

Compiled Nonweapon Proficiencies

Proficiency	# of Slots Required	Relevant Ability	Check Modifier	Classes allowed
Acting	1	Cha	-1	Th
Administration	1	Int	+1	Pr
Agriculture	1	In	0	Ge
Alchemy	2	Int	-3	Wiz
Alertness	1	Wis	+1	Ge
Alms	1	Cha	0	Pr
Anatomy	1	int	0	Wiz, Pr
Ancient History	1	Int	-1	Pr, Th, Wiz
Animal Handling	1	Wis	-1	Ge
Animal Lore	1	Int	0	Wa
Animal Noise	1	Wis	-1	Th
Animal Training	1	Wis	0	Ge
Appraising	1	Int	0	Th
Arcanology	1	Int	-3	Wiz
Armorer	2	Int	-2	Wa
Artistic Ability	1	Wis	0	Ge
Astrology	2	Int	0	Pr, Wiz
Begging	1	Cha	spec	Th
Blacksmithing	1	Str	0	Ge
Blind-fighting	2	NA	NA	Th, Wa
Boating	1	Wis	+1	Ge
Bookbinding	1	Int	0	Wiz, Pr
Bowyer/Fletcher	1	Dex	-1	Wa
Brewing	1	Int	0	Ge
Bureaucracy	2	Int	0	Pr
Camouflage	1	Wis	0	Th, Wa
Carpentry	1	Str	0	Ge
Cartography	1	Int	-2	Ge
Cartwright	1	Str	0	Ge
Ceremony	1	Wis	0	Pr
Chanting	1	Cha	+2	Th
Charioteering	1	Dex	+2	Wa
Cobbling	1	Dex	0	Ge
Concentration	2	Int	0	Wiz
Cooking	1	Int	0	Ge
Craft instrument	2	Dex	-2	Th
Crowd Working	1	Cha	+0	Th
Dancing	1	Dex	0	Ge
Dark Sense	2	Wis	-2	Th, Wa
Diplomacy	1	Cha	-1	Pr
Direction Sense	1	Wis	+1	Ge
Dirty Fighting	2	Dex	-3	Th, Wa
Disguise	1	Cha	-1	Th
Distance Sense	1	Wis	0	Ge
Dowsing	1	Wis	-3	Wiz
Endurance	2	Con	0	Wa
Engineering	2	Int	-3	Pr, Wiz
Epicure	2	Int	+2	Ge
Etiquette	1	Cha	0	Ge
Falconry	1	Wis	-1	Ge
Fast Talking	1	Cha	spec	Th
Fasting	1	Con	-1	Ge
Fire-building	1	Wis	-1	Ge
Fishing	1	Wis	-1	Ge
Foraging	1	Int	-2	Th, Wa
Forgery	1	Dex	-1	Th
Fortune Telling	2	Cha	+2	Th
Gaming	1	Cha	0	Th, Wa
Gem Cutting	2	Dex	-2	Th, Wiz
Glassbowling	1	Dex	0	Wiz
Grooming (animal)	1	Wis	0	Ge
Grooming (humanoid)	1	Wis	0	Ge
Healing	2	Wis	-2	Pr
Heraldry	1	Int	0	Ge
Herbalism	2	Int	-2	Pr, Wiz
Hunting	1	Wis	-1	Wa
Hypnotism	1	Cha	-2	Wiz
Information Gathering	1	Int	spec	Th
Intimidation	1	spec	spec	Th
Investigation	1	Int	-2	Pr
Jewelry Making	2	Dex	-2	Ge
Juggling	1	Dex	-1	Th
Jumping	1	Str	0	Th
Languages, Ancient	1	Int	0	Pr, Wiz
Languages, Modern	1	Int	0	Ge
Law	1	Int	0	Pr
Leatherworking	1	Int	0	Ge
Local History	1	Cha	0	Pr, Th

Locksmithing	1	Dex	0	Th
Magic Energy Conservation	2	N/A	N/A	Pr, Wiz
Mental Resistance	1	Wis	-1	Wiz
Mining	2	Wis	-3	Ge
Mountaineering	1	NA	NA	Wa
Musical Instrument	1	Dex	-1	Pr, Th
Navigation	1	Int	-2	Pr, Wa, Wiz
Necrology	1	Wis	0	Wiz, Pr
Netherworld Knowledge	1	Wis	-3	Wiz, Pr
Observation	1	Int	0	Pr
Observation	1	Int	0	Th
Omen Reading	1	Wis	-2	Wiz
Oratory	1	Cha	-1	Pr
Organic Preservation	1	Int	-1	Pr, Wiz
Papermaking	1	Int	0	Wiz, Pr
Persuasion	1	Cha	0	Ge
Persuasion	1	Cha	-2	Pr
Poetry	1	Int	-2	Th
Pope Making	1	Dex	0	Ge
Pottery	1	Dex	-2	Ge
Prestidigitation	1	Dex	1	Wiz
Psychology	2	Wis	-2	Pr
Quick Tongue	3	Dex	-1	Pr, Wiz
Reading Lips	2	Int	-2	Th
Reading/Writing	1	Int	+1	Pr, Wiz
Religion	1	Wis	0	Pr, Wiz
Research	1	Int	0	Wiz
Riding, Airborne	2	Wis	-2	Ge
Riding, Land-based	1	Wis	+3	Ge
Riding, Sea-based	2	Dex	-2	Ge
Rope Use	1	Dex	0	Ge
Running	1	Con	-6	Wa
Sabotage	1	Int	-1	Th
Sage Knowledge	2	Int	+2	Wiz, Pr
Scribe	1	Dex	+1	Wiz, Pr
Seamanship	1	Dex	+1	Ge
Seamstress/Tailor	1	Dex	-1	Ge
Set Snares	1	Dex	-1	Th, Wa
Signaling	1	Int	-2	Ge
Singing	1	Cha	0	Ge
Spellcraft	1	Int	-2	Wiz, Pr
Spelunking	1	Int	-2	Wa
Spirit Lore	2	Cha	-4	Pr, Wis
Stonemasonry	1	Str	-2	Ge
Storytelling	1	Cha	0	Ge
Survival	2	Int	0	Wa
Swimming	1	Str	0	Ge
Tactics of Magic	1	Int	-1	Wiz
Thaumaturgy	1	Int	-2	Wiz
Tightrope Walking	1	Dex	0	Th
Time Sense	1	Wis	0	Ge
Tracking	2	Wis	0	Wa
Trail Marking	1	Wis	0	Wa
Trail Signs	1	Int	-1	Wa, Th
Trailing	1	Dex	spec	Th
Tumbling	1	Dex	0	Th
Undead Lore	1	Int	-1	Pr
Venom Handling	1	Wis	-2	Th, Wiz, Pr
Ventriloquism	1	Int	-2	Th
Veterinary Healing	1	Wis	-3	Pr
Vision Quest	2	Wis	-3	Pr, Wa
Voice Mimicry	2	Cha	spec	Th
Waterproofing	1	Int	-1	Ge
Weapon Sharpening	1	Int	-1	Wa
Weaponsmithing	3	Int	-3	Wa
Weaponsmithing, Crude	1	Wis	-3	Wa
Weather Sense	1	Wis	-1	Ge
Weaving	1	Int	-1	Ge
Whistling/Humming	1	Dex	+2	Th

Broad-based Proficiencies

Proficiency	slots	Ability	Modifier
Architecture	3	Int	/2
Languages	3	Int	/2
Monster Lore	3	Int	/2
Naturalist	3	Int	/2
Politics	3	Int	/2
Race Lore	3	Int	/2

Nonweapon Proficiency Group Crossovers

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

Acting

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

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

Administration

Many temples own substantial amounts of land and property, wielding power over vast areas. Priests who can manage these lands and turn a tidy profit in the name of the church are always in demand. A character with this proficiency is skilled in the management and accounting of enterprises ranging from the agriculture of an entire province to the vineyards of a single small monastery. He knows how to account for money, plan work, and supervise the collection of taxes or the sale of goods.

Agriculture:

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

Alchemy

A wizard with this skill is not necessarily an alchemist or a specialist in the school of alchemy, but he is well-versed in the physical aspects of magical research and the properties of various chemicals, reagents, and substances. If the character has access to a decent laboratory, he can use his knowledge to identify unknown elements or compounds, create small doses of acids, incendiaries, or pyrotechnical substances, or (if he is 9th level or higher) brew potions.

Refer to Chapter 5 for information on the size, cost, and equipment of an alchemical laboratory. Naturally, a wizard may be able to defray some of the costs by sharing his facilities or striking some kind of deal with a local wizard's guild; the DM can come up with the details.

Identifying substances or samples of unknown material requires 1 to 4 days and a successful proficiency check. Simple materials, such as powdered metals or ores, provide the alchemist with a +1 to +4 bonus on his check, at the DM's discretion. Rare, complex, or damaged or incomplete samples might impose a -1 to -4 penalty.

Creating dangerous substances such as acids or burning powders takes 1d3 days and 20-50 gp or (1d4+1) x 10 per vial, or 2-5 days and 50-100 gp or (1d6+4) x 10 per flask. The alchemist must pass a proficiency check in order to successfully manufacture the substance; failing the check with a natural roll of 20 results in an explosion or other mishap that exposes the character to the effects of his work and damages the laboratory for 10%-60% or 1d6 x 10% of its construction value.

Acid inflicts 1d3 points of damage per vial, or 2d4 points of damage per flask, and continues to injure the victim the next round; the vial inflicts 1 point of

damage in the second round, and the flask causes 1d3 points of damage. In addition, the flask is large enough to splash creatures near the target; see **Grenadelike Missiles** in the *DMG*. Acid can also burn out a lock or clasp, forcing an item saving throw.

Incendiaries ignite when exposed to air. A flask of incendiary liquid inflicts damage as per burning oil (2d6 points in the first round and 1d6 in the second.) Again, refer to the *DMG*. Incendiary powders or liquids can easily start fires if used on buildings, dry brush, or other such surfaces.

Pyrotechnic materials resemble incendiaries, but create clouds of billowing smoke. A vial creates a cloud of smoke 5 feet high by 5 feet wide by 5 feet deep, obscuring vision. A flask creates a cloud of smoke 10 feet high by 10 feet wide by 10 feet deep. The clouds persist for 1d3 rounds, depending on the wind and other conditions.

Alchemy is an expensive hobby, to say the least, and it can be a dangerous one as well. If a player character is abusing this proficiency (*i.e.*, walking into a dungeon with 10 flasks of acid in his pack), the DM can require item saving throws for all those beakers anytime the character slips, falls, or is struck by an opponent.

Wizards who specialize in the school of alchemy gain a +2 bonus to their proficiency rating in this skill.

Alertness

A character with this proficiency is able to instinctively notice and recognize signs of a disturbance in the immediate vicinity, reducing by 1 in 6 the character's chance of being surprised whenever he makes a successful proficiency check.

Alms

Some orders of priests rely on the charity of others for their support and livelihood. A character with this proficiency is able to find food, shelter, and clothing in return for the benefit of his wisdom and a blessing or two for his hosts. The quality of the charity the priest finds may vary widely, depending on the wealth of his prospective hosts, their piety and their recognition of his deity, and the way the priest presents himself. Generally, if there's shelter to be had, the priest can make use of it, but obtaining food or clothing for his companions may require a nonweapon proficiency check at the DM's discretion.

Anatomy

This proficiency involves the knowledge of the secret mysteries and intricacies of the human body, including the structure, function, and location of bones, muscles, organs, and other soft tissues. This skill provides the scholarly foundation for the Anatomist's special abilities. This proficiency also comes in handy with certain necromantic spells (such as *corpse link*, *spectral voice*, and *graftflesh*), which require fresh body parts that have been carefully harvested from cadavers.

This proficiency also has some less gruesome benefits. A detailed knowledge of anatomy can help with both the treatment of disease and the accurate artistic representation of the human body. Characters with the anatomy nonweapon proficiency automatically increase their skill with healing and artistic ability proficiencies (+2 bonus to both ability checks).

Anatomy

This proficiency reflects a character's detailed knowledge of the structure and arrangement of the human body, including the location and function of bones, muscles, organs, and other soft tissues. This skill has two distinct uses for a wizard; first of all, knowledge of anatomy provides the character with a +2 bonus on any healing proficiency checks he attempts. Secondly, the wizard can use this skill to repair corpses that have been badly damaged. With a

successful proficiency check, the wizard can strengthen and reinforce a body, making it more suitable for animation as a mindless undead. This provides a hit point bonus of +1 per die for skeletal remains, or a bonus of +2 hp per die for a creature to be animated as a zombie.

Ancient History

The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific, just as a historian would specialize today in the English Middle Ages, the Italian Renaissance, or the Roman Republic before Caesar. (The DM either can have ancient periods in mind for his game or can allow the players to name and designate them.) Thus, a player character could know details about the Age of Thorac Dragonking or the Time of the Sea-Raiders or whatever else was available.

The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the time. The character must roll a proficiency check to identify places or things he encounters from that age. For example, Rath knows quite a bit about the Coming of the Trolls, a particularly dark period of dwarven history. Moving through some deep caverns, he and his companions stumble across an ancient portal, sealed for untold ages. Studying the handiwork, he realizes (rolls a successful proficiency check) that it bears several seals similar to those he has seen on "banned" portals from the time of Angnar, doorways to the legendary realm of Trolhel.

Animal Handling:

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

Animal Lore:

This proficiency enables a character to observe the actions or habitat of an animal and interpret what is going on. Actions can show how dangerous the creature is, whether it is hungry, protecting its young, or defending a nearby den. Furthermore, careful observation of signs and behaviors can even indicate the location of a water hole, animal herd, predator, or impending danger, such as a forest fire. The DM will secretly roll a proficiency check. A successful check means the character understood the basic actions of the creature. If the check fails by 4 or less, no information is gained. If the check fails by 5 or more, the character misinterprets the actions of the animal.

A character may also imitate the calls and cries of animals that he is reasonably familiar with, based on his background. This ability is limited by volume. The roar of a tyrannosaurus rex would be beyond the abilities of a normal character. A successful proficiency check means that only magical means can distinguish the character's call from that of the true animal. The cry is sufficient to fool animals, perhaps frightening them away or luring them closer. A failed check means the sound is incorrect in some slight way. A failed call may still fool some listeners, but creatures very familiar with the cry automatically detect a false call. All other creatures and characters are allowed a Wisdom check to detect the fake.

Finally, animal lore increases the chance of successfully setting snares and traps (for hunting) since the character knows the general habits of the creature hunted.

Animal Noise

A character with this proficiency is capable of imitating noises made by various animals. A successful proficiency check means that only magic can distin-

guish the noise from that of the actual animal being imitated. A failed die roll means that the sound varies from the correct noise in some slight way.

If the die roll fails, this does not mean that all creatures hearing the noise know that the sound is fake. While creatures and humanoids that are very familiar with the noise know this automatically, other creatures or characters in earshot may require Wisdom checks to determine if they detect the fake.

Bandits and Smugglers often use this ability for communication on the job, almost as a variant dialect of thieves' cant.

Animal Training:

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

A trainer can work with up to three creatures at one time. The trainer may choose to teach general tasks or specific tricks. A general task gives the creature the ability to react to a number of nonspecific commands to do its job. Examples of tasks include guard and attack, carry a rider, perform heavy labor, hunt, track, or fight alongside soldiers (such as a war horse or elephant). A specific trick teaches the trained creature to do one specific action. A horse may rear on command, a falcon may pluck a designated object, a dog may attack a specific person, or a rat may run through a particular maze. With enough time, a creature can be trained to do both general tasks and specific tricks.

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

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

Appraising:

This proficiency is highly useful for thieves, as it allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the DM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine. A successful proficiency check (rolled by the DM) enables the character to estimate the value of the item to the nearest 100 or 1,000 gp and to identify fakes. On a failed check, the character cannot estimate a price at all. On a roll of 20, the character wildly misreads the value of the item, always to the detriment of the character.

Arcanology:

The study of the history and development of magic is termed arcanology. A wizard with expertise in this field is familiar with the works of past wizards. If there was a source of powerful magic in the campaign's past—for example, Netheril or Myth Drannor in the Forgotten REALMS campaign setting—the arcanologist has a good idea of who the great mages were and what they were able to accomplish. Special magical items, spells, or forms of magic wielded by these ancient sorcerers are familiar to the arcanolo-

gist. With a successful proficiency check, the arcanologist can identify the general purpose and function of an ancient magical item; the DM may apply a penalty of -1 to -4 if the item comes from a region outside the arcanologist's normal studies, or is especially rare or obscure. Note that this ability doesn't help a wizard to identify items manufactured by the "modern" school or tradition of magic, whatever that may be.

Armorer:

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

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

If the proficiency check indicates failure but is within 4 of the amount needed for success, the armorer has created usable, but flawed, armor. Such armor functions as 1 AC worse than usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The character's AC immediately worsens by 4 additional classes (although never above 10), and the broken armor hampers the character's movement. Until the character can remove the broken armor (a process requiring 1d4 rounds), the character moves at Ω of his normal rate and suffers a -4 penalty to all of his attack rolls.

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

Artistic Ability:

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

This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best. If a successful proficiency check is made, the astrologer can foresee some general event—a great battle, a friend lost, a new friendship made, etc. The DM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result—it only indicates the potential result. If the proficiency check is failed, no information is gained unless a 20 is rolled, in which case the prediction is wildly inaccurate.

Clearly this proficiency requires preparation and advance knowledge on the part of the DM. Because

of this, it is permissible for the DM to avoid the question, although this shouldn't be done all the time. Players who want to make their DM's life easier (always a good idea) should consider using this proficiency at the end of a gaming session, giving the DM until the next session to come up with an answer. The DM can use this proficiency as a catalyst and guide for his adventures—something that will prompt the player characters to go to certain places or to try new things.

Characters with the astrology proficiency gain a +1 bonus to all navigation proficiency checks, provided the stars can be seen.

Begging

This proficiency serves two functions. First, it allows the character to pose convincingly as a beggar; success is automatic, so no proficiency check needs to be made. This function is used most by Assassins, Bounty Hunters and Spies in the pursuit of their assignments.

A character can also use begging to procure a very minimal daily income. (Many Outpurses are in fact beggars who aren't getting enough—and vice versa.) Success requires first that there be people to beg from—people with money to give. A character in an abandoned castle or a recently pillaged village are virtually assured of failure.

The following modifiers are suggested to the DM as guidelines. They do not consider the wealth of a locale, just the population density. Impoverished regions might have greater negative modifiers—but then, so might affluent areas with traditions of stinginess.

SUGGESTED BEGGING MODIFIERS

Locale	Modifier
Unhabit/Wild	Auto Failure
Countryside	-7
Hamlet, Village	-5
Town	-2
City	0

If a proficiency check is successful, then a character is able to panhandle enough money, goods or services that day to meet his basic needs (a little food and drink, a place to sleep).

The DM may also use the proficiency check for specific single actions—e.g., a character in disguise as a beggar accosts a specific NPC.

The begging proficiency may not be used to force player characters to give money away; players are always free to decide if and how generous their characters are in response to supplications.

Blacksmithing:

A character with blacksmithing proficiency is capable of making tools and implements from iron. Use of the proficiency requires a forge with a coal-fired fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

Blind-fighting:

A character with blind-fighting is skilled at fighting in conditions of poor or no light (but this proficiency does not allow spell use). In total darkness, the character suffers only a -2 penalty to his attack roll (as compared to a -4 penalty without this proficiency). Under starlight or moonlight, the character incurs only a -1 penalty. The character suffers no penalties to his AC because of darkness.

Furthermore, the character retains special abilities that would normally be lost in darkness, although the effectiveness of these are reduced by one-half (proficiency checks are made at half the normal score, etc.). This proficiency is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special

protection from missile fire or anything outside the immediate range of the character's melee weapon. Thus, AC penalties remain for missile fire. (By the time the character hears the whoosh of the arrow, for example, it is too late for him to react.)

While moving in darkness, the character suffers only half the normal movement penalty of those without this proficiency.

Furthermore, this skill aids the character when dealing with invisible creatures, reducing the attack penalty to -2. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.

Boating

This proficiency allows the character to pilot any small boat, such as a kayak or canoe, operating it at maximum speed. It also allows make minor repairs and improvements in these boats, such as waterproofing them and patching holes. A successful proficiency check enables the character to handle the craft in treacherous situations; for instance, maneuvering the boat through choppy water without capsizing it, or avoiding collisions when guiding it through a narrow channel choked with rocks or ice. Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers, lakes, on oceans close to shore, and over similar terrain, usually on relatively calm waters.

Bookbinding:

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

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

Bowyer/Fletcher:

This character can make bows and arrows of the types given in Table 44.

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

When the construction time for the weapon is completed, the player makes a proficiency check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.

Option: If a character wishes to create a weapon of truly fine quality and the DM allows it, the player can opt to use the following alternative procedure for determining the success of his attempt. When the proficiency check is made, any failure means that the weapon is useless. However, a successful check means that the weapon enables the character to add Strength bonuses to attack and damage rolls. Additionally, if the proficiency check is a natural 1,

the range of the bow is increased 10 yards for all range classes or is of such fine work that it is suitable for enchantment.

Brewing:

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.

Camouflage

By using this proficiency, the character can attempt to conceal himself, his companions, and inanimate objects by using natural or man-made materials. Successful use assumes the availability of all necessary materials. In forests and jungles, the character can use shrubbery, mud, and other readily available resources. Arctic or similarly barren terrain usually requires special clothing, paints, or other artificial materials (although "digging in" is an old trick which may be applicable in such terrain, depending on local conditions). It takes a character a half-hour to camouflage himself or another person, two or three hours to conceal a cart or inanimate object of comparable size, and a half-day to hide a small building.

Neither human, demihuman, monster, nor animal passersby will be able to see a camouflaged character, presuming the character makes a successful proficiency check. Camouflaged companions will also go unnoticed; only one proficiency check is required for the entire group.

Objects may also be camouflaged. Objects the size of a person require no penalty to the check; cart-sized objects require a -1 penalty, while building-sized objects require a -3 penalty. The DM may adjust penalties based on these guidelines.

Camouflaging has no effect on predators that locate prey by scent or other keen senses; a hungry wolf can still sniff out a camouflaged human. A camouflaged person has no protection against a passerby who accidentally brushes against or bumps into him. Likewise, a camouflaged person may reveal himself if he sneezes, cries out from the sting of a bee, or makes any other sound.

Note that camouflaging is only necessary for persons or objects that would otherwise be partially or entirely exposed. A person hiding behind a stone wall wouldn't need to be camouflaged to avoid detection, nor would a buried object.

Bureaucracy:

This proficiency encompasses a working knowledge of temple or government organization and protocol, and the skills necessary to navigate through bureaucracies. The character knows which officials to approach and when to approach them, where records are kept and how to gain access to them, and how to circumvent unfriendly or sluggish bureaucrats. Unless there are extenuating circumstances, the character can get permits or documents completed in half the normal time.

In addition to these skills, the character can attempt to turn the system against someone else. With a successful proficiency check, the amount of time required to make a decision doubles—permits are misplaced or filled out incorrectly, or important documents are held up on the wrong desk. For example, a character could keep a shady wizard from gaining permission to build a tower in the town, or he might obstruct a thief's request for bond or parole.

Carpentry:

The carpentry proficiency enables the character to do woodworking jobs: building houses, cabinetry, joinery, etc. Tools and materials must be available. The character can build basic items from experience, without the need for plans. Unusual and more complicated items (a catapult, for example) require plans prepared by an engineer. Truly unusual or

highly complex items (wooden clockwork mechanisms, for example) require a proficiency check.

Cartography

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

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

Ceremony:

A priest with this proficiency is well-versed in the various rites, observances, and ceremonies of his temple. He is qualified to oversee normal worship or devotions, but conducting the rites in difficult or unusual situations may require a proficiency check. This proficiency also includes familiarity with ceremonies such as weddings, namings, and funerals, and the priest can perform these services appropriately.

Chanting

The character is an accomplished chanter and can use this ability to help fellow workers or soldiers keep pace. Proficiency checks are used to determine the effectiveness of the chanting.

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

Charioteering:

A character with proficiency in this skill is able to safely guide a chariot, over any type of terrain that can normally be negotiated, at a rate 1/3 faster than the normal movement rate for a chariot driven by a character without this proficiency. Note that this proficiency does not impart the ability to move a chariot over terrain that it cannot traverse; even the best charioteer in the world cannot take such a vehicle into the mountains.

Cobbling:

The character can fashion and repair shoes, boots, and sandals.

Concentration:

A character with this talent has rigorously trained himself to ignore distractions of all kinds, deadening his mind to pain or sensation. This allows a wizard to ignore annoyances or disturbances that might otherwise interfere with the casting of a spell. In order to use this ability, the player must state that his character is concentrating when he begins to cast a spell. If the character is struck by an attack that causes 2 or less points of damage, he is permitted to attempt a proficiency check to ignore the distraction and continue to cast his spell (unless, of course, the damage is enough to render him unconscious.) The wizard can try to ignore grappling or restraining attacks that cause no damage but suffers a -4 penalty to his check. Spells that incapacitate without damaging, such as *hold person* or *command*, still interrupt the caster if he fails his saving throw.

A character using this ability must focus on the casting of his spell to the exclusion of all other activity, even direct attacks. Any Dexterity adjustment to his Armor Class is lost, and in addition flank or side attacks are treated as rear attacks, with a +2 bonus to hit instead of a +1.

Cooking:

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.

Craft instrument

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 "11 master craftsman" as he is able to craft instruments of all forms.

A craftsman must buy materials equal to a quarter of the instrument's sale value. It then takes 1d6 days to craft a wind or percussion instrument, 2d8 days to form a stringed instrument, and 3d10 days to create a keyboard instrument. These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools (cost 25 gp, weight 5 pounds) are not available, all times are doubled.

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

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

Crowd Working

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

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

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

Dancing:

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

Dark Sense:

The character has an uncanny ability, if moving at half speed or less, to sense objects or empty space in complete darkness. This requires total concentration, and so is useless in combat. Using this ability, the character could navigate through a dark room, avoiding collisions with furniture and stopping before stepping into a gaping pit. The DM should require a roll whenever the character comes close to something that could be sensed. Success means that the character is aware that his path is either blocked by an object or that there is no solid ground at his feet. Failures are obvious because of the resulting collision or plunge.

Diplomacy:

This is the grand art of high diplomacy between states or organizations. A character skilled in diplomacy knows the correct procedures and unwritten rules of negotiations between states or large organizations. He is capable of discerning the true intent of the various declarations, statements, and gifts or

exchanges that make up a diplomatic encounter, and he is able to take his own wishes and couch them in proper diplomatic terms.

Normally, the character need only make proficiency checks if the negotiations are particularly delicate or difficult. However, if there is a specific goal or compromise the character is working towards, he may attempt a check to see if he can win the other side over to his point. Naturally, the DM can apply a modifier of -8 to +8 depending on what the diplomat's offer means for the parties involved. Requesting the surrender of a vastly superior enemy is next to impossible, unless the character can convince them that they stand to gain something of great value by giving up. In any event, the DM shouldn't use this ability as a substitute for good roleplaying by the players.

Direction Sense:

A character with this proficiency has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed. If the check fails but is less than 20, the character errs by 90 degrees. If a 20 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.)

Furthermore, when traveling in the wilderness, a character with direction sense has the chance of becoming lost reduced by 5%.

Dirty Fighting:

A character with this proficiency is familiar with a number of cheap shots and tricks that can be used in fighting. This proficiency should never be taken by anyone who must uphold any sort of moral code. A paladin, for example, would never resort to dirty fighting unless he wanted to lose favor with his deity. Whenever a player wants his character to use this ability, he should state what his character is attempting to do, then make a proficiency check. Success means that the trick worked, and the character gains an extra attack in that round at +2 to hit and damage. Failure means that the move was noticed or anticipated, and the intended victim gains an extra attack in that round against the character, who enjoys no Dexterity bonus to his armor class for that attack only. After the first attempt, a cumulative -2 penalty should be applied to any further attempts made against the same opponent. For example, Krik the thief is fighting a city guard. He scoops up a handful of sand (rolls a successful proficiency check) and throws it in the guard's eyes. As the guard yells in pain and rubs his eyes, Krik gives him a nasty cut with his dagger. The fight continues, and Krik attempts to kick the guard in the shin. This time, the proficiency check is made with a -2 penalty, as the guard has grown wary of Krik's cheap shots. Krik misses (fails his check); as he recovers his footing, the guard smashes him with his mace.

Disguise:

The character with this skill is trained in the art of disguise. He can make himself look like any general type of person of about the same height, age, weight, and race. A successful proficiency check indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way.

The character can also disguise himself as a member of another race or sex. In this case, a -7 penalty is applied to the proficiency check. The character may also attempt to disguise himself as a specific person, with a -10 penalty to the proficiency check. These modifiers are cumulative, thus, it is extremely difficult for a character to disguise himself as a specific person of another race or sex (a -17 penalty to the check).

Distance Sense

This proficiency enables a character to estimate the total distance he's traveled in any given day, part of a day, or a number of consecutive days equal to his level. For instance, a 7th level character can estimate

the distance he's traveled in the previous week. The estimate will be 90% accurate.

Dowsing:

This is the skill of finding lost or hidden items by seeking a disturbance in the subtle natural energies that permeate the earth. A dowsing is attuned to the invisible, intangible eddies and currents of the world around him; by careful and methodical searching, he can detect particular emanations or anomalies.

Dowsing has two general uses. First, the character can attempt to detect natural deposits or minerals in the ground, such as water, gold, or other ores. Secondly, the character can attempt to find a specific man-made item that has been lost or hidden, such as a friend's dagger, a buried treasure chest, or the entrance to a barrow mound. The search must be very precise—the dowsing will have no luck if he sets out to find 'the most valuable thing in this field' or 'the nearest magical weapon,' but 'A Lint Claire's missing brooch' or 'the gold buried by the pirate Raserid' are suitable searches.

Unlike the spell locate object, the dowsing isn't led or directed to the item he seeks; he has to actually pass within 10 feet of the item, or walk over the place where it is buried, and succeed in a proficiency check to detect the item. (The DM should keep this check hidden from the players so that he doesn't give away the location with a failed check.) Dowsing can take a long time—quartering the dirt floor of a cellar 20 square feet might take 1d3 turns, while checking a field or courtyard might take 1d3 hours. Searching an area larger than 100 square yards is impractical—the dowsing gets tired of concentrating.

A dowsing can detect items or substances within 100 feet of the surface, although very strong or powerful sources may be detected slightly deeper. The dowsing can guess the approximate depth of what he's seeking within $\pm 10\%$ when he stumbles across it.

Endurance:

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.

Engineering:

The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines (catapults, river locks, grist mills) to large buildings (fortresses, dams). A proficiency check is required only when designing something particularly complicated or unusual. An engineer must still find talented workmen to carry out his plan, but he is trained to supervise and manage their work.

An engineer is also familiar with the principles of siegecraft and can detect flaws in the defenses of a castle or similar construction. He knows how to construct and use siege weapons and machines, such as catapults, rams, and screws.

Epicure:

This character is an expert in food and drink, and can tell (on a successful proficiency check) whether food has been prepared by a master chef, what ingredients were used, what year a specific wine was bottled, and what region it came from. If this character also has the cooking skill, then no proficiency check is required to prepare a masterful meal.

Etiquette:

This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, espe-

cially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc. For extremely unusual occurrences, a proficiency check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event).

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

Falconry

This is most properly the Animal Training (Falcon) proficiency. A character with this proficiency is an expert in training and handling falcons, enabling him to teach them tricks and tasks (This proficiency also allows the training of hawks at a -1 penalty. Owls are a separate proficiency and can be trained at -2).

A character can teach a falcon 2d4 (2-8) tricks or tasks in any combination. It takes 2d6 weeks to teach the falcon a trick, three months for a task. At the end of a training period, the character makes a proficiency check. If the check succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning more.

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

Note: The foregoing is the standard proficiency. Optionally, the training rules for rangers given in Chapter 3 can be used. Training times and number of tricks/tasks may vary.

Sample general tasks:

Hunting: The falcon is trained to hunt its natural prey: small mammals and game birds; and to return with them to the falconer. Nearly all trained falcons receive this training first.

Ferocity: The falcon receives a +1 bonus to all attack and damage rolls, and a +2 morale bonus.

Guard: The falcon shrieks at the approach of strangers. If approached closer than 20' or 30', the falcon will attack unless ordered not to. The bird can recognize designated friends.

Homing: The falcon recognizes one place as its roost and returns there upon command.

Loyalty: The falcon is exceptionally loyal to an individual selected by the trainer. It has a +4 saving throw bonus against charm, control, empathy, or friendship attempts by others. Further, it comes when the individual summons it, guards its master from attack and may perform unusual acts of loyalty as decided by the DM.

Species Enemy: The falcon is trained to recognize an entire species as a natural enemy. Its basic reaction will be hostile, it will reject empathy, and have a +4 saving throw bonus against the enemy's charm or control attempts. It will attack the species enemy in preference to others.

Track: The falcon will track a designated creature and return. It can retrace its path to lead the falconer to the creature.

Sample specific tricks:

Attack: The falcon will attack on command a creature designated by the falconer until called off. The falcon's base morale is at least I I . The falcon receives a save vs. rods against another ranger's animal empathy ability.

Capture Prey: A hunt-trained falcon will return with the prey alive and unharmed.

Catch Object: Upon command, the falcon will catch a small object thrown into the air or a small falling object and return to the falconer.

Distract: The falcon is trained to feint at an opponent. The opponent must make a saving throw vs. paralysis or lose its next action.

Eye Attack: The falcon is trained to strike at an opponent's eyes. A beak hit has a 25% chance of striking an eye. An opponent struck in the eye is blinded for 1d4 rounds and has a 10% chance of permanently losing sight in the eye.

Hand Signals: The falcon can be commanded by hand signals as well as by voice.

Hide Object: The falcon takes an object from the falconer, flies away with it, and conceals it. The falcon will retrieve the object on command.

Pi Fighting: The falcon is trained as a fighting bird. It has a +2 attack bonus against any fighting bird that is not so trained.

Recall: The falcon will immediately return to the falconer upon receiving the command.

Nemesis: The falcon is trained to attack a specific individual. The falcon never checks morale when attacking the individual.

Fasting:

This proficiency allows a character to go long periods without food, though liquids are still necessary. Any amount of time under one week spent fasting causes no ill effects to the character. At one week, a proficiency check is required. Success means that the character suffers no ill effects and loses 5 lbs. Failure means that the character temporarily loses one point from Strength and one point from Constitution as well as 10 lbs. The character's weight will not fall below 15 lbs per foot of height.

At the end of each week after the first, the character must make a proficiency check at a cumulative penalty of -1. If the character's Strength or Constitution falls below 1, the character dies. Once the character is able or decides to end the fast, lie must begin to eat slowly. Each day following the fast the character recovers one point each of Strength and Constitution, and may only eat normally once fully recovered. Lost weight maybe regained after this time if desired.

This can be used as a survival technique, though it is most often used in religious or mystical situations. The DM should consider granting a bonus where applicable to any character who chooses to fast before performing some sort of religious or mystical activity. The longer the fast, the larger the bonus.

Fast-Talking

Fast-talk is the art of distraction and conning. If a successful proficiency check is made, the fast-talker is able to get away with whatever scam he is attempting. Modifiers are based on the Intelligence and Wisdom of the target, as shown on Table 3. The DM may also introduce modifiers according to the difficulty or plausibility of what the character is attempting.

FAST-TALKING MODIFIERS

Target's Intel.	Target's Modifier	Wisdom Modifier	
3 or less	n/a	3	-5
4-5	-3	4-5	-3
6-8	-1	6-8	-1
9-12	0	9-12	0
13-15	+1	13-15	+1
16-17	+2	16-17	+3
18	+3	18	+5
19	+5	19+	n/a
20	n/a		

Modifiers are cumulative. Targets of Intelligence 3 or less are so dim that attempts to fast-talk them fail automatically because they can't follow what's being said. (Creatures that are so stupid are easy to fool in other ways, however.) Targets with Intelligence of 20

or more or Wisdom of 19 or more are impervious to fast-talking.

Example: Julina the Silent, spy extraordinaire, is discovered by guards as she sneaks around the emperor's palace. She quickly decides to fast-talk them into believing that she is the mistress of the Steward of the palace and she just got lost in the labyrinthine halls. Unknown to Julina, the Steward is an elderly, faithfully and happily married gentleman; and it is possible that the guards know of this reputation. The DM assumes the guards to have average Intelligence and Wisdom (no modifier), but he adds a -3 modifier because Julina's story contradicts the Steward's reputation. A 1d20 roll of 7 is less than 10 (Julina's Charisma of 13, with the -3 modifier), so she succeeds. The guards buy her story, and suggest that she go where she belongs immediately. If she failed they would call her bluff and perhaps escort her straight to the door of the Steward and his wife!

Fire-building:

A character with fire-building proficiency does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder, he can start a fire in 2d20 minutes. Flint and steel are not required. Wet wood, high winds, or other adverse conditions increase the time to 3d20, and a successful proficiency check must be rolled to start a fire.

Fishing:

The character is skilled in the art of fishing, be it with hook and line, net, or spear. Each hour the character spends fishing, roll a proficiency check. If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish equal to the difference between the die roll and the character's Wisdom score. A net will catch three times this amount.

Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The DM may modify the results according to the situation.

Foraging

By using this proficiency, a character can search a wilderness area to locate a small amount of a desired material, such as a branch suitable for carving into a bow, enough kindling to start a fire, a medicinal herb, or a component required for a spell. The character must spend 2-8 (2d4) hours searching, and the material must theoretically be available in the area being searched (for instance an icicle isn't available in the desert, nor dry kindling on the ocean floor). The DM doesn't confirm if the material sought is actually available until after the character has searched for the designated period. If the DM decides the material isn't in the area, no proficiency check is necessary; he merely reveals that the search was in vain.

If the DM decides the material is indeed available, a successful proficiency check means the character has found what he's been looking for. As a rule of thumb, the character locates no more than a handful of the desired material, though the DM may make exceptions (if searching for a few leaves of a particular herb, the character may instead find an entire field).

If the check fails, the material isn't found. The character may search a different area, requiring another 2-8 hours and a new proficiency check.

Forgery:

This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed, and a proficiency check with a -2 penalty must be successfully rolled. To forge a longer docu-

ment written in the hand of some particular person, a large sample of his handwriting is needed, with a -3 penalty to the check.

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

If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery proficiency who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with the type of document or handwriting—if he examines the document closely. If the die roll is a 20, the forgery is immediately detectable to anyone who normally handles such documents without close examination. The forger will not realize this until too late.

Furthermore, those with forgery proficiency may examine a document to learn if it is a forgery. On a successful proficiency roll, the authenticity of any document can be ascertained. If the die roll is failed but a 20 is not rolled, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion.

Fortune Telling

This nonweapon proficiency covers knowledge of a variety of methods of divination—all of them fake. The thief with Fortune Telling is familiar with numerous devices and methods, such as tarot cards, palm reading, interpreting the flight of sparrows or the arrangement of a sacrificed animal's entrails, and so forth—or at least the thief is familiar enough with these practices to make it appear that he's an authentic soothsayer. (If fortune telling can make accurate predictions in the DM's campaign, this proficiency does not necessarily enable the thief to do so, - it confers no magical powers.) The thief makes up the prediction he wishes to tell.

A successful proficiency check indicates that the thief's customer or client believes the fortune he was told to be authentic. If the check fails, the sham is discovered in some way, or the prediction is simply not believed. If the DM wishes, the same modifiers described for fast-talking (above) may be used, based on the Intelligence and Wisdom of the subject and the believability of the fortune predicted.

Optional Rule: If a natural 1 (or another number secretly chosen by the Dungeon Master before the die is rolled) comes up, the event that the thief predicted actually comes true!

Gaming:

The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game (which may take too much time for some) or make a proficiency check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming proficiency can also attempt to cheat, thus gaining a +1 bonus to his ability score. If the proficiency check for the game is 17 to 20, however, the character has been caught cheating (even if he won the game).

Gem Cutting:

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of nonproficient characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and specially hardened blades.

Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a proficiency check), the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the

gem falls into the range for the next most valuable gem (the DM has the relevant tables).

Glassblowing:

A character skilled at this trade can manufacture all kinds of glass containers, jars, or bottles. Creating symmetrical or precise pieces requires a proficiency check, but if a character is making items for usefulness instead of decoration, he can produce about 10 small containers, 5 medium containers, or 2 large ones in a days work. The character must have access to a specialized glazier's workshop and furnace in order to make use of this skill.

Grooming (animal):

This character is adept in grooming a specific species of animal that must be chosen when the proficiency is taken. This can be used to increase the price of an animal for sale, or simply to make the specific animal look and feel its best. For instance, after a hard ride Gallina might choose to spend an hour in the stable giving her horse a thorough rub-down and hoof cleaning. Or Blent always gets the best price for his champion wardogs because he spends extra time cleaning and trimming their coats.

Grooming (humanoid):

This character knows how to make people look good or bad through the use of makeup, hair styling, and clothing. A character with the grooming proficiency can temporarily increase or decrease his or another character's Charisma by 2 (maximum 18), affecting the reactions of those able to view the character. This improvement can last anywhere from an hour to a full day, depending on the character's activity and the elements (DM's discretion). This proficiency also gives a +2 bonus to disguise proficiency checks.

Healing:

A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore 1d3 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day.

If a wounded character remains under the care of someone with healing proficiency, that character can recover lost hit points at the rate of 1 per day even when traveling or engaging in 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 (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No proficiency check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

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

Heraldry:

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

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

Herbalism:

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the DMG. A character with both herbalism and healing proficiencies gains bonuses when using his healing talent (see the Healing proficiency).

Hunting:

When in wilderness settings, the character can attempt to stalk and bring down game. A proficiency check must be made with a -1 penalty to the ability score for every nonproficient hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards (100+1d100) of an animal. The group can attempt to close the range, but a proficiency check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the game. The type of animal stalked depends on the nature of the terrain and the whim of the DM.

Information Gathering

This proficiency represents the ability to gather information from the underworld, most commonly about roguish "jobs" and characters. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating among the lowlife of an area; and with a successful proficiency check, specific information about a person or place can be gathered. (The DM must decide how specific the information is.)

The following modifiers may adjust the proficiency check: Characters' reaction adjustments (based on Charisma) should benefit or penalize the roll, assuming contact with people is involved in the search.

Thieves' guild members receive a bonus of +2, because they are assumed to have more and

better-informed contacts than freelancers. Also, their "territory" (below) is considered to be that of the guild, not just their own area of operation.

Since this proficiency depends on a network of informants and contacts, the thief will be at a disadvantage trying to use it in an area other than his own territory. "Territory" refers to his regular base of operations—a town, one neighborhood of a city, or even a whole province or countryside. Outside this territory the thief does not hear rumors automatically (a normal proficiency roll is required), and gathering specific information suffers a penalty of at least -3. The DM may make it greater in truly foreign areas (e.g., a thief of Waterdeep trying to gather information in Calimshan), due to great differences in language, culture or race.

Finally, any time a proficiency check is required for information gathering, a small investment of money for drinks, bribes, and so forth must be made, or an additional penalty of -3 is imposed. A total of 1d10 gp is typical, and it is lost whether or not the desired information is found. (If the information is still unknown, the character can continue his search the next day, spending more money and making another proficiency check.) The DM is free to increase the cost of using this proficiency if it suits the campaign.

Examples:

1. Urlar is hanging around the local tavern in his neighborhood when he hears rumors of a dragon to the north 'recently slain as it raided a village. The dragon's cave and treasures are as yet undiscovered. But some bragging adventurers are said to have found a map to them. Urlar's contacts provide this information to him automatically, while another PC would need to approach people, talk with them, and probably buy them several drinks in order to learn of the map and treasure.

2. His greed sparked, Urlar wants to know who these adventurers are, so that he can steal their map and find the dragon's hoard for himself. This requires a couple of drinks (a 2 gp investment); and the proficiency check has a -1 penalty because of Urlar's low Charisma (7). Urlar's Intelligence is 10, so he needs to roll a 9 or lower to find out who the adventurers are. If they are not very well known, he may need to make additional checks to track them down (find where they are staying, what temples they visit, or whatever).

3. Julina the Silent is hired as a spy to infiltrate the emperor's palace. She needs to find an easy way in—a sewer, service exit, or the like. She has an expense account from her employers for bribes. Her Intelligence is 14 and her modifiers are: +1 (for Charisma 13 reaction adjustment), +2 (thieves' guild member), and -3 (for this not being her home territory); so she must roll 14 or lower on 1d20 to get the information she needs.

It's best to role-play information searches whenever possible.

Hypnotism:

With this proficiency, the wizard can hypnotize another character, placing him into a relaxed state in which he is susceptible to suggestions. The subject *must* be willing and must know he is being hypnotized. Only human, demihuman, and humanoid characters may be hypnotized, and the hypnotist and subject must be able to understand one another's language.

It takes about five minutes to hypnotize someone in a reasonably calm or peaceful environment. Once hypnotized, the subject is willing to do almost anything that isn't very dangerous or against his alignment. However, a hypnotized subject can be fooled into thinking he's doing one thing when he's actually doing something else. Hypnotism can have the following effects:

- A character can be induced to remember things he has forgotten by reliving a frightening or distant event.

- A character can be made calm and unafraid in the face of a specific situation that he has been prepared for, gaining a +2 bonus to saving throws versus fear effects or morale checks.

- A character can be cured of a bad habit or addiction (but not of curses, physical diseases, or magical afflictions.)

Hypnotism can't increase a character's attributes, give him skills he does not normally possess, let him do things that are beyond his capabilities, or give him information he couldn't possibly know. As a guideline for adjudicating effects, the hypnotism proficiency is substantially weaker than magical commands or directions, such as *charm person*, *command*, or *hypnotism*. Spells magically compel a person to obey the caster's will; a well-phrased hypnotic command is nothing more than a strong suggestion.

Intimidation

This is a talent for bending people to your will by scaring the living daylights out of them. NPCs who are intimidated are quite likely to do what they're told, out of fear. On the negative side, they are also very likely to harbor much resentment against the character that intimidates them. The NPCs will keep their resentment hidden—until the first chance to avenge their pride arises.

Intimidation may be attempted with one of two abilities: Strength or Charisma. If Strength is used, the thief is threatening immediate, personal bodily harm. If Charisma is used, the intimidation consists of more subtle threats, which need not be physical. If successful, the NPC is convinced that the thief is ready and capable of making his life miserable—if not immediately, then in the near future.

Player characters are never forced to submit to intimidation, as this would detract from the players' freedom to role-play.

Investigation:

This is the art of discovering the truth through careful examination of a problem or situation. A character with this skill is familiar with the process of interviewing or interrogating witnesses, searching scenes for clues or information, and the general execution of a logical and thorough investigation. Priests who are associated with the local government may be called upon to solve common crimes against the state, while other priests may be inquisitors or theological investigators.

The DM may allow the PC to attempt a proficiency check when the player is missing an obvious line of inquiry or step of deductive reasoning, although this should be a rare use of this ability. An investigation proficiency check can also be used to discover clues at the scene of a crime or to extract information from a witness or suspect.

Jewelry Making:

A character with this proficiency is capable of producing works of jewelry, given the proper tools, workplace, and materials. Proper use of the proficiency requires a complete workshop. The building cost varies according to the character's needs, but the tools involved are expensive and difficult to get. A basic set of tools can cost anywhere from 2,000 to 6,000 gp, and more elaborate jewelry may require more exotic tools. The DM should determine what is needed and be careful to balance the cost with the potential profit.

The time required to make an item varies and should be determined by the player and his DM. After the allotted work time has expired, a proficiency check should be made. If a natural 20 is rolled, then the piece is ruined and the materials are wasted. Any other failed check means that the item is flawed in some way that anyone with the appraising proficiency can detect and is worth only the cost of materials.

If the proficiency check is successful, multiply the cost of materials by 100% plus 10% for each point by which the check succeeded. For instance, Bargar the gnome wishes to make a ring out of a particularly nice topaz he has acquired. The topaz is worth 500 gp, and he uses 20 gp worth of platinum. The DM decides that, to do a fine job, Bargar must spend one week working on this item. At the end of this week, a proficiency check is made. Bargar has a Dexterity of 16, so he needs a 14 to succeed. He rolls a 9, succeeding with a margin of five points. This means that Bargar now has a nice ring that he can keep or sell for 780 gp, 150% the cost of materials.

Juggling

The character can juggle, a talent useful for entertainments, diversions, and certain rare emergencies. When juggling normally (to entertain or distract), no proficiency check is required. A check is made when trying spectacular tricks ("Watch me eat this apple in mid-air!"). However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a proficiency check), the character can catch small items thrown to harm him (as opposed to items thrown for him to catch). Thus, the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt).

Jumping:

The character can attempt exceptional leaps both vertically and horizontally. If the character has at least a 20-foot running start, he can leap (broad jump) 2d6+his level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d3 plus half his level in feet. No character can high jump more than 1-Ω times his own height.

From a standing start, a character with this proficiency can broad jump 1d6 plus half his level in feet and high jump only three feet.

The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1-Ω times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than Ω the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

Languages, Ancient:

The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This proficiency enables the character to either read and write or speak the language (his choice).

Languages, Modern:

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

Law:

A character with this proficiency is thoroughly familiar with the legal system of his homeland and is skilled in representing cases before judges, officers, nobles, and magistrates. This is a working knowledge of the law, as opposed to the theoretical knowledge of the sage area of study. With a successful proficiency check, the character can build a strong defense for a person accused of a crime; if the judge

or jury are fair-minded and honest, he stands an excellent chance of winning his client's case. Of course, corrupt or intimidated officials can still deliver unjust verdicts despite the character's best efforts.

Leatherworking:

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

Local History:

The character is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more.

The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a proficiency check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a proficiency roll for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good.

Locksmithing

This is the specialized skill of making locks. It is treated like other "craft" proficiencies when checking for success. Also, thieves with this proficiency gain a 10% bonus to their lockpicking skill, because they are intimately familiar with the internal structure and working of so many locks.

Besides troubleshooters, dwarf and gnome thieves of any kit can take the locksmithing proficiency to fill one slot, because of the tradition of craftsmanship and mechanical things in their cultural heritages.

Looting

This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. He has about two minutes to fill his backpack, so that he can escape before guards are summoned by magical alarms. If his proficiency check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space.

Magical Energy Conservation-

Only priests and wizards may take this proficiency. It allows the spellcaster to conserve energy that might normally be wasted during spellcasting, collecting it for use as cantrips or orisons (if the optional rules from *OPTION: Spells & Magic* are used). Each day, a character with this proficiency may cast one cantrip or orison per spell level they have attained at no additional cost. This means that a 7th-level mage with this proficiency would be able to cast four cantrips per day, whereas a 4th-level cleric could use two orisons per day.

Mental Resistance:

Through lengthy training and iron discipline, a character with this proficiency prepares himself to resist magical or psionic assaults on his mind. The character receives a +1 bonus to his saving throws against attacks of this nature, if the attack normally allows a saving throw. Generally, this includes any

attack form that a character's magical attack adjustment bonus for his Wisdom score might affect, including mind-affecting spells, *charm* or *-fear* powers of monsters, and telepathic sciences or devotions that allow the subject a saving throw.

Mining:

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

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

Mountaineering:

A character with this proficiency can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering proficiency leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character with this proficiency gains a 10% bonus per proficiency slot spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort.

Musical Instrument:

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

Navigation:

The character has learned the arts of navigating by the stars, studying currents, and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20 percent.

Necrology

A character with this skill is well versed in the lore of undead creatures. This proficiency may be used to help determine the probable lairs, dining habits, and history of such creatures (no ability check needed). Whenever a character with this skill confronts an undead, he or she may be able to specifically identify the creature (discerning between a ghast and a common ghoul, for instance). In addition, providing the character makes another successful ability check, he or she recalls the creature's specific weaknesses and natural defenses or immunities. At the DM's discretion, a failed ability check (in either of these cases) will reveal misleading or even completely erroneous information which may actually strengthen or otherwise benefit the undead.

Netherworld Knowledge

With this proficiency, a character learns about the cosmology and organization of the AD&D game multiverse, focusing primarily on the ultimate destination of spirits after death: the Outer Planes. In addition, the character learns about the behavior of the dangerous creatures that inhabit the nether regions, including such fiends as the tanar'ri and the baatezu. As with necrology (which applies exclusively to undead), netherworld knowledge can reveal the specific weaknesses and natural immunities of beings from the Outer Planes. The proficiency can also be used to classify the exact type of extraplanar creature encountered. Both of these abilities require an ability check, however.

Observation

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

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

Observation:

Characters with this proficiency have cultivated exceptional powers of observation. The DM may ask for a proficiency check anytime there is something subtly wrong or unusual in the character's environment. For example, the character may note the fact that the tools of a potter's shop are caked with a different kind of clay than that present in the workshop, or he might notice telltale marks of traffic that indicate the presence of a secret door. The DM shouldn't let this become a substitute for alertness and good thinking on the part of the player; if he's picking up more than one or two clues a game session with this proficiency, it's probably too many.

Omen Reading:

There are hundreds of myths and superstitions about the art of divination, or predicting the future through the reading of signs or indications. A character with this proficiency is skilled in a form of divination and knows the proper ceremonies and observances to use in order to obtain a valid reading. He is also familiar with the various messages or indications that characterize a form of divination. Omen readers use dozens of different methods for their auguries, including astrology, numerology, reading palms, examining animal entrails, casting bones, dice, or runes, and burning incense to observe the smoke, just to name a few. The exact nature of the character's expertise is up to the player.

To use this proficiency, the omen reader phrases a general question about a course of action, such as "Is this a good day to start our journey?", "Should we try to track the orcs to their lair, or wait for their next raid?", or "When will the dragon return?" The DM then makes a proficiency check in secret; if the character fails, the DM can tell him that the signs were inconclusive, or make up a false answer for a spectacular failure (a natural 20 on the check, for instance). If the omen reader succeeds, the DM can give the character a vague answer based on his assessment of the situation. An omen is usually good, bad, or inconclusive, although an answer of "a day or two" or "proceed, but with caution" is acceptable as well. Omens aren't guaranteed; if a party

ignores a bad omen, they might succeed in their task anyway. An omen is nothing more than the DM's best guess about a course of action.

Performing the ceremony of reading an omen requires an hour or more. Special tools or supplies, such as runesticks, may be necessary depending on the character's favored form of omen reading. Some superstitious or primitive cultures may place a great deal of weight on omen reading, and a skilled diviner may be held in high regard by these people.

Oratory:

This is the power to move other people with words and emotion. By captivating an audience, the priest can convince them of the rightness of his words through force of will and dramatic speaking. Priests with this skill can attempt to proselytize (seek converts) among small audiences by proclaiming the glories of their faith and the dangers of nonbelief, but the character must pass his check by a margin of four or more to win any long-lasting converts to the faith. A convert will listen to the priest's suggestions or ideas, but won't necessarily become a follower or hireling of the character.

The DM can decide how any group of listeners is likely to be affected by the priest's exhortations. If they're inclined to be hostile or are preparing to attack the priest, there's very little he can say to change their minds. However, if the priest passes a proficiency check, he may be able to modify an encounter reaction check by one category—hostile to indifferent, or indifferent to friendly, for example. Optionally, he may be able to encourage the crowd to take a specific action that they're inclined to perform anyway. If an angry crowd wants to see an important prisoner freed because it's rumored he was convicted wrongly, a priest with oratory may be able to push them into storming the jail or convince them to give up and go home. If the player presents an especially moving argument or speech, the proficiency check is made with a +1 to +4 bonus.

Organic Preservation:

Organic materials come from plants and animals, and have a habit of decomposing once the life process has been interrupted. A character with this proficiency is experienced in using materials and processes that can prolong the usefulness of these organic substances. Whether it is properly wrapping and seating food so that it won't spoil, using a certain tree sap to preserve a spell component, or pickling a baby cockatrice in a specimen jar, this character knows how to keep things from rotting. The amount of time for which these things may be preserved varies and should be determined by the DM. The shelf-life of wrapped or sealed materials may be extended to up to three times as long, whereas something preserved in chemicals may be kept indefinitely.

Papermaking:

A character with this skill knows how to manufacture paper. This can be an invaluable skill for a wizard, since paper may be fairly rare in many campaign settings. Rag pulp, bark, linen, hemp, and wood were all used to make paper in medieval times. The material is pounded or pressed flat and treated with various chemical compounds to bind and strengthen it. At the DM's option, the character may also be familiar with the manufacture of parchment and vellum. Parchment is finely-scraped animal skin, treated with lime and other chemicals; vellum is unusually supple and smooth parchment taken from very young animals.

A wizard who makes his own paper can reduce the costs of manufacturing a spell book by 50%, although this requires one to two weeks of time and a suitable work area. Normally, a traveling spell book costs 100 gp per page, and a standard spell book costs 50 gp per page. If the wizard also knows the bookbinding nonweapon proficiency and binds the volume himself, the cost of the spell book is reduced by 75% altogether.

Persuasion

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

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

Persuasion:

Unlike oratory, which relies on emotion and rhetoric, the art of persuasion is built around intelligent arguments and personal charm. A character with this proficiency is able to present especially cogent arguments and explanations in conversation with an individual or small group. With a successful proficiency check, he can convince them to take moderate actions they may be considering already; for example, he may convince city guards to leave without making arrests if a brawl's already finished by the time they get there, or he may convince a court official that he needs an audience with the king. If the player's thoughts and arguments are particularly eloquent and acute, the proficiency check is made with a +1 to +4 bonus.

Poetry

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.

Pottery:

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 3 cp to make a small item, 5 cp to make a medium-sized item, and 1 sp to make a large item.

Prestidigitation:

This is the art of street magic or sleight of hand, the trade of the magician. The character is skilled at concealing or manipulating small items and familiar with such tricks as pulling a coin from a child's ear, separating two joined rings, or causing a pigeon or rabbit to vanish. For the most part, nothing more than manual dexterity and showmanship are required, and any kind of character may learn prestidigitation.

While true wizards have little time for these parlor tricks, many apprentices practice with their *cantrips* by duplicating these feats. A wizard with a *cantrip* spell handy can really manipulate a small object by briefly *levitating* it, *teleport* something small from one hand to the other, or use a tiny dimensional pocket to make an object disappear or seem to contain something it shouldn't.

There is no particular game effect for prestidigitation, although it is a form of entertainment and can

earn a wizard his dinner with a good performance, or possibly distract or fool an NPC under very limited circumstances. For example, a wizard trying to conceal a wand or precious gem from a robber searching him at knifepoint might be able to hide the item with a successful proficiency check.

Psychology:

This character is familiar with the twistings and turnings of the mind and can use this knowledge to heal or harm other people. A character with this proficiency can treat madness and phobias or help modify psychopathic or sociopathic behavior. This is not an automatic cure-all, and copious amounts of time would be necessary to help someone who is deeply insane. Each case should be determined by the DM based on the time spent and the Intelligence of the person undergoing treatment. It is not uncommon for a patient to fool his psychologist by pretending to be cured.

This skill has also been used by those of lesser moral virtue to attempt to brainwash victims, or as an aid to torture or interrogation. Good or neutral characters who use this proficiency in such a manner might find their alignment changed.

This can also be used to aid characters who are under a fear or charm spell. At the DM's discretion, a successful proficiency check allows the affected character to make an additional saving throw. If no saving throw is normally allowed, then the affected character may save at -2. This can be attempted only once per character in any given situation.

Lastly, a character with this proficiency is a scholar of human (or humanoid) motivations and behavior. If he knows a specific individual, the character can make a proficiency check to guess that individual's motives in any given situation or to sense whether that person is being dishonest or deceptive. He also has a chance (equal to half of his normal proficiency check) of applying the same ability to a stranger. This proficiency also grants a +1 bonus to any proficiency where deception might be involved (i.e., disguise, haggling, story telling, etc.).

Quick Tongue:

This proficiency is designed for the mage or priest who wants to cast a spell just a little quicker than usual. A character with this proficiency is able to speak quickly when required and may attempt to do so during spellcasting. When preparing to cast any spell, a character who makes a successful proficiency check can reduce the casting time of the spell by 2 (to a minimum of 1). A failed check means that the character has a 25% chance of mispronouncing the spell in haste, causing the attempted spell to be flubbed and lost.

Reading Lips:

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

Reading/Writing:

The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This proficiency does not enable the character to learn ancient languages (see Languages, Ancient).

Research:

A wizard with this skill is well-versed in the theory, and application of spell research. He is familiar

with the use of libraries, laboratories, and other resources, and also has a good grasp of the fundamental processes of experimentation and problem-solving. With a successful proficiency check, the character gains a +5% bonus to his success roll when researching a new spell and only requires one-half the usual amount of time to perform spell research or determine the process necessary to manufacture a particular magical item. However, the amount of money spent on research remains the same because the wizard is still expending the same amount of books and supplies.

Religion:

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

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

Riding, Airborne:

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

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

- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a proficiency check. In all other situations, a proficiency check is required. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure has the consequences given above.

- Spur his mount to greater speeds on a successful check, adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for a full turn. After the rounds of increased speed, its movement drops to 2/3 its normal rate and its Maneuverability Class (see Glossary) becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.

- The rider can guide the mount with his knees and feet, keeping his hands free. A proficiency check is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.

Riding, Land-Based:

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

A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a proficiency check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a proficiency check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make a proficiency check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground—presumably quite embarrassed.

- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than three feet tall or the gap is less than 12 feet wide. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground.

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

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

- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No proficiency check is required.

- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll a successful proficiency check with a -4 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d3 points of damage.

Riding, Sea-based

This proficiency allows the character to handle a particular species of sea-based mount. The type of mount must be specified when the proficiency is acquired. The character may spend additional slots to enable him to handle other species.

In addition to riding the mount, the proficiency enables the character to do the following:

- When the mount is on the surface of the water, the character can leap onto its back and spur it to move in the same round. No proficiency check is required.

- The character can urge the mount to leap over obstacles in the water that are less than 3' high and 5' across (in the direction of the jump). No proficiency check is required. Greater jumps require a proficiency check, with bonuses or penalties assigned by the DM according to the height and breadth of the obstacle and the type and size of mount. Failure means the mount balks; an immediate second check determines if the character stays on the mount or falls off.

- The character can spur the mount to great speeds. If an initial proficiency check fails, the mount resists moving faster than normal. Otherwise, the mount begins to move up to 2d16 feet per round beyond its normal rate. Proficiency checks must be made every five rounds. So long as the checks succeed, the mount continues to move at the faster rate for up to two turns. After the mount moves at this accelerated rate for two turns, its rate then drops to 2/3 of its normal rate. It can move no faster than 2/3 of its normal rate until allowed to rest for a full hour.

If the second or any subsequent check fails, the mount's movement drops to half its normal rate. It continues to move at this half-speed rate until allowed to rest for an hour.

If a sea-based mount on the surface of the water is attacked, it will normally submerge unless it makes a successful morale roll. If the morale roll fails, the rider can command the mount to re-surface by making a successful proficiency check. If the check fails, the rider can attempt another check each round thereafter so long as he is physically able. While submerged with the mount and attempting to force it to surface, the rider risks drowning (see Chapter 14 of the *Player's Handbook*). Because he's exerting himself, the number of rounds the rider can hold his breath is equal to half his Constitution score.

Rope Making:

This proficiency enables the character to create thread, yarn, string, twine, or rope from animal or plant materials. Given the proper materials and time, no proficiency check is required. If the character **is attempting** to create rope out of scavenged materials such as wild vines, then a secret check is made by the DM. Failure means that there is a weak point in the rope, and it has a 50% chance of breaking during use. Proper testing can reveal this weakness, given time.

Rope Use:

This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a proficiency check (with a -6 penalty) to escape the bonds.

This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.

Running:

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a proficiency check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

Sabotage:

This proficiency allows the character to plan or cause a malfunction in a construct or machine or to cause the collapse of a portion of a building. This can be as simple as rigging a crossbow to misfire or a

wagon wheel to fall off or as complex as collapsing a tower. The time involved depends on the complexity and size of the object. A failed check means that the object is obviously damaged, or that the sabotage failed completely, whichever the DM thinks would disadvantage the character most. Also, the DM should give additional penalties for more complicated contraptions or larger structures. A wagon wheel, for example, would not require additional penalties. A catapult, however, may require an additional penalty of -2, being a larger and more complicated object. Causing the potential collapse of a stone tower would require much time and elaborate efforts (removal of stones or tunneling), at the end of which a -5 penalty should be applied to the proficiency check.

Sage Knowledge:

This proficiency represents a specialized area of knowledge or learning. A character with this skill is a fully qualified sage in the area of study chosen and is capable of answering questions concerning the topic after some time spent researching. Refer to Table 62: Sage Modifiers and Table 63: Research Times in the *DMG*. As noted in the *DMG*, a sage requires an excellent library as a resource—at least 50 to 100 books, costing no less than 10,000 gp altogether. Naturally, a character may be able to strike a deal with a university, monastery, or wizards' guild hall in order to gain access to their library.

In addition to his ability to perform sage research, the character's high level of learning allows him to make field observations or attempt to come up with knowledge off the top of his head. For example, a sage who studies botany may attempt a proficiency check in order to identify a particular plant, while one who studies toxicology may be able to identify a poison by its symptoms in a victim. These on-the-spot observations should be limited to information any expert could reasonably come up with in the field—identifying a common gemstone is one thing for a geologist, but making a guess about the electrical conductivity of quartz crystal or the enchantments of a magical gem is a different matter entirely.

Purchasing this proficiency at its base cost (2 slots or 5 character points) gives the sage a broad overview of the area of study in question, allowing him to answer general or specific questions in the field. For an additional proficiency slot (or 2 Cps), the character may become an expert in one particular aspect of the topic. For example, a botanist may spend another slot to specialize in moss and lichens, ferns, or all plants found in a particular climate or ecosystem. This detailed knowledge allows the character to attempt to answer exacting questions in the field. The fields of study available to a sage include:

Alchemy: This is the study of magical chemistry, especially as it applies to elemental transmutations and potions, oils, and magical compounds or solvents. Unlike the proficiency of alchemy, the sage knowledge of alchemy concentrates on theories and principals, not on the practical day-to-day manufacture of specific compounds and substances. An alchemist specialist wizard or a character with the alchemy proficiency gains a +2 bonus to his proficiency rating in this area of sage knowledge.

Architecture: This is the study of the development, theories and styles of architecture. (The architecture proficiency, on the other hand, represents the practical execution of workable building plans.) A sage with this field of study can attempt to identify the age, origins, and general purpose of ruined buildings or structures.

Art: The sage is familiar with the great works of the past as well as the works of the best contemporary artists. If he specializes in one particular art form (sculpture, paintings, ornamental pottery, etc.) he is able to identify works of the masters, spot fakes, and appraise pieces for sale value.

Astrology: This is the history and theoretical background of astrology, not the actual art of prediction. Someone with the astrology proficiency

knows that Planet x passing in front of Constellation Y means trouble, but a sage knows why that's a sign of ill fortune. In addition, the sage has the ability to perform historical astrology by working backwards to determine the stars' and planet's alignments for thousands of years in the past. An expert in this field may be familiar with the constellations and beliefs of vanished or dead cultures.

Astronomy: For the astrologer, planets and constellations are representations of greater powers. The astronomer, on the other hand, assigns no characteristics or indications to these heavenly bodies, and instead concentrates on studying their movements in the skies. He can predict eclipses, anticipate the return of comets or meteor showers, and answer questions about the locations or predicted locations of various planets or other bodies in the skies.

Botany: This is the study of plants, ranging from simple cataloguing and observation to detailed studies of lifecycles and ecologies. Areas of specialization include simple plants, water plants, grasses and brush, flowering plants, domesticated plants, plant diseases, and ecological systems such as rain forest, tundra, prairie, etc.

Cartography: Cartography is the art of map-making. A sage who specializes in this field knows where to find maps for any given region or area, knows how to interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps.

Chemistry: While alchemy focuses on the study of magical substances, chemistry concentrates on the study of the properties of mundane substances. Note that a character with the alchemy proficiency is assumed to use a fair amount of mundane chemistry to produce acids, solvents, and pyrotechnic substances.

Cryptography: This is the study of codes, ciphers, and puzzles. A sage with skill in cryptography can attempt to break codes or solve written puzzles with time and study.

Engineering: The character is familiar with the science of building devices, engines, and structures. Sage knowledge of engineering provides a +2 bonus to the character's nonweapon proficiency score in engineering, if he has both proficiencies. The character can specialize in small machines, large machines (water wheels, etc.), siege engineering, fortifications bridges and roads, or buildings.

Folklore: The sage studies legends and folk tales. By spending another proficiency slot, he can specialize in the folklore of a particular culture or region.

Genealogy: This is the study of lines of descent. A sage with this skill knows research techniques and sources for tracing family trees and is also familiar with the histories of the important royal and noble families.

Geography: A sage with this knowledge has learned about the lands and cultures of his world. He knows general principles of cartography, topography, climatology, and sociology, and can identify individuals or artifacts from other lands.

Geology: Geology is the study of landforms, rock, and the physical makeup of the earth. A sage with knowledge in this area can add a +2 bonus to his rating in the mining nonweapon proficiency and can attempt a proficiency check to identify various sorts of gemstones or precious minerals.

Heraldry: Coats of arms, banners, flags, and standards are all emblazoned with heraldic designs. A sage with this skill is familiar with the evolution of heraldry and the significance of various symbols and colors. He can identify common coats of arms on sight and knows where to research obscure or unknown devices. This area of knowledge adds a +2 bonus to a character's heraldry nonweapon proficiency score.

History: A sage with this skill has an excellent grasp of history and the historical methods. Unlike a character with the ancient or local history proficiencies, a sage with this skill is a generalist, but he can

be considered an expert on a particular era or culture by spending an additional slot to specialize. Whether or not the historian knows something off the top of his head doesn't matter—he knows exactly where to look when he needs to find out the details of a person's life or an important event. Skill in this field of knowledge provides a +2 bonus to the character's proficiency score in ancient history or local history.

Languages: A character with a modern language proficiency knows how to speak a second language, and a character with an ancient languages proficiency knows how to read a second language, but a sage who specializes in languages is concerned with the study of the language itself—grammar, syntax and constructs, and vocabulary and word origin. His expertise is limited to one particular tongue, but for each additional slot the linguist may add another language to his field of expertise. This knowledge adds a +2 bonus to the linguist's rating in any modern or ancient language proficiencies he possesses.

Law: A sage with this field of study is an expert on matters of law. He is familiar with any national constitutions or charters, the origin and history of the law, and important matters of precedent. He can examine contracts, warrants, orders, or decrees and determine if there is a way to enforce or avoid them.

Mathematics: The study of abstract or theoretical mathematics may seem unusual in a fantasy setting, but it dates back thousands of years in our own world; the ancient Greeks laid the groundwork for geometry, while algebra was a pastime of Islamic scholars and nobles before the European Renaissance. A dimensionalist gains a +2 bonus on his proficiency rating in this area of study.

Medicine: A sage with this skill studies both the history and development of medicine, as well as current methods and treatments. This provides the character with a +2 bonus to his healing nonweapon proficiency score. In addition, the character may be able to come up with treatments for nonmagical diseases or injuries.

Meteorology: This is the study of weather and weather patterns. A sage with this skill knows historical records and prediction methods. In the field, his knowledge of weather provides a +2 bonus to any weather sense proficiency checks he makes.

Music: The sage knows the theory and notation systems of music and has studied the works of the great masters. He can attempt to identify unknown pieces or decipher **In musical** puzzles.

Myconology: Myconology is the study of fungi. A myconologist can identify samples of fungus, mold or spores. He is familiar with dangerous or monstrous varieties as well and may be able to spot these in the wild before he or his companions come to harm. His knowledge of mushrooms and molds gives him a +2 bonus to herbalism nonweapon proficiency checks.

Oceanography: A sage with this skill studies the ocean, including weather, marine biology, navigation and charting, and undersea topography. An oceanographer may be able to explain unusual phenomena at sea or discover the location of wrecks or other sites of interest.

Philosophy: The study of philosophy is the study of logic, ethics, aesthetics, and metaphysics (for game purposes, *anivay*), and I sage with expertise in this field is conversant with the great thinkers and arguments of his race or culture.

Physics: In most AD&D campaigns the study of physics centers around mechanics (I^c), and thermodynamics; some of the more advanced field^s of *hid* haven't been invented yet.

Planes, Inner: Most individuals in I campaign have little to no knowledge of worlds beyond the one in which they live, but a sage with expertise in this field is familiar with the characteristics and properties of the Ethereal Plane and the various Elemental Planes beyond that. He understands how the Inner Planes are aligned and how tie **In** multiverse is put together. If he spends an additional slot to specialize,

he can be an expert on a particular plane, capable of answering exacting questions on the topic.

Planes, Outer: The great religions of a campaign tend to disseminate a very limited view of the multiverse, centering on the home of their deity and that of their deity's principal foes. A sage who studies this field has a general understanding with the general arrangement of all the Outer Planes and the characteristics of the Astral I Plane. For an additional slot, he can specialize in a particular plane, learning the general properties of its lavers, its chief inhabitants and domains, and other important details.

School of Magic: A sage with expertise in a school of magic is familiar with the important theories, works, and great mages of that field. By engaging in research and passing a proficiency check, the sage could identify spells or magical items belonging to the school by the item's general effects or appearance. For example, if he was a student of the school of force, he could identify a *wand of force* or *beads of force* as if he were trying to answer a specific question. If the sage is also a wizard, he gains a +5% bonus to his chance to learn spells. If from the school in question. A specialist wizard gains a +2 to his score in this proficiency if the school of magic is his own specialty.

Sociology: This is the study of social structures, customs, mores, and ways of life. The sage is also acquainted with past societies and their customs.

Theology: A sage with expertise in this area is conversant with the tenets and beliefs of most major religions, gaining a +2 bonus to his religion non-weapon proficiency check. In addition, he studies the theories and lore surrounding the powers and boundaries of the gods themselves. With research, a theologian can determine what a particular god might or might not be capable of doing.

Toxicology: This is the study of poisons, both natural and artificial. A sage with expertise in toxicology can identify poisons both from samples and from examining the symptoms of a poisoned victim. By using toxicology, a sage can also gain a +1 to any healing proficiency check dealing with poisons.

Zoology: Zoology is the study of animals. A sage who acquires knowledge in this area has a good overall grasp of the science of zoology, and in addition, he is considered a specialist in one general class of animals or monsters. Each additional slot he spends on this proficiency adds one more type or class to his expertise. Classes of animals available include birds, reptiles, mammals, fish, amphibians, insects, amorphous monsters (slimes, jellies, and molds), aquatic monsters, insectile monsters, reptilian monsters, mammalian monsters, hybrid monsters (griffins, perytons, etc.), and any other reasonable class or grouping the DM allows.

A zoologist can identify common species in the field with a successful proficiency check and may be able to predict behavior or capabilities based on his knowledge of the creature in question.

Scribe:

Before printing came into common use, professional scribes created books by copying manuscripts. Even after printing presses were in widespread use, scribes were in demand for their calligraphy and the quality of their illuminated (or illustrated) pages. A character with this proficiency is familiar with a scribe's techniques for preparing pages and working both swiftly and accurately. This is an invaluable skill for a wizard, - with a successful proficiency check, the character gains a +5% bonus to any rolls he must make in order to copy or transcribe a spell into his spell book or onto a scroll.

Seamanship:

The character is familiar with boats and ships. He is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of inland boats by 50 percent.

Seamstress/Tailor:

The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no proficiency check is required, the character must have at least needle and thread to work.

Set Snares:

The character can make simple snares and traps, primarily to catch small game. These can include rope snares and spring traps. A proficiency check must be rolled when the snare is first constructed and every time the snare is set. A failed proficiency check means the trap does not work for some reason. It may be that the workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known. The character can also attempt to set traps and snares for larger creatures: tiger pits and net snares, for example. A proficiency check must be rolled, this time with a -4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered. The DM must decide if the trap is triggered.

Thief characters (and only thieves) with this proficiency can also attempt to rig man-traps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by a man-trap.

Setting a small snare or trap takes one hour of work. Setting a larger trap requires two to three people (only one need have the proficiency) and 2d4 hours of work. Setting a man-trap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand.

Characters with animal lore proficiency gain a +2 bonus to their ability score when attempting to set a snare for the purposes of catching game. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when attempting to trap monsters or intelligent beings.

Signaling

This proficiency gives the character the ability to send messages over long distances. The character must designate his preferred method for signaling. Typical methods include smoke signals, whistling, waving flags, drums, or reflecting mirrors. For each additional slot spent, the character may choose an additional method.

Because signaling is essentially a language, messages of reasonable complexity can be communicated. A practiced signaller can transmit as many as 10 words per combat round.

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

Singing:

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

Spellcraft:

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

Those talented in this proficiency also have a chance (equal to Ω of their normal proficiency check) of recognizing magical or magically endowed constructs for what they are.

Spelunking

A character with this proficiency has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The character generally knows what natural hazards are possible and what general equipment

ment a spelunking party should outfit itself with. A successful proficiency check can reveal the following information:

- Determine, by studying cracks in the walls and pebbles on the floor, sniffing the air, etc., the likelihood of a cave-in, flash flood, or other natural hazard. This only works with respect to natural formations, and is negated if the natural formations have been shored up, bricked in, or otherwise tampered with.
- Estimate the time required to excavate a passage blocked with rubble.
- While exploring extensive underground caverns, a successful check reduces the chance of getting *hopelessly lost* when confronted by multiple unmarked passages, sinkholes, etc. to a maximum of 30%, assuming good lighting (see *DMG* Table 81-82).

Spirit Lore

A character with the spirit lore proficiency knows methods to contact spirits, deities, and extraplanar powers. He or she can more easily communicate with these beings, gaining a +5% chance of success (no ability check necessary) when attempting divinatory spells such as *augury*, *contact other plane*, *commune*, *divination*, *speak with dead*, *summon spirits*, and so on.

This ability may also be used to contact the dead without resorting to magic (handy for low-level characters and individuals who do not know magic, such as psionics). Using pyromancy (divination by candles), tarot cards, and other mystical rites, the character can ask questions of these powers as if using a *summon spirit* or *speak with dead* spell (no body required, and there is no applicable time limit).

Before beginning the contact, the character must prepare for half an hour, making sure that the area has no spirits around to confuse readings. Contact with the dead is established if a successful check is made. A failed roll reveals nothing. If the roll is 10 more under the number needed, a specific spirit can be contacted. A roll of four or more above the needed number (or a 20) reveals incorrect information, perhaps from an evil spirit. Individuals with the psionic ability of spirit sense gain +2 to ability checks.

The summoner can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirits can sever the link at will. The questioner can ask 1-3 questions, plus one for every slot above two spent on this proficiency. Contact may not be made more than once per day and is inadvisable more than once per week. The dead do not appreci-

ate being disturbed and may take revenge. The DM can refer to the new 4th-level spell *summon spirits* for more details about interacting with the dead.

Stonemasonry:

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

Story Telling

This character can spin a dramatic story about a chosen topic. If the story is about a specific person, then reaction to that person can be modified on a successful proficiency check. If the person in the story is portrayed as heroic, then the listeners see him as heroic. If the story describes his villainous deeds, then they see him as a villain. The DM may adjust a listener's reaction based on the listener's Wisdom and how well the listener knows the subject of the story. If the character sings the story as a ballad, or tells the story to musical accompaniment, he may add a +1 bonus to his proficiency check. Combining singing and instrumentation allows a +2 to the check.

This proficiency also allows a character to weave a believable lie. A successful proficiency check, modified by the listener's magical defense adjustment, means that a given statement is believed by the listener. The DM is encouraged, however, to modify the proficiency check further according to the statement's outlandishness. For instance, only the extremely gullible believe that the character has just stuffed an entire black dragon into a belt pouch.

Survival:

This proficiency must be applied to a specific environment--i.e., a specific type of terrain and weather factors. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. The character has basic survival knowledge for that terrain type. Additional proficiency slots can be used to add more types of terrain.

A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the proficiency to find food or water, the character must roll a proficiency check. If the check is failed, no more attempts can be made that day.

The survival skill in no way releases the player characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom!

Swimming:

A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section (Chapter 14: Time and Movement). Those without this proficiency can-

not swim. They can hold their breath and float, but they cannot move themselves about in the water.

Tactics of Magic:

For many wizards, the principal use of their art is on the battlefield. Knowing which spell to employ at any given time and creating the greatest effect for one's effort is a skill that can be learned with practice and experience. A wizard with the tactics of magic proficiency can attempt a proficiency check to gauge the range to a target, estimate how many enemies will be caught in a given area of effect, or determine whether or not he may be in danger of a rebounding *lightning bolt* or a *fireball cast* in too small a space.

In addition, a character with this skill may recall subtle effects or interactions that are not immediately apparent. For example, if the wizard is about to cast *magic missile* at an enemy wizard protected by a *shield* spell, the DM may allow the player a proficiency check to see if he suddenly recalls that the *magic missile* will fail especially if the wizard also knows *shield*, but the player has just forgotten about the special effects of the spell. However, if there's no way the character could know of a special immunity or property of a monster, spell, or magical item this proficiency will not be of any help.

Thaumaturgy:

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

Tightrope Walking:

The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 60 feet. One proficiency check is made every 60 feet (or part thereof), with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is one inch or less in width (a rope), a -5 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Wider than one foot requires no check for proficient characters under normal circumstances. Every additional proficiency spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increases the penalties by 2 to 6.

The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful proficiency check at the beginning of each round to avoid falling off. Since the character cannot maneuver, he gains no adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance.

Time Sense:

This character is always able to give a reasonably close approximation of the time and has a chance (on a successful proficiency check) of being able to tell how much time has elapsed during an interval of unconsciousness. This proficiency is based on an internal biological clock, not observation of the natural world, and so functions even when the character is underground or completely enclosed. If the character is on another plane where time operates differently than on his home plane, this proficiency does not function until he returns to his home plane and spends at least one week adjusting to the normal flow of time.

Tracking:

Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers roll a proficiency check with a -6 penalty to their ability scores; rangers have no penalty to their ability scores. In addition, other modifiers are also applied to the attempt, according to Table 39.

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

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

For example, if Thule's Wisdom score is 16 and he is trying to track through mud (+4), at night (-6), during a sleet storm (-5), his chance to track is 9 (16+4-6-5). (Thule is a ranger so he does not suffer the -6 penalty for non-rangers tracking.)

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

To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them orcs just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a proficiency check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances.

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

- The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).
- A second track crosses the first.
- The party resumes tracking after a halt (to rest, eat, fight, etc.).

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

If the modifiers lower the chance to track below 0 (for example, the modifiers are -11 and the character's Wisdom is 10), the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). Other characters may be able to continue tracking, but that character cannot.

A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a proficiency check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate depends on the DM.

When following a trail, the character (and those with him) must slow down, the speed depending on the character's modified chance to track as found from Table 39.

Movement While Tracking

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

In the earlier example, Thule has a modified tracking chance of 9, so he moves at $\frac{3}{4}$ his normal movement rate.

Trailing

Trailing resembles tracking, except tracking is associated chiefly with the wilderness, and trailing typically is used in major urban centers (i.e., cities and large towns). It is the talent of tailing someone of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full of people.

A proficiency check is first made to see if the thief is able to trail without being noticed. If the person followed has the alertness proficiency, then the thief suffers a -5 penalty.

If the thief is noticed, the person being followed may attempt to evade. To keep from losing the trail, the thief must make another proficiency check. A modifier from -3 to +3 (varying from first time in a foreign city to the thief's home neighborhood) may be used, if the DM so chooses, to reflect how well the thief knows the area. Warn the player beforehand if you will apply modifiers (though you needn't tell exactly what they are).

The DM should feel free to use situational modifiers on these rolls. For example, if a street is relatively clear, the thief should get -1 or -2 on an attempt to follow unnoticed, but +1 or +2 if he has been seen and is chasing after his subject. The opposite numbers could be used for exceptionally crowded situations, or at night.

For any Trailing proficiency roll, a -3 penalty applies if the person followed has the Trailing proficiency as well (and, presumably, knows better how to foil the tricks of his own trade).

Example: Julina is trailing an NPC through the Imperial capital, because she suspects that he is spying for a rival employer and has information that would be valuable for her. It is nighttime, on a nearly deserted street. The DM informs Julina of this, and says that she'll have trouble going unnoticed (-2 modifier on her first roll, he rules, but does not tell her); but if her quarry does spot her, he'll be easier to chase (+2). The DM also decides that Julina has been in the capital on this job long enough that she's fairly familiar with the streets and alleys, so she will not suffer a penalty on that account. However, unbeknownst to Julina, the spy she follows has both alertness (-5 modifier) and trailing proficiencies (-3 modifier). This means that her first roll has an adjustment of -10; if it fails, the second will have an adjustment of -6. Julina's Dexterity is 17. She needs to roll 7 or lower on her first roll, but gets a 13 and fails. "The man has spotted you," says the Dungeon Master. "He speeds up and ducks around a corner, into an alley," Julina follows; to keep from losing him, she needs to get an 11 or lower. She rolls an 11, just barely making it. "The alley is empty—you are about to rush through to the next street, but through a window you spot a flash of red, like the man's coat, and hear footsteps up a staircase in the building to your right."

Trail Marking

By notching trees, scattering pebbles, piling stones, and clipping weeds, the character can mark a trail through any wilderness area. Providing he moves at $\frac{2}{3}$ his normal movement rate, he can mark a continuous trail as long as he likes; however,

the longer the trail, the less likely he'll be able to follow it back.

A successful proficiency check enables a back-tracking character to follow his own trail for a distance equal to his level in miles. If he fails a check he loses the trail. For instance, assume a 3rd level character marked a 12-mile trail. His first successful proficiency check enables him to follow this trail back three miles. A second successful proficiency check means he can follow the trail another three miles. The third check fails, and he loses the trail; he's only been able to follow his trail for a total of six miles.

The tracking proficiency isn't necessary to use the trail marking proficiency. However, when a ranger loses his own marked trail, he may still attempt to follow it using his tracking proficiency. Any other characters with the tracking proficiency may also attempt to follow a ranger's marked trail, using the rules applicable to the tracking proficiency.

A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed trail marked in a forest should last for weeks, while an arctic trail may last less than a day during periods of heavy precipitation; the DM decides). A ranger or other character with the tracking proficiency may still attempt to follow an obscured trail using the tracking rules.

Trail Signs

A character with this proficiency can read symbolic messages indicated by an arrangement of stones or other physical objects. The character must designate the method of leaving messages preferred by his family, tribe, or culture. Typical methods include piling rocks, stacking branches, or building snow sculptures. When the character encounters such a message, he understands the meaning if he makes a successful proficiency check. ("A dragon dwells in these woods." "Eat the green berries for restored health.") The message is meaningless to characters without the trail signs proficiency. A character with the trail signs proficiency who uses methods other than the one encountered can try to read it at half the normal chance for success. This proficiency can also be used to identify the cultural group or tribe that has left a specific trail sign.

Tumbling

The character is practiced in all manner of acrobatics--dives, rolls, somersaults, handstands, flips, etc. Tumbling can only be performed while burdened with light encumbrance or less. Aside from entertaining, the character with tumbling proficiency can improve his Armor Class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2.

On a successful proficiency check, he suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.

Undead Lore

A priest with this proficiency is trained in the identification, powers, and vulnerabilities of common undead monsters. With a proficiency check, the character can recall specific tactics or weaknesses of a monster; for example, if confronted by a vampire, he may recall that a mirror, garlic, or holy symbol strongly presented can drive the monster away for a short time. How the character uses this information is up to the player.

Veterinary Healing

The character can attempt to heal all types of normal animals, following the same procedures described in the description of the healing proficiency (returns 1-3 hit points if done within one round of wounding, once per creature per day; continued care can restore 1 hit point per day during non-strenuous traveling for up to 6 creatures; gives a +2 to

save vs. poison if treated for 5 rounds within a round after poisoning; diagnose disease, magical origins identified, natural diseases take mildest form and shortest duration). Supernatural creatures (such as skeletons or ghouls) or creatures from another plane (such as aerial servants or xorn) cannot be treated with this proficiency.

This proficiency is not cumulative with the healing proficiency--the first used will take precedence. The veterinary proficiency can be used on humans, demihumans, and humanoids at half the normal chance for success.

Venom Handling

With this proficiency, a character learns how to safely use both magical and mundane poisons. There is no danger of such a character accidentally stabbing someone with a poisoned weapon. Also, the character can identify a poison and a possible antidote by visual inspection of the venom or its symptoms in a victim (with an ability check). In addition, a character can identify naturally occurring animals, plants, or monsters that are poisonous (with an ability check). Any roll which fails by 4 or more results in a misidentification of both the poison and its antidote.

At the DM's discretion, characters with also the animal handling, herbalism, and brewing non-weapon proficiencies may be able to manufacture some of the more deadly poisons listed on page 73 of the *DMG*. The cost and time required for such an activity should be adjudicated by the DM, but providing all of the components are personally harvested by the character, it should take no less than 1-6 days to make one dose of poison. Magical poisons cannot be manufactured using this ability.

Ventriloquism

The character has learned the secrets of "throwing his voice." Although not actually making sound come from somewhere else (like the spell), the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk (a book, mug, etc.), a -5 penalty is applied to his ability score. If a believable source (a PC or NPC) is made to appear to speak, a +2 bonus is added to his ability score. The observer's intelligence modifies this as follows:

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

A successful proficiency check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him).

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

Vision Quest:

A character with this proficiency may undertake a vision quest to seek an answer to any question. This vision quest may be performed no more than once per week and involves elaborate rituals and special materials, both of which are a reflection of the religious beliefs of the seeker. The exact contents of these rituals should be discussed with the DM at the time that this proficiency is chosen. Usually it involves hours of prayer and chanting, sometimes with a musical instrument, and sometimes a small sacrifice is required. The time allotted to this activity should not exceed six hours, however.

At the end of the rituals, a secret proficiency check should be made by the DM. A natural 20 means that whatever god or spirit the character was trying to contact is angered at his presumption and sends him a false vision. Otherwise, a failed roll indicates that nothing happens. Success means that the character receives some sort of vision, usually cryptic, which, upon reflection, should provide enlightenment about the subject of the question.

For example, Korag the barbarian warrior is concerned about the fact that he and his friends are contemplating the exploration of an ancient temple. Though the temple is long destroyed and was dedicated to another god, he is worried that he might anger the spirits that might still live there, so he goes on a vision quest that night. He wanders away from his friends and spends the night by his solitary fire, chanting and beating a small drum. When the sun rises, he throws some food into his fire as a sacrifice and awaits his vision. The DM makes a secret roll, which is successful, and Korag is granted a vision where he sees the temple as it once was, the happy people worshipping, and the dark horde that raided and defiled it. He sees the worshippers screaming in agony and reaching their arms toward him. When he returns, he discusses his vision with his friends, and they decide that the souls of the dead worshippers might need their help to be put to rest. This interpretation might seem obvious, but often the most obvious interpretation is not the correct one.

Fasting before a vision quest is a helpful way to prepare and grants a +1 bonus to the proficiency check for every three days spent fasting.

Voice Mimicry

Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, needing intense training of and practice with the vocal cords. For this reason it requires two non-weapon proficiency slots.

A character with voice mimicry is able to imitate any accent he has heard. Success is automatic unless people who themselves speak in that accent are his listeners; in such a case, a proficiency roll is required (with a +2 modifier).

More difficult is the imitation of a specific person's voice. To do this, the thief must, of course, be familiar with the voice. A proficiency check is needed to determine if the imitation is detected; modifiers depend on how well the listeners know the voice that is being mimicked. Success is of course certain if the listener is a stranger, someone who has never heard the original voice. To fool an acquaintance, there is no modifier; while fooling a friend of the subject is at -2, a close friend -5, and someone extremely close (e.g., parent or spousesomeone who has had close contact with the person for years) is at -7.

This ability is often used in conjunction with the disguise proficiency. Which proficiency must be checked first depends on whether the character is seen or heard. If the disguise first is successful, there is a +5 modifier to the voice mimicry-the listeners have already accepted the appearance, so they are less likely to doubt the voice. If the disguise fails, it doesn't matter how good the voice imitation is. If the voice is successfully mimicked first, it gives a +1 modifier to the disguise check.

Waterproofing:

This proficiency enables a character to use special ingredients (tree sap, bee's wax, oils, etc.) to waterproof such materials as leather, cloth, or wood. This can be used to ensure that a cloak sheds rain or that a protective cover keeps a spellbook dry. Such protection needs to be reapplied every week to items that are frequently exposed to water. Other items need upkeep once a month or so. The DM should make a proficiency check in secret and note whether the water proofing was successful or not. This protects items that are fully submerged only if the waterproofed container is completely sealed.

Weapon Sharpening:

A character with this proficiency is adept at honing a blade to its finest possible edge. This works on any type S or P weapon. The character must spend half an hour sharpening the edged weapon with a fine quality whetstone (1 sp). At the end of this time, the character must make a proficiency check. Failure means that the character hasn't done it quite right and must devote another half-hour followed by another check. Success means that the blade is at its sharpest and functions with a +1 bonus to hit and damage for the next three attacks, after which time it loses its fine edge and needs resharpening. A character with the weaponsmithing nonweapon proficiency may also sharpen weapons and is capable of achieving this same effect without having to make a proficiency check.

Weaponsmithing:

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

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

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

Weaponsmithing, Crude

This proficiency allows the making simple weapons out of natural materials. This skill is most often found in those from a primitive, tribal, or savage background.

The crude weapons are limited to natural materials: stone, wood, bone, sinew, reed, and the like. Crude weapons take a certain amount of time to make. The DM may add additional primitive weapons to the basic list.

The chance for success is based on the character's Wisdom, with a-3 penalty. Any warrior or a character with the hunting proficiency has a +3 bonus. The fashioner must be proficient in the use of the weapon.

If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless. On a roll of 20, the weapon seems sound, but will break upon first use. On a roll of 1, the weapon has no chance of breaking except against a harder material.

Optional: Crude weapons check for breaking upon inflicting damage; roll 1d6. Bone weapons break on a roll of 1 or 2, stone weapons break on a roll of 1.

Crossover groups: Warrior.

Weapon	Construction Time
Arrows	7/day
Axe, Battle	4 days
Axe, Hand	1 day
Axe, Throwing	6 days
Bow, Long*	15 days
Bow, Short	12 days
Dagger	2 days
Dart	3 day
javelin	1 day
Knife	2 days
Quarterstaff	1 day
Spear	2 days
Staff Sling	3 days
Warhammer	5 days
Seasoning the wood	takes 1 year.

Weather Sense:

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

Sometimes impending weather conditions are so obvious that no proficiency check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway.

Weaving:

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.

Whistling/Humming

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

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

However, most adventurers do not take whistling just for the entertainment value. Instead, they are looking for its uses in communication. This communication is possible only among those who know this proficiency.

If both characters succeed with their proficiency checks, a single concept can be communicated. Some examples are "Go around to the side door;" "I hear them coming;" "Slowly reach out now, the guard doesn't see you."

Broad-based Nonweapon proficiencies

These proficiencies are designed for the intellectual character who doesn't want to be a specialist and would rather have a wide experience in a specific topic. Just as a character is capable of becoming proficient in a broad group of weapons, so too is that character able to become proficient in a broad field of knowledge. These proficiencies are designed to represent the broad knowledge gained by intellectual characters from their formal **education or time spent in libraries**. The list below is by **no means complete** and may be **expanded as players and DMs** see fit. Because of **their high proficiency** slot cost and their low chance of success, these proficiencies are usually taken only by characters who have proficiency slots to spare, perhaps as bonus slots from high Intelligence. The chance for success with these proficiencies cannot be improved unless the character's intelligence increases, in which case the chance for success is still half the character's Intelligence, rounded down.

Because of the drawbacks involved, a player might find it difficult to justify giving his character one of these proficiencies. With this in mind, the DM should allow a proficiency check for any situation that might fall in the character's field of knowledge, even if the player does not ask for it. Like an elf who passes by a secret door, the character with a broad-based nonweapon proficiency might notice something that would be overlooked otherwise. This can be modified by the DM based on the rarity of the given situation. See the chart below for modifiers.

Modifiers for Broad-based Proficiency Checks

Frequency	Modifier
Common	0
Uncommon	-2
Rare	-4
Very Rare	-6

These modifiers should be applied to any of the broad-based proficiencies, though a natural 1 should always indicate success. If a piece of information is so obscure as to be nearly impossible for even a scholar to know, then the DM should require a 1 to be rolled. There is always a chance that the character has read about it somewhere. An attempt to access any specific information requires one round, and failure means that the character cannot remember ever reading about that subject. Once an attempt has failed, no further attempts may be made on that information until the character has had a chance to visit a large library and study for at least a week.

Architecture:

A character with this proficiency is familiar with many different styles of architecture, as well as famous buildings in large or ancient cities. He has a chance to know many things given close examination of a particular structure, including the race that built it and how long it has been standing. Other facts could be more specific, such as important rooms, secret or concealed doors, traps, etc. Modifiers might be applied based on the frequency of the race that built the structure. For instance, a dwarven temple would be easier for a character to identify than one built by the locathah. The character is granted a +2 bonus to identify structures built by his own race.

Languages:

This character has spent his lifetime studying languages and their origins. On a successful proficiency check, the character picks up a few words of a conversation or manages to say a word in a language with which he is not otherwise familiar. Modifiers apply to the frequency of the race in question. For instance, Jelure listens at a door and hears a harsh guttural language that she recognizes as Orcish, a common language. She does not have Orcish as one

of her chosen languages and so makes a proficiency check against her broad-based language proficiency. It is successful, and she is able to make out the words "prisoner" and "door." Later, she runs across some gnolls, an uncommon race. As they come to attack, she makes a check at -2 to try to say the word "friend" in Gnollish. Her check fails, and her cry of "cheese" does nothing to stop the gnolls from attacking.

Monster Lore

This proficiency indicates a long study of unnatural monsters of many types. It enables the character to identify any monsters correctly and gives a chance to know various facts about these monsters, their attacks, and their weaknesses. A separate check should be made for each piece of information, failure indicating no further knowledge about that monster is possible without more study. Modifiers apply to the frequency of the monster. This proficiency is not as useful in combat situations as it might first appear. For example, Glinn and her party run across a strange creature. She spends an entire round trying to remember if she has read about this beast. By the time she rolls her proficiency check and proclaims that it spits acid, the rest of her party is well aware of that fact.

Naturalist

This character has studied nature from the comforts of a library and has collected bits of knowledge about the natural world. This proficiency grants an academic understanding of plants and their uses, animals and their habits, and the rudiments of outdoor survival. Modifiers apply depending on how far the character is from his homeland.

This differs from the hands-on education represented by the survival skill. Naturalists can make do in the wilderness without the more specific skill, but they aren't that comfortable. Naturalists are likely to know why a Faeruinian flying squirrel only nests in a specific type of tree but less likely to know where to build their lean-to. This also confers a +2 bonus to the more specialized survival proficiency.

Politics

This proficiency allows a character to understand the political situation of any given area and to recognize the main political figures and their proclivities. This character could walk into a town and have a chance to know what the political climate is like, who is the mayor or local lord, and any unusual rules. Modifiers apply depending on how far a character is from his homeland, how small the town or kingdom is, or both. Large kingdoms, even in distant lands, add no modifiers to the proficiency check, as they should be well known to any scholar.

Race Lore-

This character is knowledgeable about the common humanoid races of the campaign setting. This proficiency allows a chance to know the general history, major political figures, bits of language, legends, and whatever else might come up in play. The modifiers for this proficiency are difficult to pin down and should be judged on a case by case basis. If the character is attempting to remember the name of a famous elven diplomat, there should be little or no penalty. Trying to guess the name of a priestess in an obscure gnomish temple, however, should be nearly impossible and carry a stiff penalty.