

Nonweapon Proficiencies

(#) Can only be slotted this number of times

(P) Prerequisite-See Full Description

(S) Must specify aspect

(D) DM usually rolls check

Proficiency	Check	Ftr	Pal	Rgr	Wiz	Clr	Drd	Thf	Brd	Brief Description <small>(See full descriptions starting page 5)</small>
Acrobatics	Dex +3	2	2	2	2	2	2	1	1	Acrobatic stunts, balance, and slip free of bonds
Alchemy	Int 0	2	2	1	1	2	2	2	1	Know alchemical items and processes
Ambidexterity	-----	1	1	1	1	1	1	1	1	(1/P) Reduces off-hand attack penalty by 2
Anatomy	Int 0	2	1	1	1	1	1	2	1	Know the structure of living things; +1 Healing checks
Animal Handling	Wis 0	1	1	1	1	1	1	1	1	Combo Prof: Animal Handling, Animal Lore, Animal Training
Appraising	Int 0	2	2	2	2	2	2	1	1	(D) Estimate value and authenticity of treasures
Arcana	Int 0	2	1	1	1	1	1	2	1	Know Arcane lore, symbols, and magical creatures from PM plane.
Armor Mastery	Dex -1/Enc	1	1	1	2	1	1	1	1	Reduces Encumbrance by 1; Don/remove armor in 1 rnd
Armored Mage	-----	2	2	1	1	2	2	2	1	(1) Mages may wear nonmetal armor up to +1 Encumb
Armorer	Int -2	2	2	2	3	3	2	3	2	Repair Armor in 30min instead of 60; otherwise as PH
Artistic Ability	Wis 0	1	1	1	1	1	1	1	1	(S) Choose form; +1 to Appraising objects of art
Astrology	Int 0	3	2	2	2	2	2	3	2	(D) Use birth date/stars to see pos. future; +1 Navigation
Athletics	Str +3	1	1	1	2	2	1	2	1	Combo Prof: Grappling, Jumping, Swimming, and general athleticism
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Bardic Healing	-----	--	--	--	--	--	--	--	1	(1/P) May cast divine spells with "Cure" in name
Blacksmithing	Str 0	1	1	1	1	1	1	1	1	Does not include Armor or Weapon making
Blindfighting	-----	2	2	2	3	3	2	2	2	(1) Reduces penalty to -2 in darkness or vs. invisible
Bowyer/Fletcher	Dex -1	1	1	1	2	2	1	2	1	Repair Bow in 30min; Repair arrows = lvl + roll in 30min
Brewing	Int 0	1	1	1	1	1	1	1	1	Knowledge of brewing alcohol; +2 on drunk checks (Con)
=====										
Called Shot	-----	1	1	1	2	2	1	1	1	(3/P) 1 slot: +2 atk; 2 slots: +2 atk (Total +4); 3 slots: Extra Dmg
Carpentry	Str 0	1	1	1	1	1	1	1	1	Woodworking including furniture, houses, and catapults
Cavalry Training	-----	1	1	1	2	2	1	2	1	(P) Less checks; missile penalty reduced; mount as <i>Minor Action</i>
Cobbling	Dex 0	1	1	1	1	1	1	1	1	Create and repair shoes, boots, and sandals
Cohort	-----	2	2*	2	2	2	2	2	2	(1/P) Gain companion 3 lvls lower; *None with Bnd Mnt
Combat Reflexes	-----	1	1	1	2	2	1	1	1	(1) Can make up to 3 Reaction Attacks per round.
Courtier	Cha 0	1	1	1	1	1	1	1	1	Know proper etiquette and heraldry for nobles and royals.
Contact	Wis 0	1	1	1	1	1	1	1	1	Allows psionic contact with other minds
Cooking	Int 0	1	1	1	1	1	1	1	1	Culinary artist; Chance to detect poisons in food/drink
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Danger Sense	-----	1	1	1	2	2	1	1	1	(1/P) Save vs. Death to act when surprised
Deception	Cha +3	2	2	2	2	2	2	1	1	Deceive someone; Use disguises; Counters Insight.
Demonology	Int 0	2	1	1	1	1	1	2	1	Specific study of the lower planes and their inhabitants
Dungeoneering	Int 0	1	1	1	2	2	1	1	1	Study of underground structures and their inhabitants

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Proficiency	Check	Ftr	Pal	Rgr	Wiz	Clr	Drd	Thf	Brd	Brief Description <small>(See full descriptions starting page 5)</small>
Endurance	Con 0	2	2	2	3	3	2	3	2	Do physical strenuous activity twice as long
Engineering	Int -3	3	2	2	2	2	2	3	2	Create plans for and flaws in machines and buildings
Evasion	-----	2	2	2	2	2	2	1	1	(1) Save for No dmg or take Half on AoE spells/Breath
Forgery	Dex -1	2	2	2	2	2	2	1	1	(D) Create duplicates of documents and handwriting
Gaming	Cha 0	1	1	1	2	2	1	1	1	Skill in games of skill/chance; Cheat w/chance of capture
Gem Cutting	Dex -2	3	3	2	2	3	3	2	2	Finish gems; +2 to Appraising gems and jewelry
Healing	Wis -2	3	2	3	3	2	2	3	2	Heals 1d3hp; Long term care
Herbalism	Int -2	3	2	2	2	2	2	3	2	Know plants, create med potions, +2 Healing/Poisoncraft
Highborn Drow	-----	2	2	2	2	2	2	2	2	(4 th Lvl Dark Elf) Cast Levitate, Know Align, Detect Magic 1/day
History	Int +3	2	1	1	1	1	1	2	1	Combined Proficiency: Heraldry, Ancient History, Local History
Hunter Training	-----	1	1	1	1	1	1	1	1	(1/P) Get Hunter bonus of +1 plus 1 every 3 levels
Improved Metas	-----	1	1	1	1	1	1	1	1	(2) Increases uses per day and reduces check penalty on Metamagics
Improved Shifting	-----	1	1	1	1	1	1	1	1	(1/P) Shapechange +2/day and as <i>Minor Action</i> .
Insight	Wis +3	2	2	2	2	2	2	1	1	Discern intent, truthfulness, moods; Counters Deception.
Intimidation	Str/Cha +3	1	1	1	2	2	1	1	1	Intimidate someone in a social encounter.
Investigation	Int +3	2	2	1	1	2	2	1	1	Comp Prof: Info Gathering, Investigation
Juggling	Dex -1	2	2	2	2	2	2	1	1	Juggling; Attempt to catch harmful thrown items
Landlord	-----	2	1	2	2	B	1	2	1	(1/P) Receive money for strongholds from patron
Language, Magic	Int 0	2	1	1	1	1	1	2	1	(S) Know magic language; +4 Arcana
Language, Modern	Int 0	1	1	1	1	1	1	1	1	(S) Know chosen modern language
Leadership	-----	1	1	1	2	1	1	2	1	+2 to Command check; +2 to morale of followers
Leatherworking	Int 0	1	1	1	1	1	1	1	1	Tan and treat leather; Create leather equipment
Literacy	-----	2	B	2	B	B	2	2	B	(1) Read/Write any language you can speak
Master Evoker	-----	2	2	2	1	2	2	2	1	(1) Increase damage die by 1 type. Ask DM for details.
Man Catcher	Dex 0	2	2	2	2	2	2	1	1	Make man-traps to snare or attack people.
Mental Armor	-----	1	1	1	1	1	1	1	1	Improve Saving Throws vs. psionics by 2 (4 if psionic).
Mining	Wis -3	2	2	2	2	2	2	2	2	(D) Determine area minerals; Supervise mine operations
Mountaineering	-----	1	1	1	2	2	1	2	1	(1) Expertise in climbing
Nature	Int 0	2	1	1	1	1	1	2	1	Combo Prof: Agriculture, Nature
Navigation	Int -2	1	1	1	1	1	1	2	1	(D) Water navigation by maps, stars, and currents
Necrology	Int 0	2	1	1	1	1	1	2	1	Study of the undead and necromancy

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Proficiency	Check	Ftr	Pal	Rgr	Wiz	Clr	Drd	Thf	Brd	Brief Description <small>(See full descriptions starting page 5)</small>
Outsider Heritage	-----	1	1	1	1	1	1	1	1	(Aasimar/Tiefling) Manifest wings for specific effects.
Perception	Wis +3	1	1	1	2	2	1	1	1	General awareness of surroundings.
Performance	Cha 0	1	1	1	1	1	1	1	1	Combo Prof: Dancing, Musical Instrument, Singing
Persuasion	Cha +3	2	1	2	2	1	1	1	1	Combo Prof: Diplomacy, Crowd Working, Haggle
Poisoncraft	Int -3	2	1	2	2	1	1	1	1	Create poisons/purgatives from all sources; add as <i>Minor Action</i> .
Pottery	Dex -2	1	1	1	1	1	1	1	1	Expertise in pottery making and identification
Prehensile Tail	-----	1	1	1	1	1	1	1	1	(Tiefling) Use your tail as a 3 rd hand with 5lb wt limit.
Quick Draw	-----	1	1	1	1	1	1	1	1	(1) -1 Bonus to Initiative and Draw/Stow items as a free action.
Radiant Healer	-----	2	1	2	2	1	1	2	1	(1) Cure/Cause Wounds add Priest level to amount.
Reading Lips	Int -2	3	3	3	3	3	3	2	2	Read lips within 30' and get 70% of conversation
Rejuvenation	Wis -1	2	2	2	2	2	2	2	1	(1/P) Psionicist only: Meditate to regain PSPs.
Religion	Wis 0	2	1	1	1	B	1	2	1	Knowledge of religions and extraplaner inhabitants.
Resist Disease	-----	1	1	1	1	1	1	1	1	(1) +2 bonus to saves vs. natural diseases
Resist Poison	-----	1	1	1	1	1	1	1	1	(1) +2 bonus to saves vs. poisons
Resuscitation	Wis 0/-2/-4	2	1	2	2	1	1	2	1	(P) Stabilize someone and bring them 1hp.
Riding	Wis +3	1	1	1	1	1	1	1	1	Combo Prof: Riding-land based, Riding-Airborne
Ring Bearer	-----	2	2	2	2	2	2	2	2	(1) Can wear 2 magic rings on each hand
Rope Use	Dex 0	1	1	1	1	1	1	1	1	Know knots and uses of rope; Escape bindings at Disadvantage.
Seamanship	Dex 0	1	1	1	1	1	1	1	1	Familiar with boats and ships; Qualified as crewman
Seamstress/Tailor	Dex -1	1	1	1	1	1	1	1	1	Skilled at designing and sewing clothing
Soothing Word	-----	2	1	2	2	1	1	2	1	When healing, gain bonus equal to Cha Rctn Adj.
Spell Wielder	-----	2	1	1	1	1	1	2	1	(1) Spells with atk rolls use Rogues THAC0
[Sphere] Specialist	-----	2	1	1	2	1	1	2	1	(1/S) Gives Adv to Casting check for spells from Sphere.
Spider Sense	-----	1	1	1	2	2	1	1	1	(1/P) Turn Called Shot/Backstab/Critical to normal attack
Spiderblood	-----	1	1	1	1	1	1	1	1	(Dark Elf) Cast Tremorsense in place of daily spell-like abilities.
Stealth	Dex +3	2	2	1	2	2	2	1	1	Move quietly or hide. See below for Armor effects.
Stonemasonry	Str -2	1	1	1	1	1	1	1	1	Build/understand stone structures; Dwarves get +2
Survival	Int 0	2	2	2	3	3	2	3	2	Combo Prof: Drctn Sense, Fishing, Hunting, Rope Use, Set Snares, Wthr Sense
Techcraft	Int -2	1	1	1	2	2	1	1	1	(P) Know modern (real world) tech with DM's permission
Toughness	-----	1	1	1	2	2	1	2	1	(1) Gain 5hp and 1hp per level (ongoing and retroactive).
Tracking	Wis -6/0	2	2	B	3	3	2	3	2	Track creatures by trail/tracks; Non-rangers at -6 penalty
Tumbling	Dex 0	2	2	2	2	2	2	1	1	When moving, others get Disadv on atks; less fall dmg.

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<u>Proficiency</u>	<u>Check</u>	<u>Ftr</u>	<u>Pal</u>	<u>Rgr</u>	<u>Wiz</u>	<u>Clr</u>	<u>Drd</u>	<u>Thf</u>	<u>Brd</u>	<u>Brief Description</u> <small>(See full descriptions starting page 5)</small>
Ventriloquism	Int -2	2	2	2	2	2	2	1	1	Throw voice on others or objects
War Caster	----	2	1	1	1	1	1	2	1	Adv on Concentration Saves; Cast 1 Handed; AoO Spell
Weaponsmithing	Int -3	3	3	3	4	4	3	4	3	Repair Weapons in 30min instead of 60; otherwise as PH
Weaving	Int -1	1	1	1	1	1	1	1	1	Skilled at creating garments, tapestries, and draperies

Nonweapon: Full Descriptions

Acrobatics	Perform acrobatic stunts, use balance, escape from restraints, stand without provoking Attacks of Opportunity, etc. Scale, Chain, Heavy Chain, Plate Mail, Plate Mail (Heavy), Field Plate, and Full Plate armor make rolls with Disadvantage because of their bulk. Mithril and Adamantine non-Plate armors are excepted from this list.
Alchemy	Gives knowledge of alchemical items and processes. The first slot (or slots) gives you the ability to create 3 alchemical items. Every slot after that gives adds 1 more item. Check with DM for items to create.
Ambidexterity	Reduces off-hand attack penalty by 2.
Anatomy	Study of the structure of living things. Gives a +1 bonus to Healing checks.
Animal Handling	Combined Proficiency: <ul style="list-style-type: none">• Animal Handling: Knowledge of handling and care of pack animals and beasts of burden. Make check to calm agitated animal.• Animal Lore: DM may roll check. Allows a character to observe and interpret animal behavior and imitate animal calls and cries. Gives +2 to Survival proficiency when hunting or making snares.• Animal Training: Allows you to train animals to do tricks and tasks.
Appraising	DM may roll check . Estimate value and authenticity of treasures. A roll of a 20 means the character wildly misreads the value of the item. See PH for more.
Arcana	Study of magic, arcane lore, and arcane symbols. Identify ongoing spells or spells being cast. Gain Advantage on checks if the spell is from your specialized school or sphere. Also used to identify magical creatures from the Material Plane.
Armor Mastery	Don/remove armor cut to 1 round with Dex check (normally multiple rounds depending on type). Also reduces encumbrance by 1 and allows a character to sleep in armor up to encumbrance +2.
Armored Mage	Arcane casters may wear some armor and still cast spells. The armor may not contain metal (except mithril) and the mage may not have an encumbrance over +1.
Armorer	With skill check (+1 bonus per magical enhancement), you can perform light repairs on armor in 30 minutes instead of 60 minutes. If the check fails, it may be tried again. For creating Armor, check the PH.
Artistic Ability	Specify art form the character is accomplished in. Also gives a +1 to Appraising objects of art.
Astrology	DM may roll check . With the birth date and the position of the stars, the character can foresee some general event in that person's future. Note that the prediction does not guarantee the result, but only indicates a probable result. Gives a +1 bonus to Navigation when using the stars.
Athletics	Combined Proficiency: <ul style="list-style-type: none">• Grappling (See Rules Compendium)• Jumping (See PHB)• Swimming (See PHB)• General physical athleticism
Bardic Healing	Prereq: Must have at least one level of Bard . This allows Bards to add divine spells that begin with the word "cure."
Blacksmithing	Skilled in making tools and implements from iron. Does not include armor or weapon making.

Blindfighting	Skilled in fighting in low or no light conditions. In total darkness the penalty is only a -2 (instead of -4) and in low light a -1 (instead of -2). It also reduces the penalty for fighting an invisible creature to -2 (instead of -4).
Bowyer/Fletcher	With skill check (+1 bonus per magical enhancement), you can perform light repairs on bows in 30 minutes instead of 60 minutes. If the check fails, it may be tried again. You may also repair a number of arrows equal to your level plus the number you beat your check by. This takes 30 minutes and you cannot repair more arrows than you originally had. If the check fails, it may be tried again. For creating bows and arrows, check the PH.
Brewing	Skilled in the art of brewing beers and other strong drink. Also gives you a +2 on drunk (Con) checks.
Called Shot	You are skilled at carefully aimed attacks. Slot 1: Prq: Mastery with a weapon. +2 to attack and may make a Concentration Check if interrupted. Slot 2: Prq: High Mastery with a weapon and 1st slot. +4 to attack when making a called shot. Slot 3: Prq: Grand Mastery with a weapon and 2nd slot. Attack does damage equal to Backstab multiplier
Carpentry	Skilled in woodworking including furniture, houses, and catapults.
Cavalry Training	Prereq: Riding proficiency. See the end of this document for Mounted Combat rules.
Cobbling	Create and repair shoes, boots, and sandals.
Cohort	Prereq: Must be 9th level with a minimum Charisma of 9. Make a follower or animal companion your special Cohort. Cohorts are always 3 levels lower than you and advance when you do. If a new Cohort is lower than this, he gains one level per game session until he is 3 levels lower than you. You may only have one Cohort at a time. If one dies or is dismissed, you may call for another once you have achieved another level. Paladins with a Bonded Mount may not have a Cohort. Cohorts do count against your maximum number of henchmen (from Charisma).
Combat Reflexes	Allows you to make up to 3 Reaction Attacks per round. This affects Cleaves during your turn as well.
Contact	Allows psionic contact with other minds. See Skills and Powers book for more.
Cooking	Skilled as a culinary artist. Gives a 10% chance to detect poisons in food and drink.
Courtier	This proficiency gives the character a basic understanding of the proper forms of behavior and address involving nobility and persons of rank. Thus, the character will know, for example, the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, and heraldic symbols used.
Danger Sense	Prereq: Perception proficiency. You have honed your awareness of your surroundings to where you can sometimes sense an ambush before it happens. You may make a Save vs. Death to act in a surprise round when you would normally be caught flat-footed. This does not apply to all surprise conditions; ask the DM.
Deception	DM may roll check. You make the outrageous or untrue seem plausible. The skill encompasses acting, conning, fast talking, misdirection, and misleading body language. Use Deception to sow temporary confusion, lie, or just look innocuous. Use also when wearing a disguise. Counters Insight.
Demonology	Specific study of the lower planes and their inhabitants such as Demons, Devils, and evil gods.
Dungeoneering	Study of underground structures and their inhabitants.
Endurance	Makes a character able to perform strenuous activity twice as long.
Engineering	Create plans for and detect flaws in machines and structures.
Evasion	For AoE spells and breath weapons, Save for no damage or take half on a failed saving throw.

Forgery	DM may roll check. Create duplicates of documents and handwriting. See PH for more.
Gaming	Skilled in games of skill and chance. You may cheat by adding bonuses to the roll, but for every 1 point added, 2 numbers on the die mean you have been caught. (eg: a +1 makes a roll of 19-20 mean you were caught.)
Gem Cutting	Skilled in finishing gems. Gives a +2 to Appraising gems and jewelry.
Healing	Heals 1d3hp. Can only be used on a character 1/battle. Also helps in long term care conditions and diagnosing diseases. See PH for more.
Herbalism	Knowledge of plants and how to create medicinal potions and curatives. Gives +2 to Healing/Poisoncraft
Highborn Drow	Prereq: Must be Dark Elf of at least 4th level. You may cast Levitate, Know Alignment, and Detect Magic each 1/day as spell-like abilities.
History	Combined Proficiency <ul style="list-style-type: none"> • Ancient History: Know legends, lore, and history. • Heraldry: Knowledge of crests and symbols of persons and groups. Checks only needed outside of home region. • Local History: Know local lore, history, and important recent events.
Hunter Training	Prereq: Must be 3rd level and have a Hunter in your party. Gain a Hunter bonus of +1 plus 1 for every 3 levels.
Improved Metas	One slot increases usage to 4/day and reduces the penalty by 1. Two slots increase usage to 5/day and reduces the check penalty by 1 for a total reduction of 2. Some Metamartials have further affects when taking this proficiency. See the Metamagics and Metamartials page for more.
Improved Shifting	Prereq: Must have a shapechanging ability. Shapechange +2/day and as <i>Minor Action</i> .
Insight	Discern intent, truthfulness, moods; Counters Deception.
Intimidation	When you attempt to influence someone through overt threats, hostile actions, and physical violence.
Investigation	Combination Proficiency: <ul style="list-style-type: none"> • Information Gathering: Spend 1d4 hours in meeting places such as taverns or in a library to find specific information or local rumors. Spend 5gp to get Advantage on the check. • Investigation: When you look around for clues and make deductions based on those clues, you make a check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for a check.
Juggling	Catch a thrown weapon (before its attack roll is rolled) with an attack against AC 0 or a shot projectile against an AC -4. If your attack misses, the weapon automatically hits. Any magical bonuses on the weapon decrease the catch AC.
Landlord	Prereq: Must be 9th level and have a patron. You are given resources to build a stronghold by a patron individual or organization. They will also match any funds you spend toward the stronghold. (Level 9-12: +25,000; Level 13-16: +50,000; Level 17+: +100,000)

Language, Magic **Must Specify** language learned. Must have a teacher. Knowing a magical language gives a +4 to **Arcana** checks when that language is used.

Celestial: Upper planes

Draconic: Kobolds, Troglodytes, lizardfolk, dragons

Infernal: Devils, Demons, Lower planes

Latin: Ancient Human language

Primordial: Elementals

R'lyehian: Astral Plane, Mindflayers, Githfolk

Sylvan: Feywild language/Ancient Elven

Language, Modern **Specify** language learned. Must have a teacher.

Aquilan: Nation of Aquila

Drow: Drow, Undercommon

Dwarven: Dwarves

Elven: Elves, Half-Elves

Enlish: Damaran Language

Giantish: Giants, Ogres, Trolls

Gnoll: Flind, Gnolls

Gnomish: Gnomes

Goblin: Goblins, Hobgoblins, Bugbears

Halfling: Halflings

Military Gestures

Orc: Orcs, Orog, Gruumsh Common

Human/Pancommon: Pantheon and Pangea

Leadership Gives +2 to Charisma check when commanding troops or allies and gives +2 to morale/loyalty checks of followers.

Leatherworking Tan and treat leather and create leather equipment.

Literacy Allows you to read/write any language you can speak. Some classes receive this automatically.
(Learning: 4 hours for a 1d20 check needing a 20. Failure lowers number needed by one.)

Master Evoker Increase the damage die of the spell by 1 type: d4s become d6s, d6s become d8s, etc. Ask DM for details.

Man Catcher Thieves with this proficiency can attempt to rig man-traps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The DM must determine the amount of damage caused by a man-trap.

Mental Armor Improves Saving Throws vs psionics by 2 (or 4 if you have psionic ability).

Mining **DM may roll check.** Determine minerals in the area and supervise mine operations.

Mountaineering Expertise in climbing. See PH for more.

Nature Combined Proficiency:

- Agriculture: Know basic farming methods. Check PH for more.
- Nature: Study of real world animals and plants. Gives +1 to **Herbalism** Checks.

Navigation **DM may roll check.** Water navigation by maps, stars, and currents. Also able to detect water hazards.

Necrology Study of the undead and necromancy.

Outsider Heritage Prereq: Must be an Aasimar or Tiefling. While normally you don't have wings as your ancestor did, you may manifest a pair of mystical wings as a **Minor Action**, to use the following wing abilities for a total of 3/day. You may gain up to 3 more uses per day with a Short Rest by using up to 3 Hit Die.

- **Glide:** Manifest wings to fall more slowly with up to 120' of horizontal movement speed. You may move up to 5' horizontally for every 10 feet vertically you fall.
- **Shield of Wings:** Lasting until the start of your next round, extend your wings and wrap them around yourself and up to one other making attacks against you at Disadvantage.
- **Wing Buffet:** Powerfully stretch out your wings causing a blast of air in a 15 foot square originating from you. On a failed Save vs. Breath, anyone in that 15 foot square is driven back 10 feet away from you.
- **Wing Attack:** Unfurl your wings and attack once with each one. You are considered Mastered in them (+2/+4), you may add your Strength bonus to the attack and damage, and they do 1d8 damage. Your wings have a reach of 10 feet.

Perception
Performance

Awareness of surroundings.
Combined Proficiency

- **Performance:** Choose two performance types (dancing, a musical instrument, singing, storytelling, acting, etc.) and you are proficient in those. For every slot you add, you may add one other type of performance.
 - **Make Roll:** Routine Performance. 3d6cp per show.
 - **Make by 5** Enjoyable Performance. As above plus 3d6sp per show.
 - **Make by 10:** Great Performance. As above plus 3d6gp per show if in a town or larger. Reduce to sp if village or smaller.
 - **Make by 15:** Extraordinary Performance. As above plus 3d6pp per show if in a town or larger. Reduce to sp if in village or smaller.
- **Dancing:** As Performance.
- **Musical Instrument:** As Performance.
- **Singing:** As Performance.

Persuasion

Combined Proficiency

- **Persuasion:** When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.
- **Crowd Working:** You are familiar with how to handle crowds. You can alter their reactions or get them to give twice as much money after a performance.
- Splits **Diplomacy** into **Persuasion** and **Courtier**.
- **Haggle:** Make opposed checks to change the price of an object being sold or bought.

Poisoncraft
Pottery

Create poisons and purgatives from all sources. Add poison to a weapon as a *Minor Action* instead of an attack.
Expertise in pottery making and identification

Prehensile Tail

Prereq: Must be a Tiefling. Gain the ability to use your tail to take actions like punch a button, pull a lever, snuff a candle, etc. You may lift no more than 5lbs with the tail and it has a range of 5 feet. During combat, use of the tail takes a **Minor Action**.

Quick Draw

Gives -1 bonus to Initiative and Draw/Stow items and weapons as a free action. Normally it is a *Minor Action*.

Radiant Healer

When casting a *Cure/Cause Wounds* spell on a creature, channel your divine powers through your Holy Symbol to add your Priest level to the normal amount of the spell.

Reading Lips

Read lips within 30' with 70% accuracy.

Rejuvenation

Recover psionic strength points through meditation. See Skills and Powers book.

Religion

Knowledge of religions and general knowledge of extraplanar inhabitants.

Resist Disease

+2 Save vs. natural diseases

Resist Poison

+2 Save vs. Poison

Resuscitation

Prereq: Healing proficiency. Bring humanoid who is at 0hp to 1hp. A penalty of -2 per Death Save failure applies. Cannot be used if creature has 3 Death Save failures.

Survival

Combined Proficiency:

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

Techcraft

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

Toughness

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

Tracking

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

Tumbling

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

Ventriloquism

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

War Caster

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

Weaponsmithing

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

Weaving

Skilled at creating garments, tapestries, and draperies.

Nonweapon: Synergy

Proficiency:

Anatomy

Animal Handling

Artistic Ability

Astrology

Gem Cutting

Herbalism

Magic Languages

Nature

Bonus:

+1 to **Healing**

+2 to **Survival** when hunting or making snares

+1 to **Appraising** for objects of art

+1 to **Navigation** when using the stars

+2 to **Appraising** for gems and jewelry

+2 to **Healing/Poisoncraft**

+4 to **Arcana** with specific language

+1 to **Herbalism**