

Nonweapon Proficiencies

(#) Can only be slotted this number of times

(*) Mage Expertise

(D) DM may roll check

(P) Prerequisite-See Full Description

(S) Specify aspect

Proficiency	Check	Ftr	Pal	Rgr	Wiz	Clr	Drd	Thf	Brd	Brief Description (See full descriptions starting page 5)
Acrobatics	Dex +3	2	2	2	2	2	2	1	1	Acrobatic stunts, balance, and slip free of bonds
Alchemy*	Int 0	2	2	1	1	2	2	2	1	Know alchemical items and processes
Ambidexterity	-----	1	1	1	1	1	1	1	1	(1/P) Reduces off-hand attack penalty by 2
Anatomy*	Int 0	2	1	1	1	1	1	2	1	Know the structure of living things; +1 Healing checks
Animal Handling	Wis 0	1	1	1	1	1	1	1	1	Combo Prof: Animal Handling, Animal Lore, Animal Training
Appraising	Int 0	2	2	2	2	2	2	1	1	(D) Estimate value and authenticity of treasures
Arcana*	Int 0	2	1	1	1	1	1	2	1	Know Arcane lore, magical creatures, and the Inner Planes.
Armor Mastery	Dex -1/Enc	1	1	1	2	1	1	1	1	Reduces Encumbrance by 1; Don/remove armor in 1 rnd
Armored Mage	-----	2	2	1	1	2	2	2	1	(1) Mages may wear nonmetal armor up to +1 Encumb
Armorer	Int -2	2	2	2	3	3	2	3	2	Restore 1 Armor Slot during Short Rest; Create Armor
Artistic Ability	Wis 0	1	1	1	1	1	1	1	1	(S) Choose form; +1 to Appraising objects of art
Astrology*	Int 0	3	2	2	2	2	2	3	2	(D) Use birth date/stars to see pos. future; +1 Navigation
Athletics	Str +3	1	1	1	2	2	1	2	1	Combo Prof: Grappling, Jumping, Swimming, and general athleticism
Bardic Healing	-----	--	--	--	--	--	--	--	1	(1/P) May cast divine spells with "Cure" in name
Blacksmithing	Str 0	1	1	1	1	1	1	1	1	Does not include Armor or Weapon making
Blindfighting	-----	2	2	2	3	3	2	2	2	(1) Reduces penalty to -2 in darkness or vs. invisible
Bowyer/Fletcher	Dex -1	1	1	1	2	2	1	2	1	Repair Bow in 30min; Repair arrows = lvl + roll in 30min
Brewing	Int 0	1	1	1	1	1	1	1	1	Knowledge of brewing alcohol; +2 on drunk checks (Con)
Called Shot	-----	1	1	1	2	2	1	1	1	(3/P) 1 slot: +2 atk; 2 slots: +2 atk (Total +4); 3 slots: Extra Dmg
Carpentry	Str 0	1	1	1	1	1	1	1	1	Woodworking including furniture, houses, and catapults
Cavalry Training	-----	1	1	1	2	2	1	2	1	(P) Less checks; missile penalty reduced; mount as <i>Minor Action</i>
Cobbling	Dex 0	1	1	1	1	1	1	1	1	Create and repair shoes, boots, and sandals
Cohort	-----	2	2	2	2	2	2	2	2	(1/P) Gain companion 3 lvls lower; *None with Bnd Mnt
Counterspell	See Desc.	--	--	--	1	--	1	--	1	(1) Use a spell slot as a Reaction to negate a spell
Courtier	Cha 0	1	1	1	1	1	1	1	1	Know proper etiquette and heraldry for nobles and royals.
Cooking*	Int 0	1	1	1	1	1	1	1	1	Culinary artist; Chance to detect poisons in food/drink
Danger Sense	-----	1	1	1	2	2	1	1	1	(1/P) Save vs. Death to act when surprised
Deception	Cha +3	2	2	2	2	2	2	1	1	Deceive someone; Use disguises; Counters Insight.
Demonology*	Int 0	2	1	1	1	1	1	2	1	Specific study of the lower planes and their inhabitants
Dungeoneering*	Int 0	1	1	1	2	2	1	1	1	Study of underground structures and their inhabitants

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Endurance	Con 0	2	2	2	3	3	2	3	2	Do physical strenuous activity twice as long
Engineering*	Int -3	3	2	2	2	2	2	3	2	Create plans for and flaws in machines and buildings
Evasion	-----	2	2	2	2	2	2	1	1	(1) Save for No dmg or take Half on AoE spells/Breath
Favored Enemy	-----	2	2	2	2	2 ^{Cru B}	2	2	2	(1/S) Gain bonuses vs a creature type, organization, or state
Forgery	Dex -1	2	2	2	2	2	2	1	1	(D) Create duplicates of documents and handwriting
Gaming	Cha 0	1	1	1	2	2	1	1	1	Skill in games of skill/chance; Cheat w/chance of capture
Gem Cutting	Dex -2	3	3	2	2	3	3	2	2	Finish gems; +2 to Appraising gems and jewelry
Geology*	Wis -3	2	2	2	2	2	2	2	2	(D) Determine area minerals; Supervise mine operations
Healing	Wis -2	3	2	3	3	2	2	3	2	Heals 1d3hp; Long term care
Herbalism*	Int -2	3	2	2	2	2	2	3	2	Know plants, create med potions, +2 Healing/Poisoncraft
Highborn Drow	-----	2	2	2	2	2	2	2	2	(4 th Lvl Dark Elf) Cast Levitate, Know Align, Detect Magic 1/day
History*	Int +3	2	1	1	1	1	1	2	1	Combined Proficiency: Heraldry, Ancient History, Local History
Hunter Training	-----	1	1	1	1	1	1	1	1	(1/P) Get Hunter bonus of +1 plus 1 every 3 levels
Improved Metas	-----	1	1	1	1	1	1	1	1	(2) Increases uses per day and reduces check penalty on Metamagics
Improved Shifting	-----	1	1	1	1	1	1	1	1	(1/P) Shapechange +2/day and as <i>Minor</i> Action.
Insight	Wis +3	2	2	2	2	2	2	1	1	Discern intent, truthfulness, moods; Counters Deception.
Intimidation	Str/Cha +3	1	1	1	2	2	1	1	1	Intimidate someone in a social encounter.
Investigation	Int +3	2	2	1	1	2	2	1	1	Comp Prof: Info Gathering, Investigation
Juggling	Dex -1	2	2	2	2	2	2	1	1	Juggling; Attempt to catch harmful thrown items
Landlord	-----	2	1	2	2	B	1	2	1	(1/P) Receive money for strongholds from patron
Language, Magic	Int 0	2	1	1	1	1	1	2	1	(S) Know magic language; +4 Arcana
Language, Modern	Int 0	1	1	1	1	1	1	1	1	(S) Know chosen modern language
Leadership	-----	1	1	1	2	1	1	2	1	+2 to Command check; +2 to morale of followers
Leatherworking	Int 0	1	1	1	1	1	1	1	1	Tan and treat leather; Create leather equipment
Literacy	-----	2	B	2	B ^{Sor 1}	B ^{Cru B}	2	2	1	(1) Read/Write any language you can speak
Master Evoker	-----	2	2	2	1	2	2	2	1	(1) Increase damage die by 1 type. Ask DM for details.
Man Catcher	Dex 0	2	2	2	2	2	2	1	1	Make man-traps to snare or attack people.
Mental Armor	-----	1	1	1	1	1	1	1	1	Improve Saving Throws vs. psionics by 2 (4 if psionic).
Mountaineering	-----	1	1	1	2	2	1	2	1	(1) Expertise in climbing

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Nature*	Int 0	2	1	1	1	1	B	2	1	Combo Prof: Agriculture, Nature
Navigation	Int -2	1	1	1	1	1	1	2	1	(D) Water navigation by maps, stars, and currents
Necrology*	Int 0	2	1	1	1	1	1	2	1	Study of the undead and necromancy
Perception	Wis +3	1	1	1	2	2	1	B ^{A/W} 1	1	General awareness of surroundings.
Performance	Cha 0	1	1	1	1	1	1	1	B	Combo Prof: Dancing, Musical Instrument, Singing
Persuasion	Cha +3	2	1	2	2	1	1	1	1	Combo Prof: Diplomacy, Crowd Working, Haggle
Poisoncraft*	Int -3	2	1	2	2	1	1	1	1	Create poisons/purgatives from all sources; add as <i>Minor Action</i> .
Pottery	Dex -2	1	1	1	1	1	1	1	1	Expertise in pottery making and identification
Prehensile Tail	-----	1	1	1	1	1	1	1	1	(Tiefling) Use your tail as a 3 rd hand with 5lb wt limit.
Quick Draw	-----	1	1	1	1	1	1	1	1	(1) -1 Bonus to Initiative and Draw/Stow items as a free action.
Reading Lips	Int 0	2	2	2	2	2	2	1	1	Read lips within 40 feet. Must know language spoken
Rejuvenation	Wis -1	2	2	2	2	2	2	2	1	(1/P) Psionist only: Meditate to regain PSPs.
Religion	Wis 0	2	1	1	1	B	1	2	1	Knowledge of religions, Fiends, Celestials, Outer Planes.
Resist Disease	-----	1	1	1	1	1	1	1	1	(1) +2 bonus to saves vs. natural diseases
Resist Poison	-----	1	1	1	1	1	1	1	1	(1) +2 bonus to saves vs. poisons
Resuscitation	Wis 0/-2/-4	2	1	2	2	1	1	2	1	(P) Stabilize someone and bring them 1hp.
Riding	Wis +3	1	1	1	1	1	1	1	1	Combo Prof: Riding-land based, Riding-Airborne
Ring Bearer	-----	2	2	2	2	2	2	2	2	(1) Can wear 2 magic rings on each hand
Rope Use	Dex 0	1	1	1	1	1	1	1	1	Know knots and uses of rope; Escape bindings at Disadvantage.
Seamanship	Dex 0	1	1	1	1	1	1	1	1	Familiar with boats and ships; Qualified as crewman
Seamstress/Tailor	Dex -1	1	1	1	1	1	1	1	1	Skilled at designing and sewing clothing
Sentinel	-----	1	1	1	2	1	2	2	1	On an OpAtk, can do dmg and make Mv 0 until next turn.
Soothing Word	-----	2	1	2	2	1	1	2	1	When healing, gain bonus equal to Cha Rctn Adj.
Spell Wielder	-----	2	1	1	1	1	1	2	1	(1) Spells with atk rolls use Rogues THAC0
[Sphere] Specialist	-----	2	1	1	2	1	1	2	1	(1/S) Gives Adv to Casting check for spells from Sphere.
Spider Sense	-----	1	1	1	2	2	1	1	1	(1/P) Turn Called Shot/Backstab/Critical to normal attack
Spiderblood	-----	1	1	1	1	1	1	1	1	(Dark Elf) Cast Tremorsense in place of daily spell-like abilities.
Stealth	Dex +3	2	2	1	2	2	2	1	1	Move quietly or hide. See below for Armor effects.
Stonemasonry	Str -2	1	1	1	1	1	1	1	1	Build/understand stone structures; Dwarves get +2
Survival	Int 0	2	2	2	3	3	2	3	2	Combo Prof: Drctn Sense, Fishing, Hunting, Rope Use, Set Snares, Wthr Sense

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Techcraft	Int -2	1	1	1	2	2	1	1	1	(P) Know modern (real world) tech with DM's permission
Toughness	-----	1	1	1	2	2	1	2	1	(1) Gain 5hp and 1hp per level (ongoing and retroactive)
Tracking	Wis -6/0	2	2	B	3	3	2	3	2	Track creatures by trail/tracks; Non-rangers at -6 penalty
Tumbling	Dex 0	2	2	2	2	2	2	1	1	When moving, others get Disadv on atks; less fall dmg
Ventriloquism	Int -2	2	2	2	2	2	2	1	1	Throw voice on others or objects
War Caster	-----	2	1	1	1	1	1	2	1	Adv on Concentration Saves; Cast 1 Handed; AoO Spell
Weaponsmithing	Int -3	3	3	3	4	4	3	4	3	Repair Weapons in 30min instead of 60; otherwise as PH
Weaving	Int -1	1	1	1	1	1	1	1	1	Skilled at creating garments, tapestries, and draperies

Nonweapon: Full Descriptions

Acrobatics	Perform acrobatic stunts, use balance, escape from restraints, stand without provoking Attacks of Opportunity, etc. Scale, Chain, Heavy Chain, Plate Mail, Plate Mail (Heavy), Field Plate, and Full Plate armor make rolls with Disadvantage because of their bulk. Mithril and Adamantine non-Plate armors are excepted from this list.
Alchemy*	Gives knowledge of alchemical items and processes. The first slot (or slots) gives you the ability to create 3 alchemical items. Every slot after that gives adds 1 more item. Check with DM for items to create.
Ambidexterity	Reduces off-hand attack penalty by 2.
Anatomy*	Study of the structure of living things. Gives a +1 bonus to Healing checks.
Animal Handling	Combined Proficiency: • Animal Handling: Knowledge of handling and care of pack animals and beasts of burden. Make check to calm agitated animal. • Animal Lore: DM may roll check. Allows a character to observe and interpret animal behavior and imitate animal calls and cries. Gives +2 to Survival proficiency when hunting or making snares. • Animal Training: Allows you to train animals to do tricks and tasks.
Appraising	DM may roll check . Estimate value and authenticity of treasures. A roll of a 20 means the character wildly misreads the value of the item. See PH for more.
Arcana*	Study of magic, arcane lore, and arcane symbols. Identify ongoing spells or spells being cast. Gain Advantage on checks if the spell is from your specialized school or sphere. Also used to identify magical creatures from the Material Plane. Includes knowledge of the Inner Planes (Elemental, Ethereal, Feywild, and Shadowfell).
Armor Mastery	Don/remove armor cut to 1 round with Dex check (normally multiple rounds depending on type). Also reduces encumbrance by 1 and allows a character to sleep in armor up to encumbrance +2.
Armored Mage	Arcane casters may wear some armor and still cast spells. The armor may not contain metal (except mithril) and the mage may not have an encumbrance over +1.
Armorer	With a skill check, restore 1 Armor Slot during a Short Rest. For creating Armor, check the PH.
Artistic Ability	Specify art form the character is accomplished in. Also gives a +1 to Appraising objects of art.
Astrology*	DM may roll check . With the birth date and the position of the stars, the character can foresee some general event in that person's future. Note that the prediction does not guarantee the result, but only indicates a probable result. Gives a +1 bonus to Navigation when using the stars.
Athletics	Combined Proficiency: • Grappling (See Rules Compendium) • Jumping (See PHB) • Swimming (See PHB) • General physical athleticism
Bardic Healing	Prereq: Must have at least one level of Bard . This allows Bards to add divine spells that begin with the word "cure."
Blacksmithing	Skilled in making tools and implements from iron. Does not include armor or weapon making.

Blindfighting	Skilled in fighting in low or no light conditions. In total darkness the penalty is only a -2 (instead of -4) and in low light a -1 (instead of -2). It also reduces the penalty for fighting an invisible creature to -2 (instead of -4).
Bowyer/Fletcher	With skill check (+1 bonus per magical enhancement), you can perform light repairs on bows in 30 minutes instead of 60 minutes. If the check fails, it may be tried again. You may also repair a number of arrows equal to your level plus the number you beat your check by. This takes 30 minutes and you cannot repair more arrows than you originally had. If the check fails, it may be tried again. For creating bows and arrows, check the PH.
Brewing	Skilled in the art of brewing beers and other strong drink. Also gives you a +2 on drunk (Con) checks.
Called Shot	You are skilled at carefully aimed attacks. Slot 1: Prq: Mastery with a weapon. +2 to attack and may make a Concentration Check if interrupted. Slot 2: Prq: High Mastery with a weapon and 1st slot. +4 to attack when making a called shot. Slot 3: Prq: Grand Mastery with a weapon and 2nd slot. Attack does damage equal to Backstab multiplier
Carpentry	Skilled in woodworking including furniture, houses, and catapults.
Cavalry Training	Prereq: Riding proficiency. See the end of this document for Mounted Combat rules.
Cobbling	Create and repair shoes, boots, and sandals.
Cohort	Prereq: Must be 9th level with a minimum Charisma of 9. Make a follower or animal companion your special Cohort. Cohorts are always 3 levels lower than you and advance when you do. If a new Cohort is lower than this, he gains one level per game session until he is 3 levels lower than you. You may only have one Cohort at a time. If one dies or is dismissed, you may call for another once you have achieved another level. Paladins with a Bonded Mount may not have a Cohort. Cohorts do count against your maximum number of henchmen (from Charisma).
Cooking*	Skilled as a culinary artist. Gives a 10% chance to detect poisons in food and drink.
Counterspell	As your <u>Reaction</u> , you may attempt to interrupt a creature in the process of casting a spell. Choose a spell slot to use for the Counterspell. If the slot you choose is equal or higher level than the spell being cast, the Counterspell automatically works. If it is of lower level than the spell being cast, roll a contested spellcasting ability check (taking a penalty equaling the difference in spell level between your slot and the spell being cast). A success on the check means the Counterspell works. Druids may only Counterspell those spells that have an Elemental component (Fireball, Transmute Rock to Mud, etc.. Ask DM if unsure.)
Courtier	This proficiency gives the character a basic understanding of the proper forms of behavior and address involving nobility and persons of rank. Thus, the character will know, for example, the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, and heraldic symbols used.
Danger Sense	Prereq: Perception proficiency. You have honed your awareness of your surroundings to where you can sometimes sense an ambush before it happens. You may make a Save vs. Death to act in a surprise round when you would normally be caught flat-footed. This does not apply to all surprise conditions; ask the DM.

Deception	DM may roll check. You make the outrageous or untrue seem plausible. The skill encompasses acting, conning, fast talking, misdirection, and misleading body language. Use Deception to sow temporary confusion, lie, or just look innocuous. Use also when wearing a disguise. Counters Insight.
Demonology*	Specific study of the lower planes and their inhabitants such as Demons, Devils, and evil gods.
Dungeoneering*	Study of underground structures and their inhabitants.
Endurance	Makes a character able to perform strenuous activity twice as long.
Engineering*	Create plans for and detect flaws in machines and structures.
Evasion	For AoE spells and breath weapons, Save for no damage or take half on a failed saving throw.
Favored Enemy	Must Specify a creature type, an organization, or a state. Your choice must also be done in consultation with your DM. Gain a +4 to attacks, Insight checks, and Intimidation checks against them, but have a -4 penalty to all other Charisma checks with your Favored Enemy. Creature type choices are listed at the end of this document.
Forgery	DM may roll check. Create duplicates of documents and handwriting. See PH for more.
Gaming	Skilled in games of skill and chance. You may cheat by adding bonuses to the roll, but for every 1 point added, 2 numbers on the die mean you have been caught. (eg: a +1 makes a roll of 19-20 mean you were caught.)
Gem Cutting	Skilled in finishing gems. Gives a +2 to Appraising gems and jewelry.
Geology*	DM may roll check. Determine minerals in the area and supervise mine operations.
Healing	Heals 1d3hp. Can only be used on a character 1/battle. Also helps in long term care conditions and diagnosing diseases. See PH for more.
Herbalism*	Knowledge of plants and how to create medicinal potions and curatives. Gives +2 to Healing/Poisoncraft
Highborn Drow	Prereq: Must be Dark Elf of at least 4th level. You may cast Levitate, Know Alignment, and Detect Magic each 1/day as spell-like abilities.
History*	Combined Proficiency • <u>Ancient History</u>: Know legends, lore, and history. • <u>Heraldry</u>: Knowledge of crests and symbols of persons and groups. Checks only needed outside of home region. • <u>Local History</u>: Know local lore, history, and important recent events.
Hunter Training	Prereq: Must be 3rd level and have a Hunter in your party. Gain a Hunter bonus of +1 plus 1 for every 3 levels.
Improved Metas	One slot increases usage to 4/day and reduces the penalty by 1. Two slots increase usage to 5/day and reduces the check penalty by 1 for a total reduction of 2. Some Metamartials have further affects when taking this proficiency. See the Metamagics and Metamartials page for more.
Improved Shifting	Prereq: Must have a shapechanging ability. Shapechange +2/day and as <i>Minor Action</i> .
Insight	Discern intent, truthfulness, moods; Counters Deception.
Intimidation	When you attempt to influence someone through overt threats, hostile actions, and physical violence.

Investigation

Combination Proficiency:

- **Information Gathering:** Spend 1d4 hours in meeting places such as taverns or in a library to find specific information or local rumors. Spend 5gp to get Advantage on the check.
- **Investigation:** When you look around for clues and make deductions based on those clues, you make a check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for a check.

Juggling	Catch a thrown weapon (before its attack roll is rolled) with an attack against AC 0 or a shot projectile against an AC -4. If your attack misses, the weapon automatically hits. Any magical bonuses on the weapon decrease the catch AC.
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Landlord	Prereq: Must be 9 th level and have a patron. You are given resources to build a stronghold by a patron individual or organization. They will also match any funds you spend toward the stronghold. (Level 9-12: +25,000; Level 13-16: +50,000; Level 17+: +100,000)
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Language, Magic	Must Specify language learned. Must have a teacher. Knowing a magical language gives a +4 to Arcana checks when that language is used. Celestial: Upper planes Draconic: Kobolds, Troglodytes, lizardfolk, dragons Infernal: Devils, Demons, Lower planes Latin: Ancient Human language Primordial: Elementals R'lyehian: Astral Plane, Mindflayers, Githfolk Sylvan: Feywild language/Ancient Elven
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Language, Modern	Specify language learned. Must have a teacher. Aquilan: Nation of Aquila Drow: Drow, Undercommon Dwarven: Dwarves Elven: Elves, Half-Elves English: Damaran Language Giantish: Giants, Ogres, Trolls Gnoll: Flind, Gnolls Gnomish: Gnomes Goblin: Goblins, Hobgoblins, Bugbears Halfling: Halflings Military Gestures Orc: Orcs, Orog, Gruumsh Common Human/Pancommon: Pantheon and Pangea
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Leadership	Gives +2 to Charisma check when commanding troops or allies and gives +2 to morale/loyalty checks of followers.
Leatherworking	Tan and treat leather and create leather equipment.
Literacy	Allows you to read/write any language you can speak. Some classes receive this automatically. (Learning: 4 hours for a 1d20 check needing a 20. Failure lowers number needed by one.)

Master Evoker	Increase the damage die of the spell by 1 type: d4s become d6s, d6s become d8s, etc. Ask DM for details.
Man Catcher	Thieves with this proficiency can attempt to rig man-traps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The DM must determine the amount of damage caused by a man-trap.
Mental Armor	Improves Saving Throws vs psionics by 2 (or 4 if you have psionic ability).
Mountaineering	Expertise in climbing. See PH for more.

Nature*	Combined Proficiency: • Agriculture: Know basic farming methods. Check PH for more. • Nature: Study of real world animals and plants. Gives +1 to Herbalism Checks. DM may roll check. Water navigation by maps, stars, and currents. Also able to detect water hazards. Study of the undead and necromancy.
Navigation	
Necrology*	
Perception	Awareness of surroundings.
Performance	Combined Proficiency • Performance: Choose two performance types (dancing, a musical instrument, singing, storytelling, acting, etc.) and you are proficient in those. For every slot you add, you may add one other type of performance. ◦ Make Roll: Routine Performance. 3d6cp per show. ◦ Make by 5 Enjoyable Performance. As above plus 3d6sp per show. ◦ Make by 10: Great Performance. As above plus 3d6gp per show if in a town or larger. Reduce to sp if village or smaller. ◦ Make by 15: Extraordinary Performance. As above plus 3d6pp per show if in a town or larger. Reduce to sp if in village or smaller. • Dancing: As Performance. • Musical Instrument: As Performance. • Singing: As Performance.
Persuasion	Combined Proficiency • Persuasion: When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk. • Crowd Working: You are familiar with how to handle crowds. You can alter their reactions or get them to give twice as much money after a performance. • Splits Diplomacy into Persuasion and Courtier. • Haggle: Make opposed checks to change the price of an object being sold or bought.
Poisoncraft*	Create poisons and purgatives from all sources. Add poison to a weapon as a <i>Minor</i> Action instead of an attack.
Pottery	Expertise in pottery making and identification
Prehensile Tail	Prereq: Must be a Tiefling . Gain the ability to use your tail to takes actions like punch a button, pull a lever, snuff a candle, etc. You may lift no more than 5lbs with the tail and it has a range of 5 feet. During combat, use of the tail takes a Minor Action .
Quick Draw	Gives -1 bonus to Initiative and Draw/Stow items and weapons as a free action. Normally it is a Minor Action.
Reading Lips	Read lips within 40 feet. Must know the language being spoken.
Rejuvenation	Recover psionic strength points through meditation. See Skills and Powers book.
Religion	Knowledge of religions, Fiends, Celestials, and the Outer Planes.
Resist Disease	+2 Save vs. natural diseases
Resist Poison	+2 Save vs. Poison

Resuscitation	Prereq: Healing proficiency. Bring humanoid who is at 0hp to 1hp. A penalty of -2 per Death Save failure applies. Cannot be used if creature has 3 Death Save failures.
Riding	Combined Proficiency: • Riding, Land Based: Skill in riding land-based mounts. See the end of this document for Mounted Combat rules. • Riding, Airborne: Skill in riding air-based mounts. Done with a -5 penalty.
Ring Bearer Rope Use	Gives ability to wear 2 magical rings on each hand. Skill with knots and uses of rope. Make a check with a -6 penalty to escape rope bonds.
Seamanship	Character is familiar with boats and ships and is qualified to act as a crewman (but not navigation). Also has knowledge of ship-based fishing. Catch in 1 hour up to a number of fish equaling the number you beat the check by. Using a net will catch 3 times this number. Without this proficiency, a character can only catch 1 fish per 1d4 hours.
Seamstress/Tailor Sentinel	Skilled at designing and sewing clothing On an Opportunity Attack, you may do damage and make the creature's Movement 0 until the start of their next turn. Normally you must choose one or the other.
Soothing Word Spell Wielder [Sphere] Specialist	When healing by spell, item, or the Healing proficiency, add your Charisma Reaction Adjustment to the HP healed. For spells that require an attack roll to hit, mages can use the Rogue's THAC0 table instead of their own. Specify a Divine Sphere of magic and gain Advantage to spell checks for spells of that Sphere. You may only specialize in one sphere.
Spider Sense	Prereq: Danger Sense proficiency. Through training, your awareness in combat conditions is so great, that you can sense when a Called Shot, Backstab, or Critical Hit is coming and possibly negate its special effects. A successful Save vs. Death (-1 per damage multiplier of the attack) negates the special effects, but you still take normal general damage. (Critical: -2 to Save; Called Shot/Backstab: x2 = -2, x3 = -3, x4 = -4, x5 = -5)
Spiderblood	Prereq: Must be a Dark Elf. Gain the ability to cast Tremorsense in place of any of your daily spell-like abilities. Range: Self Casting Time: 0 Duration: 4 rounds/level Saving Throw: None Area of Effect: 30 foot radius Description: You can detect and precisely locate vibrations, including those of other creatures. You have to be in contact with the ground, thus it can't be used to detect flying or incorporeal creatures.
Stealth	Move quietly or hide versus Perception checks. Thieves and Rangers may use this in conjunction with their MS/HIS Rolls by using the same roll, possibly failing one while making the other. Scale, Chain, Heavy Chain, Plate Mail, Plate Mail (Heavy), Field Plate, and Full Plate armor make rolls with Disadvantage because of their bulk. Mithril and Adamantine non-Plate armors are excepted from this list.
Stonemasonry	Build and understand stone structures. Dwarves with this proficiency gain a +2 to the roll.

Survival

Combined Proficiency:

- Survival: Skilled in survival techniques.
- Direction Sense: **DM may roll check**. Character has a natural sense of direction and is skilled in map reading and making.
- Fishing: Catch in 1 hour up to a number of fish equaling the number you beat the check by. Using a net will catch 3 times this number. Without this proficiency, a character can only catch 1 fish per 1d4 hours.
- Hunting: Skill at stalking and bringing down game. Check takes a -1 penalty for each non-proficient person within 100 yards.
- Rope Use: Skill with knots and uses of rope. Make a check with a -6 penalty to escape rope bonds.
- Set Snares: **DM may roll check**. Make traps for small game or large game with Disadvantage.
- Man Catcher: Thieves with this proficiency can attempt to rig man-traps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The DM must determine the amount of damage caused by a man-trap.
- Weather Sense: **DM may roll check**. Make intelligent predictions about upcoming weather conditions.

Techcraft

Prereq: Must have DM's permission. Knowledge of modern (real world) or future technology. Make a check to figure out what a specific piece of tech does with bonuses for time studied. Modern: +1 for every 30 mins; Future: +1 for every hour.

Toughness

Gain 5 hit points immediately and 1 hit point per level. The 1hp gain is both ongoing and retroactive.

Tracking

Track creatures by trail and tracks. Non-rangers have a -6 penalty with the proficiency.

Tumbling

When in light armor and with a successful check, others gain Disadvantage on Attacks of Opportunity against you as you move. Also take only ½ damage from falls equal to 10'/level and no damage from falls of 10'.

Ventriloquism

Throw voice on objects or others. See PH for more.

War Caster

Gain Advantage on Concentration Saves, cast spells one handed, and use a spell that takes less than a round to cast as a Reaction Attack. The spell must target only the creature that set off the attack.

Weaponsmithing

With skill check (+1 bonus per magical enhancement), you can perform light repairs on weapons in 30 minutes instead of 60 minutes. If the check fails, it may be tried again. For creating weapons, check the PH.

Weaving

Skilled at creating garments, tapestries, and draperies.

Nonweapon: Synergy

Proficiency:

Anatomy

Animal Handling

Artistic Ability

Astrology

Gem Cutting

Herbalism

Magic Languages

Nature

Bonus:

+1 to *Healing*

+2 to *Survival* when hunting or making snares

+1 to *Appraising* for objects of art

+1 to *Navigation* when using the stars

+2 to *Appraising* for gems and jewelry

+2 to *Healing/Poisoncraft*

+4 to *Arcana* with specific language

+1 to *Herbalism*

Favored Enemy Creature Types

Some creatures, like a Drider, may straddle the line between two types (Elf, Vermin) and some types have stricter definitions than others. You may ask the DM if the creature fits your favored type, but usually if they can fit that type, they count for it.

- **Aberations:** Aberrations are alien entities, often with bizarre anatomies, strange abilities, an alien mindset, or any combination of the three. Examples include aboleths, beholders, mind flayers, and slaadi.
- **Beasts:** Beasts are living, nonhumanoid creatures, usually (but not required to be) vertebrates, with no magical abilities and no innate capacity for language or culture. This includes real world creatures and any low intelligent variants like dire wolves or giant spiders (see Vermin below).
- **Celestials:** Celestials are creatures native to the Upper Planes, and good by nature. Examples include aasimar, angels, couatls, and pegasi.
- **Constructs:** A construct is an animated object or artificially constructed creature. This includes intelligent versions, like the Forged, clockwork creations, and golems.
- **Dragons:** Dragons are large, powerful reptilian creatures. This includes both true dragons such as the chromatic and metallic dragons, but also related creatures such as wyverns. This category also includes their humanoid relatives, Dragonborn, Dragonkin, and Kobolds.
- **Elementals:** Elementals are creatures from the Elemental Planes. Examples include the common elementals as well as azer, genies, and invisible stalkers.
- **Fey:** Fey are creatures of magic with a connection to nature. Often they are connected to the Feywild, or certain Outer Planes such as Arborea or the Beastlands. Examples include dryads and satyrs.
- **Fiends:** Fiends are creatures native to the Lower Planes, and evil by nature. Examples include demons, devils, and tieflings.
- **Giants:** Giants are human-like but larger than humans. Examples include the true giants as well as goliaths, ogres, and trolls.

- **Humanoids (Specify):** Humanoids are the main people of most worlds, bipeds with culture but few natural magical abilities. You must choose one of the following: aquatic, dwarf, elf, goblinoid, gnoll, gnome, halfling, human, orc, or reptilian.
- **Monstrosities:** Monstrosities are magical or not real-world creatures from a variety of origins, including curses, magical experimentation, or Ardneh Effect Mutation. Examples include griffons and owlbears. The monstrosity type is also a "catch-all" category for monsters that don't fit into other types.
- **Oozes:** Oozes are gelatinous creatures with no fixed form. Examples include black puddings, gelatinous cubes and ghaunadan.
- **Plants:** Plants include both vegetable and fungal creatures. Examples include shambling mounds and myconids.
- **Undead:** Undead creatures were once alive, but reanimated by unnatural forces. Examples include ghosts, specters, vampires, and zombies.
- **Vermin:** Though these would fall under the "Beast" category as well, this choice allows specificity that some may desire. This type includes insects, arachnids, other arthropods, worms, similar invertebrate creatures, and their low intelligence variants like large and giant spiders.