

SKILL POINTS

Variant Rules for Dungeons and Dragons 5.0



**Skill versatility options for players and dungeon masters
for the world's greatest roleplaying game**

The rules presented in this primer are offered as an alternative to the standard skill proficiencies. They were designed with the intention of giving players more flexibility in character development and to give the illusion of training on skills over time as opposed to suddenly becoming better at everything once every four levels.

VOCABULARY

There are a few terms used regularly here that you need to know.

Skill Points. As a character progresses through their levels, they gain a number of skill points. These points can be added to skills or tools in place of your proficiency bonus as a modifier to ability checks. The new calculation for skill checks is

$$\text{d20} + \text{ability modifier} + \text{your skill points in the appropriate skill}$$

Specialties. Many features will grant a character a specialty in a skill. This is a specific use for that skill that the character excels in. You have advantage on any skill check that falls into a specialty your character possesses.

Trained. You are considered trained in any skill that you have skill points in. These skills are treated as normal, however some DMs may require you to be trained in a skill to make some skill checks.

Untrained. If you don't have skill points in a skill, you are untrained in that skill. You have disadvantage with any skill checks made with an untrained skill. Some DMs may deem specific checks impossible if you are not trained in the appropriate skill.

As a general guideline, if a game rule refers to a character's skill proficiency, assume that it is instead referring to whether or not you are trained in the skill. For example, "a skill you are proficient in" becomes "a skill you are trained in."

PROFICIENCY BONUS

Although skill points are replacing your proficiency bonus in regards to skills, it is still a necessary number.

Unless an ability says otherwise, there is no restriction on what skills or tools you can put your skill points in. However, you cannot raise a skill higher than your proficiency bonus. If a feature adds skill points to a specific skill, raising it above your proficiency bonus, those points still apply. You will not be able to add more points to that skill until your proficiency bonus is once again higher than the skill.

WEAPONS, ARMOR AND SAVING THROWS

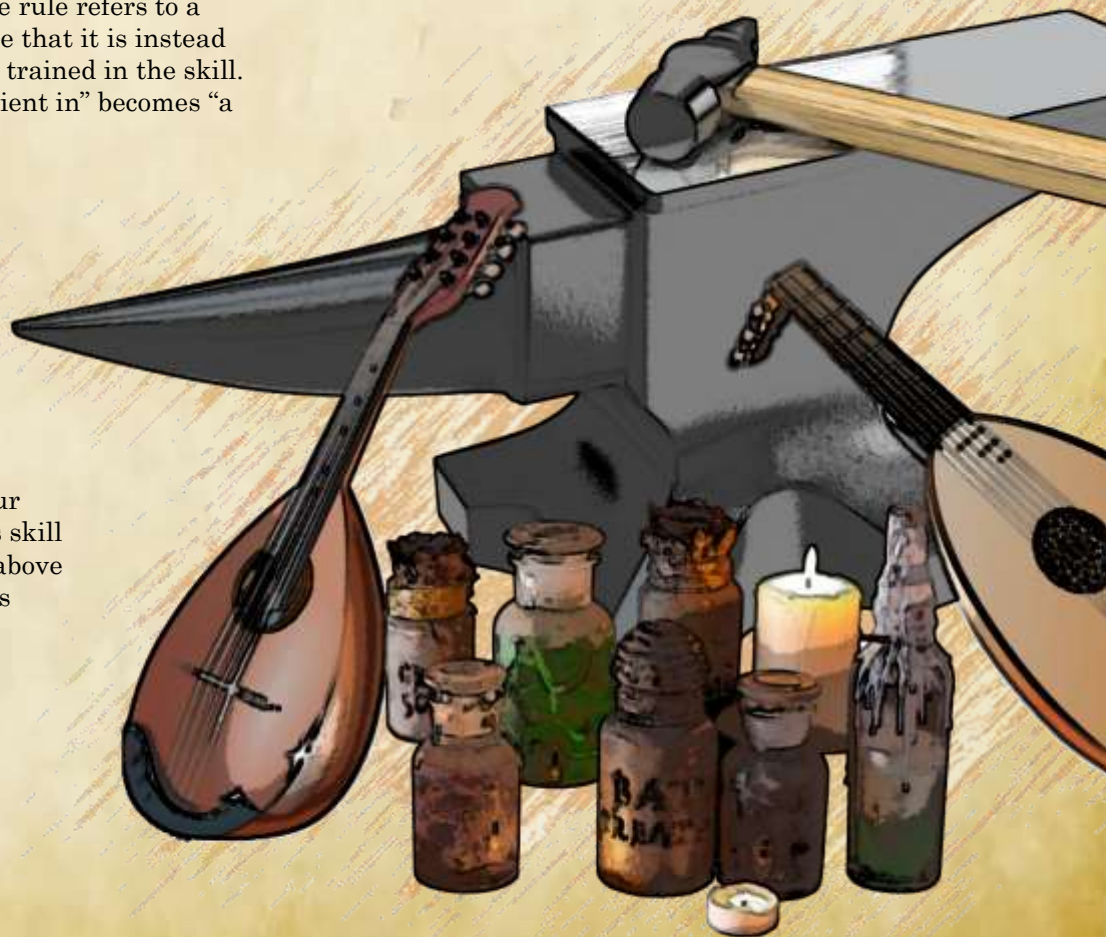
These rules do not affect your proficiencies or proficiency bonus in terms of weapons, armor, and saving throws.

The armor you can wear well is a part of class flavor. Your general training as a fighter includes how to move in bulky armor, whereas a wizard prefers to freedom of movement a lack of armor provides.

A typical D&D campaign involves a lot of combat, so it assumed that you are always practicing your weapon skills and defensive abilities. The weapons and saves that you are proficient in naturally become better as you take on constant hordes of undead minions, orcish armies, and ill-tempered dragons. In contrast, your other skills require a more focused effort.

WEAPON TRAINING

As an option, DMs may allow you to spend a skill point to gain a single weapon proficiency. Learning to adapt techniques used with your current weapons would take the time and effort as practicing a skill. Learning to maneuver in heavier armor than your used to, however, takes the kind of dedication represented by a feat or multiclassing.



SKILLS AND SPECIALTIES

This is a list of the skills and their common uses, divided into specialties. Your DM may add additional specialties or allow you to come up with your own. As a rule of thumb, a specialty should only apply to a skill check 3-4 times out of 10.

STRENGTH

ATHLETICS

Climbing. Attempting to scale or cling to a difficult surface.

Jumping. Making a difficult or extreme jump.

Swimming. Swimming against the current or in the midst of other hazards.

DEXTERITY

ACROBATICS

Balance. Keeping yourself upright on unstable or slippery footing.

Escapes. Breaking free from being grappled.

Tumbling. Falling with grace.

SLEIGHT OF HAND

Concealing. Hiding a small object on your person.

Pick Pocketing. Taking an unattended item from another person without notice.

Spellcasting. Casting a spell without the material or somatic components being seen.

STEALTH

Hiding. Hoping to be overlooked by others.

Shadowing. Following someone without being seen.

INTELLIGENCE

ARCANA

Creatures. Knowledge of magical creatures.

Enchantments. Recognizing the various markings of permanent spell workings.

Rituals. Recognizing the implements, locations and effects of arcane rituals.

Spells. Identifying specific spells as they are cast or by their effects.

HISTORY

Business. Insight into guilds, common practices in areas, important figures.

Military. Locations, tactics, and outcomes of significant and notable battles; war heroes and villains.

Politics. Hierarchy of leaders, class structures.

INVESTIGATION

Find Secrets. Noticing doors, switches, or other clues hidden in plain sight.

Find Traps. Determining if an action will trigger an unseen effect.

Search. Searching for a specified target or looking for anything of interest in a specific area.

NATURE

Fauna. Knowledge of beasts and animals.

Flora. Knowledge of plants.

Terrain. Understanding of land formations.

Weather. Understanding weather patterns.

RELIGION

Creatures. Knowledge of good and evil creatures: angles, devils, fiends, etc.

Magic. Identifying the use of divine magic.

Rituals. Recognizing the implements, locations and effects of Religious rituals.

Traditions. Knowledge of religious traditions and practices.

WISDOM

ANIMAL HANDLING

Control. Controlling a beast of burden, riding animal, or other work animal.

Influence. Attempting to sooth or provoke a creature.

Intuit. Predicting a creatures likely actions.

Training. Teaching a friendly or docile creature to act on command.

INSIGHT

Confirm Intentions. Recognizing if someone is attempting to deceive or mislead you.

Detect Lies. Recognizing if someone is telling a direct lie.

MEDICINE

Diagnosis. Determining what type of poison or disease, if any, afflicts a creature.

Healing. Using a medical kit to heal an injured creature or treat a poison or disease.

Stabilize. Using a medical kit to stabilize a dying creature.



PERCEPTION

Look Out. Noticing if you are approached or being followed.

Search. Searching a broad area or searching while traveling.

Spot Hidden Creatures. Noticing of finding creatures that are trying to hide from you.

SURVIVAL

Foraging. Finding nuts, berries, herbs, water, and other supplies in the wild.

Hunting. Finding, catching, and killing wild game. Harvesting materials from animals.

Tracking. Following the tracks of a specific creature or group.

Traveling. Moving quickly and easily though wild terrain. Setting up, hiding, and taking down a campsite.

CHARISMA

DECEPTION

Lying. Telling a convincing lie.

Misdirection. Creating a convincing distraction.

Misleading. Using the truth to lead someone to a false conclusion.

INTIMIDATION

Bluster. Convincing someone that you are a bigger threat than you are.

Instinct. Acting upon a creature's instincts to scare it.

Threats. Using the threat of impending action to persuade.

PERFORMANCE

Acting. Stage acting.

Dancing.

Music. Musical instruments.

Oration. Public speaking.

Singing.

PERSUASION

Bartering. Hagglng prices on goods and services.

Diplomacy. Convincing groups or individuals to work together.

Influence. Trying to change someone's way of thinking.

FEATURE CHANGES

Many abilities granted to players from their racial traits, backgrounds, and class features include bonus skill proficiencies or modify your proficiencies. Use the following rules to convert skill proficiencies into skill points.

BACKGROUNDS

For each skill that a background grants you proficiency in, instead gain 1 skill point and one specialty of your choice in that skill.

RACIAL TRAITS

For races that would grant skill proficiencies, replace the following racial features.

CHANGLING: DUPLICITY

You gain 2 skill points in Deception and gain an additional point in Deception at 5th, 9th, 13th, and 17th levels.

DWARF: STONECUNNING

You gain 1 skill point in History along with the specialty History(stonecunning) which applies to rolls made to identify aspects of stone work such as its origin, age, tools used, etc.

ELF: KEEN SENSES

You gain 2 skill points in Perception and gain an additional point in Perception at 5th, 9th, 13th, and 17th levels.

GNOME (ROCK): ARTIFICER'S LORE

You gain 1 skill point in History along with the specialty History(artificer's lore) which applies to rolls made related to magic items, alchemical objects, or technological devices.

GOLIATH: NATURAL ATHLETE

You gain 2 skill points in Athletics and gain an additional point in Athletics at 5th, 9th, 13th, and 17th levels.

HALF-ELF: SKILL VERSATILITY

You gain 3 extra skill points at 1st level and additional point at 3rd, 5th, 7th, 9th, 11th 13th, 15th, 17th, and 19th levels.

TOOLS

Tools are a special case under these rules. Whenever a feature would grant a proficiency with a tool set, you gain 2 skill points in that particular tool.

While under the traditional rules you cannot add your proficiency modifier to any roll more than once, tool skills within this system act as a bonus to appropriate rolls.

For example, a 5th level character who is proficient in survival and with an herbalism kit would only add +3 to a check made to forage for medicinal herbs. A character with 3 skill points in survival and 2 in herbalism kits would get a +5 to that same roll.

Tool skills can be increased just like other ability skills, including training in a tool you previously had no points in. It is best to have an in-game reason for picking up new skills, and some DMs may require that you do.

HALF-ORC OR ORC: MENACING

You gain 2 skill points in Intimidation and gain an additional point in Intimidation at 5th, 9th, 13th, and 17th levels.

HUMAN (VARIANT): SKILLS

You get 1 skill point and a specialty of your choice in any one skill. You also get an additional skill point at 5th, 9th, 13th, and 17th levels.

KENKU: KENKU TRAINING

Select two of the following skills: Acrobatics, Deception, Stealth, or Sleight of Hand. You gain 1 skill point in each of the selected skills and a specialty of your choice in one of them. You also get an additional point at 3rd, 5th, 7th, 9th, 11th 13th, 15th, 17th, and 19th levels.

LIZARDFOLK: HUNTER'S LORE

Select two of the following skills: Animal Handling, Nature, Perception, Stealth, or Survival. You gain 1 skill point in each of the selected skills and a specialty of your choice in one of them. You also get an additional point at 3rd, 5th, 7th, 9th, 11th 13th, 15th, 17th, and 19th levels.

TABAXI: CAT'S TALENTS

You gain 2 skill points each in Perception and Stealth. You also gain an additional point at 3rd, 5th, 7th, 9th, 11th 13th, 15th, and 17th levels that can be spent in Perception or Stealth.

CLASS FEATURES

No matter what class you choose at 1st level, select one skill from that class' skill list. You get 1 skill point and a specialty of your choice in that skill.

You get 2 skill points at first level and get one additional skill point each time you gain a level.

Some classes have features that grant additional proficiencies or manipulate proficiencies you already have. Use the following refined features instead.

BARBARIAN

PRIMAL PATH: PATH OF THE TOTEM WARRIOR

Aspect of the Beast

Tiger. You get a skill point and a specialty of your choice in each of two of the following skills: Athletics, Acrobatics, Stealth, and Survival.

You get an extra skill point at 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

BARD

As natural showmen and gatherers of knowledge and lore, Bards get 1 extra skill point at 1st level.

JACK OF ALL TRADES

Starting at 2nd level, you no longer have disadvantage on skill checks that you are untrained in.

You also get a +1 bonus to initiative rolls. This bonus increases to +2 at 9th level and to +3 at 17th level.

EXPERTISE

Beginning at 3rd level, you get 1 extra skill point each time you gain a level. At 10th level, this increases to 2 extra skill points.

Also at 3rd level, choose two skills. You can raise the chosen skills to twice your proficiency bonus. At 10th level, choose 2 more skills to gain this benefit.

BARD COLLEGE: COLLEGE OF LORE

Bonus Proficiencies

Beginning when you join the College of Lore at 3rd level, you get 1 extra skill point each time you gain a level.

BARD COLLEGE: COLLEGE OF SATIRE

Bonus Proficiencies

When you join the College of Satire at 3rd level, you gain 2 skill points with thieves' tools. You also gain a skill point and a specialty of your choice in Sleight of Hand, and 1 skill point in another skill of your choice.

You get an extra skill point at 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

CLERIC

DIVINE DOMAIN: KNOWLEDGE DOMAIN

Blessings of Knowledge

At 1st level, you learn two languages of your choice.

Choose two of the following skills: Arcana, History, Nature, or Religion. Gain 1 skill point and a specialty of

your choice in each of the chosen skills. You can also raise these skills to twice your proficiency modifier.

You also get 1 extra skill point at 1st level and each time you gain a level.

Channel Divinity: Knowledge of the Ages

Starting at 2nd level, you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, when making ability checks with the chosen skill or tool, you are considered trained and can treat a d20 roll of 9 or lower as a 10.

DIVINE DOMAIN: NATURE DOMAIN

Acolyte of Nature

At 1st level, you learn one druid cantrip of your choice.

At 1st level, you get a skill point and a specialty of your choice in one of the following skills: Animal Handling, Nature, or Survival. At 4th level and again at 8th, 12th, 16th, and 20th levels you get one extra skill point that can be added to Animal Handling, Nature, or Survival. If these skills already have points equal to your proficiency bonus, this extra point can be added to any skill.

DIVINE DOMAIN: ARCANA DOMAIN

Arcane Initiate

When you choose this domain at 1st level, you gain get a skill point and a specialty of your choice in Arcana, and you gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips. You get an extra skill point at 4th, 8th, 12th, 16th, and 20th levels.



DIVINE DOMAIN: CITY DOMAIN

Heart of the City

From 1st level, you are able to tap into the spirit of community found in the city. While you are within any city, you can gain advantage on a single Deception, Intimidation, or Persuasion check, and you are considered to have skill points equal to your proficiency modifier in the appropriate skill. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Block Watch

Starting at 6th level, your awareness while in the city extends preternaturally. While in an urban environment, you are considered trained in the Insight and Perception skills, and you can treat a d20 roll of 9 or lower as a 10.

FIGHTER

ARCHETYPE: CHAMPION

Remarkable Athlete

Starting at 7th level, you no longer have disadvantage on Strength, Dexterity, or Constitution ability checks that you are untrained in.

You also get a +1 bonus to initiative rolls. This bonus increases to +2 at 9th level and to +3 at 17th level.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

ARCHETYPE: PURPLE DRAGON KNIGHT

Royal Envoy

A Purple Dragon knight serves as an envoy of the Cormyrean crown. Knights of high standing are expected to conduct themselves with grace.

At 7th level, you get 2 skill points and a specialty of your choice in Persuasion. You can also raise Persuasion to twice your proficiency bonus.

You get an extra skill point at 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

ARCHETYPE: ARCANE ARCHER

Archer's Lore

At 3rd level, you learn a few skills relating to the typical duties of an Arcane Archer. You learn to understand magical theory and develop survival skills for wandering the wilds.

When you choose this archetype at 3rd level, choose two of the following skills: Arcana, Athletics, Nature, Perception, Stealth, and Survival. You get 1 skill point and a specialty in each of the chosen skills.

You get an extra skill point at 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

ARCHETYPE: CAVALIER

Bonus Proficiencies

When you choose this archetype at 3rd level, choose two of the following skills: Animal Handling, Insight, Performance, or Persuasion. You get 1 skill point and a

specialty in each of the chosen skills. You can gain 2 skill points with a tool of your choice in place of one skill choice.

You get an extra skill point at 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

ARCHETYPE: KNIGHT

Noble Cavalry

At 7th level, choose two of the following skills: Arcana, Athletics, Nature, Perception, Stealth, and Survival. You get 1 skill point and a specialty in each of the chosen skills. Alternatively, you may learn a new language in place of one skill choice.

You get an extra skill point at 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

ARCHETYPE: MONSTER HUNTER

Bonus Proficiencies

When you choose this archetype at 3rd level, choose two of the following skills: Arcana, History, Insight, Investigation, Nature, or Perception. You get 1 skill point and a specialty in each of the chosen skills. You can gain 2 skill points with a tool of your choice in place of one skill choice.

You get an extra skill point at 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

ARCHETYPE: SAMURAI

Elegant Courtier

Starting at 7th level, your discipline and attention to detail allow you to excel in social situations that require strict adherence to etiquette. You can add your Wisdom modifier to any Charisma check you make to persuade or please a noble or anyone else of high social station.

You also gain one of the following specialties and a skill point in the associated skill: History(politics), Insight(confirm intentions), or Persuasion(diplomacy). Alternatively, you learn one language of your choice.

You get an extra skill point at 8th, 12th, 16th, and 20th levels.

ARCHETYPE: SCOUT

Bonus Proficiencies

Beginning when you choose this archetype at 3rd level, you get 1 extra skill point each time you gain a level. This point can only be added to the following skills: Acrobatics, Athletics, Investigation, Medicine, Nature, Perception, Stealth, Survival, or Thieves' Tools.

ARCHETYPE: SHARPSHOOTER

Careful Eyes

Starting at 7th level, you excel at picking out hidden enemies and other threats. You can take the Search action as a bonus action.

Choose one of the following skills: Perception, Investigation, or Survival. You get 1 skill point and a specialty of your choice in the chosen skill.

You get an extra skill point at 8th, 12th, 16th, and 20th levels.

MONK

PATH OF TRANQUILLITY

Emissary of Peace

At 6th level, you gain the ability to diffuse violent situations. Whenever you make a Charisma check to calm violent emotions or to counsel peace, you have advantage on the roll. You must make this entreaty in good faith; it doesn't apply if you add your Deception or Intimidation to your check.

Also, choose either Performance of Persuasion. You get 1 skill point and a specialty of your choice in the chosen skill.

You get an extra skill point at 8th, 12th, 16th, and 20th levels.

RANGER

A ranger's reliance on themselves means they spend more focus on training their skills than others do. Rangers get 1 extra skill point at 1st level and get an additional skill point at 4th, 8th, 12th, 16th, and 20th levels.

NATURAL EXPLORER (PHB)¹

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, you can treat a d20 roll of 9 or lower as a 10 if you are using a skill you are trained in.

While traveling for an hour or more in your favored terrain, you gain the following benefits: ...²

You choose additional favored terrain types at 6th and 10th level.

ROGUE

A rogue's preference of skill over brute force lends itself to improved training. Rogues get 1 extra skill point at 1st level.

EXPERTISE

Beginning at 1st level, you get 1 extra skill point each time you gain a level. At 6th level, this increases to 2 extra skill points.

Also at 1st level, choose two skills; at least one of the chosen skills must be from the rogue's skill list or thieves' tools. You can raise the chosen skills to twice your proficiency bonus. Repeat this at 6th level, choosing 2 more skills to gain this benefit.

ARCHETYPE: INQUISITIVE

Ear for Deceit

When you choose this archetype at 3rd level, you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to sense if a creature is lying, you can treat a d20 roll of 7 or lower as an 8.

ARCHETYPE: SCOUT

Survivalist

When you choose this archetype at 3rd level, you get 1 skill point and a specialty in the Nature and Survival skills. You can raise these skills to twice your proficiency bonus.

You get an extra skill point at 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

SORCERER

SORCEROUS ORIGIN: DRACONIC BLOODLINE

Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. ...³

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, you are considered trained and can treat a d20 roll of 9 or lower as a 10.

SORCEROUS ORIGIN: FAVORED SOUL

Blessed Countenance

At 6th level, your divine essence causes you to undergo a minor physical transformation. Your appearance takes on an otherworldly version of one of the following qualities (your choice): beautiful, youthful, kind, or imposing.

You can raise your Deception, Intimidation, Performance, and Persuasion skills to twice your proficiency bonus.

You get an extra skill point at 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

WARLOCK

ELDRITCH INVOCATIONS

Beguiling Influence

You gain 1 skill point and a specialty of your choice in both Deception and Persuasion. In addition, each time you learn a new invocation, you get 1 extra skill point to add to any Charisma based skill.

¹ This change applies only to the PHB version of the Ranger, not the revised ranger from Unearthed Arcana.

² The traveling benefits remain unchanged.

³ The Draconic Ancestry table remains unchanged.

Caiphon's Beacon

Prerequisite: The Great Old One patron

The purple star Caiphon is the doom of inexperienced mariners. Those who use its deceptive light to guide their travels invariably come to ruin. You gain 1 skill point and a specialty of your choice in both Deception and Stealth, and you have advantage on attack rolls against charmed creatures.

WIZARD

ARCANE TRADITION: BLADESINGING

Training in War and Song

When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one type of one-handed melee weapon of your choice.

You also get a skill point and the Performance(singing) specialty. If you already have the singing specialty, gain one specialty of your choice in Performance.

You get an extra skill point at 4th, 8th, 12th, 16th, and 20th levels.

ARCANE TRADITION: LORE MASTERY

Lore Master

Starting at 2nd level, you become a compendium of knowledge on a vast array of topics. You can raise your Arcana, History, Nature, or Religion up to twice your proficiency bonus.

In addition, your analytical abilities are so well-honed that your initiative in combat can be driven by mental agility, rather than physical agility. When you roll initiative, it is either an Intelligence check or a Dexterity check for you (your choice).

ARTIFICER

TOOL EXPERTISE

Starting at 2nd level, for any tool that you are granted skill points for from this class, you may raise its skill points to twice your proficiency bonus.

MYSIC

AWAKENED EXPERTISE

Starting at 1st level, your focused mental training grants you extended knowledge. Choose two skills of your choice. You gain 1 skill point and a specialty in each of the chosen skills.

In addition, choose one skill you are trained in. You can raise the chosen skill to twice your proficiency bonus.

You get an extra skill point at 1st, 2nd, 4th, 5th, 7th, 8th, 10th, 11th, 13th, 14th, 16th, 17th, 19th, and 20th levels.

CONQUERING MIND

Psychic Focus. While focused on this discipline, choose one of the following skills: Deception, Intimidation, Performance, or Persuasion. Treat rolls with the chosen

skill as though it had skill points equal to your proficiency modifier. You can change the chosen skill each time you apply your focus to this discipline.

MIND VAULT

Psychic Focus. Select one skill, weapon, shield, armor, or tool of your choice. Each time you focus on this discipline, you can choose a different skill, weapon, shield, armor, or tool. While focused on this discipline, if you choose a skill or tool, it gain 2 skill points and a specialty (if a skill), otherwise, gain proficiency in the chosen weapon, shield, or armor.

PRESTIGE CLASS: RUNE SCRIBE

PREREQUISITES

Proficiency in the Arcana skill. Rune mastery requires an understanding of arcane lore. You must have at least 3 skill points in the Arcana skill. You can include points gained the same level you join this class.

MULTICLASSING

When joining another class, ignore “one skill of your choice” or “one skill from the class’s skill list” when determining what new proficiencies you gain. The skill points you gain to replace these are included in the bonuses and revised features as described above.

FEATS

SKILLED

Choose any combination of three skills or tools of your choice.

- You gain 1 skill point and a specialty in each skill you chose.
- You gain 2 skill points in each tool you chose.
- You get 1 extra skill point each time you gain a level, including the level you gain this feat.

UNEARTHED ARCANA: FEATS

This particular instalment of Unearthed Arcana added four similar feats to improve the use of certain tools: Alchemist, Burglar, Gourmand, and Master of Disguise. For each of these, replace the second benefit with the following, substituting in the appropriate tool set:

- You gain 2 skill points in [tool].
- You can raise your skill points in [tool] to twice your proficiency bonus.

FAQ

I can't find some of these races or class features your referring to in the Player's Handbook. Is this more of your homebrew stuff? No. I'm trying to include adjustments for all of the recourses WotC has released, including other books such as the Sword Coast Adventure's Guide and online resources including the Elemental Evil Player's Companion⁴ and Unearthed Arcana⁵.

A Wizard's Improved Abjuration adds proficiency to spell skill checks. Aren't these rules supposed to get of that? Well, no. That is, *improved abjuration* isn't affecting skill checks, it's affecting a straight Intelligence check. Yes, these rules avoid compounding skill points and proficiency bonuses, but there are no skill points involved here.

I want Minotaurs in my campaign, but I don't want them to be from Krynn. Unearthed Arcana says I should replace the tools with skill proficiencies, but I want to use skill points. What do I do? You have a couple of options. You could leave the skills entirely open ended and use the Human's Skills trait. Or you could use a version of the Half-Orc's Menacing trait, replacing Intimidation with a skill appropriate to your minotaurs. Or pair 2 points in a tool (other than Thieves' Tools) with a variation on the

Dwarf's Stonecunning trait, using a skill and specialty that fit your minotaurs.

And drop the damage on horns. A natural weapon has no right doing a d10 damage.

I'm playing a Beast Conclave Ranger from Unearthed Arcana. Doesn't my animal companion get skill points too? As a DM I say no. Your companion may be smarter than the average bear, but it is still a wild animal and therefor limited in how much it can learn. But I'm not *your* DM, and they may disagree with me. In that case, instead of gaining proficiency in two skills, your companion get 3 skill points when you first summon it, and another point at 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels. If you replace your companion at a higher level, the new companion gets the initial 3 points, but misses out on any that were gained at lower levels.

WotC just released a new book/Unearthed Arcana. How do I adapt skill points to this cool new content? Well first, go check your DMsGuild library to see if there is an update for this. If not, how long has it been since the new material came out? It might take me a couple weeks to get ahold of new stuff. Still think there should be an update out and there isn't? Email me at HomebrewShenanigans@gmail.com and tell me what I'm missing.

CHANGELOG

- v1: First Public Release
- v2: Added Kenku, lizardfolk, and tabaxi racial traits
Added Artificer class features
Added Unearthed Arcana sub-class features (November 2016 – February 2017)

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⁴ http://dnd.wizards.com/articles/features/elementalevil_playerscompanion

⁵ <http://dnd.wizards.com/articles-tags/uneearthed-arcana>