or small dory. When shooting a rapids, trying to stay afloat in a storm, or trying to row upstream against a strong current, the character will succeed without a proficiency check—unless the water conditions are very extreme. In this case, the DM will require an appropriately modified roll; a successful roll means that the character negotiates the challenge and no further checks are necessary (until the next stretch of rapids, etc.). Failure does not necessarily mean that the boat sinks, but it gets swept away by the current, or turned about, or moderately swamped—with everything and everyone inside getting wet. If the rough water continues, the character must make additional proficiency checks (every 1–6 rounds). The character's proficiency rating suffers a –1 modifier for each failed check, indicating the difficulty of steering a boat that is slowly filling with water.

The character also knows the basics of sailing, and can effectively maneuver a single-masted sailboat. As above, challenges will require proficiency checks, with failed checks leading to increasingly dire straits. *(Please also read the similar "Boating" proficiency above.)*

Bowyer/Fletcher
1 slot, dexterity -1
This character can make bows and arrows of the types given in Table 44 (Players Handbook).

A weaponsmith is required to fashion 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 require 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 a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.
Option: If a character wishes to create a weapon of truly fine quality and the DM allows it, the player can opt to use the following alternative procedure for determining the success of his attempt. When the proficiency check is made, any failure means that the weapon is useless. However, a successful check means that the weapon enables the character to add Strength bonuses to attack and damage rolls. Additionally, if the proficiency check is a natural 1, the range of the bow is increased 10 yards for all range classes or is of such fine work that it is suitable for enchantment.
(Please also read the following from the Players Option: Skillls& Powers and the complete fighters handbook)

Bowyer/Fletcher (similar to "Boating")
(PlO:S&P, CP 5, Initial Rating 6, Intelligence, Knowledge/Dexterity, Aim)
This character can make bows and arrows (but not arrowheads) of the types available in the campaign world. Given appropriate materials, the character can successfully make a bow or 2–12 arrows in a day. (Note that finding the right branch for the bow, or the proper shafts and feathers for the arrows might take several days of searching!)

Weaponsmiths are required to make good steel arrowheads. If none are available, the character can fire harden the wooden tips of his arrows, but these weapons suffer a –1 penalty on all damage rolls, and any arrow that misses its target is 50% likely to be broken. *(Please also read the paragraph below about the Boyer/Fletcher skill from the fighters handbook.)*

Bowyer/Fletcher (TcFiH)

The material on the Bowyer/Fletcher proficiency from the *Player's Handbook*,page 58, is all correct for use with this supplement.
A set of bowyer/fletcher's tools, which can be used at maximum efficiency by one character, costs 10 gp. (It's 15 gp for a set which can be used simultaneously by three workers, and +7.5 gp per +3 workers which can work simultaneously.) The bowyer/fletcher is not required to set up a workshop; he can work by himself in the field, if he chooses. If he chooses to set up a permanent shop, tents and huts cost the same as what's listed for the leatherworker's shop (above, under "Armorer").
Note that the construction times listed in the *Player's Handbook* presume that he's working a full week. If he's traveling or adventuring and working on bows and arrows in his spare time, multiply all crafting times by four. Thus, a long or short bow takes four weeks.
Cost of materials for arrows and normal bows is negligible. If the character is trying to make a weapon of truly fine quality, he must either pay 50% of the weapon's normal retail value for exceptionally fine woods, or add an extra 100% to the time it takes to craft the weapon; the extra time constitutes him having to look for the perfect wood and materials in the wild.

Brewing

1 slot, intelligence
The character is trained in the art of brewing beers and other strong drink. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Brewing
(PlO:S&P, CP 3, Initial Rating 8, Intelligence, Knowledge)
This category includes the brewing of malt beverages, the making of wine, and the distilling of stronger drink. A character can perform all the basic functions of the brewer's art without requiring a proficiency check. If the brewer chooses to make the check, failure means that a batch has been wasted, but success means that a particularly fine vintage has been created.

Carpentry
1 slot, strength
: 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 (a catapult, for example) require plans prepared by an engineer.
Truly unusual or highly complex items (wooden clockwork mechanisms, for example) require a proficiency check. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Carpentry
(PlO:S&P, CP 3, Initial Rating 7, Strangth,Stamina/Intelligence, Knowledge)
This character knows the basics of working with wood and can create—with no check required—small structures, fences, platforms, cabinets, carts and wagons. The carpenter can make wooden wheels, but a blacksmith must form the iron rim or the wheel will have a very short life expectancy.

A carpenter might build a short footbridge, a wooden clock, or a dumbwaiter system—these tasks will require a proficiency check. Larger projects such as major bridges, boats, or catapults, require the aid of a character with the engineering proficiency.

Cartography
(TcRaH) 1 slot, Intelligence -2
This proficiency grants skill at map making. A character can draw maps to scale, complete with complex land formations, coastal outlines, and other geographic features. The character must be reasonably familiar with the area being mapped.

The DM makes a proficiency check in secret to determine the accuracy of the map. A successful proficiency check means that the map is correct in all significant details. If the roll fails, the map contains a few errors, possibly a significant one. A roll of exactly 20 means the map contains serious errors, making it useless.

Charioteering
1 slot, dexterity +2
: A character with proficiency in this skill is able to safely guide a chariot, over any type of terrain that can normally be negotiated, at a rate 1/3 faster than the normal movement rate for a chariot driven by a character without this proficiency.
Note that this proficiency does not impart the ability to move a chariot over terrain that it cannot traverse; even the best charioteer in the world cannot take such a vehicle into the mountains. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Charioteering
(PlO:S&P, CP 4, Initial Rating 5, Dexterity, Balance/Wisdom, Willpower)
A character with this skill can move a chariot at its normal speed, and effectively drive it over a smooth, wide road. The proficient character requires no check to drive or steer the chariot, including travelling across relatively flat, open countryside, charging into battle, and performing the turns, stops, and starts that might be required on the battlefield.

By making a proficiency check, the character can guide the chariot through obstacles such as deep fords, steeply-climbing terrain, ditches, and rough or rocky ground. Also, with a successful check, the character can add 1/3 to a chariot's movement rate for the duration of a charge or a march. However, failure of this check means that the chariot moves at its normal rate, but that the horses fatigue in half the normal time. Characters with the animal empathy trait gain a +1 bonus to their ratings with this proficiency.

Note that certain obstacles are simply impassable to chariots, including walls, water too deep (or too muddy on the bottom) to ford, thick forests, and mountainous terrain.

Cheesemaking

(TcHH) 1 slot, intelligence

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.

Cobbling

1 slot, dexterity

The character can fashion and repair shoes, boots, and sandals. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Cobbling
(PlO:S&P, CP 3, Initial Rating 7, Dexterity, Aim/Intelligence, Knowledge)
A character with this skill can makes shoes, boots, and sandals. No checks are normally required, but if the character attempts a field repair of damaged footwear, or tries to fashion shoes from wood or leather that has been scrounged up, a successful check is needed.

Cooking

1 slot, intelligence

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 truly magnificent meal worthy of a master chef. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Cooking
(PlO:S&P, CP 3, Initial Rating 7, Intelligence, Reason)
This character knows the basics of food preparation, and he can generally cook, bake, fry, and so forth without a proficiency check. Checks are required if the character attempts to prepare truly gourmet meals, or tries to make a palatable dinner out of unpalatable ingredients—grubs, roots, and bark, for example.

Dancing

1 slot, dexterity

The character knows many styles and varieties of dance, from folk dances to formal court balls. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Dancing
(PlO:S&P, CP 2, Initial Rating 6, Dexterity,Balance/Charisma, Appearance)
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).

Truly spectacular dances—the kind that win character's campaign-wide acclaim—combine elements of dance proficiency with skills of tumbling, tightrope walking, and jumping.

Deep Diving
(PlO:S&P, CP 2, Initial Rating 5, Dexterity,Balance/Constitution, Health)
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.

Direction Sense
1 slot, wisdom +1
A character with this proficiency has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed. If the check fails but is less than 20, the character errs by 90 degrees. If a 20 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.)
Furthermore, when traveling in the wilderness, a character with direction sense has the chance of becoming lost reduced by 5%.

Disguise
1 slot, charisma –1
The character with this skill is trained in the art of disguise. He can make himself 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 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 (a -17 penalty to the check). *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Disguise
(PlO:S&P, CP 4, Initial Rating 5, Wisdom,Intuition/Charisma, Leadership)
Characters trained in this proficiency can conceal their appearance through makeup and costuming. If they seek simply to alter their appearance without concealing size, sex, or race—for example, to go out in a city without anyone discovering what they look like—they can succeed without a proficiency check.

If the task is more difficult—the character in disguise meets and talks with an acquaintance, for example—a successful proficiency check is required. Characters who try to alter the appearance of their sex, race, or size, must make successful proficiency checks with a –2 penalty for each category.

Characters who attempt to disguise themselves as specific persons must make proficiency checks when they encounter and speak with someone who knows the other individuals. All of these checks suffer an inherent –2 penalty.

Note that the talent of impersonation (see traits) can improve a character's success with the disguise proficiency.

Distance Sense
(TcRaH) slot, Wisdom
This proficiency enables a character to estimate the total distance he's traveled in any given day, part of a day, or a number of consecutive days equal to his level. For instance, a 7th level character can estimate the distance he's traveled in the previous week. The estimate will be 90% accurate.

Drinking
1 slot, Constitution
[special note: this skill is from the humanoids handbook. It is only available for normal player characters (humans and demi-humans) when the DM allows it.]
This proficiency, and its companion proficiency, Eating, is important to many humanoids, including centaurs, satyrs, and wemics. A successful check indicates that the humanoid can consume up to twice as much as normal at one sitting. This will allow the humanoid to go twice as long without drink before beginning to suffer adverse effects. If alcoholic beverages are involved, a successful check allows the humanoid to consume twice as much before adverse effects begin to bother him.

Eating
1 slot, Constitution
[special note: this skill is from the humanoids handbook. It is only available for normal player characters (humans and demi-humans) when the DM allows it.]
Much like the drinking proficiency, this proficiency allows the humanoid to store up food. A successful check indicates that the humanoid can consume up to twice as much as normal. This allows the humanoid to go twice as long without food without suffering any adverse effects from hunger.

Endurance
2 slots, constitution
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. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

> **Endurance**
> (PlO:S&P, CP 4, Initial Rating 5, Wisdom,Intuition/Charisma, Leadership)
> A character with this proficiency can perform continual strenuous physical activity for twice as long as a normal character before becoming exhausted. If the character is ever required to make a Strength/Stamina check or a Constitution/Fitness check, the character can add his endurance score to his success number. If the fatigue rules from the *Player's Option: Combat & Tactics* book are in play, the endurance proficiency is treated differently (see *Combat & Tactics*, Chapter One).

Engineering
2 slots, constitution
The character is trained as a builder of both great and small things.
Engineers can prepare plans for everything from simple machines (catapults, river locks, grist mills) to large buildings (fortresses, dams). 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 siegecraft 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. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Engineering
(PlO:S&P, CP 4, Initial Rating 5, Intelligence, Reason /Wisdom,Intuition)
This proficiency is required for the design and construction of objects and installations of all sizes. Note that carpentry, stonemasonry, blacksmithing, or other proficiencies also might be necessary for the actual building. Characters can design and supervise the building of houses, boats, small bridges, palisades, and towers—of up to about 30 feet high without proficiency checks.

Characters with this skill can try to design large bridges, fortresses, ships, war machines, locks and dams, and other more complicated projects. Plans for these types of objects generally require at least a week—more if an exceptionally large project is being attempted. Complicated tasks require successful proficiency checks before a workable design can be made. If a check fails on a roll of less than 20, however, the engineer will be aware of the failure and can seek to create a new design—go back to the drawing board, so to speak. On a roll of 20, the design is flawed but the danger will not be discovered until after the object is built.

Etiquette
1 slot, charisma
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. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc. For extremely unusual occurrences, a proficiency check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event).
However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character.
Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Etiquette
(PlO:S&P, CP 2, Initial Rating 8, Charisma, Appearance/Wisdom,Intuition)
Characters with this skill are familiar with the typical manners of formal interaction—at least as they relate to the culture in the campaign world. They know what fanfares are required to greet royal visitors, how to seat the lords and ladies at a table, how to organize the reception line, and how everyone is to be addressed. None of these tasks require a proficiency check.

When dealing with a foreign or completely unknown culture, the characters must pass proficiency checks to correctly gauge the required etiquette. The check should be modified—+2 if the foreigners are the same race as the character, +1 or more if the character has had some time to observe the foreigners.

Characters with the empathy trait gain a +2 bonus to their rating with this proficiency.

Falconry
(TcRaH) 1 slot, wisdom-1
This is most properly the Animal Training (Falcon) proficiency. 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. Owls are a separate proficiency and can be trained at -2).

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.

If not using falconry training equipment (see Chapter 7, The Ceomplete Ranger Handbook), the success roll required for training is penalized by -2.

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Note: The foregoing is the standard proficiency. Optionally, the training rules for rangers given in Chapter 3 can be used. 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, 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.

Fire-building

1 slot, wisdom –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 in 2d20 minutes. Flint and steel are not required. 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. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Fire Building

(PlO:S&P, CP 2, Initial Rating 8, Wisdom,Intuition/Intelligence, Reason)

A character with this proficiency can build a fire in 1d20 minutes, as long as there is dry wood and some small bits of tinder. Add another d20 minutes for each of these factors: the wood (or tinder) is wet, it's raining or foggy, or the winds are strong. A proficiency check is required if conditions are bad and the character is forced to work without shelter.

Fishing

1 slot, wisdom –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. Otherwise, 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 pool during spawning season. The DM may modify the results according to the situation. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Fishing

(PlO:S&P, CP 3, Initial Rating 6, Wisdom,Intuition/Intelligence, Knowledge)

A character with this proficiency knows how to catch fish with hook and line, net, and spear. If fish are present in a body of water, a successful proficiency check means the character has caught something. Typically, with a successful check, the fisherman he will catch 1d6 fish in an hour. This number can be doubled if many fish are present. It is reduced to one fish per hour if the character is seeking large quarry—such as sturgeon, muskellunge, giant carp, or salt-water fish.

Forgery

1 slot, dexterity, -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 (military orders, local decrees, etc.) 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 a proficiency check with a -2 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.

It is important to note that the forger always thinks he has been successful; the DM rolls the character's proficiency check in secret and the forger does not learn of a failure until it is too late.

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 the type of document or handwriting--if he examines the document closely. If the die roll is a 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 but a 20 is not rolled, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Forgery
(PlO:S&P, CP 3, Initial Rating 5, Dexterity,Aim/Wisdom, Willpower)
This proficiency indicates a skill at creating false documents, mimicking the handwriting of others, and detecting forgeries. No check is required if the character is simply trying to duplicate a style of writing—the issuing of an anonymous military decree, for example. Characters trying to duplicate the signatures of specific individuals must see those signatures; the DM rolls the proficiency checks secretly to see if the forgeries are successful. If a character writes a longer message in a specific hand, the DM rolls the check with a –2 modifier. The DM should also roll the check if a character seeks to determine if another document is a forgery. On a 20, the character makes the wrong assumption, whereas a failure with less than 20 means that the character is not sure of the truth or falsehood of the sample.

Gaming
1 slot, charisma
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 (which may take too much time for some) 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 ability score. If the proficiency check for the game is 17 to 20, however, the character has been caught cheating (even if he won the game). *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Gaming
(PlO:S&P, CP 2, Initial Rating 5, Wisdom, Intuition/ Intelligence,Knowledge)
A character with this proficiency is familiar with all manner of gambling games. A successful proficiency check means the character will win a given game being played with NPCs—although cumulative negative modifiers should be assigned for each NPC with the gaming proficiency. Subtract 1 for each proficient NPC, with –2 for those with higher than basic gaming expertise.

The character might try to cheat, which confers a +3 to the gaming proficiency score and requires a check. If the proficiency check rolled is a 20, the character gets caught cheating, even if no NPCs have the gaming proficiency. Add one to this spread for each NPC with gaming proficiency—i.e., if two others have this skill, the cheater will be caught on a roll of 18–20.

Gem Cutting
2 slots, dexterity –2
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 nonproficient 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 (as determined by a proficiency check), 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 (the DM has the relevant tables). *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Gem Cutting
(PlO:S&P, CP 3, Initial Rating 6, Dexterity, Aim)
A character with this proficiency each day can work 1d10 uncut stones into finished gems. The worker needs good light and an assortment of chisels, hammers, and hard cutting blades.

The gem cutter can do decent work without a proficiency check; the stones cut will be valued in the typical range for that type of gem. However, if the cutter seeks to do a unique and very high-quality job, a proficiency check is called for. Failure means the stone is destroyed, but success results in a gem of double the usual value.

Healing

2 slots, wisdom -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 (but no more hit points can be restored than 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 1 per day even when traveling or engaging in nonstrenuous 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 (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No proficiency check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) 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 (i.e., more healing doesn't help). Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

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 creatures. 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. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Healing
(PlO:S&P, CP 4, Initial Rating 5, Wisdom, Intuition/Charisma, Leadership)
Characters with this proficiency can perform first aid on fresh wounds and can supervise the recovery of themselves and others. If the characters tend a wound on the round immediately after it is inflicted, a successful proficiency check means that 1d3 points of damage have been restored (to a maximum of the damage inflicted the previous round). If they tend a wound within one hour of its infliction, they can heal 1 point with a successful check. No character can benefit from this proficiency more than once a day.

This proficiency can also help with long-term healing and resisting poison and disease; these procedures are detailed in the *Player's Handbook*.

Heraldry

1 slot, intelligence

: 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, calligraphed lines of script, fantastic beasts, religious symbols, and magical seals (made for the express purpose of identification). 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 tribesmen.

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. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Heraldry
(PlO:S&P, CP 2, Initial Rating 8, Intelligence, Knowledge)
These characters are familiar with the heraldic symbols of their own lands, and those of neighboring lands. The characters can make proficiency checks when confronted with unusual or rare symbols; success means that they can identify the symbols. A character with the obscure knowledge trait gains a +2 bonus to the use of this proficiency.

Herbalism

2 slots, intelligence -2

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical 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 (see the Healing proficiency). *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Herbalism
(PlO:S&P, CP 2, Initial Rating 8, Intelligence, Knowledge)
This skill indicates that a character is familiar with the uses of natural plant products for good and ill. If a character spends a day searching the woods, and makes a successful proficiency check, enough herbs, fungi, roots, leaves, pollen, and pulp has been gleaned for 2d6 doses.

The most common use of these herbs is as an aid to healing; one dose of herbs can be used in conjunction with the healing proficiency (by the herbalist or another healer). This dose adds +1 point to the wounds cured by a successful healing proficiency check. Even if the healing check fails, the herbs still restore the 1 hit point. With no healing proficiency, the herbs can still be used, but the herbalist needs to roll a successful check to restore the 1 hit point.

The herbs also can be used to create a poison, either ingested or injected. A single use of poison requires two doses of herbs. The lethality or other effects of the poison (paralysis, unconsciousness, delusions, etc.) must be worked out with the DM.

Hunting

1 slot, wisdom -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 nonproficient hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards (100+1d100) 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 game. The type of animal stalked depends on the nature of the terrain and the whim of the DM. *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Hunting

(PlO:S&P, CP 2, Initial Rating 7, Wisdom, Intuition)

The hunting proficiency allows a character to find game and get reasonably close to it. The actual kill is handled using rolls to hit and for damage. Hunting is a proficiency that always requires a successful proficiency check when it is used.

If the check is successful, the hunter will reach a position within 1d100 + 100 yards of the quarry. Generally it will take about 2–12 daylight hours to reach this position, though an abundance or scarcity of game can decrease or increase this time at the DM's option. Night hunting might be possible for characters with infravision.

The hunter also possesses a basic skill at removing skin from an animal, and butchering the carcass into usable meat. These tasks require no checks.

Juggling

1 slot, dexterity -1

The character can juggle, a talent useful for entertainments, diversions, and certain rare emergencies. When juggling normally (to entertain or distract), no proficiency check is required. A check is made when trying spectacular tricks ("Watch me eat this apple in mid-air!"). 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 (as opposed to items thrown for him to catch). Thus, the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt). *(Please also read the paragraph below from the Players Option: Skills & Powers)*

Juggling

(PlO:S&P, CP 3, Initial Rating 7, Dexterity, Aim)

A character with this proficiency can juggle up to three small objects without a proficiency check. Additional objects can be added, but a check is required; use a –1 modifier for each item beyond the fourth. Checks are also required for spectacular feats, such as juggling lighted torches or whirling scimitars, with failure meaning that 1d4 items are dropped. The potential for damage or disaster is left to the DM.

This skill is primarily useful for entertainment or diversions, though characters with the juggling proficiency have a chance to catch small objects—such as darts or daggers—that are thrown at them. They must be facing the source of the attack to make such an attempt, and they must make a proficiency check with a –2 modifier. Failure means they are automatically hit by the thrown objects.

Jumping

1 slot, strength

The character can attempt exceptional leaps both vertically and horizontally. If the character has at least a 20-foot running start, he can leap (broad jump) 2d6+his

level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d3 plus half his level in feet. No character can high jump more than 1-½ times his own height.
From a standing start, a character with this proficiency can broad jump 1d6 plus half his level in feet and high jump only three feet.
The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1-½ times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than ½ the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.
(Please also read the paragraph below from the Players Option: Skills & Powers)

Jumping
(PlO:S&P, CP 2, Initial Rating 8, Strength, Muscle/Dexterity,Balance)
This skill means that a character has unusual abilities to jump across distances, leap incredible heights, and vault with a pole.

A human or elven character with the jumping proficiency can perform a running broad jump of 20 feet without a proficiency check; a jump of more than 20 feet requires a check, with a –1 modifier for each foot above 20. The jumper can do a standing broad jump of 8 feet without a check; longer jumps require proficiency checks with the same penalties.

The character can high jump 4 feet without a check, higher obstacles require a check, with a –1 modifier for every 6" of additional height. If jumping from a standing start, the beginning height is 3 feet, not 4 feet.

Dwarves, gnomes, and halflings are more limited in their jumping ability. For these characters, the basic distances in each category are reduced to 75% of the listed amount—e.g. 15 feet instead of 20 for the broad jump.

A vaulting pole must be at least as tall as the character using it, but no more than twice as tall. The character can vault over obstacles up to the height of the pole. If the obstacles are within 2 feet of the pole's length, however, the character must make a proficiency check. The vaulter can also jump across a space no more than 11_2 the width of the pole's length. If the gap is greater than the length of the pole, a proficiency check is required.

Leather working: The character with this skill can skin animals, tan leather, and work that leather into clothing, armor, backpacks and saddlebags, harnesses, etc. These tasks are automatic successes, but the leather worker will have to make a proficiency check when attempting unusual jobs—making a leather patch for a boat hull, for example, or making a usable tent of scraps of hide.

Languages, Ancient
1 slot, intelligence
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 either read and write or speak the language (his choice). (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Languages, Ancient
(PlO:S&P, CP 4, Initial Rating 5, Wisdom, Willpower/Charisma, Leadership)
Adventurers with this proficiency are familiar with at least one ancient language—i.e. they have the reading/writing proficiency with the chosen languages. If confronted with an example of a historically-related language, they can decipher about a paragraph of that tongue with a successful proficiency check. For each character point spent on this proficiency (after initially acquiring it) add one additional ancient language to the list of languages a character knows fluently. The precise memory trait provides a +2 to this proficiency rating.

Languages, Modern
1 slot, intelligence
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. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

> **Languages, Modern**
> (PlO:S&P, CP 2, Initial Rating 9, Intelligence, Knowledge)
> The character has learned one or more languages, other than his native tongue, that are contemporary to the campaign world. For each additional character point spent on modern Languages, the character can speak one additional language.

Leatherworking
1 slot, intelligence
This proficiency enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

Local History
1 slot, charisma
The character is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more.
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 subject is chosen, he can either make a proficiency check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a proficiency roll for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

> **Local History**
> (PlO:S&P, CP 2, Initial Rating 8, Intelligence, Knowledge/Charisma,Appearance)
> The character knows all about the background of a specific area in the campaign world and can use this knowledge to entertain and enlighten others, gaining a +2 bonus to the reaction rolls of NPCs from that area. If a specific question comes up—the identity of a knight's banner seen in the distance, for example—the character can make a proficiency check, with success indicating the correct tidbit of information. A character with the obscure knowledge trait gains a +3 bonus to the proficiency rating.

Mining
2 slots, wisdom
A character with mining proficiency is needed to site and supervise the operations of any mine. First, the character can attempt to determine what types 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 secretly by the DM), the character has found a good site to begin mining 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. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Mining
(PlO:S&P, CP 5, Initial Rating 5, Wisdom,Intuition/Strength, Stamina)
A character with the mining proficiency can select the site of a mine and supervise its excavation and operation. Mining proficiency checks are best made for a player by the DM, since the character will not learn for some time whether his suppositions about a potential mine were accurate.

The *Player's Handbook* contains a more detailed description of how to role-play a miner's proficiency use.

Mountaineering
1 slot, NA

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 (spikes) 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. A character with this proficiency gains a 10% bonus per proficiency slot spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Mountaineering
(PlO:S&P, CP 4, Initial Rating 7, Strength, Stamina/ Wisdom,Willpower)
A character with this proficiency is skilled in the use of hammer and pitons (spikes) to secure a route up a mountainside. He also knows how to use the rope and brackets that can link a party of climbers. A proficient character can make a route across a steep section of rocks, and by the use of ropes allow other, non-proficient characters to follow.

No proficiency check is required unless the DM declares that a route is very perilous—steeply pitched, with few hand- and foot-holds, and those that exist are tiny or loose. If a character connected to the mountaineer by rope falls, the mountaineering character can make a proficiency check; success means that the other's fall has been arrested. Failure means that the other character continues to fall, and failure by a roll of 20 means that the mountaineer is pulled down, too.

Characters with the mountaineering proficiency can add their proficiency rating to their percentage chance of climbing any surface; this includes thieves using the climb walls special ability.

Musical Instrument
1 slot, dexterity -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 direct the character to make a proficiency check in what he feels are extraordinary circumstances. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Musical Instrument
(PlO:S&P, CP 2, Initial Rating 7, Charisma, Leadership)
The character can play a specific type of musical instrument, adding an extra instrument for every character point expended on this proficiency after its initial purchase. The skill enables the character to play the instrument very well, though a proficiency check might be required when attempting a very difficult piece.

A character with the music/instrumental trait knows how to play two instruments immediately (when this proficiency is selected). For each character point spent, two (not one) additional instruments can be learned.

Navigation
1 slot, intelligence –2
The character has learned the arts of navigating by the stars, studying currents, and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20 percent. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Navigation
(PlO:S&P, CP 3, Initial Rating 6, Intelligence, Knowledge/ Wisdom,Intuition)
Characters with the navigation proficiency know how to fix their locations on the seas and oceans of the campaign world by observing celestial clues. Characters with a sextant (not necessarily available in all campaigns) and a compass, and who can see the stars or observe a sunrise or sunset, will know where they are—no proficiency check is necessary. Such a skilled character can navigate across entire oceans without becoming lost, though bad weather can obscure the celestial clues and blow a vessel far off course.

If a character does not have the proper tools, or is forced to work with only a general idea of direction (fog obscures the sunset, for example), the DM should secretly make the proficiency check. Success means the character is reasonably accurate in plotting the day's course. Failure means an off-course error that varies by the extent of the failure—a roll of 20 has the character going practically the exact opposite direction!

Observation
(TcThiH) 1 slot, Intelligence

Characters with this proficiency have cultivated exceptionally acute powers of observation. The DM may ask for a proficiency check (or secretly roll it himself) anytime there is something subtly askew; he may also allow characters with observation to increase their chance of finding secret or concealed doors by 1 in 6. The proficiency covers all the senses.

Example: Julina is questioning a man who claims to be a craftsman who has worked on the palace; she is searching for the most discreet entrance. The DM secretly rolls an observation proficiency check; it is successful. "You notice," he tells her, "that his hands are in beautiful condition, entirely lacking callouses." From this observation, Julina may deduce that the man is actually just posing as a craftsman; he may be a con man taking advantage of a few free drinks or coins, or he could even be a spy for her enemies.

Orienteering
(PlO:S&P, CP 3, Initial Rating 7, Intelligence, Knowledge/ Wisdom,Intuition)

This is the ability to keep one's bearings on roadless, trackless land. Proficient characters will not get lost as long as they can either see the sky or have the use of a compass. This means that they can maintain track of a given direction, keeping themselves and their companions traveling in a straight line.

Characters who possess a map and can track their direction of travel can arrive at specific points—towns, ferry crossings, bridges, monuments, wells, springs, etc.—without proficiency checks.

If the map is slightly erroneous, or lacking in crucial details, the characters will have to make successful proficiency checks to accurately arrive at a specific point. This check can be modified for increased difficulty based on poor weather or major problems with the map.

Painting

(PlO:S&P, CP 2, Initial Rating 7, Dexterity, Aim/ Wisdom,Intuition)

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 a knowledge of perspective, shading, and composition. If this proficiency is coupled with the artistic talent trait, the character receives +2 to his base painting score and can create stunningly realistic works, capable of stirring profound reactions in observers—and perhaps worth gold to wealthy NPCs.

Persuasion

(TcRaH) 1 slot, Charisma

This proficiency enables the character to make a compelling argument to convince a subject NPC character to see things his way, respond more favorably, or comply with a request. The character engages the NPC in conversation for at least 10 rounds (meaning that the subject must be willing to talk with the character in the first place); subjects whose attitudes are threatening or hostile aren't affected by this proficiency.

A successful proficiency check means that the subject's reaction is modified by +2 in favor of the character (see Table 59 in Chapter 11 of the *DUNGEON MASTER Guide*). This bonus is *not* cumulative with any other reaction modifiers, such as those derived from Charisma; other reaction modifiers don't apply. For every additional slot a character spends on this proficiency, he boosts the reaction modifier by +1 (for example, spending two slots on this proficiency gives a +3 reaction bonus).

Poetry

(TcPaH) 1 slot, Intelligence –2

A character taking this proficiency specializes in either lyric or narrative poetry. Lyric poetry expresses thoughts and feelings, and includes ballads, sonnets, odes, and hymns. Narrative poetry tells stories in verse, some true, some fictional. A character spending two slots may specialize in both forms.

The proficiency enables the character to judge the quality of poetry in his specialty. He also knows a sizeable repertoire of poems and can recite them with spellbinding skill. No proficiency checks are required for these applications.

The character can also compose poems in his speciality; a successful check means the poem is of exceptional quality. If the character has the Reading/Writing proficiency, he can record his poems. (*Paladins also see the paragraph "Poetry for paladins" in their chapter)*

Pottery

1 slot, dexterity –2

A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two smallor medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day.

The raw materials involved cost 3 cp to make a small item, 5 cp to make a mediumsized item, and 1 sp to make a large item. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Pottery

(PlO:S&P, CP 3, Initial Rating 7, Dexterity, Aim)

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 talent trait gains a +2 to the pottery proficiency rating. Masterpieces of pottery are sculpted by these talented characters.

Reading Lips

1 slot, intelligence

The character can understand the speech of those he can see but not hear. When this proficiency is chosen, the player must specify what language the character can lip read (it must be a language the character can already speak). To use the proficiency, the character must be within 30 feet of the speaker and be able to see him speak. A proficiency check is made. If the check fails, nothing is learned. If the check is successful, 70% of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.

Reading Lips

(PlO:S&P, CP 3, Initial Rating 7, Intelligence, Knowledge/Wisdom, Intuition)

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. The trait of empathy adds +2 to checks using this skill.

Reading/Writing

1 slot, intelligence +1

The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This proficiency does not enable the character to learn ancient languages (see Languages, Ancient). (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Reading/Writing

(PlO:S&P, CP 2, Initial Rating 8, Intelligence, Knowledge)

The character is literate in a language that is contemporary to the campaign world, provided that the character can speak it (see the modern languages proficiency), For each additional character point spent on reading/writing, the character is literate in one additional language.

Religion

1 slot, wisdom

Characters with religion proficiency know the common beliefs and cults of their homeland and the major faiths of neighboring regions. Ordinary information (type of religious symbol used, basic attitude of the faith, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a proficiency check.

Additional proficiencies spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) 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. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Religion

(PlO:S&P, CP 2, Initial Rating 6, Wisdom, Intuition)

A character with this proficiency is familiar with the basic tenets of the major and minor faiths practiced in the campaign world. Observing an act of religious significance—a blessing of warriors before battle, for example—means the character understands the importance of the ritual without a proficiency check. Checks are required to understand the activities of unique or foreign religions. Additional character points spent on this proficiency can expand a character's knowledge to include other religions, or can increase the level of detailed knowledge about the faiths already studied.

Riding, Airborne

2 slots, wisdom -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:

• 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.

• 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 (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who 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 has the consequences given above.

• 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 bemade for a full turn. After the rounds of increased speed, its movement drops to 2/3 its normal rate and its Maneuverability Class (see Glossary) becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.

• 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

character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). 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. *(For further information also read the paragraph "Riding Airborne, Riding land" from the Players Option Skills & Powers)*

Riding, Land-Based
1 slot, wisdom +3
Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts. When the proficiency slot is filled, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans, or humanoids.
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.

• The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a proficiency check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make 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.
• 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 feet tall or the gap is less than 12 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 indicates that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground.
• The character can spur his steed on to great speeds, adding 6 feet per round 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 may 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, the steed must be walked by its dismounted rider for one turn.
• The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat 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.
• 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 Armor Class are considered to have struck the mount instead. No proficiency check is required.
• The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll a successful proficiency check with a -4 penalty to succeed. On a failed roll, the character fails to land

on his feet, falls clumsily to the ground, and suffers 1d3 points of damage. (*For further information also read the following paragraph "Riding, Airborne and Riding, landbased" from the Players Option Skills & Powers)*

Riding, Airborne and Riding, land (Skills & Powers Handbook)
(PlO:S&P, CP 2, Initial Rating 6, Wisdom, Intuition)
The riding proficiencies are well-detailed in the *Player's Handbook*. Characters using the Skills and Powers rules can add +2 to their proficiency score in either category of riding if they possess the trait of animal empathy, and +1 if they have the additional proficiency in animal training. These modifiers are cumulative.

Riding, Sea-based

(TcRaH) 2 slots, Dexterity -2

This proficiency allows the character to handle a particular species of sea-based mount The type of mount must be specified when the proficiency is acquired. The character may spend additional slots to enable him to handle other species.
In addition to riding the mount, the proficiency enables the character to do the following:

- When the mount is on the surface of the water, the character can leap onto its back and spur it to move in the same round. No proficiency check is required.
- The character can urge the mount to leap over obstacles in the water that are less than 3' high and 5' across (in the direction of the jump). No proficiency check is required. Greater jumps require a proficiency check, with bonuses or penalties assigned by the DM according to the height and breadth of the obstacle and the type and size of mount. Failure means the mount balks; an immediate second check determines if the character stays on the mount or falls off.
- The character can spur the mount to great speeds. If an initial proficiency check fails, the mount resists moving faster than normal. Otherwise, the mount begins to move up to 2d6 feet per round beyond its normal rate. Proficiency checks must be made every five rounds. So long as the checks succeed, the mount continues to move at the faster rate for up to two turns. After the mount moves at this accelerated rate for two turns, its rate then drops to 2/3 of its normal rate. It can move no faster than 2/3 of its normal rate until allowed to rest for a full hour.
  If the second or any subsequent check fails, the mount's movement drops to half its normal rate. It continues to move at this half-speed rate until allowed to rest for an hour.
- If a sea-based mount on the surface of the water is attacked, it will normally submerge unless it makes a successful morale roll. If the morale roll fails, the rider can command the mount to re-surface by making a successful proficiency check. If the check fails, the rider can attempt another check each round thereafter, so long as he is physically able. While submerged with the mount and attempting to force it to surface, the rider risks drowning (see Chapter 14 of the *Player's Handbook*). Because he's exerting himself, the number of rounds the rider can hold his breath is equal to half his Constitution score.

Rope Use

1 slot, dexterity

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 (secure the end of a climbing rope) companions. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Rope Use
(PlO:S&P, CP 2, Initial Rating 8, Dexterity,Aim/Wisdom, Intuition)
A character with this proficiency can tie knots of all kinds without a proficiency check. The character adds +2 to all mountaineering proficiency checks that involve rope and also gains +10% to climbing chances—if the climb involves a rope.

If the character is tied up with ropes, or seeks to untie a permanent knot, a proficiency check is required. Success means that the bonds or knots come undone in 2d6 minutes.

Running
1 slot, constitution
The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight 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, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Running
(PlO:S&P, CP 2, Initial Rating 5, Strength, Stamina/ Constitution,Fitness)
Characters can add 1_3 their normal top speed to their movement rates for up to 1 turn. After this, they must spend a turn resting, or 6 turns engaged in normal activity before they can sprint again.

Also, characters can jog steadily, moving at twice their normal movement rates over the course of a day. Eight hours of rest is mandatory after such a stint. Following rest, the characters can make proficiency checks. Success means they can run normally during the upcoming day; failure indicates they cannot use the running ability that day.

Sculpting
(PlO:S&P, CP 2, Initial Rating 6, Wisdom, Intuition)
The character with this proficiency can render realistic objects out of stone and clay. A high level of sculpting proficiency, coupled with the artistic talent trait, means the character can create statues, statuettes, busts, and other objects of rare and valuable beauty.

Seamanship
1 slot, intelligence
The character is familiar with boats and ships. 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 percent. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Seamanship
(PlO:S&P, CP 3, Initial Rating 8, Wisdom, Intuition/Dexterity,Balance)
These characters are trained to help operate galleys and sailing ships. They can row, hang rigging, steer a helm, patch canvas, and repair hulls (with tar or pitch). This proficiency does not allow characters to navigate.

The captain of a vessel, who presumably possesses this skill at a high level, must make proficiency checks to avoid certain hazards of the sea. Such a seaman might take the ship into a reef-lined bay with no difficulty if a local pilot is there to act as a guide. But if the captain has to pick a path through coastal breakers, a failed check might mean a bump on the bottom of the hull, or that the ship has run aground. Bad weather and treacherous currents can penalize these proficiency checks, while fair breezes and superb visibility should convey positive modifiers.

Seamstress/Tailor

1 slot, dexterity -1

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.

Set Snares

1 slot, intelligence -1

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 for some reason. It may be that the 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 does not need to be known. The character can also attempt to set traps and snares for larger creatures: tiger pits and net snares, for example.

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.

Thief characters (and only thieves) with this proficiency can also attempt to rig mantraps.

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 man-trap.

Setting a small snare or trap takes one hour of work. Setting a larger trap requires two to three people (only one need have the proficiency) and 2d4 hours of work. Setting a man-trap 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 ability score 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. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Set Snares

(PlO:S&P, CP 3, Initial Rating 6, Dexterity,Aim/Wisdom, Intuition)

A character with this skill can place small traps and snares along a game trail—a useful aid to gaining food in a non-civilized setting. Given proper materials—supple branches, bowstring or heavy thread—the character can make two snares in an hour without a proficiency check. The character can check the snares after eight hours, rolling a proficiency check for each. These checks can be modified by +2 if the character has the animal lore proficiency, and an additional +2 for the animal empathy trait. Success means that a small animal, such as a rabbit or partridge, has been snared. The checks can be modified up or down by the DM, to reflect the population of animals in the area.

The character can create a larger snare, such as a pit trap, by making a proficiency check. An 8' deep, 6' square pit requires at least eight hours to make if the ground is soft and a decent shovel is available. Rocky ground, larger pits, and makeshift equipment can increase this time dramatically. Whether anything falls into the large pit is a matter of the DM's interpretation and generosity.

Signaling
(TcRaH) 1 slot, Intelligence –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 signaller 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.

Singing
1 slot, charisma
The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that bards can do this automatically). No proficiency check is required to sing. The character can also create choral works on a successful proficiency check. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Singing
(PlO:S&P, CP 2, Initial Rating 6, Wisdom, Intuition)
The character knows and can perform the many types of songs, including some that involve complex or difficult notes. All songs common to the character's society will be familiar. Rare, archaic, or unusual songs will be known with a proficiency check. Also, characters who have had a chance to hear an unknown song can perform it (–2 modifier, +1 for each time after the first that it is heard).

The character can compose his own songs, including choral works, with a successful proficiency check. If the character also has the Music/Singing Talent, the character can add +2 to his base score.

Spellcraft
1 slot, intelligence -2
Although this proficiency does not grant the character any spellcasting powers, it does give him familiarity with the 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 ½ of their normal proficiency check) of recognizing magical or magically endowed constructs for what they

are. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Spellcraft
(PlO:S&P, CP 3, Initial Rating 7, Intelligence, Reason)
A character with this proficiency gains no actual spell use abilities, but does possess significant knowledge about spellcasting. Observing or overhearing a spell being cast, or a getting a good look at the spell components, lets the character make a proficiency check. Success means the enchantment is recognized. Modify the check by +2 if the character can both see and hear, and add another +2 if the spell components are spotted.

Wizards using this proficiency gain +2 to checks made if the spell being studied is one from their own specialty or school. Characters with this proficiency can also make checks to determine if an item is enchanted.

Stonemasonry
1 slot, strength

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 (hammers, chisels, wedges, block and tackle) 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. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Stonemasonry
(PlO:S&P, CP 4, Initial Rating 5, Strength, Stamina/ Wisdom,Intuition)
A character with this skill knows how to excavate stone from quarries, cut that stone into blocks, make bricks, mix mortar, lay stone or brick, and carve simple designs and symbols into stone. The mason can lay cobblestones or bricks for roads and courtyards, and the work can include small arches and cantilevered platforms. None of these tasks require proficiency checks. The character's tools include hammers, chisels, trowels, block and tackle, plumb lines, shovels, and wedges. If fully equipped, a typical mason can build a wall, 10' long, 5' high and 1' thick, in one day—if the stone is already cut. The character can erect walls, buildings, pillars, stone abutments for bridges, etc.

The character can step up the work by making a proficiency check. Also, if the stonemason doesn't have the benefit of the engineering proficiency, checks must be made for wall sections higher than 10', and for structures involving arches or elaborate corners.

A dwarven character receives a +2 bonus when taking this proficiency.

Survival
2 slots, intelligence

This proficiency must be applied to a specific environment--i.e., a specific type of terrain and weather factors. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. 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 characters 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! (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Survival
(PlO:S&P, CP 3, Initial Rating 6, Intelligence, Knowledge/Wisdom, Willpower)
A character with this proficiency has a basic knowledge of the dangers and challenges in certain wilderness terrain: arctic, woodland, desert, plains, or tropical. Mountains are not usually a separate terrain type—a mountain range may be tropical, wooded, snow-covered, etc.

Survival skill means the character has a good chance of finding food or water in that environment—if there is any to be found. The character can roll a proficiency check once a day for each category. Success means food, water, or shelter is found. Typically it will take 1d6 hours to find water, and 2d6 turns to forage enough food for one person.

A character with this skill also understands the perils inherent in sudden storms and dangerous topical features—avalanches, quicksand, sandstorms, and landslides, for example. The DM might allow a player to roll a proficiency check when one of these dangers appears on the horizon—success means the character has noticed the menace.

Swimming
1 slot, strength
A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section (Chapter 14: Time and Movement). Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Swimming
(PlO:S&P, CP 2, Initial Rating 6, Wisdom, Intuition)
This useful proficiency allows characters to swim according to the AD&D game rules for water movement (see the *Player's Handbook* for more information). Characters without this proficiency are considered untrained swimmers, and they can do little more than hold their breath and float. Proficient characters can perform most swimming tasks without any checks.

For each character point added to this proficiency after its initial purchase, swimmers can add 1 to their movement rates in water.

Tailoring
(PlO:S&P, CP 3, Initial Rating 7, Dexterity,Aim/Intelligence,Reason)
A character with this proficiency can sew garments out of all types of cloth—wool, cotton, silk, and well-tanned leather being the most common in the typical campaign world. The character can use needle and thread. The amount of time required for a job naturally varies by its complexity, but proficiency checks are only required if the tailor is attempting to make something truly unique and spectacular—a coronation gown for the queen, perhaps.

The tailor can also make field repairs on clothing that has been damaged by the vagaries of adventuring. These repairs typically require proficiency checks, with failure indicating that the patch will hold for only a very short time. A halfling character gains a +1 to this proficiency rating.

Throwing
(PlO:S&P, CP 2, Initial Rating 8, Dexterity,Aim/Strength, Muscle)
Characters with this proficiency add 10' to each range category of thrown weapons, and increases the damage or the attack roll by +1 each time they throw a weapon. The player can elect to improve either the damage or attack roll, but the choice must be announced before the attack is made.

For each character point spent on this proficiency (after its initial purchase) a character adds another 5' to thrown weapon ranges. For every 4 additional character points spent, another +1 on the damage or attack rolls is gained—this can be used as a +2 on one or the other, or split as a +1 to attack and +1 to damage.

Tightrope Walking
1 slot, dexterity
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 60 feet. One proficiency check is made every 60 feet (or part thereof), with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is one inch or less in width (a rope), a -5 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Wider than one foot requires no check for proficient characters under normal circumstances. Every additional proficiency spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increases the penalties by 2 to 6.
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 adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Tightrope Walking
(PlO:S&P, CP 3, Initial Rating 5, Dexterity, Balance)
The character with this proficiency can balance on ropes, wires, slender beams, and other narrow, perilous surfaces. A typical movement rate is 60 feet a round, though an upward angle will slow this. Ascents and descents of 45 degrees or more are not possible.

The character does not require a proficiency check if the surface is at least 4" wide. Narrower surfaces require checks, with failure indicating a fall. If walking on a flat surface more than an inch wide, the character receives a +3 modifier to the check. A balance pole adds another +2 modifier, though high winds or a moving surface can contribute significant negatives.

If the character makes an attack or suffers damage while balanced on a rope, a proficiency check is required. Failure signals a fall. Subtract the number of points of damage the character suffered from the proficiency rating when this check is made. Attacks made while on the rope suffer –5 penalties on attack rolls. Also, a character walking on a tightrope has limited maneuverability and therefore does not gain an AC bonus for Dexterity.

Tracking
2 slots, wisdom
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 ability scores; rangers have no penalty to their ability scores. In addition, other modifiers are also applied to the attempt, according to

Table 39.

Table 39:
Tracking Modifiers

Terrain	Modifier
Soft or muddy ground	+4
Thick brush, vines, or reeds	+3
Occasional signs of passage, dust	+2
Normal ground, wood floor	0
Rocky ground or shallow water	-10
Every two creatures in the group	+1
Every 12 hours since trail was made	-1
Every hour of rain, snow, or sleet	-5
Poor lighting (moon or starlight)	-6
Tracked party attempts to hide trail	-5

The modifiers in Table 39 are cumulative--total the modifiers for all conditions that apply and combine that with the tracker's Wisdom score to get the modified chance to track.

For example, if Thule's Wisdom score is 16 and he is trying to track through mud (+4), at night (-6), during a sleet storm (-5), his chance to track is 9 (16+4-6-5). (Thule is a ranger so he does not suffer the -6 penalty for non-rangers tracking.)
For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or noncorporeal creatures. The DM may allow this in rare instances, but he should also assign substantial penalties to the attempt.
To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 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 ("Yup, we saw them orcs just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a proficiency check is rolled. Success means a trail has been found. Failure means no trail has been 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 (terrain, rain, creatures leaving the group, darkness, etc.).
• A second track crosses the first.
• The party resumes tracking after a halt (to rest, eat, fight, etc.).

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 ability score 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 (for example, the modifiers are -11 and the character's Wisdom is 10), the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). 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 (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM.
When following a trail, the character (and those with him) must slow down, the speed depending on the character's modified chance to track as found from Table 39.

Table 40:
Movement While Tracking

Chance to Track	Movement Rate
1-6 ¼	normal
7-14 ¼	normal
14 or greater	3/4 normal

In the earlier example, Thule has a modified tracking chance of 9, so he moves at ½ his normal movement rate. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Tracking
(PlO:S&P, CP 4, Initial Rating 7, Wisdom, Intuition)
The detailed tracking procedure described in the *Player's Handbook* is modified as follows for the *Skills and Powers* rules:
No characters suffer the integral –6 penalty to their ability scores; this difference is reflected in the proficiency rating itself.
Rangers gain a +5 bonus to their tracking rating.
Characters with the animal empathy trait gain +2 to their proficiency score when tracking non-domesticated animals.
Characters with the animal lore proficiency gain +2 to their proficiency rating when tracking animals—either wild or domesticated.

Trouble Sense
***also see "Danger Sense"* (DMO:C&T) 1 slot, CP 4, Initial rating 3, Wis./Int)**
Sometimes known as a danger sense, this talent gives the character a chance to detect otherwise undetectable threats by instinct. The character's trouble sense comes into play when the character is threatened by a danger he hasn't noticed yet.
The DM should make trouble sense checks in secret. If the character succeeds, he is only surprised on a roll of 1 by a sneak attack and treats any rear attacks as flank attacks instead. The DM can modify the proficiency check if the character is taking extra precautions or if the attacker would be particularly hard to notice before striking.

Tumbling
1 slot, dexterity
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 Armor Class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and foregoes all attacks that round.

When in unarmed combat he can improve his attack roll by 2.
On a successful proficiency check, he suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Tumbling
(PlO:S&P, CP 3, Initial Rating 7, Dexterity, Balance/ Strength, Muscle)
Characters with this proficiency can roll, somersault, stand on their hands, flip forward and backward, and otherwise perform feats of acrobatics. They can only perform tumbling feats if unencumbered or lightly encumbered.

Tumbling characters can improve their AC by 4 on a given round if: they avoiding attacks directed against them, win initiative, and elect not to attack that round. A tumbling character can move up to 20 feet, or remain in one place, during the course of this evasion. In unarmed combat a character with tumbling ability improves attack rolls by +2.

The character can attempt to dodge through obstacles or escape through narrow apertures, but successful proficiency checks are required. If the character topples from a height of 60 feet or less, a successful proficiency check results in suffering only half damage from the fall.

Ventriloquism

1 slot, intelligence -2
The character has learned the secrets of "throwing his voice."
Although not actually making sound come from somewhere else (like the spell), 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 (a book, mug, etc.), a -5 penalty is applied to his ability score. If a believable source (a PC or NPC) is made to appear to speak, a +2 bonus is added to his ability score. The observer's intelligence modifies this as follows:

Intelligence	**Modifier**
less than 3	+6
3-5	+4
6-8	+2
9-14	0
15-16	-1
17-18	-2
19+	-4

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 (thus, the roar of a lion is somewhat beyond him).
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 ("Hey, his lips don't move!"). Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him (this requires the ventriloquism spell). All but those with the gullibility of children realize what is truly happening. They may be amused--or

they may not be. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Ventriloquism
(PlO:S&P, CP 4, Initial Rating 5, Intelligence, Knowledge/ Charisma, Leadership)
Characters using this skill can make others believe that sounds and voices are coming from somewhere else. Such a character must pass a proficiency check to deceive an audience. This roll might be modified by some of these factors: the intelligence of the listeners (+/–3); the distance from the ventriloquist to the apparent source of the sound (not more than 20 feet); the believability of the ventriloquist's words and sounds; whether the audience can observe the proficient character; and the length of the ventriloquism display.

Weaponsmithing

3 slots, intelligence -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.

The time and cost to make various types of weapons are listed on Table 41.

Table 41:
Weapon Construction

Weapon	Construction Time	Material Cost
Arrowhead	10/day	1 cp
Battle Axe	10 days	10 sp
Hand Axe	5 days	5 sp
Dagger	5 days	2 sp
H. Crossbow	20 days	10 sp
L. Crossbow	15 days	5 sp
Fork, Trident	20 days	10 sp
Spear, Lance	4 days	4 sp
Short Sword	20 days	5 sp
Long Sword	30 days	10 sp
2-hd Sword	45 days	2 gp

(Please also read the following from the Players Option: Skills& Powers and the complete fighters handbook)

Weaponsmithing
(PlO:S&P, CP 5, Initial Rating 5, Intelligence, Knowledge/ Dexterity, Aim)
This proficiency allows a character to create metal weapons. The Player's Handbook gives the time and material cost requirements for various types of weapons.

A character who seeks to create a truly exceptional weapon, can make a proficiency check after the item is completed. If the check fails, the weapon is useless, melted down for its bare metal; if the check succeeds, the character has created a weapon that is worth 50% more than the typical example. These are the kinds of weapons selected by wizards for enchantment.

Dwarves get a +1 bonus to their rating with this proficiency. *(Please also read the following paragraph from the complete fighters handbook)*

Weaponsmithing

(TcFH)

The text on Weaponsmithing proficiency from the *Player's Handbook* is basically correct, but let's elaborate on it.

As mentioned, a weaponsmith does need to have a *smithy*. The costs for having a smithy are given above in this section, under "Armorer." In fact, the same smithy can be used for armoring and weaponsmithing.

The Weapon Construction numbers on Weapon Construction table on page 65 of the *Player's Handbook* are correct. It constitutes one Overseer-level weaponsmith working by himself and crafting weapons of average quality. An Overseer weaponsmith working with two apprentices cuts the time in half. The time indicated on the chart should be converted to weeks so that you can compare the weaponsmith's times with the armorer's; consider 5 days on the chart to constitute one week.

Weaponsmithing Failure

When constructing a weapon, at the end of the weapon-making process, the weaponsmith makes his Weaponsmithing proficiency ability check. He'll use the Proficiency Modifier based on the weapon and the weapon quality he's trying to achieve; see the chart below, under "Weapon Quality," for that modifier.

If he successfully makes his check, he's created the weapon he wanted to create. If he fails by 1, 2, 3, or 4, he's created a weapon that looks like what he intended to make. . . but he knows it has a serious structural flaw. In a real combat, if the wielder rolls a natural 5 or less on his attack roll, the weapon breaks and is useless.

(For some reason, it just won't break in practice combats. . . only in the real thing.) He can still sell the weapon, of course, but eventually, after he's done this sort of thing a few times, his reputation as a craftsman will be utterly ruined. It's better just to break the item, sell it as a wall-hanger, etc.

If he fails by 5 or more, the weapon breaks and is ruined during the last stages of the creation process (for example, when it's being cooled after heat-tempering).

Weapon Quality

It is possible to construct weapons of different quality than just average. *Poor* quality weapons are shabbily made. They look bad, and like the flawed weapons described above, they break on a natural attack roll of 1 to 5. They don't hit as well (this is a penalty to the attack roll) or do as much damage (penalty to the damage) as their average-quality equivalents.

Average quality weapons are not especially notable; they get the job done, they're reliable, and they're inexpensive. Unless otherwise noted, all (non-magical) weapons listed on charts in the *AD&D*® game are of average quality.

***Fine* quality weapons** are very well-made. Each will have one specific bonus:
Either a +1 to attack rolls or a +1 to damage. This bonus is not magical; it comes from improved balance, sharpness, etc. (The weaponsmith determines, when he's making the weapon, whether he's trying to make it more accurate or make it hit harder.) They also cost a lot more than average weapons. Enchantments are typically made on weapons of at least Fine quality.

***Exceptional* quality weapons** are like fine weapons, but have *both* bonuses: They're +1 to attack rolls and +1 to damage. They're also very expensive. The following list, adapted from

the list on page 65 of the *Player's Handbook*, shows the differences in cost and time to create weapons of these different levels of quality.

	Time to Construct			
Weapon Type	**Poor**	**Average**	**Fine**	**Exceptional**
Arrowhead	20/day	10/day	5/day	1/day
Battle Axe	5 days	10 days	20 days	45 days
Hand Axe	2 days	5 days	10 days	20 days
Dagger	3 days	5 days	10 days	20 days
H. Crossbow	10 days	20 days	45 days	90 days
L. Crossbow	8 days	15 days	30 days	60 days
Fork, Trident	10 days	20 days	45 days	90 days
Spear, Lance	2 days	4 days	10 days	20 days
Short Sword	10 days	20 days	45 days	90 days
Long Sword	15 days	30 days	60 days	120 days
(Bastard/2-H) Sword	20 days	45 days	90 days	180 days

		Effects On		Mod. to
Prof				
		Performance		**Check to**
Weapon Quality	**Attack**	**Damage**	**Breaks**	**Craft**
Poor	–1	–1	1–5 on d20	+2
Average	0	0	1 on d20*	0
Fine	(+1)	(+1)	**	–2
Exceptional	+1	+1	**	–4

(Editors Nots: (Bastard/2-H) added)
* This isn't an automatic break; it breaks only if the DM feels like it.
** Fine weapons get either a +1 to attack rolls or +1 to damage, not both. Fine and Exceptional weapons break only in remarkable circumstances, as dictated by the DM (for example, a powerful enemy rolling a natural 20 when hitting the weapon, or the character rolling a natural 1 when striking at an artifact).

Weapons Not Shown

If you're trying to construct a weapon not shown on this chart, compare it to the most similar weapon that *is* on the chart and use those values. (The DM has the final say on what is most similar.) For instance, if you're trying to create a halberd, that's closest to a fork or trident. If you're trying to create a bastard sword, that's closest to a long sword.

Weather Sense

1 slot, wisdom -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 ability score (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus.

Sometimes impending weather conditions are so obvious that no proficiency check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Weather Knowledge
(PlO:S&P, CP 2, Initial Rating 7, Wisdom, Intuition)
A character with this proficiency has a knowledge of winds, humidity, clouds, and seasons and can accurately predict the immediate weather simply by looking at the sky. With a proficiency check the character can predict what will happen during the next 12 hours. Modify the check up to +/–6, with a 0 modifier to predictions for the weather six hours ahead.

Weaving
1 slot, intelligence -1
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. (*For further information also read the following paragraph from the Players Option Skills & Powers)*

Weaving
(PlO:S&P, CP 3, Initial Rating 6, Intelligence, Reason/ Dexterity, Aim)
A character with this skill can weave yarn into cloth, and he can create tapestries, cloaks, and other large swaths from thread. The character can spin wool into yarn with a spinning wheel, and he needs a loom to artfully weave that yarn. A character with the artistic talent trait can use this skill to create exceptionally beautiful cloth. Halflings get a +1 bonus to their rating with this proficiency.

Winemaking
1 slot, intelligence
This proficiency allows characters to create wine from the fermented juice of grapes or other plants and fruits well enough to make a living at it. The character will always succeed to some extent; proficiency checks are only required when attempting to prepare a truly magnificent wine as a special gift or for a special celebration.

The Bard

Bards

At first the modified non-weapon-proficiencies are presented, afterwards the new skills are described.

Following their jack-of-all-trades reputation, bards can learn proficiencies from the general, rogue, warrior, and wizard proficiency groups. Only those proficiencies in the priest group cost an additional slot to gain. However, because most proficiencies fall into more than one group, a lot of proficiencies listed in the priest group are also available to the bard under another group. In fact, of all the proficiencies listed in Chapter 5 of the *Player's Handbook*, only one, healing, is not in one of the bard's proficiency groups. Thus only healing requires the bard to spend an additional slot to acquire (three total).

Bard

Proficiency	Slots Req'd.	Relevant Ability	Mod.
Acting	1	Cha	-1
Chanting	1	Cha	+2
Craft Instrument	2	Dex	-2
Crowd Working	1	Cha	+0
Cryptography (PlO:S&P)	**1**(CP 3)**	**Int, knowledge**	**Initial Rating 6**
Healing	3*	Wis	-2
Throwing (PlO:S&P)	**1**(CP 2)**	**Dex,Aim/Str,Muscle**	**Init.Rating 8**
Whistling/Humming	1	Dex	+2

* Healing is not within a bard's proficiency group, thus it takes three slots to learn instead of two as listed in the *Player's Handbook* .
*** These skills only have been given only Character points ratings. The numbers are suggestions.*

New Proficiencies

Acting

1 slot, Charisma -1

Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment; it can also be useful in aiding a disguise. If both acting and disguise are known, the proficiency check for either is made with a +1 bonus.

Proficiency checks are required only if the actor must portray a particularly difficult character or is attempting an "ad lib" role (*i.e.*, a nonrehearsed role or on short notice).

Chanting

1 slot, charisma +2

The character is an accomplished chanter and can use this ability to help fellow workers or

soldiers keep pace. Proficiency checks are used to determine the effectiveness of the chanting.

On a successful proficiency check, those who can hear the chanter become slightly hypnotized by the rhythmic sound, causing the time spent on arduous, repetitive tasks to pass quickly. The DM can, at his option, adjust results for forced marching, rowing, digging, and other such tasks accordingly.

Craft Instrument

2 slots, dexterity -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 (cost 25 gp, weight 5 pounds) are not available, all times are doubled.

The quality of an instrument is determined by a final proficiency check. Failure results in an instrument of poor quality, while success indicates good quality. A natural 20 indicates that the instrument is nonfunctional, while a natural 1 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

1 slot, charisma

Almost every bard is familiar with the ways of a crowd. However, those who take crowd working learn all the tricks of the trade. Such bards are skilled at observing crowds and adjusting their performances accordingly.

Any bard who is using a special ability to adjust the encounter reactions of a crowd (*e.g.*, influence reactions) can make a crowd working proficiency check. If this check is successful, the bard can alter the reactions of the crowd by two levels instead of the typical one.

If the bard or his group is soliciting money from a crowd, a successful proficiency check indicates that the bard is particularly appealing and the crowd willingly donates twice as much money as it normally would (or conditions improve one category if using the performance rules earlier in this handbook).

Cryptography

(PlO:S&P), 1 slot (suggested, s.above), **CP 3, Initial Rating 6, intelligence, knowledge**

The character with this proficiency has some training and skill in deciphering hidden messages and codes. In its basic form, the character is allowed to make a proficiency check when confronted with a coded message. If successful, the DM can reveal a general overview of the secret missive.

This proficiency is more fun when used as an aid to role-playing. Ideally, the use of the cryptography proficiency requires a great deal of involvement from the player—and a certain amount of puzzle design by the DM—instead of simply passing a check and demanding that a coded message be explained by the DM.

Rather, a character with the cryptography proficiency should have the chance of recognizing a code concealed within a written or spoken message, or perhaps hidden by some other medium—an intricately woven tapestry or sculpted piece of heraldry, for example. The DM will usually roll this check secretly, announcing that the character observes something unusual.

If the character notices the encoded sigil, the DM should describe it in considerable detail—word for word, if it is a written message. The character can make an additional proficiency check during the course of the decoding; if successful, the DM can provide a significant clue—a name, place, or date that is mentioned, for example. The bulk of the decoding should still be performed by the player.

Poetry

3 slots, wisdom -2

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. No proficiency check is required for a normal recital.

If the character can read and write, original poems can be written. A successful proficiency check indicates that the poem is of above average quality.

Throwing

(PlO:S&P) 1 slot (suggested, s.above), CP 2, Initial Rating 8, Dexterity,Aim/Strength, Muscle

Characters with this proficiency add 10' to each range category of thrown weapons, and increases the damage or the attack roll by +1 each time they throw a weapon. The player can elect to improve either the damage or attack roll, but the choice must be announced before the attack is made.

For each character point spent on this proficiency (after its initial purchase) a character adds another 5' to thrown weapon ranges. For every 4 additional character points spent, another +1 on the damage or attack rolls is gained—this can be used as a +2 on one or the other, or split as a +1 to attack and +1 to damage.

Whistling/Humming

1 slot, dexterity +2

Almost anyone can whistle or hum. Those who take this proficiency are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. A person with this proficiency is a true master whistler and hummer.

It is so easy to learn a new tune to whistle or hum that characters with this proficiency can learn numerous tunes. In fact, if a proficiency check is made, a whistler or hummer knows any particular tune in question. In addition, a character with both this proficiency and the animal lore proficiency can mimic any bird call he has heard.

However, most adventurers do not take whistling just for the entertainment value. Instead, they are looking for its uses in communication. This communication is possible only among those who know this proficiency. If both characters succeed with their proficiency checks, a single concept can be communicated. Some examples are "Go around to the side door," "I hear them coming," "Slowly reach out now, the guard doesn't see you."

The Bard

High-level skills
(level 10+)

Warning: These skills are only available for high level Bards, Thiefs and Assassins!

Bards

Warning: This section is for Rogues only (Bards, Thiefs and Assassins (subclass of the Rogue, if your are playing within the World of Greyhawk campaign setting))

Bards

Skill	Requirement	Base Score	Relevant Ability	Cost NWP/CP
Adaptation	Rogue 11+	10	Intelligence/Reason	2 (6)
Classify Traps	Rogue 11+	4	Intelligence/Knowledge	2 (6)
Evasion	Rogue 16+	—	—	1 (3)
Fall/Jump	Rogue 11+	11	Dexterity/Balance	1 (3)
Featherfoot	Rogue 11+	—	—	1 (3)
Improvised Attack	Rogue 16+	—	—	2 (6)
Inner Focus	Rogue 11+	5	Wisdom/Willpower	1 (3)
Nondetection	Rogue 16+	4	Wisdom/Willpower	2 (6)
Sense Danger	Rogue 16+	6	Intelligence/Reason	2 (6)
Shadow Flight	Rogue 21+, Shadow Travel		—	— 1 (3)
Shadow Travel	Rogue 16+	—	—	1 (3)

Skills For High-Level Bards

The following skills are available to **bards, thieves** and **assassins** who meet the listed requirements.

Adaptation

1 slot (3CP), intelligence, Rogue 11+, success: 10

A character with this skill has a trained mind that quickly analyzes unusual or unfavorable environments and a finely tuned body that can compensate for physical impediments to fighting. Except where noted below, it is identical to the warrior skill of the same name.

Rogues who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavorable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a

ring of free action or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their surroundings suffer a –4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavorable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

Classify Traps

2 slots (6CP), intelligence, Rogue 11+, success: 4

Rogues with this skill have made an exhaustive study of traps and may be able to apply their knowledge to any traps they find. The skill is useless without the find traps ability.

A successful skill roll reveals a trap's exact nature, not just its general principle. A successful skill roll shows how the trap works and what it does to people who trigger it. The rogue learns where any attacks the trap launches are aimed—provided he can observe those areas. The examination requires at least a turn for basic constructs and possibly much longer for very elaborate traps (DM's discretion). A magical or invisible trap reduces the rogue's success number, including ability score bonuses, by half, round fractions up.

A failed skill roll of less than 20 means that the rogue cannot determine anything special about this particular trap. A roll of 20 means the rogue has made a false assumption about what the trap does. As with any roll a rogue makes when finding or removing a trap, the DM should make the skill roll secretly.

If the rogue decides to disarm a trap after a successful examination, the character can make two remove traps rolls taking only the best result. Alternatively, the rogue can simply bypass the trap by standing in a safe place and triggering it, carefully avoiding the areas it targets. If the DM decides it is not possible to completely avoid the trap's effects, the rogue is allowed a saving throw vs. breath weapon. If successful, the rogue is unharmed; otherwise, the damage inflicted is reduced by half. If the rogue also has the evasion skill, the character gets a +2 bonus to the saving throw. If the rogue has companions, the character can mark or carefully explain what the trap does, allowing these characters to attempt breath weapon saving throws to avoid the effects. If the save fails, the victim suffers only half damage.

In many cases, a trap's attack cannot have a half effect. In these cases, the DM can require another saving throw against the trap's attack form or rule that character's are fully effected when they fail the breath weapon saving throw.

An example: Jobare analyzes a trap he has found on a door and discovers that opening the door is going to flood the corridor, and possibly chamber beyond, with poisonous gas. Jobare decides that plugging all the gas vents would require too much time, so he advises his colleagues to take deep breaths and tie damp cloths over their faces. When the preparations are complete, Jobare flings open the door. Because the party did not leave the area the gas is flooding into, the DM calls for saving throw checks to see if anyone is effected by the gas.

Because it is difficult for someone to suffer a half effect from poison gas, the DM requires the characters who fail their breath weapon saving throws to roll a second saving throw vs. poison to see if they succumb to the gas they inadvertently inhaled. If the trap dropped a 20-ton block into the corridor instead of poison gas, the DM would have been justified in ruling that character who failed their breath weapon saving throws were crushed to death instead.

Evasion

1 slot, no attribute needed, Rogue 16+, success: N/A

Rogues with this skill can avoid damage from energy discharges such as breath weapons, *fireball* spells, and the like through a combination of superior reflexes and inner strength.

This skill operates automatically whenever a rogue is subjected to an energy attack that causes damage. The rogue rolls a normal saving throw vs. the effect and suffers no damage if it is successful. This skill is not effective against effects that do not inflict damage or that do not normally allow a saving throw. For example, the skill does not protect the rogue against a bronze dragon's repulsion breath weapon, a gorgon's petrifying breath, or *magic missile* spells.

The rogue can also avoid missiles fired from fixed points, such as traps and siege engines, but not from creatures. If not surprised, the rogue avoids the missile with a successful saving throw vs. breath weapon.

Fall/Jump

1 slot (3CP), dexterity, Rogue 11+, success: 11

A rogue with this skill can safely break a fall if there is a vertical surface nearby to help slow the character's descent. A very accomplished rogue can fall or jump from amazing heights and not suffer the slightest injury.

A successful skill check allows the rogue to make contact with a nearby surface and safely descend. The maximum distance from a vertical surface and the maximum distance for a safe fall depends of the rogue's level:

Rogue Level	Surface Distance	Distance Fallen
11–13	1'	30'
14–16	2'	60'
17–19	3'	90'
20–21	5'	120'
22–24	7'	150'
25–27	9'	180'
28–30	11'	210'

Rogues who simply step off a precipice or fall while climbing are always within one foot of a vertical surface unless it has a negative slope (angled back under the place from which the rogue fell). Any surface that can provide a reasonable amount of friction when the rogue grabs it or places his hands or feet against it is sufficient (ropes, tree trunks, walls, etc.). Very smooth or slippery surfaces are useless (ice walls, greased poles, *walls of force,* etc.).

If the fall is longer than the safe distance allowed for the rogue's level, subtract the safe distance from the total distance before determining damage from the fall. For example, a trap door opens under Jobare, a 20th-level thief, and dumps him into a shaft 10 feet square. No matter what happens, Jobare is within five feet of one wall, so he can attempt to break his fall.

His skill roll succeeds, however, the shaft goes down 150 feet and then opens into a chamber 30 feet high and several hundred feet across. Jobare can break only the first 120 feet if his fall and suffers 6d6 points of damage for the final 60 feet. Even if he had been a 30th-level thief, Jobare would have suffered 3d6 points of damage because there was no surface within reach to break the final 30 feet of the fall.

Featherfoot

1 slot (3CP), no attribute needed, Rogue 11+

Rogues with this skill can make their footsteps as light as a feather, moving silently and exerting very little pressure on the surface they are moving over.

This skill is a function of the rogue's move silently ability, which is a requirement for using this skill. A rogue who makes a successful move silently roll can move a short distance over a surface fairly quickly and without exerting any appreciable weight on it, according to the table below.

Rogue Level	Surface	Distance*	Movement
11–13	Soft	30'	12
14–16	Very Soft	60'	15
17+	Liquid	120'	18

* The rogue must stop and make contact with the surface after moving this far.

***Soft Surfaces**:* Mud, snow, sand, or other surfaces where normal humans would leave clear tracks.

***Very Soft Surfaces**:* Quicksand, fine dust, or other surfaces where normal humans would sink slowly.

***Liquid Surfaces**:* Water or other surfaces where normal humans would sink immediately.

A rogue using the featherfoot skill moves in complete silence and leaves no tracks on the ground. The character's weight doe not press down upon the surface at all. The character does not set off any alarm or trap triggered by weight and does not trigger a *squeaking floors* spell.

Improvised Attack

2 slots (6CP), no attribute needed, Rogue 16+

Rogues with this skill can use unorthodox and unexpected maneuvers to achieve special results in combat. The more unusual the maneuver, the better its chance for success.

A rogue can use this skill only once a day, but the character can learn the skill multiple times. For example, a rogue who learns this skill three times can make three improvised attacks each day. An improvised attack can have one of the following effects:

***Blinding**:* If the attack succeeds, the opponent must save vs. breath weapon or suffer blocked vision (from debris thrown into the eyes, an object wrapped around the victim's head, or even a hat or helmet dropped over the eyes). The opponent suffers the full penalties for darkness (–4 to attacks, saving throws, and Armor Class and movement reduced to one-third; see the *Dungeon Master Guide*, Chapter 13). Because the opponent's situation is painful or awkward or both, the blindfighting proficiency does not reduce the penalties. Note that many

creatures cannot be blinded in an improvised attack because they have no eyes or visual organs.

The blinding effect lasts until the opponent clears his vision, which requires a roll of 9 or less on 1d20. The opponent's Wisdom/Willpower or Dexterity/Balance score affects the roll—the DM decides which ability applies. The opponent can attempt to clear his vision at the beginning of each round, but doing so counts as a half move (see the *Player's Handbook*, Chapter 9, or *Combat & Tactics*, Chapter 1).

Disarm: If the attack is successful, the opponent must save vs. petrification or lose the use of one weapon (because it is dropped or has become stuck in something). Recovering a lost weapon takes a half move. If the weapon is stuck, the opponent must make a successful open doors roll to get it free.

Immobilize: If the attack succeeds, the opponent's entire body becomes entangled or trapped, and he must save vs. paralyzation or cease all meaningful movement. The opponent remains unable to move or attack until he works free, which requires a roll of 9 or less on 1d20. The creature's Strength/Muscle or Dexterity/Aim score applies to the roll—the DM decides which ability applies. The opponent can attempt to get free at the beginning of each round, but doing so counts as a half move.

Kill: If the attack succeeds, the opponent suffers a critical injury that reduces the creature's hit points to –10 instantly unless the opponent saves vs. death magic. If the save succeeds, there is no effect, but in some cases, the rogue can force the opponent to save again the following round by winning initiative and grappling the opponent.

For example, Jobare has attempted to kill an enemy warrior by slamming a shutter down on his neck. The warrior's saving throw was successful, but his head is still caught under the shutter. Jobare can attempt a grappling attack to get another chance to strangle the warrior.

Opponents with more Hit Dice or who are higher level than the rogue are immune to kill effects. In this instance, the thief inflicts normal damage.

Stun: If the attack is successful, the opponent must save vs. breath weapon or become stunned for 2d4 rounds. The character's Constitution/Fitness adjustment applies to the saving throw. A stunned character is unable to cast spells, attack, or move at more than half speed. The character suffers a –2 penalty to Armor Class, attack rolls, saving throws, and ability checks while stunned.

Trip: If the attack succeeds, the opponent suffers a misstep or other misfortune and must save vs. petrification or fall down. Dexterity/Balance bonuses apply to the saving throw. Creatures that fall while moving at speeds greater than 12 might suffer minor damage (1d3 or 1d6 points of damage, at the DM's option). In some cases, a fall might be inherently more dangerous, such as when a character falls when climbing or stumbles onto a sharp object. If a fall could result in instant death, use the rules for killing attacks instead. Getting up after a fall counts as a half move.

The improvised attack skill requires some imagination and role-playing ability from the player. An improvised attack must be announced in a round's player declaration phase. During the resolution phase, the player must describe exactly what unusual attack the rogue is employing—a simple called shot never qualifies as an improvised attack. The rogue then makes a normal attack roll. Standard combat modifiers apply, as does the rogue's backstab bonus for rear attacks that qualify. In most cases, the rogue's missile bonus from Dexterity/Aim also applies, because most improvised attacks rely on precision and fast movement. Improvised attacks that involve a blow to the opponent are also subject to Strength/Muscle bonuses.

If the attack fails, the improvised attack has no effect. If the attack succeeds, the opponent suffers no damage but must roll a saving throw or suffer the improvised special effect. The cleverness and appropriateness of the attack affects the saving throw as follows:

+6 if the rogue player made no attempt to role-play or describe the attack. For example, the player says, “I blind the dragon with an improvised attack.”

+4 if the rogue player makes only a feeble attempt to role-play or describe the attack. “Uh, I find some dirt and throw it in the dragon’s eyes”

+2 to +6 if the attack described is physically unlikely to have the desired effect. Trying to trip a horse with a staff is not likely to be effective.

The save is automatic if the method described is completely inadequate. For example, no character can strangle a great wyrm dragon with a 12-inch leather thong, nor can a character blind a storm giant with a glob of oatmeal unless he can reach the giant’s face.

+2 if the rogue has used the same trick earlier in the adventure. The bonus is +4 if the rogue has used the trick earlier in the same encounter, +6 if the rogue has used the trick on the same creature during this adventure, and +8 if the rogue has used the trick on the same creature this encounter. However, see the note on establishing tricks, below.

–2 if the opponent is surprised.

–4 if the attack described is particularly appropriate. For example, causing a fall from a wall by slamming a window down on the creature’s fingers, entangling an opponent in a fishing net, blinding a creature by tricking it into looking at a dusty object and then blowing the dust into its face, etc.

The optional saving throw modifiers from Table 36 or from Table 38 can be applied to the saving throw if the DM wishes.

Establishing a Trick: If a rogue has successfully used the same improvised attack in three separate adventures, the character can purchase the improvised attack skill the next time he gains a level and make the trick a permanent part of the character’s skills. An established trick can be used once per encounter without the usual penalty for multiple use; situational penalties still apply. Using an established trick does not count toward the character’s daily allotment of improvised attacks unless the trick is used more than once in a single encounter, in which case the multiple use penalties also apply. Opponents who have fought the rogue previously and are prepared for an established trick gain a +6 saving throw bonus against it.

An Example: Jobare is collecting his ill-gotten gains after a game of chance in a seedy inn. When one of the players demands his money back, Jobare asks the fellow to hold out his hand. When the man complies, Jobare grabs his own feathered hat and clamps it over the man’s face. The DM and the player agree that this is a blinding attack. The DM decides that a roll for surprise is in order, as the man is dutifully holding out his hand and not expecting attack. The man rolls a 2 on the surprise die, indicating surprise. Jobare rolls a normal melee attack, adjusts for his Dexterity/Aim score and the fact that the man is surprised. The attack succeeds, and the DM rules that the man must save. vs. breath weapon at –2 or be blinded. His saving throw fails, giving Jobare an opportunity to escape.

Later, Jobare has a special hat made that is lined with pleats of loose cloth that allow the hat to unfold into a small bag, and it contains a springy headband that helps hold the hat in place, whether the hat is on Jobare’s head or on an opponent’s face. Jobare uses his trick hat several times, and when he gains enough experience to advance a level, he decides establish it as a skill (spending one proficiency slot or three character points).

Inner Focus

1 slot (3CP), wisdom, Rogue 11+, success: 5

Rogues with this skill can marshal their personal energies to provide a temporary bonus to their Dexterity, Intelligence, or Constitution scores; it is otherwise similar to the warrior skill of the same name.

By concentrating for one round and making a successful skill check, the rogue can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two points each. The rogue can end the boost—and restore the values of the other two ability scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Rogue Level	Improved Score
11–15	18
16–20	19
21–25	20
26–30	21

The rogue can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two.

Bonuses from an increased score are applied immediately when the skill succeeds and are immediately lost when the boost's duration ends. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Nondetection

2 slots (6CP), wisdom, Rogue 16+, success: 4

Rogues with this skill can shield themselves from many types of magical divination, as the 3rd-level wizard spell of the same name.

When subjected to a spell such as *ESP, clairaudience,* or *detect invisibility,* or to a magical item such as a *crystal ball,* a successful skill check defeats the spell or device. Even if the roll fails, the rogue is still entitled to any applicable saving throws.

This skill is also effective against the sense danger skill, the priest's detect deception skill, and the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the rogue can attempt an opposed Wisdom/Willpower check to remain undetected.

This skill is not effective against the spells *know alignment, true seeing, commune,* or *contact other plane,* nor is this skill effective against the detection abilities of legendary monsters, wyrm and great wyrm dragons, and deities.

Sense Danger

2 slots (6CP), intelligence, Rogue 16+, success: 6

This skill allows rogues to discover threats that are not obvious to less perceptive characters. It is similar to the warrior skill of the same name, but relies on the rogue's intellect rather than on intuition and grants rogues a slightly different set of sensing abilities.

The sense danger skill is actually four different subskills, as outlined below. The number of subskills the rogue knows depends on the character's level: one subskill at 16th–20th level, two subskills at 21st–25th level, and three subskills at 26th–30th level. If the character purchases this skill twice, the rogue gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the rogue the ability to detect danger in a different form:

Ambushes: The rogue can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The rogue can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful scan reveals approximately how many creatures are hiding in the area and their approximate size.

Concealed Weapons: The rogue can study a creature to determine if it has any concealed weapons. A successful check reveals any weapons hidden about the creature's person (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the rogue to determine what its attack modes are (claws, teeth, etc.).

When the rogue detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the weapon. Note that the rogue must be aware of the creature before checking for concealed weapons—a rogue cannot attempt to search a statue for concealed weapons because the player suspects it might be a golem. Unlike the warrior's version of this skill, a rogue can detect magically concealed weapons.

Hostile Intentions: A rogue can size up a living creature in plain sight and deduce its level of hostility toward the rogue and his party. A successful roll gives the rogue a general level of hostility: low (a suspicious merchant), medium (a thief from an opposing guild), or high (caught by the local wizard with his *staff of the magi* in your backpack). Unlike the warrior ability, the rogue skill does not reveal how well prepared for attack the creature is, just how much it would like to attack. This skill does not indicate how likely a creature is to attack, since a creature does not always act on its hostility.

Impending Attacks: The rogue develops a sixth sense about weapons and other forms of attack aimed at the character. Any time an undetected enemy is preparing an attack, the rogue can attempt a skill check to receive a vague impression about the attacker's general direction (front, rear, left, right) and distance (close, far). In many cases, the attacker's identity is obvious from the information the skill provides. A successful skill check gives the rogue a +2 bonus on surprise rolls and a +1 bonus to the initiative roll during the first round of combat if the character is not surprised. Unlike the warrior back protection subskill, the rogue must turn to face the attacker to negate any applicable rear attack bonuses. If the character is surprised in spite of this skill, the attacker receives all bonuses normally applied to rear attacks, including backstab adjustments.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—improperly analyzing a creature's level of hostility, noting a concealed weapon where there is none, etc. A false indication has no effect on an impending attack.

If the character also has the alertness proficiency, he receives a +1 bonus to his skill score.

Shadow Flight

1 slot (3CP), no attributes needed, Rogue 21+

This ability is similar to the shadow travel skill, except that a successful hide in shadows roll allows the character to fly silently from shadow to shadow.

Like the shadow travel skill, the rogue must begin with a successful hide in shadows roll. Once in the shadows, the character's movement rate and maneuverability class depend on the strength of the shadows:

Amount of Shadow	**Rate/Maneuverability**
None	***Normal****
Weak	15/D
Strong	18/C
Very	24/B**

* Flight is not possible.

** Once an hour, the rogue can instantly move up to 360 yards, as a dimension door spell, as long as the destination is at least as shadowy as the rogue's current position.

While flying or traveling instantaneously, the rogue can be no more than lightly encumbered. The rogue can carry other creatures if their weight does not exceed the rogue's light encumbrance limit.

Shadow Travel

1 slot (3CP), no attribute needed, Rogue +16+

This skill allows a rogue to move rapidly from one shadowy area to another, moving at seemingly blinding speed.

The use this skill, the rogue must first successfully hide in shadows, which is required to use this skill. After entering the area of shadow, the rogue can move into other shadows at increased speeds. The actual movement depends on the amount of shadow available, according to the table below.

Amount of Shadow	**Movement Rate**
No Shadows	Normal
Weak Shadows	15
Strong Shadow	18
Very Shadowy	24

***No Shadows**:* The rogue is surrounded by multiple light sources, within a magical light or darkness spell, or in the open on a bright, clear day.

***Weak Shadows**:* Outdoors at dawn or twilight, in a woods on a bright day, average indoor light, or outdoors on a moonless or overcast night are examples of these conditions.

Strong Shadows: The rogue is outdoors at night or in dim indoor light.

Very Shadowy: Most areas of near-darkness apply for this condition, including: in woods at twilight; in a windowless room with a single, flickering light source such as a torch, candle, or fire; outdoors at night along the edges of the circle of light thrown by an artificial light source (*Player's Handbook*, Table 63).

The rogue is visible when moving between shadows, but he remains hidden while within the shadows and able to move at an accelerated rate until the character attacks or the shadows

get weaker. If the rogue leaves the shadows to attack, the character can enter them again and resume accelerated movement on any round when the rogue does not attack and there are shadows available. Shadow movement is not silent, but the rogue can attempt a move silently roll while moving through shadows and still move at the accelerated rate. Accelerated movement is subject to normal modifiers for terrain and encumbrance.

The Druid

So far no special Non-weapon proficiencies are available for the druid class.

Druid

High-level skills
(level 10+)

Warning: These skills are only available for high level Druids, Clerics, Priests and Monks!

Druids

Warning: This section is for priests only (Clerics, Priests, Druids and Monks (subclass of the priest, if your are playing within the World of Greyhawk campaign setting))

Druids

Skill	Requirement	Base Score	Relevant Ability	Cost NWP/CP
Detect Deception	Priest 15+, Eminence	6	Wisdom/Intuition	1 (3)
Divine Strength	Priest 10+, Eminence	4	Wisdom/Willpower	1 (3)
Divine Voice	Priest 15+, Eminence	4	Charisma/Leadership	1 (3)
Divine Will	Priest 10+	4	Wisdom/Willpower	1 (3)
Eminence	Priest 10+	6	Charisma/Leadership	1 (3)
Invincibility	Priest 21+, Eminence	4	Wisdom/Willpower	2 (6)
Loan	Priest 15+	4	Wisdom/Intuition	1 (3)
Smite	Priest 15+, Eminence	—	—	2 (6)

Skills For High-Level Druids

The following skills are available to **clerics**, **specialty priests**, **druids** and **monks** who meet the listed requirements.

Divine Strength
1 slot (3CP), wisdom, Priest 10+, prerequisite: Eminence Skill, success: 4
Priests with this skill can marshal divine energies to provide a temporary bonus to their Wisdom, Strength, or Charisma scores.

By concentrating for one round and making a successful skill check, the priest can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The priest can end the boost and restore the values of the other scores at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Priest Level	Improved Score
10–14	18
15–19	19
20–24	20
25–29	21
30+	22

The priest can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt to raise an ability score, successful or not, during a single day lowers the base skill score by two; the skill cannot be used once the base score falls to zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a priest who chooses to increase Wisdom immediately gains saving throw bonuses against mental attacks but loses them again when the character's Wisdom score returns to normal. Likewise, the effects from altered ability scores are applied immediately. The priest does not gain any bonus spells from this skill but does gain immunity to certain spells for a Wisdom score of 19 or higher (see *Player's Handbook,* Table 5).

A character can have only one ability score improvement from this skill operating at any given time.

Divine Voice

1 slot (3CP), charisma, Priest 15+, prerequisite: Eminence Skill, success: 4

Priests with this skill can speak with divine authority.

To use the skill, the priest must speak loudly and clearly for a full round. With a successful skill check (made at the end of the round), the priest's voice takes on a divine quality. Every creature within 180 feet can hear the priest speaking unless it has been magically deafened. The divine voice penetrates silence spells and up to 10 feet of solid rock or three inches of lead. *Antimagic shells, prismatic spheres, cubes of force,* and 10th-level ward spells shield their occupants.

Creatures that hear the voice are automatically *enthralled* (as the 2nd-level priest spell) if they have less than 5 Hit Dice or levels. Other creatures can save vs. spell to avoid the effect. Creatures do not have to understand the priest's words, they merely have to hear them. Undead and creatures normally immune to charm spells, such as golems and creatures with Wisdom/Willpower scores of 19 or more, are not affected.

The priest can hold an audience enthralled for up to one hour, as per the *enthrall* spell, but excessive jeering can break the effects (see the spell description in the *Player's Handbook*). The priest can also utter a *mass suggestion* to creatures the character has enthralled; this functions as the 6th-level wizard spell of the same name except that it effects every creature currently enthralled regardless of the priest's level. There is no saving throw vs. the *mass suggestion* if it is completed before the *enthrall* effect ends. The priest can issue only one *mass suggestion* per use of the divine voice skill.

Each use of this skill reduces the priest's base eminence score by two for one week. If the priest's eminence score is zero or less, the divine voice skill is ineffective.

Divine Will

1 slot (3 CP), wisdom, Priest 10+, success: 4

Priests with this skill can call upon divine aid to bolster their own strength of will and resist any form of compulsion imposed upon them.

When subjected to any form of unnatural compulsion from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is negated, and no saving throw is necessary. If the check fails, the priest still gets a saving throw if one is normally allowed.

Divine will is effective against any effect that causes the priest to act according to another creature's will, including all forms of *charm, geas, quest, fear, magic jar* (the invading psyche is ejected), *beguiling, command*, etc.

Each use of this skill, successful or not reduces the priest's base eminence score by two for one day. This skill is ineffective when the character's eminence score has been reduced to zero or less.

Detect Deception

1 slot (3CP), wisdom, Priest 15+, prerequisite: Eminence Skill, success: 6

A priest with this skill can see through illusions and falsehoods of all sorts.

A successful skill roll allows the priest to uncover any falsehoods the character encounters, be it a false image from an illusion or a false statement from another creature. This skill lasts for a short time, detailed on the table below:

Priest Level	Duration
15–17	1 Turn
18–20	2 Turns
21–23	3 Turns
24–26	4 Turns
27–30	5 Turns

If the skill check is unsuccessful, the priest is aware of the failure and must wait one turn to try the skill again. If the skill check succeeds, the priest detects all forms of spoken falsehoods automatically for the duration of the skill's effect. Unlike a *detect lie* spell, the priest knows when a creature is deliberately evading the truth. The skill does not tell the priest what the truth is, it only reveals that fact that the priest has heard a lie or evasion. If the priest encounters magic that allows falsehoods to be spoken, the priest is unable to hear the magically protected creature speak; this reveals the falsehood indirectly.

While the skill is in effect, the priest also gains an immediate saving throw vs. spell to see through any false vision or visual distortion created by a spell, magical item, or creature. The DM should make the roll secretly. If successful, the priest sees the false image as a fine, semi-transparent mist. This power works against all forms of false and misleading images, including *mirror image, blur, shadow door, phantasmal force*, and other spells that mislead or visually confuse viewers. Illusion spells that do not create an image, such as *invisibility*, are not affected. The power also defeats *cloaks of displacement, robes of blending*, and similar magical items. The skill has no power against effects that disguise things through physical changes, such as *polymorph self* or *shape change.*

Each use of this skill, successful or not, lowers the priest's base eminence score by two for one week. If the priest's base eminence score falls to zero or less, this skill is ineffective.

Eminence

1 slot (3CP), charisma, Priest 10+, success: 6

This skill allows priests to wrap themselves in an aura of divine power.

A successful check creates an aura that lasts one round for each level the caster has attained. The aura is undetectable except by a *true seeing* spell, which reveals it as a bright silver, inky black, or pearl gray halo depending on the priest's alignment. The aura gives the

priest a +4 encounter reaction bonus when dealing with worshippers of the priest's deity or creatures of the same alignment.

Any hostile creature feels a shudder of fear when within 30 feet of the priest. If the priest wills it, the fear takes hold, causing creatures of less than 4th level or 4 Hit Dice to flee until the priest is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear. The skill works against all types of creatures—even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove fear* spell breaks the effect, as does a successful use of the warrior skill bravery or the priest skill divine will. Once a creature has resisted the fear effect once, it is not subject to fear effects from the same priest for the rest of the day.

Creatures within 30 feet of an opposing priest using the eminence skill are not subject to the fear effect if the second priest's level is equal to or higher than the priest using the fear effect.

Each attempt to raise the aura, successful or not, reduces the priest's base eminence score by two for one week. When the character's base eminence score is reduced to zero or less, the skill is ineffective.

The eminence skill is a prerequisite for the divine strength, divine voice, divine will, detect deception, and invincibility skills. Each time one of these skills are used, the character's base eminence score is reduced by two for either one day or one week, depending on the skill used. Once the priest's base eminence score falls to zero, the character cannot use eminence or any of the other skills. The smite skill is also connected to the priest's eminence score, but can be used (at some risk to the priest) when the eminence skill has been reduced to zero or less, see page 167.

Invincibility

2 slots (6CP), wisdom, Priest 21+, prerequisite: Eminence Skill, success: 4

Priests with this skill can draw upon divine power to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows priests to recover from such attacks without additional aid. It is very similar to the warrior skill hardiness

When subjected to a harmful special effect from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the priest suffers the effect normally. If the effect allows a saving throw, the priest rolls the save before checking this skill.

Priest Level	**Delay**
21–23	5 Rounds
24–26	10 Rounds
27–30	15 Rounds

Invincibility does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. This skill does not protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the priest suffers no harm from the delayed effect until the delay ends, but he is aware of what the effect is. If the priest receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

For example, a 25th-level priest with 52 hit points left (from a total of 107) is battling a wizard who casts *power word kill* on him. After making his invincibility skill roll, he delays the effects of the spell for 10 rounds. Four rounds later, after killing the wizard, he casts heal on himself. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If he had not healed himself, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the priest must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

Injury	**Recovery Time**
Minor	1 Day
Severe	1 Week
Extreme	1 Month

Minor*:* These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness, color spray* (most of the time), *contagion,* and *holy word* are examples of minor effects.

Severe*:* Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person, phantasmal killer, polymorph other*, *power word kill,* and *power word stun.*

Extreme*:* Includes effects that wrench the character's very being, such as *energy drains* (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell age creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our priest from the above example had decided to sleep off the effects of the *power word kill,* he would have been unconscious for a week. The player rolls the character's system shock roll (15 Constitution) and rolls 96%—6% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For example, a character who was drained by a vampire and paralyzed by a lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically.

Heroic Effort: As a last-ditch effort to continue a battle, a priest can use the invincibility skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a priest who

makes a successful invincibility check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the priest is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a priest struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the priest's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the invincibility skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a priest to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the invincibility skill lowers the priest's base eminence score by two for the rest of the day. The skill is ineffective if the character's base eminence score is reduced to zero or less.

Loan

1 slot (3CP), wisdom, Priest 15+, success: 4

Priests with this skill can transfer physical vitality between themselves and other living creatures.

With a successful skill roll, the priest transfers a small amount of his own hit points to a living creature (or vice versa). If the priest tries to borrow hit points from an unwilling donor, an attack roll is required before the character can make the skill roll. The number of hit points that are transferred depends on the priest's level:

Priest Level	**Amount of Loan**
15–19	1d8+2 Hit Points
20–24	2d6+4 Hit Points
25–29	3d6+6 Hit Points
30+	4d6+8 Hit Points

Transferred hit points are immediately subtracted from the donor's hit point total and added to the recipient's total. The hit points are lost to the donor, just as though the donor was subjected to a damaging attack. Donated hit points can be restored through rest or magical healing just as any other form of damage. If the donor has insufficient hit points to supply the transfer, only those available are transferred and the donor dies. Transferred hit points remain with the recipient for 24 hours or until lost in an attack.

Each attempt to use this skill lowers the base score by two for one week. The skill is useless once the base score falls to zero or less.

Smite

2 slots (6CP), no attribute needed, Priest 15+, prerequisite: Eminence Skill

A priest with this skill is empowered to direct a wave of destruction at beings who have wronged the priest or offended the priest's deity.

When the priest uses this power, a cone of divine force issues from the priest's body in any direction the character wishes. The cone is 5' in diameter at the priest's body and 30' in diameter at the far end. Its maximum length depends on the priest's level as shown below:

Priest Level	Cone Length
18–20	30'
21–23	50'
24–26	70'
27–29	90'
30	110'

The priest has no control over the precise effect of the smiting, which the DM chooses from the list below. No matter what the effect, only the priest's enemies are harmed. Allies, innocent bystanders, and worshippers in good standing with the priest's deity are not affected.

Awestruck: This is the default effect when the deity does not feel the targets are offensive or threatening. It also is granted when the deity feels that a simple demonstration of its power is sufficient to handle the situation.

A two-dimensional depiction of the deity or the deity's symbol appears in front of the priest, causing the priest's enemies to stare at it in awe if they are within the cone. Creatures with more than 10 Hit Dice or levels are allowed a saving throw vs. spell. Even if the save succeeds, creatures are awestruck for one round, regardless of personal immunities granted by spell or high ability scores.

Creatures remain awestruck only as long as the priest remains motionless and concentrates on the effect, but no longer than one round per level of the priest, plus 1d8 rounds, in any case. Enemies who enter the cone after the image appears are fully subject to the awe effect, even if they avert their eyes. Any motion or the slightest break in the priest's concentration ends the effect, as does any offensive action by the priest's allies. Distractions to the awestruck characters also end the effect. Loud noises, magical displays, attacks, or attempts to steal the awestruck creatures' equipment, damage their property, or otherwise cause them harm are sufficient to break the effect.

Blinded: Deities grant this effect when they find the target creatures offensive, but not particularly dangerous.

Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Blinded creatures move at 2/3 the normal rate and suffer a –4 penalty to attack rolls, saving throws, initiative rolls, and ability checks. Blinded spellcasters cannot cast spells unless they can touch their targets. Blindness lasts until the victim receives a *heal* or *cure blindness or deafness* spell.

Burned: This effect is granted when the targets are violent and pose an immediate physical threat to the priest, a sacred site, or to creatures friendly toward the priest. The cone fills with a mass of heatless flames that burn the priest's enemies for 6d8 points of damage, save vs. breath weapon for half. Creatures killed by the flames are reduced to piles of ash and no regeneration is possible. Though the heatless flames do not harm the area, they can affect the target's equipment. If a target creature fails the breath weapon saving throw or is killed by the flames, any equipment the creature carries must save vs. disintegration or be reduced to dust.

***Deafened**:* This effect occurs when the targets have not greatly offended the deity or when the priest is not in significant peril. Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Deafened creatures move at 3/4 the normal rate and suffer a –2 penalty to attack rolls, initiative rolls, and ability checks. There is a 50% chance that any spell a deafened spellcaster attempts fails outright. Deafness lasts until the victim receives a *heal* or *cure blindness or deafness* spell.

***Death**:* Deities grant this effect only when deeply offended or when the priest is in extreme danger. Enemies within the cone are immediately reduced to dust if they have 4 Hit Dice/levels or less. Other enemies suffer a doubled burning effect (12d8 points of damage, save vs. spells for half damage).

***Immobilized**:* Deities commonly grant this effect when the targets are genuinely dangerous or offensive. Creatures of 6+1 Hit Dice/levels or less are automatically paralyzed, their flesh turning into a rigid, crystalline substance that is easily shattered. Other creatures are allowed a save vs. petrification to negate the effect. The immobility lasts 1d4+2 turns. *Free action* is useless against this effect.

Immobilized creatures can be killed by striking their crystalline bodies with any hard object. For each strike, the creature must make a saving throw as rock crystal versus crushing blow. Only bonuses granted from magical rings, cloaks, and armor count toward the saving throw. Failure results in death.

***Plagued**:* The deity grants this effect when the targets are offensive, but do not pose any danger to the deity's interests. The priest's enemies are affected as if struck by a *cause disease* spell. The disease inflicted is debilitating (see the reversed form of the 3rd-level priest spell *cure disease*) and causes the victim to radiate a foul stench. The disease is neither contagious nor fatal. It can be cured by a *cure disease* or *breath of life* spell from a caster of higher level that the priest who called down the plague.

***Slowed**:* This effect is granted when deity is offended, but the enemies pose no immediate threat to a sacred site, the priest, or creatures friendly toward the priest or the deity. The effect is the same as the 3rd level wizard spell *slow*, except that creatures with less than 8+1 Hit Dice or levels get no saving throw. The slow effect lasts for 1d4+2 turns.

Each use of this ability reduces the base score for the priest's eminence skill by two for one week. As long the priest has a positive eminence score, the priest need not make a skill roll to smite enemies. If the priest's base eminence skill score is zero or less, however, the priest must roll an eminence check to successfully smite enemies. Note that this is possible only if the priest has a Charisma/Leadership bonus large enough to offset a negative base score. If the roll fails, the deity is displeased. At best, no smite effect occurs, at worst, the deity directs a smite effect upon the priest.

An example: Marissa has an eminence score of 4 and a Charisma/Leadership bonus of +4. She can freely smite enemies twice a week as long as her eminence base score is not reduced by using other skills. During an adventure, she uses her smite skill once and the divine voice skill once. This reduces her eminence skill to zero. If she wishes to use her smite skill again, she must roll a 4 or less on 1d20 to succeed.

Undaunted, Marissa smites a group of passing kobolds she has come upon. Her 1d20 roll is a 3, so the smite works. Marissa's deity isn't too worried about the kobolds, who were minding their own business when Marissa came along, and grants Marissa an awe effect. The kobolds are briefly entranced, but a fighter from Marissa's party wades into the kobolds, making an all-round attack. The attack breaks the awe effect.

Feeling threatened by the swarm of kobolds, Marissa foolishly tries to smite them again. Her base eminence score is now a –2, but her Charisma/Leadership bonus increases that to a 2. Melissa rolls an 18 and fails. The deity is getting a little tired of all Melissa's attempts to call for special aid and bestows a deafness effect on her. Fortunately, her saving throw

succeeds. Marissa's base eminence score is now a –4, leaving her no chance to smite the kobolds again even if she was silly enough to try it again.

Spell Talisman

1 slot (3CP), intelligence, Priest 12+, success: 4

This skill allows a priest to cast one or more spells at the beginning of each day, making them available for instant use.

When a priest with this skill is finished praying for spells, the character can attempt to cast the spell and direct its magical energy into a special container or talisman. A talisman is a small object such as a jewel, crystal bead, or holy symbol blessed by the priest. A talisman must be worth at least 100 gp per spell level.

A successful skill roll is required to place a spell into a talisman. If the roll fails, the spell is wasted. The priest must have all necessary material components on hand and must meet all the usual requirements to cast a spell. If casting the spell has an effect on the priest, such as unnatural aging, the priest suffers the effect even if the spell was not placed in the talisman.

The total levels of spells a priest can have stored in talismans cannot exceed the priest's level. The highest level spell a priest can place in a talisman depends on the priest's level, as shown below:

Priest Level	Maximum Spell Level
12–14	1st
15–17	2nd
18–20	3rd
21–23	4th
24–26	5th
27–29	6th
30+	7th

For example, Wulf, a 21st-level priest, can have up to 21 levels of spells stored, but no stored spell can be higher than 4th level. Wulf might choose to store two spells of 4th level, two 3rd, and seven 1st-level spells.

To release a spell from a talisman, the priest must be holding or carrying the item and have the opportunity to concentrate briefly and utter a few words. Though the initiative modifier for releasing the spell is +2, the release cannot be disrupted (though a gagged or silenced priest could not release the spell). Once the spell is released, it functions as if cast normally in all respects, destroying the talisman in the process.

A spell can be stored in a talisman for a maximum of 24 hours. If not used in the allotted time, or if separated from the priest for more than one hour, the talisman crumbles into dust and the spell is lost. No being other than the priest who stored the spell can release the stored energy.

A portion of the spell stored in a talisman lingers in the priest's memory. If the priest memorizes spells again before the 24 hours have expired, the character cannot regain the spell stored in the talisman. The priest cannot transfer a spell from a talisman back into memory. If a talisman is destroyed, the spell is lost. A spell fades from the priest's memory when it is released or lost.

Spells stored in talismans can be cast on worlds where the local magical factor would not allow the spell to be cast (see Chapter 2). A spell cannot be stored in talisman, however, unless the local conditions allow the spell to be cast. The initiative modifier for releasing a spell from a talisman is never affected by the local magical factor.

The Fighter

Fighter

Proficiency	Slots Req'd.	Relevant Ability	Mod.
Armorer	1	Cha	-1
Bowyer/Fletcher	1	dexterity	-1
Weaponsmithing	3	intelligence	-3

Armorer

(Official skill from the Players handbook) 2 slots, intelligence –2

This character can make all of the types of armor listed in the Player's Handbook, given the proper materials and facilities. When making armor, the proficiency check is rolled at the end of the normal construction time.

The time required to make armor is equal to two weeks per level of AC below 10. For example, a shield would require two weeks of work, whereas a suit of full plate armor would require 18 weeks of work.

If the proficiency check indicates failure but is within 4 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 (although never above 10), and the broken armor hampers the character's movement. Until the character can remove the broken armor (a process requiring 1d4 rounds), 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 who 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.

(Please read the following, too. Regarding armor from the fighters handbook)

Armorer revised (TcFiH)

With the Armorer proficiency, a character knows how to build all varieties of armor. Armorer overlaps a couple of other proficiencies:

The Armorer knows enough Blacksmithing to forge metal armor and craft scale and chain mail (though he cannot forge horseshoes, wrought iron gates, hardened metal tools, or any other useful items unless he also knows Blacksmithing);

The Armorer knows enough Leatherworking to cut and shape boiled leather into leather armor, shield coverings, and the under-layers of scale mail and banded mail (though he cannot make dress jerkins, saddles, elaborate pouches or rucksacks, or any other useful leather items). The Armorer knows enough of the Tailor's art to manufacture padded armor and armor padding (but not enough to cut and sew any sort of good-looking garment).

Naturally, the ordinary Blacksmith cannot forge metal armor, the Leatherworker is not experienced with making leather armors, and the Tailor isn't conversant with the making of padded armor, unless they also take the Armorer proficiency.

The Armorer can repair existing armor that has taken damage (if you're using that optional rule), and can also craft barding (horse armor) through use of his proficiency. But what does all of this mean in a campaign?

The Workshop

To craft armor, the character must first have a *workshop* (a place to work and tools with which to do work).

Metal Armor

If he intends to make any sort of all-metal armor (chain mail, field mail, full plate, plate mail, and helmets), the workshop is a *smithy*, complete with tools, bellows, a furnace, an anvil, tongs, cauldrons, casting molds, and all the other materials necessary to process unrefined metal into armor.

Such a workshop costs 200 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut/workshop, or more as part of a larger dwelling, such as a mansion, villa or castle (these sorts of dwellings are priced at whatever sort of price scheme the DM prefers).

(Included in the price of the *smithy* is the cost of the tools necessary to make leather hilt-wrappings, padded armor, armor linings and padding, and the simple leather straps used to hold all-metal armors together.)

This workshop is large enough to accommodate the character and up to two apprentices working full-time. (The apprentices, too, must have the Armorer proficiency; the character can always take in an apprentice without the proficiency and train him, but until he acquires the Armorer proficiency he doesn't count as a productive element of the workshop.)

In theory, the character could hire another three-man crew to work a second shift in the same workshop; thus the workshop would be occupied nearly 24 hours a day.

(This presumes eight- to ten-hour shifts and a certain amount of necessary nonproductive time each day: Time for furnaces to cool and be cleaned, tools to be repaired and sharpened, etc.)

No more than three people can work in this workshop effectively; with more than three people, the workshop suffers a loss of efficiency so that it produces goods just as though it were only manned by three armorers.

To expand the workshop costs an additional 50% for each +three workers. If the smithy costs 200 gp and is set up in a 300-gp hut, thus costing 500 gp, the builder could pay +250 gp. Then, the workshop would accommodate three more armorers at the same time. For another +250 gp, now totalling 1,000 gp, the shop can accommodate nine armorers at the same time.

Leather Armor

If he intends to make any sort of all-leather armor (hide armor, leather armor, and armored leather caps), the workshop is a *leatherworker's shop*, including apparatus for leather soaking, scraping, tanning, boiling, boiling in wax, shaping, holepunching, sewing, and all the other processes by which leather is transformed into armor.

Such a workshop costs 25 gp, plus the cost of the shelter where it is set up: An additional 25 gp for a large tent, an additional 75 gp for a well-crafted hut/workshop, or more as part of a larger dwelling (at whatever price scheme the DM prefers). (Included in the price of the *leatherworker's shop* is the cost of the tools necessary to make padded armor and armor linings and padding.)

As with the smithy above, this price presumes one principal leatherworker and up to two apprentices may work together at the same time. Above that number costs 50% of the workshop and housing costs per additional three leatherworkers.

Metal and Leather Armor
If he intends to make both sorts of armor, or armor which combines both metal and leather elements (banded mail, brigandine, bronze plate mail, ring mail, scale mail, shields, splint mail, and studded leather), a combined workshop is needed.
Such a workshop costs 250 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut/workshop, or more as part of a larger dwelling (again, at whatever pricing the DM prefers).
(Included in the cost of the *armorer's shop* is the cost of the tools necessary to make wooden shield blanks and shield frames, padded armor, and all armor linings and padding necessary to the armored goods.)
As with the smithy above, this price presumes one principal armorer and up to two apprentices; above that number costs +50% of the workshop and housing costs per additional three armorers.

Apprentices and Overseers

The cost of the workshop constitutes only the set-up cost for the armouring operation. Maintenance of the workshop, pay for the employees, and cost of materials also come into play. Of course, so do the profits from the sale of manufactured goods. Each apprentice costs 2gp/week for food, upkeep, and training. And once an apprentices has reached young adulthood (age 16) and has achieved an Armorer ability check of 12 or better, he'll demand to be promoted to Overseer status (described immediately below) or will find better pickings elsewhere.
Apprentices cannot run a workshop unsupervised. Supervision comes in the form of an Overseer, an adult with an Armorer ability check of 12 or better. Each Overseer costs 15 gp/week (the DM may wish to have the cost relate to the Overseer's Armorer ability check: 15 gp/week at a check of 12, +15 gp/week per +1 to his ability check; thus, if his ability check is 16, he costs 75 gp/week).

Time to Craft Armor

To determine the *time* it takes to make a piece of armor, take the armor's AC. The number that the AC is under 10, multiplied by two weeks, is the time it takes an apprentice (supervised and aided by an Overseer) to craft the item.
Thus, a set of chain mail (AC 5) is calculated this way: 10 – 5 = 5; 5 x two weeks = ten weeks. It takes 10 weeks to make a suit of chain mail.

Standard Costs to Manufacture Armor

Armor Piece	Retail Value	Materials Cost (gp)	Time Taken	Apprentice & Overseer	Total Cost
Banded Mail	200	100	12 wk	48 *	148
Brigandine	120	60	8 wk	32 *	92
Bronze plate	400	200	12 wk	114 **	314
Chain mail	75	38	10 wk	20 ***	58
Field Plate	2000	1000	16 wk	304 +	1304
Full plate	7000	3500	18 wk	342 +	3842
Helm/great	30	15	4 wk	8 ***	23
Helm/basinet	8	4	1 wk	2 ***	6
Hide armor	15	7	8 wk	8 ++	15

Leather armor	5	1 +++	4 wk	4 ++	5
Padded armor	4	0+++	4 wk	4 ++	4
Plate mail	600	300	14 wk	133 **	433
Ring mail	100	50	6 wk	24 *	74
Scale mail	120	60	8 wk	32 *	92
Shield/body	10	5	2 wk	4 ***	9
Shield/buckler	1	0+++	2 wk	1 ++	1
Shield/medium	7	3	2 wk	4 ***	7
Shield/small	3	1	2 wk	2 ***	3
Splint mail	80	40	12 wk	24 ***	64
Studded lthr	20	10	6 wk	6 ++	16
Barding:					
Chain	500	250	10 wk	190 +	440
Full plate	2000	1000	16 wk	304 +	1304
Full scale	1000	500	8 wk	152 +	652
Half brig.	500	250	6 wk	114 +	364
Half padded	100	50	2 wk	38 +	88
Half scale	500	250	8 wk	152 +	402
Lthr/Padded	150	75	4 wk	75 +	150

*	Two apprentices, no overseer
**	One apprentice, ½ overseer
***	One apprentice, no overseer
+	Two apprentices, one overseer
++	½ apprentice, no overseer
+++	Cost reduced because of easy availability of materials; cost of "0 gp" means cost is a negligible

For pieces of armor which don't grant specific AC benefits (like helmets), figure the time at 1 week per 7.5 gp value. Thus, a great helm would take four weeks to make (it costs 30 gp); a basinet, one week and a few hours of the eighth day (it costs 8 gp).

Cost to Craft Armor

And it does cost money to craft armor. The cost is:

(a) About half the "retail value" of the armor piece for materials; plus
(b) The cost of maintaining one or two apprentices during the time it takes to make the piece; plus
(c) Additional cost based on how much of the overseer's time and attention the project takes. (The project may take one or two overseers full-time on the project, may take only *half* one overseer's time on the project, or may take none of the overseer's time—the latter constitute projects that the apprentices can do all by themselves, mostly unsupervised.)

The previous table shows standard costs to manufacture armor. In usual circumstances, the difference between the Total Cost and the Retail Value is the shop's profit when it sells a piece of armor.
As you can see from the table, hide armor, leather armor, padded armor, medium shields and small shields are little-to-no-profit propositions. However, they keep the apprentices paid and keep work in the shop.

Chance of Failure

It would seem that the thing to do would be to set up an armorer's shop and just build field plate and full plate, which are the most profitable items of armor. However, that isn't necessarily so.

This is because, for every item of armor you make, you have to make an Armorer Ability Check. At the end of the armor-making period, the most experienced (highest ability check) character who worked continuously on the project makes his Armorer ability check. If he passes the check, the armor is just fine. If he fails it, it's flawed.

If the character missed his roll by 1, 2, 3, or 4, the armor looks just fine. The maker knows it's flawed, but this will not be obvious to anyone on casual inspection, and only another armorer will be able to detect that it's flawed . . . and only with careful inspection. This type of flawed armor functions at 1 AC higher than it should (thus flawed full plate would be AC 2 instead of 1). If the flawed armor is ever struck in real combat with a natural to-hit roll of 19 or 20, it "breaks" (caves in, splits open,
etc.). Its AC goes up 4 (thus our flawed full plate would shoot from AC 2 to AC 6). And because it's broken and hanging wrong, it hinders the player; until he can take it off (this takes 1d4 rounds), he moves at half his normal rate and suffers a –4 penalty to all of his attack rolls.

Obviously, most reputable armorers would never sell a piece of flawed armor.

They have their reputations to protect, so they throw it away. They take a loss in money equal to the Total Cost of the armor from the chart above.

If the character misses his roll by 5 or more, it's obvious to anyone, with casual inspection, that the armor is flawed. No one will buy it at the normal retail value. The armorer might be able to sell it at half the Total Cost value to someone desperate for cheap armor, someone who's willing to take the risk of wearing flawed armor. If he can't sell it, this too is a total loss.

Finally, not all armor is the same in the level of difficulty it requires to manufacture. Some armor is simple enough that apprentices can work on it alone.

Some is so complicated that only master armorers should oversee this work. And hiring a master armorer costs more than just hiring a normal overseer. The chart below shows the relative difficulty of manufacturing these different types of armor.

Armor Type	**Modifier to Armorer Proficiency Check**
Banded Mail	+1
Brigandine	+1
Bronze plate	0
Chain mail	+3
Field Plate	–3
Full plate	–3
Helm/great	+3
Helm/basinet	+3
Hide armor	+3
Leather armor	+3
Padded armor	+3
Plate mail	0
Ring mail	+1
Scale mail	+1
Shield/body	+3
Shield/buckler	+3
Shield/medium	+3
Shield/small	+3
Splint mail	+3

Studded leather	+3

Barding

Chain	0
Full plate	–3
Full scale	0
Half brig.	0
Half padded	0
Half scale	0
Lthr/Padded	0

As you can see, making field plate and full plate is a risky proposition. Only the best of independent armorers will undertake such a task because the potential losses are so great. (On the other hand, a hireling armorer will do it whenever his employer says, because all the financial risk is his employer's.) And player-character armorers run these same financial risks when they try to make field plate and full plate for themselves or their friends.

Added Expenses

If the DM wishes, he can add to the grief of a player-character armorer by confronting him with a lot of the hidden expenses of any such operation:

Bribery: In many places, local officials will expect a little graft in order for them to process the necessary permits efficiently and regularly. If the PC doesn't pay up, those permits take a long, long time (months) to be processed, and during that time the PC can't operate a retail armorer's shop.

Theft: Armorer's shops can be burglarized just like any other operation. Thieves are quite willing to steal some high-quality armor goods and fence them elsewhere in the city. Depending on the quality of the merchandise lying around in the shop, this can be a serious financial blow for the shop.

Unclaimed Goods: Sometimes a patron who custom-orders a piece of armor never shows up to buy it. Maybe he's been killed in the meantime; maybe he ran low on funds and decided not even to tell the armorer of his misfortune. And if the custom piece of armor was decorated or fine-tuned to that specific customer (for example, if it bears his coat of arms or unusual decoration), it could be that no one else is willing to buy it . . . except at heavily discounted prices.

Unsold Stock: Armorers don't just work up pieces of armor to order. The armorer fabricates numerous examples of the most common sorts of armor (leather and padded armor, shields) for the casual customer and as practice for the apprentices. Not all of this gets sold, and a piece that is never sold is a few gold pieces out of the shop's coffers. All in all, it may be safer, financially, for a player-character to be a full-time adventurer and only a part-time armorer.

Player-Character Workshops

Often, a PC Armorer who is also an adventurer will set up an armorer's shop and crew it with a single overseer and two apprentices. This shop's duty will be to keep the PC supplied in armor; also, whenever the PC returns home, he can, if he wishes, operate the shop, especially in the "off-shift" (whichever shift the regular crew is not operating it).

If he does hire an overseer, he'll have to pay the rates according to the overseer's ability, as described above.

Note that a PC Armorer can make armor for his friends. He can't avoid paying the minimum cost for the materials, of course. The character can carry a tent and leatherworker's shop on

the back of a horse, so he can work on any sort of all-leather or padding armor while on the road. But on the road, he can only get in a couple of hours' work per day, so multiply all armor-making times by four to determine how long they take.
The character who does all this extra work will be a little more tired than his fellows; reduce his Intelligence ability check to spot upcoming dangers.

Repairing Armor

If you use the optional rules for damaging armor found in this rule book's *Combat* chapter, you can also use the Armorer proficiency to repair damaged armor. It costs the armorer 1/100th the armor's retail value for each Damage Point that he repairs. Again, that's the cost to the *armorer*, which assumes that apprentices are doing the work, and unsupervised; apprentices can perform all armor-repair functions. The cost to the armorer, compared to the apprentice's wage, shows you how long it takes to repair (2 gp/week for one apprentice, remember).

Example: A set of chain mail has taken 10 points of damage in combat. The owner brings it in to be repaired. Retail value of chain mail is 75 gp, so the cost to repair each point of damage will be .75 gp, or 75 cp. The armorer repairs the 10 points of damage, which costs him 750 cp (75 sp). This is less than 1 gp, so the apprentice doing the repairs takes about two days to fix the chain maul hauberk.

Armorers typically charge a 50% profit on repair jobs. In the example above, the armorer's cost was 75 sp; therefore, he'd charge the customer about 115 sp for the repair job.

Repairing Magical Armor

Magical armor is repaired in exactly the same way. Base the cost for repairs on the normal retail value of the armor *as if it were not magical*.
When magical armor is damaged, holes may be driven into it, but the basic enchantment is unchanged. Therefore, the armorer doesn't have to have repair materials enchanted to "match" the original armor; all he has to do is patch up the holes and the armor will be fixed. ypically, the armorer will not even know that he's working on magical armor.
Of course, as we discuss in the *Combat* chapter, if a set of magical armor is damaged so severely that the enchantment is ruined, nothing a normal armorer can do will repair it. Armor that seriously damaged is ruined even as normal armor; an armorer won't be able to fix it.
(for further information about this please read the fighters handbook)

Bowyer/Fletcher

(Official skill from the players handbook) 1 slot, dexterity -1
This character can make bows and arrows of the types given in Table 44 (Players Handbook). A weaponsmith is required to fashion 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 require 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 a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.
Option: If a character wishes to create a weapon of truly fine quality and the DM allows it, the player can opt to use the following alternative procedure for determining the success of his attempt. When the proficiency check is made, any failure means that the

weapon is useless. However, a successful check means that the weapon enables the character to add Strength bonuses to attack and damage rolls. Additionally, if the proficiency check is a natural 1, the range of the bow is increased 10 yards for all range classes or is of such fine work that it is suitable for enchantment.
(Please also read the following from the fighters handbook)

Bowyer/Fletcher (TcFiH)
The material on the Bowyer/Fletcher proficiency from the *Player's Handbook*,page 58, is all correct for use with this supplement.
A set of bowyer/fletcher's tools, which can be used at maximum efficiency by one character, costs 10 gp. (It's 15 gp for a set which can be used simultaneously by three workers, and +7.5 gp per +3 workers which can work simultaneously.) The bowyer/fletcher is not required to set up a workshop; he can work by himself in the field, if he chooses. If he chooses to set up a permanent shop, tents and huts cost the same as what's listed for the leatherworker's shop (above, under "Armorer").
Note that the construction times listed in the *Player's Handbook* presume that he's working a full week. If he's traveling or adventuring and working on bows and arrows in his spare time, multiply all crafting times by four. Thus, a long or short bow takes four weeks.
Cost of materials for arrows and normal bows is negligible. If the character is trying to make a weapon of truly fine quality, he must either pay 50% of the weapon's normal retail value for exceptionally fine woods, or add an extra 100% to the time it takes to craft the weapon; the extra time constitutes him having to look for the perfect wood and materials in the wild.

Weaponsmithing
(official Players Handbook) 3 slots, intelligence -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.
The time and cost to make various types of weapons are listed on Table 41.

Table 41:
Weapon Construction

Weapon	Construction Time	Material Cost
Arrowhead	10/day	1 cp
Battle Axe	10 days	10 sp
Hand Axe	5 days	5 sp
Dagger	5 days	2 sp
H. Crossbow	20 days	10 sp
L. Crossbow	15 days	5 sp
Fork, Trident	20 days	10 sp
Spear, Lance	4 days	4 sp
Short Sword	20 days	5 sp
Long Sword	30 days	10 sp
2-hd Sword	45 days	2 gp

(Please also read the following from the fighters handbook)

Weaponsmithing

The text on Weaponsmithing proficiency from the *Player's Handbook* is basically correct, but let's elaborate on it.

As mentioned, a weaponsmith does need to have a *smithy*. The costs for having a smithy are given above in this section, under "Armorer." In fact, the same smithy can be used for armoring and weaponsmithing.

The Weapon Construction numbers on Weapon Construction table on page 65 of the *Player's Handbook* are correct. It constitutes one Overseer-level weaponsmith working by himself and crafting weapons of average quality. An Overseer weaponsmith working with two apprentices cuts the time in half. The time indicated on the chart should be converted to weeks so that you can compare the weaponsmith's times with the armorer's; consider 5 days on the chart to constitute one week.

Weaponsmithing Failure

When constructing a weapon, at the end of the weapon-making process, the weaponsmith makes his Weaponsmithing proficiency ability check. He'll use the Proficiency Modifier based on the weapon and the weapon quality he's trying to achieve; see the chart below, under "Weapon Quality," for that modifier.

If he successfully makes his check, he's created the weapon he wanted to create. If he fails by 1, 2, 3, or 4, he's created a weapon that looks like what he intended to make. . . but he knows it has a serious structural flaw. In a real combat, if the wielder rolls a natural 5 or less on his attack roll, the weapon breaks and is useless.

(For some reason, it just won't break in practice combats. . . only in the real thing.) He can still sell the weapon, of course, but eventually, after he's done this sort of thing a few times, his reputation as a craftsman will be utterly ruined. It's better just to break the item, sell it as a wall-hanger, etc.

If he fails by 5 or more, the weapon breaks and is ruined during the last stages of the creation process (for example, when it's being cooled after heat-tempering).

Weapon Quality

It is possible to construct weapons of different quality than just average. *Poor* quality weapons are shabbily made. They look bad, and like the flawed weapons described above, they break on a natural attack roll of 1 to 5. They don't hit as well (this is a penalty to the attack roll) or do as much damage (penalty to the damage) as their average-quality equivalents.

Average quality weapons are not especially notable; they get the job done, they're reliable, and they're inexpensive. Unless otherwise noted, all (non-magical) weapons listed on charts in the *AD&D*® game are of average quality.

Fine quality weapons are very well-made. Each will have one specific bonus:
Either a +1 to attack rolls or a +1 to damage. This bonus is not magical; it comes from improved balance, sharpness, etc. (The weaponsmith determines, when he's making the weapon, whether he's trying to make it more accurate or make it hit harder.) They also cost a lot more than average weapons. Enchantments are typically made on weapons of at least Fine quality.

Exceptional quality weapons are like fine weapons, but have *both* bonuses: They're +1 to attack rolls and +1 to damage. They're also very expensive. The following list, adapted from

the list on page 65 of the *Player's Handbook*, shows the differences in cost and time to create weapons of these different levels of quality.

	Time to Construct			
Weapon Type	**Poor**	**Average**	**Fine**	**Exceptional**
Arrowhead	20/day	10/day	5/day	1/day
Battle Axe	5 days	10 days	20 days	45 days
Hand Axe	2 days	5 days	10 days	20 days
Dagger	3 days	5 days	10 days	20 days
H. Crossbow	10 days	20 days	45 days	90 days
L. Crossbow	8 days	15 days	30 days	60 days
Fork, Trident	10 days	20 days	45 days	90 days
Spear, Lance	2 days	4 days	10 days	20 days
Short Sword	10 days	20 days	45 days	90 days
Long Sword	15 days	30 days	60 days	120 days
(Bastard/2-H) Sword	20 days	45 days	90 days	180 days

		Effects On		Mod. to
Prof				
		Performance		**Check to**
Weapon Quality	**Attack**	**Damage**	**Breaks**	**Craft**
Poor	–1	–1	1–5 on d20	+2
Average	0	0	1 on d20*	0
Fine	(+1)	(+1)	**	–2
Exceptional	+1	+1	**	–4

(Editors Note: (Bastard /2-H) was added)

* This isn't an automatic break; it breaks only if the DM feels like it.

** Fine weapons get either a +1 to attack rolls or +1 to damage, not both. Fine and Exceptional weapons break only in remarkable circumstances, as dictated by the DM (for example, a powerful enemy rolling a natural 20 when hitting the weapon, or the character rolling a natural 1 when striking at an artifact).

Weapons Not Shown

If you're trying to construct a weapon not shown on this chart, compare it to the most similar weapon that *is* on the chart and use those values. (The DM has the final say on what is most similar.) For instance, if you're trying to create a halberd, that's closest to a fork or trident. If you're trying to create a bastard sword, that's closest to a long sword.

Fighters

High-level skills
(level 10+)

Warning: These skills are only available for high level Fighters, Paladins and Rangers!

Fighters

Warning: This section is for warriors only (Fighters, Paladins, Rangers)

Fighters

Skill	Requirement	Base Score	Relevant Ability	Cost NWP /CP
Adaptation	Warrior 10+	9	Intelligence/Reason	2 (6)
All-Around Attack	Warrior 10+	—	—	1 (3)
Bravery	Warrior 10+	4	Wisdom/Willpower	1 (3)
Captivate	Warrior 15+, Bravery	4	Charisma/Appearance	1 (3)
Death Blow	Warrior 15+	—	—	2 (6)
Frighten/Challenge	Warrior 10+, Bravery	4	Charisma/Leadership	1 (3)
Hardiness	Warrior 15+, Bravery	4	Constitution/Fitness	2 (6)
Inner Focus	Warrior 10+	4	Wisdom/Willpower	1 (3)
Sense Danger	Warrior 15+	6	Wisdom/Intuition	2 (6)
Signature Item	Warrior 10+	10	Wisdom/Intuition	2 (6)
Signature Mount	Warrior 10+	9	Wisdom/Intuition	1 (3)

Skills For High-Level Fighters

The following skills are available to **fighters**, **rangers**, and **paladins** who meet the listed requirements.

Adaptation

2 slots (6CP), Intelligence, warrior 10+, success: 9

A character with this skill has a trained mind that quickly analyzes unusual or unfavourable environments and a finely tuned body that can compensate for physical impediments to fighting.

Warriors who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavourable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their

surroundings suffer a –4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavourable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

All-around Attack

1 slots (3CP), no attribute needed, warrior 10+

A warrior with this skill is capable of launching a massive blow that can be extended into a whirlwind physical attack that damages every enemy within reach.

An all-around attack must be announced in a round's player determination step (see the *Player's Handbook*, Chapter 9). In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow. If the damage is sufficient to kill the opponent, the hail of blows from the warrior automatically inflicts damage on every enemy within a 5-foot radius, as decided by the character. Enemies who are larger than the original target, or whose Armor Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armor Classes (after the –4 bonus for *invisibility*) is not better than the original target's.

An all-around attack is a measure of a warrior's skill and can be made with any type of melee weapon that the warrior is proficient with. However, opponents that would normally be immune to the weapon used cannot be harmed in an all-around attack. If the initial attack misses, the all-around attack fails. If the initial attack hits, the target suffers normal from the attack. If the damage inflicted fails to kill the original target, there is no radius effect.

The warrior cannot move or take another action during the round when he attempts an all-around attack. If the *Player's Option: Combat & Tactics* combat system is in use, an all-around attack cannot be used as an attack of opportunity or as part of a heroic fray.

Beyond determining if the initial attack succeeds, the warrior's combat bonuses are not a factor in an all-around attack. The damaged inflicted on creatures within the 5-foot radius varies with the warrior's level as follows:

Warrior Level	Area Damage
10–14	1d8
15–19	2d8
20–24	3d8
25–29	4d8
30+	5d8

Bravery

1 slots (3CP), wisdom, warrior 10+, success: 4

Warriors with this skill can harness their own strength of will to resist any fear effect.

When subjected to any form of unnatural fear from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the fear effect is negated—no saving throw is necessary. If the check fails, the warrior still gets a saving throw if one is normally allowed. Paladins with this skill can use it against turning attempts by evil priests.

This skill is a prerequisite for the captivate, frighten/challenge, and invulnerability skills. Each time one of these skills is used, the character's base bravery score is reduced by two for the rest of the day. Once the warrior's base bravery score falls to zero, the character cannot use bravery or any of the other three skills for the rest of the day.

Captivate

1 slots (3CP), charisma, warrior 15+, prerequities: bravery, success: 4

Warriors with this skill have developed a strong personal presence that is attractive to members of their own races.

Even without a skill roll, children, members of the opposite sex, and other warriors tend to be friendly toward the character provided they are of the same race and their alignments are similar to that of the character. For purposes of this skill, alignments are similar when they share one common element: law, neutrality, chaos, good, or evil.

Friendly nonplayer characters tend to pay attention to the warrior and view what the warrior says or does in a favourable light as long as it is not obviously harmful or contrary to local customs. With a minimum of encouragement, a friendly NPC gives the warrior information, performs simple errands, makes introductions, and so on. The warrior is a celebrity in the friendly character's eyes.

The warrior can attempt a skill roll to make a suggestion (as the 3rd-level wizard spell) to a friendly NPC if the warrior can speak to the person privately for a few minutes. The NPC automatically obeys the suggestion if it does not involve risk, loss, or potential embarrassment; otherwise, a save vs. spell applies. If the warrior gives the NPC an appropriate gift of modest value or does a useful favor, the saving throw is made at a –4 penalty. If the saving throw succeeds, the NPC tries to flee from the warrior's presence. Each attempt to plant a *suggestion* reduces the warrior's base bravery score by two. Once the base bravery score falls to zero, the warrior's captivate skill is lost for the day.

Creatures with 8 or more Hit Dice/levels are immune to this skill's effects. Any hostile act or threat by the warrior—including a failed suggestion—breaks this skill's effects.

If the warrior spends an extended period of time (a few hours or more) in personal contact with a single NPC who is susceptible to this skill, the DM can secretly roll a skill check. If the check succeeds, the NPC forms an attachment to the character and acts upon the attachment in some way. More often than not, these attachments prove to be troublesome to the character. A few suggestions are listed below:

Stows away in the PC's baggage.
Offers to serve the warrior.
Brags about relationship with hero.
Undertakes a dangerous task on the PC's behalf.
Unfavorably compares a powerful local figure—perhaps a deity—with the character.
Steals a trinket or minor item from the hero.
Seeks marriage with (or adoption by) the PC.
Claims to be the warrior's spouse or offspring.
Presents PC with an apparently useless gift.

Death Blow
2 slots (6CP), no attribute needed, warrior 15+
This skill allows warriors to strike deadly blows that can fell an opponent in a single stroke.

A death blow must be announced in a round's player determination step. In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow and must save vs. death magic or be slain immediately. The opponent's defensive bonuses from protective devices (such as magical armor and *rings of protection*) always apply to the saving throw. If the DM wishes, the optional saving throw modifiers from Table 36 or from Table 38 can be used as well.

Opponents with more Hit Dice/levels than the warrior are immune to the effect. Creatures that would not normally be vulnerable to damage from the weapon the warrior is using in the attack also are immune.

When a warrior attempts a death blow, that is the only attack a warrior can make during the round. Attacks of opportunity (see *Combat & Tactics*, Chapter 1) are allowed, however, and a warrior can combine a death blow with an all-around attack. Only the initial target of the all-around attack is subject to the instant death effect, but this might allow the all-around attack to succeed when it otherwise might not.

Frighten/Challenge
1 slots (3CP), charisma, warrior 10+, prerequisite: bravery, success: 4
Warriors with this skill can turn their personal energies outward, producing an aura of fright that forces fairly weak creatures to flee. This skill also allows warriors to issue challenges that draw powerful creatures into personal combat.

To create an aura of fright, the warrior must shout and charge a group of creatures of 4 Hit Dice/levels or less. The creatures must be able to see and hear the warrior to be affected. The warrior makes a skill roll, and, if it succeeds, the creatures scatter, fleeing for as long as the character pursues them. The creatures flee for 1d10 additional rounds after pursuit ends.

Undead and creatures with no morale scores, such as conjured or summoned creatures under the control of a spellcaster, are not affected. Creatures gain a saving throw vs. spell if they are within 30 feet of a friendly creature that is immune to the aura. A cloak of bravery spell negates the effect.

If the skill roll is a 20, the affected creatures attack the warrior instead. If the warrior flees, the creatures pursue as long as they can see him. If the warrior attacks, the creatures automatically pass any morale checks they might be required to make for the next 1d10 rounds.

To issue a ***challenge***, the warrior must be able to speak to the target creature, which must have least 10 Hit Dice or levels. The creature must be close enough to see the warrior (about 100 yards if the light and visibility are good) and be able to understand what the warrior says. The skill check is an opposed roll using the warrior's Charisma/Leadership score and the target's Wisdom/Willpower score. If the character wins the opposed roll, the affected creature must immediately advance and engage the warrior in physical combat unless restrained by another creature (restraint breaks the compulsion to attack, but keeps the creatures involved occupied for a full round). Creatures that are unwilling to fight can attempt to save vs. spell each round to break off the fight, otherwise, they engage in melee combat with the warrior. The affected creature can employ spells or missile weapons if it wishes, but it must close to melee range before doing so.

If the target creature has no Wisdom/Willpower score. use Table 10 (page 59) to generate one or use the creature's Intelligence rating. The circumstances surrounding the challenge can alter the opposed die roll as follows:

–6 to the skill score if the player makes no attempt to role-play the challenge. For example, the player says "I challenge the dragon."

–4 to the skill score if the player makes only a feeble attempt to role-play the challenge. "Why don't you stop flying around and just fight you stupid dragon?"

+1 to the opponent's Wisdom/Willpower score for every companion accompanying the warrior.

+1 to the opponent's Wisdom/Willpower score if it has suffered any damage, and an additional +1 for every 10% of its original hit points it has lost.

+10 to the opponent's Wisdom/Willpower score if the creature has weak combat powers (THAC0 14 or higher, Armor Class 2 or worse, no physical attack that inflicts more than 6 hit points of damage).

Any roll of 20 is a failure, regardless of the modified score. If both the warrior and the opponent fail their ability checks, the warrior issuing the challenge suffers a loss of confidence and must retreat into cover—or move away from the target at top speed for a full round if no cover is available. The warrior stays away for 1d4 rounds. The bravery skill can be used to avoid this mandatory retreat.

The warrior is free to move and attack normally during the round when the skill roll or ability check is made. Each use of either form of this skill lowers the warrior's bravery skill by one for the rest of the day (each attempt depletes the warriors inner strength slightly) . This skill cannot be used once the bravery skill falls to zero.

A fighter can use his intimidation gaze while issuing a challenge, but only if the opponent is within range when the challenge is issued.

Hardiness

2 slots (6CP), constitution, warrior 15+, prerequisite: bravery, success: 4

Warriors with this skill can use their inner strength to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows warriors to recover from such attacks without additional aid.

When subjected to a harmful special effect from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the warrior suffers the effect normally. If the effect allows a saving throw, the warrior rolls the save before checking this skill.

Warrior Level	**Delay**
15–19	5 Rounds
20–24	10 Rounds
25–29	15 Rounds
30	20 Rounds

Hardiness does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding,* or special forms of purely physical damage, such as severed limbs or broken bones. Nor does this skill protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the warrior suffers no harm from the effect until the delay ends, but he is aware of what the effect is. If the warrior receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

For example, a 17th-level fighter with 34 hit points left (from a total of 115) is battling a wizard who casts power word kill on him. After making his hardiness skill roll, he delays the effects of the spell for five rounds. Two rounds later, after killing the wizard, the party priest casts heal on him. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If the priest had not healed him, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the warrior must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

Injury	**Recovery Time**
Minor	1 Day
Severe	1 Week
Extreme	1 Month

Minor*:* These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness, color spray* (most of the time), *contagion,* and *holy word* are examples of minor effects.

Severe*:* Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person, phantasmal killer, polymorph other, power word kill,* and *power word stun.*

Extreme*:* Includes effects that wrench the character's very being, such as energy drains (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell age creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our fighter from the above example had decided to sleep off the effects of the *power word kill,* he would have been unconscious for a week. The player rolls the character's system shock roll (17 Constitution) and rolls 98%—1% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For

example, a character who was drained by a vampire and paralyzed by a lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically. For instance, the fighter sleeping off the effects of the *power word kill* spell from the previous example would recover after receiving healing sufficient to raise his hit points above 60.

Heroic Effort: As a last-ditch effort to continue a battle, a fighter can use the hardiness skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a warrior who makes a successful hardiness check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the warrior is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a warrior struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the warrior's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the hardiness skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a warrior to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the hardiness skill lowers the warrior's base bravery score by two for the rest of the day. The skill is ineffective if the character's base bravery score has been reduced to zero or less.

Inner Focus

1 slots (3CP), wisdom, warrior 10+, success: 4

Warriors with this skill can marshal their personal energies to provide a temporary bonus to their Strength, Dexterity, or Constitution scores.

By concentrating for one round and making a successful skill check, the warrior can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. Reductions lower scores by two full points; an extraordinary Strength score (18/01–18/00) is reduced to 16. The warrior can end the boost—and restore the values of the other scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills*

& Powers is in play, both subabilities in the increased ability score are raised to the same value.

Warrior Level	Improved Score
10–14	18 (18/00)
15–19	19
20–24	20
25–29	21
30+	22

The warrior can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two. The skill cannot be used once the base score falls to zero or less.

Bonuses are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a warrior who chooses to increase Constitution immediately gains bonus hit points but loses them again when the character's Constitution score returns to normal. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Sense Danger

2 slots (6CP), wisdom, warrior 15+, success: 6

This skill allows warriors to discover threats that are not obvious to less perceptive characters.

The sense danger skill is actually five different subskills, as outlined below. The number of subskills the warrior knows depends on the character's level: one subskill at 15th–19th level, two at 20th–24th level, three at 25th–29th level, and four subskills at 30th level or higher. If the character purchases this skill twice, the warrior gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the warrior the ability to detect danger in a different form:

Ambushes: The warrior can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The warrior can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful check reveals approximately how many creatures are hiding in the area and their approximate size.

Attack Readiness: With a successful skill check, the warrior can tell if a creature is prepared to attack. The skill does not tell the anything about the other being's actual intentions, just its readiness for combat. For example, a creature that is prepared for combat might attack soon, or it might simply be ready to respond to a hostile action. In one round, the warrior can determine the battle-readiness of every being in a 30-foot cube.

The warrior can also study a single creature to determine if it has any concealed weapons. A successful check reveals any hidden weapons (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the warrior to determine what its attack modes are (claws, teeth, etc.).

When the warrior detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the weapon.

Note that the warrior must be aware of the creature before checking for concealed weapons. The warrior cannot detect weapons hidden by illusions or other magical means.

Back Attacks: When an enemy launches an attack at the warrior from the rear, the character can attempt a skill check to detect the assault. Success negates any chance for surprise and all special bonuses the attacker might gain from a rear attack, including a thief's backstab bonuses. A successful check allows the warrior to apply defensive bonuses from a high Dexterity/Balance score, even if the character does not turn to meet the attack. Shield bonuses are not applicable unless the character turns around. Unlike the barbarian's back protection ability (see *The Complete Barbarian's Handbook*, Chapter 1), this skill does not allow the warrior to make a free counterattack.

Hidden Enemies: The warrior has a sixth sense about hidden enemies in the immediate vicinity. Once a round, the character can make a skill check. If successful, the warrior learns the location of all invisible, ethereal, astral, out of phase, or hidden creatures within a 30-foot radius. The character does not know how the creature's are hidden—an ethereal creature is indistinguishable from an invisible one—but the character notes their locations and can track their movements so long as they remain within the radius. The warrior suffers a +1 initiative penalty on the round when he uses this ability.

This subskill does not reveal disguised creatures in plain sight or the intentions of creatures. For example, a golem posing as a statue is not revealed, nor can the character determine if an NPC is secretly hostile.

Size Up Opponent: With a successful skill check, the warrior can study a single creature each round and determine how dangerous the creature would be in physical combat. It does not give the warrior any indication of a creature's magical abilities, innate spell-like powers, breath weapons, and the like. If a creature's hit points and THAC0 qualify it for more than one category, the DM is free to choose which one the warrior detects.

Low: The creature's hit point total is 20% or less than the warrior's, and its THAC0 is at least 15 points higher.

Moderate: The creature has 21–50% of the warrior's hit points or its THAC0 is at least 10 points higher.

Significant: The creature has 51–70% of the warrior's hit points, and its THAC0 is at least 5 points higher.

Dangerous: The creature has 71–100% of the warrior's hit points, and its THAC0 is less than 5 points higher, but not lower.

Deadly: The creature has more hit points and a lower THAC0 than the warrior.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—sensing an invisible figure where there is none, improperly sizing up an opponent, etc. A false indication has no effect on a back attack.

If the character also has the alertness proficiency, the character receives a +1 bonus to his skill score.

Signature Item

2 slots (6CP), wisdom, warrior 10+, success: 10

A warrior with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate.

The warrior designates a signature item by giving it a name and noting something distinctive about it. If the item has no distinguishing features, the character must hire an

artisan with the appropriate skill—such as a weaponsmith for a sword—to add one. The alteration could be as simple as engraving the item's name somewhere upon its surface or as elaborate as the character desires (and can afford). No skill check is required to designate an item, and as soon as the item is designated, described, and named, the warrior forms an empathic link with it. It is possible to have more than one signature item, but the character must pay the full cost of this skill for each item. If the warrior improves the skill score, the improvement applies to all the character's signature equipment.

A signature item must be something the character has owned for an extended period of time and uses regularly. For example, a warrior cannot designate a friendly wizard's favorite spell book as a signature item. The DM is free to decide how long the character must own the item, but one level's worth of advancement is the usual period. Likewise, the DM must decide what constitutes regular use, but at least once during the majority of the character's adventures is the usual requirement. Only nonconsumable items can be signature items, but rechargeable items qualify.

If a signature item is ever required to roll an item saving throw (see the *Dungeon Master Guide*, Chapter 6), it automatically succeeds so long as the owner is carrying the item and the survives the event. For example, if Tana is subjected to a *fireball* and fails her saving throw vs. spell, all her equipment must save vs. magical fire or be destroyed. Tana's signature sword, *Windsinger*, does not have to roll the item saving throw, it succeeds automatically.

Deliberate actions that lead to item saving throws can destroy a signature item. For example, if Tana uses *Windsinger* as a brace to keep a trap from closing, the sword can break. Likewise, if an attacker deliberately targets a disintegrate spell at *Windsinger*, the sword can also be destroyed. Deliberate actions can destroy a signature item even if the owner is not aware of the danger. For example, if Tana slashes at what she thinks is a giant spider, but the creature is really a rust monster, *Windsinger* could be destroyed.

If the character does not survive the event that caused the item saving throw, the item must make the roll normally. If the item survives the incident and the character is restored to life, the link is automatically reestablished. If the item is destroyed in the same event that killed the warrior, the link is broken.

If a signature item is ever lost or stolen, the link with the item allows the warrior to attempt a skill check once a day to receive a vision of the item's location. If successful, the character receives a visual image of the item's current surroundings and has a vague idea of the location's distance and direction. If the item lies on another plane, the warrior receives a vision of the plane, but can discern no other information unless he actually travels to the plane. If the item is magically hidden, the warrior learns this fact, along with the item's general location. For example, he would know that his signature item is hidden in King Snurre's great hall.

If a signature item is destroyed or irrecoverable, the character can use the link to obtain a replacement. This does not apply if both the signature item and the character were destroyed by the same event. If the signature item was nonmagical, the character need only acquire a similar item and give it the same name as the original. The character forms a link with the new item, which gradually begins to resemble the original until it becomes indistinguishable from the original after about one month.

If the item was magical, the character must obtain an item of quality (see the *Dungeon Master Guide*, Chapter 6) and roll a skill check. If the check succeeds, the link is strong enough to recreate the item. The character loses five times the item's experience point value and the nonmagical item is miraculously infused with an enchantment that exactly matches the original item after about one month. If the character is unwilling to pay the experience cost, the link is broken instead. If a magical item similar to the original item is used instead of an item of quality, its experience value is subtracted from warrior's experience loss. Artifacts cannot be restored in this manner, though the character gains the other benefits of the link.

Voluntarily giving away or not making a reasonable effort to recover a signature item that has been lost or stolen always breaks the link. The DM is the final judge of what constitutes a reasonable effort at recovery.

Warriors can have one signature item from each of the following categories: armor, weapon, shield, and miscellaneous magical item. Each signature item requires the expenditure of the appropriate number of proficiency slots or character points. At the DM's option, pairs of magical items might also qualify as a single signature item, such as the *twin blades of Ra*.

Signature Mount

1 slots (3CP), wisdom, warrior 10+, success: 9

A warrior with this skill forms a special bond with a mount. When they are together, the mount gains considerable protection from attacks that might otherwise kill it.

A signature mount cannot have more than 10 Hit Dice and must have at least four hit points per Hit Die. For example, a heavy war horse has 5+5 hit dice; it cannot become a signature mount unless it has at least 25 hit points. The mount must be tamed and recognize the warrior as its master. If the creature has an Intelligence score of 5 or more, it need not be trained if it willingly serves the warrior. The warrior must name the mount and provide it with something that makes it recognizable. This can be as simple as purchasing a saddle with the mount's name engraved in it or as elaborate as the character can afford.

When the link is established, the mount immediately gains one hit point per level of the character plus an additional hit point each time the warrior gains a level. When the warrior is riding the mount, the mount suffers no damage from area attacks (such as breath weapons and *fireballs*) if the rider successfully saves against the attack. If the rider fails the saving throw but survives the attack, the mount saves for half or no damage, using the rider's saving throw number. The mount also gains the rider's saving throw against effects targeted directly at it (such as *disintegrate* and the cold ray form of *Otiluke's freezing sphere*) as long as the rider is with the mount. Attacks such as power word spells must be potent enough to overcome the rider to have any effect, although they affect only the mount if that is where they are targeted. If the mount is alone, or the rider does not survive the attack, the mount must use its own saving throw number, and it suffers the normal effects from the attack.

If a signature mount is ever killed, the warrior can acquire a new one of the same type and hit points. Each day, the character can attempt a skill check to receive a vision of the new mount. If the check succeeds, the character sees the mount in its current surroundings and knows the approximate direction and distance to the location. If the mount is on another plane, the warrior receives a vision of the plane but can discern no other information unless the character actually travels to the plane. If the mount is magically hidden, the warrior learns this fact, along with the mount's general location. It is up to the character to seek out the replacement mount, but the mount willingly serves the warrior if the character obtains it.

A warrior can have one signature mount for each different type of terrain. For example, the character might have a young adult mercury dragon (airborne), heavy war horse (land), and a giant sea horse (water). Subterranean and desert mounts might also be allowed, at the DM's option. Each signature mount requires the expenditure of the appropriate number of proficiency slots or skill points.

The Paladin

Paladins

At the beginning the modified proficiencies are listed. Later, the new non-weapon-proficiencies are described.

Paladin

Proficiency	# Slots Required	Relevant Ability	Check Modifier
Animal Handling*	1	Wis	–1
Animal Lore*	1	Int	0
Animal Training*	1	Wis	0
Armorer*	2	Int	–2
Brewing*	1	Int	0
Bureaucracy	2	Int	0
Diagnostics	1	Wis	–1
Fishing*	1	Wis	–1
Gaming*	1	Cha	0
Healing*	2	Wis	–2
Hunting*	1	Wis	–1
Jousting	1	Dex	+2
Law	1	Wis	0
Oratory	1	Cha	0
Poetry	1	Int	–2
Riding, Airborne*	2	Wis	–2
Riding, Land*	1	Wis	+3

* These proficiencies have special applications for paladins, explained in the "The Paladin" section.
Bold-faced entries indicate new proficiencies. See chapter “The Paladin”

Clarifications and Modifications

The following information supplements the proficiency descriptions given in Chapter 5 of the *PH*. Whenever a proficiency bonus is indicated, the bonus is added to the normal check modifier. For example, when a paladin receives a +2 bonus for using the animal training proficiency to train his bonded mount, the modifier is increased from the normal 0 to +2.

Animal Handling

1 slot, wisdom -1

As explained in Chapter 2, a paladin can soothe his bonded mount automatically; the Animal Handling proficiency isn't necessary. The proficiency may be used normally to calm other animals of the same species as the bonded mount, as well as other pack animals and beasts of burden.

Animal Lore
1 slot, intelligence
Although this proficiency allows a character to imitate animal sounds, this ability neither helps nor hinders the paladin when summoning his bonded mount.

Animal Training
1 slot, wisdom
A paladin doesn't need the Animal Training proficiency to teach tricks and tasks to his bonded mount. However, if he has this proficiency in the same species as the bonded mount, he earns a +2 bonus to his checks when training the bonded mount. The bonus applies to the bonded mount only, not to other animals of the same species. Should the paladin acquire a different bonded mount, he earns the bonus only if he has the Animal Training proficiency in the same species as the new mount.

Armorer
2 slots, Intelligence -2
This proficiency also allows characters to construct barding for mounts, presuming the availability of materials and facilities. Table 24 gives the time required to make barding for war horses, and mounts of comparable size. For smaller or larger mounts, the DM should adjust the times accordingly. Elephant barding might require an extra week or two; barding for a small mule might take a week less. Subtract two weeks for all types of half barding.

Table 24: Barding Construction Times

Barding Type	AC	Time (weeks)*
Leather, Padded	6	4
Scale, Brigandine, Ring, Studded Leather	5	8
Chain	4	10
Banded, Splint	3	14
Plate	2	16
Field Plate	1	18
Full Plate	0	20

As with character armor, barding may be flawed. After creating the barding, the DM secretly makes a proficiency check. If the check fails but is within 4 of a successful result, the character believes the armor is normal, until in combat it functions as 1 AC worse (flawed chain barding has an effective AC of 5). Flawed armor breaks on a natural roll of 19 or 20 in melee combat; the animal's AC then worsens by 4, though it can't be reduced below AC 10 (if flawed leather barding breaks, it has an effective AC of 9). As long as a mount wears broken armor, its movement rate is halved, and it suffers a –4 penalty to its attack rolls. A character can remove broken armor from a mount in 2-8 (2d4) rounds.

Because barding must be fitted exactly, a set of barding styled for one mount won't work for any other animal, even of the same species.

Brewing
1 slot, Intelligence

A paladin whose ethos forbids partaking of strong drink isn't likely to have this proficiency. A paladin with a more liberal ethos may use this proficiency to prepare drinks for others, even if he declines to partake himself.

Fishing
slot, Wisdom –1
A paladin whose ethos demands reverence for life in all forms should refrain from fishing for recreation. However, he may still fish for food.

Healing
2 slots, Wisdom –2
A paladin's ability to heal by laying on hands (see Chapter 2) operates independently of this proficiency. A paladin with the Healing proficiency may use it instead of or in addition to laying hands on a damaged character. For example, a 2nd-level paladin with the healing proficiency could lay on hands to heal 4 points of damage, then use his healing proficiency to heal an additional 1d3 points.

Hunting
1 slot, Wisdom –1
A paladin whose ethos restricts any type of unnecessary killing will refuse to hunt merely for sport. Unless he has religious or cultural objections to eating meat, he hunts for food. Further, he stalks and kills dangerous animals that pose a threat to himself, his companions, or other innocent people.

Gaming
1 slot, Charisma
A paladin whose ethos includes moral objections to gambling will not engage in games of chance. Using this proficiency to cheat is a serious ethos violation.

Riding, Airborne
(2 slots, Wisdom –2) **and Land-based** (1 slot, Wisdom+3)**:**
When riding his bonded mount, a paladin automatically has all of the benefits of the relevant Riding proficiency; he doesn't need the proficiency itself (see Chapter 3). But if he *has* the Riding proficiency, he gains a +2 bonus when making all associated checks with his mount. For instance, if he has a war horse bonded mount and the Land-based Riding proficiency, he earns a +2 bonus when attempting to vault into the saddle when the mount is moving. If he has a pegasus bonded mount and the Airborne Riding proficiency, he suffers a –2 penalty (instead of –4) when making checks to see if he falls from his saddle after suffering damage. The bonuses apply only when riding the bonded mount. When riding a creature of the same species as the bonded mount, use the normal Riding proficiency rules.

New Proficiencies

All paladins are eligible to acquire these proficiencies, regardless of their character kits, providing they spend the points listed on Table 23. Characters belonging to the Crossover

Groups listed at the end of each description may buy the proficiency at the indicated cost. Groups not listed may buy the proficiency by spending one additional point beyond the listed cost. **All of these are nonweapon proficiencies except Jousting**.

Bureaucracy

2 slots, Intelligence

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 aide 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 documentation 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 misplaces 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. The proficiency is only effective when dealing with organizations of 10 or more members.

Crossover Groups: Priest, Rogue.

Diagnostics

1 slot, Wisdom–1

Both the Healing and Diagnostics proficiencies aid victims of trauma and disease. But while the Healing proficiency can be used to restore lost hit points, Diagnostics is mainly concerned with determining the cause of the damage and the prognosis; Diagnostics alone will *not* heal damage.

With a successful proficiency check, a character becomes aware all of the following information applicable to a particular patient:

• If the patient has suffered physical damage, the character can determine the extent of the damage, though he may not be able to ascertain the exact cause (if a victim was attacked by a tiger, the character will know that the victim was clawed by a large animal, but not necessarily the species). The character can recommend treatments and offer prognoses, as with victims of diseases.

• If the patient has been poisoned, the character knows the antidote (if one exists) and how to prepare it. Note that even if the character knows how to prepare an antidote, he may not have access to the necessary ingredients.

• The character knows the name of the disease, its cause, how long the patient has had it, and the optimum treatment. If the patient is treated as specified, he suffers the mildest form of the disease and its shortest duration. If the patient declines treatment, or the treatment doesn't work, the character can determine the patient's prognosis with reasonable accuracy. ("The patient will recover by the end of the month." "The patient will become permanently blind if not treated within a year.") The character may diagnose both natural and magical diseases.

• When examining a corpse, the character can determine how the victim died and approximately how long it's been dead. If the victim died of unnatural causes, the character will only be able to determine the general circumstances of the death. For example, if an evil wizard incinerated the victim with a *fireball*, a successful diagnostics check might reveal that the victim burned to death very rapidly as a result of some type of magic, but not that it was affected by a *fireball*.

A character with this proficiency may diagnose himself or any other character, or animals, except for supernatural creatures (such as a ghost or skeleton) and creatures from another plane of existence (like a xorn or aerial servant). He may attempt to diagnose an individual or creature only once.

If a character also has the Healing proficiency, he may modify all Diagnostic checks by +1.

Crossover Groups: Priest.

Jousting

1 slot, Dexterity +2

This proficiency includes the combat skills necessary for a successful joust, as well as the manners, behavior, and flair needed to impress an audience. **To take this proficiency, a character must first have a weapon specialization in the jousting lance.**

A character with this proficiency modifies his attack rolls in a jousting match by +2 (see the "Routine Activities" section of Chapter 7 for jousting rules). The use of this proficiency presumes that the character has an adequate lance, shield, and mount.

Should a character win a match, his stylish performance favorably impresses the audience. 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 jouster 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 cancel the bonus.

Crossover Groups: Warrior.

Law

1 slot, Wisdom

A character with this proficiency is thoroughly familiar with the legal system of his homeland (or any other region of his choice). He knows which laws are rigorously enforced (illegal gambling may be tolerated in one region, aggressively prosecuted in another), and routine legal procedures (such as how to file suit against a debtor). Understanding nuances of the law, such as interpreting fine points of a contract, require proficiency checks.

A successful proficiency check also allows the character to conduct a strong defense when he or a companion stands accused of a crime. If the judge is fair-minded and the evidence of the crime is ambiguous, a successful check will sway the verdict in the defendant's favor; either he receives the smallest possible sentence or fine, or is completely vindicated. However, if the evidence clearly calls for a conviction or the judge is corrupt, a successful proficiency check won't help.

A character may spend additional slots to know the legal systems of other regions. Alternately, he may spend slots to acquire expertise in a particular area of the law, such as tax codes or property rights. Expertise assumes a broad understanding of the chosen area, requiring checks only in extreme instances. *(also see the following paragraph "law and paladins")*

Crossover Groups: Warrior, Priest.

Law and Paladins

A paladin with the Law proficiency won't defend anyone he believes to be guilty, including his own companions. Though a paladin won't knowingly break the law, he may take advantage of this proficiency to defend himself if wrongly accused of a crime; a failed defense may result in his conviction.

Oratory

1 slot, Charisma

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. 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 unswayed, 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 towards 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.

Crossover Groups: Warrior, Priest.

Poetry

1 slot, Intelligence –2

A character taking this proficiency specializes in either lyric or narrative poetry. Lyric poetry expresses thoughts and feelings, and includes ballads, sonnets, odes, and hymns. Narrative poetry tells stories in verse, some true, some fictional. A character spending two slots may specialize in both forms.

The proficiency enables the character to judge the quality of poetry in his specialty. He also knows a sizeable repertoire of poems and can recite them with spellbinding skill. No proficiency checks are required for these applications.

The character can also compose poems in his speciality; a successful check means the poem is of exceptional quality. If the character has the Reading/Writing proficiency, he can record his poems. (also see the following paragraph *"Poetry for paladins")*

Crossover Groups: General.

Poetry for Paladins

With permission from the DM, a paladin with the Poetry proficiency may offer a composition to his church (or other designated recipient) instead of a tithe. The paladin must inform the church a month in advance if he intends to offer a composition; either lyric or narrative poetry is acceptable. If the church (that is, the DM) disapproves, the paladin must pay his normal tithe. If the church approves, the paladin may present a composition when his tithe is normally due.

The composition must be presented at the church or to a church official at a pre-arranged location. The paladin then makes a Poetry proficiency check. If the check fails, the composition is deemed unworthy; the normal tithe must be paid immediately. If the check succeeds, the DM determines the value of the composition; the value is equal to 3d20 gp. If the value is greater than or equal to the normal tithe, no tithe is required that month. The paladin doesn't receive any "change" if the value is more than his tithe; the excess value is forfeited.

If the value is less than the tithe, the paladin subtracts the value from the tithe, then pays the difference (if the paladin owes 20 gp and the value of the composition is 15 gp, he must pay 5 gp). A paladin may exercise this option as often as he likes.

Paladins

High-level skills
(level 10+)

Warning: These skills are only available for high level Paladins, Fighters and Rangers!

Paladins

Warning: This section is for warriors only (Fighters, Paladins, Rangers)

Paladins

Skill	Requirement	Base Score	Relevant Ability	Cost NWP /CP
Adaptation	Warrior 10+	9	Intelligence/Reason	2 (6)
All-Around Attack	Warrior 10+	—	—	1 (3)
Bravery	Warrior 10+	4	Wisdom/Willpower	1 (3)
Captivate	Warrior 15+, Bravery	4	Charisma/Appearance	1 (3)
Death Blow	Warrior 15+	—	—	2 (6)
Frighten/Challenge	Warrior 10+, Bravery	4	Charisma/Leadership	1 (3)
Hardiness	Warrior 15+, Bravery	4	Constitution/Fitness	2 (6)
Inner Focus	Warrior 10+	4	Wisdom/Willpower	1 (3)
Sense Danger	Warrior 15+	6	Wisdom/Intuition	2 (6)
Signature Item	Warrior 10+	10	Wisdom/Intuition	2 (6)
Signature Mount	Warrior 10+	9	Wisdom/Intuition	1 (3)

Skills For High-Level Paladins

The following skills are available to **fighters**, **rangers**, and **paladins** who meet the listed requirements.

Adaptation
2 slots (6CP), Intelligence, warrior 10+, success: 9
A character with this skill has a trained mind that quickly analyzes unusual or unfavourable environments and a finely tuned body that can compensate for physical impediments to fighting.

Warriors who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavourable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their

surroundings suffer a –4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavourable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

All-around Attack

1 slots (3CP), no attribute needed, warrior 10+

A warrior with this skill is capable of launching a massive blow that can be extended into a whirlwind physical attack that damages every enemy within reach.

An all-around attack must be announced in a round's player determination step (see the *Player's Handbook*, Chapter 9). In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow. If the damage is sufficient to kill the opponent, the hail of blows from the warrior automatically inflicts damage on every enemy within a 5-foot radius, as decided by the character. Enemies who are larger than the original target, or whose Armor Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armor Classes (after the –4 bonus for *invisibility*) is not better than the original target's.

An all-around attack is a measure of a warrior's skill and can be made with any type of melee weapon that the warrior is proficient with. However, opponents that would normally be immune to the weapon used cannot be harmed in an all-around attack. If the initial attack misses, the all-around attack fails. If the initial attack hits, the target suffers normal from the attack. If the damage inflicted fails to kill the original target, there is no radius effect.

The warrior cannot move or take another action during the round when he attempts an all-around attack. If the *Player's Option: Combat & Tactics* combat system is in use, an all-around attack cannot be used as an attack of opportunity or as part of a heroic fray.

Beyond determining if the initial attack succeeds, the warrior's combat bonuses are not a factor in an all-around attack. The damaged inflicted on creatures within the 5-foot radius varies with the warrior's level as follows:

Warrior Level	**Area Damage**
10–14	1d8
15–19	2d8
20–24	3d8
25–29	4d8
30+	5d8

Bravery

1 slots (3CP), wisdom, warrior 10+, success: 4

Warriors with this skill can harness their own strength of will to resist any fear effect.

When subjected to any form of unnatural fear from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the fear effect is negated—no saving throw is necessary. If the check fails, the warrior still gets a saving throw if one is normally allowed. Paladins with this skill can use it against turning attempts by evil priests.

This skill is a prerequisite for the captivate, frighten/challenge, and invulnerability skills. Each time one of these skills is used, the character's base bravery score is reduced by two for the rest of the day. Once the warrior's base bravery score falls to zero, the character cannot use bravery or any of the other three skills for the rest of the day.

Captivate

1 slots (3CP), charisma, warrior 15+, prerequities: bravery, success: 4

Warriors with this skill have developed a strong personal presence that is attractive to members of their own races.

Even without a skill roll, children, members of the opposite sex, and other warriors tend to be friendly toward the character provided they are of the same race and their alignments are similar to that of the character. For purposes of this skill, alignments are similar when they share one common element: law, neutrality, chaos, good, or evil.

Friendly nonplayer characters tend to pay attention to the warrior and view what the warrior says or does in a favourable light as long as it is not obviously harmful or contrary to local customs. With a minimum of encouragement, a friendly NPC gives the warrior information, performs simple errands, makes introductions, and so on. The warrior is a celebrity in the friendly character's eyes.

The warrior can attempt a skill roll to make a suggestion (as the 3rd-level wizard spell) to a friendly NPC if the warrior can speak to the person privately for a few minutes. The NPC automatically obeys the suggestion if it does not involve risk, loss, or potential embarrassment; otherwise, a save vs. spell applies. If the warrior gives the NPC an appropriate gift of modest value or does a useful favor, the saving throw is made at a –4 penalty. If the saving throw succeeds, the NPC tries to flee from the warrior's presence. Each attempt to plant a *suggestion* reduces the warrior's base bravery score by two. Once the base bravery score falls to zero, the warrior's captivate skill is lost for the day.

Creatures with 8 or more Hit Dice/levels are immune to this skill's effects. Any hostile act or threat by the warrior—including a failed suggestion—breaks this skill's effects.

If the warrior spends an extended period of time (a few hours or more) in personal contact with a single NPC who is susceptible to this skill, the DM can secretly roll a skill check. If the check succeeds, the NPC forms an attachment to the character and acts upon the attachment in some way. More often than not, these attachments prove to be troublesome to the character. A few suggestions are listed below:

Stows away in the PC's baggage.
Offers to serve the warrior.
Brags about relationship with hero.
Undertakes a dangerous task on the PC's behalf.
Unfavorably compares a powerful local figure—perhaps a deity—with the character.
Steals a trinket or minor item from the hero.
Seeks marriage with (or adoption by) the PC.
Claims to be the warrior's spouse or offspring.
Presents PC with an apparently useless gift.

Death Blow
2 slots (6CP), no attribute needed, warrior 15+
This skill allows warriors to strike deadly blows that can fell an opponent in a single stroke.

A death blow must be announced in a round's player determination step. In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow and must save vs. death magic or be slain immediately. The opponent's defensive bonuses from protective devices (such as magical armor and *rings of protection*) always apply to the saving throw. If the DM wishes, the optional saving throw modifiers from Table 36 or from Table 38 can be used as well.

Opponents with more Hit Dice/levels than the warrior are immune to the effect. Creatures that would not normally be vulnerable to damage from the weapon the warrior is using in the attack also are immune.

When a warrior attempts a death blow, that is the only attack a warrior can make during the round. Attacks of opportunity (see *Combat & Tactics*, Chapter 1) are allowed, however, and a warrior can combine a death blow with an all-around attack. Only the initial target of the all-around attack is subject to the instant death effect, but this might allow the all-around attack to succeed when it otherwise might not.

Frighten/Challenge
1 slots (3CP), charisma, warrior 10+, prerequisite: bravery, success: 4
Warriors with this skill can turn their personal energies outward, producing an aura of fright that forces fairly weak creatures to flee. This skill also allows warriors to issue challenges that draw powerful creatures into personal combat.

To create an aura of fright, the warrior must shout and charge a group of creatures of 4 Hit Dice/levels or less. The creatures must be able to see and hear the warrior to be affected. The warrior makes a skill roll, and, if it succeeds, the creatures scatter, fleeing for as long as the character pursues them. The creatures flee for 1d10 additional rounds after pursuit ends.

Undead and creatures with no morale scores, such as conjured or summoned creatures under the control of a spellcaster, are not affected. Creatures gain a saving throw vs. spell if they are within 30 feet of a friendly creature that is immune to the aura. A cloak of bravery spell negates the effect.

If the skill roll is a 20, the affected creatures attack the warrior instead. If the warrior flees, the creatures pursue as long as they can see him. If the warrior attacks, the creatures automatically pass any morale checks they might be required to make for the next 1d10 rounds.

To issue a ***challenge***, the warrior must be able to speak to the target creature, which must have least 10 Hit Dice or levels. The creature must be close enough to see the warrior (about 100 yards if the light and visibility are good) and be able to understand what the warrior says. The skill check is an opposed roll using the warrior's Charisma/Leadership score and the target's Wisdom/Willpower score. If the character wins the opposed roll, the affected creature must immediately advance and engage the warrior in physical combat unless restrained by another creature (restraint breaks the compulsion to attack, but keeps the creatures involved occupied for a full round). Creatures that are unwilling to fight can attempt to save vs. spell each round to break off the fight, otherwise, they engage in melee combat with the warrior. The affected creature can employ spells or missile weapons if it wishes, but it must close to melee range before doing so.

If the target creature has no Wisdom/Willpower score. use Table 10 (page 59) to generate one or use the creature's Intelligence rating. The circumstances surrounding the challenge can alter the opposed die roll as follows:

–6 to the skill score if the player makes no attempt to role-play the challenge. For example, the player says "I challenge the dragon."

–4 to the skill score if the player makes only a feeble attempt to role-play the challenge. "Why don't you stop flying around and just fight you stupid dragon?"

+1 to the opponent's Wisdom/Willpower score for every companion accompanying the warrior.

+1 to the opponent's Wisdom/Willpower score if it has suffered any damage, and an additional +1 for every 10% of its original hit points it has lost.

+10 to the opponent's Wisdom/Willpower score if the creature has weak combat powers (THAC0 14 or higher, Armor Class 2 or worse, no physical attack that inflicts more than 6 hit points of damage).

Any roll of 20 is a failure, regardless of the modified score. If both the warrior and the opponent fail their ability checks, the warrior issuing the challenge suffers a loss of confidence and must retreat into cover—or move away from the target at top speed for a full round if no cover is available. The warrior stays away for 1d4 rounds. The bravery skill can be used to avoid this mandatory retreat.

The warrior is free to move and attack normally during the round when the skill roll or ability check is made. Each use of either form of this skill lowers the warrior's bravery skill by one for the rest of the day (each attempt depletes the warriors inner strength slightly) . This skill cannot be used once the bravery skill falls to zero.

A fighter can use his intimidation gaze while issuing a challenge, but only if the opponent is within range when the challenge is issued.

Hardiness

2 slots (6CP), constitution, warrior 15+, prerequisite: bravery, success: 4

Warriors with this skill can use their inner strength to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows warriors to recover from such attacks without additional aid.

When subjected to a harmful special effect from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the warrior suffers the effect normally. If the effect allows a saving throw, the warrior rolls the save before checking this skill.

Warrior Level	**Delay**
15–19	5 Rounds
20–24	10 Rounds
25–29	15 Rounds
30	20 Rounds

Hardiness does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. Nor does this skill protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the warrior suffers no harm from the effect until the delay ends, but he is aware of what the effect is. If the warrior receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

For example, a 17th-level fighter with 34 hit points left (from a total of 115) is battling a wizard who casts power word kill on him. After making his hardiness skill roll, he delays the effects of the spell for five rounds. Two rounds later, after killing the wizard, the party priest casts heal on him. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If the priest had not healed him, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the warrior must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

Injury	**Recovery Time**
Minor	1 Day
Severe	1 Week
Extreme	1 Month

***Minor**:* These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness*, *color spray* (most of the time), *contagion*, and *holy word* are examples of minor effects.

***Severe**:* Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person, phantasmal killer, polymorph other, power word kill*, and *power word stun.*

***Extreme**:* Includes effects that wrench the character's very being, such as energy drains (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell age creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our fighter from the above example had decided to sleep off the effects of the *power word kill,* he would have been unconscious for a week. The player rolls the character's system shock roll (17 Constitution) and rolls 98%—1% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For

example, a character who was drained by a vampire and paralyzed by a lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically. For instance, the fighter sleeping off the effects of the *power word kill* spell from the previous example would recover after receiving healing sufficient to raise his hit points above 60.

Heroic Effort: As a last-ditch effort to continue a battle, a fighter can use the hardiness skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a warrior who makes a successful hardiness check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the warrior is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a warrior struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the warrior's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the hardiness skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a warrior to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the hardiness skill lowers the warrior's base bravery score by two for the rest of the day. The skill is ineffective if the character's base bravery score has been reduced to zero or less.

Inner Focus

1 slots (3CP), wisdom, warrior 10+, success: 4

Warriors with this skill can marshal their personal energies to provide a temporary bonus to their Strength, Dexterity, or Constitution scores.

By concentrating for one round and making a successful skill check, the warrior can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. Reductions lower scores by two full points; an extraordinary Strength score (18/01–18/00) is reduced to 16. The warrior can end the boost—and restore the values of the other scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills*

& Powers is in play, both subabilities in the increased ability score are raised to the same value.

Warrior Level	Improved Score
10–14	18 (18/00)
15–19	19
20–24	20
25–29	21
30+	22

The warrior can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two. The skill cannot be used once the base score falls to zero or less.

Bonuses are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a warrior who chooses to increase Constitution immediately gains bonus hit points but loses them again when the character's Constitution score returns to normal. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Sense Danger

2 slots (6CP), wisdom, warrior 15+, success: 6

This skill allows warriors to discover threats that are not obvious to less perceptive characters.

The sense danger skill is actually five different subskills, as outlined below. The number of subskills the warrior knows depends on the character's level: one subskill at 15th–19th level, two at 20th–24th level, three at 25th–29th level, and four subskills at 30th level or higher. If the character purchases this skill twice, the warrior gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the warrior the ability to detect danger in a different form:

Ambushes: The warrior can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The warrior can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful check reveals approximately how many creatures are hiding in the area and their approximate size.

Attack Readiness: With a successful skill check, the warrior can tell if a creature is prepared to attack. The skill does not tell the anything about the other being's actual intentions, just its readiness for combat. For example, a creature that is prepared for combat might attack soon, or it might simply be ready to respond to a hostile action. In one round, the warrior can determine the battle-readiness of every being in a 30-foot cube.

The warrior can also study a single creature to determine if it has any concealed weapons. A successful check reveals any hidden weapons (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the warrior to determine what its attack modes are (claws, teeth, etc.).

When the warrior detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the weapon.

Note that the warrior must be aware of the creature before checking for concealed weapons. The warrior cannot detect weapons hidden by illusions or other magical means.

Back Attacks: When an enemy launches an attack at the warrior from the rear, the character can attempt a skill check to detect the assault. Success negates any chance for surprise and all special bonuses the attacker might gain from a rear attack, including a thief's backstab bonuses. A successful check allows the warrior to apply defensive bonuses from a high Dexterity/Balance score, even if the character does not turn to meet the attack. Shield bonuses are not applicable unless the character turns around. Unlike the barbarian's back protection ability (see *The Complete Barbarian's Handbook*, Chapter 1), this skill does not allow the warrior to make a free counterattack.

Hidden Enemies: The warrior has a sixth sense about hidden enemies in the immediate vicinity. Once a round, the character can make a skill check. If successful, the warrior learns the location of all invisible, ethereal, astral, out of phase, or hidden creatures within a 30-foot radius. The character does not know how the creature's are hidden—an ethereal creature is indistinguishable from an invisible one—but the character notes their locations and can track their movements so long as they remain within the radius. The warrior suffers a +1 initiative penalty on the round when he uses this ability.

This subskill does not reveal disguised creatures in plain sight or the intentions of creatures. For example, a golem posing as a statue is not revealed, nor can the character determine if an NPC is secretly hostile.

Size Up Opponent: With a successful skill check, the warrior can study a single creature each round and determine how dangerous the creature would be in physical combat. It does not give the warrior any indication of a creature's magical abilities, innate spell-like powers, breath weapons, and the like. If a creature's hit points and THAC0 qualify it for more than one category, the DM is free to choose which one the warrior detects.

Low: The creature's hit point total is 20% or less than the warrior's, and its THAC0 is at least 15 points higher.

Moderate: The creature has 21–50% of the warrior's hit points or its THAC0 is at least 10 points higher.

Significant: The creature has 51–70% of the warrior's hit points, and its THAC0 is at least 5 points higher.

Dangerous: The creature has 71–100% of the warrior's hit points, and its THAC0 is less than 5 points higher, but not lower.

Deadly: The creature has more hit points and a lower THAC0 than the warrior.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—sensing an invisible figure where there is none, improperly sizing up an opponent, etc. A false indication has no effect on a back attack.

If the character also has the alertness proficiency, the character receives a +1 bonus to his skill score.

Signature Item

2 slots (6CP), wisdom, warrior 10+, success: 10

A warrior with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate.

The warrior designates a signature item by giving it a name and noting something distinctive about it. If the item has no distinguishing features, the character must hire an

artisan with the appropriate skill—such as a weaponsmith for a sword—to add one. The alteration could be as simple as engraving the item's name somewhere upon its surface or as elaborate as the character desires (and can afford). No skill check is required to designate an item, and as soon as the item is designated, described, and named, the warrior forms an empathic link with it. It is possible to have more than one signature item, but the character must pay the full cost of this skill for each item. If the warrior improves the skill score, the improvement applies to all the character's signature equipment.

A signature item must be something the character has owned for an extended period of time and uses regularly. For example, a warrior cannot designate a friendly wizard's favorite spell book as a signature item. The DM is free to decide how long the character must own the item, but one level's worth of advancement is the usual period. Likewise, the DM must decide what constitutes regular use, but at least once during the majority of the character's adventures is the usual requirement. Only nonconsumable items can be signature items, but rechargeable items qualify.

If a signature item is ever required to roll an item saving throw (see the *Dungeon Master Guide*, Chapter 6), it automatically succeeds so long as the owner is carrying the item and the survives the event. For example, if Tana is subjected to a *fireball* and fails her saving throw vs. spell, all her equipment must save vs. magical fire or be destroyed. Tana's signature sword, *Windsinger*, does not have to roll the item saving throw, it succeeds automatically.

Deliberate actions that lead to item saving throws can destroy a signature item. For example, if Tana uses *Windsinger* as a brace to keep a trap from closing, the sword can break. Likewise, if an attacker deliberately targets a disintegrate spell at *Windsinger*, the sword can also be destroyed. Deliberate actions can destroy a signature item even if the owner is not aware of the danger. For example, if Tana slashes at what she thinks is a giant spider, but the creature is really a rust monster, *Windsinger* could be destroyed.

If the character does not survive the event that caused the item saving throw, the item must make the roll normally. If the item survives the incident and the character is restored to life, the link is automatically reestablished. If the item is destroyed in the same event that killed the warrior, the link is broken.

If a signature item is ever lost or stolen, the link with the item allows the warrior to attempt a skill check once a day to receive a vision of the item's location. If successful, the character receives a visual image of the item's current surroundings and has a vague idea of the location's distance and direction. If the item lies on another plane, the warrior receives a vision of the plane, but can discern no other information unless he actually travels to the plane. If the item is magically hidden, the warrior learns this fact, along with the item's general location. For example, he would know that his signature item is hidden in King Snurre's great hall.

If a signature item is destroyed or irrecoverable, the character can use the link to obtain a replacement. This does not apply if both the signature item and the character were destroyed by the same event. If the signature item was nonmagical, the character need only acquire a similar item and give it the same name as the original. The character forms a link with the new item, which gradually begins to resemble the original until it becomes indistinguishable from the original after about one month.

If the item was magical, the character must obtain an item of quality (see the *Dungeon Master Guide*, Chapter 6) and roll a skill check. If the check succeeds, the link is strong enough to recreate the item. The character loses five times the item's experience point value and the nonmagical item is miraculously infused with an enchantment that exactly matches the original item after about one month. If the character is unwilling to pay the experience cost, the link is broken instead. If a magical item similar to the original item is used instead of an item of quality, its experience value is subtracted from warrior's experience loss. Artifacts cannot be restored in this manner, though the character gains the other benefits of the link.

Voluntarily giving away or not making a reasonable effort to recover a signature item that has been lost or stolen always breaks the link. The DM is the final judge of what constitutes a reasonable effort at recovery.

Warriors can have one signature item from each of the following categories: armor, weapon, shield, and miscellaneous magical item. Each signature item requires the expenditure of the appropriate number of proficiency slots or character points. At the DM's option, pairs of magical items might also qualify as a single signature item, such as the *twin blades of Ra*.

Signature Mount

1 slots (3CP), wisdom, warrior 10+, success: 9

A warrior with this skill forms a special bond with a mount. When they are together, the mount gains considerable protection from attacks that might otherwise kill it.

A signature mount cannot have more than 10 Hit Dice and must have at least four hit points per Hit Die. For example, a heavy war horse has 5+5 hit dice; it cannot become a signature mount unless it has at least 25 hit points. The mount must be tamed and recognize the warrior as its master. If the creature has an Intelligence score of 5 or more, it need not be trained if it willingly serves the warrior. The warrior must name the mount and provide it with something that makes it recognizable. This can be as simple as purchasing a saddle with the mount's name engraved in it or as elaborate as the character can afford.

When the link is established, the mount immediately gains one hit point per level of the character plus an additional hit point each time the warrior gains a level. When the warrior is riding the mount, the mount suffers no damage from area attacks (such as breath weapons and *fireballs*) if the rider successfully saves against the attack. If the rider fails the saving throw but survives the attack, the mount saves for half or no damage, using the rider's saving throw number. The mount also gains the rider's saving throw against effects targeted directly at it (such as *disintegrate* and the cold ray form of *Otiluke's freezing sphere*) as long as the rider is with the mount. Attacks such as power word spells must be potent enough to overcome the rider to have any effect, although they affect only the mount if that is where they are targeted. If the mount is alone, or the rider does not survive the attack, the mount must use its own saving throw number, and it suffers the normal effects from the attack.

If a signature mount is ever killed, the warrior can acquire a new one of the same type and hit points. Each day, the character can attempt a skill check to receive a vision of the new mount. If the check succeeds, the character sees the mount in its current surroundings and knows the approximate direction and distance to the location. If the mount is on another plane, the warrior receives a vision of the plane but can discern no other information unless the character actually travels to the plane. If the mount is magically hidden, the warrior learns this fact, along with the mount's general location. It is up to the character to seek out the replacement mount, but the mount willingly serves the warrior if the character obtains it.

A warrior can have one signature mount for each different type of terrain. For example, the character might have a young adult mercury dragon (airborne), heavy war horse (land), and a giant sea horse (water). Subterranean and desert mounts might also be allowed, at the DM's option. Each signature mount requires the expenditure of the appropriate number of proficiency slots or skill points.

The Priest

Priests

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Administration (PlO:S&M)	**1**	**Intelligence**	**+1**	**3/9/Intelligence**
Alms (PlO:S&M)	**1**	**Charisma**	**0**	**3/8/Charisma**
Ancient History	1	Intelligence	-1	3/6/Wis,Intuit./Int,Knowl.
Astrology	2	Intelligence	0	3/5/Wis,Intuit./Int,Knowl.
Bookbinding (PlO:S&M)	**1**	**Intelligence**	**0**	**3/8/ Intelligence**
Bureaucracy (TcPaH)	**2**	**Intelligence**	**0**	**5/8/Intelligence**
Ceremony (PlO:S&M)	**1**	**Wisdom**	**0**	**3/7/Wisdom**
Diagnostics (TcPaH)	**1**	**Wisdom**	**–1**	*none given*
Diplomacy (PlO:S&M)	**1**	**Charisma**	**-1**	**3/6/Charisma**
Engineering	2	Intelligence	-3	*none given*
Healing	2	Wisdom	-2	4/5Wis,Intuit./Cha,Leaders.
Herbalism	2	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
Investigation **(PlO: S&M)**	**1**	**Intelligence**	**-2**	**4/6/Intelligence**
Iron Will (DMO:C&T)	**2**	**Wisdom/Willpower**	**–2**	**6/3/Warrior, Priest**
Languages, Ancient	1	Intelligence	0	4/5/Intelligence,Knowl.
Law (TcPaH)	**1**	**Wisdom**	**0**	3/7/Intelligence
Local History	1	Charisma	0	2/8/Int,Knowl./Cha/Appear.
Musical Instrument	1	Dexterity	-1	2/7/Charisma,Leadership
Navigation	1	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
Observation (PlO: S&M)	**1**	**Intelligence**	**0**	**3/7/Intelligence**
Omen Reading (PlO: S&M)	**1**	**Wisdom**	**-2**	**3/5/Wisdom**
Oratory (TcPaH)	**1**	**Charisma**	**-1**	**3/7/Charisma**
Papermaking (PlO: S&M)	**1**	**Intelligence**	**0**	**2/8/Intelligence**
Persuasion (PlO: S&M)	**1**	**Charisma**	**-2**	**3/5/Charisma**
Reading/Writing	1	Intelligence	+1	2/8/Intelligence,Knowledge
Religion	1	Wisdom	0	2/6/Wisdom,Intuition
Sage Knowledge (PlO: S&M)	**1**	**Intelligence**	**-2**	**4/5/ Intelligence**
Scribe (PlO: S&M)	**1**	**Dexterity**	**+1**	**2/7/Dexterity**
Spellcraft	1	Intelligence	-2	3/7/Intelligence,Reason
Undead Lore (PlO:S&M)	**1**	**Intelligence**	**-1**	**3/6/Intelligence**
Veterinary Healing (TcRaH)	**1**	**Wisdom**	**-3**	*none given*

Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See classes chapters

Normal skills can be found in the General section of this manual. Here you find the special nonweapon proficiencies of the priest class and subclasses (priest, druid, monk).

Nonweapon and Weapon Proficiencies (TcPrH)

Various priesthoods will require priests to know certain skills (nonweapon proficiencies) and be able to wield certain weapons (weapon proficiencies). For example, a priest of the god of

Agriculture must know the Agriculture proficiency, while a priest of the god of Fire must know Fire-Building.
Every priesthood should require one nonweapon proficiency of its priests and priestesses; it's a sign of their devotion. It's permissible, but not recommended, for them to require more than one.
A priesthood *may* require one or more weapon proficiencies of its priests and priestesses, but we don't recommend this for most priesthoods. Many faiths allow their priests so few weapon choices anyway that it's pointless to *require* they be taken. An exception is when a god is noted for wielding a specific weapon; for instance, it's quite reasonable to require Weapon Proficiency in War-Hammer for priests of the god Thor, whose principal weapon and symbol was the hammer.

Administration
(PlO:S&M) **1 slot, CP 3, Initial Rating 9, Intelligence +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.

Alms
(PlO:S&M) **1 slot, CP 3, Initial Rating 8, Charisma**
Some orders of priests rely on the charity of others for their support and livelihood. A character with this proficiency is able to find food, shelter, and clothing in return for the benefit of his wisdom and a blessing or two for his hosts. The quality of the charity the priest finds may vary widely, depending on the wealth of his prospective hosts, their piety and their recognition of his deity, and the way the priest presents himself. Generally, if there’s shelter to be had, the priest can make use of it, but obtaining food or clothing for his companions may require a nonweapon proficiency check at the DM’s discretion.

Bookbinding
(PlO:S&M) **1 slot, CP 3, Initial Rating 8, Intelligence**
A wizard 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 50 gp per page for a standard spell book, or 100 gp 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.

Bureaucracy
(TcPaH) **2 slots, Intelligence**

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 aide 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 documentation 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 misplaces 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. The proficiency is only effective when dealing with organizations of 10 or more members.

Crossover Groups: Priest, Rogue.

Bureaucracy
(TcPaH**), 2 slots, CP 5, Initial Rating 8, Intelligence**

This proficiency encompasses a working knowledge of temple or government organization and protocol, and the skills necessary to navigate through bureaucracies. The character knows which officials to approach and when to approach them, where records are kept and how to gain access to them, and how to circumvent unfriendly or sluggish bureaucrats. Unless there are extenuating circumstances, the character can get permits or documents completed in half the normal time.

In addition to these skills, the character can attempt to turn the system against someone else. With a successful proficiency check, the amount of time required to make a decision doubles—permits are misplaced or filled out incorrectly, or important documents are held up on the wrong desk. For example, a character could keep a shady wizard from gaining permission to build a tower in the town, or he might obstruct a thief’s request for bond or parole.

Ceremony
(PlO:S&M) **1 slot, CP3, Initial Rating 7, Wisdom**

A priest with this proficiency is well-versed in the various rites, observances, and ceremonies of his temple. 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, namings, and funerals, and the priest can perform these services appropriately.

Diplomacy: 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 shouldn't use this ability as a substitute for good role-playing by the players.

Diagnostics

(TcPaH) 1 slot, Wisdom–1

Both the Healing and Diagnostics proficiencies aid victims of trauma and disease. But while the Healing proficiency can be used to restore lost hit points, Diagnostics is mainly concerned with determining the cause of the damage and the prognosis; Diagnostics alone will *not* heal damage.

With a successful proficiency check, a character becomes aware all of the following information applicable to a particular patient:

• If the patient has suffered physical damage, the character can determine the extent of the damage, though he may not be able to ascertain the exact cause (if a victim was attacked by a tiger, the character will know that the victim was clawed by a large animal, but not necessarily the species). The character can recommend treatments and offer prognoses, as with victims of diseases.

• If the patient has been poisoned, the character knows the antidote (if one exists) and how to prepare it. Note that even if the character knows how to prepare an antidote, he may not have access to the necessary ingredients.

• The character knows the name of the disease, its cause, how long the patient has had it, and the optimum treatment. If the patient is treated as specified, he suffers the mildest form of the disease and its shortest duration. If the patient declines treatment, or the treatment doesn't work, the character can determine the patient's prognosis with reasonable accuracy. ("The patient will recover by the end of the month." "The patient will become permanently blind if not treated within a year.") The character may diagnose both natural and magical diseases.

• When examining a corpse, the character can determine how the victim died and approximately how long it's been dead. If the victim died of unnatural causes, the character will only be able to determine the general circumstances of the death. For example, if an evil wizard incinerated the victim with a *fireball*, a successful diagnostics check might reveal that the victim burned to death very rapidly as a result of some type of magic, but not that it was affected by a *fireball*.

A character with this proficiency may diagnose himself or any other character, or animals, except for supernatural creatures (such as a ghost or skeleton) and creatures from another plane of existence (like a xorn or aerial servant). He may attempt to diagnose an individual or creature only once.

If a character also has the Healing proficiency, he may modify all Diagnostic checks by +1.

Crossover Groups: Priest.

Investigation
(PlO: S&M) **1slot, CP4, Initial Rating 6, Intelligence -2**
This is the art of discovering the truth through careful examination of a problem or situation. A character with this skill is familiar with the process of interviewing or interrogating witnesses, searching scenes for clues or information, and the general execution of a logical and thorough investigation. Priests who are associated with the local government may be called upon to solve common crimes against the state, while other priests may be inquisitors or theological investigators.

The DM may allow the PC to attempt a proficiency check when the player is missing an obvious line of inquiry or step of deductive reasoning, although this should be a rare use of this ability. An investigation proficiency check can also be used to discover clues at the scene of a crime or to extract information from a witness or suspect.

Law
(TcPaH) 1 slot, Wisdom

A character with this proficiency is thoroughly familiar with the legal system of his homeland (or any other region of his choice). He knows which laws are rigorously enforced (illegal gambling may be tolerated in one region, aggressively prosecuted in another), and routine legal procedures (such as how to file suit against a debtor). Understanding nuances of the law, such as interpreting fine points of a contract, require proficiency checks.

A successful proficiency check also allows the character to conduct a strong defense when he or a companion stands accused of a crime. If the judge is fair-minded and the evidence of the crime is ambiguous, a successful check will sway the verdict in the defendant's favor; either he receives the smallest possible sentence or fine, or is completely vindicated. However, if the evidence clearly calls for a conviction or the judge is corrupt, a successful proficiency check won't help.

A character may spend additional slots to know the legal systems of other regions. Alternately, he may spend slots to acquire expertise in a particular area of the law, such as tax codes or property rights. Expertise assumes a broad understanding of the chosen area, requiring checks only in extreme instances.
Crossover Groups: Warrior, Priest.

(Please the following about "law" from the Players Option Spells & Magic; also see the paragraph "law and paladins" in the paladin chapter, if you´re playing a paladin)

Law
(PlO:S&M) **1 slot, CP 3, Initial Rating 7, Wisdom**
A character with this proficiency is thoroughly familiar with the legal system of his homeland and is skilled in representing cases before judges, officers, nobles, and magistrates. This is a working knowledge of the law, as opposed to the theoretical knowledge of the sage area of study. With a successful proficiency check, the character can build a strong defense for a person accused of a crime; if the judge or jury are fair-minded and honest, he stands an excellent chance of winning his client's case. Of course, corrupt or intimidated officials can still deliver unjust verdicts despite the character's best efforts.

Observation
(PlO: S&M) **1 slot, CP 3, Initial Rating 7, Intelligence**

Characters with this proficiency have cultivated exceptional powers of observation. The DM may ask for a proficiency check anytime there is something subtly wrong or unusual in the character's environment. For example, the character may note the fact that the tools of a potter's shop are caked with a different kind of clay than that present in the workshop, or he might notice telltale marks of traffic that indicate the presence of a secret door. The DM shouldn't let this become a substitute for alertness and good thinking on the part of the player; if he's picking up more than one or two clues a game session with this proficiency, it's probably too many.

Omen Reading

(PlO: S&M) **1 slot, CP 3, Initial Rating 5, Wisdom -2**

There are hundreds of myths and superstitions about the art of divination, or predicting the future through the reading of signs or indications. A character with this proficiency is skilled in a form of divination and knows the proper ceremonies and observances to use in order to obtain a valid reading. He is also familiar with the various messages or indications that characterize a form of divination. Omen readers use dozens of different methods for their auguries, including astrology, numerology, reading palms, examining animal entrails, casting bones, dice, or runes, and burning incense to observe the smoke, just to name a few. The exact nature of the character's expertise is up to the player.

To use this proficiency, the omen reader phrases a general question about a course of action, such as "Is this a good day to start our journey?," "Should we try to track the orcs to their lair, or wait for their next raid?," or "When will the dragon return?" The DM then makes a proficiency check in secret; if the character fails, the DM can tell him that the signs were inconclusive, or make up a false answer for a spectacular failure (a natural 20 on the check, for instance). If the omen reader succeeds, the DM can give the character a vague answer based on his assessment of the situation. An omen is usually good, bad, or inconclusive, although an answer of "a day or two" or "proceed, but with caution" is acceptable as well. Omens aren't guaranteed; if a party ignores a bad omen, they might succeed in their task anyway. An omen is nothing more than the DM's best guess about a course of action.

Performing the ceremony of reading an omen requires an hour or more. Special tools or supplies, such as runesticks, may be necessary depending on the character's favored form of omen reading. Some superstitious or primitive cultures may place a great deal of weight on omen reading, and a skilled diviner may be held in high regard by these people.

Oratory

(TcPaH) **1 slot, Charisma**

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. 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 unswayed, 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 towards 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.

Crossover Groups: Warrior, Priest.

(Please also read the following from the Players Option Spells & Magic)

Oratory

(PlO:S&M) **1 slot, CP 3, Initial Rating 7, Charisma**

This is the power to move other people with words and emotion. By captivating an audience, the priest can convince them of the rightness of his words through force of will and dramatic speaking. Priests with this skill can attempt to proselytize (seek converts) among small audiences by proclaiming the glories of their faith and the dangers of nonbelief, but the character must pass his check by a margin of four or more to win any long-lasting converts to the faith. A convert will listen to the priest’s suggestions or ideas, but won’t necessarily become a follower or hireling of the character.

The DM can decide how any group of listeners is likely to be affected by the priest’s exhortations. If they’re inclined to be hostile or are preparing to attack the priest, there’s very little he can say to change their minds. However, if the priest passes a proficiency check, he may be able to modify an encounter reaction check by one category—hostile to indifferent, or indifferent to friendly, for example. Optionally, he may be able to encourage the crowd to take a specific action that they’re inclined to perform anyway. If an angry crowd wants to see an important prisoner freed because it’s rumored he was convicted wrongly, a priest with oratory may be able to push them into storming the jail or convince them to give up and go home. If the player presents an especially moving argument or speech, the proficiency check is made with a +1 to +4 bonus.

Papermaking
(PlO: S&M) **1 slot, CP 2, Initial Rating 8, Intelligence**

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 100 gp per page, and a standard spell book costs 50 gp per page. If the wizard also knows the bookbinding nonweapon proficiency and binds the volume himself, the cost of the spell book is reduced by 75% altogether.

Persuasion
(PlO: S&M) **1 slot, CP 3, Initial Rating 5, Charisma -2**

Unlike oratory, which relies on emotion and rhetoric, the art of persuasion is built around intelligent arguments and personal charm. A character with this proficiency is able to present especially cogent arguments and explanations in conversation with an individual or small group. With a successful proficiency check, he can convince them to take moderate actions they may be considering already; for example, he may convince city guards to leave without making arrests if a brawl's already finished by the time they get there, or he may convince a court official that he needs an audience with the king. If the player's thoughts and arguments are particularly eloquent and acute, the proficiency check is made with a +1 to +4 bonus.

Sage Knowledge
(PlO: S&M) **1 slot, CP 4, Initial Rating 5, Intelligence -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 or 5 character points) 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 (or 2 CPs), 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 include:

Alchemy: This is the study of magical chemistry, especially as it applies to elemental transmutations and potions, oils, and magical compounds or solvents. Unlike the proficiency of alchemy, the sage knowledge of alchemy concentrates on theories and principals, not on the practical day-to-day manufacture of specific compounds and substances. An alchemist specialist wizard or a character with the alchemy proficiency gains a +2 bonus to his proficiency rating in this area of sage knowledge.

Architecture: This is the study of the development, theories and styles of architecture. (The architecture proficiency, on the other hand, represents the practical execution of workable building plans.) A sage with this field of study can attempt to identify the age, origins, and general purpose of ruined buildings or structures.

Art: The sage is familiar with the great works of the past as well as the works of the best contemporary artists. If he specializes in one particular art form (sculpture, paintings, ornamental pottery, etc.) he is able to identify works of the masters, spot fakes, and appraise pieces for sale value.

Astrology: This is the history and theoretical background of astrology, not the actual art of prediction. Someone with the astrology proficiency knows that Planet X passing in front of Constellation Y means trouble, but a sage knows why that's a sign of ill fortune. In addition, the sage has the ability to perform historical astrology by working backwards to determine the stars' and planet's alignments for thousands of years in the past. An expert in this field may be familiar with the constellations and beliefs of vanished or dead cultures.

Astronomy: For the astrologer, planets and constellations are representations of greater powers. The astronomer, on the other hand, assigns no characteristics or indications to these heavenly bodies, and instead concentrates on studying their movements in the skies. He can predict eclipses, anticipate the return of comets or meteor showers, and answer questions about the locations or predicted locations of various planets or other bodies in the skies.

Botany: This is the study of plants, ranging from simple cataloguing and observation to detailed studies of life-cycles and ecologies. Areas of specialization include simple plants, water plants, grasses and brush, flowering plants, domesticated plants, plant diseases, and ecological systems such as rain forest, tundra, prairie, etc.

Cartography: Cartography is the art of map-making. A sage who specializes in this field knows where to find maps for any given region or area, knows how to interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps.

Chemistry: While alchemy focuses on the study of magical substances, chemistry concentrates on the study of the properties of mundane substances. Note that a character with the alchemy proficiency is assumed to use a fair amount of mundane chemistry to produce acids, solvents, and pyrotechnic substances.

Cryptography: This is the study of codes, ciphers, and puzzles. A sage with skill in cryptography can attempt to break codes or solve written puzzles with time and study.

Engineering: The character is familiar with the science of building devices, engines, and structures. Sage knowledge of engineering provides a +2 bonus to the character's nonweapon proficiency score in engineering, if he has both proficiencies. The character can specialize in small machines, large machines (water wheels, etc.), siege engineering, fortifications, bridges and roads, or buildings.

Folklore: The sage studies legends and folk tales. By spending another proficiency slot, he can specialize in the folklore of a particular culture or region.

Genealogy: This is the study of lines of descent. A sage with this skill knows research techniques and sources for tracing family trees and is also familiar with the histories of the important royal and noble families.

Geography: A sage with this knowledge has learned about the lands and cultures of his world. He knows general principles of cartography, topography, climatology, and sociology, and can identify individuals or artifacts from other lands.

Geology: Geology is the study of landforms, rock, and the physical makeup of the earth. A sage with knowledge in this area can add a +2 bonus to his rating in the mining nonweapon proficiency and can attempt a proficiency check to identify various sorts of gemstones or precious minerals.

Heraldry: Coats of arms, banners, flags, and standards are all emblazoned with heraldic designs. A sage with this skill is familiar with the evolution of heraldry and the significance of various symbols and colors. He can identify common coats of arms on sight and knows where to research obscure or unknown devices. This area of knowledge adds a +2 bonus to a character's heraldry nonweapon proficiency score.

History: A sage with this skill has an excellent grasp of history and the historical methods. Unlike a character with the ancient or local history proficiencies, a sage with this skill is a generalist, but he can be considered an expert on a particular era or culture by spending an additional slot to specialize. Whether or not the historian knows something off the top of his head doesn't matter—he knows exactly where to look when he needs to find out the details of a person's life or an important event. Skill in this field of knowledge provides a +2 bonus to the character's proficiency score in ancient history or local history.

Languages: A character with a modern language proficiency knows how to speak a second language, and a character with an ancient languages proficiency knows how to read a second language, but a sage who specializes in languages is concerned with the study of the language itself—grammar, syntax and constructs, and vocabulary and word origin. His expertise is limited to one particular tongue, but for each additional slot the linguist may add another language to his field of expertise. This knowledge adds a +2 bonus to the linguist's rating in any modern or ancient language proficiencies he possesses.

Law: A sage with this field of study is an expert on matters of law. He is familiar with any national constitutions or charters, the origin and history of the law, and important matters of precedent. He can examine contracts, warrants, orders, or decrees and determine if there is a way to enforce or avoid them.

Mathematics: The study of abstract or theoretical mathematics may seem unusual in a fantasy setting, but it dates back thousands of years in our own world; the ancient Greeks laid the groundwork for geometry, while algebra was a pastime of Islamic scholars and nobles before the European Renaissance. A dimensionalist gains a +2 bonus on his proficiency rating in this area of study.

Medicine: A sage with this skill studies both the history and development of medicine, as well as current methods and treatments. This provides the character with a +2 bonus to his healing nonweapon proficiency score. In addition, the character may be able to come up with treatments for nonmagical diseases or injuries.

Meteorology: This is the study of weather and weather patterns. A sage with this skill knows historical records and prediction methods. In the field, his knowledge of weather provides a +2 bonus to any weather sense proficiency checks he makes.

Music: The sage knows the theory and notation systems of music and has studied the works of the great masters. He can attempt to identify unknown pieces or decipher musical puzzles.

Myconology: Myconology is the study of fungi. A myconologist can identify samples of fungus, mold, or spores. He is familiar with dangerous or monstrous varieties as well and may be able to spot these in the wild before he or his companions come to harm. His knowledge of mushrooms and molds gives him a +2 bonus to herbalism nonweapon proficiency checks.

Oceanography: A sage with this skill studies the ocean, including weather, marine biology, navigation and charting, and undersea topography. An oceanographer may be able to explain unusual phenomena at sea or discover the location of wrecks or other sites of interest.

Philosophy: The study of philosophy is the study of logic, ethics, aesthetics, and metaphysics (for game purposes, anyway), and a sage with expertise in this field is conversant with the great thinkers and arguments of his race or culture.

Physics: In most AD&D campaigns, the study of physics centers around mechanics and thermodynamics; some of the more advanced fields of study simply haven't been invented yet.

Planes, Inner: Most individuals in a campaign have little to no knowledge of worlds beyond the one in which they live, but a sage with expertise in this field is familiar with the characteristics and properties of the Ethereal Plane and the various Elemental Planes beyond that. He understands how the Inner Planes are aligned and how the multiverse is put together. If he spends an additional slot to specialize, he can be an expert on a particular plane, capable of answering exacting questions on the topic.

Planes, Outer: The great religions of a campaign tend to disseminate a very limited view of the multiverse, centering on the home of their deity and that of their deity's principal foes. A sage who studies this field has a general understanding with the general arrangement of all the Outer Planes and the characteristics of the Astral Plane. For an additional slot, he can specialize in a particular plane, learning the general properties of its layers, its chief inhabitants and domains, and other important details.

School of Magic: A sage with expertise in a school of magic is familiar with the important theories, works, and great mages of that field. By engaging in research and passing a proficiency check, the sage could identify spells or magical items belonging to the school by the item's general effects or appearance. For example, if he was a student of the school of force, he could identify a *wand of force* or *beads of force* as if he were trying to answer a specific question. If the sage is also a wizard, he gains a +5% bonus to his chance to learn spells from the school in question. A specialist wizard gains a +2 to his score in this proficiency if the school of magic is his own specialty.

Sociology: This is the study of social structures, customs, mores, and ways of life. The sage is also acquainted with past societies and their customs.

Theology: A sage with expertise in this area is conversant with the tenets and beliefs of most major religions, gaining a +2 bonus to his religion nonweapon proficiency check. In addition, he studies the theories and lore surrounding the powers and boundaries of the gods themselves. With research, a theologist can determine what a particular god might or might not be capable of doing.

Toxicology: This is the study of poisons, both natural and artificial. A sage with expertise in toxicology can identify poisons both from samples and from examining the symptoms of a poisoned victim. By using toxicology, a sage can also gain a +1 to any healing proficiency check dealing with poisons.

Zoology: Zoology is the study of animals. A sage who acquires knowledge in this area has a good overall grasp of the science of zoology, and in addition, he is considered a specialist in one general class of animals or monsters. Each additional slot he spends on this proficiency adds one more type or class to his expertise. Classes of animals available include birds, reptiles, mammals, fish, amphibians, insects, amorphous monsters (slimes, jellies, and molds), aquatic monsters, insectile monsters, reptilian monsters, mammalian monsters, hybrid monsters (griffins, perytons, etc.), and any other reasonable
class or grouping the DM allows.

A zoologist can identify common species in the field with a successful proficiency check and may be able to predict behavior or capabilities based on his knowledge of the creature in question.

Scribe
(PlO: S&M) **1 slot, CP 2, Initial Rating 7, Dexterity+1**
Before printing came into common use, professional scribes created books by copying manuscripts. Even after printing presses were in widespread use, scribes were in demand for their calligraphy 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.

Undead Lore
(PlO:S&M) **1 slot, CP 3, Initial Rating 6, Intelligence -1**
A priest with this proficiency is trained in the identification, powers, and vulnerabilities of 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. How the character uses this information is up to the player.

Veterinary Healing
(TcRaH) 1 slot, Wisdom -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 first used will take precedence. The veterinary proficiency can be used on humans, demihumans, and humanoids at half the normal chance for success.
Crossover Groups: Ranger

The following "special talent" comes from the ***DMs Option: Combat&Tactics***. It is buyable as a nonweapon proficiency when the DM allows it. Else it is considered a trait.

Special Talents
Weapon proficiencies can also be used to acquire a variety of special perks, traits, and characteristics useful for a fighter. Some of these talents were originally presented as nonweapon proficiencies and are noted with an asterisk; they can be purchased with either type of proficiency slot.

As always, the DM is the final arbiter of whether or not a particular option or ability is permitted in his campaign. If he decides that an ability doesn't fit, he can require the players to choose another talent.

Iron Will

(DMO:C&T), 2 slots, CP 6, Wisdom/Willpower –2 , Initial rating: 3, Group: Warrior, Priest

Some people are possessed of an amazing ability to drive themselves on despite injuries or exhaustion that would stop another person in his tracks. A character with the iron will talent gains a +1 bonus to saving throws vs. mind-affecting spells or effects, including *charms, holds, hypnotism, fascination, suggestion,* and other such spells.

In addition, characters with iron will have the unqiue ability to keep fighting even after being reduced to negative hit points. Each round that the character wishes to remain conscious, he must roll a successful saving throw vs. death with his negative hit point total as a modifier to the roll. For example, a character reduced to –5 hit points can try to stay on his feet and keep moving and fighting by succeeding on a saving throw roll with a –5 penalty. As long as the character remains conscious, his condition does not worsen–in other words, he doesn't begin to lose 1additional hit point per round until he actually passes out.

Priests

High-level skills
(level 10+)

Warning: These skills are only available for high level Priests, Druids and Monks!

Priests

Warning: This section is for priests only (Priests, Clerics, Druids and Monks (subclass of the priest, if your are playing within the World of Greyhawk campaign setting))

Priests

Skill	Requirement	Base Score	Relevant Ability	Cost NWP/CP
Detect Deception	Priest 15+, Eminence	6	Wisdom/Intuition	1 (3)
Divine Strength	Priest 10+, Eminence	4	Wisdom/Willpower	1 (3)
Divine Voice	Priest 15+, Eminence	4	Charisma/Leadership	1 (3)
Divine Will	Priest 10+	4	Wisdom/Willpower	1 (3)
Eminence	Priest 10+	6	Charisma/Leadership	1 (3)
Invincibility	Priest 21+, Eminence	4	Wisdom/Willpower	2 (6)
Loan	Priest 15+	4	Wisdom/Intuition	1 (3)
Smite	Priest 15+, Eminence	—	—	2 (6)

Skills For High-Level Priests

The following skills are available to **clerics**, **specialty priests**, **druids** and **monks** who meet the listed requirements.

Detect Deception
1 slot (3CP), wisdom, Priest 15+, prerequisite: Eminence Skill, success: 6
A priest with this skill can see through illusions and falsehoods of all sorts.

A successful skill roll allows the priest to uncover any falsehoods the character encounters, be it a false image from an illusion or a false statement from another creature. This skill lasts for a short time, detailed on the table below:

Priest Level	Duration
15–17	1 Turn
18–20	2 Turns
21–23	3 Turns
24–26	4 Turns
27–30	5 Turns

If the skill check is unsuccessful, the priest is aware of the failure and must wait one turn to try the skill again. If the skill check succeeds, the priest detects all forms of spoken falsehoods automatically for the duration of the skill's effect. Unlike a *detect lie* spell, the priest knows when a creature is deliberately evading the truth. The skill does not tell the priest what the truth is, it only reveals that fact that the priest has heard a lie or evasion. If the priest

encounters magic that allows falsehoods to be spoken, the priest is unable to hear the magically protected creature speak; this reveals the falsehood indirectly.

While the skill is in effect, the priest also gains an immediate saving throw vs. spell to see through any false vision or visual distortion created by a spell, magical item, or creature. The DM should make the roll secretly. If successful, the priest sees the false image as a fine, semi-transparent mist. This power works against all forms of false and misleading images, including *mirror image, blur, shadow door, phantasmal force,* and other spells that mislead or visually confuse viewers. Illusion spells that do not create an image, such as *invisibility*, are not affected. The power also defeats *cloaks of displacement, robes of blending,* and similar magical items. The skill has no power against effects that disguise things through physical changes, such as *polymorph self* or *shape change.*

Each use of this skill, successful or not, lowers the priest's base eminence score by two for one week. If the priest's base eminence score falls to zero or less, this skill is ineffective.

Divine Strength

1 slot (3CP), wisdom, Priest 10+, prerequisite: Eminence Skill, success: 4

Priests with this skill can marshal divine energies to provide a temporary bonus to their Wisdom, Strength, or Charisma scores.

By concentrating for one round and making a successful skill check, the priest can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The priest can end the boost and restore the values of the other scores at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Priest Level	Improved Score
10–14	18
15–19	19
20–24	20
25–29	21
30+	22

The priest can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt to raise an ability score, successful or not, during a single day lowers the base skill score by two; the skill cannot be used once the base score falls to zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a priest who chooses to increase Wisdom immediately gains saving throw bonuses against mental attacks but loses them again when the character's Wisdom score returns to normal. Likewise, the effects from altered ability scores are applied immediately. The priest does not gain any bonus spells from this skill but does gain immunity to certain spells for a Wisdom score of 19 or higher (see *Player's Handbook,* Table 5).

A character can have only one ability score improvement from this skill operating at any given time.

Divine Voice
1 slot (3CP), charisma, Priest 15+, prerequisite: Eminence Skill, success: 4
Priests with this skill can speak with divine authority.

To use the skill, the priest must speak loudly and clearly for a full round. With a successful skill check (made at the end of the round), the priest's voice takes on a divine quality. Every creature within 180 feet can hear the priest speaking unless it has been magically deafened. The divine voice penetrates silence spells and up to 10 feet of solid rock or three inches of lead. *Antimagic shells, prismatic spheres, cubes of force,* and 10th-level ward spells shield their occupants.

Creatures that hear the voice are automatically *enthralled* (as the 2nd-level priest spell) if they have less than 5 Hit Dice or levels. Other creatures can save vs. spell to avoid the effect. Creatures do not have to understand the priest's words, they merely have to hear them. Undead and creatures normally immune to charm spells, such as golems and creatures with Wisdom/Willpower scores of 19 or more, are not affected.

The priest can hold an audience enthralled for up to one hour, as per the *enthrall* spell, but excessive jeering can break the effects (see the spell description in the *Player's Handbook*). The priest can also utter a *mass suggestion* to creatures the character has enthralled; this functions as the 6th-level wizard spell of the same name except that it effects every creature currently enthralled regardless of the priest's level. There is no saving throw vs. the *mass suggestion* if it is completed before the *enthrall* effect ends. The priest can issue only one *mass suggestion* per use of the divine voice skill.

Each use of this skill reduces the priest's base eminence score by two for one week. If the priest's eminence score is zero or less, the divine voice skill is ineffective.

Divine Will
1 slot (3 CP), wisdom, Priest 10+, success: 4
Priests with this skill can call upon divine aid to bolster their own strength of will and resist any form of compulsion imposed upon them.

When subjected to any form of unnatural compulsion from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is negated, and no saving throw is necessary. If the check fails, the priest still gets a saving throw if one is normally allowed.

Divine will is effective against any effect that causes the priest to act according to another creature's will, including all forms of *charm, geas, quest, fear, magic jar* (the invading psyche is ejected), *beguiling, command,* etc.

Each use of this skill, successful or not reduces the priest's base eminence score by two for one day. This skill is ineffective when the character's eminence score has been reduced to zero or less.

Eminence
1 slot (3CP), charisma, Priest 10+, success: 6
This skill allows priests to wrap themselves in an aura of divine power.

A successful check creates an aura that lasts one round for each level the caster has attained. The aura is undetectable except by a *true seeing* spell, which reveals it as a bright silver, inky black, or pearl gray halo depending on the priest's alignment. The aura gives the priest a +4 encounter reaction bonus when dealing with worshippers of the priest's deity or creatures of the same alignment.

Any hostile creature feels a shudder of fear when within 30 feet of the priest. If the priest wills it, the fear takes hold, causing creatures of less than 4th level or 4 Hit Dice to flee until the priest is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear. The skill works against all types of creatures—even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove fear* spell breaks the effect, as does a successful use of the warrior skill bravery or the priest skill divine will. Once a creature has resisted the fear effect once, it is not subject to fear effects from the same priest for the rest of the day.

Creatures within 30 feet of an opposing priest using the eminence skill are not subject to the fear effect if the second priest's level is equal to or higher than the priest using the fear effect.

Each attempt to raise the aura, successful or not, reduces the priest's base eminence score by two for one week. When the character's base eminence score is reduced to zero or less, the skill is ineffective.

The eminence skill is a prerequisite for the divine strength, divine voice, divine will, detect deception, and invincibility skills. Each time one of these skills are used, the character's base eminence score is reduced by two for either one day or one week, depending on the skill used. Once the priest's base eminence score falls to zero, the character cannot use eminence or any of the other skills. The smite skill is also connected to the priest's eminence score, but can be used (at some risk to the priest) when the eminence skill has been reduced to zero or less, see page 167.

Invincibility

2 slots (6CP), wisdom, Priest 21+, prerequisite: Eminence Skill, success: 4

Priests with this skill can draw upon divine power to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows priests to recover from such attacks without additional aid. It is very similar to the warrior skill hardiness

When subjected to a harmful special effect from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the priest suffers the effect normally. If the effect allows a saving throw, the priest rolls the save before checking this skill.

Priest Level	Delay
21–23	5 Rounds
24–26	10 Rounds
27–30	15 Rounds

Invincibility does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. This skill does not protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the priest suffers no harm from the delayed effect until the delay ends, but he is aware of what the effect is. If the priest receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

For example, a 25th-level priest with 52 hit points left (from a total of 107) is battling a wizard who casts *power word kill* on him. After making his invincibility skill roll, he delays the effects of the spell for 10 rounds. Four rounds later, after killing the wizard, he casts heal

on himself. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If he had not healed himself, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the priest must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

Injury	**Recovery Time**
Minor	1 Day
Severe	1 Week
Extreme	1 Month

***Minor**:* These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness, color spray* (most of the time), *contagion,* and *holy word* are examples of minor effects.

***Severe**:* Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person, phantasmal killer, polymorph other, power word kill,* and *power word stun.*

***Extreme**:* Includes effects that wrench the character's very being, such as *energy drains* (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell age creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our priest from the above example had decided to sleep off the effects of the *power word kill,* he would have been unconscious for a week. The player rolls the character's system shock roll (15 Constitution) and rolls 96%—6% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For example, a character who was drained by a vampire and paralyzed by a lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically.

Heroic Effort: As a last-ditch effort to continue a battle, a priest can use the invincibility skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a priest who makes a successful invincibility check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the priest is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a priest struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the priest's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the invincibility skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a priest to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the invincibility skill lowers the priest's base eminence score by two for the rest of the day. The skill is ineffective if the character's base eminence score is reduced to zero or less.

Loan

1 slot (3CP), wisdom, Priest 15+, success: 4

Priests with this skill can transfer physical vitality between themselves and other living creatures.

With a successful skill roll, the priest transfers a small amount of his own hit points to a living creature (or vice versa). If the priest tries to borrow hit points from an unwilling donor, an attack roll is required before the character can make the skill roll. The number of hit points that are transferred depends on the priest's level:

Priest Level	Amount of Loan
15–19	1d8+2 Hit Points
20–24	2d6+4 Hit Points
25–29	3d6+6 Hit Points
30+	4d6+8 Hit Points

Transferred hit points are immediately subtracted from the donor's hit point total and added to the recipient's total. The hit points are lost to the donor, just as though the donor was subjected to a damaging attack. Donated hit points can be restored through rest or magical healing just as any other form of damage. If the donor has insufficient hit points to supply the transfer, only those available are transferred and the donor dies. Transferred hit points remain with the recipient for 24 hours or until lost in an attack.

Each attempt to use this skill lowers the base score by two for one week. The skill is useless once the base score falls to zero or less.

Smite

2 slots (6CP), no attribute needed, Priest 15+, prerequisite: Eminence Skill

A priest with this skill is empowered to direct a wave of destruction at beings who have wronged the priest or offended the priest's deity.

When the priest uses this power, a cone of divine force issues from the priest's body in any direction the character wishes. The cone is 5' in diameter at the priest's body and 30' in diameter at the far end. Its maximum length depends on the priest's level as shown below:

Priest Level	Cone Length
18–20	30'
21–23	50'
24–26	70'
27–29	90'
30	110'

The priest has no control over the precise effect of the smiting, which the DM chooses from the list below. No matter what the effect, only the priest's enemies are harmed. Allies, innocent bystanders, and worshippers in good standing with the priest's deity are not affected.

***Awestruck**:* This is the default effect when the deity does not feel the targets are offensive or threatening. It also is granted when the deity feels that a simple demonstration of its power is sufficient to handle the situation.

A two-dimensional depiction of the deity or the deity's symbol appears in front of the priest, causing the priest's enemies to stare at it in awe if they are within the cone. Creatures with more than 10 Hit Dice or levels are allowed a saving throw vs. spell. Even if the save succeeds, creatures are awestruck for one round, regardless of personal immunities granted by spell or high ability scores.

Creatures remain awestruck only as long as the priest remains motionless and concentrates on the effect, but no longer than one round per level of the priest, plus 1d8 rounds, in any case. Enemies who enter the cone after the image appears are fully subject to the awe effect, even if they avert their eyes. Any motion or the slightest break in the priest's concentration ends the effect, as does any offensive action by the priest's allies. Distractions to the awestruck characters also end the effect. Loud noises, magical displays, attacks, or attempts to steal the awestruck creatures' equipment, damage their property, or otherwise cause them harm are sufficient to break the effect.

***Blinded**:* Deities grant this effect when they find the target creatures offensive, but not particularly dangerous.

Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Blinded creatures move at 2/3 the normal rate and suffer a –4 penalty to attack rolls, saving throws, initiative rolls, and ability checks. Blinded spellcasters cannot cast spells unless they can touch their targets. Blindness lasts until the victim receives a *heal* or *cure blindness or deafness* spell.

***Burned**:* This effect is granted when the targets are violent and pose an immediate physical threat to the priest, a sacred site, or to creatures friendly toward the priest. The cone fills with a mass of heatless flames that burn the priest's enemies for 6d8 points of damage, save vs. breath weapon for half. Creatures killed by the flames are reduced to piles of ash and no regeneration is possible. Though the heatless flames do not harm the area, they can affect the target's equipment. If a target creature fails the breath weapon saving throw or is killed by the flames, any equipment the creature carries must save vs. disintegration or be reduced to dust.

***Deafened**:* This effect occurs when the targets have not greatly offended the deity or when the priest is not in significant peril. Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Deafened creatures move at 3/4 the normal rate and suffer a –2 penalty to attack rolls, initiative rolls, and ability checks. There is a 50% chance that any spell a deafened spellcaster attempts fails outright. Deafness lasts until the victim receives a *heal* or *cure blindness or deafness* spell.

***Death**:* Deities grant this effect only when deeply offended or when the priest is in extreme danger. Enemies within the cone are immediately reduced to dust if they have 4 Hit Dice/levels or less. Other enemies suffer a doubled burning effect (12d8 points of damage, save vs. spells for half damage).

***Immobilized**:* Deities commonly grant this effect when the targets are genuinely dangerous or offensive. Creatures of 6+1 Hit Dice/levels or less are automatically paralyzed, their flesh turning into a rigid, crystalline substance that is easily shattered. Other creatures are allowed a save vs. petrification to negate the effect. The immobility lasts 1d4+2 turns. *Free action* is useless against this effect.

Immobilized creatures can be killed by striking their crystalline bodies with any hard object. For each strike, the creature must make a saving throw as rock crystal versus crushing blow. Only bonuses granted from magical rings, cloaks, and armor count toward the saving throw. Failure results in death.

***Plagued**:* The deity grants this effect when the targets are offensive, but do not pose any danger to the deity's interests. The priest's enemies are affected as if struck by a *cause disease* spell. The disease inflicted is debilitating (see the reversed form of the 3rd-level priest spell *cure disease*) and causes the victim to radiate a foul stench. The disease is neither contagious nor fatal. It can be cured by a *cure disease* or *breath of life* spell from a caster of higher level that the priest who called down the plague.

***Slowed**:* This effect is granted when deity is offended, but the enemies pose no immediate threat to a sacred site, the priest, or creatures friendly toward the priest or the deity. The effect is the same as the 3rd level wizard spell *slow*, except that creatures with less than 8+1 Hit Dice or levels get no saving throw. The slow effect lasts for 1d4+2 turns.

Each use of this ability reduces the base score for the priest's eminence skill by two for one week. As long the priest has a positive eminence score, the priest need not make a skill roll to smite enemies. If the priest's base eminence skill score is zero or less, however, the priest must roll an eminence check to successfully smite enemies. Note that this is possible only if the priest has a Charisma/Leadership bonus large enough to offset a negative base score. If the roll fails, the deity is displeased. At best, no smite effect occurs, at worst, the deity directs a smite effect upon the priest.

An example: Marissa has an eminence score of 4 and a Charisma/Leadership bonus of +4. She can freely smite enemies twice a week as long as her eminence base score is not reduced by using other skills. During an adventure, she uses her smite skill once and the divine voice skill once. This reduces her eminence skill to zero. If she wishes to use her smite skill again, she must roll a 4 or less on 1d20 to succeed.

Undaunted, Marissa smites a group of passing kobolds she has come upon. Her 1d20 roll is a 3, so the smite works. Marissa's deity isn't too worried about the kobolds, who were minding their own business when Marissa came along, and grants Marissa an awe effect. The kobolds are briefly entranced, but a fighter from Marissa's party wades into the kobolds, making an all-round attack. The attack breaks the awe effect.

Feeling threatened by the swarm of kobolds, Marissa foolishly tries to smite them again. Her base eminence score is now a –2, but her Charisma/Leadership bonus increases that to a 2. Melissa rolls an 18 and fails. The deity is getting a little tired of all Melissa's attempts to call for special aid and bestows a deafness effect on her. Fortunately, her saving throw succeeds. Marissa's base eminence score is now a –4, leaving her no chance to smite the kobolds again even if she was silly enough to try it again.

Spell Talisman

1 slot (3CP), intelligence, Priest 12+, success: 4

This skill allows a priest to cast one or more spells at the beginning of each day, making them available for instant use.

When a priest with this skill is finished praying for spells, the character can attempt to cast the spell and direct its magical energy into a special container or talisman. A talisman is a small object such as a jewel, crystal bead, or holy symbol blessed by the priest. A talisman must be worth at least 100 gp per spell level.

A successful skill roll is required to place a spell into a talisman. If the roll fails, the spell is wasted. The priest must have all necessary material components on hand and must meet all the usual requirements to cast a spell. If casting the spell has an effect on the priest, such as unnatural aging, the priest suffers the effect even if the spell was not placed in the talisman.

The total levels of spells a priest can have stored in talismans cannot exceed the priest's level. The highest level spell a priest can place in a talisman depends on the priest's level, as shown below:

Priest Level	Maximum Spell Level
12–14	1st
15–17	2nd
18–20	3rd
21–23	4th
24–26	5th
27–29	6th
30+	7th

For example, Wulf, a 21st-level priest, can have up to 21 levels of spells stored, but no stored spell can be higher than 4th level. Wulf might choose to store two spells of 4th level, two 3rd, and seven 1st-level spells.

To release a spell from a talisman, the priest must be holding or carrying the item and have the opportunity to concentrate briefly and utter a few words. Though the initiative modifier for releasing the spell is +2, the release cannot be disrupted (though a gagged or silenced priest could not release the spell). Once the spell is released, it functions as if cast normally in all respects, destroying the talisman in the process.

A spell can be stored in a talisman for a maximum of 24 hours. If not used in the allotted time, or if separated from the priest for more than one hour, the talisman crumbles into dust and the spell is lost. No being other than the priest who stored the spell can release the stored energy.

A portion of the spell stored in a talisman lingers in the priest's memory. If the priest memorizes spells again before the 24 hours have expired, the character cannot regain the spell stored in the talisman. The priest cannot transfer a spell from a talisman back into memory. If a talisman is destroyed, the spell is lost. A spell fades from the priest's memory when it is released or lost.

Spells stored in talismans can be cast on worlds where the local magical factor would not allow the spell to be cast (see Chapter 2). A spell cannot be stored in talisman, however, unless the local conditions allow the spell to be cast. The initiative modifier for releasing a spell from a talisman is never affected by the local magical factor.

The Psionicist

Psionicists

At first the modified non-weapon-proficiencies are presented, afterwards the new skills are described.

PSIONICIST

Proficiency	# Slots Required	Relevant Ability	Check Modifier
Gem Cutting	2	Dex	-2
Harness Subconscious	**2**	**Wis**	**-1**
Hypnosis	**1**	**Cha**	**-2**
Meditative Focus	**1**	**Wis**	**+1**
Musical Instrument	1	Dex	-1
Reading/Writing	1	Int	+1
Rejuvenation	**1**	**Wis**	**-1**
Religion	1	Wis	+0

Non-weapon proficiencies

Gem Cutting

2 slots, Dexterity -2

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 (as determined by a proficiency check), 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 (the DM has the relevant tables).

Harness Subconscious

2 slots, dexterity -2

This meditative proficiency lets the psionicist temporarily boost his total PSPs. In effect, the proficiency lets him tap into energy reserves that lie deep in his subconscious-reserves which are usually unavailable to him. It's like enjoying a shot of psychic adrenaline.

Before he can harness subconscious energies, the psionicist's PSP total must be at its maximum. He then must spend two days (48 consecutive hours) gathering this energy, taking only necessary breaks for eating and sleeping. At the end of that time, the character makes a proficiency check. If he passes, he increases his PSP total by 20%, rounded up. The increase in PSPs lasts 72 hours. At the end of that time, the character loses as many strength points as

he initially gained, regardless of his current total. This loss can never reduce his total below 0 points, however.
During the 72 hours of heightened strength, the character cannot recover PSPs if his current total equals or exceeds his usual maximum. Once his current total drops below his usual maximum (i.e., once he has spent all bonus points), he can begin regaining PSPs normally. He cannot recover the lost bonus points,however; he can only recover enough points to return to his usual maximum.

Hypnosis

1 slot, charisma -2

With this proficiency, a psionicist can hypnotize another character - placing the subject into a relaxed state in which he is very susceptible to suggestions. However, hypnosis is not possible unless the subject is willing and knows he is being hypnotized.
Psionicists with this proficiency can hypnotize humans and demihumans with ease. Nonhumans can be hypnotized, too, but the DM should assign a penalty to the proficiency check. The size of the penalty depends on how inhuman the subject is. A half-orc, for example, could be hypnotized with a -2 modifier, while a lizard man could be hypnotized only with a -8 modifier to the psionicist's proficiency check.
The act of hypnotizing someone takes about five minutes. The subject is then very relaxed and willing to do almost anything that isn't very dangerous or against his alignment. Note, however, that a hypnotized subject can be easily fooled; the subject may be convinced that he's doing one thing, while he's actually doing another. Lawful or good psionicists who trick their subjects in this fashion should beware. Psionicists who use hypnotism to make people do chaotic or evil things may find themselves with alignment problems of their own. Hypnotism can have the following (or similar) effects:

• A character can be induced to remember things he has forgotten by reliving a frightening or distant event.
• A character can be made calm and unafraid in the face of a specific situation that he has been prepared for.
• A character can be cured of a bad habit or addiction (but not of curses or magical afflictions).
• A character can be prepared to impersonate someone by thoroughly adopting that individual's personality.

Hypnotism cannot be used to increase a character's attributes, give him powers or abilities he does not naturally possess, let him do things that are beyond his capabilities, or give him information that he couldn't possibly know.

Meditative Focus

1 slot, wisdom +1

Through this proficiency, a psionicist can focus hismental energy on one particular discipline. As a result, his power scores in that discipline temporarily increase, while those in other disciplines decline.
The proficiency requires the character to meditate, *uninterrupted,* for 12 hours. The last four hours of this meditation are spent in a deep, sleeplike trance. The psionicist can recover PSPs normally during the entire period.
When the meditation is complete, the player makes a proficiency check. If the character passes the check, he has successfully focused his mind on one particular discipline (which

was chosen when the process began). All of the character's psionic power scores in that discipline are increased by two points for the next 24 hours - or until the character's PSPs have been reduced to zero, whichever comes first. All of his power scores in other disciplines are reduced by one for the same period.

Musical Instrument
1 slot, Dexterity -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 direct the character to make a proficiency check in what he feels are extraordinary circumstances.

Reading/Writing
1 slot, Intelligence +1

The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This proficiency does not enable the character to learn ancient languages (see Languages, Ancient).

Religion
1 slot, wisdom

Characters with religion proficiency know the common beliefs and cults of their homeland and the major faiths of neighboring regions. Ordinary information (type of religious symbol used, basic attitude of the faith, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a proficiency check.

Additional proficiencies spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) 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.

Rejuvenation
1 slot, wisdom -1

This proficiency allows a character to recover PSPs while he meditates, as quickly as if he were sleeping. The character achieves a state of deep concentration, in which he focuses and regains his energies. He is still conscious and aware of his surroundings, so he does not suffer any penalties on surprise or initiative rolls, and he is not helpless if attacked (he still can't expend PSPs, however).

Psionicist

High-level skills
(level 10+)

Warning: These skills are only available for high level Psionicists!

Sofar there are no high level nonweapon proficiencies for the psionicist available.

The Ranger

Rangers

At first the modified non-weapon-proficiencies are presented, afterwards the new skills are described.

Ranger

Proficiency	# Slots Required	Relevant Ability	Check Modifier
Alertness	**1**	**Wis**	**+1**
Animal Handling*	1	Wis	-1
Animal Training*	1	Wis	0
Boating	**1**	**Wis**	**+1**
Camouflage	**1**	**Wis**	**0**
Cartography	**1**	**Int**	**-2**
Distance Sense	**1**	**Wis**	**0**
Falconry	**1**	**Wis**	**-1**
Foraging	**1**	**Int**	**-2**
Persuasion	**1**	**Cha**	**0**
Riding, Airborne*	2	Wis	-2
Riding, Land-based*	1	Wis	+3
Riding, Sea-based	**2**	**Dex**	**-2**
Signaling	**1**	**Int**	**-2**
Spelunking	**1**	**Int**	**-2**
Survival*	2	Int	0
Tracking*	-	Wis	Special
Trail Marking	**1**	**Wis**	**0**
Trail Signs	**1**	**Int**	**-1**
Veterinary Healing	**1**	**Wis**	**-3**
Weaponsmithing, Crude	**1**	**Wis**	**-3**

Clarifications and Modifications

The following modifications are used in addition to the information in the proficiency descriptions given in Chapter 5 of the *Player's Handbook*. The modifications apply to rangers only. Except where specified otherwise, rangers must spend the slot points indicated in Table 55 to acquire any proficiency.

Whenever a proficiency bonus is indicated, the bonus is added to the normal check modifier. For example, if a terrain-specialized ranger with a Wisdom of 14 uses direction sense (Wis +1) in his primary terrain (+2), the check is made at Wis +3. A roll of 17 or less on 1d20 is a success.

Animal Handling

1 slot, Wisdom -1

A ranger's animal empathy ability (see Chapter 2) can produce essentially the same

calming effect on an animal as the animal handling proficiency. If a ranger also has the animal handling proficiency, he may attempt to soothe an animal either by making a proficiency check or by using his *animal empathy* ability--but not both.

If an animal is among a ranger's followers, neither animal empathy nor the animal handling proficiency is necessary to control the follower. Use the guidelines in Chapter 3 instead.

The animal handling proficiency has no effect on a ranger's species enemy.

Animal Training

1 slot, Wisdom

Rangers are more efficient than other characters at training animals. In the Standard method (see Chapter 3) a ranger needs two months to train an animal to perform a general task. Training for a specific trick requires 2d4 weeks. At the end of the training period, he makes a proficiency check. If the check is successful, the animal has learned the task or trick. If the check fails, the ranger may make a second attempt at teaching it the same task (requiring another two months) or trick (requiring another 2d4 weeks), followed by a second proficiency check. If this second proficiency check fails, the animal is too dumb or too stubborn to learn that particular trick or task. The ranger may repeat the training process with a different trick or task. An animal can learn a maximum of 2d4 tasks or tricks, in any combination of the two.

The animal training proficiency isn't necessary to train followers. Use the guidelines in Chapter 3 instead.

A species enemy can't be trained by the ranger, neither with the follower guidelines nor the animal training proficiency.

Riding, Airborne

(2 slots, Wisdom –2)

A ranger cannot use his species enemy as an airborne or land-based mount. If the mount is a follower, use the guidelines in Chapter 3 instead of the proficiency rules.

Riding, Land-based

(1 slot, Wisdom +3)

A ranger cannot use his species enemy as an airborne or land-based mount. If the mount is a follower, use the guidelines in Chapter 3 instead of the proficiency rules.

Survival

2 slots, Intelligence

All rangers have basic survival skills in their primary terrain. Additional proficiency slots may be spent to add more terrain types. Thus, if a ranger spends slots to acquire this proficiency, he must choose a terrain type other than his primary terrain, giving him the survival proficiency in two types of terrain.

Tracking

0 slot for rangers (2 slots for rogues and warriors), Wisdom with Special modifier

Most rangers will have this proficiency in outdoor land terrain without spending any slots, as discussed in Chapter 2. Generally, success chances in urban, man-made, or aquatic terrains

are halved, unless a specific kit description says otherwise. Some kits give tracking in alternative terrains instead of the usual outdoor land environment.

New Proficiencies

Rangers of any character kit can acquire these proficiencies by spending the points listed in Table 55. The "Crossover Groups" mentioned at the end of the description are eligible to buy the proficiency at the normal cost. Groups not mentioned may buy the proficiency by paying one additional point beyond the listed cost.

Alertness

1 slot, Wisdom +1

A character with this proficiency is exceptionally attuned to his surroundings, able to detect disturbances and notice discrepancies. A successful proficiency check reduces his chance of being surprised by 1. (This replaces the description of this proficiency in *The Complete Thief's Handbook*.)

Crossover Groups: General.

Boating

1 slot, Wisdom +1

This proficiency allows the character to pilot any small boat, such as a kayak or canoe, operating it at maximum speed. It also allows make minor repairs and improvements in these boats, such as waterproofing them and patching holes. A successful proficiency check enables the character to handle the craft in treacherous situations; for instance, maneuvering the boat though choppy water without capsizing it, or avoiding collisions when guiding it through a narrow channel choked with rocks or ice.

Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers, lakes, on oceans close to shore, and over similar terrain, usually on relatively calm waters.

(editors note: This replaces the description of this proficiency in The Complete Thief's Handbook, since the Rangers Handbook outdates the Thieves Handbook according to the official rules.)

Crossover Groups: General.

Camouflage

1 slot, Wisdom

By using this proficiency, the character can attempt to conceal himself, his companions, and inanimate objects by using natural or man-made materials. Successful use assumes the availability of all necessary materials. In forests and jungles, the character can use shrubbery, mud, and other readily available resources. Arctic or similarly barren terrain usually requires special clothing, paints, or other artificial materials (although "digging in" is an old trick which may be applicable in such terrain, depending on local conditions). It takes a character a half-hour to camouflage himself or another person, two or three hours to conceal a cart or inanimate object of comparable size, and a half-day to hide a small building.

Neither human, demihuman, monster, nor animal passersby will be able to see a camouflaged character, presuming the character makes a successful proficiency check.

Camouflaged companions will also go unnoticed; only one proficiency check is required for the entire group.

Objects may also be camouflaged. Objects the size of a person require no penalty to the check; cart-sized objects require a -1 penalty, while building-sized objects require a -3 penalty. The DM may adjust penalties based on these guidelines.

Camouflaging has no effect on predators that locate prey by scent or other keen senses; a hungry wolf can still sniff out a camouflaged human. A camouflaged person has no protection against a passerby who accidently brushes against or bumps into him. Likewise, a camouflaged person may reveal himself if he sneezes, cries out from the sting of a bee, or makes any other sound.

Note that camouflaging is only necessary for persons or objects that would otherwise be partially or entirely exposed. A person hiding behind a stone wall wouldn't need to be camouflaged to avoid detection, nor would a buried object.

Crossover Groups: Fighter, Rogue.

Cartography

1 slot, Intelligence -2

This proficiency grants skill at map making. A character can draw maps to scale, complete with complex land formations, coastal outlines, and other geographic features. The character must be reasonably familiar with the area being mapped.

The DM makes a proficiency check in secret to determine the accuracy of the map. A successful proficiency check means that the map is correct in all significant details. If the roll fails, the map contains a few errors, possibly a significant one. A roll of exactly 20 means the map contains serious errors, making it useless.

Crossover Groups: General.

Distance Sense

1 slot, Wisdom

This proficiency enables a character to estimate the total distance he's traveled in any given day, part of a day, or a number of consecutive days equal to his level. For instance, a 7th level character can estimate the distance he's traveled in the previous week. The estimate will be 90% accurate.

Crossover Groups: General.

Falconry

1slot, wisdom-1

This is most properly the Animal Training (Falcon) proficiency. 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. Owls are a separate proficiency and can be trained at -2).

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.

If not using falconry training equipment (see Chapter 7), the success roll required for training is penalized by -2.

Crossover Groups: General.

Note: The foregoing is the standard proficiency. Optionally, the training rules for rangers given in Chapter 3 can be used. 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, 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.

Foraging

1 slot, Intelligence -2

By using this proficiency, a character 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 kindling to start a fire, a medicinal herb, or a component required for a spell. The character must spend 2-8 (2d4) hours searching, and the material must theoretically be available in the area being searched (for instance an icicle isn't available in the desert, nor dry kindling on the

ocean floor). The DM doesn't confirm if the material sought is actually available until after the character has searched for the designated period. If the DM decides the material isn't in the area, no proficiency check is necessary; he merely reveals that the search was in vain.

If the DM decides the material is indeed available, a successful proficiency check means the character has found what he's been looking for. As a rule of thumb, the character locates no more than a handful of the desired material, though the DM may make exceptions (if searching for a few leaves of a particular herb, the character may instead find an entire field).

If the check fails, the material isn't found. The character may search a different area, requiring another 2-8 hours and a new proficiency check.

Crossover Groups: Warrior, Rogue.

Persuasion

1 slot, Charisma

This proficiency enables the character to make a compelling argument to convince a subject NPC character to see things his way, respond more favorably, or comply with a request. The character engages the NPC in conversation for at least 10 rounds (meaning that the subject must be willing to talk with the character in the first place); subjects whose attitudes are threatening or hostile aren't affected by this proficiency.

A successful proficiency check means that the subject's reaction is modified by +2 in favor of the character (see Table 59 in Chapter 11 of the *DUNGEON MASTER Guide*). This bonus is *not* cumulative with any other reaction modifiers, such as those derived from Charisma; other reaction modifiers don't apply. For every additional slot a character spends on this proficiency, he boosts the reaction modifier by +1 (for example, spending two slots on this proficiency gives a +3 reaction bonus).

Crossover Groups: General.

Riding, Sea-based

2 slots, Dexterity -2

This proficiency allows the character to handle a particular species of sea-based mount The type of mount must be specified when the proficiency is acquired. The character may spend additional slots to enable him to handle other species.

In addition to riding the mount, the proficiency enables the character to do the following:

- When the mount is on the surface of the water, the character can leap onto its back and spur it to move in the same round. No proficiency check is required.
- The character can urge the mount to leap over obstacles in the water that are less than 3' high and 5' across (in the direction of the jump). No proficiency check is required. Greater jumps require a proficiency check, with bonuses or penalties assigned by the DM according to the height and breadth of the obstacle and the type and size of mount. Failure means the mount balks; an immediate second check determines if the character stays on the mount or falls off.
- The character can spur the mount to great speeds. If an initial proficiency check fails, the mount resists moving faster than normal. Otherwise, the mount begins to move up to 2d6 feet per round beyond its normal rate. Proficiency checks must be made every five rounds. So long as the checks succeed, the mount continues to move at the faster rate for up to two turns. After the mount moves at this accelerated rate for two turns, its rate then drops to 2/3 of its normal rate. It can move no faster than 2/3 of its normal rate until allowed to rest for a full hour.

If the second or any subsequent check fails, the mount's movement drops to half its normal rate. It continues to move at this half-speed rate until allowed to rest for an hour.

- If a sea-based mount on the surface of the water is attacked, it will normally submerge unless it makes a successful morale roll. If the morale roll fails, the rider can command the mount to re-surface by making a successful proficiency check. If the check fails, the rider can attempt another check each round thereafter, so long as he is physically able. While submerged with the mount and attempting to force it to surface, the rider risks drowning (see Chapter 14 of the *Player's Handbook*). Because he's exerting himself, the number of rounds the rider can hold his breath is equal to half his Constitution score.

Crossover Groups: General.

Signaling
1 slot, Intelligence -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 signaller 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.

Crossover Groups: General.

Spelunking
1 slot, Intelligence -2

A character with this proficiency has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The character generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful proficiency check can reveal the following information:

- Determine, by studying cracks in the walls and pebbles on the floor, sniffing the air, etc., the likelihood of a cave-in, flash flood, or other natural hazard. This only works with respect to natural formations, and is negated if the natural formations have been shored up, bricked in, or otherwise tampered with.
- Estimate the time required to excavate a passage blocked with rubble.
- While exploring extensive underground caverns, a successful check reduces the chance of getting hopelessly lost when confronted by multiple unmarked passages, sinkholes, etc. to a maximum of 30%, assuming good lighting (see DMG Table 81-82).

Crossover Groups: Warrior.

Trail Marking
1 slot, Wisdom

By notching trees, scattering pebbles, piling stones, and clipping weeds, the character can mark a trail through any wilderness area. Providing he moves at 2/3 his normal movement rate, he can mark a continuous trail as long as he likes; however, the longer the trail, the less likely he'll be able to follow it back.

A successful proficiency check enables a backtracking character to follow his own trail for a distance equal to his level in miles. If he fails a check, he loses the trail. For instance, assume a 3rd level character marked a 12-mile trail. His first successful proficiency check enables him to follow this trail back three miles. A second successful proficiency check means he can follow the trail another three miles. The third check fails, and he loses the trail; he's only been able to follow his trail for a total of six miles.

The tracking proficiency isn't necessary to use the trail marking proficiency. However, when a ranger loses his own marked trail, he may still attempt to follow it using his tracking proficiency. Any other characters with the tracking proficiency may also attempt to follow a ranger's marked trail, using the rules applicable to the tracking proficiency.

A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed trail marked in a forest should last for weeks, while an arctic trail may last less than a day during periods of heavy precipitation; the DM decides). A ranger or other character with the tracking proficiency may still attempt to follow an obscured trail using the tracking rules.

Crossover Groups: Warrior.

Trail Signs

1 slot, Intelligence -1

A character with this proficiency can read symbolic messages indicated by an arrangement of stones or other physical objects. The character 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 character encounters such a message, he understands the meaning if he makes a successful proficiency check. ("A dragon dwells in these woods." "Eat the green berries for restored health.") The message is meaningless to characters without the trail signs proficiency. A character with the trail signs proficiency who uses methods other than the one encountered can try to read it at half the normal chance for success. This proficiency can also be used to identify the cultural group or tribe that has left a specific trail sign.

Crossover Groups: Warrior, Rogue.

Veterinary Healing

1 slot, Wisdom -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 first used will take precedence. The veterinary proficiency can be used on humans, demihumans, and humanoids at half the normal chance for success.

Crossover Groups: Priest.

Weaponsmithing, Crude

1 slot, Wisdom -3

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.

The crude weapons are limited to natural materials: stone, wood, bone, sinew, reed, and the like. Crude weapons take a certain amount of time to make. The DM may add additional primitive weapons to the basic list.

The chance for success is based on the character's Wisdom, with a -3 penalty. Any warrior or a character with the hunting proficiency has a +3 bonus. The fashioner must be proficient in the use of the weapon.

If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless. On a roll of 20, the weapon seems sound, but will break upon first use. On a roll of 1, the weapon has no chance of breaking except against a harder material.

Optional: Crude weapons check for breaking upon inflicting damage; roll 1d6. Bone weapons break on a roll of 1 or 2, stone weapons break on a roll of 1.

Crossover groups: Warrior.

Weapon	Construction Time
Arrows	7/day
Axe, Battle	4 days
Axe, Hand	1 day
Axe, Throwing	6 days
Bow, Long*	15 days
Bow, Short	12 days
Dagger	2 days
Dart	3 day
Javelin	1 day
Knife	2 days
Quarterstaff	1 day
Spear	2 days
Staff Sling	3 days
Warhammer	5 days

* Seasoning the wood takes 1 year.

Rangers

High-level skills
(level 10+)

Warning: These skills are only available for high level Rangers, Paladins and Fighters!

Warning: This section is for warriors only (Rangers, Fighters, Paladins)

Rangers

Skill	Requirement	Base Score	Relevant Ability	Cost NWP /CP
Adaptation	Warrior 10+	9	Intelligence/Reason	2 (6)
All-Around Attack	Warrior 10+	—	—	1 (3)
Bravery	Warrior 10+	4	Wisdom/Willpower	1 (3)
Captivate	Warrior 15+, Bravery	4	Charisma/Appearance	1 (3)
Death Blow	Warrior 15+	—	—	2 (6)
Frighten/Challenge	Warrior 10+, Bravery	4	Charisma/Leadership	1 (3)
Hardiness	Warrior 15+, Bravery	4	Constitution/Fitness	2 (6)
Inner Focus	Warrior 10+	4	Wisdom/Willpower	1 (3)
Sense Danger	Warrior 15+	6	Wisdom/Intuition	2 (6)
Signature Item	Warrior 10+	10	Wisdom/Intuition	2 (6)
Signature Mount	Warrior 10+	9	Wisdom/Intuition	1 (3)

Skills For High-Level Rangers

The following skills are available to **rangers**, **fighters** and **paladins** who meet the listed requirements.

Adaptation

2 slots (6CP), Intelligence, warrior 10+, success: 9

A character with this skill has a trained mind that quickly analyzes unusual or unfavourable environments and a finely tuned body that can compensate for physical impediments to fighting.

Warriors who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavourable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their

surroundings suffer a –4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavourable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

All-around Attack

1 slots (3CP), no attribute needed, warrior 10+

A warrior with this skill is capable of launching a massive blow that can be extended into a whirlwind physical attack that damages every enemy within reach.

An all-around attack must be announced in a round's player determination step (see the *Player's Handbook*, Chapter 9). In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow. If the damage is sufficient to kill the opponent, the hail of blows from the warrior automatically inflicts damage on every enemy within a 5-foot radius, as decided by the character. Enemies who are larger than the original target, or whose Armor Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armor Classes (after the –4 bonus for *invisibility*) is not better than the original target's.

An all-around attack is a measure of a warrior's skill and can be made with any type of melee weapon that the warrior is proficient with. However, opponents that would normally be immune to the weapon used cannot be harmed in an all-around attack. If the initial attack misses, the all-around attack fails. If the initial attack hits, the target suffers normal from the attack. If the damage inflicted fails to kill the original target, there is no radius effect.

The warrior cannot move or take another action during the round when he attempts an all-around attack. If the *Player's Option: Combat & Tactics* combat system is in use, an all-around attack cannot be used as an attack of opportunity or as part of a heroic fray.

Beyond determining if the initial attack succeeds, the warrior's combat bonuses are not a factor in an all-around attack. The damaged inflicted on creatures within the 5-foot radius varies with the warrior's level as follows:

Warrior Level	**Area Damage**
10–14	1d8
15–19	2d8
20–24	3d8
25–29	4d8
30+	5d8

Bravery

1 slots (3CP), wisdom, warrior 10+, success: 4

Warriors with this skill can harness their own strength of will to resist any fear effect.

When subjected to any form of unnatural fear from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the fear effect is negated—no saving throw is necessary. If the check fails, the warrior still gets a saving throw if one is normally allowed. Paladins with this skill can use it against turning attempts by evil priests.

This skill is a prerequisite for the captivate, frighten/challenge, and invulnerability skills. Each time one of these skills is used, the character's base bravery score is reduced by two for the rest of the day. Once the warrior's base bravery score falls to zero, the character cannot use bravery or any of the other three skills for the rest of the day.

Captivate

1 slots (3CP), charisma, warrior 15+, prerequities: bravery, success: 4

Warriors with this skill have developed a strong personal presence that is attractive to members of their own races.

Even without a skill roll, children, members of the opposite sex, and other warriors tend to be friendly toward the character provided they are of the same race and their alignments are similar to that of the character. For purposes of this skill, alignments are similar when they share one common element: law, neutrality, chaos, good, or evil.

Friendly nonplayer characters tend to pay attention to the warrior and view what the warrior says or does in a favourable light as long as it is not obviously harmful or contrary to local customs. With a minimum of encouragement, a friendly NPC gives the warrior information, performs simple errands, makes introductions, and so on. The warrior is a celebrity in the friendly character's eyes.

The warrior can attempt a skill roll to make a suggestion (as the 3rd-level wizard spell) to a friendly NPC if the warrior can speak to the person privately for a few minutes. The NPC automatically obeys the suggestion if it does not involve risk, loss, or potential embarrassment; otherwise, a save vs. spell applies. If the warrior gives the NPC an appropriate gift of modest value or does a useful favor, the saving throw is made at a –4 penalty. If the saving throw succeeds, the NPC tries to flee from the warrior's presence. Each attempt to plant a *suggestion* reduces the warrior's base bravery score by two. Once the base bravery score falls to zero, the warrior's captivate skill is lost for the day.

Creatures with 8 or more Hit Dice/levels are immune to this skill's effects. Any hostile act or threat by the warrior—including a failed suggestion—breaks this skill's effects.

If the warrior spends an extended period of time (a few hours or more) in personal contact with a single NPC who is susceptible to this skill, the DM can secretly roll a skill check. If the check succeeds, the NPC forms an attachment to the character and acts upon the attachment in some way. More often than not, these attachments prove to be troublesome to the character. A few suggestions are listed below:

Stows away in the PC's baggage.
Offers to serve the warrior.
Brags about relationship with hero.
Undertakes a dangerous task on the PC's behalf.
Unfavorably compares a powerful local figure—perhaps a deity—with the character.
Steals a trinket or minor item from the hero.
Seeks marriage with (or adoption by) the PC.
Claims to be the warrior's spouse or offspring.
Presents PC with an apparently useless gift.

Death Blow
2 slots (6CP), no attribute needed, warrior 15+
This skill allows warriors to strike deadly blows that can fell an opponent in a single stroke.

A death blow must be announced in a round's player determination step. In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow and must save vs. death magic or be slain immediately. The opponent's defensive bonuses from protective devices (such as magical armor and *rings of protection*) always apply to the saving throw. If the DM wishes, the optional saving throw modifiers from Table 36 or from Table 38 can be used as well.

Opponents with more Hit Dice/levels than the warrior are immune to the effect. Creatures that would not normally be vulnerable to damage from the weapon the warrior is using in the attack also are immune.

When a warrior attempts a death blow, that is the only attack a warrior can make during the round. Attacks of opportunity (see *Combat & Tactics*, Chapter 1) are allowed, however, and a warrior can combine a death blow with an all-around attack. Only the initial target of the all-around attack is subject to the instant death effect, but this might allow the all-around attack to succeed when it otherwise might not.

Frighten/Challenge
1 slots (3CP), charisma, warrior 10+, prerequisite: bravery, success: 4
Warriors with this skill can turn their personal energies outward, producing an aura of fright that forces fairly weak creatures to flee. This skill also allows warriors to issue challenges that draw powerful creatures into personal combat.

To create an aura of fright, the warrior must shout and charge a group of creatures of 4 Hit Dice/levels or less. The creatures must be able to see and hear the warrior to be affected. The warrior makes a skill roll, and, if it succeeds, the creatures scatter, fleeing for as long as the character pursues them. The creatures flee for 1d10 additional rounds after pursuit ends.

Undead and creatures with no morale scores, such as conjured or summoned creatures under the control of a spellcaster, are not affected. Creatures gain a saving throw vs. spell if they are within 30 feet of a friendly creature that is immune to the aura. A cloak of bravery spell negates the effect.

If the skill roll is a 20, the affected creatures attack the warrior instead. If the warrior flees, the creatures pursue as long as they can see him. If the warrior attacks, the creatures automatically pass any morale checks they might be required to make for the next 1d10 rounds.

To issue a ***challenge***, the warrior must be able to speak to the target creature, which must have least 10 Hit Dice or levels. The creature must be close enough to see the warrior (about 100 yards if the light and visibility are good) and be able to understand what the warrior says. The skill check is an opposed roll using the warrior's Charisma/Leadership score and the target's Wisdom/Willpower score. If the character wins the opposed roll, the affected creature must immediately advance and engage the warrior in physical combat unless restrained by another creature (restraint breaks the compulsion to attack, but keeps the creatures involved occupied for a full round). Creatures that are unwilling to fight can attempt to save vs. spell each round to break off the fight, otherwise, they engage in melee combat with the warrior. The affected creature can employ spells or missile weapons if it wishes, but it must close to melee range before doing so.

If the target creature has no Wisdom/Willpower score. use Table 10 (page 59) to generate one or use the creature's Intelligence rating. The circumstances surrounding the challenge can alter the opposed die roll as follows:

–6 to the skill score if the player makes no attempt to role-play the challenge. For example, the player says "I challenge the dragon."

–4 to the skill score if the player makes only a feeble attempt to role-play the challenge. "Why don't you stop flying around and just fight you stupid dragon?"

+1 to the opponent's Wisdom/Willpower score for every companion accompanying the warrior.

+1 to the opponent's Wisdom/Willpower score if it has suffered any damage, and an additional +1 for every 10% of its original hit points it has lost.

+10 to the opponent's Wisdom/Willpower score if the creature has weak combat powers (THAC0 14 or higher, Armor Class 2 or worse, no physical attack that inflicts more than 6 hit points of damage).

Any roll of 20 is a failure, regardless of the modified score. If both the warrior and the opponent fail their ability checks, the warrior issuing the challenge suffers a loss of confidence and must retreat into cover—or move away from the target at top speed for a full round if no cover is available. The warrior stays away for 1d4 rounds. The bravery skill can be used to avoid this mandatory retreat.

The warrior is free to move and attack normally during the round when the skill roll or ability check is made. Each use of either form of this skill lowers the warrior's bravery skill by one for the rest of the day (each attempt depletes the warriors inner strength slightly) . This skill cannot be used once the bravery skill falls to zero.

A fighter can use his intimidation gaze while issuing a challenge, but only if the opponent is within range when the challenge is issued.

Hardiness

2 slots (6CP), constitution, warrior 15+, prerequisite: bravery, success: 4

Warriors with this skill can use their inner strength to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows warriors to recover from such attacks without additional aid.

When subjected to a harmful special effect from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the warrior suffers the effect normally. If the effect allows a saving throw, the warrior rolls the save before checking this skill.

Warrior Level	**Delay**
15–19	5 Rounds
20–24	10 Rounds
25–29	15 Rounds
30	20 Rounds

Hardiness does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. Nor does this skill protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the warrior suffers no harm from the effect until the delay ends, but he is aware of what the effect is. If the warrior receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

For example, a 17th-level fighter with 34 hit points left (from a total of 115) is battling a wizard who casts power word kill on him. After making his hardiness skill roll, he delays the effects of the spell for five rounds. Two rounds later, after killing the wizard, the party priest casts heal on him. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If the priest had not healed him, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the warrior must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

Injury	**Recovery Time**
Minor	1 Day
Severe	1 Week
Extreme	1 Month

***Minor**:* These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness*, *color spray* (most of the time), *contagion*, and *holy word* are examples of minor effects.

***Severe**:* Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person, phantasmal killer, polymorph other, power word kill*, and *power word stun.*

***Extreme**:* Includes effects that wrench the character's very being, such as energy drains (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell age creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our fighter from the above example had decided to sleep off the effects of the *power word kill,* he would have been unconscious for a week. The player rolls the character's system shock roll (17 Constitution) and rolls 98%—1% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For

example, a character who was drained by a vampire and paralyzed by a lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically. For instance, the fighter sleeping off the effects of the *power word kill* spell from the previous example would recover after receiving healing sufficient to raise his hit points above 60.

Heroic Effort: As a last-ditch effort to continue a battle, a fighter can use the hardiness skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a warrior who makes a successful hardiness check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the warrior is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a warrior struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the warrior's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the hardiness skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a warrior to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the hardiness skill lowers the warrior's base bravery score by two for the rest of the day. The skill is ineffective if the character's base bravery score has been reduced to zero or less.

Inner Focus

1 slots (3CP), wisdom, warrior 10+, success: 4

Warriors with this skill can marshal their personal energies to provide a temporary bonus to their Strength, Dexterity, or Constitution scores.

By concentrating for one round and making a successful skill check, the warrior can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. Reductions lower scores by two full points; an extraordinary Strength score (18/01–18/00) is reduced to 16. The warrior can end the boost—and restore the values of the other scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills*

& Powers is in play, both subabilities in the increased ability score are raised to the same value.

Warrior Level	Improved Score
10–14	18 (18/00)
15–19	19
20–24	20
25–29	21
30+	22

The warrior can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two. The skill cannot be used once the base score falls to zero or less.

Bonuses are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a warrior who chooses to increase Constitution immediately gains bonus hit points but loses them again when the character's Constitution score returns to normal. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Sense Danger

2 slots (6CP), wisdom, warrior 15+, success: 6

This skill allows warriors to discover threats that are not obvious to less perceptive characters.

The sense danger skill is actually five different subskills, as outlined below. The number of subskills the warrior knows depends on the character's level: one subskill at 15th–19th level, two at 20th–24th level, three at 25th–29th level, and four subskills at 30th level or higher. If the character purchases this skill twice, the warrior gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the warrior the ability to detect danger in a different form:

Ambushes: The warrior can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The warrior can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful check reveals approximately how many creatures are hiding in the area and their approximate size.

Attack Readiness: With a successful skill check, the warrior can tell if a creature is prepared to attack. The skill does not tell the anything about the other being's actual intentions, just its readiness for combat. For example, a creature that is prepared for combat might attack soon, or it might simply be ready to respond to a hostile action. In one round, the warrior can determine the battle-readiness of every being in a 30-foot cube.

The warrior can also study a single creature to determine if it has any concealed weapons. A successful check reveals any hidden weapons (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the warrior to determine what its attack modes are (claws, teeth, etc.).

When the warrior detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the weapon.

Note that the warrior must be aware of the creature before checking for concealed weapons. The warrior cannot detect weapons hidden by illusions or other magical means.

Back Attacks: When an enemy launches an attack at the warrior from the rear, the character can attempt a skill check to detect the assault. Success negates any chance for surprise and all special bonuses the attacker might gain from a rear attack, including a thief's backstab bonuses. A successful check allows the warrior to apply defensive bonuses from a high Dexterity/Balance score, even if the character does not turn to meet the attack. Shield bonuses are not applicable unless the character turns around. Unlike the barbarian's back protection ability (see *The Complete Barbarian's Handbook*, Chapter 1), this skill does not allow the warrior to make a free counterattack.

Hidden Enemies: The warrior has a sixth sense about hidden enemies in the immediate vicinity. Once a round, the character can make a skill check. If successful, the warrior learns the location of all invisible, ethereal, astral, out of phase, or hidden creatures within a 30-foot radius. The character does not know how the creature's are hidden—an ethereal creature is indistinguishable from an invisible one—but the character notes their locations and can track their movements so long as they remain within the radius. The warrior suffers a +1 initiative penalty on the round when he uses this ability.

This subskill does not reveal disguised creatures in plain sight or the intentions of creatures. For example, a golem posing as a statue is not revealed, nor can the character determine if an NPC is secretly hostile.

Size Up Opponent: With a successful skill check, the warrior can study a single creature each round and determine how dangerous the creature would be in physical combat. It does not give the warrior any indication of a creature's magical abilities, innate spell-like powers, breath weapons, and the like. If a creature's hit points and THAC0 qualify it for more than one category, the DM is free to choose which one the warrior detects.

Low: The creature's hit point total is 20% or less than the warrior's, and its THAC0 is at least 15 points higher.

Moderate: The creature has 21–50% of the warrior's hit points or its THAC0 is at least 10 points higher.

Significant: The creature has 51–70% of the warrior's hit points, and its THAC0 is at least 5 points higher.

Dangerous: The creature has 71–100% of the warrior's hit points, and its THAC0 is less than 5 points higher, but not lower.

Deadly: The creature has more hit points and a lower THAC0 than the warrior.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—sensing an invisible figure where there is none, improperly sizing up an opponent, etc. A false indication has no effect on a back attack.

If the character also has the alertness proficiency, the character receives a +1 bonus to his skill score.

Signature Item

2 slots (6CP), wisdom, warrior 10+, success: 10

A warrior with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate.

The warrior designates a signature item by giving it a name and noting something distinctive about it. If the item has no distinguishing features, the character must hire an

artisan with the appropriate skill—such as a weaponsmith for a sword—to add one. The alteration could be as simple as engraving the item's name somewhere upon its surface or as elaborate as the character desires (and can afford). No skill check is required to designate an item, and as soon as the item is designated, described, and named, the warrior forms an empathic link with it. It is possible to have more than one signature item, but the character must pay the full cost of this skill for each item. If the warrior improves the skill score, the improvement applies to all the character's signature equipment.

A signature item must be something the character has owned for an extended period of time and uses regularly. For example, a warrior cannot designate a friendly wizard's favorite spell book as a signature item. The DM is free to decide how long the character must own the item, but one level's worth of advancement is the usual period. Likewise, the DM must decide what constitutes regular use, but at least once during the majority of the character's adventures is the usual requirement. Only nonconsumable items can be signature items, but rechargeable items qualify.

If a signature item is ever required to roll an item saving throw (see the *Dungeon Master Guide*, Chapter 6), it automatically succeeds so long as the owner is carrying the item and he survives the event. For example, if Tana is subjected to a *fireball* and fails her saving throw vs. spell, all her equipment must save vs. magical fire or be destroyed. Tana's signature sword, *Windsinger*, does not have to roll the item saving throw, it succeeds automatically.

Deliberate actions that lead to item saving throws can destroy a signature item. For example, if Tana uses *Windsinger* as a brace to keep a trap from closing, the sword can break. Likewise, if an attacker deliberately targets a disintegrate spell at *Windsinger*, the sword can also be destroyed. Deliberate actions can destroy a signature item even if the owner is not aware of the danger. For example, if Tana slashes at what she thinks is a giant spider, but the creature is really a rust monster, *Windsinger* could be destroyed.

If the character does not survive the event that caused the item saving throw, the item must make the roll normally. If the item survives the incident and the character is restored to life, the link is automatically reestablished. If the item is destroyed in the same event that killed the warrior, the link is broken.

If a signature item is ever lost or stolen, the link with the item allows the warrior to attempt a skill check once a day to receive a vision of the item's location. If successful, the character receives a visual image of the item's current surroundings and has a vague idea of the location's distance and direction. If the item lies on another plane, the warrior receives a vision of the plane, but can discern no other information unless he actually travels to the plane. If the item is magically hidden, the warrior learns this fact, along with the item's general location. For example, he would know that his signature item is hidden in King Snurre's great hall.

If a signature item is destroyed or irrecoverable, the character can use the link to obtain a replacement. This does not apply if both the signature item and the character were destroyed by the same event. If the signature item was nonmagical, the character need only acquire a similar item and give it the same name as the original. The character forms a link with the new item, which gradually begins to resemble the original until it becomes indistinguishable from the original after about one month.

If the item was magical, the character must obtain an item of quality (see the *Dungeon Master Guide*, Chapter 6) and roll a skill check. If the check succeeds, the link is strong enough to recreate the item. The character loses five times the item's experience point value and the nonmagical item is miraculously infused with an enchantment that exactly matches the original item after about one month. If the character is unwilling to pay the experience cost, the link is broken instead. If a magical item similar to the original item is used instead of an item of quality, its experience value is subtracted from warrior's experience loss. Artifacts cannot be restored in this manner, though the character gains the other benefits of the link.

Voluntarily giving away or not making a reasonable effort to recover a signature item that has been lost or stolen always breaks the link. The DM is the final judge of what constitutes a reasonable effort at recovery.

Warriors can have one signature item from each of the following categories: armor, weapon, shield, and miscellaneous magical item. Each signature item requires the expenditure of the appropriate number of proficiency slots or character points. At the DM's option, pairs of magical items might also qualify as a single signature item, such as the *twin blades of Ra*.

Signature Mount

1 slots (3CP), wisdom, warrior 10+, success: 9

A warrior with this skill forms a special bond with a mount. When they are together, the mount gains considerable protection from attacks that might otherwise kill it.

A signature mount cannot have more than 10 Hit Dice and must have at least four hit points per Hit Die. For example, a heavy war horse has 5+5 hit dice; it cannot become a signature mount unless it has at least 25 hit points. The mount must be tamed and recognize the warrior as its master. If the creature has an Intelligence score of 5 or more, it need not be trained if it willingly serves the warrior. The warrior must name the mount and provide it with something that makes it recognizable. This can be as simple as purchasing a saddle with the mount's name engraved in it or as elaborate as the character can afford.

When the link is established, the mount immediately gains one hit point per level of the character plus an additional hit point each time the warrior gains a level. When the warrior is riding the mount, the mount suffers no damage from area attacks (such as breath weapons and *fireballs*) if the rider successfully saves against the attack. If the rider fails the saving throw but survives the attack, the mount saves for half or no damage, using the rider's saving throw number. The mount also gains the rider's saving throw against effects targeted directly at it (such as *disintegrate* and the cold ray form of *Otiluke's freezing sphere*) as long as the rider is with the mount. Attacks such as power word spells must be potent enough to overcome the rider to have any effect, although they affect only the mount if that is where they are targeted. If the mount is alone, or the rider does not survive the attack, the mount must use its own saving throw number, and it suffers the normal effects from the attack.

If a signature mount is ever killed, the warrior can acquire a new one of the same type and hit points. Each day, the character can attempt a skill check to receive a vision of the new mount. If the check succeeds, the character sees the mount in its current surroundings and knows the approximate direction and distance to the location. If the mount is on another plane, the warrior receives a vision of the plane but can discern no other information unless the character actually travels to the plane. If the mount is magically hidden, the warrior learns this fact, along with the mount's general location. It is up to the character to seek out the replacement mount, but the mount willingly serves the warrior if the character obtains it.

A warrior can have one signature mount for each different type of terrain. For example, the character might have a young adult mercury dragon (airborne), heavy war horse (land), and a giant sea horse (water). Subterranean and desert mounts might also be allowed, at the DM's option. Each signature mount requires the expenditure of the appropriate number of proficiency slots or skill points.

The Rogue

Rogue

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Ambidexterity (DMO:C&T)	**1**	**Dexterity/Aim**		**CP 4,Warrior, Rogue**
Ambush (DMO:C&T)	**1**	**Intelligence/Reason**		**CP4/5/Warrior, Rogue**
Ancient History	1	Intelligence	-1	3/6/Wis,Intuition/Int,Knowledge
Appraising	1	Intelligence	0	2/8/Int,Reason/ Wisdom,Intuition
Blind-fighting	2	NA	NA	4/NA,6/Wis/Intuition, Dex,Balance
Bureaucracy (TcPaH)	**2**	**Intelligence**	**0**	*none given*
Camouflage (DMO:C&T)	**1**	**Intelligence/Knowledge**		**4/5/Warrior, Rogue**
Cryptography (PlO:S&P)	**1**	**Intelligence**		**3/6/Int,Reason/Wis,Intuition**
Dirty Fighting (DMO:C&T)	**1**	**Intelligence/Knowledge**		**3/5/Warriors, Rogues**
Disguise	1	Charisma	-1	4/5/Wis,Intuition, Cha,Leadership
Fine Balance (DMO:C&T)	**2**	**Dex/Balance,**		**5/7/Warrior, Rogue**
Foraging (TcRaH)	**1**	**Intelligence**	**-2**	*none given*
Forgery	1	Dexterity	-1	3/5/Dex,Aim/Wis,Willpower
Gaming	1	Charisma	0	2/5/Wis,Intuition/Int,Knowledge
Gem Cutting	2	Dexterity	-2	3/6/Dexterity/Aim
Juggling	1	Dexterity	-1	3/7/Dexterity/Aim
Jumping	1	Strength	0	2/8/Str,Muscle/ Dex,Balance
Local History	1	Charisma	0	2/8/Int,Knowledge/Cha,Appearance
Musical Instrument	1	Dexterity	-1	2/7/Charisma/Leadership
Pest Control (DwH)	***1***	***Wisdom***	***0***	***none given***
Quickness (DMO:C&T)	**2**	**Dexterity/Aim**		**6/3/Warrior, Rogue**
Reading Lips	2	Intelligence	-2	3/7/Int,Knowledge/Wis,Intuition
Set Snares	1	Dexterity	-1	3/6/Dex,Aim/Wisdom /Intuition
Steady Hand (DMO:C&T)	**1**	**Dexterity/Aim**		**5,Warrior, Rogue**
Tightrope Walking	1	Dexterity	0	3/5/Dexterity,Balance
Trail Signs (TcRaH)	**1**	**Intelligence**	**-1**	*none given*
Tumbling	1	Dexterity	0	3/7/Dex,Balance/ Str,Muscle
Ventriloquism	1	Intelligence	-2	4/ 5/Int,Knowledge/Cha,Leadership

Here you can find the special nonweapon proficiencies of the rogue classes (bards, thieves and assassins) marked boldly. The normal skills can be found in the **General** section.

This is the list of nonweapon proficiencies, containing the skills from the players handbook, the complete fighters handbook, complete paladin handbook, complete ranger handbook and DMs Option: Combat & Tactics. The skills & powers doesn´t reveal new skills.

Bureaucracy
2 slots, Intelligence

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 aide 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 documentation 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 misplaces 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. The proficiency is only effective when dealing with organizations of 10 or more members.

Crossover Groups: Priest, Rogue.

Cryptography

(PlO:S&P), (1 slot suggested), **CP 3, Initial Rating 6, intelligence, knowledge**

The character with this proficiency has some training and skill in deciphering hidden messages and codes. In its basic form, the character is allowed to make a proficiency check when confronted with a coded message. If successful, the DM can reveal a general overview of the secret missive.

This proficiency is more fun when used as an aid to role-playing. Ideally, the use of the cryptography proficiency requires a great deal of involvement from the player—and a certain amount of puzzle design by the DM—instead of simply passing a check and demanding that a coded message be explained by the DM.

Rather, a character with the cryptography proficiency should have the chance of recognizing a code concealed within a written or spoken message, or perhaps hidden by some other medium—an intricately woven tapestry or sculpted piece of heraldry, for example. The DM will usually roll this check secretly, announcing that the character observes something unusual.

If the character notices the encoded sigil, the DM should describe it in considerable detail—word for word, if it is a written message. The character can make an additional proficiency check during the course of the decoding; if successful, the DM can provide a significant clue—a name, place, or date that is mentioned, for example. The bulk of the decoding should still be performed by the player.

Foraging

(TcRaH) 1 slot, Intelligence -2

By using this proficiency, a character 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 kindling to start a fire, a medicinal herb, or a component required for a spell. The character must spend 2-8 (2d4) hours searching, and the material must theoretically be available in the area being searched (for instance an icicle isn't available in the desert, nor dry kindling on the ocean floor). The DM doesn't confirm if the material sought is actually available until after

the character has searched for the designated period. If the DM decides the material isn't in the area, no proficiency check is necessary; he merely reveals that the search was in vain.

If the DM decides the material is indeed available, a successful proficiency check means the character has found what he's been looking for. As a rule of thumb, the character locates no more than a handful of the desired material, though the DM may make exceptions (if searching for a few leaves of a particular herb, the character may instead find an entire field).

If the check fails, the material isn't found. The character may search a different area, requiring another 2-8 hours and a new proficiency check.

Crossover Groups: Warrior, Rogue.

Pest Control

(DwaH) 1 slot, wisdom

This proficiency is used to keep dwarf strongholds free of pests like rats, carrion crawlers, jermalaines, kobolds, and other small creatures. Similar to the set snares proficiency, it is concerned with catching underground pests and does not use snares. Traps are set to trigger metal cages, drop nets, or iron doors that shut off individual tunnel sections. Spring traps or small deadfalls may be rigged (damage 1d6 maximum) using this proficiency. There is no -4 modifier when using pest control to trap larger creatures.

Only thief characters may use this proficiency to rig larger traps suitable for human or orc sized creatures. These traps may include crossbows, larger deadfalls, and spiked springboards.

A character with this proficiency does not have the ability to make the items required for these devices, he can only set the traps and their triggers.

A proficiency check must be rolled when the trap is set. A failed proficiency check means that the trap will fail to operate. It may not have been set properly, was poorly concealed, or it was too small or too large for the creature to trigger.

Setting a trap takes one hour and the character must have the proper equipment and materials with him.

Characters with the animal lore proficiency gain a +2 bonus when attempting to set traps to catch animal pests.

Trail Signs

(TcRaH) 1 slot, Intelligence -1

A character with this proficiency can read symbolic messages indicated by an arrangement of stones or other physical objects. The character 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 character encounters such a message, he understands the meaning if he makes a successful proficiency check. ("A dragon dwells in these woods." "Eat the green berries for restored health.") The message is meaningless to characters without the trail signs proficiency. A character with the trail signs proficiency who uses methods other than the one encountered can try to read it at half the normal chance for success. This proficiency can also be used to identify the cultural group or tribe that has left a specific trail sign.

Crossover Groups: Warrior, Rogue.

The following “special talents” come from the “DMS Option: Combat&Tactics”. If the DM allows it they are purchable as normal nonweapon proficiencies. Else they cont as traits or perks.

Special Talents

Weapon proficiencies can also be used to acquire a variety of special perks, traits, and characteristics useful for a fighter. Some of these talents were originally presented as nonweapon proficiencies and are noted with an asterisk; they can be purchased with either type of proficiency slot.
As always, the DM is the final arbiter of whether or not a particular option or ability is permitted in his campaign. If he decides that an ability doesn't fit, he can require the players to choose another talent.

Ambidexterity

(DMO:C&T), 1 slot, CP 4, Dexterity/Aim, Groups: Warrior, Rogue
Ambidextrous characters are able to use either hand with equal coordination and skill. They are neither right-handed nor left-handed. When fighting in two-weapon style, an ambidextrous character has two "primary" hands, and suffers a –2 penalty to hit with either weapon. If the ambidextrous character spends a slot to specialize in two-weapon fighting style, he suffers no penalty to attacks with either weapon.

Ambush

(DMO:C&T), 1 slot, CP4, Intelligence/Reason, Initial rating: 5, Groups: Warrior, Rogue
A character with this proficiency is skilled at laying ambushes and setting up surprise attacks. Most characters can set up an adequate ambush when the terrain favors it and they know the enemy is coming, but a character who spends a slot on this skill is able to create ambushes where ambushes wouldn't normally be possible.
Ambushes are impossible if the attackers have already been spotted by the victims; there's no point in hiding then. If the ambushing party knows their quarry is coming to them, they can lay an ambush. If the attack is going to take place in difficult or unusual circumstances, a proficiency check may be called for; failure indicates that the victims have spotted the ambush before they walk into it. Otherwise, the ambush is guaranteed to achieve surprise.

Camouflage

(DMO:C&T), 1 slot, CP4, Intelligence/Knowledge, Initial rating: 5, Groups: Warrior, Rogue
Characters skilled in camouflage understand how to stay out of sight in natural surroundings. Unlike hiding in shadows, camouflage requires one of two things: good cover nearby or a lot of preparation. It's possible for a character to hide himself on a flat, rocky desert, but he'd need to have special clothes and time to ready a hiding spot. On the other hand, almost anyone can duck behind a tree on short notice.
If the character passes his camouflage check, he is considered to be effectively *invisible* as long as he doesn't move. He can avoid encounters if he chooses, or gain a –1 bonus on his chance to surprise someone who doesn't spot him. The character's check is modified as noted below:
Ground Cover: –4 penalty if no vegetation is nearby;
Terrain: +1 bonus if terrain is rocky, hilly, or broken, +2 if very rocky;

Preparation Time: –2 if character has only one round of warning, –4 if character has no warning.
Rangers and thieves gain a +40% to their chance to hide in shadows if they pass a camouflage check in conjunction with their attempt to hide in shadows.

Dirty Fighting

(DMO:C&T), 1 slot, CP 3, Intelligence/Knowledge, Initial rating: 5, Group: Warriors, Rogue
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.

Fine Balance

(DMO:C&T), 2 slots, CP 5, Dex/Balance, Initial rating: 7, Group: Warrior, Rogue
Characters with this talent are blessed with an innate sense of balance and have an uncanny knack for keeping their feet under them. With a successful proficiency check, the character gains a +2 bonus on any climbing checks, saving throws, or ability checks to avoid slipping or falling. In addition, the character reduces any penalties for fighting in off-balance or awkward situations by 2 points.
12 The fine balance talent is also very useful for tightrope walking, tumbling, and climbing walls. If the DM determines that a particular feat would be influenced by the character's exceptional balance, the character gains a +2 (on d20 rolls) or +10% (on d100 rolls) bonus to his rolls to resolve the action.

Quickness

(DMO:C&T), 2 slots, CP 6, Dexterity/Aim, Initial rating: 3, Group: Warrior, Rogue
A character with this talent is unusually fast. Her hand-eye coordination is excellent, and she can often get past her opponent's defenses before they realize how quick she really is. In combat, she gains a special –2 bonus to her initiative roll if she makes a proficiency check. She can use this bonus if she moves or makes an attack with a weapon of average speed or quicker, but her special bonus does not apply to attacks with slow weapons or stationary actions such as guarding or parrying.

Steady Hand

(DMO:C&T), 1 slot, CP 5, Dexterity/Aim, Group: Warrior, Rogue
Characters with this talent are excellent shots with bows or crossbows. They have an unusually good eye for distance, a knack for judging a tricky shot, and a smooth and easy aim and release. If the character takes a full round to aim his shot (i.e., voluntarily holds his action until last in the round) he suffers no penalty for a medium-range shot and only a –2 penalty for a long-range shot. If the character would normally receive multiple attacks with his weapon, he has to forfeit them in order to use this talent–he can make only one shot per round.

The Thief

Thieves

At first the modified non-weapon-proficiencies are presented, afterwards the new skills are described.

Thiefs

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Alertness (TcRaH)	**1**	**Wisdom**	**+1**
Animal Noise (TcThiH)	**1**	**Wisdom**	**-1**
Begging (TcThiH)	**1**	**Wisdom**	**special**
Cryptography (PlO:S&P)	**1**(3CP)**	**Int/knowl.**	**Initial Rating 6**
Endurance*	2	Constitution	0
Fast-talking (TcThiH)	**1**	**Charisma**	**special**
Fortune Telling (TcThiH)	**2**	**Charisma**	**+2**
Herbalism*	2	Intelligence	-2
Hunting*	1	Wisdom	-1
Information Gathering (TcThiH)	**1**	**Intelligence**	**special**
Intimidation (TcThiH)	**1**	**ability special**	**special**
Locksmithing (TcThiH)	**1**	**Dexterity**	**0**
Looting (TcThiH)	**1**	**Dexterity**	**0**
Navigation*	1	Intelligence	-2
Observation (TcThiH)	**1**	**Intelligence**	**0**
Reading/Writing*	1	Intelligence	+1
Survival*	2	Intelligence	0
Throwing (POS&P)	**1** (2)**	**Dexterity**	**-1****
Tracking*	2	Wisdom	0
Trailing (TcThiH)	**1**	**Dexterity**	**special**
Voice Mimicry (TcThiH)	**2**	**Charisma**	**special**

** Added to the Thieves group in the Complete Thieves Handbook.*
****These skills come from the Optional Skills&Powers handbook and therefore don´t have slot ratings given. The numbers above are only suggestions.**

New Proficiencies

Each description below starts with the following information: the name of the proficiency, the number of slots required for its selection, the relevant character statistic (e.g., Intelligence), the check modifier for using the proficiency, and the thief kit(s) for which this proficiency is appropriate (i.e., required or recommended).

Thieves of any kit may choose any of these new proficiencies. However, if the kit is not listed as appropriate in the proficiency's description, then an additional proficiency slot beyond the number listed is required, just as if the proficiency were restricted to another class

(cf. *Player's Handbook*, p. 54). This is why a "# of slots required" is always listed, even though a given proficiency may not cost any slots to thieves who take certain kits.

(Alertness)
1 slot, Wisdom +1
Required: Burglar.
Recommended: All.

A character with this proficiency is able to instinctively notice and recognize signs of a disturbance in the immediate vicinity, reducing by 1 in 6 the character's chance of being surprised whenever he makes a successful proficiency check. *(Please read the following description below "Alterness (TcRaH)", too)*

Alertness
(TcRaH): 1 slot, Wisdom +1
A character with this proficiency is exceptionally attuned to his surroundings, able to detect disturbances and notice discrepancies. A successful proficiency check reduces his chance of being surprised by 1. *(This replaces the description of this proficiency in The Complete Thief's Handbook.)*

Animal Noise
1 slot, Wisdom -1
Recommended: Bandit, Bounty Hunter, Smuggler.

A character with this proficiency is capable of imitating noises made by various animals. A successful proficiency check means that only magic can distinguish the noise from that of the actual animal being imitated. A failed die roll means that the sound varies from the correct noise in some slight way.

If the die roll fails, this does not mean that all creatures hearing the noise know that the sound is fake. While creatures and humanoids that are very familiar with the noise know this automatically, other creatures or characters in earshot may require Wisdom checks to determine if they detect the fake.

Bandits and Smugglers often use this ability for communication on the job, almost as a variant dialect of thieves' cant.

Begging
1 slot, Charisma, special modifiers
Required: Beggar.
Recommended: Assassin, Bounty Hunter, Burglar, Cutpurse, Spy.

This proficiency serves two functions. First, it allows the character to pose convincingly as a beggar; success is automatic, so no proficiency check needs to be made. This function is used most by Assassins, Bounty Hunters and Spies in the pursuit of their assignments.

A character can also use begging to procure a very minimal daily income. (Many Cutpurses are in fact beggars who aren't getting enough—and vice versa.) Success requires first that there be people to beg from—people with money to give. A character in an abandoned castle or a recently pillaged village are virtually assured of failure.

The following modifiers are suggested to the DM as guidelines. They do not consider the wealth of a locale, just the population density. Impoverished regions might have greater negative modifiers—but then, so might affluent areas with traditions of stinginess.

Table 2: SUGGESTED BEGGING MODIFIERS

Locale	Modifier
Uninhabited/ Wilderness	Automatic Failure
Countryside	-7
Hamlet, Village	-5
Town	-2
City	0

If a proficiency check is successful, then a character is able to panhandle enough money, goods or services that day to meet his basic needs (a little food and drink, a place to sleep).

The DM may also use the proficiency check for specific single actions—e.g., a character in disguise as a beggar accosts a specific NPC.

The begging proficiency may not be used to force player characters to give money away; players are always free to decide if and how generous their characters are in response to supplications.

(Boating)

1 slot, Wisdom +1

Recommended: Adventurer, Bounty Hunter, Smuggler.

A character with boating proficiency is needed to guide a boat down a rapid stream or to reduce the dangers of capsizing a canoe or kayak. In addition, a character with boating proficiency can insure that a boat is propelled at its maximum speed.

Note that this proficiency is distinct from Navigation and Seamanship, which apply to ships on oceans, seas, or at least large lakes, rather than small craft on smaller lakes and rivers. *(Please also see "Boating below, which updates this skill)*

Boating

(TcRaH) 1 slot, Wisdom +1

This proficiency allows the character to pilot any small boat, such as a kayak or canoe, operating it at maximum speed. It also allows make minor repairs and improvements in these boats, such as waterproofing them and patching holes. A successful proficiency check enables the character to handle the craft in treacherous situations; for instance, maneuvering the boat though choppy water without capsizing it, or avoiding collisions when guiding it through a narrow channel choked with rocks or ice.

Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers, lakes, on oceans close to shore, and over similar terrain, usually on relatively calm waters.

(editors note: This replaces the description of this proficiency in The Complete Thief's Handbook, since the Rangers Handbook outdates the Thieves Handbook according to the official rules.)

Cryptography

(PlO:S&P), 1 slot (suggested, s.above), **CP 3, Initial Rating 6, intelligence, knowledge**

The character with this proficiency has some training and skill in deciphering hidden messages and codes. In its basic form, the character is allowed to make a proficiency check when confronted with a coded message. If successful, the DM can reveal a general overview of the secret missive.

This proficiency is more fun when used as an aid to role-playing. Ideally, the use of the cryptography proficiency requires a great deal of involvement from the player—and a certain amount of puzzle design by the DM—instead of simply passing a check and demanding that a coded message be explained by the DM.

Rather, a character with the cryptography proficiency should have the chance of recognizing a code concealed within a written or spoken message, or perhaps hidden by some other medium—an intricately woven tapestry or sculpted piece of heraldry, for example. The DM will usually roll this check secretly, announcing that the character observes something unusual.

If the character notices the encoded sigil, the DM should describe it in considerable detail—word for word, if it is a written message. The character can make an additional proficiency check during the course of the decoding; if successful, the DM can provide a significant clue—a name, place, or date that is mentioned, for example. The bulk of the decoding should still be performed by the player.

Endurance

2 slots, Constitution

Recommended: Thug.

This proficiency is normally restricted to warriors. Its description is on p. 58 of the *Player's Handbook.*

Fast-Talking

1 slot, Charisma, special modifier

Required: Swindler.

Recommended: Acrobat, Adventurer, Fence, Investigator, Smuggler, Troubleshooter.

Fast-talk is the art of distraction and conning. If a successful proficiency check is made, the fast-talker is able to get away with whatever scam he is attempting. Modifiers are based on the Intelligence and Wisdom of the target, as shown on Table 3. The DM may also introduce modifiers according to the difficulty or plausibility of what the character is attempting.

Table 3: FAST-TALKING MODIFIERS

Target's Intel.	Modifier	Target's Wisdom	Modifier
3 or less	n/a	3	-5
4-5	-3	4-5	-3
6-8	-1	6-8	-1
9-12	0	9-12	0
13-15	+1	13-15	+1
16-17	+2	16-17	+3
18	+3	18	+5
19	+5	19+	n/a
20	n/a		

Modifiers are cumulative. Targets of Intelligence 3 or less are so dim that attempts to fast-talk them fail automatically because they can't follow what's being said. (Creatures that are so stupid are easy to fool in other ways, however.) Targets with Intelligence of 20 or more or Wisdom of 19 or more are impervious to fast-talking.

Example: Julina the Silent, spy extraordinaire, is discovered by guards as she sneaks

around the emperor's palace. She quickly decides to fast-talk them into believing that she is the mistress of the Steward of the palace and she just got lost in the labyrinthine halls. Unknown to Julina, the Steward is an elderly, faithfully and happily-married gentleman; and it is possible that the guards know of this reputation. The DM assumes the guards to have average Intelligence and Wisdom (no modifier), but he adds a -3 modifier because Julina's story contradicts the Steward's reputation. A 1d20 roll of 7 is less than 10 (Julina's Charisma of 13, with the -3 modifier), so she succeeds. The guards buy her story, and suggest that she go where she belongs immediately. If she failed they would call her bluff—and perhaps escort her straight to the door of the Steward and his wife!

Fortune Telling

2 slots, Charisma, +2 modifier (see below)
Recommended: Swindler.

This nonweapon proficiency covers knowledge of a variety of methods of divination—all of them fake. The thief with Fortune Telling is familiar with numerous devices and methods, such as tarot cards, palm reading, interpreting the flight of sparrows or the arrangement of a sacrificed animal's entrails, and so forth—or at least the thief is familiar enough with these practices to make it appear that he's an authentic soothsayer. (If fortune telling can make accurate predictions in the DM's campaign, this proficiency does not necessarily enable the thief to do so; it confers no magical powers.) The thief makes up the prediction he wishes to tell.

A successful proficiency check indicates that the thief's customer or client believes the fortune he was told to be authentic. If the check fails, the sham is discovered in some way, or the prediction is simply not believed. If the DM wishes, the same modifiers described for fast-talking (above) may be used, based on the Intelligence and Wisdom of the subject and the believability of the fortune predicted.

Optional Rule: If a natural 1 (or another number secretly chosen by the Dungeon Master before the die is rolled) comes up, the event that the thief predicted actually comes true!

Herbalism

2 slots, Intelligence -2
Recommended: Assassin, Bounty Hunter.

A knowledge of herbs, particularly those with poisonous qualities, is of value to Assassins and Bounty Hunters. And Scouts often learn the types and properties of plants in their wilderness journeys. This proficiency is normally restricted to priests and wizards. Its description is on p. 59 of the *Player's Handbook.* See also p. 26 of this book for information on the use of this proficiency with the assassin thief kit.

Hunting

1 slot, Wisdom -1 modifier
Recommended: Bounty Hunter.

This proficiency is normally restricted to warriors. Its description is on p. 59 of the *Player's Handbook.*

Information Gathering

1 slot, Intelligence, special modifiers

Required: Beggar, Fence, Investigator, Spy.
Recommended: Adventurer, Assassin, Bounty Hunter, Burglar, Cutpurse, Smuggler, Swindler, Troubleshooter.

This proficiency represents the ability to gather information from the underworld, most commonly about roguish "jobs" and characters. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating among the lowlife of an area; and with a successful proficiency check, specific information about a person or place can be gathered. (The DM must decide how specific the information is.)

The following modifiers may adjust the proficiency check:

Characters' reaction adjustments (based on Charisma) should benefit or penalize the roll, assuming contact with people is involved in the search.

Thieves' guild members receive a bonus of +2, because they are assumed to have more and better-informed contacts than freelancers. Also, their "territory" (below) is considered to be that of the guild, not just their own area of operation.

Since this proficiency depends on a network of informants and contacts, the thief will be at a disadvantage trying to use it in an area other than his own territory. "Territory" refers to his regular base of operations—a town, one neighborhood of a city, or even a whole province or countryside. Outside this territory the thief does not hear rumors automatically (a normal proficiency roll is required), and gathering specific information suffers a penalty of at least -3. The DM may make it greater in truly foreign areas (e.g., a thief of Waterdeep trying to gather information in Calimshan), due to great differences in language, culture or race.

Finally, any time a proficiency check is required for information gathering, a small investment of money for drinks, bribes, and so forth must be made, or an additional penalty of -3 is imposed. A total of 1d10 gp is typical, and it is lost whether or not the desired information is found. (If the information is still unknown, the character can continue his search the next day, spending more money and making another proficiency check.) The DM is free to increase the cost of using this proficiency if it suits the campaign.

Examples:

1. Urlar is hanging around the local tavern in his neighborhood when he hears rumors of a dragon to the north, recently slain as it raided a village. The dragon's cave and treasures are as yet undiscovered. But some bragging adventurers are said to have found a map to them. Urlar's contacts provide this information to him automatically, while another PC would need to approach people, talk with them, and probably buy them several drinks in order to learn of the map and treasure.

2. His greed sparked, Urlar wants to know who these adventurers are, so that he can steal their map and find the dragon's hoard for himself. This requires a couple of drinks (a 2 gp investment); and the proficiency check has a -1 penalty because of Urlar's low Charisma (7). Urlar's Intelligence is 10, so he needs to roll a 9 or lower to find out who the adventurers are. If they are not very well known, he may need to make additional checks to track them down (find where they are staying, what temples they visit, or whatever).

3. Julina the Silent is hired as a spy to infiltrate the emperor's palace. She needs to find an easy way in—a sewer, service exit, or the like. She has an expense account from her employers for bribes. Her Intelligence is 14 and her modifiers are: +1 (for Charisma 13 reaction adjustment), +2 (thieves' guild member), and -3 (for this not being her home territory); so she must roll 14 or lower on 1d20 to get the information she needs.

It's best to role-play information searches whenever possible.

Intimidation

1 slot, ability special, special modifier
Required: Thug.

Recommended: Bandit, Bounty Hunter, Buccaneer.

This is a talent for bending people to your will by scaring the living daylights out of them. NPCs who are intimidated are quite likely to do what they're told, out of fear. On the negative side, they are also very likely to harbor much resentment against the character that intimidates them. The NPCs will keep their resentment hidden—until the first chance to avenge their pride arises.

Intimidation may be attempted with one of two abilities: Strength or Charisma. If Strength is used, the thief is threatening immediate, personal bodily harm. If Charisma is used, the intimidation consists of more subtle threats, which need not be physical. If successful, the NPC is convinced that the thief is ready and capable of making his life miserable—if not immediately, then in the near future.

Player characters are never forced to submit to intimidation, as this would detract from the players' freedom to role-play.

Locksmithing

1 slot, Dexterity

Recommended: Troubleshooter, dwarf and gnome thieves.

This is the specialized skill of making locks. It is treated like other "craft" proficiencies when checking for success. Also, thieves with this proficiency gain a 10% bonus to their lockpicking skill, because they are intimately familiar with the internal structure and working of so many locks.

Besides troubleshooters, dwarf and gnome thieves of any kit can take the locksmithing proficiency to fill one slot, because of the tradition of craftsmanship and mechanical things in their cultural heritages.

Looting

1 slot, Dexterity

Required: Burglar.

Recommended: Adventurer, Bandit, Buccaneer, Thug.

This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. He has about two minutes to fill his backpack, so that he can escape before guards are summoned by magical alarms. If his proficiency check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space.

Navigation

1 slot, Intelligence -2

Required: Buccaneer.

Recommended: Smuggler.

This proficiency is normally restricted to priests, warriors, and wizards. Its description is on p. 61 of the *Player's Handbook.*

Observation

1 slot, Intelligence

Required: Beggar, Cutpurse, Investigator, Spy, Swindler, Troubleshooter.

Recommended: Assassin, Bounty Hunter, Burglar, Fence, Smuggler.

Characters with this proficiency have cultivated exceptionally acute powers of

observation. The DM may ask for a proficiency check (or secretly roll it himself) anytime there is something subtly askew; he may also allow characters with observation to increase their chance of finding secret or concealed doors by 1 in 6. The proficiency covers all the senses.

Example: Julina is questioning a man who claims to be a craftsman who has worked on the palace; she is searching for the most discreet entrance. The DM secretly rolls an observation proficiency check; it is successful. "You notice," he tells her, "that his hands are in beautiful condition, entirely lacking callouses." From this observation, Julina may deduce that the man is actually just posing as a craftsman; he may be a con man taking advantage of a few free drinks or coins, or he could even be a spy for her enemies.

Reading/Writing

1 slot, Intelligence +1
Recommended: Investigator, Spy.

This proficiency is normally restricted to priests and wizards. Its description is on p. 61 of the *Player's Handbook.*

Survival

2 slots, Intelligence
Required: Bandit.
Recommended: Bounty Hunter.

This proficiency is normally restricted to warriors. Its description is on p. 63 of the *Player's Handbook.*

Throwing

(PlO:S&P, 1 slot (suggested, s.above), CP 2, Initial Rating 8, Dexterity,Aim/Strength, Muscle)
Characters with this proficiency add 10' to each range category of thrown weapons, and increases the damage or the attack roll by +1 each time they throw a weapon. The player can elect to improve either the damage or attack roll, but the choice must be announced before the attack is made.

For each character point spent on this proficiency (after its initial purchase) a character adds another 5' to thrown weapon ranges. For every 4 additional character points spent, another +1 on the damage or attack rolls is gained—this can be used as a +2 on one or the other, or split as a +1 to attack and +1 to damage.

Tracking

2 slots, Wisdom
Required: Bounty Hunter.
Recommended: Assassin.

This proficiency is normally restricted to warriors. Its description is on p. 64 of the *Player's Handbook.*

Trailing

1 slot, Dexterity, special modifiers
Required: Assassin, Cutpurse.

Recommended: Beggar, Bounty Hunter, Investigator, Spy, Thug, Troubleshooter.

Trailing resembles tracking, except tracking is associated chiefly with the wilderness, and trailing typically is used in major urban centers (i.e., cities and large towns). 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 of people.

A proficiency check is first made to see if the thief is able to trail without being noticed. If the person followed has the alertness proficiency, then the thief suffers a -5 penalty.

If the thief is noticed, the person being followed may attempt to evade. To keep from losing the trail, the thief must make another proficiency check. A modifier from -3 to +3 (varying from first time in a foreign city to the thief's home neighborhood) may be used, if the DM so chooses, to reflect how well the thief knows the area. Warn the player beforehand if you will apply modifiers (though you needn't tell exactly what they are).

The DM should feel free to use situational modifiers on these rolls. For example, if a street is relatively clear, the thief should get -1 or -2 on an attempt to follow unnoticed, but +1 or +2 if he has been seen and is chasing after his subject. The opposite numbers could be used for exceptionally crowded situations, or at night.

For any Trailing proficiency roll, a -3 penalty applies if the person followed has the Trailing proficiency as well (and, presumably, knows better how to foil the tricks of his own trade).

Example: Julina is trailing an NPC through the Imperial capital, because she suspects that he is spying for a rival employer and has information that would be valuable for her. It is nighttime, on a nearly deserted street. The DM informs Julina of this, and says that she'll have trouble going unnoticed (-2 modifier on her first roll, he rules, but does not tell her); but if her quarry does spot her, he'll be easier to chase (+2). The DM also decides that Julina has been in the capital on this job long enough that she's fairly familiar with the streets and alleys, so she will not suffer a penalty on that account. However, unbeknownst to Julina, the spy she follows has both alertness (-5 modifier) and trailing proficiencies (-3 modifier). This means that her first roll has an adjustment of -10; if it fails, the second will have an adjustment of -6. Julina's Dexterity is 17. She needs to roll 7 or lower on her first roll, but gets a 13 and fails. "The man has spotted you," says the Dungeon Master. "He speeds up and ducks around a corner, into an alley." Julina follows; to keep from losing him, she needs to get an 11 or lower. She rolls an 11, just barely making it. "The alley is empty—you are about to rush through to the next street, but through a window you spot a flash of red, like the man's coat, and hear footsteps up a staircase in the building to your right."

Voice Mimicry

2 slots, Charisma, special modifiers

Recommended: Assassin, Spy.

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 nonweapon 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.

Demihumans and Nonweapon Proficiencies

Each demihuman race has its own culture and crafts, and these may be quantified by nonweapon proficiencies. Below is listed each nonhuman AD&D® character race, along with the nonweapon proficiencies that are most highly recommended because they reflect the demihumans' heritage.

Note that these proficiencies are merely recommended, for the sake of characterization. Players are not required to choose from these lists for their demihuman thieves; nor do they receive any as bonus nonweapon proficiencies. If a proficiency is not recommended for the demihuman thief's kit or class, it costs another proficiency slot, just as it would for any other character.

Optional Rule: A demihuman using a recommended proficiency may get a bonus of +1 on any proficiency check he may be required to roll.

Nonweapon proficiency recommendations are listed by category (General, Thief, etc.).

Dwarves

General: Artistic Ability, Blacksmithing, Brewing, Direction Sense, Fire-Building, Mining, Pottery, Rope Use, Stonemasonry.

Thief: Ancient History, Appraising, Blind-fighting, Gem Cutting, Set Snares.

Priest: Engineering.

Warrior: Armorer, Endurance, Mountaineering, Survival (Hills, Mountains), Weaponsmith.

New: Intimidation, Locksmithing.

Elves and Half-Elves

General: Animal Handling, Artistic Ability, Dancing, Direction Sense, Etiquette, Leatherworking, Rope Use, Seamstress/Tailor, Singing, Weather Sense, Weaving.

Thief: Ancient History, Gaming, Jumping, Local History, Musical Instrument, Set Snares, Tightrope Walking, Tumbling.

Priest: Healing.

Warrior: Animal Lore, Bowyer/Fletcher, Hunting, Survival (Woodland), Tracking.

Wizard: Ancient Languages, Astrology, Herbalism, Reading/Writing, Spellcraft.

New: Alertness, Animal Noise, Observation.

Because of their mixed heritage, half-elves may have the full diversity of their human parent, or they may be inclined to take proficiencies like those of other elves (above). It probably depends on who raised the half-elf thief and where. If the optional demi-human proficiency bonus for recommended proficiencies is used, half-elves should receive it when they use the elven-recommended proficiencies listed above, regardless of where they were

raised.

Gnomes

General: Artistic Ability, Blacksmithing, Brewing, Carpentry, Cobbling, Mining, Pottery, Rope Use, Stonemasonry.

Thief: Ancient History, Appraising, Disguise, Forgery, Gaming, Gem Cutting, Juggling, Local History, Set Snares, Ventriloquism.

Priest: Ancient Languages, Engineering, Herbalism.

Warrior: Survival (hills, woodlands).

Wizard: Spellcraft.

New: Animal Noise, Locksmithing.

Halflings

General: Agriculture, Brewing, Carpentry, Cobbling, Cooking, Leatherworking, Pottery, Seamstress/Tailor, Weaving.

Thief: Forgery, Gaming, Juggling, Local History, Musical Instrument, Set Snares, Tumbling.

Priest: Healing, Herbalism.

Warrior: Bowyer/Fletcher.

New: Alertness, Animal Noise, Begging, Fast-Talking, Fortune Telling, Observation, Trailing.

Thiefs

High-level skills
(level 10+)

Warning: These skills are only available for high level Thiefs, Bards and Assassins!

Thiefs

Warning: This section is for Rogues only (Thiefs, Bards and Assassins (subclass of the Rogue, if your are playing within the World of Greyhawk campaign setting))

Thiefs

Skill	Requirement	Base Score	Relevant Ability	Cost NWP/CP
Adaptation	Rogue 11+	10	Intelligence/Reason	2 (6)
Classify Traps	Rogue 11+	4	Intelligence/Knowledge	2 (6)
Evasion	Rogue 16+	—	—	1 (3)
Fall/Jump	Rogue 11+	11	Dexterity/Balance	1 (3)
Featherfoot	Rogue 11+	—	—	1 (3)
Improvised Attack	Rogue 16+	—	—	2 (6)
Inner Focus	Rogue 11+	5	Wisdom/Willpower	1 (3)
Nondetection	Rogue 16+	4	Wisdom/Willpower	2 (6)
Sense Danger	Rogue 16+	6	Intelligence/Reason	2 (6)
Shadow Flight	Rogue 21+, Shadow Travel		——	1 (3)
Shadow Travel	Rogue 16+	—	—	1 (3)

Skills For High-Level Thiefs

The following skills are available to **thieves**, **bards** and **assassins** who meet the listed requirements.

Adaptation

1 slot (3CP), intelligence, Rogue 11+, success: 10

A character with this skill has a trained mind that quickly analyzes unusual or unfavorable environments and a finely tuned body that can compensate for physical impediments to fighting. Except where noted below, it is identical to the warrior skill of the same name.

Rogues who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavorable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their surroundings suffer a –4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavorable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

Classify Traps

2 slots (6CP), intelligence, Rogue 11+, success: 4

Rogues with this skill have made an exhaustive study of traps and may be able to apply their knowledge to any traps they find. The skill is useless without the find traps ability.

A successful skill roll reveals a trap's exact nature, not just its general principle. A successful skill roll shows how the trap works and what it does to people who trigger it. The rogue learns where any attacks the trap launches are aimed—provided he can observe those areas. The examination requires at least a turn for basic constructs and possibly much longer for very elaborate traps (DM's discretion). A magical or invisible trap reduces the rogue's success number, including ability score bonuses, by half, round fractions up.

A failed skill roll of less than 20 means that the rogue cannot determine anything special about this particular trap. A roll of 20 means the rogue has made a false assumption about what the trap does. As with any roll a rogue makes when finding or removing a trap, the DM should make the skill roll secretly.

If the rogue decides to disarm a trap after a successful examination, the character can make two remove traps rolls taking only the best result. Alternatively, the rogue can simply bypass the trap by standing in a safe place and triggering it, carefully avoiding the areas it targets. If the DM decides it is not possible to completely avoid the trap's effects, the rogue is allowed a saving throw vs. breath weapon. If successful, the rogue is unharmed; otherwise, the damage inflicted is reduced by half. If the rogue also has the evasion skill, the character gets a +2 bonus to the saving throw. If the rogue has companions, the character can mark or carefully explain what the trap does, allowing these characters to attempt breath weapon saving throws to avoid the effects. If the save fails, the victim suffers only half damage.

In many cases, a trap's attack cannot have a half effect. In these cases, the DM can require another saving throw against the trap's attack form or rule that character's are fully effected when they fail the breath weapon saving throw.

An example: Jobare analyzes a trap he has found on a door and discovers that opening the door is going to flood the corridor, and possibly chamber beyond, with poisonous gas. Jobare decides that plugging all the gas vents would require too much time, so he advises his colleagues to take deep breaths and tie damp cloths over their faces. When the preparations are complete, Jobare flings open the door. Because the party did not leave the area the gas is flooding into, the DM calls for saving throw checks to see if anyone is effected by the gas. Because it is difficult for someone to suffer a half effect from poison gas, the DM requires the characters who fail their breath weapon saving throws to roll a second saving throw vs. poison

to see if they succumb to the gas they inadvertently inhaled. If the trap dropped a 20-ton block into the corridor instead of poison gas, the DM would have been justified in ruling that character who failed their breath weapon saving throws were crushed to death instead.

Evasion

1 slot, no attribute needed, Rogue 16+, success: N/A

Rogues with this skill can avoid damage from energy discharges such as breath weapons, *fireball* spells, and the like through a combination of superior reflexes and inner strength.

This skill operates automatically whenever a rogue is subjected to an energy attack that causes damage. The rogue rolls a normal saving throw vs. the effect and suffers no damage if it is successful. This skill is not effective against effects that do not inflict damage or that do not normally allow a saving throw. For example, the skill does not protect the rogue against a bronze dragon's repulsion breath weapon, a gorgon's petrifying breath, or *magic missile* spells.

The rogue can also avoid missiles fired from fixed points, such as traps and siege engines, but not from creatures. If not surprised, the rogue avoids the missile with a successful saving throw vs. breath weapon.

Fall/Jump

1 slot (3CP), dexterity, Rogue 11+, success: 11

A rogue with this skill can safely break a fall if there is a vertical surface nearby to help slow the character's descent. A very accomplished rogue can fall or jump from amazing heights and not suffer the slightest injury.

A successful skill check allows the rogue to make contact with a nearby surface and safely descend. The maximum distance from a vertical surface and the maximum distance for a safe fall depends of the rogue's level:

Rogue Level	Surface Distance	Distance Fallen
11–13	1'	30'
14–16	2'	60'
17–19	3'	90'
20–21	5'	120'
22–24	7'	150'
25–27	9'	180'
28–30	11'	210'

Rogues who simply step off a precipice or fall while climbing are always within one foot of a vertical surface unless it has a negative slope (angled back under the place from which the rogue fell). Any surface that can provide a reasonable amount of friction when the rogue grabs it or places his hands or feet against it is sufficient (ropes, tree trunks, walls, etc.). Very smooth or slippery surfaces are useless (ice walls, greased poles, *walls of force*, etc.).

If the fall is longer than the safe distance allowed for the rogue's level, subtract the safe distance from the total distance before determining damage from the fall. For example, a trap door opens under Jobare, a 20th-level thief, and dumps him into a shaft 10 feet square. No matter what happens, Jobare is within five feet of one wall, so he can attempt to break his fall. His skill roll succeeds, however, the shaft goes down 150 feet and then opens into a chamber

30 feet high and several hundred feet across. Jobare can break only the first 120 feet if his fall and suffers 6d6 points of damage for the final 60 feet. Even if he had been a 30th-level thief, Jobare would have suffered 3d6 points of damage because there was no surface within reach to break the final 30 feet of the fall.

Featherfoot

1 slot (3CP), no attribute needed, Rogue 11+

Rogues with this skill can make their footsteps as light as a feather, moving silently and exerting very little pressure on the surface they are moving over.

This skill is a function of the rogue's move silently ability, which is a requirement for using this skill. A rogue who makes a successful move silently roll can move a short distance over a surface fairly quickly and without exerting any appreciable weight on it, according to the table below.

Rogue Level	Surface	Distance*	Movement
11–13	Soft	30'	12
14–16	Very Soft	60'	15
17+	Liquid	120'	18

* The rogue must stop and make contact with the surface after moving this far.

Soft Surfaces: Mud, snow, sand, or other surfaces where normal humans would leave clear tracks.

Very Soft Surfaces: Quicksand, fine dust, or other surfaces where normal humans would sink slowly.

Liquid Surfaces: Water or other surfaces where normal humans would sink immediately.

A rogue using the featherfoot skill moves in complete silence and leaves no tracks on the ground. The character's weight doe not press down upon the surface at all. The character does not set off any alarm or trap triggered by weight and does not trigger a *squeaking floors* spell.

Improvised Attack

2 slots (6CP), no attribute needed, Rogue 16+

Rogues with this skill can use unorthodox and unexpected maneuvers to achieve special results in combat. The more unusual the maneuver, the better its chance for success.

A rogue can use this skill only once a day, but the character can learn the skill multiple times. For example, a rogue who learns this skill three times can make three improvised attacks each day. An improvised attack can have one of the following effects:

Blinding: If the attack succeeds, the opponent must save vs. breath weapon or suffer blocked vision (from debris thrown into the eyes, an object wrapped around the victim's head, or even a hat or helmet dropped over the eyes). The opponent suffers the full penalties for darkness (–4 to attacks, saving throws, and Armor Class and movement reduced to one-third; see the *Dungeon Master Guide,* Chapter 13). Because the opponent's situation is painful or awkward or both, the blindfighting proficiency does not reduce the penalties. Note that many

creatures cannot be blinded in an improvised attack because they have no eyes or visual organs.

The blinding effect lasts until the opponent clears his vision, which requires a roll of 9 or less on 1d20. The opponent's Wisdom/Willpower or Dexterity/Balance score affects the roll—the DM decides which ability applies. The opponent can attempt to clear his vision at the beginning of each round, but doing so counts as a half move (see the *Player's Handbook*, Chapter 9, or *Combat & Tactics*, Chapter 1).

Disarm: If the attack is successful, the opponent must save vs. petrification or lose the use of one weapon (because it is dropped or has become stuck in something). Recovering a lost weapon takes a half move. If the weapon is stuck, the opponent must make a successful open doors roll to get it free.

Immobilize: If the attack succeeds, the opponent's entire body becomes entangled or trapped, and he must save vs. paralyzation or cease all meaningful movement. The opponent remains unable to move or attack until he works free, which requires a roll of 9 or less on 1d20. The creature's Strength/Muscle or Dexterity/Aim score applies to the roll—the DM decides which ability applies. The opponent can attempt to get free at the beginning of each round, but doing so counts as a half move.

Kill: If the attack succeeds, the opponent suffers a critical injury that reduces the creature's hit points to –10 instantly unless the opponent saves vs. death magic. If the save succeeds, there is no effect, but in some cases, the rogue can force the opponent to save again the following round by winning initiative and grappling the opponent.

For example, Jobare has attempted to kill an enemy warrior by slamming a shutter down on his neck. The warrior's saving throw was successful, but his head is still caught under the shutter. Jobare can attempt a grappling attack to get another chance to strangle the warrior.

Opponents with more Hit Dice or who are higher level than the rogue are immune to kill effects. In this instance, the thief inflicts normal damage.

Stun: If the attack is successful, the opponent must save vs. breath weapon or become stunned for 2d4 rounds. The character's Constitution/Fitness adjustment applies to the saving throw. A stunned character is unable to cast spells, attack, or move at more than half speed. The character suffers a –2 penalty to Armor Class, attack rolls, saving throws, and ability checks while stunned.

Trip: If the attack succeeds, the opponent suffers a misstep or other misfortune and must save vs. petrification or fall down. Dexterity/Balance bonuses apply to the saving throw. Creatures that fall while moving at speeds greater than 12 might suffer minor damage (1d3 or 1d6 points of damage, at the DM's option). In some cases, a fall might be inherently more dangerous, such as when a character falls when climbing or stumbles onto a sharp object. If a fall could result in instant death, use the rules for killing attacks instead. Getting up after a fall counts as a half move.

The improvised attack skill requires some imagination and role-playing ability from the player. An improvised attack must be announced in a round's player declaration phase. During the resolution phase, the player must describe exactly what unusual attack the rogue is employing—a simple called shot never qualifies as an improvised attack. The rogue then makes a normal attack roll. Standard combat modifiers apply, as does the rogue's backstab bonus for rear attacks that qualify. In most cases, the rogue's missile bonus from Dexterity/Aim also applies, because most improvised attacks rely on precision and fast movement. Improvised attacks that involve a blow to the opponent are also subject to Strength/Muscle bonuses.

If the attack fails, the improvised attack has no effect. If the attack succeeds, the opponent suffers no damage but must roll a saving throw or suffer the improvised special effect. The cleverness and appropriateness of the attack affects the saving throw as follows:

+6 if the rogue player made no attempt to role-play or describe the attack. For example, the player says, “I blind the dragon with an improvised attack.”

+4 if the rogue player makes only a feeble attempt to role-play or describe the attack. “Uh, I find some dirt and throw it in the dragon’s eyes”

+2 to +6 if the attack described is physically unlikely to have the desired effect. Trying to trip a horse with a staff is not likely to be effective.

The save is automatic if the method described is completely inadequate. For example, no character can strangle a great wyrm dragon with a 12-inch leather thong, nor can a character blind a storm giant with a glob of oatmeal unless he can reach the giant’s face.

+2 if the rogue has used the same trick earlier in the adventure. The bonus is +4 if the rogue has used the trick earlier in the same encounter, +6 if the rogue has used the trick on the same creature during this adventure, and +8 if the rogue has used the trick on the same creature this encounter. However, see the note on establishing tricks, below.

–2 if the opponent is surprised.

–4 if the attack described is particularly appropriate. For example, causing a fall from a wall by slamming a window down on the creature’s fingers, entangling an opponent in a fishing net, blinding a creature by tricking it into looking at a dusty object and then blowing the dust into its face, etc.

The optional saving throw modifiers from Table 36 or from Table 38 can be applied to the saving throw if the DM wishes.

Establishing a Trick: If a rogue has successfully used the same improvised attack in three separate adventures, the character can purchase the improvised attack skill the next time he gains a level and make the trick a permanent part of the character’s skills. An established trick can be used once per encounter without the usual penalty for multiple use; situational penalties still apply. Using an established trick does not count toward the character’s daily allotment of improvised attacks unless the trick is used more than once in a single encounter, in which case the multiple use penalties also apply. Opponents who have fought the rogue previously and are prepared for an established trick gain a +6 saving throw bonus against it.

An Example: Jobare is collecting his ill-gotten gains after a game of chance in a seedy inn. When one of the players demands his money back, Jobare asks the fellow to hold out his hand. When the man complies, Jobare grabs his own feathered hat and clamps it over the man’s face. The DM and the player agree that this is a blinding attack. The DM decides that a roll for surprise is in order, as the man is dutifully holding out his hand and not expecting attack. The man rolls a 2 on the surprise die, indicating surprise. Jobare rolls a normal melee attack, adjusts for his Dexterity/Aim score and the fact that the man is surprised. The attack succeeds, and the DM rules that the man must save. vs. breath weapon at –2 or be blinded. His saving throw fails, giving Jobare an opportunity to escape.

Later, Jobare has a special hat made that is lined with pleats of loose cloth that allow the hat to unfold into a small bag, and it contains a springy headband that helps hold the hat in place, whether the hat is on Jobare’s head or on an opponent’s face. Jobare uses his trick hat several times, and when he gains enough experience to advance a level, he decides establish it as a skill (spending one proficiency slot or three character points).

Inner Focus

1 slot (3CP), wisdom, Rogue 11+, success: 5

Rogues with this skill can marshal their personal energies to provide a temporary bonus to their Dexterity, Intelligence, or Constitution scores; it is otherwise similar to the warrior skill of the same name.

By concentrating for one round and making a successful skill check, the rogue can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two points each. The rogue can end the boost—and restore the values of the other two ability scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Rogue Level	Improved Score
11–15	18
16–20	19
21–25	20
26–30	21

The rogue can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two.

Bonuses from an increased score are applied immediately when the skill succeeds and are immediately lost when the boost's duration ends. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Nondetection

2 slots (6CP), wisdom, Rogue 16+, success: 4

Rogues with this skill can shield themselves from many types of magical divination, as the 3rd-level wizard spell of the same name.

When subjected to a spell such as *ESP, clairaudience,* or *detect invisibility,* or to a magical item such as a *crystal ball,* a successful skill check defeats the spell or device. Even if the roll fails, the rogue is still entitled to any applicable saving throws.

This skill is also effective against the sense danger skill, the priest's detect deception skill, and the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the rogue can attempt an opposed Wisdom/Willpower check to remain undetected.

This skill is not effective against the spells *know alignment, true seeing, commune,* or *contact other plane,* nor is this skill effective against the detection abilities of legendary monsters, wyrm and great wyrm dragons, and deities.

Sense Danger

2 slots (6CP), intelligence, Rogue 16+, success: 6

This skill allows rogues to discover threats that are not obvious to less perceptive characters. It is similar to the warrior skill of the same name, but relies on the rogue's intellect rather than on intuition and grants rogues a slightly different set of sensing abilities.

The sense danger skill is actually four different subskills, as outlined below. The number of subskills the rogue knows depends on the character's level: one subskill at 16th–20th level, two subskills at 21st–25th level, and three subskills at 26th–30th level. If the character purchases this skill twice, the rogue gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the rogue the ability to detect danger in a different form:

Ambushes: The rogue can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The rogue can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful scan reveals approximately how many creatures are hiding in the area and their approximate size.

Concealed Weapons: The rogue can study a creature to determine if it has any concealed weapons. A successful check reveals any weapons hidden about the creature's person (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the rogue to determine what its attack modes are (claws, teeth, etc.).

When the rogue detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the weapon. Note that the rogue must be aware of the creature before checking for concealed weapons—a rogue cannot attempt to search a statue for concealed weapons because the player suspects it might be a golem. Unlike the warrior's version of this skill, a rogue can detect magically concealed weapons.

Hostile Intentions: A rogue can size up a living creature in plain sight and deduce its level of hostility toward the rogue and his party. A successful roll gives the rogue a general level of hostility: low (a suspicious merchant), medium (a thief from an opposing guild), or high (caught by the local wizard with his *staff of the magi* in your backpack). Unlike the warrior ability, the rogue skill does not reveal how well prepared for attack the creature is, just how much it would like to attack. This skill does not indicate how likely a creature is to attack, since a creature does not always act on its hostility.

Impending Attacks: The rogue develops a sixth sense about weapons and other forms of attack aimed at the character. Any time an undetected enemy is preparing an attack, the rogue can attempt a skill check to receive a vague impression about the attacker's general direction (front, rear, left, right) and distance (close, far). In many cases, the attacker's identity is obvious from the information the skill provides. A successful skill check gives the rogue a +2 bonus on surprise rolls and a +1 bonus to the initiative roll during the first round of combat if the character is not surprised. Unlike the warrior back protection subskill, the rogue must turn to face the attacker to negate any applicable rear attack bonuses. If the character is surprised in spite of this skill, the attacker receives all bonuses normally applied to rear attacks, including backstab adjustments.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—improperly analyzing a creature's level of hostility, noting a concealed weapon where there is none, etc. A false indication has no effect on an impending attack.

If the character also has the alertness proficiency, he receives a +1 bonus to his skill score.

Shadow Flight

1 slot (3CP), no attributes needed, Rogue 21+

This ability is similar to the shadow travel skill, except that a successful hide in shadows roll allows the character to fly silently from shadow to shadow.

Like the shadow travel skill, the rogue must begin with a successful hide in shadows roll. Once in the shadows, the character's movement rate and maneuverability class depend on the strength of the shadows:

Amount of Shadow	**Rate/Maneuverability**
None	***Normal****
Weak	15/D
Strong	18/C
Very	24/B**

* Flight is not possible.

** Once an hour, the rogue can instantly move up to 360 yards, as a dimension door spell, as long as the destination is at least as shadowy as the rogue's current position.

While flying or traveling instantaneously, the rogue can be no more than lightly encumbered. The rogue can carry other creatures if their weight does not exceed the rogue's light encumbrance limit.

Shadow Travel

1 slot (3CP), no attribute needed, Rogue +16+

This skill allows a rogue to move rapidly from one shadowy area to another, moving at seemingly blinding speed.

The use this skill, the rogue must first successfully hide in shadows, which is required to use this skill. After entering the area of shadow, the rogue can move into other shadows at increased speeds. The actual movement depends on the amount of shadow available, according to the table below.

Amount of Shadow	**Movement Rate**
No Shadows	Normal
Weak Shadows	15
Strong Shadow	18
Very Shadowy	24

***No Shadows**:* The rogue is surrounded by multiple light sources, within a magical light or darkness spell, or in the open on a bright, clear day.

***Weak Shadows**:* Outdoors at dawn or twilight, in a woods on a bright day, average indoor light, or outdoors on a moonless or overcast night are examples of these conditions.

Strong Shadows: The rogue is outdoors at night or in dim indoor light.

Very Shadowy: Most areas of near-darkness apply for this condition, including: in woods at twilight; in a windowless room with a single, flickering light source such as a torch, candle, or fire; outdoors at night along the edges of the circle of light thrown by an artificial light source (*Player's Handbook*, Table 63).

The rogue is visible when moving between shadows, but he remains hidden while within the shadows and able to move at an accelerated rate until the character attacks or the shadows

get weaker. If the rogue leaves the shadows to attack, the character can enter them again and resume accelerated movement on any round when the rogue does not attack and there are shadows available. Shadow movement is not silent, but the rogue can attempt a move silently roll while moving through shadows and still move at the accelerated rate. Accelerated movement is subject to normal modifiers for terrain and encumbrance.

The Warrior

These is the list of nonweapon proficiencies, containing the skills from the players handbook, the complete fighters handbook, complete paladin handbook, complete ranger handbook and DMs Option: Combat & Tactics. The skills & powers doesn´t reveal new skills.

Warrior

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Ambidexterity (DMO:C&T)	**1**	**Dexterity/Aim**	**0**	**CP 4, Warrior, Rogue**
Ambush (DMO:C&T)	**1**	**Intelligence/Reason**	**0**	**4/5/Warrior, Rogue**
Animal Lore	1	Intelligence	0	3/7/Int,Knowledge/ Wis,Intuition
Armorer* (TcFiH)	2	Intelligence	-2	5/5/Int,Knowledge/Str,Muscle
Blind-fighting	2	NA	NA	4/NA,6/Wis,Intuition/Dex,Balance
Bowyer/Fletcher* (TcFiH)	1	Dexterity	-1	5/6/Int,Knowledge/Dex,Aim
Camouflage (DMO:C&T)	**1**	**Intelligence/Knowledge,**		**4/5/Warrior, Rogue**
Charioteering	1	Dexterity	+2	4/5/Dex,Balance/ Wis,Willpower
Dirty Fighting (DMO:C&T)	**1**	**Intelligence/Knowledge**		**3/5/Warriors, Rogues**
Endurance	2	Constitution	0	2/3/Constitution/Fitness
Fine Balance (DMO:C&T)	**2**	**Dex/Balance,**		**5/7Warrior, Rogue**
Foraging (TcRaH)	**1**	**Intelligence**	**-2**	*none given*
Gaming	1	Charisma	0	2/5/Wis,Intuition/ Int,Knowledge
Hunting	1	Wisdom	-1	2/7/Wisdom/Intuition
Iron Will (DMO:C&T)	**2**	**Wisdom/Willpower**	**–2**	**3/6/Warrior, Priest**
Jousting (TcPaH)	**1**	**Dexterity**	**+2**	*none given*
Law (TcPaH)	**1**	**Wisdom**	**0**	*none given*
Leadership (DMO:C&T)	**1**	**Charisma/Leadership,**	**–1,**	**3/5/Warrior**
Mountaineering	1	NA	NA	4/7/Str,Stamina/Wis,Willpower
Navigation	1	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
Oratory (TcPaH)	**1**	**Charisma**	**0**	*none given*
Quickness (DMO:C&T)	**2**	**Dexterity/Aim,**		**6/3/Warrior, Rogue**
Running	1	Constitution	-6	2/5/Str,Stamina/ Con,Fitness
Set Snares	1	Intelligence	-1	4/8/Dex,Aim/Wis,Intuition
Spelunking (TcRaH)	**1**	**Intelligence**	**-2**	*none given*
Steady Hand (DMO:C&T)	**1**	**Dexterity/Aim,**		**CP 5,Warrior, Rogue**
Survival	2	Intelligence	0	3/6/Int,Knowledge/Wis,Willpower
Tracking	2	Wisdom	0	4/7/Wisdom,Intuition
Trail Marking (TcRaH)	**1**	**Wisdom**	**0**	*none given*
Trail Signs (TcRaH)	**1**	**Intelligence**	**-1**	*none given*
Trouble Sense (DMO:C&T)	**1**	**Wis./Int**		**4/3/General**
also see "Danger Sense"				
Weaponsmithing* (TcFiH)	3	Intelligence	–3	5/5/Int,Knowledge/ Dex,Aim
Weaponsmithing, Crude (TcRaH)	**1**	**Wisdom**	**-3**	*none given*

*Within the "Complete Fighters Handbook" there are more detailed descriptions on these proficiencies.
Bold-faced entries indicate new proficiencies from the "complete handbooks". See classes chapter

The skills listed in the table above can be found in the different chapters of this manual. In here you find the unusal skills (marked boldly) and the "**special talents**" from the **DMs Option: Combat & Tactics**.

At first, the special nonweaponn proficiencies of the complete handbooks are presented. Afterwards the "special talents" from the "*DMs Option: Combat & Tactics"* are presented.

Foraging

(TcRaH) 1 slot, Intelligence -2

By using this proficiency, a character 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 kindling to start a fire, a medicinal herb, or a component required for a spell. The character must spend 2-8 (2d4) hours searching, and the material must theoretically be available in the area being searched (for instance an icicle isn't available in the desert, nor dry kindling on the ocean floor). The DM doesn't confirm if the material sought is actually available until after the character has searched for the designated period. If the DM decides the material isn't in the area, no proficiency check is necessary; he merely reveals that the search was in vain.

If the DM decides the material is indeed available, a successful proficiency check means the character has found what he's been looking for. As a rule of thumb, the character locates no more than a handful of the desired material, though the DM may make exceptions (if searching for a few leaves of a particular herb, the character may instead find an entire field).

If the check fails, the material isn't found. The character may search a different area, requiring another 2-8 hours and a new proficiency check.

Crossover Groups: Warrior, Rogue.

Jousting

(TcPaH) 1 slot, Dexterity +2

This proficiency includes the combat skills necessary for a successful joust, as well as the manners, behavior, and flair needed to impress an audience. **To take this proficiency, a character must first have a weapon specialization in the jousting lance.**

A character with this proficiency modifies his attack rolls in a jousting match by +2 (see the "Routine Activities" section of Chapter 7 for jousting rules). The use of this proficiency presumes that the character has an adequate lance, shield, and mount.

Should a character win a match, his stylish performance favorbly impresses the audience. 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 jouster 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 cancel the bonus.

Crossover Groups: Warrior.

Law

(TcPaH) 1 slot, Wisdom

A character with this proficiency is thoroughly familiar with the legal system of his homeland (or any other region of his choice). He knows which laws are rigorously enforced (illegal gambling may be tolerated in one region, aggressively prosecuted in another), and routine legal procedures (such as how to file suit against a debtor). Understanding nuances of

the law, such as interpreting fine points of a contract, require proficiency checks.

A successful proficiency check also allows the character to conduct a strong defense when he or a companion stands accused of a crime. If the judge is fair-minded and the evidence of the crime is ambiguous, a successful check will sway the verdict in the defendant's favor; either he receives the smallest possible sentence or fine, or is completely vindicated. However, if the evidence clearly calls for a conviction or the judge is corrupt, a successful proficiency check won't help.

A character may spend additional slots to know the legal systems of other regions. Alternately, he may spend slots to acquire expertise in a particular area of the law, such as tax codes or property rights. Expertise assumes a broad understanding of the chosen area, requiring checks only in extreme instances. *(also see the following paragraph "law and paladins" in the Paladin chapter if you´re playing a paladin)*

Crossover Groups: Warrior, Priest.

Oratory

(TcPaH) 1 slot, Charisma

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. 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 unswayed, 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 towards 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.

Crossover Groups: Warrior, Priest.

Spelunking

(TcRaH) 1 slot, Intelligence -2

A character with this proficiency has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The character generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful proficiency check can reveal the following information:

- Determine, by studying cracks in the walls and pebbles on the floor, sniffing the air, etc., the likelihood of a cave-in, flash flood, or other natural hazard. This only works with respect to natural formations, and is negated if the natural formations have been shored up, bricked in, or otherwise tampered with.
- Estimate the time required to excavate a passage blocked with rubble.
- While exploring extensive underground caverns, a successful check reduces the chance of getting hopelessly lost when confronted by multiple unmarked passages, sinkholes, etc. to a maximum of 30%, assuming good lighting (see DMG Table 81-82).

Crossover Groups: Warrior.

Trail Marking

(TcRaH) 1 slot, Wisdom

By notching trees, scattering pebbles, piling stones, and clipping weeds, the character can mark a trail through any wilderness area. Providing he moves at 2/3 his normal movement rate, he can mark a continuous trail as long as he likes; however, the longer the trail, the less likely he'll be able to follow it back.

A successful proficiency check enables a backtracking character to follow his own trail for a distance equal to his level in miles. If he fails a check, he loses the trail. For instance, assume a 3rd level character marked a 12-mile trail. His first successful proficiency check enables him to follow this trail back three miles. A second successful proficiency check means he can follow the trail another three miles. The third check fails, and he loses the trail; he's only been able to follow his trail for a total of six miles.

The tracking proficiency isn't necessary to use the trail marking proficiency. However, when a ranger loses his own marked trail, he may still attempt to follow it using his tracking proficiency. Any other characters with the tracking proficiency may also attempt to follow a ranger's marked trail, using the rules applicable to the tracking proficiency.

A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed trail marked in a forest should last for weeks, while an arctic trail may last less than a day during periods of heavy precipitation; the DM decides). A ranger or other character with the tracking proficiency may still attempt to follow an obscured trail using the tracking rules.

Crossover Groups: Warrior.

Trail Signs

(TcRaH) 1 slot, Intelligence -1

A character with this proficiency can read symbolic messages indicated by an

arrangement of stones or other physical objects. The character 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 character encounters such a message, he understands the meaning if he makes a successful proficiency check. ("A dragon dwells in these woods." "Eat the green berries for restored health.") The message is meaningless to characters without the trail signs proficiency. A character with the trail signs proficiency who uses methods other than the one encountered can try to read it at half the normal chance for success. This proficiency can also be used to identify the cultural group or tribe that has left a specific trail sign.

Crossover Groups: Warrior, Rogue.

Weaponsmithing, Crude

(TcRaH) 1 slot, Wisdom -3

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.

The crude weapons are limited to natural materials: stone, wood, bone, sinew, reed, and the like. Crude weapons take a certain amount of time to make. The DM may add additional primitive weapons to the basic list.

The chance for success is based on the character's Wisdom, with a -3 penalty. Any warrior or a character with the hunting proficiency has a +3 bonus. The fashioner must be proficient in the use of the weapon.

If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless. On a roll of 20, the weapon seems sound, but will break upon first use. On a roll of 1, the weapon has no chance of breaking except against a harder material.

Optional: Crude weapons check for breaking upon inflicting damage; roll 1d6. Bone weapons break on a roll of 1 or 2, stone weapons break on a roll of 1.

Crossover groups: Warrior.

Weapon	Construction Time
Arrows	7/day
Axe, Battle	4 days
Axe, Hand	1 day
Axe, Throwing	6 days
Bow, Long*	15 days
Bow, Short	12 days
Dagger	2 days
Dart	3 day
Javelin	1 day
Knife	2 days
Quarterstaff	1 day
Spear	2 days
Staff Sling	3 days
Warhammer	5 days

* Seasoning the wood takes 1 year.

Special Talents

Weapon proficiencies can also be used to acquire a variety of special perks, traits, and characteristics useful for a fighter. Some of these talents were originally presented as nonweapon proficiencies and are noted with an asterisk; they can be purchased with either type of proficiency slot.

As always, the DM is the final arbiter of whether or not a particular option or ability is permitted in his campaign. If he decides that an ability doesn't fit, he can require the players to choose another talent.

Alertness*

(DMO:C&T), 1 slot, CP 6, Wisdom/Intuition, +1, Groups: All

Some characters are unnaturally alert and instinctively note signs of trouble that other characters may miss. A character with this proficiency reduces his chance of being surprised by 1 in 10 if he makes a successful proficiency check. In situations where surprise is automatic, the character may still attempt a proficiency check. If he passes, he is surprised at the normal chance instead of automatically.

Ambidexterity

(DMO:C&T), 1 slot, CP 4, Dexterity/Aim, Groups: Warrior, Rogue

Ambidextrous characters are able to use either hand with equal coordination and skill. They are neither right-handed nor left-handed. When fighting in two-weapon style, an ambidextrous character has two "primary" hands, and suffers a –2 penalty to hit with either weapon. If the ambidextrous character spends a slot to specialize in two-weapon fighting style, he suffers no penalty to attacks with either weapon.

Ambush

(DMO:C&T), 1 slot, CP4, Intelligence/Reason, Initial rating: 5, Groups: Warrior, Rogue

A character with this proficiency is skilled at laying ambushes and setting up surprise attacks. Most characters can set up an adequate ambush when the terrain favors it and they know the enemy is coming, but a character who spends a slot on this skill is able to create ambushes where ambushes wouldn't normally be possible.

Ambushes are impossible if the attackers have already been spotted by the victims; there's no point in hiding then. If the ambushing party knows their quarry is coming to them, they can lay an ambush. If the attack is going to take place in difficult or unusual circumstances, a proficiency check may be called for; failure indicates that the victims have spotted the ambush before they walk into it. Otherwise, the ambush is guaranteed to achieve surprise.

Camouflage

(DMO:C&T), 1 slot, CP4, Intelligence/Knowledge, Initial rating: 5, Groups: Warrior, Rogue

Characters skilled in camouflage understand how to stay out of sight in natural surroundings. Unlike hiding in shadows, camouflage requires one of two things: good cover nearby or a lot of preparation. It's possible for a character to hide himself on a flat, rocky desert, but he'd need to have special clothes and time to ready a hiding spot. On the other hand, almost anyone can duck behind a tree on short notice.

If the character passes his camouflage check, he is considered to be effectively *invisible* as long as he doesn't move. He can avoid encounters if he chooses, or gain a –1 bonus on his

chance to surprise someone who doesn't spot him. The character's check is modified as noted below:
Ground Cover: –4 penalty if no vegetation is nearby;
Terrain: +1 bonus if terrain is rocky, hilly, or broken, +2 if very rocky;
Preparation Time: –2 if character has only one round of warning, –4 if character has no warning.
Rangers and thieves gain a +40% to their chance to hide in shadows if they pass a camouflage check in conjunction with their attempt to hide in shadows.

Dirty Fighting

(DMO:C&T), 1 slot, CP 3, Intelligence/Knowledge, Initial rating: 5, Group: Warriors, Rogues
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.

Endurance*

(DMO:C&T), 2 slots, CP 4, Con/Fitness, Initial rating: 3, Group: Warrior
This proficiency allows a character to perform strenuous physical activity twice as long as a normal character before fatigue and exhaustion set in. If the fatigue rules from Chapter One are in play, a character with this proficiency increases his fatigue points by 50%.

Fine Balance

(DMO:C&T), 2 slots, CP 5, Dex/Balance, Initial rating: 7, Group: Warrior, Rogue
Characters with this talent are blessed with an innate sense of balance and have an uncanny knack for keeping their feet under them. With a successful proficiency check, the character gains a +2 bonus on any climbing checks, saving throws, or ability checks to avoid slipping or falling. In addition, the character reduces any penalties for fighting in off-balance or awkward situations by 2 points.
12 The fine balance talent is also very useful for tightrope walking, tumbling, and climbing walls. If the DM determines that a particular feat would be influenced by the character's exceptional balance, the character gains a +2 (on d20 rolls) or +10% (on d100 rolls) bonus to his rolls to resolve the action.

Iron Will

(DMO:C&T), 2 slots, CP 6, Wisdom/Willpower –2 , Initial rating: 3, Group: Warrior, Priest
Some people are possessed of an amazing ability to drive themselves on despite injuries or exhaustion that would stop another person in his tracks. A character with the iron will talent gains a +1 bonus to saving throws vs. mind-affecting spells or effects, including *charms, holds, hypnotism, fascination, suggestion,* and other such spells.
16 In addition, characters with iron will have the unqiue ability to keep fighting even after being reduced to negative hit points. Each round that the character wishes to remain conscious, he must roll a successful saving throw vs. death with his negative hit point total as

a modifier to the roll. For example, a character reduced to –5 hit points can try to stay on his feet and keep moving and fighting by succeeding on a saving throw roll with a –5 penalty. As long as the character remains conscious, his condition does not worsen–in other words, he doesn't begin to lose 1additional hit point per round until he actually passes out.

Leadership
(DMO:C&T), 1 slot, CP 3, Charisma/Leadership, –1, Initial rating: 5, Group: Warrior
Characters with the leadership talent understand how to motivate troops and get the most out of their men. In battlefield situations, a military unit led by the hero gains a +2 bonus to any morale checks they have to make. If you are playing with the mass combat rules in Chapter Eight, the character is treated as if he were three levels higher than he really is, so a 4th-level fighter can command troops as a 7th-level fighter if he possesses this talent.

Quickness
(DMO:C&T), 2 slots, CP 6, Dexterity/Aim, Initial rating: 3, Group: Warrior, Rogue
A character with this talent is unusually fast. Her hand-eye coordination is excellent, and she can often get past her opponent's defenses before they realize how quick she really is. In combat, she gains a special –2 bonus to her initiative roll if she makes a proficiency check. She can use this bonus if she moves or makes an attack with a weapon of average speed or quicker, but her special bonus does not apply to attacks with slow weapons or stationary actions such as guarding or parrying.

Steady Hand
(DMO:C&T), 1 slot, CP 5, Dexterity/Aim, Group: Warrior, Rogue
Characters with this talent are excellent shots with bows or crossbows. They have an unusually good eye for distance, a knack for judging a tricky shot, and a smooth and easy aim and release. If the character takes a full round to aim his shot (i.e., voluntarily holds his action until last in the round) he suffers no penalty for a medium-range shot and only a –2 penalty for a long-range shot. If the character would normally receive multiple attacks with his weapon, he has to forfeit them in order to use this talent–he can make only one shot per round.

Trouble Sense
(DMO:C&T) also see “Danger Sense” , 1 slot, CP 4, Wis./Int, Initial rating: 3, Group: General
Sometimes known as a danger sense, this talent gives the character a chance to detect otherwise undetectable threats by instinct. The character's trouble sense comes into play when the character is threatened by a danger he hasn't noticed yet.
The DM should make trouble sense checks in secret. If the character succeeds, he is only surprised on a roll of 1 by a sneak attack and treats any rear attacks as flank attacks instead. The DM can modify the proficiency check if the character is taking extra precautions or if the attacker would be particularly hard to notice before striking.

The Wizard

Wizards

There are the from the Players Handbook and the "Skills & Powers" in the next version of this manual.

Wizard

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Alchemy (PlO:S&M)	**2**	**Intelligence**	**–3**	**5/6/Intelligence**
Anatomy (PlO:S&M)	**2**	**Intelligence**	**–2**	**4/5/Intelligence**
Ancient History	1	Intelligence	-1	3/6/Wis,Intuition/Int,Knowledge
Arcanology (PlO:S&M)	**1**	**Intelligence**	**–3**	**4/5/Intelligence**
Astrology	2	Intelligence	0	3/5/Wis,Intuition, Int,Knowledge
Astronomy (PlO: S&P)	**2***	**Intelligence**	**0**	**2/7/Intelligence,Knowledge**
Bookbinding (PlO:S&M)	**1**	**Intelligence**	**0**	**3/8/ Intelligence**
Concentration (PlO: S&M)	**2**	**Wisdom**	**-2**	**5/6/Wisdom**
Cryptography (PlO: S&P)	**1***	**Intelligence**	**-2**	**3/6/Int,Reason,Wisdom/Intuition**
Dowsing (PlO: S&M)	**1**	**Wisdom**	**-3**	**3/5/Wisdom**
Engineering	2	Intelligence	-3	4/5/Int,Reason/Wis,Intuition
Gem Cutting	2	Dexterity	-2	3/6/Dexterity/Aim
Glassblowing (PlO: S&M)	**1**	**Dexterity**	**0**	**2/7/Dexterity**
Herbalism	2	Intelligence	-2	3/6/Int,Knowledge/Wis,Intuition
Hypnotism (PlO: S&M)	**1**	**Charisma**	**-2**	**4/6/Charisma**
Languages, Ancient	1	Intelligence	0	4/5/Intelligence,Knowledge
Mental Resistance (PlO: S&M)	**1**	**Wisdom**	**-1**	**3/5/Wisdom**
Navigation	1	Intelligence	-2	3/6/Int,Knowl./Wisdom,Intuition
Omen Reading (PlO: S&M)	**1**	**Wisdom**	**-2**	**3/5/Wisdom**
Papermaking (PlO: S&M)	**1**	**Intelligence**	**0**	**2/8/Intelligence**
Prestidigitation (PlO: S&M)	**1**	**Dexterity**	**-1**	**3/7/Dexterity**
Reading/Writing	1	Intelligence	+1	2/8/Intelligence,Knowledge
Religion	1	Wisdom	0	2/6/Wisdom,Intuition
Research (PlO: S&M)	**1**	**Intelligence**	**0**	**3/6/Intelligence**
Sage Knowledge (PlO: S&M)	**1**	**Intelligence**	**-2**	**4/5/ Intelligence**
Scribe (PlO: S&M)	**1**	**Dexterity**	**+1**	**2/7/Dexterity**
Spellcraft	1	Intelligence	-2	3/7/Intelligence,Reason
Tactics of Magic (PlO: S&M)	**1**	**Intelligence**	**-1**	**3/6/Intelligence**
Thaumaturgy (PlO: S&M)	**1**	**Intelligence**	**-2**	**3/5/ Intelligence**
Special				
Signature Spell (PlO: S&M)	**1**	**special**	**sp.**	**special**

Here can be found the new proficiencies for the wizards and specialists. The other proficiencies can be found in the **General** / **Common** section of this manual.
* These aditions are only suggestions.

Alchemy

(PlO:S&M), **2 slots, CP 5, Initial Rating 6, Intelligence –3**

A wizard with this skill is not necessarily an alchemist or a specialist in the school of alchemy, but he is well-versed in the physical aspects of magical research and the properties of various chemicals, reagents, and substances. If the character has access to a decent laboratory, he can use his knowledge to identify unknown elements or compounds, create small doses of acids, incendiaries, or pyrotechnical substances, or (if he is 9th level or higher) brew potions.

Refer to Chapter 5 for information on the size, cost, and equipment of an alchemical laboratory. Naturally, a wizard may be able to defray some of the costs by sharing his facilities or striking some kind of deal with a local wizard's guild; the DM can come up with the details.

Identifying substances or samples of unknown material requires 1 to 4 days and a successful proficiency check. Simple materials, such as powdered metals or ores, provide the alchemist with a +1 to +4 bonus on his check, at the DM's discretion. Rare, complex, or damaged or incomplete samples might impose a –1 to –4 penalty.

Creating dangerous substances such as acids or burning powders takes 1d3 days and 20–50 gp or (1d4+1) x 10 per vial, or 2–5 days and 50–100 gp or (1d6+4) x 10 per flask. The alchemist must pass a proficiency check in order to successfully manufacture the substance; failing the check with a natural roll of 20 results in an explosion or other mishap that exposes the character to the effects of his work and damages the laboratory for 10%–60% or 1d6 x 10% of its construction value.

Acid inflicts 1d3 points of damage per vial, or 2d4 points of damage per flask, and continues to injure the victim the next round; the vial inflicts 1 point of damage in the second round, and the flask causes 1d3 points of damage. In addition, the flask is large enough to splash creatures near the target; see **Grenadelike Missiles** in the *DMG*. Acid can also burn out a lock or clasp, forcing an item saving throw.

Incendiaries ignite when exposed to air. A flask of incendiary liquid inflicts damage as per burning oil (2d6 points in the first round and 1d6 in the second.) Again, refer to the *DMG*. Incendiary powders or liquids can easily start fires if used on buildings, dry brush, or other such surfaces.

Pyrotechnic materials resemble incendiaries, but create clouds of billowing smoke. A vial creates a cloud of smoke
5 feet high by 5 feet wide by 5 feet deep, obscuring vision.
A flask creates a cloud of smoke 10 feet high by 10 feet wide by 10 feet deep. The clouds persist for 1d3 rounds, depending on the wind and other conditions.

Alchemy is an expensive hobby, to say the least, and it can be a dangerous one as well. If a player character is abusing this proficiency (i.e., walking into a dungeon with 10 flasks of acid in his pack), the DM can require item saving throws for all those beakers anytime the character slips, falls, or is struck by an opponent.

Wizards who specialize in the school of alchemy gain a +2 bonus to their proficiency rating in this skill.

Anatomy

(PlO:S&M) **2 slots, CP 4, Initial Rating 5, Intelligence –2**

This proficiency reflects a character's detailed knowledge of the structure and arrangement of the human body, including the location and function of bones, muscles, organs, and other soft tissues. This skill has two distinct uses for a wizard; first of all, knowledge of anatomy provides the character with a +2 bonus on any healing proficiency checks he attempts.

Secondly, the wizard can use this skill to repair corpses that have been badly damaged. With a successful proficiency check, the wizard can strengthen and reinforce a body, making it more suitable for animation as a mindless undead. This provides a hit point bonus of +1 per die for skeletal remains, or a bonus of +2 hp per die for a creature to be animated as a zombie.

Arcanology

(PlO:S&M) **1 slot, CP 4, Initial Rating 5, Intelligence -3**

The study of the history and development of magic is termed arcanology. A wizard with expertise in this field is familiar with the works of past wizards. If there was a source of powerful magic in the campaign's past—for example, Netheril or Myth Drannor in the Forgotten Realms campaign setting—the arcanologist has a good idea of who the great mages were and what they were able to accomplish. Special magical items, spells, or forms of magic wielded by these ancient sorcerers are familiar to the arcanologist. With a successful proficiency check, the arcanologist can identify the general purpose and function of an ancient magical item; the DM may apply a penalty of –1 to –4 if the item comes from a region outside the arcanologist's normal studies, or is especially rare or obscure. Note that this ability doesn't help a wizard to identify items manufactured by the "modern" school or tradition of magic, whatever that may be.

Astronomy

(PlO:S&P), **2 CP, Initial Rating 7, intelligence, knowledge**

A character proficient in this skill has a detailed knowledge of the relative movement of stars, moons, and planets. The character can predict with complete accuracy the arrival of eclipses, comets, and other cosmic phenomena (evening and morning stars, full moons, etc.) The astronomer can identify numerous stars and constellations, and gains a +3 bonus to all checks made using the navigation proficiency, providing that the stars can be seen.

Bookbinding

(PlO:S&M) **1 Slot, CP 3, Initial Rating 8, Intelligence**

A wizard 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 50 gp per page for a standard spell book, or 100 gp 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.

Concentration

(PlO: S&M) **2 slots, CP 5, Initial Rating 6, Wisdom –2**

A character with this talent has rigorously trained himself to ignore distractions of all kinds, deadening his mind to pain or sensation. This allows a wizard to ignore annoyances or

disturbances that might otherwise interfere with the casting of a spell. In order to use this ability, the player must state that his character is concentrating when he begins to cast a spell. If the character is struck by an attack that causes 2 or less points of damage, he is permitted to attempt a proficiency check to ignore the distraction and continue to cast his spell (unless, of course, the damage is enough to render him unconscious.) The wizard can try to ignore grappling or restraining attacks that cause no damage but suffers a –4 penalty to his check. Spells that incapacitate without damaging, such as *hold person* or *command*, still interrupt the caster if he fails his saving throw.

A character using this ability must focus on the casting of his spell to the exclusion of all other activity, even direct attacks. Any Dexterity adjustment to his Armor Class is lost, and in addition flank or side attacks are treated as rear attacks, with a +2 bonus to hit instead of a +1.

Cryptography

(PlO:S&P), **3 CP, Initial Rating 6, intelligence, knowledge**

The character with this proficiency has some training and skill in deciphering hidden messages and codes. In its basic form, the character is allowed to make a proficiency check when confronted with a coded message. If successful, the DM can reveal a general overview of the secret missive.

This proficiency is more fun when used as an aid to role-playing. Ideally, the use of the cryptography proficiency requires a great deal of involvement from the player—and a certain amount of puzzle design by the DM—instead of simply passing a check and demanding that a coded message be explained by the DM.

Rather, a character with the cryptography proficiency should have the chance of recognizing a code concealed within a written or spoken message, or perhaps hidden by some other medium—an intricately woven tapestry or sculpted piece of heraldry, for example. The DM will usually roll this check secretly, announcing that the character observes something unusual.

If the character notices the encoded sigil, the DM should describe it in considerable detail—word for word, if it is a written message. The character can make an additional proficiency check during the course of the decoding; if successful, the DM can provide a significant clue—a name, place, or date that is mentioned, for example. The bulk of the decoding should still be performed by the player.

Dowsing

(PlO: S&M) **1 slot, CP 3, Initial Rating 5,Wisdom -3**

This is the skill of finding lost or hidden items by seeking a disturbance in the subtle natural energies that permeate the earth. A dowser is attuned to the invisible, intangible eddies and currents of the world around him; by careful and methodical searching, he can detect particular emanations or anomalies.

Dowsing has two general uses. First, the character can attempt to detect natural deposits or minerals in the ground, such as water, gold, or other ores. Secondly, the character can attempt to find a specific man-made item that has been lost or hidden, such as a friend's dagger, a buried treasure chest, or the entrance to a barrow mound. The search must be very precise—the dowser will have no luck if he sets out to find 'the most valuable thing in this field' or 'the nearest magical weapon,' but 'Aunt Claire's missing brooch' or 'the gold buried by the pirate Raserid' are suitable searches.

Unlike the spell *locate object*, the dowser isn't led or directed to the item he seeks; he has to actually pass within 10 feet of the item, or walk over the place where it is buried, and

succeed in a proficiency check to detect the item. (The DM should keep this check hidden from the players so that he doesn't give away the location with a failed check.) Dowsing can take a long time; quartering the dirt floor of a cellar 20 square feet might take 1d3 turns, while checking a field or courtyard might take 1d3 hours. Searching an area larger than 100 square yards is impractical—the dowser gets tired of concentrating.

A dowser can detect items or substances within 100 feet of the surface, although very strong or powerful sources may be detected slightly deeper. The dowser can guess the approximate depth of what he's seeking within ±10% when he stumbles across it.

Glassblowing

(PlO: S&M) **1 slot, CP 2, Initial Rating 7, Dexterity**

A character skilled at this trade can manufacture all kinds of glass containers, jars, or bottles. Creating symmetrical or precise pieces requires a proficiency check, but if a character is making items for usefulness instead of decoration, he can produce about 10 small containers, 5 medium containers, or 2 large ones in a day's work. The character must have access to a specialized glazier's workshop and furnace in order to make use of this skill.

Hypnotism

(PlO: S&M) **1 slot, CP 4, Initial Rating 6, Charisma -2**

With this proficiency, the wizard can hypnotize another character, placing him into a relaxed state in which he is susceptible to suggestions. The subject must be willing and must know he is being hypnotized. Only human, demihuman, and humanoid characters may be hypnotized, and the hypnotist and subject must be able to understand one another's language.

It takes about five minutes to hypnotize someone in a reasonably calm or peaceful environment. Once hypnotized, the subject is willing to do almost anything that isn't very dangerous or against his alignment. However, a hypnotized subject can be fooled into thinking he's doing one thing when he's actually doing something else. Hypnotism can have the following effects:

A character can be induced to remember things he has forgotten by reliving a frightening or distant event.

A character can be made calm and unafraid in the face of a specific situation that he has been prepared for, gaining a +2 bonus to saving throws versus fear effects or morale checks.

A character can be cured of a bad habit or addiction (but not of curses, physical diseases, or magical afflictions.)

Hypnotism can't increase a character's attributes, give him skills he does not normally possess, let him do things that are beyond his capabilities, or give him information he couldn't possibly know. As a guideline for adjudicating effects, the hypnotism proficiency is substantially weaker than magical commands or directions, such as *charm person, command,* or *hypnotism*. Spells magically compel a person to obey the caster's will; a well-phrased hypnotic command is nothing more than a strong suggestion.

Mental Resistance

(PlO: S&M) **1slot, CP 3, Initial Rating 5, Wisdom -1**

Through lengthy training and iron discipline, a character with this proficiency prepares himself to resist magical or psionic assaults on his mind. The character receives a +1 bonus to

his saving throws against attacks of this nature, if the attack normally allows a saving throw. Generally, this includes any attack form that a character's magical attack adjustment bonus for his Wisdom score might affect, including mind-affecting spells, *charm* or *fear* powers of monsters, and telepathic sciences or devotions that allow the subject a saving throw.

Omen Reading

(PlO: S&M) **1 slot, CP 3, Initial Rating 5, Wisdom -2**

There are hundreds of myths and superstitions about the art of divination, or predicting the future through the reading of signs or indications. A character with this proficiency is skilled in a form of divination and knows the proper ceremonies and observances to use in order to obtain a valid reading. He is also familiar with the various messages or indications that characterize a form of divination. Omen readers use dozens of different methods for their auguries, including astrology, numerology, reading palms, examining animal entrails, casting bones, dice, or runes, and burning incense to observe the smoke, just to name a few. The exact nature of the character's expertise is up to the player.

To use this proficiency, the omen reader phrases a general question about a course of action, such as "Is this a good day to start our journey?," "Should we try to track the orcs to their lair, or wait for their next raid?," or "When will the dragon return?" The DM then makes a proficiency check in secret; if the character fails, the DM can tell him that the signs were inconclusive, or make up a false answer for a spectacular failure (a natural 20 on the check, for instance). If the omen reader succeeds, the DM can give the character a vague answer based on his assessment of the situation. An omen is usually good, bad, or inconclusive, although an answer of "a day or two" or "proceed, but with caution" is acceptable as well. Omens aren't guaranteed; if a party ignores a bad omen, they might succeed in their task anyway. An omen is nothing more than the DM's best guess about a course of action.

Performing the ceremony of reading an omen requires an hour or more. Special tools or supplies, such as runesticks, may be necessary depending on the character's favored form of omen reading. Some superstitious or primitive cultures may place a great deal of weight on omen reading, and a skilled diviner may be held in high regard by these people.

Papermaking

(PlO: S&M) **1 slot, CP 2, Initial Rating 8, Intelligence**

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 100 gp per page, and a standard spell book costs 50 gp per page. If the wizard also knows the bookbinding nonweapon proficiency and binds the volume himself, the cost of the spell book is reduced by 75% altogether.

Prestidigitation

(PlO: S&M) **1 slot, CP 3, Initial Rating 7, Dexterity -1**

This is the art of street magic or sleight of hand, the trade of the magician. The character is skilled at concealing or manipulating small items and familiar with such tricks as pulling a coin from a child's ear, separating two joined rings, or causing a pigeon or rabbit to vanish. For the most part, nothing more than manual dexterity and showmanship are required, and any kind of character may learn prestidigitation.

While true wizards have little time for these parlor tricks, many apprentices practice with their *cantrips* by duplicating these feats. A wizard with a *cantrip* spell handy can really manipulate a small object by briefly *levitating* it, *teleport* something small from one hand to the other, or use a tiny dimensional pocket to make an object disappear or seem to contain something it shouldn't.

There is no particular game effect for prestidigitation, although it is a form of entertainment and can earn a wizard his dinner with a good performance, or possibly distract or fool an NPC under very limited circumstances. For example, a wizard trying to conceal a wand or precious gem from a robber searching him at knifepoint might be able to hide the item with a successful proficiency check.

Research

(PlO: S&M) **1 slot, CP 3, Initial Rating 6, Intelligence**

A wizard with this skill is well-versed in the theory and application of spell research. He is familiar with the use of libraries, laboratories, and other resources, and also has a good grasp of the fundamental processes of experimentation and problem-solving. With a successful proficiency check, the character gains a +5% bonus to his success roll when researching a new spell and only requires one-half the usual amount of time to perform spell research or determine the process necessary to manufacture a particular magical item. However, the amount of money spent on research remains the same because the wizard is still expending the same amount of books and supplies.

Sage Knowledge

(PlO: S&M) **1 slot, CP 4, Initial Rating 5, Intelligence -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 or 5 character points) 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 (or 2 CPs), 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 include:

Alchemy: This is the study of magical chemistry, especially as it applies to elemental transmutations and potions, oils, and magical compounds or solvents. Unlike the proficiency of alchemy, the sage knowledge of alchemy concentrates on theories and principals, not on the practical day-to-day manufacture of specific compounds and substances. An alchemist specialist wizard or a character with the alchemy proficiency gains a +2 bonus to his proficiency rating in this area of sage knowledge.

Architecture: This is the study of the development, theories and styles of architecture. (The architecture proficiency, on the other hand, represents the practical execution of workable building plans.) A sage with this field of study can attempt to identify the age, origins, and general purpose of ruined buildings or structures.

Art: The sage is familiar with the great works of the past as well as the works of the best contemporary artists. If he specializes in one particular art form (sculpture, paintings, ornamental pottery, etc.) he is able to identify works of the masters, spot fakes, and appraise pieces for sale value.

Astrology: This is the history and theoretical background of astrology, not the actual art of prediction. Someone with the astrology proficiency knows that Planet X passing in front of Constellation Y means trouble, but a sage knows why that's a sign of ill fortune. In addition, the sage has the ability to perform historical astrology by working backwards to determine the stars' and planet's alignments for thousands of years in the past. An expert in this field may be familiar with the constellations and beliefs of vanished or dead cultures.

Astronomy: For the astrologer, planets and constellations are representations of greater powers. The astronomer, on the other hand, assigns no characteristics or indications to these heavenly bodies, and instead concentrates on studying their movements in the skies. He can predict eclipses, anticipate the return of comets or meteor showers, and answer questions about the locations or predicted locations of various planets or other bodies in the skies.

Botany: This is the study of plants, ranging from simple cataloguing and observation to detailed studies of life-cycles and ecologies. Areas of specialization include simple plants, water plants, grasses and brush, flowering plants, domesticated plants, plant diseases, and ecological systems such as rain forest, tundra, prairie, etc.

Cartography: Cartography is the art of map-making. A sage who specializes in this field knows where to find maps for any given region or area, knows how to interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps.

Chemistry: While alchemy focuses on the study of magical substances, chemistry concentrates on the study of the properties of mundane substances. Note that a character with the alchemy proficiency is assumed to use a fair amount of mundane chemistry to produce acids, solvents, and pyrotechnic substances.

Cryptography: This is the study of codes, ciphers, and puzzles. A sage with skill in cryptography can attempt to break codes or solve written puzzles with time and study.

Engineering: The character is familiar with the science of building devices, engines, and structures. Sage knowledge of engineering provides a +2 bonus to the character's nonweapon proficiency score in engineering, if he has both proficiencies. The character can specialize in small machines, large machines (water wheels, etc.), siege engineering, fortifications, bridges and roads, or buildings.

Folklore: The sage studies legends and folk tales. By spending another proficiency slot, he can specialize in the folklore of a particular culture or region.

Genealogy: This is the study of lines of descent. A sage with this skill knows research techniques and sources for tracing family trees and is also familiar with the histories of the important royal and noble families.

Geography: A sage with this knowledge has learned about the lands and cultures of his world. He knows general principles of cartography, topography, climatology, and sociology, and can identify individuals or artifacts from other lands.

Geology: Geology is the study of landforms, rock, and the physical makeup of the earth. A sage with knowledge in this area can add a +2 bonus to his rating in the mining nonweapon proficiency and can attempt a proficiency check to identify various sorts of gemstones or precious minerals.

Heraldry: Coats of arms, banners, flags, and standards are all emblazoned with heraldic designs. A sage with this skill is familiar with the evolution of heraldry and the significance of various symbols and colors. He can identify common coats of arms on sight and knows where to research obscure or unknown devices. This area of knowledge adds a +2 bonus to a character's heraldry nonweapon proficiency score.

History: A sage with this skill has an excellent grasp of history and the historical methods. Unlike a character with the ancient or local history proficiencies, a sage with this skill is a generalist, but he can be considered an expert on a particular era or culture by spending an additional slot to specialize. Whether or not the historian knows something off the top of his head doesn't matter—he knows exactly where to look when he needs to find out the details of a person's life or an important event. Skill in this field of knowledge provides a +2 bonus to the character's proficiency score in ancient history or local history.

Languages: A character with a modern language proficiency knows how to speak a second language, and a character with an ancient languages proficiency knows how to read a second language, but a sage who specializes in languages is concerned with the study of the language itself—grammar, syntax and constructs, and vocabulary and word origin. His expertise is limited to one particular tongue, but for each additional slot the linguist may add another language to his field of expertise. This knowledge adds a +2 bonus to the linguist's rating in any modern or ancient language proficiencies he possesses.

Law: A sage with this field of study is an expert on matters of law. He is familiar with any national constitutions or charters, the origin and history of the law, and important matters of precedent. He can examine contracts, warrants, orders, or decrees and determine if there is a way to enforce or avoid them.

Mathematics: The study of abstract or theoretical mathematics may seem unusual in a fantasy setting, but it dates back thousands of years in our own world; the ancient Greeks laid the groundwork for geometry, while algebra was a pastime of Islamic scholars and nobles before the European Renaissance. A dimensionalist gains a +2 bonus on his proficiency rating in this area of study.

Medicine: A sage with this skill studies both the history and development of medicine, as well as current methods and treatments. This provides the character with a +2 bonus to his healing nonweapon proficiency score. In addition, the character may be able to come up with treatments for nonmagical diseases or injuries.

Meteorology: This is the study of weather and weather patterns. A sage with this skill knows historical records and prediction methods. In the field, his knowledge of weather provides a +2 bonus to any weather sense proficiency checks he makes.

Music: The sage knows the theory and notation systems of music and has studied the works of the great masters. He can attempt to identify unknown pieces or decipher musical puzzles.

Myconology: Myconology is the study of fungi. A myconologist can identify samples of fungus, mold, or spores. He is familiar with dangerous or monstrous varieties as well and may be able to spot these in the wild before he or his companions come to harm. His knowledge of mushrooms and molds gives him a +2 bonus to herbalism nonweapon proficiency checks.

Oceanography: A sage with this skill studies the ocean, including weather, marine biology, navigation and charting, and undersea topography. An oceanographer may be able to explain unusual phenomena at sea or discover the location of wrecks or other sites of interest.

Philosophy: The study of philosophy is the study of logic, ethics, aesthetics, and metaphysics (for game purposes, anyway), and a sage with expertise in this field is conversant with the great thinkers and arguments of his race or culture.

Physics: In most AD&D campaigns, the study of physics centers around mechanics and thermodynamics; some of the more advanced fields of study simply haven't been invented yet.

Planes, Inner: Most individuals in a campaign have little to no knowledge of worlds beyond the one in which they live, but a sage with expertise in this field is familiar with the characteristics and properties of the Ethereal Plane and the various Elemental Planes beyond that. He understands how the Inner Planes are aligned and how the multiverse is put together. If he spends an additional slot to specialize, he can be an expert on a particular plane, capable of answering exacting questions on the topic.

Planes, Outer: The great religions of a campaign tend to disseminate a very limited view of the multiverse, centering on the home of their deity and that of their deity's principal foes. A sage who studies this field has a general understanding with the general arrangement of all the Outer Planes and the characteristics of the Astral Plane. For an additional slot, he can specialize in a particular plane, learning the general properties of its layers, its chief inhabitants and domains, and other important details.

School of Magic: A sage with expertise in a school of magic is familiar with the important theories, works, and great mages of that field. By engaging in research and passing a proficiency check, the sage could identify spells or magical items belonging to the school by the item's general effects or appearance. For example, if he was a student of the school of force, he could identify a *wand of force* or *beads of force* as if he were trying to answer a specific question. If the sage is also a wizard, he gains a +5% bonus to his chance to learn spells from the school in question. A specialist wizard gains a +2 to his score in this proficiency if the school of magic is his own specialty.

Sociology: This is the study of social structures, customs, mores, and ways of life. The sage is also acquainted with past societies and their customs.

Theology: A sage with expertise in this area is conversant with the tenets and beliefs of most major religions, gaining a +2 bonus to his religion nonweapon proficiency check. In addition, he studies the theories and lore surrounding the powers and boundaries of the gods themselves. With research, a theologist can determine what a particular god might or might not be capable of doing.

Toxicology: This is the study of poisons, both natural and artificial. A sage with expertise in toxicology can identify poisons both from samples and from examining the symptoms of a poisoned victim. By using toxicology, a sage can also gain a +1 to any healing proficiency check dealing with poisons.

Zoology: Zoology is the study of animals. A sage who acquires knowledge in this area has a good overall grasp of the science of zoology, and in addition, he is considered a specialist in one general class of animals or monsters. Each additional slot he spends on this proficiency adds one more type or class to his expertise. Classes of animals available include birds, reptiles, mammals, fish, amphibians, insects, amorphous monsters (slimes, jellies, and molds), aquatic monsters, insectile monsters, reptilian monsters, mammalian monsters, hybrid monsters (griffins, perytons, etc.), and any other reasonable
class or grouping the DM allows.

A zoologist can identify common species in the field with a successful proficiency check and may be able to predict behavior or capabilities based on his knowledge of the creature in question.

Scribe
(PlO: S&M) **1 slot, CP 2, Initial Rating 7, Dexterity+1**
Before printing came into common use, professional scribes created books by copying manuscripts. Even after printing presses were in widespread use, scribes were in demand for their calligraphy 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.

Tactics of Magic
(PlO: S&M) **1 slot, CP, 3, Initial Rating 6, Intelligence -1**
For many wizards, the principal use of their art is on the battlefield. Knowing which spell to employ at any given time and creating the greatest effect for one's effort is a skill that can be learned with practice and experience. A wizard with the tactics of magic proficiency can attempt a proficiency check to gauge the range to a target, estimate how many enemies will be caught in a given area of effect, or determine whether or not he may be in danger of a rebounding *lightning bolt* or a *fireball* cast in too small a space.

In addition, a character with this skill may recall subtle effects or interactions that are not immediately apparent. For example, if the wizard is about to cast *magic missile* at an enemy wizard protected by a *shield* spell, the DM may allow the player a proficiency check to see if he suddenly recalls that the *magic missile* will fail—especially if the wizard also knows shield, but the player has just forgotten about the special effects of the spell. However, if there's no way the character could know of a special immunity or property of a monster, spell, or magical item, this proficiency will not be of any help.

Thaumaturgy
(PlO: S&M) **1 slot, CP 3, Initial Rating 5, Intelligence -2**
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 who 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 nonweapon proficiency check has been made.

Special

Signature Spells
(PlO: S&M) **1 slot, CP 3**
Just as fighters can reach unusual levels of skill by specializing in a particular weapon, a wizard can spend extra proficiency slots (weapon or nonweapon) or character points in order to specialize in a particular spell. This spell is known as a *signature spell*. Unlike fighters, who may only specialize in a single weapon, wizards may have one signature spell per spell level, as long as they have the proficiency slots or character points available.

A wizard with a signature spell may still make use of the rest of his spell repertoire normally; he is not limited to just that one spell.

Choosing a Signature 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 slots or CPs varies with the level of the spell selected.

Since specialist wizards must select their signature spells from their own field of study, they find it easier to narrow their specialization down to a single spell.

Learning a Signature Spell: In order for a wizard to gain the skill and practice necessary for a signature spell, he must spend a great deal of time and money, studying every aspect of the enchantment. For all intents and purposes, this is the equivalent of spell research; the character must spend a minimum of two weeks and 1d10 x 100 gp per spell level to master the signature spell and must succeed in a learn spells check to succeed in his studies. If the wizard fails, he still knows how to cast the spell normally, but he can never use it as a signature spell. The character's proficiency slots or character points are not expended if he fails in his attempt to learn the signature spell.

Specialist wizards may apply their spell research bonus to their learn spells roll to develop a signature spell.

Signature Spells in Play: Through hard work and extensive practice, the wizard becomes quite skilled at casting his signature spell. First of all, the wizard casts his signature spell as if he were 2 levels higher for purposes of damage, duration, area of effect, range, and all other level-based characteristics. If the spell has no level-based characteristics (*charm person*, for instance), the wizard can choose to inflict a saving throw penalty of –2 on the subject's saving throw when he casts the spell, or he can choose to reduce his casting time by 3.

Signature Spell Costs

Spell Level	Specialist Slots	Cost CPs	Mage Slots	Cost CPs
1st–3rd	1	4	2	7
4th–6th	2	7	3	10
7th–9th	3	10	4	13

Secondly, the wizard may memorize one casting of his signature spell at no cost in spells available at that level. In other words, the character gains the specialist wizard benefit of memorizing additional spells. For example, a 1st-level mage may normally memorize one 1st-level spell. If the mage has *magic missile* as a signature spell, he may memorize one 1st-level spell, plus an additional *magic missile*, for a total of two 1st-level spells. If the character is a specialist invoker, he can memorize three 1st-level spells: *magic missile*, a second invocation spell, and the 1st-level spell he normally receives as a 1st-level wizard. Note that the character in this example could choose to spend his discretionary spells to memorize a total of three *magic missiles*, which wouldn't be a bad move considering that he's so good at casting it!

Role-Playing Signature Spells: A wizard with a signature spell often becomes notorious for his use of the spell. Everyone recalls stories of the transmuter who *polymorphed* folks into frogs, or the fire mage who threw *fireballs* left and right. The DM should encourage the player to develop his character's motivations for becoming so skilled with one particular enchantment.

Wizards

High-level skills
(level 10+)

Warning: These skills are only available for high level Mages and Specialists!

Wizards

Warning: This section is for wizards only (Mages, Specialists)

Wizards

Skill	Requirement	Base Score	Relevant Ability	Cost NWP/CP
Mental Focus	Wizard 12+	4	Wisdom/Willpower	1 (3)
Signature Item	Wizard 12+	10	Wisdom/Intuition	2 (6)
Spell Sculpting	Wizard 12+	8	Intelligence/Knowledge	1 (3)

Skills For High-Level Wizards

The following skills are available to **mages** and **specialist wizards** who meet the listed requirements.

Mental Focus

1 slot (3CP), wisdom, wizard 12+, success: 4

Wizards with this skill can marshal their personal energies to provide a temporary bonus to their Intelligence, Wisdom, or Dexterity scores.

By concentrating for one round and making a successful skill check, the wizard can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The wizard can end the boost—and restore the values of the other scores—at any time. If the character's ability score is already equal to or higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

Wizard Level	Improved Score
12–16	18
17–20	19
21–25	20
26–29	21
30+	22

The wizard can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two; the skill cannot be used once the base score falls to zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a wizard who chooses to increase Dexterity immediately gains an improved Armor Class bonus, but loses it again when the character's Dexterity score returns to normal. Likewise, the effects from reduced ability scores are applied immediately when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

Signature Item

2 slots (6Cp), wisdom, wizard 12+, success: 10

A wizard with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate. Except as noted below, this skill operates exactly like the warrior skill of the same name.

The wizard is free to have as many signature items as he is willing to pay for, but no more than one of any type of item is allowed. For example, the wizard could not have two *staffs of the magi* as signature items, but he could have a *staff of the magi, wand of magic missiles,* and a *rod of smiting* as signature items.

The wizard can choose items from the ring, rod, staff, wand, miscellaneous magic, and weapon categories.

(Please also read the following description from the warrior skill.)

Signature Item (Warrior High Level Skill)

2 slots (6CP), wisdom, warrior 10+, success: 10

A warrior with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate.

The warrior designates a signature item by giving it a name and noting something distinctive about it. If the item has no distinguishing features, the character must hire an artisan with the appropriate skill—such as a weaponsmith for a sword—to add one. The alteration could be as simple as engraving the item's name somewhere upon its surface or as elaborate as the character desires (and can afford). No skill check is required to designate an item, and as soon as the item is designated, described, and named, the warrior forms an empathic link with it. It is possible to have more than one signature item, but the character must pay the full cost of this skill for each item. If the warrior improves the skill score, the improvement applies to all the character's signature equipment.

A signature item must be something the character has owned for an extended period of time and uses regularly. For example, a warrior cannot designate a friendly wizard's favorite spell book as a signature item. The DM is free to decide how long the character must own the item, but one level's worth of advancement is the usual period. Likewise, the DM must decide what constitutes regular use, but at least once during the majority of the character's adventures is the usual requfirement. Only nonconsumable items can be signature items, but rechargeable items qualify.

If a signature item is ever required to roll an item saving throw (see the *Dungeon Master Guide*, Chapter 6), it automatically succeeds so long as the owner is carrying the item and he survives the event. For example, if Tana is subjected to a *fireball* and fails her saving throw vs. spell, all her equipment must save vs. magical fire or be destroyed. Tana's signature sword, *Windsinger*, does not have to roll the item saving throw, it succeeds automatically.

Deliberate actions that lead to item saving throws can destroy a signature item. For example, if Tana uses *Windsinger* as a brace to keep a trap from closing, the sword can break. Likewise, if an attacker deliberately targets a disintegrate spell at *Windsinger*, the sword can also be destroyed. Deliberate actions can destroy a signature item even if the owner is not

aware of the danger. For example, if Tana slashes at what she thinks is a giant spider, but the creature is really a rust monster, *Windsinger* could be destroyed.

If the character does not survive the event that caused the item saving throw, the item must make the roll normally. If the item survives the incident and the character is restored to life, the link is automatically reestablished. If the item is destroyed in the same event that killed the warrior, the link is broken.

If a signature item is ever lost or stolen, the link with the item allows the warrior to attempt a skill check once a day to receive a vision of the item's location. If successful, the character receives a visual image of the item's current surroundings and has a vague idea of the location's distance and direction. If the item lies on another plane, the warrior receives a vision of the plane, but can discern no other information unless he actually travels to the plane. If the item is magically hidden, the warrior learns this fact, along with the item's general location. For example, he would know that his signature item is hidden in King Snurre's great hall.

If a signature item is destroyed or irrecoverable, the character can use the link to obtain a replacement. This does not apply if both the signature item and the character were destroyed by the same event. If the signature item was nonmagical, the character need only acquire a similar item and give it the same name as the original. The character forms a link with the new item, which gradually begins to resemble the original until it becomes indistinguishable from the original after about one month.

If the item was magical, the character must obtain an item of quality (see the *Dungeon Master Guide*, Chapter 6) and roll a skill check. If the check succeeds, the link is strong enough to recreate the item. The character loses five times the item's experience point value and the nonmagical item is miraculously infused with an enchantment that exactly matches the original item after about one month. If the character is unwilling to pay the experience cost, the link is broken instead. If a magical item similar to the original item is used instead of an item of quality, its experience value is subtracted from warrior's experience loss. Artifacts cannot be restored in this manner, though the character gains the other benefits of the link.

Voluntarily giving away or not making a reasonable effort to recover a signature item that has been lost or stolen always breaks the link. The DM is the final judge of what constitutes a reasonable effort at recovery.

Warriors can have one signature item from each of the following categories: armor, weapon, shield, and miscellaneous magical item. Each signature item requires the expenditure of the appropriate number of proficiency slots or character points. At the DM's option, pairs of magical items might also qualify as a single signature item, such as the *twin blades of Ra*.

Spell Sculpting

1 slot (3CP), intelligence, wizard 12+, success: 8

A wizard with this skill knows one spell so well the character can alter its statistics when casting it.

To use this skill, the wizard must prepare an item to help focus and reshape the spell's magical energy. A focus item can be a small object such as a jewel, wand, or amulet. A focus item must be worth at least 500 gp per spell level.

When sculpting, the wizard must meet all the usual requirements to cast the spell; the wizard employs the focus item as an additional material component, which is normally not consumed. A successful skill roll allows the wizard to change the spell in a minor way, as listed below. If the roll fails, the spell is cast normally. If failure roll is a 20, the focus item is destroyed.

When a wizard successfully sculpts a spell, the character can choose one effect from the list below.

Increase Damage: The spell can inflict an extra two dice of damage of the type normally rolled to determine the damage the spell inflicts. For example, Neja, a 20th-level wizard, could sculpt a *burning hands* spell to inflict 3d3+20 points of damage. If Neja sculpted a *fireball* spell to increase damage, the spells would inflict 12d6 points of damage.

Spells that have individual damage dice, such as magic missile, are not increased individually. For example, Neja could cast a *magic missile* that inflicted a total of 7d4+7 points of damage. The additional damage could be added to a single missile or an additional die of damage could be added to two separate missiles.

Spells that do not use dice rolls to determine damage cannot be sculpted in this manner.

Extend Duration: The spell's total duration is doubled. This applies only to the actual time a spell lasts but not to any special durations a spell may have.

For instance, *invisibility* would last a total of 48 hours or until the creature made an attack. Neja's *stoneskin* would have a duration of 48 hours or until it had blocked 1d4+10 attacks (refer to the spell commentary for *stoneskin*). Spells with instantaneous durations cannot be sculpted in this manner.

Extend Range: The spell's range is doubled. If the spell has a range of touch or 0, its range cannot be extended.

Shorten Casting Time: The spell's casting time is cut in half, to a minimum of 1. If local conditions lengthen the spell's casting time (see page 47), apply the multiplier first, then cut the result in half.

It is not possible to sculpt a spell more than once. It is possible, however, to employ a metamagic spell, such as *extension* or *squaring the circle*, to a spell that has been sculpted provided that the sculpting effect does not duplicate the metamagic spell effect. For example, a wizard cannot extend a spell's duration and use an *extension* spell at the same time. A wizard could sculpt a spell to extend its range and use and *extension* spell to increase its duration.

The highest level spell a wizard can sculpt is limited by the character's level, as shown below:

Wizard's Level	**Maximum Spell Level**
12–14	1st
15–17	2nd
18–20	3rd
21–23	4th
24–26	5th
27–29	6th
30+	7th

A wizard can learn to sculpt more than one spell but must pay the full cost for this skill for each spell. If the wizard improves the skill's base score, the increase applies to all spells the wizard knows how to sculpt.

The Dwarves

At first the modified non-weapon-proficiencies are listed, afterwards the skills are described.

Dwarves

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Alertness (TcRaH)	**1**	**Wisdom**	**+1**
Animal Lore	1	Intelligence	0
Armorer	2	Intelligence	-2
Astrology	2	Intelligence	0
Blind-fighting	2	NA	NA
Boating **(TcRaH)**	**1**	**Wisdom**	**+1**
Boatwright (TcDwH)	**1**	**Intelligence**	**-2**
Direction Sense	1	Wisdom	+1
Dwarf Runes (TcDwH)	**1**	**Intelligence**	**+2**
Endurance	2	Constitution	0
Fungi Recognition (TcDwH)	**1**	**Intelligence**	**+3**
Gem Cutting	2	Dexterity	-2
Intimidation	1	ability special	special
Languages, Modern	1	Intelligence	0
Local Dwarf History (TcDwH)	**1**	**Charisma**	**+2**
Locksmithing	**1**	**Dexterity**	**0**
Mining	2	Wisdom	-3
Pest Control (TcDwH)	**1**	**Wisdom**	**0**
Riding, Airborne	2	Wisdom	-2
Riding, Land Animals	1	Wisdom	+3
Sign Language (TcDwH)	**1**	**Intelligence**	**+2**
Signalling	1	Intelligence	-2
Slow Respiration (TcDwH)	**1**	**N/A**	**N/A**
Smelting (TcDwH)	**1**	**Intelligence**	**0**
Sound Analysis (TcDwH)	**1**	**Wisdom**	**0**
Survival,Underground (TcDwH)	**1**	**Intelligence**	**0**
Underground, Navigation (TcDwH)	**1**	**Intelligence**	**0**
Weaponsmithing	**2**	**Intelligence**	**-1**

Nonweapon Proficiencies

New proficiencies are described here, with additional information about dwarf proficiencies. Those not described are unchanged from the descriptions in the *Player's Handbook. (Editors note: The NWPs are reserved for the Dwarves but may be allowed for others if 1 additional slot is paid – and a teacher is found.)*

Alertness

1 slot, Wisdom +1

A character with this proficiency is able to instinctively recognize signs of disturbance in the immediate vicinity. This gives a +1 bonus on the character's surprise rolls when he makes

a successful proficiency check.

Animal Lore
1 slot, Intelligence

The effectiveness of this proficiency varies according to the background of the dwarf. A dwarf who has lived his entire life underground knows little about animals living above ground, but he will be very knowledgeable about those underground. In this case, a dwarf gains a +1 modifier to his Intelligence when dealing with underground animals, but has no knowledge of surface creatures. A sundered dwarf who fears the underground may only have knowledge of above ground animals.

Dwarves with backgrounds of trade with other races or who live both below and above ground, may have normal animal lore proficiency with no modifiers, knowing both above and below-ground animals.

A character may imitate the calls and cries of animals as described in the *Player's Handbook*.

Armorer
2 slot, Intelligence-2

Dwarves are more adept at making armor than other races. Their armorers are the finest in any world and their special skills are carefully hidden from outsiders. They are capable of producing high quality armor very quickly. Instead of 2 weeks per level of AC below 10, a dwarf armorer requires only 1 week per point of AC below 10. While a human armorer takes 10 weeks to make a suit of chain mail, a dwarf armorer labors only 5 weeks (5 H 12).

The Complete Fighter's Handbook contains extensive rules about the use of the armorer proficiency and is recommended to any character interested in utilizing this proficiency to the fullest.

Astrology
2 slots, Intelligence

Astrology is only available to dwarves who live on or near the surface of the world. Deep dwarves and others who do not have easy access to the surface do not have the astrology proficiency. In order to use astrology, you have to see the stars.

Blind-fighting
2 slots, no attribute needed

Blind-fighting is cheaper for dwarves; they only gain the benefit when fighting invisible opponents. Their inherent infravision allows them to fight effectively, even in total darkness.

Boating
1 slot, wisdom +1

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. He also assures the maximum speed of a boat.

This proficiency is distinct from Navigation and Seamanship, which apply to ships on oceans, seas, and large lakes.

(Please also read the updated ranger skill below.)

Boating
(TcRaH) 1 slot, Wisdom +1

This proficiency allows the character to pilot any small boat, such as a kayak or canoe, operating it at maximum speed. It also allows make minor repairs and improvements in these boats, such as waterproofing them and patching holes. A successful proficiency check enables the character to handle the craft in treacherous situations; for instance, maneuvering the boat though choppy water without capsizing it, or avoiding collisions when guiding it through a narrow channel choked with rocks or ice.

Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers, lakes, on oceans close to shore, and over similar terrain, usually on relatively calm waters.

(editors note: This replaces the description of this proficiency in The Complete Thief's Handbook, since the Rangers Handbook outdates the Thieves Handbook according to the official rules.)

Boatwright
1 slot, intelligence -2

The boatwright proficiency allows a character to construct all kinds of watercraft up to a maximum length of 60 feet. Larger vessels cannot be built.

The time required to build a boat depends on size. As a general guide, 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 5 feet of length can work on the same vessel.

The basic boat includes hull, masts (if applicable), deck, and benches as required. Features such as a cabin or a sealed hold 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 skilled boatwright could provide.

Direction Sense
1 slot, wisdom +1

Dwarves receive a +2 bonus to their modifier when using their direction sense underground. They may use it above ground, but at a -2 penalty to Wisdom. Sundered dwarves should reverse these modifiers to reflect their fear of the underground.

Dwarf Runes
1 slot, Intelligence +2

Dwarf runes are the basic dwarven alphabet and are taught to all young dwarves as a part of their basic education. Depending on the campaign background, runes may have been a gift from the gods, a creation of the dwarves themselves, or an altered form of some other written language. Dwarves will still claim runes to be an intrinsic part of their cultural heritage, and they may take offence if accused of having copied runes!

Dwarven runes are found engraved in stone and only rarely written on such transitory materials as parchment, cloth or paper. They are used to denote ownership, give warnings of nearby dangers and to record history. The tombs of dwarves who have been properly interred, as opposed to hasty burial during battle, are engraved with runes that tell the occupant's clan, his parentage, children, and the deeds of his life. In the absence of proper interment, dwarves erect stone monoliths or engrave entire cavern walls depicting the deeds of their dead. These

list the clans, the names of those who died and the nature of their deaths. The numbers of slain enemies are greatly detailed.

Dwarven runes are not a phonetic form of writing, but a conceptual one, with each rune delineating an idea or implying a range of ideas depending on placement. A single rune might convey pages of human or elf writing or be as simple as a sign saying "stairs." It's a matter of knowing what the rune means and how it is to be interpreted in context. Dwarven runes do not contain conjunctions or pronouns, but proper names are represented by altering an existing rune. This makes runes difficult for other races to understand, and dwarves consider themselves superior to races who cannot read even the most simple of them. All dwarves know them at no cost.

Endurance

2 slots, constitution

A hardy and resilient race, dwarves automatically gain the Endurance proficiency (see the *Player's Handbook*, page 58) at no cost.

Fungi Recognition

1 slot, intelligence +3

Although they prefer not to, dwarves sometimes have to survive on a diet of fungi. They would rather use these as supplements to their regular diet, but when times are hard, or when involved in an extended underground expedition, it is useful to be able to tell edible fungi from the poisonous or unwholesome varieties. Approximately 50% of underground fungi are poisonous. They may cause an upset stomach or be so poisonous they cause death. It is impossible to harvest edible fungi without the fungi identification proficiency.

If the character has plenty of light and an opportunity to study the fungus in question closely for 10 minutes, no proficiency 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.

Gem Cutting

2 slots, dexterity -2

A dwarf with this proficiency may cut 2d8 gems per day instead of 1d10. He also has a greater chance of increasing the value of a gem. If a dwarf rolls a 1 or a 2 during cutting, he increases the value of the gem to that of the next most valuable class (see page 134 of the *Dungeon Master's Guide*). For example, Duram is cutting a fancy stone with a finished value of 100 gp. He does an exquisite job and actually increases its value to that of a precious gem with a value of 500 gp.

Any character who fails a gem cutting roll cuts the gem, but does so poorly and reduces its value to the next lower category. Duram, flushed with success, tries his hand at a precious stone with a finished value of 500 gp but he slips with his chisel and reduces its value to that of fancy gem (value 100 gp).

A character who rolls a 20 when cutting a gem splits it in half and ends up with two uncut gems with a combined value one class lower than that of the original gem. Duram starts one more gem. It has a value of 50 gp. He places his cutting clamp, over tightens the jaws, and splits the gem in half (he rolls a 20!). He now has two uncut gems with a value of 5 gp each.

Intimidation

1 slot, ability special

This proficiency allows a character to intimidate others to do as he wishes. It involves an implicit threat of violence. Threatened NPCs will do as they are told, but will harbor resentments against him. If an opportunity arises for intimidated NPCs to revenge themselves they will do so.

Intimidation may be attempted with one of two abilities, Strength or Charisma. If intimidating by Strength, the character is threatening immediate, personal, bodily harm. If by Charisma, the intimidation consists of subtle threats, which need not be physical. No matter which ability is used, the intimidation attempt is always modified by the difference between the experience level of the intimidating character and the experience level or Hit Dice of the victim(s). Creatures with less than one Hit Die are considered to have a level of 0.

A 6th-level warrior attempting to intimidate an HD1-1 goblin would gain a +6 bonus to his intimidation ability. Against a 10th-level human warrior, our 6th-level dwarf's intimidation proficiency would be reduced by -4. Higher level characters are less likely to be intimidated.

When a character is attempting to intimidate more than one character, and all are within 1-4 experience levels of each other, the level is the average of them. If one or more characters are over five experience levels above the others, the highest experience level is used, the other characters gaining confidence from the presence of a powerful individual.

When attempting to intimidate more than one, the number of characters is used as a negative modifier. If a dwarf is attempting to intimidate five goblins, his intimidate proficiency is reduced by -5.

Intimidation may only be used against intelligent creatures; slimes and shambling mounds are too stupid to notice that someone is trying to intimidate them.

Player characters are never forced to submit to intimidation, and may choose how they are going to react to an attempt.

Local Dwarf History

1 slot, charisma +2

This proficiency is different from the local history proficiency, a character with this proficiency is only knowledgeable about dwarf history. This is chiefly concerned with lineages and events affecting dwarves. It deals with the founders of the clans and strongholds, and traces the descendants to the present. The battles and events of clan and stronghold are known, as well as the fates of those who have left to establish new homes or who perished while adventuring.

The extent of geographical knowledge is dependent on the campaign background. Those who have had no contact with the world above may be totally ignorant of what lies on the surface, but will have extensive knowledge of their own stronghold. Those whose relatives have established new strongholds or are members of such strongholds would have knowledge of the area between the two and some knowledge of the geography surrounding them. Even so, most dwarves, unless they live in close proximity to other races, have a very hazy idea of where the sea is, for example.

While a character with this proficiency knows dwarf history, his knowledge of the history of other races is minimal. If humans fought a great battle against each other, a dwarf who did not live with humans is not likely to have heard of it. If the battle involved dwarves he would probably know of it. If it involved dwarves from his own stronghold or clan, he would have extensive knowledge of the events leading to it and the course of the battle. As with some other dwarf proficiencies the exact extent of an individual's knowledge is determined by his background.

The local dwarf history proficiency may be used to entertain other characters. When so engaged, he gains a +2 bonus to his Charisma while dealing with dwarves. With other races he does not gain the bonus, because dwarf stories tend to be dull, slow moving and overly concerned with who is related to whom, their places of origin, and all of the places the heroes' ancestors founded along the way. Trying to tell a dwarf story to hostile beings is likely to incite them to violence. Orcs will not be impressed, even with the best-told dwarf tale.

Locksmithing

1 slot, dexterity

With the locksmithing proficiency a character can make and repair all kinds of mechanical locks. Thieves with this proficiency gain a 10% bonus to their lockpicking skill, because they are intimately familiar with the internal structure and working of locks.

Mining

2 slots, wisdom -3

The *Player's Handbook* provides basic information on mining and this proficiency is described in detail in Chapter 8. Mining operations are usually at the heart of dwarf strongholds.

Modern Languages

1 slot, intelligence

The modern languages dwarves may learn are determined by the campaign background. If a character lives in a stronghold that has had no contact with goblins, he is unlikely to have learned goblin. The languages for dwarves in the *Player's Handbook* should be considered as suggestions only. Dwarves may learn any language that suits their background. Suggested languages are: deep tongue, drow, elf, gnome, goblin, local human common tongue, kobold, orc, troll, ogre.

Pest Control

1 slot, wisdom

This proficiency is used to keep dwarf strongholds free of pests like rats, carrion crawlers, jermalaines, kobolds, and other small creatures. Similar to the set snares proficiency, it is concerned with catching underground pests and does not use snares. Traps are set to trigger metal cages, drop nets, or iron doors that shut off individual tunnel sections. Spring traps or small deadfalls may be rigged (damage 1d6 maximum) using this proficiency. There is no -4 modifier when using pest control to trap larger creatures.

Only thief characters may use this proficiency to rig larger traps suitable for human or orc sized creatures. These traps may include crossbows, larger deadfalls, and spiked springboards.

A character with this proficiency does not have the ability to make the items required for these devices, he can only set the traps and their triggers.

A proficiency check must be rolled when the trap is set. A failed proficiency check means that the trap will fail to operate. It may not have been set properly, was poorly concealed, or it was too small or too large for the creature to trigger.

Setting a trap takes one hour and the character must have the proper equipment and materials with him.

Characters with the animal lore proficiency gain a +2 bonus when attempting to set traps to catch animal pests.

Riding, Airborne
2 slots, wisdom -2

This proficiency is rare among dwarves, and is most frequently found in those living in remote mountain areas, among dwarves who have befriended giant eagles or have tamed and trained winged mounts: griffins, hippogriffs, or others. This proficiency may not be used to leap onto the backs of mounts, unless you also have the jumping proficiency. In other respects, this proficiency is unchanged from the *Player's Handbook*.

Riding, Land Animals
1 slot, wisdom +3

Because of their stout, stocky build, dwarves are uncomfortable riding horses or other animals of similar size. They are capable of riding donkeys, ponies, and smaller creatures. Dwarves may leap onto their saddles. Some suitable mounts for dwarves are dire wolves, giant boars, and giant lizards.

Sign Language
1 slot, intelligence +2

Sign language is most frequently used by dwarves who were engaged in long running warfare with other dwarves or races. It permits silent communication with anyone who sees and understands the signals. The maximum range is usually line of sight in a lit area, or the extent of the receiver's infravision. 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 require a
-1 modifier.

Signalling
1 slot, Intelligence -2

The signalling proficiency allows a character to send messages underground using sound. To send a signal, tap on a section of wall with a rock, hammer, or a piece of metal. The sound will echo through rock to a distance of 1d4 miles. The sound transmitted by this proficiency resembles morse code and it may be used to send extensive messages or short commands and instructions. To send a message, roll a proficiency check. If successful, the message transmits as desired. If not, the message may be only partially understood or complete nonsense. It may even convey a meaning contrary to the message sent. Successful transmission of a message is no guarantee that it will be understood by the receiving end and proficiency checks are required to correctly interpret the message. It is possible to fail to understand an incorrectly sent signal, yet still infer a message from it, one very different from what was intended.

(Notice: That this kind of signalling differs from the ranger skill, who uses smoke signs, etc.)

Slow Respiration
1 slot, no attributes needed

A character with this proficiency has the ability to enter a deep trance and reduce the

amount of air he needs to stay alive. To induce the trance, he must be in a restful position, either sitting or lying down. After concentrating for one turn, pulse and breathing drop well below normal, so that breathing requires only 10% of the rate when resting. The character emerges from his trance at will, fully aware of anything that has occurred nearby.

Smelting
1 slot, intelligence

The smelting proficiency is closely tied to the Mining proficiency. Between them they provide all of the metal to the strongholds. With this proficiency a smelter can be operated. See Chapter 9.

Sound Analysis
1 slot, wisdom

This proficiency allows a character to gauge the size of underground areas by generating noise and analyzing the echoes that return. Using this skill, he can calculate distances up to one mile, and determine sound direction.

To use sound analysis, the character must work in absolute silence. The sound created must have a sharp, staccato quality. A howl or wail is ineffective, but a clicking sound, or loud "hey" works well.

The PC must make a proficiency check. If the check is successful, he has correctly analyzed the size of the area in question to within plus or minus 25% of its height, width, and length. If the check fails, the echo has become garbled in its reverberations. No further attempts by the PC to analyze that area will succeed, though others with the proficiency may try.

A proficiency check of 5 or less means the character has learned not only the size of the analyzed area, but other details as well: the number of branching side passages, whether there is a straight or wandering corridor, and whether or not water exists.

The disadvantage of this ability is that, while it is useful for learning about a completely unknown area, it announces the characters to all creatures in hearing range. They will certainly be prepared, and may go looking for the intruders.

Survival, Underground
1 slot, intelligence

Underground survival provides knowledge of the underground. It helps the character distinguish between edible and poisonous insects and to be able to determine the safety and stability of tunnels, cavern ceilings, and the like.

Underground Navigation
1 slot, intelligence

A character with this proficiency can determine direction underground and the shortest route to the surface. By careful analysis of air currents and contents, a character can even determine whether there are any pockets of poisonous gas in the air. A successful proficiency check is required to use the proficiency.

Weaponsmithing
2 slots, intelligence -1

A dwarf weaponsmith is not only more skilled than a human one (Intelligence -1, instead of -3), but capable of producing weapons at a faster rate. The costs remain the same.

Weapon Construction Table

Weapon	Construction Time	Material Cost
Arrowhead	7/day	1 cp
Battle Axe	7 days	10 sp
Hand Axe	3 days	5 sp
Dagger	3 days	2 sp
Heavy Crossbow	15 days	10 sp
Light Crossbow	12 days	5 sp
Fork, Trident	15 days	10 sp
Spear, Lance	3 days	4 sp
Short Sword	15 days	5 sp
Long Sword	23 days	10 sp
Two-handed Sword	34 days	2 gp

The Complete Fighter's Handbook contains extensive rules on the use of the weaponsmithing proficiency and is highly recommended to those interested in using the proficiency to the fullest.

High-Level Skills

There are no high-level racial skills for dwarves.

The Elves

So far no special Non-weapon proficiencies are available for the elvish race.

High-Level Skills

There are no high-level racial skills.

The Gnomes and Halflings

So far no special Non-weapon proficiencies are available for gnomes and halflings.

High-Level Skills

There are no high-level racial skills for gnomes and halflings.

Humanoids

Humanoids

Humanoid

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Acting (TcBaH)	1	Charisma	-1
Alertness (TcRaH)	1	Wisdom	+1
Animal Noise (TcThH)	1	Wisdom	0
Begging (TcThH)	**1**	**Wisdom**	**special**
Blind-fighting	2	NA	NA
Chanting (TcBaH)	**1**	**Charisma**	**+2**
Cheesemaking	1	Intelligence	0
Close-quarter Fighting	**2**	**dexterity**	**0**
Craft Instrument (TcBaH)	2	Dexterity	-2
Crowd Working (TcBaH)	1	Charisma	+0
Danger Sense	2	Wisdom	+1
Drinking (TcHH)*	**1**	**Constitution**	**0**
Eating (TcHH)*	**1**	**Constitution**	**0**
Fast-talking (TcThiH)	**1**	**Charisma**	**special**
Fortune Telling (TcThiH)	**2**	**Charisma**	**+2**
Hiding(TcHH)	**2**	**Intelligence**	**-1**
Information Gathering (TcThiH)	**1**	**Intelligence**	**special**
Intimidation (TcThiH)	**1**	**special**	**special**
Looting (TcThiH)	**1**	**Dexterity**	**0**
Natural Fighting (TcHH)	2	Strength	+1
Observation (TcThiH)	**1**	**Intelligence**	**0**
Poetry (TcPaH)	**1**	**Intelligence**	**–2**
Voice Mimicry (TcThiH)	**2**	**Charisma**	**special**
Whistling/Humming (TcBaH)	1	Dexterity	+2
Wild Fighting (TcHH)	**2**	**Constitution**	**0**
Winemaking*(TcHH)	1	Intelligence	0

Nonweapon Proficiencies

New proficiencies and existing proficiencies which do not appear in the *Player's Handbook* are described below. Those not described can be found in the *Player's Handbook.*

Acting

1 slot, Charisma -1

This proficiency allows a character to skilfully portray various roles, often as an 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 with a +1 bonus.

Proficiency checks are required only if the actor must portray a particularly difficult role or is attempting to "ad lib" without rehearsal.

Alertness*
1 slot, Wisdom+1
This proficiency allows a character to instinctively notice and recognize signs of a disturbance in the immediate vicinity. This ability reduces a character's chance of being surprised by 1 if he makes a successful proficiency check.
(Note that this replaces the description of this proficiency in the *Complete Thief's Handbook.)*

Animal Noise
1 slot, Wisdom -1
A character with this proficiency can imitate the noises made by various animals. A successful
check means the character's noise cannot be distinguished from that of the actual animal, except by magical means.
A failed check produces a sound that varies from the animal's in some slight way. Those who are very familiar with the animal will recognize the intended mimicry at once. Other characters must make successful Wisdom checks to determine if they also realize the animal noise is an imitation.

Begging
1 slot, Wisdom, modifier special
Begging serves two functions. First, it allows characters to pose convincingly as beggars (and many humanoids in civilized areas spend some time begging for a living). Success in this function is automatic and no checks must be made. Second, it allows the character to earn a minimal daily income. To use this proficiency to earn money, it must be used in an area where people are present.
The following modifiers are suggested to the DM as guidelines. They do not take into account the wealth of a particular locale, just the population density. Impoverished regions might have greater negative modifiers, as might certain affluent areas with long traditions or great reputations for stinginess.

Begging Modifiers

Locale	Modifier
Uninhabited/Wilderness	Failure
Countryside	-7
Hamlet, Village	-5
Town	-2
City	0

A successful check enables a character to beg for enough money, goods or services to meet his basic needs (a little food and drink, a place to sleep). Begging cannot force PCs to give away money. Players are always free to decide how generous their characters are.

Blind-fighting*
2 slots, NA
See the *Player's Handbook* for full details on this proficiency. In general terms, this proficiency

reduces the penalty for fighting while blinded from ~4 to -2. It similarly reduces the penalty for fighting invisible opponents. Because many humanoids have infravision, this proficiency is not usually as useful for humanoids as it is for humans.

Chanting
1 slot, Charisma +2
Chanting is used to keep fellow workers or soldiers in pace. Proficiency checks are used to determine the effectiveness of a character's chanting.
Successful checks mean that those who can hear the chanting character become slightly hypnotized by the rhythmic sound, causing the time spent on arduous, repetitive tasks to pass quickly The DM can, at his option, adjust results for forced marching, rowing, digging, and other similar tasks accordingly.

Cheesemaking
1 slot, Intelligence
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.

Close-quarter Fighting
2 slots, Dexterity
Humanoids with this proficiency have learned to fight in the cramped confines of dungeons and underground lairs. In such locations, or in other extremely close fighting conditions, characters armed with bludgeoning or piercing weapons (or their own natural weapons) receive a *+2* bonus to attack rolls.
Slashing weapons cannot be used in closequarter fighting. This bonus is not cumulative with wild-fighting. A successful proficiency check at the start of combat yields this bonus. Failure means the humanoid fights normally.

Craft Instrument
2 slots, Dexterity-2
Characters with this proficiency must state which type of instrument they are skilled at Grafting: wind, stringed, percussion, or keyboard.
A slot must be used to gain each additional type of instrument the character wishes to be skilled at crafting. A total of four slots used in this proficiency grants a character the title of "master craftsman" who can c r a f t instruments of all forms.
Characters must buy material equal to one quarter of the instrument's sale value. Wind and percussion instruments require 1d6 days of crafting, stringed instruments 2d8 days, and keyboard instruments 3d10 days. Each day of work requires 10 full hours spent Grafting the instrument. If craftsman tools (cost 25 gp, weight 5 pounds) are not available, all times are doubled.
The crafted instrument's quality is determined by a final proficiency check. A failed check creates an instrument of poor quality, while a success indicates good quality. A natural 20 indicates that the instrument does not work, while a natural 1 produces a masterpiece worth twice its normal value.

Simple repairs to instruments take only 1d4 hours and require no checks unless the proper tools are not available. Repairing severe damage requires 1d8 hours, and a successful proficiency check is necessary to complete the repairs.

Crowd Working

1 slot, Charisma

Characters with this proficiency are familiar with how to handle crowds. They are skilled at observing crowds and adjusting their behaviour accordingly. Humanoids who normally have this skill include all types of 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 two levels (or convinces them to donate twice as much money to the entertainers as they normally would).

Danger Sense

2 slots, Wisdom +1

This proficiency provides a humanoid character with a sixth sense which warns of impending danger. On a successful check, the character avoids a trap at the last second or realizes that opponents wait to ambush him due to a sudden warning tingle that cannot be ignored. Characters who make successful checks spot traps before blundering into them and receive initiative against hidden opponents.

This proficiency does not work against opponents who are out in the open and making no attempt to hide their actions. Failure indicates that the character senses nothing out of the ordinary and play continues normally.

Drinking

1 slot, Constitution

This proficiency, and its companion proficiency, Eating, is important to many humanoids, including centaurs, satyrs, and wemics. A successful check indicates that the humanoid can consume up to twice as much as normal at one sitting. This will allow the humanoid to go twice as long without drink before beginning to suffer adverse effects. If alcoholic beverages are involved, a successful check allows the humanoid to consume twice as much before adverse effects begin to bother him.

Eating

1 slot, Constitution

Much like the drinking proficiency, this proficiency allows the humanoid to store up food. A successful check indicates that the humanoid can consume up to twice as much as normal. This allows the humanoid to go twice as long without food without suffering any adverse effects from hunger.

Fast-talking

1 slot, Charisma, special modifier

Fast-talk is the art of distraction and conning NPCs. If a successful proficiency check is made, the fast-talker weaves a successful scam.

Modifiers are based upon the Intelligence and Wisdom of the NPC target as shown below. DMs may also introduce modifiers according to the difficulty or plausibility of what the character is attempting, as well as the racial preferences of the target character.

Fast-Talking Modifiers

Target's Intelligence	Mod.	Target's Wisdom	Mod.
3 or less	NA	3	-5
4-5	-3	4-5	-3
6-8	-1	6-8	-1
9-12	0	9-12	0
13-15	+1	13-15	+1
16-17	+2	16-17	+3
18	+3	18	+5
19	+5	19+	NA
20+	NA		

Modifiers are cumulative. Targets of Intelligence 3 or less are so dim that attempts to fasttalk them fail automatically because they cannot follow what is being said. Targets with Intelligence of 20 or more or Wisdom of 19 or more are impervious to fast-talking.

Fortune Telling

2 slots, Charisma +2

Many humans and demihumans believe humanoids have mysterious powers and abilities. While many do have abilities which are strange and different, telling the future is not among them (except for the rare shaman or witch doctor). However, few members of other races know this, and that's where the fortune telling proficiency comes in.

With this proficiency, characters know a variety of methods for divining the future — and they are all fake. Humanoids with this skill employ odd-looking devices, sonorous oratory, or other methods to convince others that they are authentic soothsayers. Common methods include cards, palm reading, counting bumps, casting runes, examining animal entrails, and more. Humanoid fortune tellers put on a good show, then proclaim whatever prediction they want. This is done to gain money from the gullible, to impress other humanoids, or even to substitute for a true diviner when none are available. Humanoids are extremely superstitious, after all, and many tribes are happy to have the services of a fake when no true shaman is available. Without the fortune teller,
many tribes might be paralyzed by their fear of the unknown.

A successful proficiency check indicates that the target believes the fortune. If it fails, the sham is discovered or the fortune is simply not believed. Failure for a character trying to convince his tribe of his powers could prove deadly — for the fake! The fast-talking modifiers can be used if the DM desires. Note that PCs are never forced to believe a prediction regardless of the roll.

Optional Rule: As an optional rule, the prediction made by the fortune teller actually comes true on a roll of a natural 1 (or some other number chosen secretly by the DM before the check is made).

Hiding

2 slots, Intelligence -1

Hiding is the ability to instinctively select the best hiding place tinder nearly any condition. Humanoids who make successful checks can virtually disappear from view. Success is determined
by modifiers based upon the Intelligence of the character being hidden from. This proficiency operates independently of any natural camouflage or hiding ability the humanoid might already have.

Hiding Modifiers

Opponent's Intelligence	Modifier
3 or less	-5
4-5	-3
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19	+5
20+	+7

Information Gathering

1 slot, Intelligence, special modifier

Through the use of this proficiency, a humanoid character can gain information about a specific person, place or thing. In appropriate circumstances, a character will be aware of major rumors circulating around a roguish or humanoid area. With a successful check, specific information can be gleaned. The following modifiers adjust the check:

Characters' reaction adjustments (based on Charisma) will benefit or penalize the roll, assuming contact with intelligent beings is involved in the search.

Thieves' guild members receive a +2 bonus as they have the resources of the entire guild at their disposal. Similarly, outside of towns and cities, certain humanoid characters may receive the same bonus if they have similar contacts (satyrs and swanmays have woodland creatures, a goblin may be able to get information from a goblin tribe, etc.).

When outside friendly territory, specific information suffers at least a -3 penalty.

Money or treasure is required. Any time a proficiency check is required to gather information, the character must make a small investment of money or treasure or suffer an additional penalty of -3. Humans prefer money, and a total of 1d10 gp is typical. Other races may want some other type of treasure (food, magical item, shiny trinket, etc). The investment is lost whether or not the desired information is found.

Intimidation

1 slot, attribute special

This proficiency allows characters to bend others to their will through fear tactics. NPCs who are intimidated are quite likely to do as they are told. They are also very likely to harbour much resentment against the character that intimidates them. NPCs will keep their resentment hidden until the first opportunity to avenge their pride arises.

Intimidation can be attempted with either Strength or Charisma. Strength indicates a threat of immediate bodily injury. Charisma uses more subtle threats which need not be physical in nature.
Player characters are never required to submit to intimidation.

Looting
1 slot, Dexterity
This proficiency represents a knack for grabbing the best loot in the shortest amount of time. A successful proficiency check allows a character to recognize and grab the most valuable combination of items that is feasible, given the situational limits of time and space.

Natural Fighting
2 slots, strength +1
This proficiency allows humanoids with natural weaponry (claws, fangs, tails, etc.) a +1 damage bonus on all natural weapon attacks. In addition, they receive a free natural attack beyond normal attacks they are allowed. A successful proficiency check must be made at the beginning of combat to gain the benefits of this skill. Failure indicates that the benefits cannot be used for the duration of the battle.

Observation
1 slot, Intelligence
This proficiency represents *a* character's exceptionally acute powers of observation. DMs may ask for checks (or roll them secretly) whenever there is something slightly out of the ordinary. Characters with this proficiency have their chances of finding secret doors increased to 2 in 6, and concealed doors to 3 in 6, This proficiency covers all the senses.

Poetry
1 slot, Intelligence –2
This proficiency includes the skills necessary to recite poetry and judge its quality. It also indicates that a character has a repertoire of poems memorized for recital at any time. No check is required for a normal recital.
If the character can read and write, original poems can be written. A successful check indicates
that the poem is of above average quality.

Voice Mimicry
2 slots, Charisma, modifier special
Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, requiring intense training and practice.
A character with voice mimicry can imitate any accent he has heard. Success is automatic unless confronted by those who speak the mimicked accent (which then requires a check with a +2 modifier).
It is more difficult to imitate a specific person's voice. Characters can only attempt to imitate voices they have heard. A proficiency check must be made to determine if the imitation is detected. Success is certain if the listener is a stranger to the mimicked character. There is no

modifier if trying to fool an acquaintance, -2 to fool a friend, -5 a close friend, and -7 for extremely close friends and relatives.

Whistling/Humming

1 slot, Dexterity +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 bird 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 who have this proficiency. If two or more characters with this proficiency make successful checks, a single concept can be communicated between them.

Wild Fighting

2 slots, Constitution

Characters with this proficiency employ an extremely unorthodox and unpredictable fighting style. Wild fighting is ferocious and deadly, without any grace or discipline. It is also extremely tiring, as part of its nature is that it focuses every bit of energy a character has into the attack.

The benefits are in the number of attacks the character gets and in the amount of damage attacks inflict. A wild-fighting character gets one more attack per round than normally entitled to. All damage rolls for attacks that hit receive a +3 bonus.

However, when wild fighting, a character's attack rolls also are reduced by 3. Also the attacker's armor class is penalized by 3, making it easier to hit him.

To use wild fighting, a character must make a successful proficiency check at the start of combat. A failure means that the character receives only the penalties of the proficiency and none of the benefits.

Wild fighting can only be used twice per day, as it is extremely tiring. After a battle ends, the wild fighter must rest for one hour before he can again call on the proficiency. Resting means doing nothing but resting or engaging in light travel (riding a slow-moving horse, etc.). If the character must walk, he cannot use the proficiency until four hours have passed.

Without this rest, a tired character suffers a –3 penalty to all proficiency checks, a -5 to armor class, a -5 to THAC0, and a -3 from damage rolls. These penalties are in effect until the full resting period has elapsed.

Winemaking

1 slot, Intelligence

This proficiency allows characters to create wine from the fermented juice of grapes or other plants and fruits well enough to make a living at it. The character will always succeed to some extent; proficiency checks are only required when attempting to prepare a truly magnificent wine as a special gift or for a special celebration.

High-Level Skills

There are no high-level racial skills for humanoids.

High Level Skills (General)

For all classes (DMS option: “High level campaign”)

Only for advanced players (LV 10+) !

Table 40:
Skills for High-Level Characters

Warriors

Skill	Requirement	Base Score	Relevant Ability	Cost NWP/CP
Adaptation	Warrior 10+	9	Intelligence/Reason	2 (6)
All-Around Attack	Warrior 10+	—	—	1 (3)
Bravery	Warrior 10+	4	Wisdom/Willpower	1 (3)
Captivate	Warrior 15+, Bravery	4	Charisma/Appearance	1 (3)
Death Blow	Warrior 15+	—	—	2 (6)
Frighten/Challenge	Warrior 10+, Bravery	4	Charisma/Leadership	1 (3)
Hardiness	Warrior 15+, Bravery	4	Constitution/Fitness	2 (6)
Inner Focus	Warrior 10+	4	Wisdom/Willpower	1 (3)
Sense Danger	Warrior 15+	6	Wisdom/Intuition	2 (6)
Signature Item	Warrior 10+	10	Wisdom/Intuition	2 (6)
Signature Mount	Warrior 10+	9	Wisdom/Intuition	1 (3)

Wizards

Skill	Requirement	Base Score	Relevant Ability	Cost
Mental Focus	Wizard 12+	4	Wisdom/Willpower	1 (3)
Signature Item	Wizard 12+	10	Wisdom/Intuition	2 (6)
Spell Sculpting	Wizard 12+	8	Intelligence/Knowledge	1 (3)

Priests

Skill	Requirement	Base Score	Relevant Ability	Cost
Detect Deception	Priest 15+, Eminence	6	Wisdom/Intuition	1 (39
Divine Strength	Priest 10+, Eminence	4	Wisdom/Willpower	1 (3)
Divine Voice	Priest 15+, Eminence	4	Charisma/Leadership	1 (3)
Divine Will	Priest 10+	4	Wisdom/Willpower	1 (3)
Eminence	Priest 10+	6	Charisma/Leadership	1 (3)
Invincibility	Priest 21+, Eminence	4	Wisdom/Willpower	2 (6)
Loan	Priest 15+	4	Wisdom/Intuition	1 (3)
Smite	Priest 15+, Eminence	—	—	2 (6)

Rogues

Skill	Requirement	Base Score	Relevant Ability	Cost
Adaptation	Rogue 11+	10	Intelligence/Reason	2 (6)
Classify Traps	Rogue 11+	4	Intelligence/Knowledge	2 (6)
Evasion	Rogue 16+	—	—	1 (3)
Fall/Jump	Rogue 11+	11	Dexterity/Balance	1 (3)
Featherfoot	Rogue 11+	—	—	1 (3)
Improvised Attack	Rogue 16+	—	—	2 (6)
Inner Focus	Rogue 11+	5	Wisdom/Willpower	1 (3)
Nondetection	Rogue 16+	4	Wisdom/Willpower	2 (6)
Sense Danger	Rogue 16+	6	Intelligence/Reason	2 (6)
Shadow Flight	Rogue 21+, Shadow Travel	—	—	1 (3)
Shadow Travel	Rogue 16+	—	—	1 (3)

Table 41:
Ability Modifiers to Skills

Ability Score	Modifier
3 or less	–5
4	–4
5	–3
6	–2
7	–1
8-13	0
14	+1
15	+2
16	+3
17	+4
18+	+5

Skills for High-Level Characters

Characters who become sufficiently advanced in their professions begin to develop bags of tricks that less-accomplished characters can't match. These special abilities are similar to nonweapon proficiencies, **but characters cannot learn skills from outside their groups**. Each skill has a much more dramatic effect than a proficiency and has a minimum level requirement associated with it.

Just like proficiencies, many skills require a die roll to determine if they work. Success is determined by rolling the number indicated or less on 1d20. In most cases, a character's ability scores can alter the chance for success; these adjustments are listed on Table 41. A skill's requirements, success numbers, and relevant abilities are listed after each skill description and are compiled in Table 40 for quick reference.

A few skills can be used a limited number of times each day. The success numbers for these skills drop by a fixed amount each time they are used. Once a skill's base score is reduced to zero or less, the character cannot use that skill for a set period of time, usually one day. Any other skill based upon the reduced skill is likewise unavailable. Even if the character's ability adjustment (from Table 41) raises the skill score above zero, the skill remains unavailable until the indicated time has passed. The skill's base score returns to normal after the listed time has elapsed.

Opposed Success Rolls: In some cases, a skill requires an opposed roll in which the two creatures involved both roll 1d20 against an ability score or skill success number. If one opponent fails the roll, the creature who succeeded wins the contest. If both make their rolls, the opponent with the higher roll wins. If both opponents fail, some unusual result usually occurs. All ties are re-rolled.

Acquiring and Improving Skills: Characters who meet a skill's level requirement can learn the skill by spending proficiency slots. If the character point system from the *Player's Option: Skills & Powers* book is in play, the character can spend points instead.

Each skill's cost is listed after the skill description. The first number is the cost in nonweapon proficiency slots unless otherwise indicated. The number in parentheses is the skill's character point cost.

A skill's base success number can be improved by devoting extra slots or character points to the skill (see the *Player's Handbook*, Chapter 5, and *Skills & Powers*, Chapter 6). No mortal can ever have a base score of more than 16 in any skill; *wishes* have no effect on this limit.

Complete Nonweapon Proficiencies - *alphabetical list –*

(except racial handbooks)

Proficiency	# of Slots Required / CP	Relevant Ability	Modifier Check	Initial Rating
Acting (TcBaH)	**1**	**Charisma**	**-1**	
Adaptation (DMOHLC)	**2 (6)**	**Intelligence/Reason**	**War10+/ Rog 11+**	**9/10**
Administration (PlO:S&M)	**1(3)**	**Intelligence**	**+1**	**9**
Alchemy (PlO:S&M)	**2 (5)**	**Intelligence**	**–3**	**6**
Alertness (TcRaH)	**1**	**Wisdom**	**+1**	
All-Around Attack (DMOHLC)	**1 (3)**	**—**	**Warrior 10+**	**—**
Alms (PlO:S&M)	**1(3)**	**Charisma**	**0**	**8**
Agriculture	1	Intelligence	0	
Ambidexterity (DMO:C&T)	**1 (4)**	**Dexterity/Aim**	**Warrior, Rogue**	
Ambush (DMO:C&T)	**1 (4)**	**Intelligence/Reason**	**Warrior,Rogue**	**5**
Anatomy (PlO:S&M)	**2 (4)**	**Intelligence**	**–2**	**5**
Animal Handling*	1	Wisdom	+1	
Ancient History	1	Intelligence	-1	
Animal Lore	1	Intelligence	0	
Animal Noise (TcThiH)	**1**	**Wisdom**	**-1**	
*Animal Training**	1	Wisdom	0	
Appraising	1	Intelligence	0	
Arcanology (PlO:S&M)	**1 (4)**	**Intelligence**	**–3**	**5**
Armorer* (TcFiH)	2	Intelligence	-2	
Artistic Ability	1	Wisdom	0	
Astrology	2	Intelligence	0	
Astronomy (PlO:S&P)	**1****	**Intelligence****	**2/7/Intelligence/Knowledge**	
Begging (TcThiH)	**1**	**Wisdom**	**special**	
Blacksmithing	1	Strength	0	
Blind-fighting	2	NA	NA	
Boating (TcRaH)	**1**	**Wisdom**	**+1**	
Boat Piloting (PlO:S&P), ***see Boating***				
Boatwright (DwH)	**1**	**Intelligence**	**-2**	
Bookbinding (PlO:S&M)	**1(3)**	**Intelligence**	**0**	**8**
Intelligence				
Bowyer/Fletcher* (TcFiH)	1	Dexterity	-1	
Bravery (DMOHLC)	**1(3)**	**Wisdom/Willpower**	**Warrior 10+**	**4**
Brewing*	1	Intelligence	0	
Bureaucracy (TcPaH)	**2(5)**	**Intelligence**	**0**	**8**
Camouflage (TcRaH)	**1(4)**	**Wisdom**	**Warrior, Rogue**	**5,Int,Knowl.**
Captivate (DMOHLC)	**1(3)**	**Charisma/Appearance**	**Warrior 15+, Bravery**	**4**
Carpentry	1	Strength	0	
Cartography (TcRaH)	**1**	**Intelligence**	**-2**	
Ceremony (PlO:S&M)	**1(2)**	**Wisdom**	**0**	**7**
Chanting (TcBaH)	**1**	**Charisma**	**+2**	
Charioteering	1	Dexterity	+2	

Cheesemaking* (HH)	**1**	**intelligence**	**0**	
Classify Traps (DMOHLC)	**2(6)**	**Intelligence/Knowledge**	**Rogue 11+**	**4**
Close-quarter Fighting	**2**	**Dexterity**	**0**	
Cobbling	1	Dexterity	0	
Cooking	1	Intelligence	0	
Concentration (PlO:S&M)	**2(5)**	**Wisdom**	**-2**	**6**
Craft Instrument (TcBaH)	**2**	**Dexterity**	**-2**	
Crowd Working (TcBaH)	**1**	**Charisma**	**+0**	
Cryptography (PlO:S&P)	**1(3)**	**Intelligence**	**Int,Reason/Wis,Intuition**	**6**
Dancing	1	Dexterity	0	
Danger Sense (HH)	**2**	**Wisdom**	**+1**	
Death Blow (DMOHLC)	**2(6)**	**—**	**Warrior 15+**	**—**
Deep Diving (PLO: S&P)	**1(2)****	**Constitution****	**Dex,Balance/Con,Health**	**5**
Detect Deception (DMOHLC)	**1(3)**	**Wisdom/Intuition**	**Priest 15+, Eminence**	**6**
Diagnostics (TcPaH)	**1**	**Wisdom**	**–1**	
Diplomacy (PlO:S&M)	**1(3)**	**Charisma**	**-1**	**-6**
Direction Sense	1	Wisdom	+1	
Dirty Fighting (DMO:C&T)	**1(3)**	**Intelligence/Knowledge**	**Warriors, Rogues**	**5**
Disguise	1	Charisma	-1	
Distance Sense (TcRaH)	**1**	**Wisdom**	**0**	
Divine Strength (DMOHLC)	**1(3)**	**Wisdom/Willpower**	**Priest 10+, Eminence**	**4**
Divine Voice (DMOHLC)	**1(3)**	**Charisma/Leadership**	**Priest 15+, Eminence**	**4**
Divine Will (DMOHLC)	**1(3)**	**Wisdom/Willpower**	**Priest 10+**	**4**
Dowsing (PlO: S&M)	**1(3)**	**Wisdom**	**-3**	**5**
Drinking (HH)*	**1**	**Constitution**	**0**	
Dwarf Runes (DwH)	**1**	**Intelligence**	**+2**	
Eating (HH)*	**1**	**Constitution**	**0**	
Eminence (DMOHLC)	**1(3)**	**Charisma/Leadership**	**Priest 10+**	**6**
Endurance*	2(4)	Constitution	0	3/Con,Fitness
Engineering	2	Intelligence	-3	
Etiquette	1	Charisma	0	
Evasion (DMOHLC)	**1 (3)**	**—**	**Rogue 16+**	**—**
Falconry (TcRaH)	**1**	**Wisdom**	**-1**	
Fall/Jump (DMOHLC)	**1 (3)**	**Dexterity/Balance**	**Rogue 11+**	**11**
Fast-talking (TcThiH)	**1**	**Charisma**	**special**	
Featherfoot (DMOHLC)	**1 (3)**	**—**	**Rogue 11+**	**—**
Fine Balance (DMO:C&T)	**2 (5)**	**Dex/Balance**	**Warrior, Rogue**	**7**
Fire-building	1	Wisdom	-1	
Fishing*	1	Wisdom	–1	
Foraging (TcRaH)	**1**	**Intelligence**	**-2**	
Forgery	1	Dexterity	-1	
Fortune Telling (TcThiH)	**2**	**Charisma**	**+2**	
Frighten/Challenge (DMOHLC)	**1(3)**	**Charisma/Leadership**	**Warrior 10+, Bravery**	**4**
Fungi Recognition (DwH)	**1**	**Intelligence**	**+3**	
Gaming*	1	Charisma	0	
Glassblowing (PlO: S&M)	**1(2)**	**Dexterity**	**0**	**7**
Gem Cutting	2	Dexterity	-2	
Hardiness (DMOHLC)	**2 (6)**	**Constitution/Fitness**	**Warrior 15+, Bravery**	**4**
Harness Subconscious (TcPsiH)	**2**	**Wisdom**	**-1**	
Healing	2	Wisdom	-2	
Heraldry	1	Intelligence	0	

Herbalism*	2	Intelligence	-2	
Hiding(HH)	**2**	**Intelligence**	**-1**	
Hunting*	1	Wisdom	-1	
Hypnosis (TcPsiH)	**1**	**Charisma**	**-2**	
Hypnotism (PlO: S&M)	**1(4)**	**Charisma**	**-2**	**6**
Improvised Attack (DMOHLC)	**2(6)**	**—**	**Rogue 16+**	**—**
Information Gathering (TcThiH)	**1**	**Intelligence**	**special**	
Inner Focus (DMOHLC)	**1(3)**	**Wisdom/Willpower**	**War10+/Rog11+**	**4/5**
Intimidation (TcThiH)	**1**	**special**	**special**	
Investigation (PlO:S&M)	**1(4)**	**Intelligence**	**-2**	**6**
Invincibility (DMOHLC)	**2(6)**	**Wisdom/Willpower**	**Priest 21+, Eminence**	**4**
Iron Will (DMO:C&T)	**2(6)**	**Wisdom/Willpower**	**–2**	**3**
Jousting (TcPaH)	**1**	**Dexterity**	**+2**	
Juggling	1	Dexterity	-1	
Jumping	1	Strength	0	
Languages, Ancient	1	Intelligence	0	
Languages, Modern	1	Intelligence	0	
Law (TcPaH)	**1(3)**	**Wisdom**	**0**	**7 (Int)**
Leadership (DMO:C&T)	**1(3)**	**Charisma/Leadership**	**–1**	**5**
Leatherworking	1	Intelligence	0	
Loan (DMOHLC)	**1 (3)**	**Wisdom/Intuition**	**Priest 15+**	**4**
Local Dwarf History (DwH)	**1**	**Charisma**	**+2**	
Local History	1	Charisma	0	
Locksmithing (TcThiH)	**1**	**Dexterity**	**0**	
Looting (TcThiH)	**1**	**Dexterity**	**0**	
Meditative Focus (TcPsiH)	**1**	**Wisdom**	**+1**	
Mental Focus (DMOHLC)	**1 (3)**	**Wisdom/Willpower**	**Wizard 12+**	**4**
Mental Resistance (PlO: S&M)	**1(3)**	**Wisdom**	**-1**	**5**
Mining	2	Wisdom	-3	
Mountaineering	1	NA	NA	
Musical Instrument	1	Dexterity	-1	
Natural Fighting (HH)	**2**	**Strength**	**+1**	
Navigation*	1	Intelligence	-2	
Nondetection (DMOHLC)	**2(6)**	**Wisdom/Willpower**	**Rogue 16+**	**4**
Observation (TcThiH)	**1(3)**	**Intelligence**	**0**	**7**
Omen Reading (PlO: S&M)	**1(3)**	**Wisdom**	**-2**	**5**
Oratory (TcPaH)	**1(3)**	**Charisma**	**-1**	**7**
Orienteering (PlO:S&P)	**1(3)****	**Intelligence****	**Int,Knowl., Wis,Intuition**	**7**
Painting (PlO: S&P)	**1(2)****	**Dexterity****	**Dex,Aim/Wis,Intuition**	**7**
Papermaking (PlO: S&M)	**1(2)**	**Intelligence**	**0**	**8**
Persuasion (TcRaH)***	**1(3)**	**Charisma**	**0(-2)var.**	**5**
Pest Control (DwH)	**1**	**Wisdom**	**0**	
Poetry (TcPaH)	**1**	**Intelligence**	**–2**	
Pottery	1	Dexterity	-2	
Prestidigitation (PlO: S&M)	**1(3)**	**Dexterity**	**-1**	**7**
Research (PlO: S&M)	**1(3)**	**Intelligence**	**0**	**6**
Quickness (DMO:C&T)	**2(6)**	**Dexterity/Aim**	**0**	**3**
Reading/Writing*	1	Intelligence	+1	
Reading Lips	2	Intelligence	-2	
Rejuvenation (TcPsiH)	**1**	**Wisdom**	**-1**	
Religion	1	Wisdom	+0	

*Riding, Airborne**	2	Wisdom	-2	
*Riding, Land-based**	1	Wisdom	+3	
Riding, Sea-based (TcRaH)	**2**	**Dexterity**	**-2**	
Rope Use	1	Dexterity	0	
Running	1	Constitution	-6	
Sage Knowledge (PlO: S&M)	**1(4)**	**Intelligence**	**-2**	**5**
Scribe (PlO: S&M)	**1(2)**	**Dexterity**	**+1**	**7**
Sculpting (PlO:S&P)	**1****	**Dexterity****	**2/5/Dexterity/Aim, Wisdom/Intuition**	
Seamanship	1	Dexterity	+1	
Seamstress/Tailor	1	Dexterity	-1	
Sense Danger (DMOHLC)	**2 (6)**	**Wis/Intuit (War), Int/Reas (Rog)**	**War15+/Rog16+**	**6**
Set Snares	1	Intelligence	-1	
Shadow Flight (DMOHLC)	**1 (3)**	**—**	**Rogue 21+, Shadow Travel**	**—**
Shadow Travel (DMOHLC)	**1 (3)**	**—**	**Rogue 16+**	**—**
Sign Language (DwH)	**1**	**Intelligence**	**+2**	
Signaling (TcRaH)	**1**	**Intelligence**	**-2**	
Signature Item (DMOHLC)	**2 (6)**	**Wisdom/Intuition**	**War/Wiz 10+**	**10**
Signature Mount (DMOHLC)	**1 (3)**	**Wisdom/Intuition 10+**	**Warrior**	**9**
Signature Spell (PlO: S&M)	**1**	**special**	**special**	
Singing	1	Charisma	0	
Slow Respiration (DwH)	**1**	**N/A**	**N/A**	
Smelting (DwH)	**1**	**Intelligence**	**0**	
Smite (DMOHLC)	**2 (6)**	**—**	**Priest 15+, Eminence**	**—**
Sound Analysis (DwH)	**1**	**Wisdom**	**0**	
Spellcraft	1	Intelligence	-2	
Spelunking (TcRaH)	**1**	**Intelligence**	**-2**	
Spell Sculpting (DMOHLC)	**1 (3)**	**Intelligence/Knowledge**	**Wizard 12+**	**8**
Steady Hand (DMO:C&T)	**1 (5)**	**Dexterity/Aim**		
Stonemasonry	1	Strength	-2	
Survival*	2	Intelligence	0	
Survival,Underground (DwH)	**1**	**Intelligence**	**0**	
Swimming	1	Strength	0	
Tactics of Magic (PlO: S&M)	**1(3)**	**Intelligence**	**-1**	**6**
Tailoring (PlO:S&P)	**1****	**Dexterity****	**3/7/Dexterity,Aim/Int,Reason**	
Thaumaturgy (PlO:S&M)	**1(3)**	**Intelligence**	**-2**	**5**
Throwing (PlO: S&P)	**1****	**Dexterity****	**2/8/Dexterity,Aim/ Str,Muscle**	
Tightrope Walking	1	Dexterity	0	
Tracking*	2	Wisdom	0	
Trail Marking (TcRaH)	**1**	**Wisdom**	**0**	
Trail Signs (TcRaH)	**1**	**Intelligence**	**-1**	
Trailing (TcThiH)	**1**	**Dexterity**	**special**	
Trouble Sense (DMO:C&T)	**1(4)**	**Wis./Int**		**3**
also see "Danger Sense"				
Tumbling	1	Dexterity	0	
Undead Lore (PlO:S&M)	**1(3)**	**Intelligence**	**-1**	**6**
Underground, Navigation (DwH)	**1**	**Intelligence**	**0**	
Ventriloquism	1	Intelligence	-2	
Veterinary Healing (TcRaH)	**1**	**Wisdom**	**-3**	
Voice Mimicry (TcThiH)	**2**	**Charisma**	**special**	
Weaponsmithing* (TcFiH)	3	Intelligence	–3	
Weaponsmithing (DwH)	**2**	**Intelligence**	**-1 (Dwarves only)**	

Weaponsmithing,			
Crude (TcRaH)	**1**	**Wisdom**	**-3**
Weather Sense	1	Wisdom	-1
Weather Knowledge (PlO:S&P), see Weather Sense			
Weaving	1	Intelligence	-1
Whistling/Humming (TcBaH)	1	Dexterity	+2
Wild Fighting (HH)	**2**	**Constitution**	**0**
Winemaking*(HH)	**1**	**Intelligence**	**0**

*Within the "Complete Fighters Handbook" there are more detailed descriptions on these proficiencies. **Bold-faced** entries indicate new proficiencies from the "complete handbooks". See classes chapter

***The costs and modifiers of these nonweapon proficiencies are suggestions only. The skills come from the optional handbook Skills & Power and therefore have just a "Character Point rating" and no modifier given. The final costs and modifiers are up to the DM*

**** Persuasion has two different descriptions. One in the complete Rangers handbook and the Players Option Spells & Magic.*

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