

Chapter Four

Proficiencies

A proficiency is a learned skill that isn't essential to the character's class. Essential skills are assumed to be part of the class. Fighters know weapon & armor maintainance, Magicians, can read the arcane languagre of spells, etc. A ranger, for example, may find it useful to know something about navigation, especially if he lives near an ocean or sea coast. On the other hand, he isn't likely to suffer if he doesn't know how to navigate; he is a ranger, not a sailor.

Proficiencies are divided into two groups: weapon proficiencies (those related to weapons and combat) and nonweapon proficiencies (those related to everything else).

Acquiring Proficiencies

All newly created, 1st-level characters have proficiencies. The number of proficiency slots that a character starts with is determined by his group, as shown below. Each proficiency slot is empty until the player "fills" it by selecting a proficiency. The character's Intelligence score will modify the number of slots he has, granting him more proficiencies (see the Intelligence Ability table). In both cases, starting proficiencies are learned the same way.

Proficiency Slots – Table P1

Group	Weapon Proficiencies			Nonweapon Proficiencies		
	Initial	#Levels	Penalty	Initial	#Levels	
Warrior	4	3	-2	3	3	
Wizard	1	6	-4	4	3	
Priest	2	4	-3	4	3	
Rogue	2	4	-3	3	4	
Craft	2	4	-3	5	4	
Healer	1	6	-4	8*	3	

*Healers must use 4 of their proficiencies for healer speical profaincy. See the Healer class for more details

Thereafter, as the character advances in experience levels, he gains additional proficiencies only by seeking out a teacher, and taking the time and money necessary to learn them. The rate at which he gains them depends entirely on how much time, and money the player is willing to have the character spend on gaining new skills. Table P1 lists the weapon and nonweapon proficiency slots the character starts with.

Initial Weapon Proficiencies is the number of weapon proficiency slots received by characters of that group at 1st level.

Levels (for both weapon and nonweapon proficiencies) is used only to aid in creating characters that start above 1st level. This will give the average number of new skills, or degrees of improvement on old skills that a character of that class is expected to learn. All additional skills for existing characters are gained by spending the necessary time and money to learn them.

Penalty is the modifier to the character's attack rolls when he fights using a weapon he is not proficient with.

Initial Nonweapon Proficiencies is the number of nonweapon proficiency slots that character has at 1st level.

Training

Like all skills and abilities, proficiencies do not leap unbidden and fully realized into a character's mind. Instead, a character must train, study, and practice to learn a new proficiency. Role-playing the training time needed to learn a new skill is not much fun. However,

there are training times or study periods associated with any proficiency. When a character chooses to learn a new proficiency, he is assumed to be spending the time necessary to learn it. Such time can be taken in adventuring down time, seasons of bad weather, or in some cases, evenings on the road.

Another part of training is finding a teacher. Most skills are easier to learn if someone teaches the character. This can be another player character or an NPC. This does tends to limit the PC's adventuring options, especially if he is required to stay in regular contact with his instructor. Furthermore, most teachers want payment. While a barter arrangement might be reached, the normal payment is cash. The actual cost of the service depends on the nature of the skill, the amount of training desired, the availability of tutors, and the greed of the instructor.

Weapon Proficiencies

A weapon proficiency measures a character's knowledge and training with a specific weapon. When a character is created, the player checks Table P1 to see how many weapon proficiency slots the character has. These initial slots must be filled immediately, before the character embarks on his first adventure. Any slots that aren't filled by then are lost.

Each weapon proficiency slot must be assigned to a particular weapon, not just a class of weapons. Each weapon listed in the Weapons Table requires its own proficiency; each has its own special tricks and quirks that must be mastered before the weapon can be handled properly and effectively. A fencer who is master of the epee, for example, is not necessarily skilled with a saber; the two weapons look similar, but the fighting styles they are designed for are entirely different. A player character could become proficient with a long bow or a short bow, but not with all bows in general (unless he devotes a proficiency slot to each individually). Furthermore, a character can assign weapon proficiency slots only to those weapons allowed to his character class.

Additional weapons proficiencies are gained by time and money, as is any proficiency.

Effects of Weapon Proficiencies

A character who has a specific weapon proficiency is skilled with that weapon and familiar with its use. A character does not gain any bonuses for using a weapon he is proficient with; the combat rules and attack chances assume that everyone uses a weapon he is proficient with. This eliminates the need to add a modifier to every die roll during battle.

When a character uses a weapon that he is not proficient with, however, he suffers a penalty on his chance to hit. The size of this penalty depends on the character's class. Warriors have the smallest penalty because they are assumed to have passing familiarity with all weapons. Wizards, by comparison, are heavily penalized because of their limited study of weapons. The modifiers for each class (which are taken as penalties to the attack die roll) are listed on Table P1.

Related Weapons Bonus

When a character gains a weapon proficiency, he is learning to use a particular weapon effectively. However, many weapons have similar characteristics. A long sword, bastard sword, and broad sword, while all different, are all heavy, slashing swords. A character who is trained with one can apply some of his skill to the others. He is not fully proficient with the weapon, but he knows more about it

than someone who picks it up without any skill in similar weapons.

When a character uses a weapon that is similar to a weapon he is proficient with, his attack penalty is only one-half the normal amount (rounded up). A warrior, for example, would have a -1 penalty with a related weapon instead of -2. A wizard would have a -2 penalty instead of -4.

Specific decisions about which weapons are related are left to the DM.

Other Weapon Proficiencies

There are a handful of weapon proficiencies that do not directly involve the use of weapons, and need to be explained. They are listed below.

Table P2 -- Unusual Weapon Proficiencies

Name	Cost
Unarmed combat	1 slot
Two Weapons	1 slot
Offensive Shield	1 slot
Weapon Specialization	1 slot

Unarmed Combat: is the ability to do damage with one's bare hands. While punching and wrestleing are covered in the Combat chapter this is a little different. No subdual damage is done unless the attacking character wishes it. The character does 1-2 point so damage plus strength bonus (if any) with each successful hit. Additional benefits are: The character can choose a result off the Wrestling table and achieve it on a successful to hit roll. Normal effects for the result chosen. The character gains an additional attack a round if their dexterity is over 18.

Each additional slot spent on the proficiency will give the following benefit:

- 1 additional slot -- 1d3 damage
- 2 additional slots -- 1d4 damage
- 3 additional slots -- +1 on initiative
- 4 additional slots -- 1d6 damage
- 5 additional slots -- 1 additional attack per round.

If the character does not have the slots to spend they can improve their skill by training. Fighters gain this automatically once every three levels as long as they use the unarmed combat proficiency. All other classes must spend at least two years game time per slot, and have a teacher with more slots than they have to improve their skill. The teacher must be available for at least four months a year, and at least 10 hours a week must be spent in practice.

Two Weapons: the character can use a second weapon the same size or smaller than his first weapon at no penalty. This gives the Character an additional attack a round. More on the two weapon style in the combat chapter.

Offensive Shield: The fighter that takes this proficiency can make a second attack with his shield, provided he has one. The attack does no damage, and removes the attacker's shield bonus to armor class for that round. The benefit is a +4 on initiative for the next round, of the shield attack comes last, or a +4 to hit in that round if the shield attack comes first.

Weapon Specialization: Explained below

Weapon Specialization

Weapon specialization is an option that enables a fighter to choose a single weapon and specialize in its use. Any weapon may be chosen. Specialization is normally announced (and paid for with

weapon proficiency slots) when the character is created. But even after a player character earns experience, he can still choose to specialize in a weapon, provided he has the time, money, and a necessary teacher to learn the skill.

A weapon specialization requires a single-minded dedication and training. It is available only to unmodified fighters. Some exceptions to this rule can be made if a logical reason for the specialization exists in the character concept.

Cost of Specialization

Weapon specialization is obtained by devoting extra weapon proficiency slots to the chosen weapon. To specialize in any sort of melee weapon or crossbow, the character must devote two slots—one slot to become proficient with it, and then a second slot to specialize in it. Any bow (other than a crossbow) requires a total of three proficiency slots: one for proficiency and two to specialize.

Effects of Specialization

When a character specializes with a *melee* weapon, he gains a +1 bonus to all his attack rolls with that weapon and a +2 bonus to all damage rolls (in addition to bonuses for Strength and magic). The attack bonuses are not magical and do not enable the character to affect a creature that can be injured only by magical weapons.

Bow and crossbow specialists gain an additional range category: point blank. Point-blank range for bows is from six feet to 60 feet. Point-blank range for crossbows is from six feet to 30 feet. At point-blank range, the character gains a +2 modifier on attack rolls. No additional damage is caused, but Strength (for bows) and magical bonuses apply. Furthermore, if the character has an arrow nocked and drawn, or a bolt loaded and cocked, and has his target in sight, he can fire at the beginning of the round before any initiative rolls are made.

Fighters who specialize also gain extra attacks earlier than those who don't specialize. Bonus attacks for specialists are listed on Table P2.

Table P3 -- Specialist Attacks Per Round

Fighter Level	Melee Weapon	Light X-bow	Heavy X-bow	Thrown Small	Thrown Large	All Bows
1-6	3/2	1/1	1/2	3/1	3/2	2/1
7-12	2/1	3/2	1/1	4/1	2/1	3/1
13+	5/2	2/1	3/2	5/1	5/2	4/1



Nonweapon Proficiencies

A player character is more than a collection of combat modifiers. For a really complete role-playing character, you should know what your character can do. Each character starts with a specific number of nonweapon proficiency slots, initial slots must be assigned immediately; they cannot be saved or held in reserve.

Unlike weapon proficiencies, in which some weapons are not available to certain character classes, all nonweapon proficiencies are available to all characters.

Table P4 lists all nonweapon proficiencies. They are divided into categories that generally correspond to their use within society. The categories are Fine Arts, Practical Arts, Social Arts, Scholarly Arts, Trades, Street Arts, and Military Arts. Some Proficiencies can arguably be placed into more than one group.

This list is not exhaustive, nor does it attempt to be. If the player can think of a suitable proficiency that is not listed, and define it for game use I am more than glad to allow its use.

Proficiencies that are followed by an asterix (*) have a requirement of a previously learned proficiency.

Table P4 --- Nonweapon Proficiency Groups

Fine Arts

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Artistic Criticism	1	Wisdom	0
Dancing	1	Dexterity	-1
Drama, acting	1	Wisdom	0
Fine Needlework	1	Dexterity	-1
Musical Instrument	1	Dexterity	-1
Painting & Drawing	1	Dexterity	-1
Composing	2	Intelligence	-2
Poetry	1	Intelligence	-2
Sculpting	2	Dexterity	-2
Singing	1	Charisma	0
Writting	2	Intelligence	-2

Practical Arts

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Advanced Flight*	2	Dexterity	-1
Barter	1	Intelligence	0
Basic Math	1	Intelligence	0
Direction Sense	1	Wisdom	+1
Animal Handling	1	Wisdom	-1
Animal Lore	1	Intelligence	0
Animal Training	1	Wisdom	0
Cooking	1	Intelligence	0
Endurance	2	Constitution	0
Fire-building	1	Wisdom	-1
First Aid	1	Wisdom	-2
Herbalism	2	Intelligence	-2
Hunting	1	Wisdom	-1
Immolation proofing*	1	Intelligence	0
Juggling	1	Dexterity	-1
Jumping	1	Strength	0
Mountaineering	1	NA	NA
Navigation, land	1	Intelligence	0
Navigation, water	1	Intelligence	-2
Nursing	1	Wisdom	-2
Riding, Airborne	2	Wisdom	-2
Riding, Land-based	1	Wisdom	+3

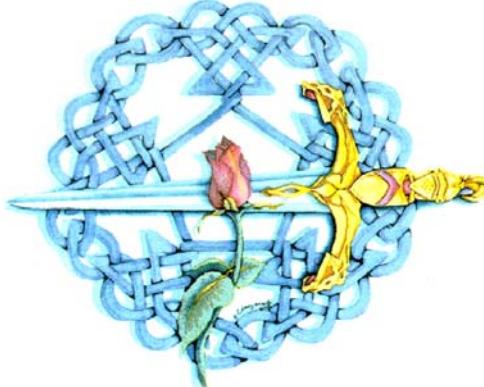
Running	1	Constitution	-6
Rope Use	1	Dexterity	0
Set Snares	1	Intelligence	-1
Survival	2	Intelligence	0
Swimming	1	Strength	0
Tracking	2	Wisdom	0
Weather Sense	1	Wisdom	-1

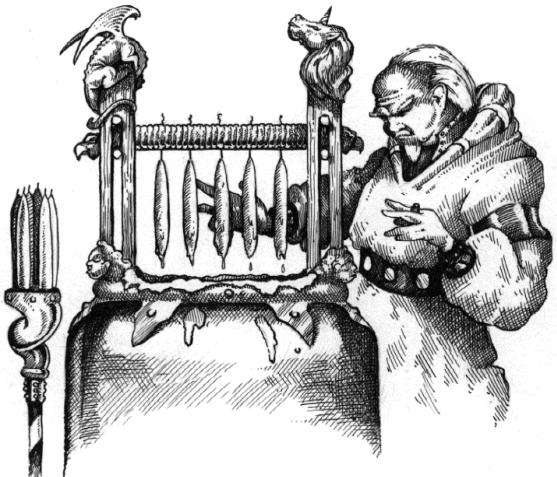
Social Arts

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Civics/government	1	Intelligence	-1
Drinking	1	NA	NA
Dancing, social	1	Dexterity	0
Etiquette	1	Charisma	0
Fashion	1	Wisdom	0
Gaming	1	Wisdom	-1
Gossip	1	Intelligence	0
Heraldry	1	Intelligence	0
Languages, Modern	1	Intelligence	0
Local History	1	Intelligence	0
Read & Write	1	Intelligence	0
Religious Adherent	1	Wisdom	-1
Sexual Conquests	1	Charisma	0

Scholarly Arts

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Alchemy	2	Intelligence	-2
Ancient History	1	Intelligence	-1
Art	1	Intelligence	0
Astrology	2	Intelligence	0
Botany	2	Intelligence	0
Geology	2	Intelligence	0
Languages, Ancient	2	Intelligence	0
Literature	1	Intelligence	0
Logic	1	Wisdom	0
Mathematics	1	Intelligence	0
Oratory	1	Wisdom	0
Religion, comparative	2	Wisdom	0
Rhetoric	1	Intelligence	0
Spellcraft, general	2	Intelligence	-2
Spellcraft, Mana	1	Intelligence	-2
Spellcraft, clerical	1	Intelligence	-2
Spellcraft, craft	1	Intelligence	-2
Spellcraft, necromantic	1	Intelligence	-2
Theology	2	Intelligence	-2
Zoology	2	Intelligence	0





Trades

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Accounting*	1	Intelligence	-1
Agriculture	1	Intelligence	0
Appraising	1	Intelligence	0
Appraising, for trade	1	Intelligence	0
Armorer*	2	Intelligence	-2
Blacksmithing	1	Strength	0
Bowyer/Fletcher	1	Dexterity	-1
Brewing	1	Intelligence	0
Carpentry	1	Strength	0
Civil Engineering	2	Intelligence	-1
Cobbling	1	Dexterity	0
Detailing	1	Dexterity	-1
Fishing	1	Wisdom	-1
Gem Cutting	2	Dexterity	-2
Leatherworking	1	Intelligence	0
Market Savvy	1	Wisdom	+1
Mining	2	Wisdom	-3
Pottery	1	Dexterity	-2
Scribe	3	Intelligence	0
Seamanship	1	Dexterity	+1
Seamstress/Tailor	1	Dexterity	-1
Smelter	2	Intelligence	-1
Stonemasonry	2	Strength	-2
Weaving	1	Intelligence	-1
Weaponsmithing	3	Intelligence	-3

Street Arts

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Beggary	1	Wisdom	-1
Blind-fighting	2	NA	NA
Disguise	1	Charisma	-1
Forgery	1	Dexterity	-1
Groveling	1	Wisdom	0
Pilfering	1	Dexterity	-1
Reading Lips	2	Intelligence	-2
Scrounging	1	Intelligence	+1
Street Smarts	1	Intelligence	+1
Tightrope Walking	1	Dexterity	0
Tumbling	1	Dexterity	0
Ventriloquism	1	Intelligence	-2

Military Arts

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Blind-fighting	2	NA	NA
Charioteering	1	Dexterity	+2
Foraging	1	Intelligence	-1
Goldbricking	1	Intelligence	-2
Guerilla Fighting	2	Wisdom	-1
Intelligence	1	Intelligence	-2
Logistics	1	Intelligence	-2
Military Engineering	2	Intelligence	-1
Scouting	2	Wisdom	-1
Scrounging	1	Intelligence	+1
Strategy	2	Intelligence	-2
Tactics	1	Intelligence	0
Tactics, small unit	1	Intelligence	0
Tactics, battle	1	Intelligence	-1
Tactics, siege	2	Intelligence	-2

Using Nonweapon Proficiencies

When a character uses a proficiency, either the attempt is automatically successful, or the character must roll a proficiency check. If the task is simple or the proficiency has only limited game use (such as cobbling or carpentry), a proficiency check is generally not required. If the task the character is trying to perform is difficult or subject to failure, a proficiency check is required. Read the descriptions of the proficiencies for details about how each is used.

If a proficiency check is required, Table P4 lists which ability is used with each proficiency. Add the modifier (either positive or negative) listed in Table P4 to the appropriate ability score. Then the player rolls 1d20. If the roll is equal to or less than the character's adjusted ability score, the character accomplished what he was trying to do. If the roll is greater than the character's ability score, the character fails at the task. (A roll of 20 *always* fails.) The DM determines what effects, if any, accompany failure.

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

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

When two proficient characters work together on the same task, the highest ability score is used (the one with the greatest chance of success). Furthermore, a +1 bonus is added for the other character's assistance. The bonus can never be more than +1, as having too many assistants is sometimes worse than having none.

Some nonweapon proficiencies can also be improved beyond the ability score the character starts with. For every success that a character has with a given skill they improve their skill level by a small degree. Players that wish characters to improve must keep track of these successes. If a proper track is not maintained, then it is assumed the character is not putting forth the effort to improve.

As a general rule, 1 slot proficiencies require 50 successes, 2 slot proficiencies require 100 successes and 3 slot proficiencies require 200 successes. Certain proficiencies cannot be improved without time spent at research facilities. Trades and scholarly arts have specific levels of mastery which are detailed below.

Trades Rankings

Apprentice at trade: The normal chances of success given in table P3. An Apprentice will produce usable goods or work, and can produce quality goods or work, but will not produce high quality goods or work unless supervised by a Journeyman or Master. Apprentice work can be sold at 1/2 to 3/4 normal price. Quality goods or work, produced on a critical success (2 or less), may be sold at normal price.

Journeyman at trade: A +2 on all success rolls. A Journeyman will produce quality goods or work on a normal success roll, and high quality or superior goods or work on a critical success. Failure produces work equal to an Apprentice. High quality goods or work may be sold at half again the normal price, superior goods or work can command 2-4 times the normal price.

Master at Trade: No roll needed for normal success. A Master will produce high quality goods or work on a normal success roll, superior goods or work on a critical success. Masters can teach the trade.

University Degrees

Bachelor: The character is well versed in the subject, and has a normal chance of success at using the common knowledge of the Art.

Master: The character is very well versed in the subject, and has a +2 on any knowledge roll. Esoteric answers or abnormal applications of the knowledge can be attempted as well.

Doctor: The character has full knowledge of the subject, no roll needed for common questions. +4 to success on esoteric questions and will possess unique knowledge on the subject.

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



Proficiency Paks

The following proficiency "paks" are available to new characters that meet the requirements of background and/or race. Most are available at reduced cost compared to taking each proficiency individually. This list is provided to save space on your character sheet. Each Proficiency Pak lists the requirement to gain the pak, and the cost on proficiency slots to acquire it. A character that is to have a given "Pro-pak" must meet all of the requirements and costs.

Social Paks

Each costs one proficiency slot. Social paks should be customized to fit the character's location. Social paks can be used by any character over the local and racial age of maturity.

Upper Class Pak "Noble Brat Pak"

Requirement: Raised in the upper class

Cost: 1 NWP

Upper Class Etiquette, Dancing; court style, Heraldry, Basic Math ^A, R/W Native ^A, R/W one choice ^A

Fine Art of choice; Singing, Painting, Play Instrument, Poetry, flower Arrangement etc.

Scholarly Art of choice (optional) Botany, Religion, Ancient Languages, etc.

Choice of "Manly" or "Womanly" art

Manly Arts: Riding Land, Hunting, Gaming, Animal Training, etc.

Womanly Arts: Needlework, a Fine Art, Gossip, Fine Etiquette, etc.

Middle Class Urban Pak "Merchant Pak"

Requirement: Raised in a town or city in the middle class

Cost: 1 NWP

Middle Class Etiquette, R/W Native ^A, R/W Common ^A, Basic Math ^A Journeyman at Trade; Stonemason, Tanner, Tailor, etc.

Merchant's Art, choice of one; Appraising (for trade), Detailing, Mastery, Market Savvy, Accounting.

Choice of one from the upper class pak.

Lower Class Urban Pak "Street Rat Pak"

Requirement: Raised in the lower class urban

Cost: 1 NWP

Lower Class Urban Etiquette, Street Smarts

Apprentice at Trade; Stonemason, Tanner, Tailor, etc.

Two of the Street Arts ^A; Gaming, R/W Native, Pilfering, Beggary, Groveling, Gossip, etc.

Lower Class Rural Pak "Farmer Pak"

Requirement: Raised in the lower class rural

Cost: 1 NWP

Lower Class Rural Etiquette, Agriculture, Animal Handling (Seacoast option, Fisher, & Rope use, replace Agiculture & Animal Handling)

Choice of one; Weather Sense, Direction Sense, Animal Lore, Herbalism

Choice of two ^A: Hunting, Fishing, Fire-building, Cooking, Brewing, Endurance, Running, Barter, Basic Math, R/W Native. (Seacoast options: Small boat handling, Rope use, Swimming)

Choice of one at Apprentice in Trade: Carpentry, Blacksmithing, Leatherworking, Seamstress/Tailor, Stonemasonry, Weaving, Animal Training. (Seacoast options: Seamanship, Trade fishing)

University Pak, Upper Class

Requirement: Attended University, raised in the upper class, age 21 or older, has Upper Class pak:

Cost: 2 NWP

7 Liberal Arts; Logic, Rhetoric, Oratory, Mathematics, Art, History, Literature

One Major; Any Scholarly Art. Art will be learned at the "Master's Degree"

Two Minors; Any Scholarly, Fine, or Social Arts. Arts will be learned at the "Bachelor's Degree".

One "Disgusting Vice" (optional); Gaming, Drinking, Sexual Conquests, etc.

University Pak, Middle Class

Requirement: Attended University, raised in the middle class, age 21 or older, has Middle class pak

Cost: 2 NWP

Apprentice at Trade replaces Journeyman at Trade

7 Liberal Arts: Logic, Rhetoric, Oratory, Mathematics, Art, History, Literature

One Major; Any Scholarly Art. Art will be learned at the "Master's Degree"

Two Minors; Any Scholarly, Fine, or Social Arts Arts will be learned at the "Bachelor's Degree".

(Due to the rather tight budget of the average middle class student, they have neither time nor money for "Disgusting Vices".)

B) Taking the Public Education Pak, if available, replaces this choice.



Racial Paks

All Racial paks share the requirement that the character must be a member of the race named. There is no cost.

Leoman

Leoman Etiquette, R/W Leoman, Hunting, Unarmed Combat
Leoman, Leoman History, Religious Adherent; Sect of Sharla
Choice of one at Apprentice at Trade: Leoman Dance & Music,
Leatherworking, Woodworking, Animal Training Horse.

Dwarf

Dwarven Etiquette, Dwarven lore, History; Clan & Racial, Religious Adherent; Dwarven Lords
Choice of one at Apprentice in Trade: Armorer, Blacksmith,
Jeweler, Mason, Miner, Smelter, Scribe, Weaponsmith

Elf

Elven Etiquette, R/W Quenya, R/W Sindarin, Elven lore, Religious Adherent, The Vala
Choice of one: R/W Quintana (ancient Elvish), Survival, Herbalism,
Poetry, Heraldry, Healing, Play instrument, Singing, Animal Lore.

Avian

Avian Etiquette , R/W Avian, R/W Quenya, Aerial Hunting, Unarmed Combat; Avian, Avian Lore
Choice of one: Advanced Flight, Immolation proofing,
Choice of one: Elven Lore, Religious Adherent Avian, Animal Handling; Pegasus,

Foxfolk

Foxfolk Etiquette, R/W Foxfolk Greek, R/W Common, Basic Math,
Foxfolk History, Religious Adherent, Meilliki of the Foxfolk, Foxfolk Fashion
Choice of two: Survival, Herbalism, Poetry, Heraldry, Healing,
Musical instrument, Singing, Animal Lore.

Sauroi

Sauroi Etiquette, R/W Quenya, R/W Common, Sauroi History,
Religious Adherent Church of Kirt.
Choice of two: Advanced flight, Boyer/fletcher, Weaponsmithing,
Leatherworking, Civics/government; general, Administration

Miscellaneous Paks

Characters must meet the individual requirements of each Miscellaneous Pak.

Eyrian Public Education

Requirement: Raised in Eyrie and attended public school

Cost: 1 NWP

R/W Native^B, R/W Quenya, R/W Common, Basic Math, Civics/Government; Imperial & local, Eyrian History, Local History

Morland Public Education

Requirement: Raised in Morland and born after 2240

Cost: 1 NWP (note, required for all PCs from Morland)

R/W Native^C, R/W Assyrian, R/W Common, Basic Math, Civics/Government; Imperial & Local, Moreland History, Religious Adherent; Church of Morland

Soldier Pak, Enlisted

Requirement: Served at least one full term of service in a standing army

Cost: 3 NWP, 4 WP

Proficiency in all weapons commonly used by that armed force, Survival, Foraging, Fire building, Weapons and armor maintenance and repair, Force march

Choice of two useful skills: Government-military, Tactics, Cooking, Carving (small objects of wood or ivory), Sewing, Scrounging, etc.

Choice of two vices: Drinking, Gaming, Gossip, Grovelling, Sexual Conquests, Pilfering, Gold-bricking, Bribery, etc.

Soldier Pak, Non-commissioned Officer:

Requirement: Served at least one term of service as a non-commissioned officer in a standing army. Must have Soldier, Enlisted

Cost: 1 NWP, all WP

Government-military (+2 to rolls if already present from private pak), Small-unit Tactics (+1 to rolls if tactic is present from private pak), Command, Military Etiquette

Choice of one: Strategy, Logistics, Intelligence, Civil Engineering, Military Engineering, Siege Tactics, Scouting, Guerilla Fighting + 1 to an existing vice, or additional vice

Soldier Pak, Officer

Requirement: Served at least one term in as an officer in a standing army. Noble Pak or Soldier Pak, non-com.

Cost: 1 NWP

Tactics; battle Upper class Etiquette (One choice if Noble pak is present), +1 to Government-military, Small-unit Tactics , Command, Military etiquette

Choice of one: Strategy, Logistics, Intelligence, Civil Engineering, Military Engineering, Tactics; Siege, Scouting, Guerilla Fighting, or +2 to existing proficiency

+ 1 to an existing vice or additional vice



Nonweapon Proficiency Descriptions

The following proficiency descriptions are arranged alphabetically, not according to classification. Each description gives a general outline of what a character with the proficiency knows and can do. Furthermore, some descriptions include rules to cover specific uses or situations, or exact instructions on the effects of the proficiency. Also listed is the normal time required to learn the proficiency, whether a teacher is needed or not, and any previous requirements, such as proficiencies the character must possess before that skill can be learned.

>> Accounting: This proficiency allows a character to keep books on complex financial matters. Track the expenses and revenues of a business or government. To know what accounts are payable, and to whom, as well as what accounts are receivable, and from whom. Proficiency checks are not required for accounts set up by the character and maintained personally. A check must be made when assuming an existing account in order to determine if it is in order. A check can also be made to hide income or discrepancies.

Accounting requires six months to learn and requires a teacher. Attempting to learn it without a teacher will result in a permanent -2 to all rolls until properly tutored. It has a requirement of *Basic Math*.

>> Advanced Flight: This proficiency allows the character to improve their aerial maneuverability class by one factor. A success roll is required to use the improved maneuverability. Failure will result in a loss of forward momentum and a drop of 100-400 (1d4)feet in height. If the ground is closer than the drop a save vs. death is required to execute a successful crash landing. The character will still sustain 1d6 damage for each 100 foot they lacked control. Failing the save means taking 1d6 damage for each 25 feet fallen. The character must possess wings as part of their normal anatomy to use this proficiency. It requires a teacher and 6-10 months constant practice to gain proficiency

>> 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.

Agriculture requires five seasons on a working farm to acquire. The manager of the farm must be skilled.

>> Alchemy: This skill allows the character a familiarity with materials and their properties and reactions. This knowledge extends to the more esoteric items and even a touch of the arcane arts. The alchemist can make drugs, extract useful substances from their ores, distill poisons and at the Master level brew magical potions without the aid of a magician, provided that a sample of the potion is available..

An Alchemist can identify substances. Common items require no roll for journey man or better, uncommon items a standard roll and rare items a critical success. The DM will determine the rarity of any substance.

All alchemical practice assumes that the alchemist has a fully stocked lab with the proper equipment and reagents. Less than adequate lab facilities will result in penalties to the success rolls, or the outright impossibility of certain procedures.

Learning alchemy at the apprentice level requires either a four year course of study at a university or a seven year apprenticeship under a master of the art.

>> 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.

Ancient History requires 2 years study with a teacher to gain the bachelor level. Without a teacher requires ten years study. Characters from a literate society require *Read/Write Native* to learn Ancient History.

>>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 handleing require six months under a skilled animal handler to aquire.

>>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 lore requires five years study under an experienced "lorist". It can also be aquired by a lifetime of obvservation (being raised n a given area). New areas of knowledge can be aquired with two years additional independant study.

>>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.

Animal training requires one year under an experianced animal trainer for the type of animal learned. Additioal animals require six months with a teacher, or a year without.

>>Appraising: This proficiency 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.

Appraising requires two years with a teacher.

>>Appraising, for Trade: This proficiency allows characters to estimate the value, quality and condition of goods or materials they commonly work with. Finished goods and raw materials can be judged for both value and suitability. No check is normally required for use of the skill. Characters with the skill will gain proper materials for 10% less than the market price, and properly assess the worth of finished goods. A check is required to value the work of another. Failure will mean over valuing or undervaluing a given piece.

Appraising, for trade requires one year under the tutelage of an experienced appraiser.

>>Armorer: This character can make as 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 character taking the skill must decide what manner of armor they will specialize in. Makers of non-metal armor require either *Leatherworking*, or *Seamstress/Tailor*, makers of metal armors require *Blacksmithing*. Combined material armors such as brigantine can be made by either type of armorer provided someone with the missing proficiency is present to do that work.

The time required to make armor is equal to one day per 15 gp

cost of the finished product. Shields require three days to make regardless of cost, and helms require one day per 5 gp cost.

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 $\frac{1}{2}$ of his normal rate and suffers a -4 penalty to all of his attack rolls.

Only a master armorer can create 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.

Learning the skill of armor requires three years under a master of the trade. An additional two years is required if the prerequisite proficiencies are not known. This skill cannot be learned without a teacher.

>> Art: It is the general scholarly knowledge of art. The scholar is familiar with the history, styles and periods assigned to art in his culture. He can also be familiar with art from other cultures or, so called "primitive" art as well. The character can draw, some, sculpt, some, paint, some, etc. That is while they know the how of art, but have practiced no great skill at it.

Art requires two years study, and is normally a part of a course containing the "seven liberal arts".

>> Artistic Criticism: Player characters with artistic ability are accomplished in knowledge of the various forms of the arts. They have an understanding of color, form, space, flow, tone, pitch, and rhythm. Characters with artistic criticism must select one art form (painting, sculpture, composition, etc.) to be knowledgeable in. Thereafter they can attempt to judge 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 correctness of the judgement. If a 1 is rolled on the check, the critic has superbly judged a work with some truly lasting value. The reputation of the critic will be enhanced within his social circle ,and his name carried to other social circles. If the check fails, the critic has called it wrong, the public reaction to the work will be apposite the critics call.

Artistic criticism also confers a +1 bonus to all proficiency checks requiring artistic skill--music or dance--and to attempts to appraise objects of art.

Learning Artistic Criticism requires 3 years of intense study under a master of the art. Possesing artistic skill in the subject to be criticized reduces this requirement to one year.

>> 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.

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

Learning astrology requires a two year study under a master of the art. It requires 5 years to become proficient without a teacher.

>> Barter: The character is skilled in the art of trading goods for goods received without money. On a successful roll they are able to get better value than they give. If both parties have the barter proficiency then the best result will be an equal trade.

The skill of barter has no formal teachers. It requires years of actual bartering to gain a proficiency in the skill. A character attempting to become proficient in the art barter must do so constantly, checking each six months after the first two years of use to gain the proficiency. Access to the advice of someone skilled in barter will reduced the time by one year.

>> Basic Math: The character knows how to preform the basic math functions of addition, subtraction, multiplication and division. Algebraic or engineering calculations cannot be performed or understood. The character is capable of doing an inventory, keeping simple books, or monetary conversions.

Basic math requires a teacher and six months tutoring to gain a proficiency. Characters without a teacher, but with access to a textbook (and the ability to read same) can become proficient in two years. It is not necessary to be able to read to do math.

>> Beggary: The character is skilled in the art of begging. They know how to look pitiful, what to say, and how to act to gain the most favorable attention and the most in alms. Characters with this proficiency will not go hungry in any large city. A week in any town or city is required to learn the best locations for begging and local laws if the character is not native to the area. Proficiency checks are required only if the character is begging for more than a subsistence existence, or is begging in unfamiliar areas. A Charisma score under 7 adds a +1 to all checks.

Begging requires six weeks to become proficient in with a teacher, six months otherwise.

>> 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-fed fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

Blacksmithing requires two years study under a master blacksmith to become proficient in the art. It cannot be learned without a teacher.

>> 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.).

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.

Blind-fighting requires two years study under a fighting master to gain proficiency. The character must be proficient with the weapons being used.

>>Botany: This is knowledge of the identity and nature of plants. The character is able, at the bachelor level, to successfully identify plants in the area they are local to, and has a chance, on a successful proficiency check, to identify other plants. Plants successfully identified are known for what uses and properties they possess.

Learning botany requires a two year period of study under the tutelage of a master of the art. Ten years are required if the student does not employ a teacher.

>>Bowyer/Fletcher: This character can make bows and arrows of the types given in Table E of the combat sec.

A weapon smith is required to fashion arrowheads, but the bowyer/fletcher can perform all other necessary functions. The construction time for a self 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.

Bowyer/Fletcher requires six months under a master to become proficient in the basic skills of the art.

>>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.

Brewing requires two years under a master to learn.

>>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 mastery of the art to even attempt.

Carpentry requires 3 years study under a master to learn the basics of the trade.

>>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.

Learning charioteering requires six months with a teacher, two years without.

>>Civics/government: The character is familiar with the workings of the government listed, and can deal with officials of that government without undue problems. This does not mean that the character will get their way, but they are best prepared to present their case. This includes such "governments" as military organizations or social lodges.

It requires either 5 years of working within or for a given government to gain proficiency with its workings. 3 years if a

deliberate study is made of the rules and regulations, 2 years if an teacher is employed.

>>Civil Engineering: The character understands the design of roads, bridges, dams, sewer systems and other public works. The can create designs, and supervise the work on such structures. A success roll is required to develop a good design. A success roll must also be made every month on a long project to assure that all goes well.

Civil Engineering requires 3 year of studies under a master engineer to gain proficiency. It cannot be learned without a teacher.

>>Cobbling: The character can fashion and repair footwear. Cobbling requires six months study with master in order to properly repair shoes, two years to design, fit and make good serviceable boots and shoes.

>>Composing: This is the art of producing musical compositions and arranging and scoring music for choral or instrumental performance. The composer understands musical theory and all aspects thereof. A proficiency skill must be made for any attempted composition. A failure results in a piece that while playable, is not pleasing or accepted. A critical success (rolling a 1) results in a piece that will last the test of time and become a classic.

Composing requires two years under a master of music in full time endeavour. It is also required that at least one musical instrument be played.

>>Cooking: Although all characters are considered to 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.

Cooking requires a 3 year study under a master chef, or ten years of constant employ as a cook.

>>Detailing: The character is skilled at creating the fine details that raise a piece from quality to high quality, and has double the chance of creating a superior work. Finishing another craftsman's work will raise it one quality level, sub-standard work cannot be improved.

Detailing requires an additional six months to the training period of any trade, or two years as a Journeyman in trade.

>>Dancing, fine art: The character knows many styles and varieties of dance, from folk dances to formal court balls.

Dancing, fine art requires 3 years under a master of dance.

>>Dancing, social: The character is familiar with the dances currently in vogue in his social circles, and can perform them with a reasonable degree of skill. A success roll is required only when attempting to impress someone with the dancing skill, or to learn a new dance.

Dancing, social requires three years of use to become proficient, or 3 months with a dancing teacher.



>>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%.

Not learnable, must be taken when the character is created.

>>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).

Disguise requires two years practice and study under an master of the art, or 5 years constant use.

>>Drinking: The character has built up a high tolerance to alcohol due to long habit of drinking. Due to this they will delay making any Con checks until the third such would have to be made, and they will make all checks with a +1 to the rolls.

Five years of constant heavy drinking is required to gain this "skill". No teacher is required.

>>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.

Endurance is gained by a constant regimen of physical fitness that must be continued to maintain the proficiency. Benefit is gained after two years of faithful maintenance.

>>Etiquette: This proficiency gives the character a basic understanding of the proper forms of behavior and address required for the social spheres listed. Thus, the character with "upper class" will know the correct title to use when addressing a duke, or the proper steps of ceremony to greet visiting diplomats. Those understanding Dwarven etiquette will know 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.

Proper etiquette can be acquired through association in one year, or with a teacher in six weeks, plus one week for each social class higher than LUC. Public teachers for social behavior in lower or middle class cannot be found.

>>Fashion: This proficiency gives the character an understanding of the local trends in clothing and accessories. The character is able to maintain a proper appearance (provided that they have the money to obtain the clothing), and favorable impression in a society where what you wear matters. No proficiency check is required to simply remain acceptable. A check is required if the character is attempting a "statement" in fashion. That is attempting to gain favorable notice in a social situation with their dress. A successful roll indicates that the attempted worked, and one's dress is considered a "trendsetter", and will be copied. The character receives a +10% to +30% reaction adjustment for that social occasion, and in any for the month following, provided they do not wear the same clothing. Any further attempts to impress within the same social season are at +2, provided that a similar fashion is followed. Failure indicates that they are indeed noticed, but the attempt is consider vulgar, and tasteless. All reactions are at -10% to 30% for the month, and a second attempt within the same social season automatically fails.

Those that also have the *Seamstress/Tailor* proficiency can become couturier, or tailors for the upper classes.

Learning fashion requires that the character spend three social seasons in the same location consecutively and commit no faux pas during that time. A teacher is not required.

>>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.

Fire-building can be learned in two weeks with a teacher.

>>First aid: A character proficient in first aid 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 character familiar with first aid works under the supervision of a healer, the hit point recovery will be equal to the healer's skill.

A character with first aid 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 first aid 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).

First Aid requires three months study and practice under a teacher with the proficiency or a healer.

>>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.

Fishing requires one season's practice under a proficient teacher, or five years trial and error.

>>Foraging: The character is skilled in finding food in hostile or unknown areas. A successful roll indicates that food has been found for 10-100 men. Failure means that only enough for themselves was found. A roll of 1-3 means that no food was found. An area once foraged cannot be foraged again for a year.

Foraging can be learned in one year with a teacher. Five years otherwise.

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

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

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

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

Forgery requires a teacher and two years study and practice. The art can be learned without a teacher, but it will require five years, and incur a -1 penalty to any attempt.

>>Gaming: The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess (the players should list 5-10 games known). 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).

The proficiency in gaming is normally gain through long practice in the games known. This method requires 5 years of at least twice weekly practice, and a good deal of money. A tutor can be hired to teach proficiency in gaming, with six months required for each game learned.

>>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).

Gem-cutting requires 3 years study under a master of the art.

>>Geology: A sage in geology understands the science of the earth and its structure. Various stones and their suitability for various uses can be judged. The sage can advise in mining, assaying ore for quality and what minerals can be gleaned from it. They can judge the soundness of stones and soils for construction. At advanced levels the sage can identify the location of origin for stones earth or gravel brought to them. They can discover water, earth faults, and possible sinkhole prone areas by study of the lay of the land and the minerals within it.

Geology requires a two year course of study in a collage or like center for learning, or 10 years familiarity with ones local land.

>>Goldbricking: The character is skilled at the art of doing nothing, especially when they are supposed to be doing something. On a successful roll the character can avoid or pass off an assigned task without personal consequence.

No teachers are available for this "skill". Trial and error are the only teachers. It requires six months to become proficient. Failing to gain proficiency on the first attempt means that the character will never be proficient at this skill.

>>Gossip: The character has his ear to the ground and can dish the dirt on any local person (provided there is dirt to dish) on a successful roll. The character has an ease of manner that people are quick to confide in. A gossip will be familiar with the persons in their own class and social circles, somewhat familiar with important persons in the social class above them and unfamiliar with persons in the social classes below them. A -1 to the roll for each social class above the gossip, a -2 for each social class below the Gossip. However, Gossips in personal service with have total familiarity with the social class/circle they serve. It requires six months to become familiar with the local "scene" and be able to gossip.

Teachers are not formally available to learn this skill. The character must have access to a proficient gossip, and a desire to do the same to learn the skill. A check is made every six month to gain the proficiency. Four failures in a row mean the skill cannot be learned.

>>Groveling: The character is skilled at debasing themselves, and appearing of little value and/or threat before authority figures (legal or otherwise). Successful use of this skill allows the character to wheedle out of what ever the big shot had planed for them, and gain immediate dismissal from their presence. Note however that this does not work with everyone. The skill allows a success roll to know if the given authority figure can be groveled before.

Again, teachers are not formally available to teach this skill. The skill must be gained by trial and error. A check is made with every fifth successful attempt to grove to see of proficiency has been gained. Attempts to grove without the skill do not allow for a check on the authority figure, and are made a -4 on the die rolls.

>>Guerilla Fighting: The character understands the requirements and execution of a clandestine war. They can plan and execute

plans in such a conflict. A success roll is required with any attack and success indicate a sound plan and enemy surprise.

Learning guerilla fighting requires either one term of service under a proficient commander, or six months formal training in the art.

>>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.

Training must be taken under a skilled herald to gain this proficiency. A basic understanding of the art is had in six months. An additional month is required for each country or political unit in the main system learned, and one month for each foreign system learned.

>>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 first aid and nursing proficiencies).

Herbalism requires either a teacher and one year's study or five years of independent study.

>>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.

Hunting requires either 5 years of trial and error, or one year under a proficient hunter.

>>Immolation proofing: This is an Avian only ability. It allows the Avian to protect an object against the effect of its normal immolation. Living creatures cannot be protected in this manner. The protection will last for $1d4$ days. Repeated application while the protection is still active has a percentage chance of becoming permanent equal to the number of times it has been applied. The Avian can use the ability once for each level per day. A cubic foot of material, or the walls, floor and ceiling of a 10'x10' area (6000 square feet) can be protected with each application. Protected walls are immune to immolation only on the protected side. An ability roll must succeed for the ability to work. An additional slot in this ability will double the effective area. Magic items cannot be treated.

Learning immolation proofing requires six weeks work with a proficient person of the same race as the character learning it.

>>Intelligence: The character can gather information from various sources and correlate it in a useful fashion. A success roll will gain the character information useful to their current goals. Failing the roll gains no useful information a roll of 3 or less means false information was gained. The DM should make this roll.

Intelligence requires a teacher and 3 years study and practice.

>>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).

Juggling requires a teacher and six to eight weeks of practice in order to learn the basic three ball trick. The ability to make "desperate moves" is not gained until constant practice of a six months or more. This art must be constantly practiced or the ability is lost and must be relearned. A refresher requires no teacher and takes a quarter of the time.



>>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) $1d3+half\ his\ level$ in feet. No character can high jump more than $1-1\frac{1}{2}$ times his own height.

From a standing start, a character with this proficiency can broad jump $1d6+half\ his\ level$ 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 $1\frac{1}{2}$ 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 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.

The proficiency is gained through a physical regime similar to other that for other physical feats. Proficiency is gained after three months with a trainer, or 9 months without. The routine must be maintained and can be combined with other training.

>> 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).

The language must be learned from someone that knows it. Three months is necessary for a passing knowledge (-2 on the roll) a year for competence (normal roll) and three years for full fluency (no check necessary). Competence is assumed unless an additional slot is used when making up a character.

>> 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. Fluency is gained in six months to a year or lessons and constant practice.

>> 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.

Learning the skill requires two years under a master of the art.

>> Literature: This grants the character a familiarity with the noted authors of his culture, be they modern or ancient. The character can quote from the "great works" as a situation might require. They also understand the principles of literature and good writing. While this will not guarantee that they can write great works,, their letters will reflect a "learned" style that will reflect well on them, and call positive attention to their correspondence.

Literature require two years study at a collage, it is usually part of the "seven liberal arts".

>> 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.

Local History requires either a long familiarly with the region (like being born there) or a teacher that was. It requires three years to pump a teacher for everything you can get from them.

>> Logic: The character is cognizant of the process of orderly thought, and can apply it to practical applications where current knowledge and experience have not prevailed. A successful proficiency check on logic will allow a second check for any failed check on matters of Intelligence not related to previous knowledge. Or if the players states that the skill is being applied to begin with, a reduction of 1d6 to the Intelligence check.

Logic requires two years with a sage of reason. It is usually a part of the "seven liberal arts".

>> Logistics: The character is familiar with the requirements of moving large amounts of supplies long distances. They know how much will be consumed by how many men in how much time. A successful roll indicates that no problems will result in gathering and distributing supplies in the given time period. The time period should be from 1 week to 1 month.

Logistics requires a teacher and six months for formal training, or three years in the field to learn.

>> Market Savvy: The character is skilled in what to make and charge. They have unusual insight as to the current market, what will sell, what to sell it at, and which way the market will turn. A character must spend at least six months in a given market to gain savvy, and can maintain savvy of only one market at a time.

A teacher is not required, however the skill must be actively pursued, that is the character must be a trader in that market. A check is made every six months that market savvy is attempted. A mentor adds +2 to the check.

>> Mathematics: This is the practice and knowledge of the advanced maths. At the bachelor level the practice of algebra, and geometry, at the Doctorate, calculus is understood.

On the practical level a character with mathematics can calculate engineering equations, provided they are given the proper figures, handle advanced accounting practices such as compound Interest, and military application such as calculating catapult trajectories and the height of enemy strongholds.

Mathematics, at the bachelor level, requires two years study in a institution of learning. It is usually taught as a course in the "seven liberal arts".

>> Military Engineering: The character understands the design of Castles, forts, redoubts and other such military works both permanent and temporary. The can create designs, and supervise the work on such structures. A success roll is required to develop a good design. A success roll must also be made every month on a long project to assure that all goes well.

This requires two years under a master of the art.

>> Mining: A character with mining skill can remove ore form the ground. They understand the use of explosives, and how to lay them for desired effect. They know ores, and can grade them for value. The character knows how to judge the soundness of mine shafts and systems for removing water from mines.

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.

Mining requires two years under a master of the art.

>>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.

Learning mountaineering requires two months constant practice under a skilled teacher.

>>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.

A year with a skilled teacher is required to learn this level of proficiency with wind instruments or percussion, two years with stringed instruments. Additional lessons with teachers better than the student will improve the skill. The skill must be practiced continually to maintain proficiency.

>>Navigation, land : The character has the skill of knowing how to find their location on land. They can plot and maintain a course to a given destination over land masses. A success roll will negate any chance of getting lost.

The skill requires a teacher and six months.

>>Navigation, water: 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. With the proper instruments and charts the chance of getting lost is eliminated

The skill requires a teacher and six months. Having astrology cuts this time to two months.

>>Nursing: If a wounded character remains under the care of someone with nursing proficiency, that character can recover lost hit points at the rate of 1 per day even when traveling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both nursing 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 nursing proficiency can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful proficiency check successfully allows the treatment of symptoms of the disease. This will allow the ill character an additional Constitution check, at a reduction of 1d6, to avoid death or permanent damage from the illness, if that is a possible outcome. If death or permanent damage are not a possible outcome the illness will be halved in duration. Those who also have herbalism knowledge gain an additional +2 bonus to this check.

The skill requires six months training with a skilled nurse or a healer.

>>Oratory: This is the skill of public speaking. The character can organize his thoughts in a manner appealing and pleasant to listen to. In extreme cases (-2 to the roll), a crowd can even be castigated

and stand for it. The castigator must be a person the crowd recognizes as a person of authority. A successful roll allows the orator to hold the interest of the audience. They will not necessarily agree with him.

The skill requires two years of study and practice in a institution of learning. It is usually a course in the "seven liberal arts".

>>Painting & Drawing: A character with this proficiency is skilled at rendering life-like images with charcoal, paint or other mediums on wood, plaster (fresco) canvas, or other suitable surfaces. A successful proficiency check is required to render a portrait (considered an exact likeness by the patron and by those that know him.). Normal checks are not required when painting landscapes, still-life or other mundane treatments. A considerable living can be had with the mastery of this skill.

Painting and drawing require two years study dedicated to the art with a skilled teacher. The skill can be learned without total dedication as long as practice is maintained, and lessons acquired not more than a month apart. This can take from five to ten years.

>>Pilfering: The character is skilled at stealing from street merchants and from stores. Only small items of little value can be taken. A successful roll means that some item has been taken without notice. The character cannot pick pockets.

No formal training is available in this skill. Practical use is the only way to learn it. The character starts with a -8 to success rolls. This is reduced by half if a "Fagan" or other mentor is aiding the character. And by half for each monthly success roll. A success check is made for every month that the character practices the skill. Three consecutive monthly successes indicate the skill is learned. Three consecutive failures indicate that the character can never get better than -2 on the check.



>>Poetry: The character is skill at creating pleasing patterns with words. He can write lyrics for songs or poems intended to be recited. They are skilled in the use of rhyme, and meter. No proficiency check is required to create doggerel, or low verse. A successful check will result in the creation of a verse of sufficient power to remain in the public memory. The Poet generally is proficient in only one language.

Poetry requires two years study, and writing, in a literate society, if the poet is to record his verse. The proficiency can also be treated as a natural talent, or acquired over a period of five years in an illiterate society.

>>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.

Basic pottery can be learned in six months with a teacher.

>>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.

Proficiency requires 5 years of practice on one's own, or a year with a teacher and assistants.

>>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). Proficiency requires six months to a year.

>>Religion, comparative: 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.

A course of study in comparative religions will last four years and requires the services of a collage or seminary.

>>Religious Adherent: The character is familiar with the dogma, beliefs, rites, rituals and writings of a given religion due to the lifelong practice of it. This proficiency cannot be picked up on a lark, but must be gained by long practice of a given religion. Note, lifelong *former* adherents can also have this proficiency without currently practicing.

>>Rhetoric: The character is skilled at creating and arguing a point either for, or against it. In association with oratory a character can attempt to sway a crowd to their viewpoint. A successful proficiency check is required for oratory to hold the attention of the group, and second for rhetoric to sway the crowd. Each successful check shifts the crowd one step closer to the speaker's point of view. The DM should assign bonuses or penalties depending on the attitude of the crowd to begin with, hostile, friendly, etc. No more than a -6 for openly hostile, to +4 for openly enthusiastic. (a perfect example of this in use is Mark Antony's funeral speech for Cesar. The crowd begins as hostile, and ends up rioting on his behalf for the murder of their "hero", Cesar. A man who's death they had cheered moments

before.) The player should be encouraged to roleplay this. Giving the main points and arguments he is presenting. A speech need not be made. The DM may give additional bonuses for a good argument presented by the player.

Rhetoric is acquired in a collage of higher learning. It is an element of the "seven liberal arts".

>>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.

- 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.

This skill requires six months to a year, a teacher, and daily access to a flying mount.

>>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.

Learning the skill requires six months to a year, a teacher and daily access to a horse.

>>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.

The skill requires six months and a teacher.

>>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.

Running is gained by a constant regimen of physical fitness that must be continued to maintain the proficiency. Benefit is gained after two years of faithful maintenance.

>>Scouting: The character is skilled in reading the lay of the land, assessing the provender it will yield to foragers, and in surveying the strength and movement of opposing troops, without being seen. A successful roll means that useful information that was sought has been gained without the scout being spotted, failure means the scout was spotted, but the information was still gained. A roll of 3 or less means no information was gain, and the scout was spotted.

Scouting requires a year of training with a skilled scout. Training can take place while traveling, in fact this enhances the training.

>>Scribe: A scribe is a public letter writer or recorder. Such a person will know at least five languages, both reading and writing them. A Scribe will also know a quick form of writing for dictation. A successful roll means that a letter or record was taken without errors.

This requires four years study as a paying student at a collage where teachers in the languages are available or a seven year apprenticeship with a master scribe.

>>Scrounging: The character is skilled in finding a wanted or needed item that could be acquired when that item is scarce. Finding the item is not the same as acquiring the item. Other skills must be brought into play to lay hands on the wanted item, money or barter. Out right theft in extreme cases.

Scrounging is another skill that lacks formal teachers. A lifetime of make do and bargain hunting is required to learn this skill. It must be taken as a starting proficiency.

>>Sculpting: Characters with this skill are able in the creation of realistic portrayals of animals or persons in wood, plaster, clay and stone. Any malleable or carvable material can be used. Usually the sculptor will specialize in one kind of material, with a limited skill or knowledge of other media. Creations of bronze or other cast metals can be made with aid of a smith familiar with casting. The sculptor is also proficient with basic drafting and drawing techniques required to plan his works.

A success roll is required in portrait sculpture. Success indicating that an exact likeness was achieved. A success roll in other creations allows for exceptional work. Wood and stone require a success roll to not ruin the work in progress with a miss hit. Malleable materials allow for the correction of mistakes.

Sculpting requires three years full time study and practice under a master of the art to become proficient.

>>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.

Seamanship is learned by two months as a hand on a ship.

>>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.

This skill requires four years in the employ of a master of the art or a lifetime of learning at mother's knee.

>>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.

The skill can be learned by one season in the employ of a master gamesman.



>>Sexual Conquests: The character has developed a smooth line and is easily able to convince persons of the opposite sex to engage in sexual pleasures with them. They can identify person of similar inclination to their own by body language and other behavior. A successful roll will prevent a social faux pas. A second successful roll will gain a partner for the night if one is available. Females have a +3 to any success roll.

Formal training in this "skill" is hard to come by. It is usually learned by six months of a year of (ahem) hands on training. Checks are made every month after six months of practice. Success indicates that the character has become proficient.

>>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.

Singing requires a formal music education under a master. Three years are required to learn and practice voice technique and music theory. This can also be treated as a natural ability to sing, but in such a case choral works cannot be created.

>>Smelter: The character knows how to reduce ore for the contained metal. They know what equipment and materials are needed, and can do the work provided these are present. They can also assay metal for purity, again provided that the necessary equipment and reagents are available.

Learning the trade of smelter requires four years under tutelage of a master of the art.

>>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. Spellcraft is divided into four separate "schools", each being a separate proficiency. The "schools" are, **Mana**, **Clerical**, **Craft**, and Necromantic.

The primary advantage in the proficiency is a thorough understanding of the art and theory of spellcasting. When researching a new spell the character receives a +3 bonus on any checks for success.

If he character observes and overhears someone who is casting a spell, or if he examines the material components used (if any), he can attempt to identify the spell being cast, provided that the spell is a common one. A proficiency check must be rolled to make a correct identification. Character had a -3 penalty to the check when attempting to identify magic of a different 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 skilled in this proficiency also have a chance (equal to of their normal proficiency check) of recognizing magical or magically endowed constructs for what they are.

Learning any branch of spellcraft requires four years and access to a master of spellcraft. Once a single type is known, additional studies require only two years per branch studied.

>>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.

This skill requires four years under a master of the art.

>>Strategy: The character is skilled in long range planning for wars. Success in the roll means that they have successfully placed the troops where they are needed.

Strategy requires study at a war college or at least one war as a officer of the general's staff.

>>Street Smarts: The character is wise to the ways of the street, they can pick out street people by profession and importance. They know how to behave either to be left alone, or to attract a given profession of street person. A successful roll is required to either attract or be ignored. Character must spend at least six months in a given city to gain an advantage with "smarts".

Another skill for which there is no real teacher. This must be taken when the character is created.

>>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.

Survival requires three years and access to a person with the nature lore of the area. Once survival is learned, living a year in a given terrain will allow the learning of that area's survival.

>>Swimming: A character with swimming proficiency knows how to swim. Those without this proficiency cannot swim. They may be able to hold their breath and float, but they cannot make any reasonable progress and are in danger of drowning in water over their head.

Swimming can be learned in 1-6 days with a competent teacher.

>>Tactics: Roll Int 0. The character is familiar with the deployment and use of squad sized armed forces. A successful roll will detect a laid ambush, or allow a successful one.

Tactics requires either 90 day of dedicated training and a term at war as an active officer in an army, or a full term of service at war as an NCO in an army.

>>Tactics, small unit: Roll Int 0. As with Tactics, but units up to platoon size can be controlled. Success will allow units a +1 on unit attack rolls. This skill requires that tactics be known, and an additional term as an officer be served at war.

>>Tactics, battle: Roll Int -1. The character is skilled in the dynamics of battle and understands how to deploy troops. Success means an advantage in positioning the troops. This skill requires that tactics, small unit be known, and a additional term as an officer at war, or a course at a war college be completed.

>>Tactics, siege : Roll Int. -2. The character is skilled in the deploying of troops and siege machines to take a fortified position or castle. The character is familiar with castle construction and can identify the weaknesses in a defensive structure. A success roll is require to judge if the character has successfully "read" the defenses and properly uses his resources. The skill can also be used to break a siege or predict where an enemy will attack a fortification.

This skill requires a term as assistant to a siege officer in a siege, or a course completed at a war college.

>>Theology: This proficiency is the study of gods, their powers, behaviors, and works. A Character with this proficiency knows the names and spheres of all the gods commonly known. This does not deal with the beliefs and practices of the worshipers of the gods, but the gods themselves. Greater levels of knowledge can extend into recognizing the works of a given god or council of gods when presented with them.

Theology requires a four year term of study in an institution dedicated to theology. The Pellainder Collegium is one such institute. A character can also gain this proficiency through the long study of a single council or even a single god. Individual study of a council can reveal many details, but not recognize the works of the gods. studying a single god can reveal the works of that god.

>>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 -2 penalty to the ability score if the surface is one inch or less in width (a rope), a -1 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.

Tightrope walking requires a teacher and at least six months practice exclusively. No other training or profession can be practiced.

>>Tracking: Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Rangers add their level to all rolls for success. In addition, other modifiers are also applied to the attempt, according to Table 39.

Table P5 -- Tracking Modifiers

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

The modifiers in Table P4 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 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 check for each additional tracker, if they are working together. Each still rolls separately, and unless all fail the roll, the trail cannot be lost.

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

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

When following a trail, the character (and those with him) must slow down, the speed depending on the character's modified chance to track as found from Table P5.

Table P6 -- Movement While Tracking

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

The skill of tracking is a given with the Ranger class, and certain races. All others must have a teacher and 2 years to learn the skill.



>>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.

Tumbling requires a teacher and at least six months of dedicated practice in which the character takes on no other tasks.

>>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.

This skill requires a skilled teacher and six months of dedicated practice, or two years of trial and error.

>>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 P6.

Table P7 -- Weapon Construction

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

Weaponsmithing requires four years under a master of the art to learn. The proficianty requires blacksmithing if it is aquired after the character's creation

>> Weather Sense: This proficiency allows character to make intelligent guesses about the 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.

This is another skill that cannot be readily acquired from teaching. It can be added however, if the character is in the company of someone with weather sense for at least two year, and is careful to observe them observing.

>> 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.

Learning weaving requires two years under a master of the trade.

>> Zoology: This is knowledge of the identity and nature of animals. The character is able, at the bachelor level, to successfully identify animals as to species and genus. Animals local to the character's home require no check. Animals that the character has never personally seen require a successful proficiency check to identify. Animals successfully identified are known for what they eat, general state of maturity, and properties they have, is a snake venomous for example. Zoology gives no clue into the behavior of the animal, only taxidermic classification and related knowledge.

Learning zoology requires a two year period of study under the tutelage of a master of the art. Ten years are required if the student does not employ a teacher.

