NET BOOK

OF

PROFICIENCIES

His race, class, and ability scores define most of what a player character can do. These three characteristics don't cover everything, however. Characters can have a wide range of talents, from the potent (and intricate) arts of magic to the simple and mundane knowledge of how to build a good fire. The character's magical ability (or lack thereof is defined by his class. Lesser abilities, such as fire building, are defined by proficiencies.

A proficiency is a learned skill that isn't essential to the character's class. A ranger, for example, may find it useful to know something about navigation, especially if he lives near an ocean or seacoast. On the other hand, he isn't likely to suffer if he doesn't know how to navigate; he is a ranger, not a sailor. Proficiencies are divided into two groups: weapon proficiencies (those related to weapons and combat) and non-weapon proficiencies (those related to everything else). All proficiency rules are additions to the game. Weapon proficiencies are tournament level rules, optional in regular play, and non-weapon proficiencies are completely optional. Proficiencies are not necessary for a balanced game. They add an additional dimension to the characters, however, and anything that enriches characterization is a bonus. If weapon proficiencies are used in your game, expect them to apply to all characters, including NPCs. Non-weapon proficiencies may be used by players who enjoy them and ignored by those who don't without giving unfair advantages to anyone (provided your DM allows this; he's the one who must deal with any problems). Once a proficiency slot is filled, it can never be changed or reassigned.

Acquiring Proficiencies

Even newly created, 1st-level characters have proficiencies. His group, as shown in Table 5-1 determines the number of proficiency slots that a character starts with. Each proficiency slot is empty until the player "fills" it by selecting a proficiency. If your DM allows non-weapon proficiencies, the character's Intelligence score can modify the number of slots he has, granting him more proficiencies (see Intelligence). In both cases, new proficiencies are learned the same way. Consider the case of Rath, a dwarf fighter. Table 5-1 gives him four weapon proficiency slots (he is a warrior). If non-weapon proficiencies are used, he has three slots and his Intelligence of 11 gives him two additional proficiency slots (see intelligence) for a total of five non-weapon proficiency slots. The player must assign weapon or non-weapon proficiencies to all of these slots before the character goes on his first adventure. These represent what the character has learned before beginning his adventuring career. Thereafter, as the character advances in experience levels, he gains additional proficiency slots. The rate at which he gains them depends on the group he belongs to. Table 5-1 lists how many weapon and non-weapon proficiency slots the character starts with, and how many levels the character must gain before he earns another slot. Initial Weapon Proficiencies is the number of weapon proficiency slots received by characters of that group at 1st level. # Levels (for both weapon and non-weapon proficiencies) tells how quickly a character gains additional proficiency slots. A new proficiency slot is gained at every experience level that is evenly divisible by the number listed. Rath (a warrior), for example, gains one weapon proficiency slot at every level evenly divisible by 3. He gets one new slot at 3rd level, another at 6th, another at 9th, and so on. (Note that Rath also gains one non-weapon proficiency at 3rd, 6th, 9th, etc.)

Penalty is the modifier to the character's attack rolls when he fights using a weapon he is not proficient with. Rath, a dwarf, chose to be proficient with the warhammer. Finding himself in a desperate situation, he snatches up a flail, even though he knows little about it (he is not proficient with it). Using the weapon awkwardly, he has a -2 penalty to his chance to hit. Initial non-weapon Proficiencies is the number of non-weapon proficiency slots that character has at 1st level. Even if you are playing with weapon proficiencies, non-weapon proficiencies are optional.

Table 5-1: Proficiency Slots

Group	Weapon			Non-Weapon	
	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

Training

Like all skills and abilities, proficiencies do not leap unbidden and fully realized into a character's mind. Instead, a character must train, study, and practice to learn a new proficiency. However, role-playing the training time needed to learn a new skill is not much fun. Thus there are no training times or study periods associated with any proficiency. When a character chooses a proficiency, it is assumed that he had been studying it in his spare time. Consider just how much spare time the character has. The player is not role-playing every second of his character's life. The player may decide to have his character spend a night in town before setting out on the long journey the next day. Perhaps the character must wait around for several days while his companions heal from the last adventure. Or he might spend weeks on an uneventful ocean voyage. What is he doing during that time? Among other things, he is studying whatever new proficiencies he will eventually learn. Using this "down time" to handle the unexciting aspects of a role-playing campaign lets players concentrate on more important (or more interesting) matters. Another part of training is finding a teacher. Most skills are easier to learn if someone teaches the character. The DM can handle this in several ways. For those who like simplicity ignore the need for teachers-there are self-taught people everywhere in the world. For those who want more complexity, make the player characters find someone to teach them any new proficiency they want to learn. This can be another player character or an NPC. Although this adds realism, it tends to limit the PC's adventuring options, especially if he is required to stay in regular contact with his instructor. Furthermore, most teachers want payment. While a barter arrangement might be reached, the normal payment is cash. The actual cost of the service depends on the nature of the skill, the amount of training desired, the availability of tutors, the greed of the instructor, and the desire of the DM to remove excess cash from his campaign.

Weapon Proficiencies

Weapon proficiency measures a character's knowledge and training with a specific weapon. When a character is created, the player checks Table 5-1 to see how many weapon proficiency slots the character has. These initial slots must be filled immediately, before the character embarks on his first adventure. Any slots that aren't filled by then are lost.

Each weapon proficiency slot must be assigned to a particular weapon, not just a class of weapons. Each weapon listed in the weapons table (see equipment) requires its own proficiency- each has its own special tricks and quirks that must be mastered before the weapon can be handled properly and effectively. A fencer who is master of the epee, for example, is not necessarily skilled with a sabre; the two weapons look similar, but the fighting styles they are designed for are entirely different. A player character could become proficient with a long bow or a short bow, but not with all bows in general (unless he devotes a proficiency slot to each individually). Furthermore, a character can assign weapon proficiency slots only to those weapons allowed to his character class. As a character reaches higher experience levels, he also earns additional weapon proficiencies. The rate at which proficiencies are gained depends on the character's class. Warriors, who concentrate on their martial skills, learn to handle a great number of weapons. They gain weapon proficiencies quickly. Wizards, who spend their time studying forgotten magical arts, have little time to practice with weapons. They gain additional weapon proficiencies very slowly. Multi-class characters can use the most beneficial line on Table 5-1 to determine their initial proficiencies and when they gain new proficiencies.

Effects of Weapon Proficiencies

A character that has a specific weapon proficiency is skilled with that weapon and familiar with its use. A character does not gain any bonuses for using a weapon he is proficient with; the combat rules and attack chances assume that everyone uses a weapon he is proficient with. This eliminates the need to add a modifier to every die roll during battle. When a character uses a weapon that he is not proficient with, however, he suffers a penalty on his chance to hit. The size of this penalty depends on the character's class Warriors have the smallest penalty because they are assumed to have passing familiarity with all weapons. Wizards, by comparison, are heavily penalized because of their limited study of weapons. The modifiers for each class (which are taken, as penalties to the attack die roll) are listed on Table 5-1.

Related Weapons Bonus

When a character gains a weapon proficiency, he is learning to use a particular weapon effectively. However, many weapons have similar characteristics. A long sword, bastard sword, and broad sword, while all different, are all heavy, slashing swords. A character that is trained with one can apply some of his skill to the others. He is not fully proficient with the weapon, but he knows more about it than someone who picks it up without any skill in similar weapons. When a character uses a weapon that is similar to a weapon he is proficient with, his attack penalty is only one-half the normal amount (rounded up). A warrior, for example, would have a -1 penalty with a related weapon instead of -2. A wizard would have a - 3 penalty instead of - 5. Specific decisions about which weapons are related are left to the DM. Some likely categories are:

- hand axe, battle axe;
- short bow, long bow, composite bow;
- heavy and light crossbows;
- dagger, knife;
- glaive, halberd, bardiche, poleaxe, voulge, lochabar axe, guisarme, glaive-guisarme, voulge- guisarme;
- harpoon, spear, trident, javelin;
- footman's mace, horseman's mace, morning star, flail, hammer, club;
- military fork, ranseur, spetum, partisan;
- scimitar, bastard sword, long sword, broad sword;
- sling, staff sling

Weapon-Group Proficiency

However, let's look realistically at weapon proficiency. Currently, if a character has Weapon Proficiency with Dagger/Dirk, he doesn't have it with Knife. He certainly doesn't have it with Short Sword. Of course, the DM can always decide that such weapons are related to one another. If he does, then the warrior would suffer a -1 to hit with the unknown weapon instead of the -2. (See above). Still, to be proficient in all sorts of blades, you'd have to spend around 14 weapon proficiency slots, and that's too many. So, we're making it possible to take weapon proficiencies with whole weapon groups. For our purposes, there are two types of groups: Tight Groups and Broad Groups.

Tight Groups

A Tight Weapons Group consists of a set of weapons that are very similar in the way they are wielded.   It costs two Weapon Proficiency Slots to become proficient in an entire tight group. After paying those two slots, the character will know how to use every weapon in that group without the usual -2 penalty for unfamiliarity (that -2 is for Warriors; with other classes, the penalty is more severe, as described above). Following are several examples of Tight Groups.

- **Axes:** Battle-axe, Hand/throwing axe.
- **Bows:** Composite long bow, Composite short bow, Daikyo, Long bow, Short bow.
- **Clubbing Weapons:** Belaying pin, Club, Footman's mace, Horseman's mace, Morning star, Warhammer.
- **Crossbows:** Hand crossbow, Heavy crossbow, Light crossbow.
- **Fencing Blades:** Dagger/Dirk, Knife/Stiletto, Main-gauche, Rapier, Sabre
- **Flails:** Footman's flail, Horseman's flail.
- **Lances:** Heavy horse lance, Light horse lance, Jousting lance, Medium horse lance.
- **Long Blades:** Bastard sword, Katana, Long sword, Scimitar, Two-handed sword.
- **Medium Blades:** Cutlass, Khopesh, Wakizashi
- **Picks:** Footman's pick, Horseman's pick.
- **Polearms:** Awl pike, Bardiche, Bec de Corbin, Bill-guisarme, Fauchard, Fauchard-fork, Glaive, Glaive-guisarme, Guisarme, Guisarme-voulge, Halberd, Hook fauchard, Lucern hammer, Mancatcher, Military fork, Naginata, Partisan, Ranseur, Spetum, Tetsubo, Voulge.
- **Short Blades:** Dagger/Dirk, Knife/Stiletto, Main-gauche, Short sword/Drusus.
- **Sickles:** Sickle, Scythe.
- **Slings:** Sling, Staff Sling.
- **Spears:** Harpoon, Javelin, Long Spear, Spear, Trident.
- **Whips:** Scourge, Whip.

You'll notice there's a little overlap between the Fencing Blades and Short Blades group; some weapons are common to both groups. You'll also notice that some groups don't look like they save you any weapon proficiency slots. The Axes, Flails, Picks, Sickles, Slings, and Whips group all have two weapons each in them. Since a tight group costs two proficiency slots, it appears that there are no savings. Which is true . . . unless, in your campaign, other weapons related to those groups are

developed or introduced. If they are-if, for instance, a medium-sized war-axe appears in the campaign-then the character with the group proficiency will be able to use it at no penalty, while the character with proficiency in just the two existing axes will suffer the attack penalty.

These categories are very close to the related weapon groups described above, and your DM can, if he wishes, use these categories as related groups. This helps determine whether or not a warrior gets the full attack penalty when he uses a weapon unfamiliar to him, or whether he receives only half the penalty for using one similar to a weapon with which he has proficiency.

Broad Groups

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

- **Blades:** Bastard sword, Cutlass, Dagger/Dirk, Katana, Khopesh, Knife/Stiletto, Long sword, Main-gauche, Rapier, Sabre, Scimitar, Short sword/Drusus, Two-handed sword, Wakizashi
- **Cleaving/Crushing Weapons:** Battle-axe, Belaying Pin, Club, Footman's mace, Footman's pick, Hand/throwing axe, Horseman's mace, Horseman's pick, Morning star, Warhammer.
- **Pole Weapons:** Awl pike, Bardiche, Bec de corbin, Bill-guisarme, Fauchard, Fauchard-fork, Glaive, Glaive-guisarme, Guisarme, Guisarme-voulge, Halberd, Harpoon, Hook fauchard, Javelin, Lucern hammer, Long Spear, Mancatcher, Military fork, Naginata, Partisan, Ranseur, Sickle, Scythe, Spear, Spetum, Tetsubo, Trident, Voulge.
- **Small Throwing Weapons:** Dagger/Dirk, Dart, Hand/throwing axe, Knife/stiletto, Shuriken

Again, you'll see some overlap between the Small Throwing Weapons group and other groups. These groups may not be used to calculate weapon similarity for determining whether a character receives the full or partial attack penalty for using an unfamiliar weapon.

Non-Groups

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

- **Weapons Not Belonging To Any 1 Group:** Arquebus, Blowgun, Bola, Chain, Gaff/hook, Lasso, Net, Quarterstaff/Bo stick, Nunchaku, Sai.
Special Note: The Cestus doesn't require any Proficiency. It enhances punching damage, and everyone knows how to punch.

Weapon Specialization

Knowing how to use a weapon without embarrassing yourself is very different from being a master of that weapon. There are warriors, and then there are martial artists. An Olympic fencer is more than just an athlete is; he can do things with his weapon that astounds most fencers. In the AD&D game, part of your character's skill is reflected in the bonuses he earns as he reaches higher levels. As your character advances, he becomes a wiser, more dangerous fighter. Experience has taught him to anticipate his opponents and to pounce on any advantage that presents itself. But this is a general, overall improvement, brought about by the warrior's sharpening senses and timing. It applies equally to all types of fighting. Weapon specialization is an optional rule that enables a fighter (only) to choose a single weapon and specialize in its use. Any weapon may be chosen. Specialization is normally announced (and paid for with weapon proficiency slots) when the character is created. But even after a player character earns experience, he can still choose to specialize in other weapons, provided he has the weapon proficiency slots available or he may choose to increase his knowledge in his chosen weapon and become double, triple, or even quadruple specialized. In one way, a weapon specialist is like a wizard specialist. The specialization requires a single-minded dedication and training. Thus multi-class characters cannot use weapon specialization; it is available only to single-class fighters.

Cost of Specialization

Weapon specialization is obtained by devoting extra weapon proficiency slots to the chosen weapon. To specialize in any sort of melee weapon or crossbow, the character must devote two slots-one slot to become proficient with it, and then a

second slot to specialize in it. Any bow (other than a crossbow) requires a total of three proficiency slots: one for proficiency and two to specialize. Assume, for the moment, that Rath the dwarf decided to specialize with the warhammer. Two of his four proficiency slots are thus devoted to the warhammer. With the two remaining he can become proficient with the short sword and short bow (for example).

Effects of Specialization

When a character specializes with a melee weapon, he gains bonuses with all attack and damage rolls with that weapon (in addition to bonuses for Strength and magic), based on how much specialization that character has with a particular weapon. The attack bonuses are not magical and do not enable the character to affect a creature that can be injured only by magical weapons. Bow and crossbow specialists gain an additional range category: point blank. Point-blank range for bows is from six feet to 30 feet. Point-blank rang for crossbows are from six feet to 60 feet. At point-blank range, the character gains a plus '+' modifier on attack rolls based on the characters level and the level of specialization attained. As well as additional damage caused by Strength and magical bonuses also applies. Furthermore, if the character has an arrow knocked and drawn, or a bolt loaded and cocked, and has his target in sight, he can fire at the beginning of the round before any initiative rolls are made. Fighters who specialize also gain extra attacks earlier than those who don't specialize. Bonus attacks for specialists are listed on Table 5-2. The use of this table is explained in Chapter 9: Combat.

Table 5-2: Specialist Attacks Per Round

Melee Weapon Specialization

Melee Weapons Specialization	Prof. Slots	#Attacks/Rnd 1-6	7-12	13+	Attack Bonus	Damage Bonus
Proficient	1	1/1	3/2	2/1	0	0
Single	2	4/3	5/3	7/3	0	0
Double	4	3/2	2/1	5/2	+1	+1
Triple	6	5/3	7/3	8/3	+2	+2
Quadruple	9	2/1	5/2	3/1	+3	+3

Bow Weapon Specialization

Bow Weapons Specialization	Prof Slots	#Attacks/Rnd 1-6	7-12	13+	To Hit/Damage Bonuses Pblank	Short	Med.	Long
Proficient	1	2/1	3/1	4/1	0/0	0/0	-2/0	-5/0
Single	2	2/1	3/1	4/1	+1/+1	0/0	-2/0	-5/0
Double	4	5/2	7/2	9/2	+2/+2	+1/+1	0/0	-2/0
Triple	6	5/2	7/2	9/2	+3/+2	+2/+1	+1/0	0/0
Quadruple	9	3/1	4/1	5/1	+3/+3	+2/+2	+1/+1	+1/0

Crossbow Weapon Specialization

Crossbow Specialization	Prof Slots	#Attacks/Rnd at Level (Heavy X bow) 1-6	7-12	13+	To Hit/Damage Bonuses Pblank	Short	Med	Long
Proficient	1	1/1(1/2)	3/2(1/1)	2/1 (3/2)	0/0	0/0	-2/0	-5/0
Single	2	4/3(1/1)	5/3 (4/3)	7/3 (5/3)	+1/+1	+1/0	0/0	-2/0
Double	4	3/2(4/3)	2/1 (3/2)	5/2(2/1)	+2/+2	+1/+1	+1/0	-2/0
Triple	6	5/3 (3/2)	7/3 (5/3)	8/3 (7/3)	+3/+2	+2/+1	+1/0	+1/0
Quadruple	9	2/1 (5/3)	5/2 (2/1)	3/1 (5/2)	+3/+3	+2/+2	+1/+1	+1/0

Other Missile Weapon Specialization

Missile Weapon Specialization	Prof Slots	Extra Attacks / Rnd 1-6	7-12	13+	To Hit/Damage Bonuses Pblank	Short	Med	Long
Proficient	1	*	* + ½	*+1/1	+1/0	0/0	-2/0	-5/0
Single	2	*+1/3	*+1/1	*+3/2	+1/+1	+1/+1	0/+1	-2/0
Double	4	*+ ½	*+3/2	*+5/3	+2/+2	+2/+1	+1/+1	0/+1
Triple	6	*+1/1	*+5/3	*+2/1	+3/+3	+2/+2	+1/+2	+1/+2
Quadruple	9	*+3/2	*+2/1	*+5/2	+4/+4	+3/+3	+2/+3	+1/+3

* = Normal attacks per round for that particular missile weapon plus the additional attacks per round. For example, if Rath was triple specialized in Darts, and was a level 9 fighter. His attacks per round would be 3/1 + 5/3. Thus on the 1st round he could throw 4 darts (3/1 +1/1), on the 2nd and 3rd rounds, he could throw 5 darts (3/1 +2/1), the order would then repeat itself for every 3 rounds of combat.

Weapon Specialization and Weapon Groups

Although it is possible to become proficient in an entire group of weapons, this doesn't mean a character can

Using What You Know

If your DM decides not to use secondary skills or non-weapon proficiencies, situations will arise in which you'll have to determine whether your character has certain skills. For example, Delsenora the mage slips at the edge of a steep riverbank and tumbles into the water. The current sweeps her into the middle of the river. To escape, she must swim to safety. But does Delsenora know how to swim? One way to answer this is to pretend that your character knows most of the things that you know. Do you know how to swim? If you do, then your character can swim. If you know a little about mountain climbing, horseback riding, carpentry, or sewing, your character knows these things, too. This also applies to things your character might want to build. Perhaps your character decides he wants to build a catapult. If you can show your DM how to make such a device, then the DM may allow your character the same knowledge. Indeed, you might visit the local library just to gain this information.

There are real advantages to this method. You can learn something at the library or school and bring it into your game. Also, there are fewer rules to get in the way of your fun. Since there are fewer rules, your DM has a lot of flexibility and can play out all the drama inherent in a scene. There are also problems with this method. First, you probably know a lot of things your character should not-basic electronics, the components of gunpowder, or calculus, for instance. You have a lot of knowledge that is just not available to someone in a medieval world (even a fantasy medieval world). Likewise, there are things that a typical person in a medieval world would know that you, as a modern person, have never needed to learn. Do you know how to make armor? Skin a deer? Salt meat away for the winter? Turn flax into linen? Thatch a roof? Read heraldry? You might, but there is no way you can consider these common skills anymore. But in a medieval world they would be common.

Also, knowing something about a skill or trade doesn't mean you know a lot, and there is a big difference between the two. When Delsenora fell into the raging river, she had to swim out. But was she a strong enough swimmer to pull free of the current? The DM must make up a rule on the spot to handle the situation. Perhaps you can swim, but can you swim well enough to escape a raging torrent? The biggest drawback to this method is that there are no rules to resolve tricky situations. The DM must make it up during play. Some players and DMs enjoy doing this. They think up good answers quickly. Many consider this to be a large part of the fun. This method is perfect for them, and they should use it. Other players and DMs like to have clear rules to prevent arguments. If this is the case in your group, it is better to use secondary skills or non-weapon proficiencies.

Secondary Skills

The second method for determining what your character knows is to assign secondary skills. Secondary skills are broad areas of expertise. Most correspond to occupations that your character may have been apprenticed in or otherwise picked up before beginning his adventuring life. Secondary skills are much more general than non-weapon proficiencies. They should not be used in combination with non-weapon proficiencies, which are explained later. Every player character has a chance at a secondary skill. Either choose one from the table below or take a chance and roll randomly. A random roll may result in one, two, or no secondary skills.

SECONDARY SKILLS

D100 Secondary Skill
01-02	Armorer (make, repair, & evaluate armor and weapons)
03-04	Bowyer/Fletcher (make, repair, & evaluate bows and arrows)
05-10	Farmer (basic agriculture)
11-14	Fisher (swimming, nets, and small boat handling)
15-20	Forester (basic wood lore, lumbering)
21-23	Gambler (knowledge of gambling games)
24-27	Groom (animal handling)
28-32	Hunter (basic wood lore, butchering, basic tracking)
33-34	Jeweler (appraisal of gems and jewelry)
35-37	Leather worker (skinning, tanning)
38-39	Limner/Painter (map making, appraisal of art objects)
40-42	Mason (stone-cutting)
43-44	Miner (stone-cutting, assaying)
45-46	Navigator (astronomy, sailing, swimming, navigation)
47-49	Sailor (sailing, swimming)
50-51	Scribe (reading, writing, basic math)
52-53	Shipwright (sailing, carpentry)
54-56	Tailor/Weaver (weaving, sewing, embroidery)

57-59 Teamster/Freighter (animal handling, wagon-repair)
60-62 Trader/Barterer (appraisal of common goods)
63-66 Trapper/Furrier (basic wood lore, skinning)
67-68 Weaponsmith (make, repair, & evaluate weapons)
69-71 Woodworker/Carpenter (carpentry, carving)
72-85 No skill of measurable worth
86-00 Roll twice (re-roll any result of 86-00)

Once a character has a secondary skill, it is up to the player and the DM to determine just what the character can do with it. The items in parentheses after each skill describe some of the things the character knows. Other knowledge may be added with the DM's approval. Thus, a hunter might know the basics of finding food in the wilderness, how to read animal signs to identify the types of creatures in the area, the habits of dangerous animals, and how to stalk wild animals.

Like the previous method ('Using What You Know"), this method has strengths and weaknesses. Secondary skills do not provide any rules for determining whether a character succeeds when he uses a skill to do something difficult. It is safe to assume that simple jobs succeed automatically. (A hunter could find food for himself without any difficulty.) For more complicated tasks, the DM must assign a chance for success. He can assign a percentage chance, have the character make a saving throw, or require an Ability check (see Glossary). The DM still has a lot of flexibility. This flexibility means the DM must sometimes make up the rule to cover the situation, however. As mentioned earlier, some DMs enjoy this; others do not, their strengths being elsewhere. While secondary skills define and limit the player's options, they do not greatly simplify the DM's job.

Non-weapon Proficiencies

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

Non-weapon proficiencies are the most detailed way to handle the question of what the player character knows. They allow the player to choose from a broad selection and define the effects of each choice. Like the other methods, however, this system is not without drawbacks. First, non-weapon proficiencies are rigid. Being so defined, they limit the options of both the player and DM. At the same time, there will still be questions unanswered by these proficiencies. Where as before such questions were broad, they will now tend to be more precise and detailed. Secondly, using this system increases the amount of time needed to create a character. While the end result is a more complete, well-rounded person, set-up time can take up to two or three hours. Novice players especially may be overwhelmed by the number of choices and rules.

Unlike weapon proficiencies, in which some weapons are not available to certain character classes, all non-weapon proficiencies are available to all characters. Some non-weapon proficiencies are easier for certain character classes to learn, however. Table 5-4 lists all non-weapon proficiencies. They are divided into categories that correspond to character groups. The proficiencies listed under each group can be learned easily by characters of that group. A fifth category-"General"-contains proficiencies that can be learned easily by any character.

Refer to Table 5-3. When a player selects a non-weapon proficiency from those categories listed under "Proficiency Groups" for his character's group, it requires the number of proficiency slots listed in Table 5-1. When a player selects a proficiency from any other category, it requires one additional proficiency slot beyond the number, listed.

Table 5-3: Non-weapon Proficiency Group Crossovers

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

Using Non-weapon Proficiencies

When a character uses a proficiency, either the attempt is automatically successful or the character must roll 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 5-3 lists which ability is used with each proficiency. Add or subtract the modifier (either positive or negative) listed in Table 5-3 to the appropriate ability score. Then the player rolls 1d20. If the roll is equal to or less than the character's adjusted ability score, the character accomplished what he was trying to do. If the roll is greater than the character's ability score, the character fails at the task. (A roll of 20 always fails.) The DM determines what effects, if any, accompany failure.

Of course, to use a proficiency, the character must have any tools and materials needed to do the job. A carpenter can do very little without his tools, and a smith is virtually helpless without a good forge. The character must also have enough time to do the job. Certainly, carpentry proficiency enables your character to build a house, but not in a single day. Some proficiency descriptions state how much time is required for certain jobs. Most, however, are left to the DM's judgement.

The DM can raise or lower a character's chance of success if the situation calls for it. Factors that can affect a proficiency check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task. A positive modifier is added to the ability score used for the check. A negative modifier is subtracted from the ability score.

Rath, skilled as a blacksmith, has been making horseshoes for years. Because he is so familiar with the task and has every tool he needs, the DM lets him make-horse shoes automatically, without risk of failure. However, Delsenora has persuaded Rath-to make an elaborate wrought-iron cage (needed to create a magical item). Rath has never done this before and the work is very intricate, so the DM imposes a penalty of -3 on Rath's ability check.

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

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

Table 5-3: Non-Weapon Proficiency Groups

GENERAL

Proficiency	#Slots	Ability	Modifier	Proficiency	#Slots	Ability	Modifier
Acting	1	Cha	-1	Fishing	1	Wis	-1
Agriculture	1	Int	+1	Freefall	1	Dex	0
Alertness	1	Wis	+1	Fungi recognition	1	Int	+3
Animal handling	1	Wis	-1	Gaming	1	Cha	0
Animal training	1	Wis	0	Geography	2	Int	0
Artistic ability	1	Wis	0	Geology	2	Int	-1
Balance	1	Dex	0	Glazier	2	Dex	0
Bargain	1	Wis	-2	Goldsmithing	1	Dex	0
Barkeeping	1	Int	0	Heat protection	1	Int	-2
Bartending	2(3)	Special	Special	Heraldry	1	Int	0
Bee-keeping	1	Wis	0	Hiding	2	Int	-1
Blacksmithing	1	Str	0	History, family	1	Int	0
Blazoning	1	Int	+1	Intimidation	1	Special	0
Boasting	1	Cha	+3	Kissing	1	Cha	-2
Boating	1	Wis	+1	Laijutsu	1	Dex	0
Boatwright	1	Int	-2	Languages, modern	1	Int	0
Body language	1	Wis	-2	Law	1	Int	0
Brewing	1	Int	0	Leatherworking	1	Int	0
Butcher	1	Int	+1	Masseur	1	Str	0
Candle making	1	Int	0	Mathematics	1	Int	0
Caravaneer	1	Wis	0	Merchant	2	Int	-1
Carpentry	1	Str	0	Miller	1	Int	0
Carpentry (spelljammer)	1	Str	0	Mime	1	Cha	+1
Cartography	1	Wis	0	Mind over body	1	Wis	-2
Cartwright	1	Int	0	Mining	2	Wis	-3
Catching	1	Dex	0	Monster trivia	2	Int	-2
Chanting	1	Wis	+3	Mortician	1	Int	+1
Cheese making	1	Int	0	Navigation, underground	1	Int	0
City lore 1	1	Int	+1	Nightsight	1	Wis	-2
City lore 2	2	Int	-2	Observation	1	Int	0
City lore 3	2	Cha	-1	Orienteering	2	Wis	0
City lore 4	2	Int	-2	Persuasion	1	Cha	0
Cobbling	1	Dex	0	Pharmacy	1	Int	0
Comedy	1	Cha	0	Poetry	1	Cha	0
Commerce 1	1	Wis	-1	Poison	2	Int	Special
Commerce 2	2	Wis	-2	Pottery	1	Dex	-2
Cooking	1	Int	0	Psionic detection	1	Wis	-2
Craft instrument	2	Dex	0	Riding, airborne	2	Wis	-2
Crowd working	1	Cha	+2	Riding, land based	1	Wis	+3
Cryptography	1	Int	Special	Riding, sea based	2	Wis	-2
Dairyman	1	Int	0	Riding, space based	2	Wis	-3
Dancing	1	Dex	0	Rope/net making	1	Dex	0
Danger sense	2	Wis	-2	Rope use	1	Dex	0
Debate	1	Int	0	Sail manipulation	1	Dex	0
Differencing	1	Int	+2	Scribing	1	Dex	0
Diplomacy	1	Cha	0	Seamanship	1	Dex	+1
Direction sense	1	Wis	+1	Seamstress/tailor	1	Dex	-1
Disguise drunken/hangover	1	Int	-4	Seduction	1	Cha	-2
Distance sense	1	Wis	0	Semaphore	1	Int	0
Diving	1	Dex	0	Shipwright	2	Int	-2
Draftsmanship	1	Dex	0	Sign language	1	Int	+2
Drinking/boozing	1	Special	Special	Signaling	1	Int	+2
Drinking skills/tricks	1	Dex	Special	Signaling, underground	1	Int	+2
Drover/shepherd	1	Int	+1	Signaling, wildspace	1	Int	+2
Dyer	1	Int	-1	Silversmithing	1	Dex	0
Eavesdropping	1	Int	+1	Singing	1	Cha	0
Etiquette	1	Cha	0	Skiing	1	Special	Special
Falconry	1	Wis	-1	Skinning	1	Int	0
Farming	1	Wis	0	Slow respiration	1	Con	0
Fashion	1	Wis	+1	Smelting	1	Int	-1
Find water	1	Int	0	Sound analysis	1	Wis	0
Fire building	1	Wis	-1	Spacemanship	1	Dex	+1
Fire control	1	Dex	0	Spell mimicry	2	Int	-2

Proficiency	#Slots	Ability	Modifier	Proficiency	#Slots	Ability	Modifier
Spelljammer History	2	Int	-1	Toasting	1	Int	-2
Spying	1	Int	0	Torture	1	Int	0
Statecraft	1	Int	0	Torture resistance	1	Con	-2
Stealth	1	Dex	0	Weather sense	1	Wis	-1
Stewardship	1	Int	0	Weaving	1	Int	-1
Stonemasonry	1	Str	-2	Whistling/humming	1	Dex	+2
Story telling	1	Cha	0	Wine making	1	Wis	0
Survival, wildspace	2	Wis	-3	Wine pouring	1	Wis	0
Swimming	1	Str	0	Wine tasting	1	Wis	0
Teaching	1	Wis	0	Yelling	1	Cha	0
Throwing/shooting	1	Dex	0				

PRIEST

Proficiency	#Slots	Ability	Modifier	Proficiency	#Slots	Ability	Modifier
Alchemy (base)	3	Int	-2	Meditation	2	Special	-2
Ancient history	1	Int	-1	Musical instrument	1	Dex	-1
Astrology	2	Int	0	Navigation	1	Int	-2
Astronomy	2	Int	-1	Navigation, celestial	1	Int	-2
Botany	1	Int	-1	Navigation, phlogiston	1	Int	-2
Bureaucracy	1	Int	0	Planar geography	1	Int	-1
Calligraphy	1	Dex	-1	Planar geometry	1	Int	0
Diagnostics	1	Wis	-1	Planet lore	1	Int	0
Engineering	2	Int	-3	Planetology	2	Int	-1
Genie lore	1	Int	0	Reading/writing	1	Int	+1
Healing	2	Wis	-2	Religion	1	Wis	0
Herbalism	2	Int	-2	Somatic concealment	1	Dex	-1
Languages, ancient	1	Int	0	Speed casting	2	Wis	-2
Languages, space	1	Int	0	Spellcraft	1	Int	-2
Local history	1	Cha	0	Spelljamming	2	Int	-2
Magical engineering	2	Int	-3	Veterinary healing	1	Wis	-3

ROGUE

Proficiency	#Slots	Ability	Modifier	Proficiency	#Slots	Ability	Modifier
Ancient history	1	Int	-1	Lock picking	2	Dex	-4
Appraising	1	Int	0	Locksmithing	1	Dex	0
Begging	1	Cha	Special	Looting	1	Wis	0
Blind-fighting	2	Wis	0	Meditation	1	Special	-2
Bribery	1	Cha	Special	Meditative focus	1	Wis	+1
Bureaucracy	1	Int	0	Musical instrument	1	Dex	-1
Camouflage	1	Int	0	Pest control	1	Dex	-4
Climbing	2	Str	-4	Rejuvenation	1	Wis	-1
Concealment	1	Dex	-4	Séance	2	Cha	-2
Disguise	1	Cha	-1	Set snares	1	Dex	+1
Escapology	1	Dex	Special	Side-show talents	1	Dex	0
Evasion	1	Dex	-2	Sleight of hand	1	Dex	-2
Fast talking	1	Cha	Special	Space fighting	2	Dex	+2
Foraging	1	Int	-2	Street sense	2	Cha	0
Forgery	1	Dex	-1	Tightrope walking	1	Dex	0
Fortune telling	2	Cha	Special	Trailing	1	Dex	Special
Gem cutting	1	Dex	-2	Trail hiding	1	Int	0
Haggling	1	Cha	0	Trail signs	1	Int	-1
Harness subconscious	2	Wis	-1	Trap detection	2	Int	-4
Hypnosis	1	Cha	-2	Tumbling	1	Dex	0
Information gathering	1	Int	Special	Ventriloquism	1	Int	-2
Juggling	1	Dex	-1	Voice mimicry	2	Cha	Special
Jumping	1	Str	0	Water divining	1	Wis	-2
Legerdemain	1	Dex	-1				

WARRIOR

Proficiency	#Slots	Ability	Modifier	Proficiency	#Slots	Ability	Modifier
Animal lore	1	Int	0	Navigation	1	Int	-2
Armorer	2	Int	-2	Navigation, celestial	1	Int	-2
Armor optimization	1	Dex	-2	Navigation, phlogiston	1	Int	-2
Arms appraising	1	Int	0	Revelations	1	Int	0
Blind-fighting	2	Wis	0	Running	1	Con	-6
Bowyer/Fletcher	1	Dex	-1	Space fighting	2	Dex	+2
Bribery	1	Cha	Special	Spelunking	1	Int	-2
Camouflage	1	Int	0	Street fighting	2	Dex	0
Charioteering	1	Dex	+2	Survival	2	Int	0
Close quarter fighting	2	Dex	0	Tracking	2	Wis	0
DiSpecialay weapon prowess	1	Dex	0	Trail hiding	1	Int	0
Endurance	2	Con	0	Trail marking	1	Wis	0
Foraging	1	Int	-2	Trail signs	1	Int	-1
Grappling hook	1	Dex	+1	Weapon improvisation	1	Wis	-1
Gunnery	1	Int	-2	Weapon loader	1	Dex	+1
Heraldic law	1	Int	-1	Weaponsmithing	3	Int	-3
Hunting	1	Wis	-1	Weaponsmithing, crude	1	Wis	-3
Jousting	1	Dex	+2	Wheel lock pistol	1	Dex	0
Leadership	1	Cha	0	Wild fighting	2	Con	0
Mountaineering	1	N/A	N/A	Zero gravity combat	1	Int	-2

WIZARD

Proficiency	#Slots	Ability	Modifier	Proficiency	#Slots	Ability	Modifier
Alchemy (base)	3	Int	-2	Meditation	2	Special	-2
Alchemy (advanced)	3	Int	-3	No noticeable effect	2	Int	-2
Alternate magic's	1	Int	-1	Navigation	1	Int	-2
Ancient history	1	Int	-1	Navigation, celestial	1	Int	-2
Astrology	2	Int	0	Navigation, phlogiston	1	Int	-2
Astronomy	2	Int	-1	Planar geography	1	Int	-1
Botany	1	Int	-1	Planar geometry	1	Int	0
Calligraphy	1	Dex	-1	Planet lore	1	Int	0
Chemistry	2	Int	-2	Planetology	2	Int	-1
Dweomercraft	3	Int	-3	Reading/writing	1	Int	+1
Engineering	2	Int	-3	Religion	1	Wis	0
Field of studies	1	Int	-1	Somatic concealment	1	Dex	-1
Genie lore	1	Int	0	Speed casting	2	Wis	-2
Herbalism	2	Int	-2	Spellcraft	1	Int	-2
Languages, ancient	1	Int	0	Spelljamming	2	Int	-2
Languages, space	1	Int	0	Specific spell	2	Int	-2
Magical engineering	2	Int	-3	Subtle casting	2	Dex	-2

Non-weapon 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.

Acting - (1 slot, general, Cha -1)

This proficiency allows a character to skillfully portray various roles, often as entertainment. It can also be used to enhance a disguise. If a character has both acting and disguise proficiencies, the check for either is made at a +2 bonus. Proficiency checks are required only if the actor must portray a particularly difficult role or is attempting to 'ad lib' without rehearsal.

Agriculture - (1 slot, general, Int +1)

The character has a knowledge of the basics of farming. This includes planting, harvesting, storing crops, tend animals, butchering, and other typical farming chores.

Alchemy (Base) - (3 slots, int-2)

Allows a chance to identify potions, poisons & recognize potential ingredients for alchemical potions (said ingredients being useful parts of recently slain creatures or discovered plants). Does not allow brewing of potions, etc. if taken on its own {from Barbara Haddad}

Alchemy (Advanced)- (2 slots, wizard, Int -2)

An individual skilled in the science of alchemy can perform a variety of feats when he has access to a well-stocked laboratory. Given time and the proper materials, the alchemist can create such things as smoke bombs, sleep gas, non-magical potions, dusts, powders, Greek fire, strong glue, various drugs and mild poisons, both natural and otherwise. Furthermore, a character with this proficiency can conduct experiments to determine the properties and content of unknown substances.

A laboratory, including the specialized equipment and the innumerable chemicals necessary for its operation, costs at least 5000gp. For every additional 5000gp invested in the laboratory, the alchemist's chances of success in any given project should modified by +1. However, since there is always a chance of failure, any roll of a natural 20 indicates that something has gone wrong, most probably damaging the alchemist and some of his equipment. Other failures may result in worthless potions, creations with wildly different effects, or whatever else the DM can think of.

This skill is almost useless outside of the laboratory, and the character's abilities should be limited accordingly when this is the case. Some characters may wish to carry small analysis kits with them while adventuring. These typically cost as much as 500 gp each. The delicate equipment is not likely to stand up to the rigors of normal adventuring, and the chances of success on any project will incur penalties ranging from -1 to -10 depending on the situation. Possession of this skill grants a +1 bonus on all brewing, herbalism, and poison proficiency checks.

Note - to have this proficiency, a character must already have both herbalism and chemistry non-weapon proficiencies. This skill allows the character to make the following items (description, NWP penalty applied to the check when making this substance, cost to make the substance, number of days to make the item and other information):

- acid - weak, +2 nwp, 10gp, 1 day, 1-4 dam/Rnd, lasts 1-4 rnds, makes 2-5 flasks
- acid - medium, 0 nwp, 25gp, 2 days, 1-6 dam/Rnd, lasts 2-5 rnds, makes 2-8 flasks
- acid - strong, -2 nwp, 50gp, 3 days, 1-8 dam/Rnd, lasts 1-3 rnds, makes 1-12 flasks
- Acetone, +2 nwp, 50gp, ½day, removes almost all sticky substances (poisons, glues, web, etc.)
- alloy, -8 nwp, 3000gp, 25 days, can make combination of any 2 metals
- glue - weak, +5 nwp, 3gp, ½day, same as wood glue
- glue - OK, 0 nwp, 6gp, 1 day, this is the same as super glue
- glue - awesome, -3 nwp, 15gp, 2days, unbreakable

- heal salve - weak, +3 nwp, 10gp, 1 day, heals extra 2 HP when applied & rest for 8 hours (overnight)
- heal salve - medium, 0 nwp, 25gp, 2 days, heals extra 4 HP when applied & rest for 8 hours (overnight)
- heal salve - strong, -4 nwp, 100gp, 4 days, heals extra 6 HP when applied & rest for 8 hours (overnight)
- Matches, +2 nwp, 25gp, 1 day, same as normal waterproof matches you buy in a store, makes 3-36.
- poison antidote, same NWP penalty to make as poison type, cost = ½poison type, days = as per poison
- poison - inject - A, +2 nwp, 50gp, 1 day
- poison - inject - B, 0 nwp, 100gp, 2 days
- poison - inject - C, -1 nwp, 200gp, 3 days
- poison - inject - D, -3 nwp, 400gp, 4 days
- poison - inject - E, -10 nwp, 1600gp, 10 days
- poison - inject - F, -6 nwp, 800gp, 6 days
- poison - inject - O, -4 nwp, 500gp, 5 days
- poison - inject - P, -4 nwp, 500gp, 5 days
- poison - ingest - G, +1 nwp, 100gp, 2 days
- poison - ingest - H, 0 nwp, 200gp, 3 days
- poison - ingest - I, -3 nwp, 400gp, 5 days
- poison - ingest - J, -8 nwp, 1200gp, 8 days
- poison - contact - K, 0 nwp, 200gp, 3 days
- poison - contact - L, -3 nwp, 400gp, 3 days
- poison - contact - M, -6 nwp, 800gp, 3 days
- poison - contact - N, -10 nwp, 2000gp, 3 days
- potion, -6 nwp, cost = 5 * XP value, 7 days, must have list of ingredients, makes 1 potion
- smoke bomb, 0 nwp, 20gp, 2 days, 20'*20' cloud, obscures vision to 3', make up to 5 (at 5*cost)
- stink bomb, -4 nwp, 100gp, 5 days, 25'*25' cloud, same as stinking cloud

Note for all poisons: cost is per dose. Up to a maximum of 12 doses can be made at a time (cost = no. of doses * price for 1 dose). A roll must be made for each batch of poison on the table below to determine the relative strength of each poison batch.

Note - if any item is made and the NWP check is failed by 5 or more (or a 20 is rolled), then the item produced is harmful in some way to the user or maybe the maker. If a poison is successfully made, roll on the table below to determine modifiers to the saving throw roll. The modifiers are rolled on 1d30

Die roll (1d30)	Result
1	+4 save
2 - 3	+3 save
4 - 6	+2 save
7 - 10	+1 save
11 - 20	no modifier
21 - 24	-1 save
25 - 27	-2 save
28 - 29	-3 save
30	-4 save

Alertness - (1 slot, general, Wis +1)

This proficiency allows a character to instinctively notice and recognize signs of a disturbance in the immediate vicinity. This reduces a characters chance of being surprised by 1, if he makes a successful proficiency check.

Alternate Magic's (1 slot, wizard, Int -1)

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

Ancient History - (1 slot, priest/wizard, Int -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 knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, titles, 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.

Animal Handling - (1 slot, general, Wis -1)

Proficiency in this area enables a character to exercise a greater-than-normal control over pack animals and beasts of burden. A successful proficiency check indicates that the character has succeeded in calming an excited agitated animal. In contrast, a character without this proficiency has only a 20% chance of succeeding in the attempt.

Animal Lore - (1 slot, warrior, Int -1)

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 action of the creature. If the check fails by 4 or less, no information is gained. If the check fails by more than 5 or more, the character misinterprets the actions of the animal. A character with animal lore adds a +2 bonus when using the set snares proficiency (for hunting) since

the character knows the general habits of the creature hunted.

Animal Noise - (1 slot, rogue, Wis -1)

a character with this proficiency can imitate the noises made by various animals. A successful check means the characters noise cannot be distinguished from that of the actual animal, except by magical means. A failed check produces a sound that varies from that of the animals in some slight way. Those who are very familiar with the animal will recognize the intended mimicry at once. Other characters will recognize the imitation on a successful perception roll.

Animal Training - (1 slot, general, Wis)

Characters with this proficiency can train one type of creature (declared when the proficiency is taken) to obey simple commands and perform tricks. A character can spend additional proficiencies to train other types of creatures or can improve his skill with an already chosen type. Creatures typically trained are dogs, horses, falcons, pigeons, elephants, ferrets and parrots. A character can choose even more exotic creatures and monsters with animal intelligence.

A trainer can work with up to three creatures at one time. The trainer may choose to teach general tasks or specific tricks. A general task gives the creature the ability to react to a number of non-specific commands to do its job. A specific task teaches the trained creature to do one specific action. With enough time, a creature can be trained to do both general tasks and specific tricks.

Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. At the end of the training time, a proficiency check is made. If successful, the animal is trained. If the die roll fails, the beast is untrainable. An animal can be trained in 2d4 general task or specific tricks, or any combination of the two.

An animal trainer can also try to tame wild animals (preparing them for training later on). Wild animals can be tamed only when they are very young. The taming requires one month of uninterrupted work with the creature. At the end of the month, a proficiency check is made. If unsuccessful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behavior to make it untrainable. It can be kept, though it must be leashed or caged.

Appraising - (1 slot, rogue, Int)

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 PC 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.

Armorer - (2 slots, warrior, Int -2)

This character can make all of the type of armor listed, given the proper materials and facilities. When making armor, the proficiency check is rolled at the end of the normal construction time. The time required to make armor is equal to two weeks per level of AC below 10. Dwarves are more skilled at this than humans, and only take 1.1/2 weeks per level of AC below 10. E.g., a suit of chain mail (AC5) would take a human 10 weeks to manufacture, but only 7.1/2 weeks for a dwarf to make. If the proficiency check indicates failure but is within 20% of the amount needed for success, the armorer has created usable but flawed, armor. Such armor functions as 1 AC worse than usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The character's AC immediately worsens by 4 additional classes, and the broken armor hampers the character's movement. Until the character can remove the broken armor, the character moves at ½of 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.

Armor Optimization - (1 slot, warrior, Dex -2)

This allows a character to use his armor to the best advantage against a particular opponent. A successful check in the first round of combat reduces AC by 1. This benefit is lost if the character goes for 2 full rounds without combat. Shield or armor must be used. {from Dark Sun}

Arms Appraising - (1 slot, Int, warrior)

This ability allows the character to appraise the workmanship of various weapons and armor. A character is able to determine, without a proficiency check, the average price that normal weapon or suit of armor would fetch. He is also able to tell the condition of the weapon or armor, and if the previous owner cared for it properly. With a proficiency check, the character is able to tell if the weapon or armor is of quality, and what type of bonuses (although not the exact bonuses) can be determined. This requires constant scrutiny of the item, and perhaps

significant use in battle, for no less time than one day. With another proficiency check, the apparent creators of the weapon or armor may be determined, unless this is obvious by design.

Magical weapons and armor may be identified as such under extreme conditions. After using the weapon or armor for a period of at least 1 week, in battle, the character may roll a proficiency check with a -50% penalty. Success indicates that the character notices some indications that perhaps magic was involved in the creation of the item. Under no circumstances can specific powers or pluses be found out in this way. Characters with this proficiency are knowledgeable in the proper care for any weapon they are familiar with. A proficiency check allows the character to care for unfamiliar weapons as well. {from Vince Carr}

Artistic Ability - (1 slot, general, Wis)

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

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, priest/wizard, Int)

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

Astronomy - (2 slots, priest/wizard, Int -1)

This proficiency gives the character an understanding of celestial mechanics for both standard and non-standard systems. In any system, the character may be able to determine the relative placement and future courses of

celestial bodies (even variable orbits of comets and asteroids) by studying the overall system pattern. The smaller celestial body, the more difficult the task becomes. Phases of heavenly bodies are also easily determined.

Characters with this proficiency may also construct and use all of the instruments related to this field, such as astrolabes, sextants, and even simple telescopes. Time and materials are required, and an unmodified proficiency check with a -10 penalty is required for success. Failure indicates that the object is flawed in some way and is useless.

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

Balance - (1 slot, Dex, general)

This proficiency serves to aid the character when attempting to keep his balance on a rocking ship. When attempting to keep from falling, the character makes a proficiency check. If this check is successful, the character has managed to compensate for the movement, grab onto a nearby object, or quickly move to sturdier ground. If the check fails, the character has fallen and suffers normal consequences. This can be used not only on ships, but also any time the character encounters a situation in which he may slip or fall due to movement of the ground or a slippery surface. {from Vince Carr}

Bargain - (1 slot, general, Wis -2)

Bargainer gets to roll 3d6+CHA rather than 2d6+CHA in protracted bargaining. In DS, bargaining is done over 3 rounds; whoever wins reduces/increases price by 10% each round. {from Dark Sun}

Barkeeping - (1 slot, Int, general)

The PC in possession of this skill is able to determine the quality of alcoholic beverage and fashion mixed drinks. Successfully rolling this skill allows the character to note foreign elements - such as poison (at a +4 to the normal saving throw allowed, with a save indicating no damage, and a failed save indicating only a successfully rolled damage) - in drinks. {from dragon #156}

Bartending - (2(3) slots, special, general)

A character with this proficiency has a great knowledge of mixed drinks and can make a perfect mixed drink on a successful Wisdom check. Note that the mixed drink must be known (i.e. ingredients, preparation, etc.). The DM may require an Intelligence to see if the character is familiar with the drink.

Wine is the drink of the rich, but a small tavern having a large supply of wine in stock isn't practical or economical. Thus, a bartender has the skill to mix wines together to make an entirely different wine. The bartender has the

needs to make a Intelligence check with a -3 modifier. Failure indicates that the additive is worthless and the process must start over (i.e. get new ingredients, etc.).

Another skill of this proficiency is the ability to slide drinking containers down a bar or another flat surface like a table. A character needs to make a Dexterity check. If successful, the character slides a drinking container down the bar and can even make it spin around a 90 degree angle (only once). If the check fails, the glass slips, spills its contents, and will probably break.

If the player devotes a third slot to this proficiency, the character gains the skills of the Wine Pouring and the Wine Tasting non-weapon proficiencies. {from Reid Guide To Alcohol}

Bee-keeping - (1 slot, general, Wis)

bee raising & knowledge of how to harvest wax & honey without destroying hive {from Barbara Haddad}

Begging - (1 slot, rogue, Cha (special))

Begging serves two functions. First, it allows characters to pose convincingly as beggars. Success in this function is automatic, and no checks must be made. Secondly, it allows a character to make a minimum daily income. To use this proficiency to earn money, it must be used in an area where people are present (a city, town or village etc.). The following modifiers do not take into account the wealth of a particular locale, just population density. Impoverished regions may have a greater penalty, as will regions where a long tradition of stinginess is maintained.

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, drink, and a place to sleep). Begging cannot force PC's to give away money, players are always free to decide how generous their characters are.

Blacksmithing - (1 slot, general, Str)

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 make weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

Blind-Fighting - (2 slots, rogue/warrior, Wis)

A character with blind-fighting is skilled at fighting in conditions of poor or no light. In total darkness, the character suffers only a -2 penalty to his attack roll. Under starlight or moonlight, the character incurs only a 1 penalty. The character suffers no penalties to his AC because of darkness. A successful proficiency check is required to use the skill in this way. Each round, the character may roll until success is achieved, in which case the character need not roll again during that battle.

Furthermore, the character retains special abilities that would normally be lost in darkness, although the effectiveness of these are reduced by one-half. This proficiency is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from missile fire or anything outside the immediate range of the character's melee weapon.

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

Blazoning

Boating - (1 slot, general, Wis +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. It also allows a PC to make minor repairs and improvements in these boats, such as waterproofing them and patching holes. He also assures the maximum speed of the boat. This proficiency is distinct from Navigation and Seamanship, which applies to ships on oceans, seas, and large lakes.

Boatwright - (1 slot, general, Int -2)

the boatwright proficiency allows a character to construct all kinds of watercraft up to a maximum length of 60 feet. The time required to build a boat depends on size. As a general rule, a boat requires one week of construction time per foot of length. Two characters with the boatwright proficiency cut this time by half; three reduce it to one third. A maximum of one boatwright per five feet of length can work on the same vessel. The basic boat includes hull, masts (if applicable), deck and benches are required. Features such as sealed hold or cabin add about a week apiece to complete. Characters without the boatwright proficiency can aid the boatwright in construction, but two such characters equal the time savings that one additional boatwright could provide.

Body Language - (1 slot, Psionicist, Int)

A PC with this NWP is able to interpret subtle changes in behavior of another creature that gives away its moods and attitudes. Sitting posture, vocal tone, gesticulations, facial movements, and expressions all contribute to this. This skill is only effective on beings of the same race as the user or a closely related race, e.g., a human could not 'read' a dragon, but could 'read' a dwarf or elf. Only intelligent (int = 5+) beings can 'read' like this, and the reader must be able to see the subjects body. On a successful secret check, the reader can determine the general mood of the subject; happy, scared, depressed etc. A failed check determines another mood (DM's choice). If he concentrates, the reader can also tell if the subject is lying or not. This requires a check at an additional -4 penalty, and the PC must announce that he is doing this, it is not automatic. {from dragon #200}

Botany - (1 slot, priest/wizard, Int -1)

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

skill grants a +2 bonus on all agriculture and herbalism skill checks. {from dragon #169}

Bowyer/Fletcher - (1 slot, warrior, Dex -1)

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

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

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

Brewing - (1 slot, general, Int)

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. (additional information) A normal proficiency check is not made because normal proficiency checks only judge success or failure and not quality. Instead the percentage dice is rolled to decide the quality of the brew (using the table below). An initial modifier of 6 will guarantee that a brewer will never make a terrible drink. A one time modifier equal to Wisdom is added. Also for each slot given to this proficiency, a modifier equal to Intelligence is added.

Die Roll	Quality
01-05	Terrible
06-15	Very Poor
16-35	Poor
36-65	Normal
66-85	Good
86-95	Very Good
96-00	Excellent

Thus, our hero Rath (Intelligence: 15, Wisdom: 8) has three non-weapon proficiency slots allocated to brewing because he hopes to be a master brewer some day and retire from the life of adventuring. He decides to whip up a batch of malt liquor beer. After completing the brewing process, it is time to sample the quality of Rath Malt Liquor Beer. He rolls a mere 13 on the percentile dice, which would normally produce a poor (13+6=19) quality brew. However, due to Rath's experience, Intelligence (3*15=45), and Wisdom (8); he gains a modifier of 53.

Therefore, the quality of Rath's beer is good (72). {from
Reid Guide To Alcohol}

Bribery (1 slot, Cha (special), warrior/rogue)

Carpentry (Spelljamming) - (1 slot, general, Str)

The character is familiar with the techniques for building wooden spelljamming ships, and can oversee normal carpenters working on spelljamming vessels. The tools, machinery, and materials necessary must be available. Unusual and complicated jobs may require a shipwright to oversee the work. Jury rigging to restore hull points, masts, or spelljamming rigging requires a successful proficiency check. If this check fails, the character either fails to repair the damage or the repair must save as thin wood vs. crushing blow each time it is stressed, at the DM's option.

Candle maker - (1 slot, general, Int)

ability to make tallow & wax candles. This skill also allows a PC to completely waterproof an item with wax, without damaging the item (by using wax coated rags etc.). This increases the weight of the item by 1/10

the ability to move a chariot over terrain that it cannot traverse.

Cheese Making - (1 slot, general, Int)

This proficiency allows the character who has it to expertly create cheese from the curds of soured milk. A proficiency is required only when attempting to prepare a truly magnificent wheel of cheese as a special gift or for a special celebration. {from PHBR10, humanoids handbook}

Chemistry - (cost = 2, wizard, Int -2)

Can attempt to brew poisons and acids. Can only make weak acid at no penalty to the NWP roll, and may make medium acid at a NWP penalty of -4 (see alchemy). Can make all poisons as alchemist (with an extra penalty of -2 to NWP roll) except for the following types: - types E, F, J, K, L, M, N, O, P. If gunpowder is used, it requires this proficiency to make. Requires the use of a chemist's lab equal to half the price of an alchemist's lab.

City Lore 1 - (Slots 1, General, Int +1)

This general knowledge skill grants the character general knowledge and memory of the City of the player's choice (and surrounding towns and villages). Without rolling, characters know the names of streets and general landmarks, and a roll allows characters to reference this DM for information like the name of a certain inn or its proprietor or where to get translations done. (This skill does not require City Lore 2, 3, or 4as a pre-requisite). {from FR: city of Splendors boxed set}

City Lore 2 - (Slots 2, General, Int -1)

This specialized skill is not for the general populace of a city; officers of the watch and the guard are typical users of this skill (PCs can learn the skill without these affiliations after three months of dedicated study of the city). It allows characters a basic working knowledge of the city's history, its defenses, and its sewer systems (to be provided by the DM on a need to know basis). This also gives basic knowledge and history about a cities less well know and 'seedy' facts. (This also includes surrounding towns and villages under the protection of the main city). (This skill does not require City Lore 1, 3, or 4 as a pre-requisite). {from FR: city of Splendors boxed set}

City Lore 3 - (Slots: 2, General, Cha -1)

Primarily a rumormonger's talent, this skill allows characters to remember rumors and tavern talk or to get it from other characters. It is best used as an information gatherer and role-playing trigger and as a DM's mnemonic when players forget clues. (This skill does not require City

Lore 1, 2, or 4 as a pre-requisite). {from FR: city of Splendors boxed set}

City Lore 4 - (Slots 2, General, Int -2)

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

Climbing - (1 slot, rogue, Str -4)

A character with this proficiency is able to negotiate walls and other surfaces in the same manner as a rogue. Tools are not necessary for this type of climbing, and even smooth or very smooth surfaces may be climbed. This proficiency adds +10% to the character's base climbing skill of 40% for every additional slot spent on it after the first. A proficiency check must be made if the character would fall. Success indicates that the character managed to stop his descent, while failure means the character has fallen, taking damage appropriately.

Close Quarter Fighting - (2 slots, warrior, Dex)

PC's with this proficiency have learned to fight in the cramped confines of small rooms, caves and dungeons in underground lairs etc. In such locations, characters armed with bludgeoning or piercing weapons receive a +2 bonus on their 'to hit' roles. Slashing weapons cannot be used in close quarter fighting. This bonus is not cumulative with wild fighting. A successful proficiency check at the start of combat yields this bonus. A failed roll indicates the PC fights normally. This proficiency is very useful for unarmed combat.

Cobbling - (1 slot, general, Dex)

The character can fashion and repair shoes, boots, and sandals. Tools are necessary when making shoes, but everyday items may be used to repair a pair of shoes, with a proficiency check.

Comedy - (1 slot, general, Cha)

A character with this proficiency is an entertainer who tells jokes, riddles and funny stories and/or performs various other comic acts. The character can make anything funny, but DMs may require a proficiency check to see if the audience responds well to the comedy or not. When performing, the comedian can raise morale by 2 on a successful proficiency check. A failed check lowers morale by 2. For each failed check, a cumulative -1 modifier is assigned for this comedy set. For each success

check, a cumulative +1 modifier is assigned for this comedy set.

DMs may allow modifiers to the comedian's proficiency check. For comedians who prepare well for a comedy routine (i.e. the player prepares for a good role-playing session), the proficiency check is modified by +1. Failure to prepare gives a modifier of -1. Intelligence plays an important part in comedy. Knowing what the audience wants and how to deliver it is important. On a successful Intelligence check, a +1 modifier is applicable. On a roll of 20 the crowd tries to kill the comedian, or at least throws him/her out. The comedy was that bad! On a roll of 1 the comedy was so good that people are falling out of their chairs and rolling on the floor. The comedian might have to stop until people regain the composure. The comedian will also gain a bonus modifier of +1d4 when performing for this audience again.

The audience must make a morale check after each joke or after the entire performance (DM's decision). Usually, a tougher crowd requires more morale checks. If the audience succeeds in a morale check, then the audience will tolerate the comedian, for now. If the audience fails a morale check, then the audience acts unfavorably, if not hostile, towards the comedian. Note that alcohol effects the morale of the audience. If the audience, in general, is slightly intoxicated the morale is modified by +1. If the audience is moderately intoxicated the morale is modified by +2. If the audience is greatly intoxicated the morale is modified by +3. {from Reid Guide To Alcohol}

Commerce 1 - (Slots: 1, General, Wis -1)

Characters with this skill know how business works in a particular city and its surrounding towns and villages, and can predict when certain commercial activities will take place (i.e. when the Market is at its fullest, when and where some smaller street markets open, etc.). While the skill doesn't allow for any special contacts, the character knows:

- the guilds and their duties (and guild contacts);
- the location of major shops and their wares; and
- where to find particular non-magical goods for sale.

{from FR: city of Splendors boxed set}

Commerce 2 - (Slots: 2, General, Wis -2)

This skill is a character's limited knowledge of smuggling, black market goods, and the illegal trade of stolen goods. This skill gives the character one lesser contact dealing in a particular type of illegal goods or a contact with one of the known fences of a particular city, its surrounding towns and villages. This does not give the PC free reign with the criminal element, nor does it expose every secret of the character's contact. This sets the stage for role-playing between character and criminal contact. {from FR: city of Splendors boxed set}

Concealment - (1 slot, rogue, Dex -4)

With this proficiency, the character can try to disappear into shadows or any other type of concealment—bushes, curtains, crannies, etc. The character can hide this way only when no one is looking at him; he remains hidden only as long as he remains virtually motionless. The success roll is made secretly by the DM, as the character always thinks he is hidden. Concealment in shadows cannot be done in total darkness, since the talent lies in fooling the eye as much as in finding real concealment. However, hidden characters are equally concealed to those with or without infravision. Spells, magical items, and special abilities that reveal invisible objects can reveal the location of a concealed character.

Cooking - (1 slot, general, Int)

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. A PC with this skill can also detect poison in food the same way that a person with the barkeeping NWP can detect poison in drinks.

Craft instrument (2 slots, Dex, general)

Those who take this proficiency must specify whether they are skilled at crafting wind, stringed, percussion, or keyboard instruments. It takes an additional proficiency slot to gain one of the other skills. Three additional slots allow the character to take the title "master craftsman" as he is able to craft instruments of all forms. A craftsman must buy materials equal to a quarter of the instrument's sale value. It then takes 1d6 days to craft a wind or percussion instrument, 2d8 days to form a stringed instrument, and 3d10 days to create a keyboard instrument. These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools are not available, all times are doubled.

The quality of an instrument is determined by a final proficiency check. Failure results in an instrument or poor quality, while success indicates good quality. A natural 96% or above indicates that the instrument is non-functional, while a natural 5% or below results in a masterpiece worth twice the normal value.

Simple repairs take only 1d4 hours and require no proficiency check unless the proper tools are not available. However, repairing severe damage requires 1d8 hours and a check is mandatory for success. {from Vince Carr}

Crowd Working - (1 slot, general, Cha +2)

Characters with this proficiency are familiar with how to handle crowds. They are skilled at observing crowds and adjusting their behavior accordingly. 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 convince them to donate more money to entertainers, beggars etc., as they normally would, usually twice as much).

Cryptography - (1 slot, general, Int (special))

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

Difficulty	Base Breaking Time	Check Mod.
0	10 minutes	+1
1	1 day	0
2	1 week	-1
3	1 month	-2

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

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

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

Dairyman - (1 slot, general, Int)

cattle handling & ability to make dairy products: cream, cheeses, butter, curds, whey {from Barbara Haddad}

Dancing - (1 slot, general, Dex)

The character knows many styles and varieties of dance, from folk dances to formal court balls.

Danger Sense - (2 slots, general, Wis -2)

This proficiency provides a character with a sixth sense, which warns of all types of impending danger. On a successful proficiency check, the character would get a message such as, "You get very bad vibes about walking down that corridor". Wherein the corridor there may be a pit trap a couple of feet ahead of the PC, or a group of invisible monsters waiting to ambush the character. On another check the warning may be "As you reach down toward the glowing sword, your hand stops involuntarily, as you are overwhelmed with the tingling sensation of foreboding doom".

Debate (1 slot, General, Int)

Characters with this proficiency can hold their own during heated discussions, remaining quick-witted and cool-tempered. They do not gain the ability to convince guards or holy warriors of their viewpoints, however. Nor can they sway the thinking of unruly hordes or skeptical masses.

This proficiency does allow them to engage in meaningful arguments, impressing others with their mental faculties. As a result, debaters gain a +2 bonus to encounter reactions. When they're attempting to smooth ruffled feathers, the bonus is subtracted from the result on the dice. When they're attempting to enrage another character with cheek and guile, the bonus is added to the dice roll.

An individual with the debate proficiency is quite engaging. As a result, a character verbally battling one-on-one with such a debater is less watchful of his or her surroundings. Pickpocket attempts against that character are at +5 percent, the character's initiative is at +3, and the character's ability or proficiency checks are at -3. (The debater does not suffer these penalties unless doing battle with another debater.) Debaters cannot automatically preoccupy others, however. An individual must be willing to talk in the first place before a debater can use this proficiency. Further, the proficiency does not work unless the targeted individual is at least cautious toward the debater (if they saw eye to eye, there'd be nothing to debate). Assuming these conditions are met, the debate begins. It continues until the target makes a d20 roll HIGHER then his or her intelligence score. (The smarter the individual, the livelier the debate, and the harder it is to end it.) Debate also ends if a sudden action or activity interrupts it— i.e.: a failed pickpocket attempt, a sudden attack, scream, etc.) As soon as debate ends, so do the penalties noted. Two individuals with debate proficiency can seek to best each other in verbal sparring. In this case, both make proficiency checks each round until one fails. Both characters are preoccupied; they both suffer the penalties as noted above. {from Aaron Ranta}

Diagnostics - (1 slot, priest, Wis -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 the damage. With a successful NWP check, a PC becomes aware of all 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 PC would know that the victim was clawed by a large animal, but not necessarily the species). The PC can recommend treatments and offer prognoses, as with victims of diseases.
- If the patient has been poisoned, the PC knows the antidote (if one exists) and how to prepare it, Note that even if the PC knows how to prepare the antidote, he may not have access to the necessary ingredients. The PC knows the name of the disease, its cause, and 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 patients prognosis with reasonable accuracy ('The patient will recover by the end of the month', or 'the patient will become permanently blind if not treated by the end of the year'). The PC may diagnose both magical and natural diseases.
- When examining a corpse the PC 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 NWP 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 PC with this proficiency may diagnose himself or any other character, or animals, except for supernatural creatures (such as undead, etc.) or creatures from another plane of existence (like an 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.

Differencing - (1 slot, general, Int +2)

Since there may be thousands of shields in use in a campaign world, distinguishing between them requires great skill. To understand differencing, a character needs the blazon proficiency; records of arms are kept in this written code, and characters need access to the college of herald's library to use this proficiency properly. Without a library, penalize differencing checks by an additional modifier of +3. A successful differencing check lets a character identify a given achievement and its bearer. Once a differencing check has succeeded on an insignia, the herald can always recognize that particular insignia.

Diplomacy - (1 slot, Cha, general)

An individual who knows the art of diplomacy has a unique way with people that draws them to his person almost irresistibly. He has a flair for words, an extensive vocabulary, and is articulate and practiced in the arts of subtle and overt coercion. Any character with this ability that makes a successful check against his Charisma score, and has at least one round of uninterrupted conversation with any creature that can understand him, adds +5 to his reaction adjustment. For every additional round the character manages to speak, an additional +1 is added, to a maximum of +15 (including the original +5). Furthermore, the loyalty vase of any associates of the individual is adjusted by a +2 bonus for every slot devoted to this NWP. {from dragon #169}

Direction Sense - (1 slot, general, Wis +1)

A character with this proficiency has an innate sense of direction. This direction sense applies to different types of terrain. The specific type is chosen when the proficiency is taken. In the wilderness, the character can try to determine the direction the party is headed. If the check fails, the character errs by 90 degrees. If the roll is 20, the direction chosen is exactly opposite the true heading. (The DM rolls the check). Furthermore, when travelling in the wilderness, a character with direction sense has the chance of becoming lost reduced by ½

Underground, a character with this proficiency can determine direction 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 with a successful proficiency check. A failed check indicates failure to identify the correct direction. A roll of 20 results in an error in direction. (The DM rolls the check).

In the water, a character with this proficiency is able to determine the direction of travel underwater. A failed proficiency check means the character errs by 90 degrees. A roll of 20 indicates the direction chosen is exactly opposite the true reading. (The DM rolls this check). While on the water, the character is able to tell the direction of the party, even in unfathomable weather conditions, with a successful proficiency check, rolled by the DM. A character with this proficiency adds +1 to navigation skill rolls.

Dwarves with this skill, receive a +2 modifier when using this skill underground, and a -2 penalty when using this skill outdoors.

Disguise - (1 slot, rogue, Cha -1)

The character with this skill is trained in the art of disguise. He can make himself or another individual look like any general type of person of about the same height, age, weight, and race. A successful proficiency check

indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way.

The character can also disguise himself or another person as a member of another race or sex. In this case, a -7 penalty is applied to the proficiency check. The character may also attempt to disguise himself as a specific person, with a -10 penalty to the proficiency check. These modifiers are cumulative, thus it is extremely difficult for a character to disguise himself as a specific person of another race or sex.

Disguise Drunkenness/Hangover - (1 slot, general, Int 4)

A person with this proficiency has the uncanny knack for concealing his/her unattractive alcoholic problems of drunkenness and hangovers. The character must make a proficiency check after moving into anew state of intoxication. A successful proficiency check indicates that the character seems to be at the previous state of intoxication. The character still suffers the penalties for the new state of intoxication, but it will appear at face value that he/she is at the previous state.

For example, Rath (who is proficient in this), just went into a state of slight intoxication. His stats are adjusted accordingly. He makes his proficiency check. So it seems at face value that Rath is not intoxicated, although he is slightly intoxication. Of course, if he would need to use an ability like intelligence (intelligence attribute check), then his -1 intelligence penalty will manifest itself. If a character has a hangover and makes a successful proficiency check, he/she can suppress 1 or 2 (DM's option) of the hangover effects.

For example, Rath has a hangover. He rolls a 13 on the hangover effects table. The effects are blinding headache, the squats, and trembling. He suppresses "the squats" effect, but still suffers from a blinding headache and trembling. If he only suffered from one effect like vomiting, then he wouldn't have any hangover problems. NOTE: All checks are made at the current intelligence (i.e. with modifiers from being intoxicated).

Another benefit of this proficiency is the ability to hide the fact that the character has an alcohol addiction problem. An intelligence check is made when a character is not drunk or hungover. If successful, the character disguises his/her alcohol addiction from people. The character is so nonchalant that people don't realize that he/she has a problem. {from Reid Guide To Alcohol}

Display Weapon Prowess (1 slot, Warrior, Dex)

Characters who have this proficiency can put on an impressive display of weapon prowess without fighting at all—swords whooshing in a blur, daggers flashing, arrows splitting melons in two. An individual must use a weapon with which he or she is already proficient, but specialization has no further effect. The 'show' takes at least a round. Those who are impressed are forced to make a morale check. (results outlined below) Not everyone is

swayed by weapon prowess. Characters must pay attention before this proficiency has an impact. i.e.: it might be useful staring down a guard at the city gate, but would do nothing against a screaming mob or a charging band of desert riders. Further, characters who have this proficiency must be of equal or higher level (or HD) then their audience to impress them.

Moral check results: characters who make successful morale checks can see that an individual with this proficiency handles a blade well; otherwise they're unaffected. Characters who fail their morale checks react in a manner suited to the circumstances at hand. If the situation isn't desperate, and violence isn't inevitable, characters who fail their checks are likely to try talking to the individual with weapons prowess; else they'll simply back away. They won't surrender outright, but they'll realize that the individual is not the sort to trifle with. Sometimes walking away and talking things over are not viable options. i.e.: the guards at the sultan's treasury (after failing their checks) will stay at their posts and remain willing to fight. If forced into combat, however, they'll suffer a -1 attack penalty. PC's are not affected by morale checks, though if the attempt is made, the DM should provide a frank evaluation of the display based on level of success. {from Aaron Ranta}

Distance Sense - (1 slot, Wis, general)

This NWP allows 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. {from PHBR11, complete ranger's handbook}

Diving (1 slot, Dex, general)

A character with this proficiency is an accomplished diver. The character may attempt a normal dive from a height equal to 20' plus an additional 10' per level of experience. This use requires no proficiency check. If the character wishes to dive from a higher distance, perform a truly awe-inspiring dive, or wishes to improvise on the dive, modifiers to the chance of success are applied. For every added level of complexity (a somersault, twist, pike, etc.), the character must subtract 5% from his chance of success. In addition for every additional 5' in height, an additional -1 penalty is applied to the chance of success. These modifiers are cumulative, and the DM may add other penalties or bonuses based on the circumstances. A 'safe' depth of water equal to the diver's height plus an additional 1' of water per 10' of height (or fraction thereof) dove is needed to avoid injury.

A character can perform one fast maneuver (somersault, for example) for every 10 feet of travel, or one slow maneuver (holding a pike, for example) for every 20 feet of travel. Use of a springboard adds an additional 5' height to the initial jump, giving a total distance increase of 10'. Adding proficiency slots has the effect of increasing the

maximum height by 10'. A diver may dive outward five feet plus an additional one-third the distance that he travels downward. {from Vince Carr}

Draftsmanship - (1 slot, Dex, general)

This skill is used to physically draw the coat of arms. It is most useful when combined with a blazoning proficiency, since the character can then create a perfect achievement from written records. Without blazoning, the draftsman must work from a perfect copy of the achievement and is penalized by a +2 modifier on the die roll. Draftsmanship requires a set of paints and brushes, as well as the shield or other materials to be emblazoned. If the color "or" (gold) is to be used, a jeweler must be employed to apply gold leaf.

- Heraldic Coloring Tinctures - azure, blue, gules, red, purpure, purple, sable, sanguine, mulberry, tenne, chestnut, vert, green
- Metals - Argent, silver, ore, gold
- Furs - Ermine, white, Vair, light blue

Drinking/Boozing - (1 slot, general, special)

A person with this proficiency has a great love of alcohol. He/she has the skill to consume more alcohol then most people without suffering the ill effects as bad. Also, the character can tell the quality of any alcoholic drink by taste. This knowledge goes deeper than just general quality knowledge. He/she can know interesting facts about alcohol drinks if a successful intelligence check is made. For example, he/she may know the year it was made, what race created it, its value, specific ingredients, etc..

When consuming a serving of alcohol, the character now gets a bonus for his/her constitution checks. Thus, the penalties for constitution checks are as followed:

- Beer   +5
- Ale   +4.
- Wine   +3
- Mead   +2
- Liquor   +1
- A 20 on the constitution check always fails

When the character is in a state of great intoxication, he/she doesn't receive a penalty when he/she saves vs. poison. With each saving throw a character has a cumulative 2% instead of 5% of permanently lowering his/her constitution by 1 point. Unfortunately, this proficiency has an evil side to it. The character's alcohol addiction can never be at 0 for amount and drinking levels. Furthermore, the character suffers a -1 penalty to poison saves for alcohol addiction checks. {from Reid Guide To Alcohol}

Drinking Skills/Tricks - (1 slot, general, Dex)

This proficiency bestows many benefits to the character although they tend to have any enlightened value.

"The Chug", "The Gulp", "The Neck" are all names for the ability to consume a single serving of alcoholic beverage in a seconds. A proficiency check (cumulative -1 penalty per serving) is required when competing against another person. If both make the check, the person with the highest score loses. If both fail the check, neither wins because they either choke, spit up the booze, etc. Of course, if one fails the check and the other makes the check, then the winner is the successful one.

"Fire Breather" is the ability to spit alcohol, through a flame, and hit a target. The spitter must have a flame source of at least candle power and the target must be within 9 feet. The spitter must make a successful proficiency check with a penalty based on range between him and the target. Success indicates a hit and the target suffers burn damage based on range. Failure indicates a miss unless a 20 is rolled. A 20 indicates that the flame back tracks into the characters mouth and cause 1d6 points of burn damage.

Range	Damage (*)	Check Mod.
0' to 3'	2d6	-2
3' to 6'	1d6	-3
6' to 9'	1d4	-4

(*) save vs. Breath Weapon for half damage. Dexterity bonuses apply.

"The Big Belch" is the incredible and slightly disgusting ability to produce long-lasting burps while drinking alcohol. A character can burp continuously for 1d10+10 rounds after having only one serving of any alcoholic beverage. If the character makes a successful proficiency check, he/she gains an additional 1d10+10 rounds to the burp.

"The Mouth Catcher" is the ability to throw a small object into the air and catch it in his/her mouth. Typical small objects are a nuts, popcorn, pretzels, etc.. The character can throw the object up to 5feet into the air and catch it without requiring a check. A proficiency check is required if the character tries for over 5 feet. The check requires a modifier of -1 for every additional foot the character wants. A failed check indicates that the small object misses the character's mouth. Roll on the following table to see where the object lands:

Roll	Effect
1	Lands in character's nose.
2	Pokes character in left eye. Can't see through eye0.1790.189 he ˆy aluff6590 -e alÜ sc.24 TDglSk6 Tw se bts,

"Bottle Cap Flick" is the ability to take a bottle cap and flick it at a target. A proficiency check is required if the character aims for a target over 5 feet away. The check requires a modifier of -1 for every additional foot the target is away. A successful check indicates that the bottle cap hits the intended target. A failed check indicates that the bottle cap misses the target a number of feet equal to the number of points the check was missed. Thus, if the check was missed by 4 points, then the bottle cap lands four feet from it's target. The direction the bottle cap is randomly determined by the DM. {from Reid Guide to Alcohol}

Drover/Shepherd - (1 slot, general, Int +1)

Care of herd animals {from Barbara Haddad}

Dweomercraft - (3 slots, wizard, Int -3)

This rare non-weapon proficiency is generally only available in a world with a high degree of magical knowledge. It represents much in-depth study of Metamagic—the forces, which underlie magic itself. Hence, it usually must be learned from a university or academy. On a successful proficiency check during spell research, the wizard can reduce the time required to complete the spell by 25%. The expenses that would have arisen during this extra time are, naturally, not accrued. {from Net Wizard Handbook}

Dyer - (1 slot, general, Int -1)

The making of vegetable & mineral dyes & use of it {from Barbara Haddad}

Eavesdropping - (1 slot, general, Int +1)

This skill is similar to the thief's hear-noise ability, except not as powerful, it allows a character to 'home in' to a particular conversation being spoken, and remember what is being said, while appearing to be doing something else, such as hiding, sitting at a bar drinking, etc. This also gives a normal character a base chance of 10% to detect noise as a thief, with no bonuses for race, but with all the same penalties that a rogue would receive. Each time this NWP is chosen, the hear noise percentage increases by 5% {from dragon #153}

Endurance - (2 slots, warrior, Con)

A character with endurance proficiency is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. In those cases where extreme endurance is required, a successful proficiency check must be made. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water. Dwarves, being a hardy and resilient race, automatically receive the endurance proficiency at no cost at the start of their career.

Engineering - (2 slots, priest/wizard, Int -3)

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

Escapology - (1 slot, Dex (special), rogue)

This is the ability to escape shackles, ropes and even straightjackets by body contortions and limb manipulation. Tight ropes impose a -1 penalty, locked metal cuffs impose a -3 penalty and straightjackets impose a -5 penalty. For multiple bonds, these values are cumulative. Note that having the rope use skill, and making a successful check, increases the escapology skill roll for rope bonds by +2. {from Vince Carr}

Etiquette - (1 slot, general, Cha)

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

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

Evasion - (1 slot, rogue, Dex -2)

This proficiency allows the thief to lose someone who is following him/her or keep a particular person from finding him or her in a public place. {from Willie Baer}

Falconry - (1 slot, Wis -1, general)

A PC with this proficiency is an expert in training and handling falcons (as well as hawks at a -1 NWP check. Owls can also be trained, but at a -2 NWP check), enabling him to teach them tricks and tasks. A PC can teach a falcon 2-8 tricks or tasks in any combination. It takes 2-12 weeks to teach a trick, and 9-12 (d4+8) weeks to teach a task (these times are halved if the teaching NWP is known with

a successful teaching NWP check). At the end of the training period, the PC makes a NWP check. If the check succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning that trick or task. If not using falconry training equipment (cost 10gp, weight = 1lb.), the success roll for training is made at -2. 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 1st.
- 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 20-30', 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 its trainer. It has a +4 saving throw bonus against charm, control, empathy, or friendship attempts by others. Further, it comes when its master 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 is to 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 can track a designated creature and return. It can retrace its path to lead the falconer to the creature.
- Attack - the falcon will attack on command a creature designated by the falconer until called off. The falcons base morale is at least 11. The falcon receives a save Vs rods against a rangers 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 save Vs paralysis or lose its next action.
- Eye Attack - the falcon is trained to strike at an opponents eyes. A beak hit has a 25% chance of striking an eye. An opponent struck in the eye is blinded for 1-4 rounds and has a 10% chance of losing sight in the eye permanently.
- 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.

- Nemesis - the falcon is trained to attack a specific individual. The falcon need never check morale when attacking this individual.
- 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 this command. {from PHBR11, rangers handbook}

Farming - (1 slot, Wis, general)

A PC with this skill is able to evaluate soil quality for plant growth, and to identify the best methods of growing plants, particularly fruits, vegetables and spices. To identify edible plants in the wild with a chance equal to 1/3 of their normal NWP roll (this is the same as the foraging skill). {from dragon #156}

Fashion - (Slots: 1, General, Wis +1)

The character knows what particular modes of dress are "in fashion" at any given season among commoners and nobility alike, and the character is always conscious of changing patterns. However, this skill is applicable only for places characters know; if new to a place, they need 2d20 days to determine the fashions of their current location. {from FR: city of Splendors boxed set}

Fast Talking - (1 slot, rogue, Cha (special))

This 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. DM's may also offer modifiers based upon plausibility, what the character is attempting, as well as racial preferences of the target. Modifiers are cumulative. Targets of intelligence of 3 or less are so dim that attempts to fast-talk them fail automatically, because they cannot follow what is being said. Targets with intelligence of 20 or more, or Wisdom of 19 or greater are immune to fast-talking.

Targets Int.	Mod	Targets Wis	Mod.
4 - 5	-3	3	-5
6 - 8	-1	4 - 5	-3
9 - 12	0	6 - 8	-1
13 - 15	+1	9 - 12	0
16 - 17	+2	13 - 15	+1
18	+3	16 - 17	+3
19	+5	18	+5

Fire Building - (1 slot, general, Wis -1)

A character with fire-building proficiency does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder, he can start a fire is 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.

Fishing - (1 slot, general, Wis -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 pond during spawning season. The DM may modify the results according to the situation.

Field Of Study - (1 slot, wizard, Int -2)

This covers everything else in a sage's field of study not already covered under existing proficiencies. The more detailed a category, the more detailed and expensive the information obtained. Typical major fields of study are: art, folklore, cryptography, languages (doubles number of languages spoken by wizard), folklore, genealogy, geography, geology, mathematics, mathemagics, philosophy, and sociology. A failed skill role means no information (failed by 4 or less) or misinformation (more than 4).

Find Water - (1 slot, general, Int)

This NWP takes one hour to use, during which time the character can only move at half the normal rate. It can only be used once per day, and if successful it allows the character to find enough water to sustain himself for one day [very useful in DS].{from Dark Sun}

Fire Control - (1 slot, Dex, general)

Characters with this proficiency can fight fires more efficiently than others. Whenever a fire is being fought on a ship, the character that makes a successful proficiency check is able to cut the size of the fire by two points. If the save fails, the character lessens the fire's size by only one point. Also, if properly prepared (i.e., spends 2 rounds wetting oneself with water, putting clothing on all exposed body parts etc.), on a successful NWP check, a PC with this skill subjected to burning (magical or non magical), can subtract 2 points from each die of damage to a minimum of one point per die. This skill also allows a PC to put out fires on people (including himself) if they get hit by a greek fire etc., so they only take one rounds worth of damage, on a successful NWP check, no other action can be taken in the round.{from Vince Carr}

Foraging - (1 slot, Int -2, warrior/rogue)

By using this NWP, a PC can search a wilderness area to locate a small amount of a desired material, such as a branch suitable for carving into a bow, enough kindling to start a fire, a medicinal Herb, or a component required for a spell. The PC must spend 2-8 hours searching, and the material must theoretically be available in the area being searched. The DM doesn't confirm if the material sought is actually available until after the PC has searched for the designated period. If the DM decides the material isn't in the area, no NWP check is necessary; he merely reveals that the search was in vain. If the Dm decided the material is indeed available, a successful NWP check means the PC has found what he's been looking for.

As a rule of thumb, the PC locates no more than a handful of the desired material, though the DM may make exceptions (e.g., a field full of a particular Herb or plant, etc.). If the check fails, the material isn't found. The PC may however search a different area, requiring another NWP check and another 2-8 hours. {from PHBR11, rangers handbook}

Forgery - (1 slot, rogue, Dex -1)

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

Furthermore, those with forgery proficiency may examine a document to learn if it is a forgery. On a successful proficiency roll, the authenticity of any document can be ascertained. If the die roll is failed, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion.

Fortune Telling - (2 slots, rogue, Cha (special))

With this proficiency, characters know a variety of methods for divining the future - and they are all fake. Characters with this skill employ-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. Fortunetellers put on a good show, then tell any prediction they want. This is done to gain money from the gullible, to impress other NPCs, or even to substitute for a true diviner when none are available. 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. Note that other PC's are not forced to believe, regardless of the roll. (Note, on a roll of 1, for the NWP check, the actual fortune foretold actually comes true).

Freefall - (1 slot, general, Dex)

character to recall details about small streams and deep caverns. No proficiency check is required to recall prominent knowledge. However, if details of small or obscure regions are to be recalled, a proficiency check is required. Recent natural formations would also require a proficiency check, unless the character has personally visited them. A character travelling within the area he is knowledgeable in has his chances of becoming lost reduced by half. Proficiency checks with penalties also enable the character to recall information in the immediate area surrounding his specific area of knowledge.

This skilled allows the character to treat any spot within it as casually seen for the purposes of teleportation or other instantaneous methods of travel. {from Vince Carr}

Geology - (2 slots, Int -1, general)

A PC with this proficiency is able to identify different types of rocks and minerals, including metal and gems. Though he cannot accurately appraise the value of such items, he can differentiate between ornamental, semiprecious, and precious stones, and can make an educated guess at the purity of any vein of precious metal. He is also familiar with underground formations and functions of the natural world related to this science, such as earthquakes, volcanic activity, and the processes involved with the creation of the various rocks and minerals. There are few dwarves who are not familiar with the basics of geology, and it is also a favorite with gnomes, especially deep gnomes. This skill adds a +2 bonus to all mining skill checks. {from dragon #169}

Glazier - (2 slots, general, Dex)

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

Goldsmithing - (1 slot, general, Dex)

A character with this proficiency is skilled in the art of fashioning objects from gold and it's alloys. This requires delicate attention to detail. A shop must be set up to do any intricate type of work. Objects such as gold cufflinks, pendants, spectacle rings, and candlesticks require the use of this proficiency. Times required depend strongly on the type of item being created. Gold alloys are used to construct durable items such as rings and pendants. Any type of gold inlay into weapons, armor, or other items requires a character with the goldsmithing proficiency. A

proficiency check is required when dealing with pure gold, since it is easily bent and ruined. A proficiency check is also required when constructing truly magnificent gold works or highly intricate items.

Grappling Hook - (1 slot, warrior, Dex +1)

This governs the use of the space grappling hook. Marine sailors who have grappled ships and thrown lines may have this proficiency when they start their space careers. Otherwise limit it as a starting proficiency for beings native to space.

Gunnery - (1 slot, warrior, Int -2)

This proficiency teaches a character what he needs to know to function as an artillerists or gunners mate. He knows the basic procedures and safety precautions involved in firing a cannon. Devoting a second slot to gunnery qualifies the character to be a master gunner. He can now aim the piece and command the mates who serve it. Note that this is considered a NWP, even though it applies to a (very large!) weapon. {from HR4, A Mighty Fortress Campaign Sourcebook}

Haggling - (1 slot, rogue, Cha)

A successful roll allows the PC to buy an item at 10% less than its asked price (or 10% over the base price if selling); a roll of 4 or less means a 25% change. A roll of 19 or 20 means the other party is outraged by the last offer and refuses to negotiate further. DMs might require that this be role-played; naturally charming characters should have an edge, while PCs who are arrogant or simply demand the 'right' price may blow it on any die roll. Remember, many shopkeepers and merchants have this skill, usually more than 1 slot is devoted to this ability also.

Harness Subconscious - (2 slots, Psionicist, Wis -1)

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 that 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 ciphering 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 increases in PSPs last 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, 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.

Healing - (2 slots, priest, Wis -2)

A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore 1d3 hit points that were lost in the previous round. Only one healing attempt can be made on a character per day. If a wounded character remains under the care of someone with healing proficiency, that character can recover lost hit points at the rate of 1 per day even when travelling or engaging in non-strenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both healing and herbalism proficiencies can help others recover at the rate of 3 hit points per day of rest. This care does not require a proficiency check, only the regular attention of the proficient character. Up to six patients can be cared for at any time. A character with healing proficiency can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay save to the last round of healing). No proficiency check is required, but the poisoned character must be tended to immediately and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means. Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched. If the character also has the poison proficiency, a +2 bonus is added to this attempt.

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

Heat Protection (1 slot, Int -2, general)

Allows the use of clothing to optimize endurance against the heat of the sun. A successful check means that only half the usual amount of water is required that day. Also useful for combat in metal armor - it is possible to last longer under the heat of Athas's sun. {from Dark Sun}

Heraldic Law - (1 slot, warrior, Int -1)

A character uses this proficiency to understand the nuances of custom and law that govern heraldry. Heraldic law not only controls heraldry but also regulates jousts and lethal duels. Whenever a character requests a special favor from the college of heralds or is summoned before a court of chivalry, the heraldic law skill becomes vital. Characters who do not have it may hire NPC lawyers to argue for them.

Heraldry - (1 slot, general, Int)

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

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

In space, this is a matter of interpreting the decorations and pennants on ship hulls, knowing the various types of ships and which races use them.

Herbalism - (2 slots, priest/wizard, Int -2)

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

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

disease, the PC must make a number of NWP rolls. These are;

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

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

- Adders Tongue - Location: Moist meadows, shady clearings (late spring).Uses: Leaf Tea: heals 1d3 hp/day (drink 3/day). Ointment: immediately heals 1d2 hp (usable 1/day)
- Birthwort - Location: Hedges, fences, sunny thickets (mid-summer). Uses: Juice: +2 on poison saves if applied with 1 round. Poultice: +1 hp/day for 2 days
- Comfrey - Location: ditches, watersheds, moist fields (mid, late summer). Uses: Root: heals 1d4 hp when applied to a wound. Tea: same as Adder's Tongue
- Garlic - Location: damp meadows, sparse forests (spring-fall). Uses: Juice: antiseptic, heals 2 hp/day for 3 days, insect repellent, 50% chance
- Herb True-Love - Location: woods (mid, late spring). Uses: Leaves: antiseptic, heals 1hp/wound. Berries: +2 on poison saves if eaten with 2 rounds, +3 for dwarves and halflings
- Juniper Berry - Location: sparse evergreen forests (any). Uses: Berries: stimulant, heals 1d4hp if brought below 0. Antidote, +1 on poison saves if eaten within 2 rounds. acts as a powerful aphrodisiac (sp?) in elves and half elves (save Vs poison or fall in lust with the first person of the opposite sex they see)
- Sphagnum Moss - Location: swamps, bogs (any). Uses: Dressing: heals 25% faster
- Woundwort - Location: ditches, fields, marshes (mid-summer). Uses: Dressing/Poultice: regain 20% of damage if applied within 2 rounds.

OTHER HERBS

Type	Properties	Game Effect	Cost/Dose
Abaas	Healing	1-2 hp	1 gp
Adder's tongue	Healing	1-4 hp	10 gp
Agrimony	Cures blood diseases	15% chance	3 sp
Alkanet	Poison antidote	+1 save in 1 Rnd	5 sp
All-Heal	Increases healing draughts	+25% effective	10 gp
Amaranth	Stops hemorrhaging	clots bleeding	5 sp
Anemone	Cures eye disorder	20% cure eye dis.	3 sp
Angelica	Cures lung disorders		3 sp
Asarabaca	Cures violent tendencies	mild opiate	5 sp
Asparagus	Cures paralysis	+1 save 1 round	1 sp
Awn	Anti-inflammatory (joints)	no joint pains	3 cp
Balm	Antidote for depression		1 sp
Baranie	Reduces Nausea	cure seasickness	1 sp
Barberry	Cures BURNS	heal double rate	2 sp
Basil	Draws poison	-25% poison. Damage	2 sp
Belladonna	Cure Lycanthrpy(poison)	20%cure (1%death/dose)	5gp
Bindwood	Eases pain		1 sp
Bishop's weed	Cures apathy	increased energy	5 sp
Bittersweet	Removes minor curses	25% remove cur.	25 gp
Borate	Removes fear	20% 1 round	5 gp
Bryony	Healing	1-2 hp	5 sp
Calamint	Cures mental disorders	10% cure insane.	10 gp
Caranan	Healing/pain reliever	1-4 hp	3 gp

Type	Properties	Game Effect	Cost/Dose
Carefree Mustard	Heals Concussions	-25% conc. Effect	10 gp
Carneyar	Coagulator	Stops bleeding Immediate	15 gp
Coriander	Cures disease	+5%/ day of use	4 sp
Daffodil	Healing	1 hp	3 sp
Doilan buds	Nourishment	5 buds = 1 meal	6 gp
Elendil's Basket	Purify H2O, slow poison Purify	1pt, + 6 hr survive poison	8 gp
Eyebright	Cures blindness	10% cure blind.	2 sp
Fiis flower	Healing	1-6 hp	13 gp
Flax-Weed	Cures skin irritations	prevents itching	1 sp
Fumitory	Cures melancholia	focus mind	5 sp
Germander	Relieves pain		5 sp
Gladwyn	Cures paralysis	gives extra save	4 gp
Grarig	Potent Healing	Herb 2-20 hp	60 gp
Groundsel(mtn)	Relieves pain		1 gp
Garlic	Antiseptic, insect repelnt	(+ attract monsters)	6 cp
Harlindar	Assures safe childbirth		5 sp
Hellebore	Cures love sickness	new save vs charm	2 sp
Himrose	Relieves inflammation		6 sp
Hyssop	Anti-parasitic	parasites away	5 gp
Klandum	Removes Paralysis	Get extra save	20 gp
Klynyk	Depillitory	Removes hair	5 sp
Lavender	Restores speech	sooths sore voice	1 gp
Maiana	Decongestant		2 cp
Maragath	Anaesthetic (local),	Numb 1 area for 1-4 hrs	3 sp
Moonwort	Heals	X2 healing (1d6 days)	1 gp
Nelthadon	Induces Vomiting	save vs ingested	1 sp
Peony	Cures insanity	15% cure(5%/day addict)	12 gp
Periwinkle	Promotes happiness		3 sp
Plantain	Relieves skin irritations	eases itching	1 sp
Rampion	Relieves fever		2 sp
Red Willow	Breaks Fever	Break Fever 1 day	5 sp
Rose	Cures eye disorders	1% cure Blindness	1 sp
Rosemary	Promotes healing	1-3 hp	3 sp
Rumareth	Coagulant/sedative	stop bleeding	7 sp
Sage	Restores memory	+2 int check	2 sp
Self-Heal	Promotes healing	1-6 hp	15 gp
Sindoluin	Anti-coagulant	Bleed +1hp/min	10 gp
Shepherd's Purse	Heals burns	heal 1-4 hp burns	3 sp
St. John's Moss	Heals burns	heal 1-3hp	12 sp
Tamarisk	Poison antidote	extra sav (w/in 5 rnds)	10 gp
Tharm	Protection vs Sun	prevent blister	2 sp
Thistle	Poison antidote	+2 save (2 rnds)	4 gp
Thyme	Anti-parasitic	+1 save vs infestation	3 sp
Trefoil	Antidote insect bites	reduce swelling/itch.	6 sp
Whortle	Relieves fever		3 sp
Wormwood	Anti-parasitic	gives 2 sav Vs parast	7 sp
Yarrow	Mild sedative	sav poison @ +3 or sleep	2 gp

Hiding - (2 slots, general, Int -1)

Hiding is the ability to instinctively select the best hiding place under nearly any condition. PC's who make successful checks can virtually disappear from view. Success is determined by modifiers based upon the intelligence (and perception) of the character being hidden from. This ability operates independently of any other natural or special hiding abilities the character may have.

Opponents Int	Mod.	Opponent Int	Mod.
3 or less	-5	16 - 17	+2
4 - 5	-3	18	+3
6 - 8	-1	19	+5
9 - 12	0	20+	+7
13 - 15	+1		

History, Family - (1 slot, general, Int)

This proficiency allows a character to understand the genealogy and great deeds of a certain noble family. A separate proficiency slot must be used for each family studied, although this skill applies even to very distant relatives of the same house. History can be used as a minor, non-magical form of legend lore, which is useful only for researching ancestors of the appropriate family. The character must make a successful roll to learn accurate information, modified by +1 for every 100 years old or 100 miles distant the subject of research is.

Hunting - (1 slot, warrior, Wis -1)

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

Hypnosis - (1 slot, Psionicist, Cha -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 NWP can hypnotize humans and demi-humans at ease. Non-humans can be hypnotized too, but the DM should assign a penalty, e.g., a half orc should have a 2 penalty, while a lizard man would have a -8 penalty to the NWP check.

The act of hypnotizing someone takes about 5 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 very easily

going to intimidate Norbett, a 0 level beggar. Rath would receive a (6-0) +6 point modifier. If Rath were to try the same trick on a storm giant (HD 20 = level 20), Rath would have a (6-20) -14 point penalty (i.e., Raths chances are slim).

When attempting to intimidate more than one, the number of characters is used as a negative modifier. If a dwarf were attempting to intimidate 5 goblins, he would receive a -5 penalty. Player characters are never forced to submit to intimidation, and choose how they are going to react to the attempt.

Jousting - (1 slot, warrior, Dex +2)

This NWP 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 the PC 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. The use of this proficiency assumes the character has an adequate lance, shield and mount.

Should a character win a match, his stylish performance favorably impresses the audience. Audience members with a special interest in the match (such as royalty, gamblers, or potential paramours) who later encounter the jousted modify their reaction rolls by +2. If he wins several matches in a tournament, the bonus doesn't rise above +2. If he later loses a match or two in the same tournament, he still earns the bonus. However, if the jousted has an especially disastrous day - say, if he follows a winning joust with a long string of losses - the audience may dismiss the win as a fluke, and the DM may cancel the bonus. {from The Complete Paladins Handbook}

Juggling - (1 slot, rogue, Dex -1)

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

chance of surprising opponents. To surprise an opponent, the weapon must be sheathed, and the PC must be in a peaceful situation (drinking at a pub, walking down the street, talking to a person at a table, etc.). The PC may then

Locksmithing - (1 slot, rogue, Dex)

With this proficiency, a character can make and repair all kinds of mechanical locks. Thieves with this proficiency gain a +10% bonus to their lock-picking skill, because they are intimately familiar with the internal structure and workings of locks.

Looting - (1 slot, rogue, Wis) This proficiency represents a knack for grabbing the best loot in the shortest amount of time. A successful NWP 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.

Magical Engineering - (2 slots, priest/wizard, Int -3)

A character that has this proficiency can determine the nature of a magical item more easily. S/he does this by examining the item and looking for clues in its composition, form, and decoration. A successful proficiency check indicates that the character has correctly identified the item. Some particularly unusual magic items would apply significant penalties to this roll (e.g. while a Sword + 1 and Ring of Invisibility would have no modifiers, a Sword of Sharpness and Staff of the Magi might be harder to identify correctly.

Whether or not the ability check succeeds, the character using this skill will think that s/he has correctly identified the item. However, if the roll fails, the DM should tell the character that it is something that it in fact is not. The person using this skill may also be able to detect magical constructs for what they are (i.e., that's and iron golem, etc.), but not their special abilities (i.e., this is an iron golem and you need '+X' weapons to hit it and blah blah blah.....). To use this ability, a person must make their Magical Engineering roll at half-normal chances.

This skill also reduces the amount of time needed to construct a magical item by a percentage equal to the intelligence of the wizard/cleric. {from Net Wizard Handbook}

Masseur - (1 slot, Str, general)

ability to give soothing massages. A 1 hr massage allows body to heal as though it has received 1 full day of bed-rest {from Barbara Haddad}

Mathematics - (1 slot, general, Int) The ability to handle Euclidean geometry and very basic algebra. If it is possible to take this proficiency multiple times in a given campaign, later picks will grant basic logic, solid geometry, and basic trigonometry. {from Net Wizard Handbook}

Meditation - (1 slots/2 for mage and priest, Wis or int for mage -1)

If used correctly, the user falls into a relaxed state, where he/she can review thoughts and past actions in a semi-detected form (q.v. Reverie - Elven handbook) Also, for the Psionicist it enables him to regain PSP's at the sleeping rate (12 PSP's / hour). The mediator is in a state of relaxation and is still aware of his surroundings, but not totally (changed from Psionic NWP). In this state the mediator notices things outside of himself, but cannot be an effective guard in this mode as he only notices the obvious, not the small signs. (-3 or more to a perception check?).

The meditation non-weapon proficiency allows a bonus to all intelligence checks for a person if they follow an hour of meditation. For example, if a wizard wanted to use his Magical Engineering proficiency on a ring, he would get a +2 bonus to his intelligence check if he spent an hour beforehand meditating on the problem.

The method of meditating varies considerably from person to person. For some, it involves measured breathing while in lotus position for others, it means puffing silently on a pipe while watching the clouds. It is up to the player and DM to come up with an appropriate meditation method.

For a mage, use of this technique halves the amount of rest needed before re-memorization of spells. This is due to the total relaxation and the reviewing of thoughts encompassed in the proficiency. For a priest, you may make it a requirement for prayer, thus spells. Although it would give little bonus. Maybe a bonus spell for proper prayer, or maybe the opposite, penalizing a priest who doesn't?. {from Graham Caine (Firedancer)}

Meditative Focus - (1 slot, Psionicist, Wis +1)

Through this proficiency, a Psionicist can focus his mental 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, sleep-like 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.

Merchant - (2 slots, Int -1, general)

allows merchant to buy in bulk at a 1-20% price discount & sell bulk goods at a +1-12% profit. {from Barbara Haddad}

Miller - (1 slot, Int, general)

grain treatment for preservation {from Barbara Haddad}

Mime - (1 slot, Cha +1, general)

This is the ability to entertain others using only gestures and actions, and without the use of voice. Mimes can be serious or humorous, the latter being the easiest and most common. The skill blends well with others, such as tumbling or possibly ventriloquism. {from Vince Carr}

Mind Over Matter - (1 slot, Wis -2, general)

Characters with this proficiency are able to cause their minds to reduce pain induced upon their bodies. For instance, a character using this proficiency would be able to walk across a path of hot coals, lie upon a bed of nails, or have stone blocks broken across his chest. Preparation to use this proficiency is equal to 1 turn. After this, the character may undertake actions, which would normally cause great pain or damage for up to two rounds per point of Wisdom that he possesses. During this time any pain caused by situations similar to the above mentioned ones is negated, and any damage is reduced to 2 points per die, or 20% of the total damage, whichever is less. This does not count against melee damage or damage caused by spells or the like. However, the character could stick his hand into a roaring campfire and retrieve a necklace with only very minor burns. When time has expired, the character will feel a slight numbing in any areas, which were injured. This disappears within minutes, however. {from Vince Carr}

Mining - (2 slots, general, Wis -3)

A character with mining proficiency is needed to site and supervise the operations of any mine. First, the character can attempt to determine what type of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful proficiency check (made by the DM), the character has found a good site to begin searching for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course.

Once the mine is in operation, a character with mining proficiency must remain on-site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.

Monster Trivia - (2 slots, Int -2, general)

A PC with this skill has picked up some knowledge of various monsters from friends or family who were former adventurers. If the DM questions whether the PC would actually know of a certain monsters ability that the actual player is aware of, the DM can call for a roll against this skill. Success indicates that the PC may act upon the player's knowledge. Under no circumstances, may a player reference a rulebook detailing a monster's powers. It means that a player may run his character as though the latter possessed the formers knowledge of the creature in question. If the roll is made but the player doesn't know what the creature is or does, tough, you are not to tell the player any information at all, its only what they know already. {from dragon #156}

Mortician - (1 slot, general, Int +1)

corpse handling &treatment (for presentation value) plus corpse disposal techniques {from Barbara Haddad}

Mountaineering - (1 slot, warrior, N/A)

A character with this proficiency can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering proficiency leads a party, placing the pitons and guiding the others all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character with this proficiency gains a 10% bonus per proficiency 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.

Musical Instrument - (1 slot, priest/rogue, Dex -1)

The character can play a specific musical instrument. An additional instrument can be added for every extra slot devoted to this proficiency. The character plays quite well, and no proficiency check is normally required. The DM may expect the character to make a proficiency check in what he feels are extraordinary circumstances.

Navigation - (1 slot, priest/warrior/wizard, Int -2)

The character has learned the arts of navigating by the stars, studying currents, 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%.

Navigation (Celestial) - (1 slot, wizard/priest/warrior, Int -2)

The character has learned the arts of wildspace navigation, avoiding hazards and using planetary motion to improve speed over long journeys. This proficiency is not useful on land or sea. In wildspace, a successful proficiency check allows the navigator to know his position relative to his destination, course, speed, and approximate arrival time. In addition, a successful proficiency check allows the character's spelljamming vessel to arrive at its wildspace destination 10% faster than normal. An unsuccessful proficiency check indicates that no time is saved; on a roll of 20, travel time increases by 50%. A navigator can bypass large (celestial) obstacles and return easily to the desired course. A character with this proficiency on a ship equipped with a pool or series helm can use his THAC0 at half level to direct a ram attack.

Navigation (Phlogiston) - (1 slot, wizard/priest/warrior, Int -2)

This is the art of navigating from one sphere to another, a separate skill from navigating within a single crystal sphere. It is a difficult and risky activity, but it is sometimes necessary when a planetary locator is not available. A spelljamming ship that enters the Flow normally moves randomly, arriving at some other crystal sphere within 10-100 days. With a successful proficiency check from the ship's navigator, the ship arrives at the chosen destination within that time. Of course, the destination must be one that is normally reachable.

If the proficiency check is failed, the ship arrives at a random sphere. This check is made in secret. On a natural roll of 20, the ship drifts in the phlogiston for 20-200 days; such ships may be in grave danger of exhausting their air supply before returning to a random crystal sphere.

Navigation, Underground - (1 slot, general, Int)

A character with this proficiency can determine underground direction and the shortest route to the surface. By careful analysis or air and currents, a character can even determine whether there are any pockets of poisonous gas in the air. A successful NWP check is required to use this ability.

Nightsight - (General, 1 Slot, Wis -2)

Druids/Rangers get an extra +4 to modifier to this skill (working at night in the forest), as do thieves (working in dark places). Takes a round to adjust eyesight, then see double/triple distance with a small source of light (starlight). Cannot see colors, but even small movements easily detected. Works on things hiding in shadows, only if there is very little light around in the first place. Lowers chance of being surprised in dark places by +1. Does NOT affect/enhance blind fighting at all. {from Colin Winfield}

No Noticeable Effect - (2 slots, wizard, Int -2)

This works on the premise that many spells have visual components that are not connected to their function. For instance, the appearance of fire is required for Fireball because the spell's primary function is to release a ball of flames. Ray of Enfeeblement, on the other hand, need not create a visible beam as it weakens its target. Other possibilities include the various Detect... spells, Fire Shield, and anything else the individual DM thinks is appropriate. Whether or not a particular spell has a visible component that is secondary to its function is up to the DM. This proficiency allows the wizard to totally remove all secondary visual traits from his spells if he makes a successful skill roll before casting them. {from Net Wizard Handbook}

Observation - (1 slot, general, Int)

This proficiency represents a characters trained power of observation. The character must state what the character is trying to observe, secret door, being followed, detecting poison gas, trying to find pits or snares, etc. Which is also modified by perception, then if this roll fails, he then gets a normal perception roll to detect what he is looking for like everybody else. It also allows the character to detect things out of the ordinary, like if he is about to be ambushed, as long as there is a chance for him to detect this (i.e., he could not detect a thief who has successfully hidden in shadows etc). Characters with this proficiency also have their chances of finding secret doors increased by 1.

Orienteering - (2 slots, Wis, general)

A PC with this NWP is capable of reading and following any normal map he comes across. He can even follow, in general terms, maps labeled in unfamiliar languages as long as he makes a successful NWP check. Furthermore, if the sky is clear, the PC can determine direction, night or day, by using the stars and daytime shadows as guides.

don't apply. For every additional slot a PC spends on this NWP, he boosts the reaction modifier by +1 (e.g., spending 2 slots allows for a +3 reaction bonus)

Pest Control - (1 slot, Wis, rogue)

This proficiency is used to keep underground strongholds free of pests like rats, carrion crawlers, jermalaines, kobolds, and other small creatures. Similar to the set snare 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, which shut off individual tunnel sections. Spring traps or small deadfalls may be rigged (1d6 max. damage) using this proficiency. There is no -20% 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 spike 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 +10% bonus when attempting to set traps to catch animal pests. {from Vince Carr}

Pharmacy - (1 slot, priest, Int)

This skill allows a PC to preserve herbs and chemicals and prepare medicines from both natural and inorganic ingredients. On a successful pharmacy check, the pharmacist can create a medicine to cure certain ailments (the DM should assign a +3 to -10 modifier, depending on the severity and rarity of the disease) using herbs and chemicals. A failed check either does nothing or has non-lethal side effects (DM choice), but a check of 20 results in poisoning. Using this skill with both herbalism & healing, with cure an extra 1HP per application. This skill is needed to preserve all the healing herbs mentioned in Herbalism NWP for longer than 2 game weeks. {from dragon #200)

Pick Pockets - (2 slots, rogue, Dex -4)

This proficiency allows the character to filch small items from other people's pockets, sleeves, girdles, packs, etc. Palming and some sleight of hand are possible with this proficiency as well. A failed attempt means the character did not get an item, but it does not mean that his attempt was detected. To determine whether the victim noticed the attempt, subtract three times the victim's level from 100. If

the character's roll was equal to or greater than this number, the attempt is detected.

Planar Geography - (1 slot, wizard/priest, Int -1)

This skill gives the possessor basic knowledge of the geographies of other planes of existence. This includes basic knowledge only—the kinds of things that are mentioned in the Manual of the Planes, for instance—but not specifics about politics, national borders, and demographics. {from Net Wizard Handbook}

Planar Geometry - (1 slot, priest/wizard, Int)

This proficiency prevents the possessor from becoming disoriented in the unusual environments of other planes. Thus, directionless planes such as the astral, elemental air, and elemental water will not confuse the wizard. He will also be able to fully comprehend the multidimensional aspects of inter-planar travel and extra-dimensional spaces (e.g. bags of holding and Mordenkainen's Magnificent Mansions). {from Net Wizard Handbook}

Planet Lore - (1 slot, wizard/priest, Int)

The character has learned the legends, lore, and history of some planet or thread of time in some distant sphere. The knowledge must be world specific. The DM can restrict the selection to certain planets, or can allow the player to choose. Thus, a player could know details about the Unhuman Wars, or the history of the planet Glyph, or whatever else is available in the specific campaign. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs, unsolved mysteries, crafts, and oddities of the time or place. The character must roll a proficiency check to identify places or things he encounters from that age or location.

Planetology - (2 slots, wizard/priest, Int -1)

A character with the planetology proficiency has studied the various types of planets that may be found within crystal spheres. He is able to identify signs of groundling civilization from space and can determine the climate and probable inhabitants of a world by studying it for a short time, and making a successful proficiency check.

Poetry - (1 slot, general, Cha)

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.

Poisons - (2 slots, Int (special), general)

This proficiency gives the character knowledge of manufactured poisons of all types. With this ability, the character is able to manufacture poisons of all kinds, given the time and materials needed. The types of poisons decide any penalties to the chance of success, from -1 to -12 for rare immediate death poisons. In addition, the character can also make the antidote for any poison he has manufactured himself with an additional normal proficiency check. The character may also identify poisons he did not create. This requires a proficiency check and close examination of the poison or object thought to be poisoned. At times, the character must sample the poison (putting himself at risk) to determine it's effects. However, any saving throws are made with a +4 bonus when a successful proficiency check is made. Once a poison has been identified, and it's effects known, an antidote may be created. This always requires the character to sample the poison. A proficiency check at half the normal chance for success is made, assuming the poison is available. If successful, the character is able to concoct the appropriate antidote, assuming the materials are nearby. If a creature has already been poisoned, or the poison is not available for sampling, then the character has only a 1 in20 chance of concocting an antidote. The rolls for antidote concoction are made secretly by the DM. If the roll fails, the character knows he is unable to concoct an antidote. However, if the roll is 20, an antidote is made, but is ineffective, wasting the character and perhaps the victim's time.

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

Pottery - (1 slot, general, Dex -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 small or 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 1 cp to make a small item, 5 cp to make a medium item, and 1 sp to make a large item.

Psionic Detection - (1 slot, Wis -2, general)

Able to detect the expenditure of PSPs around oneself. Concentrate for one round, and a successful check detects expenditure of points within 50 yards. Nothing more can

be detected, but the power can be maintained if successful.{from Dark Sun}

Reading/Writing - (1 slot, priest/wizard, Int +1)

The character can read and write a modern language he can speak, provided there is someone available to teach the character. This proficiency does not enable the character to learn ancient languages.

Rejuvenation - (1 slot, Psionicist, Wis -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. To use this proficiency, the character must make a successful check. If this check fails, the character is unable to achieve the mental control necessary for the rejuvenation to work. However, normal PSP recovery for resting is still applicable for the duration.

Religion - (1 slot, priest/wizard, Wis)

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

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

Revelations - (1 slot, warrior, Int)

Coats of arms reveal a myriad of details about their owners, and this skill lets a character learn them. A character who makes a successful revelations check can learn about any of the following features of an arms-bearer: alliances, marriages, conditions of birth (rank of family and order of birth), disgraces, magnitude of political authority (offices held, size of land, etc.), and triumphs. This includes any major exploits of the armsbearer or his ancestors. For game purposes, it lets heralds roughly determine a character's experience level.

Riding, Airborne - (2 slots, general, Wis -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 or misses his target. A character that is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure 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 be made for a full turn. After the rounds of increased speeds, its movement drops to two-thirds its normal rate and its maneuverability Class becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.
- 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. If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.

Riding, Land-Based - (1 slot, general, Wis +3)

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

- 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, 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 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 means that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 to the animal's movement rate for up to four turns. This requires a proficiency check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for a turn. In any event, after four turns of racing, its dismounted rider must walk the steed for one turn.
- The character can guide his mount with his knees, enabling him to use weapons that require two hands while mounted. This form does not require a proficiency check unless the character takes damage while so riding. In this case, a check is required and failure means that the character falls to the ground and sustains an additional 1d6 point 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 AC 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.

Riding, Sea-Based - (2 slots, general, Wis -2)

The character is trained in handling a swimming mount. The particular creature must be chosen when the proficiency is taken. Additional proficiency slots can be used to learn how to handle other types of mounts. A character must have this proficiency (or ride with someone

who does) to handle an aquatic mount. In addition, a proficient character can do the following:

- Leap onto the saddle of the creature (when it is on the surface) and spur it into motion in the same combat round. This requires no proficiency check.
- Urge the mount to leap over obstacles in the water, so long as the obstacles are less than 3' high and 5' wide. There must be water on the opposite side of the obstacle, or the mount takes 1d6 points of damage from the impact. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to 5' high and 10' wide. Success means that the mount has made the jump. Failure indicates that the mount has balked, and the character must make another proficiency check to see if he remains his seat or falls from the saddle into the water.
- The character can spur his steed on to great speeds, adding 2d6 to the movement rate of the animal for up to two turns. This requires a proficiency check each five rounds to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount slows to half speed and will be unable to bear the rider for a full turn. In any event, after two turns, its movement drops to two-thirds its normal rate until the mount is allowed to rest for at least one hour.
- The character can guide his mount with his knees and feet, enabling him to use weapons that require two hands while mounted. This feat does require a proficiency check to use initially and also if the character takes damage while so riding. In this case, a check is required and failure means that the character falls from the mount and is stopped by the water currents. A second check is allowed to see if the character manages to catch himself. If this fails, the rider falls into the water. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets deeper into the water. This ability is useful both above and below the water.
- The character can attempt to control the mount if it panics. Under ordinary circumstances, aquatic creatures who take damage from an attack from above the water will dive below the surface unless they make a morale roll. Should the mount fail the roll, it will attempt to dive below the water, where it will remain for 1d10 rounds. The character may try to force the mount to the surface with a proficiency check. However, the character is considered to be exerting himself for purposes of avoiding drowning. A successful check will bring the mount back to the surface. Characters who fail to make their proficiency check may repeat it every round until successful, or until further action becomes impossible.

Riding, Space-Based - (2 slots, general, Wis -3)

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

- Leap onto the saddle of the creature (when it is on a flat surface in space) and spur it into motion in the same combat round. This requires no proficiency check.
- Propel 10 feet from the back of the mount and onto solid surface or onto the back of another mount. This leap is possible in all encumbrance levels, assuming the character is in the weightlessness of wildspace, requiring a proficiency check if another mount is the target. If within an atmosphere or within a gravity plane, only those with 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 or misses his target, perhaps floating in wildspace. A character that is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- The character can spur his steed on to great speeds, adding 1d6 to the movement rate of the animal for up to two turns. This requires a proficiency check each five rounds to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount slows to half speed and will be unable to bear the rider for a full turn. In any event, after two turns, its movement drops to two-thirds its normal rate until the mount is allowed to rest for at least one hour.
- The character can guide his mount with his knees and feet, enabling him to use weapons that require two hands while mounted. This feat does require a proficiency check to use initially and also if the character takes damage while so riding. In this case a check is required and failure means that the character falls from the mount and either floats in wildspace or descends towards a gravity plane, taking damage appropriately. A second check is allowed to see if the character manages to catch himself. If this fails, the rider falls off the mount with the above consequences. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and is descending toward a gravity plane.

Rope/Net Making - (1 slot, general, Dex)

allows crafting of ropes & nets {from Barbara Haddad}

Rope Use - (1 slot, general, Dex)

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

Running - (1 slot, warrior, Con -6)

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 the day he spent running, he suffers a -1 penalty to his attack rolls.

Sail Manipulation - (1 slot, Dex, general)

This proficiency allows a sail master (officer) to control the use of sails with such skill that the ship gains a one step bonus to its Maneuverability Class for one turn. The ship's MC cannot go above A. If more than one character succeeds in using the sail manipulation proficiency in one round, the ship's Maneuverability Class is reduced by one step, to a minimum of MC F. The person controlling the sail can not do any other task otherwise the benefit is immediately lost. A PC must have some other boatcraft proficiency before this NWP can be chosen. {from Vince Carr}

Scribing - (1 slot, Dex, general)

A character with this proficiency is skilled at making exact copies of any written material. The character could earn a modest living copying rare tomes, letters, or even arcane runes for the wealthy. To be successful, the character must have an original in front of him during the entire process. A proficiency check is made, and if successful, the copy is a perfect copy of the first, without loss of any words or meaning. The new copy is obviously in a different hand than the original (this is not a substitute for forgery). The character need not understand the language of the original, as long as the letters are easily readable. Characters must take the reading/writing proficiency prior to this one, although the specific language is not important. A typical scribing kit, complete with carrying case, magnifying lens,

2 bottles of ink, a dozen pages of parchment, and a like number of quills costs around 50 sp. Special inks and quills are available in large cities. A character with the forgery proficiency adds a +5% bonus if the scribing proficiency is also known. {from Vince Carr}

Seamanship - (1 slot, general, Dex +1)

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%.

Seamstress/Tailor - (1 slot, general, Dex -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.

Seance - (2 slots, Psionicist, Cha -2)

A PC with the seance proficiency knows the method used to contact spirits, deities, or extra planar powers. Using ouija boards, pyromancy (divination by candles), tarot cards etc., the PC can ask questions of these powers as if using a speak with dead spell (no body required and no time limit given). Before beginning the contact the PC must prepare himself for half an hour, making sure the area has no spirits around to confuse readings. Contact with the dead can be established if a successful check is made; a failed roll reveals nothing. If the roll is 10 under the roll needed, a specific individual can be contacted. A roll 4 or more above the number needed (or a 20) reveals incorrect information; a malevolent spirit etc. The Psionicist can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirit can sever the link at will. The character can ask 1-3 questions plus 1 for every slot spent above the initial 2 spent on this NWP. Contact cannot be made more than once per day and is inadvisable more than twice per week. The dead hate being disturbed, and some may take revenge. However, the dead are not omnipotent, and mistakes can be made, as noted on the seance table below:- 1d100

Force Contacted		General	Specific
01-40	spirit, Int 11	70%	20%
41-60	spirit, Int 12-14	80%	30%
61-70	spirit, Int 15-17	90%	40%
71-75	spirit, Int 18+	95%	50%
76-80	outer planar creature	98%	60%
81-99	malevolent spirit	plausible incorrect answer.	
100	deity	deities hate to be bothered,	

and will ignore or punish those who annoy them unless the gods are especially merciful or the question directly concerns them {from dragon #200}

Seduction - (1 slot, Cha -2, general)

adds +2 to reactions for the character {from Barbara Haddad}

Semaphore - (1 slot, Int, general)

This proficiency allows the character to use semaphore flags to signal other ships. Organized war fleets use these flags as a standard communication tool. Most fleets have at least two persons on each ship that can use the semaphore flags. No proficiency check is required under normal circumstances. In times of combat, however, a proficiency check is required for receiving a signal. Failure means the signal was unclear. In this case, the sending character can start over the next round. When one semaphore proficiency is owned, the character can send ten words in a round, and can receive ten words the next round. For every additional proficiency, increase the number of words that can be sent or received by five. The characters should be careful that the messages they send are at the speed that the receiver can understand, and vice versa. Fast senders and receivers are often used to code the transmissions. {from Vince Carr}

Set Snares - (1 slot, rogue, Dex +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 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. 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 mantrap.

Setting a small snare or trap takes one hour or work. Setting a larger trap requires two to three people (only one need have the proficiency) and 2d4 hours of work. Setting a mantrap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand. Characters with animal lore proficiency gain a +2 bonus to their chance of success when attempting to set a snare for the purposes of catching game. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when tempting to trap monsters or intelligent beings.

Shipwright - (1 slot, general, Int)

The character is knowledgeable regarding techniques for ship construction and repair. He can design and build ships of all types over 50' in length, with a proficiency check only being required for an unusual feature. The character can perform routine maintenance on sailing vessels or galleys, including repairing sails and caulking the hull, without a proficiency check. Vessels of any size require large crews of shipwrights and other laborers to build or repair. The time required to build a ship depends on size. As a general guide, a ship requires one week of construction time per foot of length. For every character with the shipwright proficiency reduce this time by 20% (to a maximum of 60%). A maximum of one shipwright per five feet of length can work on the same vessel.

The basic boat includes hull, masts, deck, and benches as required. Features such as a cabin or a sealed hold add about a week apiece to complete. Characters without the shipwright proficiency can aid the shipwright in construction, but three such characters equal the timesavings that one additional skilled boatwright could provide.

Side-show Talents - (1 slot, Dex, rogue)

Characters with this proficiency are knowledgeable in the area of activities associated with the sideshow of carnivals. These include sword swallowing. In this respect, the character is capable of swallowing or appearing to swallow any number of small items such as coins, dice, cloth, etc. No proficiency check is required for small items. Larger items may appear to be swallowed with a successful proficiency check. In addition, characters with the sideshow talents are able to contort their bodies into a wide range of positions to fit into spaces just big enough to contain their body. Boxes, crates, closets, etc. can be used as hiding places by these characters. This use requires a proficiency check before the character attempts to position his body. {from Vince Carr}

Sign Language - (1 slot, general, Int +2)

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

Signaling - (1 slot, general, Int +2)

this proficiency allows a character to communicate to another person over a long distance. Only messages of less than 10 words per minute or so can be sent this way. The type of signal method used must be chosen along with this proficiency, i.e., smoke signal, drum signals, mirrors, trumpets, naval flags, etc. A person must make a successful NWP check to send the signal as intended, and the receiver must also make a successful NWP check to decipher the signal sent accurately. A failed NWP check does not automatically indicate failure, as the signal may be interpreted incorrectly, sometimes with dire consequences. A character with this proficiency may also decipher signals that they are not proficient in, with a 1/3 normal chance of success. A drum signaler sees a mirror flashing in the distance and thinks it some type of signal, his normal chance for signaling with drums is 17 on 1d20, so his chance to identify the mirror signal would be 1-6 on 1d20 (1/3 * 17). Note that this skill is used by heralds and employed extensively in times of war and especially on the battlefield where generals need to communicate with their subordinates' etc. {from PHBR11, ranger's handbook}

Signaling, Underground - (1 slot, general, Int +2)

This allows a character to send a message underground using noise. To send a signal, tap on a section of wall with a hammer, rock, or bit of metal. The sound will echo through the rock to a distance of 1d4 miles. The sound transmitted will resemble Morse code and unlike Signaling (above), extensive messages can be sent. The chances for success are the same as for Signaling (above).

Signaling (Wildspace) - (1 slot, general, Int +2)

This proficiency gives the character the ability to use signaling equipment to send complex messages across wildspace. While any character can use a red smoke grenade to signal danger, a character with this proficiency can send coded messages to other ships using a signaling mirror, light, or flags. The signal transmitted by this proficiency will cross up to 3 miles in wildspace, although it must travel in a straight line. A skilled signaler can send as many as 10 words each combat round.

To send a message and have it understood, the sender and receiver must both have the proficiency and both must roll proficiency checks. If both succeed, the message is understood perfectly. If one fails, the message is distorted, but in an obvious way, so that it can be retransmitted next round. If both checks fail, or if either check is 20, an erroneous message is received and conveys a message that is opposite of the real meaning.

Silversmithing - (1 slot, Dex, general)

This proficiency provides the character with knowledge on the construction of silver items. These include chalices, pewter figurines, and other adornments. In addition, any type of silver etching in weapons or armour requires a silversmith. A proficiency check is only required when creating truly magnificent pieces or highly intricate detailing. {from Vince Carr}

Singing - (1 slot, general, Cha)

The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that certain bards can do this automatically). No proficiency check is required to sing. The character can also create choral works on a successful proficiency check.

Skiing - (1 slot, general, special)

A character proficient in skiing is able to move over snowy ground much faster than a non-proficient. character. It is rather difficult to learn unless you're grown up with it, suggested training time is 8-10 months. Depending on the conditions, movement is at least 1.5 times that of walking, often more. During cold weather (-8 Centigrade or below) movement may be something like 15 (for characters with base 12), walking under these conditions is suggested to 6. Wet snow will lower this rate as far down as 6 (walking here will be about 2). This is cross-country skiing. The ability check for this version is Constitution +2.

Depending on how advanced the ski is, the DM may allow telemark/slalom skiing (the equipment for this wasn't developed until the 19th century), the ability check for telemarking is Dexterity -2. Movement down a hill or slope may be very high (but you better be VERY good...), a character proficient will have no problems outrunning most animals/monsters that doesn't fly assuming the slope is relatively free of trees. {from Adne Brunborg}

Skinning - (1 slot, Int, general)

This proficiency gives the character knowledge of the proper ways to skin and prepare an animal for food or for sale. Furs may be obtained with this skill, as long as the proper type of knife is available. A successful proficiency check indicates the fur is acceptable to be sold or the animal is fit to be eaten. Failure indicates a damaged fur or improper cleaning of an animal. One small animal may be skinned in one hour. Medium sized animals may be skinned in two hours, while large animals require four hours of time for proper skinning. {from Vince Carr}

Sleight Of Hand - (1 slot, rogue, Psionicist, Dex -2)

A rogue with this NWP is highly trained with legerdemain. They can, with a flick of the wrist, cause coins and other small objects to vanish up their sleeve, and they can perform many other hand-is-quicker-than-the-eye tricks. This manifests itself as a +30% bonus to the thieves pick pocket chances, rolled whenever this skill is used (for performing sleight of hand tricks only, not picking pockets). Characters without thief abilities who take this

ability gain a sleight of hand skill (similar to thief skills) at a base chance of success of 40% (modified as thief for Dex, armor, race). Easy tricks may be granted a bonus of up to +50%. {from dragon #200}

Slow Respiration - (1 slot, general, Con)

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 resting position, either resting, or lying down. After concentrating for one turn, pulse and breathing drop well below normal(on a successful NWP check, if this fails, the character cannot slow his breathing), 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, general, Int -1)

The smelting proficiency is closely tied to the mining proficiency, since between them they provide all of the metal used in the campaign world. A character with this proficiency can operate a smelter, which is essentially an extremely hot forge. Using this forge and the occasional application of certain liquids, including water and acids, the smelter separates the metal from the rocky ore with which it is usually mined.

The amount of ore that can be processed is more a function of the size of the smelter than the character's working rate. A small smelter can process ore as fast as four miners can produce it. A medium smelter can process the ore excavated by up to 20 miners. A large smelter can process the ore excavated by up to 100 miners.

Because of the materials needed to operate it, a smelting operation costs money to maintain. This expense is in addition to the cost of the smelting equipment itself. A small smelting operation costs five sp per day to operate; the cost of a medium smelting operation is 12 sp per day, and a large smelting operation costs 25 sp a day to run. The smelter only costs money when it is in operation. Thus, it is common practice to collect a stockpile of ore before beginning to smelt it, so that the smelter can run at maximum efficiently until all the stockpiled ore has been processed.

Somatic Concealment - (1 slot, Dex -1, priest/wizard)

A successful check at the start of casting means that anyone watching does not recognize the spellcaster's gestures as magical in nature. {from Dark Sun}

Sound Analysis - (1 slot, general, Wis)

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 distance 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 a loud 'hey' works well. The PC must make a NWP check, if successful, he accurately determines the size of the area in question to within 25% or its height, width, and length. If the check fails, the character has no idea to the size of the area, and no further checks are allowed, although others with this skill can succeed if they try. A proficiency check of 5 or less means that the character not only determined the size of the area, but other details as well; the number of branching side passages, whether it 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 even go looking for the intruders. {from PHBR6, dwarves handbook}

Space Fighting - (2 slots, rogue/warrior, Dex +2)

Beings do not suffer an attack penalty while adrift in space, and instead gain +1 AC bonus in situations in which they can drift freely, simulating their ability to move in space to avoid attacks. If this proficiency is used, it must be chosen initially by spaceborn characters and its effects must be given naturally to experienced spacefaring monsters, not just to PC's. Groundling PC's may not begin their space careers with this proficiency; it cant' be taught while on a world.

Spacemanship - (1 slot, general, Dex +1)

The character with this proficiency is familiar with spelljamming ships. He is qualified to work as a crewman, although he cannot actually navigate. Trained spacemen have general knowledge of all parts of their ship, can recognize the insignia of all ship's ranks, know basic information about air consumption, gravity plane orientation, and phlogiston safety, as well as being trained to perform common shipboard tasks. Crews of trained spacemen are necessary to manage any spelljamming ship.

Specific Spell - (2 slots, wizard, Int -2)

This very special non-weapon proficiency represents that a wizard might, through much study and dedication, be able to specialize in a spell in the same way that a fighter can specialize in a weapon. Wizards can only specialize in a given spell once, and they can never begin at first level specialized. When the wizard first decides to specialize in a particular spell, he must decide what component of the spell he wishes to emphasize. This can never be changed.

Offensive Spell Only:

- Reduce target's saving throw by -1.
- +1 point of damage per die.

Any Spell:

- Increase duration by +50%
- Increase range by +50%
- Increase area of effect by +50%

Note that some spells can have any of these applied (e.g. Melf's Minute Meteors), while others cannot. For instance, any spell with an "instantaneous" or "permanent" duration cannot be increased by +50%. Likewise, a spell with a range that is either "0" or "touch" cannot have its range improved by +50%. Finally, a spell with an area of effect of "caster only" cannot be increased. {from Net Wizard Handbook}

Speed Casting - (2 slots, priest/wizard, Wis -2)

This skill, taken once, allows the wizard or priest to reduce the initiative modifier of any spell by one if she makes her skill roll. If the wizard has chosen this skill more than once, she must make a skill roll for each level of speed casting she possesses. This skill cannot be taken more than three times, and no spell may have its initiative modifier reduced below one. Examples of use: The wizard in these examples has three levels in speed casting and Wisdom of 13 (thus, he has a +1 modifier because he has three levels of speed casting).

> **Example one**: The wizard wants to cast Chaos (initiative modifier of 5). He rolls a 10, 5, and 13. Since he made all of his skill checks, the initiative modifier on Chaos is reduced to 2.
> **Example two**: Again, the wizard wants to cast Chaos. This time, he rolls a 12, 2, and 20. The Chaos spell has its initiative modifier reduced to 3.
> **Example three**: This time, the wizard rolls a 5, 19, and 4. Since the second roll failed, it does not matter what the third roll was (in this case, it would have passed). The Chaos spell has its initiative modifier reduced only to 4.

Spells that have an explicit casting time instead of an initiative modifier are in no way speeded up by this spell. Design note: Wisdom is the relevant ability here because it was felt that mental toughness and concentration are required to rush out the spell without distraction, rather than memory or analytical ability (INT). {from Net Wizard Handbook}

Spell Mimicry - (2 slots, Int -2, general)

This proficiency gives the character knowledge into the manner in spells are cast. While this does not give the character any spellcasting power, it does make him knowledgeable into the ways of spellcasting, the gestures, arcane words, and materials. This differs from the spellcraft proficiency in that no specific spells can be identified. The character simply goes through the motions of "casting" a spell, during which time he mutters incomprehensible words, waves his arms, and uses inexpensive components. This is difficult to master and

useful for those characters that have powers that they wish to appear as spellcasting or for those characters masquerading as spellcasters. Colorful displays or non-magical effects such as flash paper are useful in the ruse. A true spellcaster, upon careful observation has a chance to detect the falsehood. This percentage chance is equal to the spellcaster's combined Intelligence (or Wisdom for priests) and Perception scores minus the character's Intelligence score. Since no specific spells are ever imitated, being a specialist wizard grants no additional bonuses. {from Vince Carr}

Spellcraft - (1 slot, priest/wizard, Int -2)

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

Spelljamming - (2 slots, priest/wizard, Int -2)

Characters with the spelljamming proficiency are experts at manipulating a spelljamming helm to maneuver a vessel. Any spell-caster can operate a helm, but this proficiency provides additional benefits. The character can boost the SR of his ship by 1 with a successful proficiency check. This boost lasts only one combat turn in the Spelljamming campaign.

- The character can boost the maneuverability of his ship with a proficiency check. This boost lasts only one turn. A character cannot boost both the speed and maneuverability of his ship at the same time.
- The character gains a -1 to his die rolls to determine which vessel gets initiative each turn. In order to use these benefits, the character must be operating the ship's spelljamming helm. Bystanders cannot help, regardless of their proficiency.

Spelljamming History - (2 slots, general, Int -1)

The character is a storehouse of facts about the history of spelljamming as it pertains to the various creatures of space. This knowledge includes when a certain race gained spelljamming capabilities, the types of ships they have used in the past, the participants in the Uno

major breakthroughs in spelljamming technology, and various other facts. While the breadth of knowledge is generally wide, a proficiency check is required to recall any type of specific information. Exacting information requires a proficiency check with penalties between -2 and 10 depending on the obscurity or exactness of the information. On a failed roll, no knowledge may be recalled. If the roll is 20, erroneous information is related. The DM roll should be made in secret.

Spelunking - (1 slot, Int -2, warrior)

A PC with this NWP has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The PC generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful NWP check can reveal the following information:-

- Determine, by studying cracks in the walls a 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 formation has been shored up, bricked up 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 passages, sinkholes, etc., to a maximum of 30%, assuming good lighting (see DMG table 81-82). {from PHBR11, rangers handbook}

Spying - (1 slot, general, Int)

Ability to infiltrate organizations & locate information {from Barbara Haddad}

Statecraft - (1 slot, general, Int)

This NWP includes the knowledge and understanding of politics within the state and the state dealings with other states. It also encompasses the diplomatic skills needed to analyze, guide and influence people and events to achieve government and personal ends. A PC with this NWP knows and understands the significance of current events and the major personalities that shape them. He is knowledgeable about the cultures and ambitions of foreign allies and enemies. He also understands the conflicts between prominent counts, churchmen, and royal officers, and he studies the will and whim of the king. {from Charlmagnes paladin sourcebook}

Stealth - (1 slot, general, Dex)

This talent is like the thief's silent-movement ability, with a successful NWP check meaning that any person or

monster who would normally hear the character will now have a ½normal perception check to detect the character, instead of normal perception chance. Wearing armor results in the same penalties as for thieves, as expressed on a d20. {from dragon #153}

Stewardship - (1 slot, general, Int)

This NWP provides the administrative knowledge and skills to run a large estate. Land is wealth, and proper management of land resources and the servants and freemen on that land is essential to nobles well being. The noble himself needs at least a rudimentary understanding of stewardship, but loyal subordinates are usually entrusted with the management of day-to-day affairs. A PC who has this NWP understands not only the technical business of land and estate management, but the politics and personalities of the manor and palace. He is alert and sensitive to power and influence in families and retainers of a noble household. He knows where to seek information and how to apply pressure to achieve the objectives of his lord and his own personal ends. He recognizes strengths and weaknesses in a noble household, and he knows how to take advantage of them. He also understands quality and luxury, and he knows how to impress and influence others with hospitality. {from Charlmaignes paladin sourcebook}

Stonemasonry - (1 slot, general, Str -2)

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

Story Telling - (1 slot, Cha, general)

This is the ability to tell good, entertaining stories to individuals or groups of people. A good storyteller has a large repertoire and knows how to select the best story for the current audience. The level of success determines how well a tale has been told, and thus determines the crowd's reaction. Bards receive a +2 bonus to this roll. {from Vince Carr}

Street Fighting - (2 slots, Dex, warrior)

This NWP is extremely beneficial to a PC who is engaged in unarmed combat. An individual with this NWP may add their strength score (+3% for each CATEGORY above 18 strength, i.e. +15% at 18-100% strength, +18% for normal Str, total = +33%) to the chance for a KNOCKOUT on the

unarmed combat table when a successful attack is made. Also, if the fighter makes a successful dexterity check, he may make another unarmed attack in the same round, but without the unarmed knockout bonus given for this NWP. {from dragon #169}

Street Sense - (2 slots, Cha, rogue)

A rogue with this proficiency is adept at making a good impression on underworld contacts in the less savory neighborhoods of towns and cities, allowing him to better use the information gathering NWP. Those who the rogue contacts are not necessarily moved to trust the rogue using this skill, but they may decide the rogue is worth talking to because he is entertaining or a person of importance. A street sense skill check can be attempted once whenever the rogue is talking to a contact. Success indicates that the contact becomes favorably inclined toward the rogue and will reveal additional information to him, possibly unrelated to the rogue's inquiries, at the DM's discretion. Success also indicates that the contact will act positively towards the rogue in future situations, unless circumstances dictate otherwise. Possession of this skill also gives a +2 bonus to any information gathering NWP check. {from dragon #169}

Subtle Casting - (2 slots, wizard, Dex -2)

A wizard with this skill can cast spells so sneakily that no observer can detect any somatic spell components unless they make a successful Spellcraft skill check. If the wizard combines this with a Vocalize spell, the only outward sign that he is casting a spell might be the visible effects of the spell itself. {from Net Wizard Handbook}

Survival - (2 slots, warrior, Int)

This proficiency must be applied to a specific environment. The character has basic survival knowledge for that terrain type. Additional proficiency slots can be used to add more types of terrain.

A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the proficiency to find food or water, the character must roll a proficiency check. If the check is failed, no more attempts can be made that day. The survival skill in no way releases the player character from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. it is still quite possible for a character with survival knowledge to die in the

wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom!

Survival (Wildspace) - (2 slots, general, Wis -3)

This proficiency gives the character an understanding of the hazards he might face in wildspace. He knows the methods required for survival in the emptiness between the celestial objects. A character with this proficiency can survive on one-half food, water, and air rations each day he makes a successful proficiency check. Each day the character fails the proficiency check, he uses a full day's supply of water, food, and air.

Once the air, food, and water supplies are exhausted, the character must roll a Constitution check every day at a cumulative -2 penalty to stay alive. After three days consecutive with no food, water, or clean air, the character passes out, never to awaken until exposed to clean air, food, and water. Once the character fails the Constitution check, he will die in a number of days equal to his Constitution unless rescued. If rescued, the unconscious character gets a Constitution check every day at a cumulative +1 bonus until he awakens. he must have complete bed rest for three days before he can exert himself again.

Swimming - (1 slot, general, Str)

A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section. Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water.

Teaching - (1 slot, general, Wis)

lessens weeks of training necessary for others to learn skills you teach. Time is reduced by Wisdom score in weeks {from Barbara Haddad}

Throwing/Shooting - (general, 1 slot, Dex)

this skill allows a character to throw items with greater accuracy than normal. This allows a +3 to hit with an item if a successful NWP check is made. It also allows a PC to throw an item 50% further than normal (but not shoot and arrow or crossbow bolt any further). Note that this skill cannot be used in battle, it can only be used when the PC has full concentration. Examples are; throwing a rock at a bottle on a wall, throwing a hatchet at a rope dangling from a tree to prevent someone from climbing it, archery competitions, etc.

The second form of this skill is useful in battle. When 'firing into a melee' with any missile weapon (bows and crossbows included), the PC must make a NWP check to see if he can potentially hit the creature he was aiming for (still needs a 'to hit' roll). If he fails his NWP check, then

roll randomly to see what target was hit in the line of fire.
{from MR ROB BERTORA}

Tightrope Walking - (1 slot, rogue, Dex)

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, 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 a vibration 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 adjustment to his AC for Dexterity. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance.

Toasting - (1 slot, general, Int -2)

The term "toast" comes from the fact that, in days of old, beer was often consumed in front of the fireplace, where bread was being toasted at the same time. To add nutrition and flavor (?) bits of the toast would be thrown in the about-to-be-drunk beer and then a "toast" would be made. In any case the custom of toasting one's drinking companions goes back many centuries and only the skilled make toasts that are remembered for centuries.

Proficiency in toasting includes the skills of reciting above average to excellent toasts and judging the quality of toasts. It also indicates that the character has a repertoire of toasts memorized for toasting at any time.

A character may wish to create a new toast to be used later or immediately. A successful proficiency check indicates that the toast is of excellent quality. Failure indicates an above average toast, which is still better than a toast of a commoner.

After a successful proficiency check and toast, a character with the Etiquette proficiency gains a -2 to all etiquette proficiency checks in that situation. The excellent toast demonstrates that the character is a person of high class, whether he is or not, and thus the toasters are more relaxed and less cautious of the character's true economical and social class. Here are two examples of toasts:

1.   Drink to fair woman, who, I think,
        Is most entitles to it;
        For if anything drives men to drink,
        She certainly can do it.

2.   Here's to a long life and a merry one,
        A quick death and easy one
        A pretty girl and a true one
        A cold beer - and another one.

Players and/or DMs are encourages to read Toasts and Anecdotes by Paul William Kearney (Clode pub. 1923, written in 1896). Toasts, the Complete Book of the Best Toasts, Sentiments, Blessings, Curses, and Graces (Delacorte Press, c1981) for a great source of toasts to be used in the campaign to take full advantage of this proficiency. Some clever people have made careers out of creating toasts for less than imaginative kings and other nobles. Sitting around making up toasts is quite a cushy job. {from Reid Guide To Alcohol}

Torture - (1 slot, general, Int)

ability to extract information from the unwilling. Note that this may leave some form of permanent damage to the recipient. 2 NWP checks must be made. The first to determine if any information can be gained, and the second to see if any permanent damage has befallen the recipient (a failed nwp check means permanent damage). {from Barbara Haddad}

Torture Resistance - (1 slot, general, Con -2)

ability to resist torture by others. If a successful check is made, then no useful information is given and the character will be spared (i.e., has not given any real information, but the torturers still think that the PC is worth keeping alive and in good health). {from Barbara Haddad}

Tracking - (2 slots, warrior, Wis [-6])

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

Terrain	Modifications
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 the above table are cumulative—total the modifiers for all conditions that apply and combine that

with the trackers base chance for success to get the modified chance to track.

For the tracking to succeed, the creature tracked must leave some type of trail. Thus it is virtually impossible to track flying or non-corporeal creatures. The DM may allow rare instances, but he should also assign substantial penalties to the attempt.

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

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

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

Once the tracker fails a proficiency check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the chance of the most adept tracker. Once he loses the trail, it is lost to all.

If the modifiers lower the chance to track below 0, the trail is totally lost to that character and further tracking is impossible. Other characters may be able to continue tracking, but that character cannot.

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

When following a trail, the character must slow down, the speed depending on the character's modified chance to track as found from the above table.

Chance to Track	Movement Rate
1-6	¼ normal
7-14	½ normal
15 or greater	¾ normal

These rates are determined each time the chance to track changes.

Trail Hiding - (Warrior/Thief, 1 slot, Dex + Int / 2)

This proficiency allows the adventures to disguise their trail well enough so that tracking them becomes impossible (or at least much more difficult). Of course terrain and level of tracker should be considered. {from Willie Baer}

Trail Marking - (1 slot, Wis, warrior)

By notching trees, scattering pebbles, piling stones, and clipping weeds, the PC can mark a trail through any wilderness area. Provided he moves at 2/3 his normal movement rate, he can mark a continuous trail for as long as he likes; however the longer the trail, the less likely he will be able to follow it back.

A successful NWP check enables a backtracking PC to follow his own trail for a distance equal to his level in miles. If he fails a check, he loses the trail. For example, assume a 3rd level PC marked a 12-mile trail, he would have to make a successful NWP check every 3 miles back along the trail or lose the trail. (If the PC has tracking, then he may then track his own prints back along the original trail).This NWP also allows a person to follow someone else's trail. A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed forest trail should last for weeks, while an arctic trial may last less than a day during periods of heavy precipitation; the DM decides). A ranger or similar character may still attempt to follow an obscured trail using the tracking rules {from PHBR11, ranger's handbook}

Trail Signs - (1 slot, Int -1, warrior/thief)

A PC with this NWP can read symbolic messages

trailed has the alertness or observation proficiency, then the thief has a -5 penalty. If the thief is spotted, then the person being trailed may attempt to evade, and the thief must make another NWP check to stay on their trail. Modifiers for NWP check are; -3 to +3 for familiarity with the neighborhood (-3 for new in city, to +3 for thief's home neighborhood), -2 or -1 on an attempt to remain unnoticed, +1 or +2 if he has been seen and is chasing after the subject. The opposite could be used for large crowds or trailing at night. A -3 applies if the person be trailed himself has the trailing proficiency (and, presumably knows the tricks of the trade and how to offset these). {from dragon #153}

Trap Detection - (2 slots, rogue, Int -4)

The character is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large mechanical traps. The character must be able to touch and inspect the trapped object, and the DM usually rolls the dice secretly to determine success. A character can check an item for traps once per experience level, or when his chance increases. Searching for a trap takes 2d12 rounds, and the character knows the general principle of the trap but not it's exact nature.

In addition, the character may attempt to disarm the trap, which also requires 2d12 rounds. If the proficiency check is a success, the character has disarmed the trap. Failure indicates that the trap is beyond the character's knowledge, and he must wait until next level, or until his chance increases. A roll of 19 or above indicates that the trap is sprung, most likely affecting the character.

This proficiency is less effective when dealing with magical or invisible traps. Characters are able to attempt these traps, but at one-third their normal chance.

Tumbling - (1 slot, rogue, Dex) The character is practiced in all manner of acrobatics—dives, rolls, somersaults, handstands, flips, etc. Tumbling can only be performed while burdened with light encumbrance or less. Aside from entertaining, the character with tumbling proficiency can improve his AC by 4 against attacks directed solely at him in any round combat, provided he has the initiative and foregoes all attacks that round. 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 a fall of 10feet or less. Falls from greater heights result in normal damage.

Veterinary Healing - (1 slot, Wis -3, priest)

The PC can attempt to heal all types of normal animals. Following the same procedures described in the description of the healing proficiency, returns 1-3 HP if treated in 1 round after wounding, once per creature per day; continued care can restore 1 HP/day during non-strenuous travelling for up to 6 creatures. Gives a +2 save Vs poison if treated for 5 rounds within a round after poisoning, and 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 NWP is not cumulative with the healing NWP - the first used will take precedence. The veterinary proficiency can be used on humans, demi-humans, and humanoids at half the normal chance for success.{from PHBR11, ranger's handbook}

Ventriloquism - (1 slot, rogue, Int -2)

The character has learned the secrets of "throwing his voice." Although not actually making sounds come from somewhere else, the character can deceive others into believing this to be so. When using ventriloquism, the suppose source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk, there is a -1 penalty to his chance of success. If a believable source is made to appear to speak, a +2 bonus is added to his success chance. The observer's intelligence modifies this as follows:

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.

Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual. Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him. All but those with the gullibility of children realize what is truly happening. They may be amused or they may not be.

Voice Mimicry - (2 slots, rogue, Cha (special))

Voice mimicry is the art of convincingly imitating the voices or 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 is made only to determine if the imitation is detected. Success is certain if the listener is a stranger to the mimicked character. There is a -1 penalty for trying to fool an acquaintance, -2 for fooling a friend, -5for a close friend, and -7 for extremely close friends or relatives.

Water Divining - (1 slot, Psionicist, Wis -2)

A PC with this NWP is able to pinpoint accurately the location of possible sources of water, using a Y shaped willow stick. The stick is grasped by 2 of its arms, and the other arm pulls the diviner toward the largest source of water within a mile. If such a source does not exist, the diviner may still feel false vibrations (DM's choice). The DM makes the check, failure reveals nothing, and a roll of 4 or more above the needed result misleads the diviner. The water found is not necessarily potable, and the 1-mile range means that water divining is rarely effective on small islands, as the diviner is usually led toward the sea. This NWP can only be used on the PC's home plane. {from dragon #200}

Weapon Improvisation - (1 slot, warrior, Wis -1) A

successful check means the character has found a usable weapon, which does 1d6+1/1d3+1 damage. Modifiers can be applied depending on the character's location. {from Dark Sun}

Weapon Loader (1 slot, Dex +1, warrior)

This proficiency allows a character to load and arm the large weapon of choice better and more quickly. These include large ship-mounted weapons such as ballista, catapults, jettisons, bombards, and others. The weapon crew to which this character is assigned can reload one round faster. The weapon loader proficiencies of several different characters cannot be applied to the same weapon. Characters with this proficiency are valuable crew members, and often receive double pay because of their skill. {from Vince Carr}

Weaponsmithing - (3 slots, warrior, Int -3)

This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this proficiency.

A dwarven weaponsmith is not only more skilled than a human one (Int -1 instead of -3), but is capable of producing weapons at a faster rate (given on the table below under Dwarf Time to manufacture an item). This

skill is also available to a dwarf at the cost of 2 proficiency slots instead of the usual 3.

The time and cost to make various types of weapons are listed below.

Construction Material

Weapon	Time	Cost	Dwarf Time
Arrowhead	10 / day	1 cp	15/day
Battle Axe	10 days	10 sp	7 days
Hand Axe	5 days	5 sp	3 days
Dagger	5 days	2 sp	3 days
Heavy Crossbow	20 days	10 sp	15 days
Light Crossbow	15 days	5 sp	12 days
Fork, Trident	20 days	10 sp	15 days
Spear, Lance	4 days	4 sp	3 days
Short Sword	20 days	5 sp	15 days
Long Sword	30 days	10 sp	23 days
2-Handed Sword	45 days	2 gp	34 days

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

Weaponsmithing, Crude - (1 slot, Wis -3, warrior)

This NWP allows the making of 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 (see below). The chance for success is based on the PC's Wisdom with a -3 penalty. Any PC with the hunting NWP has a +3 bonus. The fashioner must be proficient with 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 (or 5 above the number required to make the item), 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, on a 1-2 the weapon breaks, stone weapons break on a roll of 1

Weapon	Time
arrows	7/day
dart	3/day
axe, battle	4 days
javelin	1 day
axe, hand	1 day
knife	2 days
axe, throwing	6 days
quarterstaff	1 day
bow, long *	15 days
spear	2 days
bow, short	12 days
staff sling	3 days
dagger	2 days
warhammer	5 days

* - seasoning the wood takes 1 year {from PHBR11, ranger's handbook}

Weather Sense - (1 slot, general, Wis -1)

This proficiency enables the character to make intelligent guesses about upcoming weather conditions. A successful proficiency check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A proficiency check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his chance of success. This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period of time negates any accumulated bonus.

Sometimes impending weather conditions are so obvious that no proficiency check is required. In these cases, the player should be able to deduce what is about to his character anyway.

Weaving - (1 slot, general, Int -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.

Wheel Lock Pistol - (1 slot, warrior, Dex)

This weapon is widely known only in space. As a starting proficiency, its use is restricted to the spacebook. Learning the proper use and care of a wheel lock takes time. Those who master it can repair and improvise replacement parts for the weapons. Separate weapon proficiency must be used to learn how to fire the weapon. They know how to react to a backfire so as to suffer only 1d3 points of damage from such a mishap, not the usual 1d6.

Whistling / Humming - (1 slot, general, Dex +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 birdcall he has ever heard. Adventurers use this proficiency to communicate to each other. This type of communication is only possible among the characters that have this proficiency. If two or more characters have this proficiency, and make successful checks, they can communicate a single concept between them (i.e., attack, down, run, wait, etc.).

Wild Fighting - (2 slots, warrior, Con)

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 the amount of damage the attacks inflict. A wild fighting character gets one more attack per round than normally entitled to. All damage done is at a +3bonus. However, when wild fighting, a characters 'to hit' rolls are reduced by 3, also his AC is penalized by 3, making him easier to hit. To use wild fighting, a character must make a successful NWP 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 this 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 this proficiency until 4 hours have passed. Without this rest, a tired character suffers a -3 penalty to all proficiency checks, a -5 to AC, a -5 to THAC0, and a -3 from all damage rolls. These penalties are in effect until the full resting period has elapsed.

Wine Making - (1 slot, Wis, general)

This proficiency gives the character knowledge of how to make wine and other light alcoholic beverages. The knowledge known includes how to pick the best soil for grapes, picking the grapes, processing, bottling, and storage. On a roll of 2 or less, the vintage will be exceptional.

Wine Pouring - (1 slot, general, Wis)

With this proficiency the bearer can entertain any other person with his flare in pouring wines. He can make even the dullest, worst tasting wines look good to the common person. On a roll of 5 or below, the pourer does his act with so much flare a few coins could be tossed his way. If he fails, he spills the wine. On a roll of 16+ (unless 16+ is a succeed) he pours the wine over himself. On a roll of 20 he pours the wine over himself and destroys any paper or object that can be destroyed by liquid. {from Reid Guide To Alcohol}

Wine Tasting - (1 slot, general, Wis)

Less powerful than the Drinking (Boozing) proficiency but also less evil, this proficiency is for a more elite, upper class person. This is the ability to appreciate and judge the quality of wines. On a successful roll, the character can identify the kind of wine he is drinking and the quality: terrible, very poor, poor, normal, good, very good, excellent. On a roll of 4 or less, the character can name the year of the vintage, and recognize the vineyard.

In addition, the character can perhaps tell if a particular glass of wine has a foreign substance, such as poison. If the character sniffs the wine, he has a 1 in 20 chance to detect a foreign substance, but not identify it. This is only if the poison has a discernible smell. If the character drinks

the wine, a proficiency check made at one-half normal will identify that a foreign substance is in the wine, although he will probably have been affected. {from Reid Guide To Alcohol &dragon #153}

Yelling - (general, 1 slot, Cha)

Any character that has taken the proficiency in Yelling can yell at a distance equal to twice the distance of any other character that has not taken the Yelling proficiency. {from MR ROB BERTORA}

Zero-Gravity Combat - (1 slot, warrior, Int -2)

A character with zero-gravity combat proficiency is skilled at fighting in the absence of gravity. The character suffers a +3 penalty on initiative rolls and a -1 penalty on all attack rolls, as apposed to the normal penalties of +6 and -3 respectively. Furthermore, the character retains the ability to use special combat abilities, such as martial arts, while drifting in space. Finally, the character can roughly steer his course in space by throwing objects away from him and by shifting toward large objects. He cannot control his speed, however, and can only slightly affect his course.