

1st Edition Non-Weapon Proficiencies

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If you have questions, feel free to PM on Dragonsfoot. Of course, you will have to be a member :-)

Reviewed by: Garkhal and Presgas for clarity and playability.

HOW THEY WORK: This system is devised to get better at proficiencies with levels. You roll a d20, add or subtract the Modifier for the related proficiency. You need to roll a 16 (**The Target Number**) or higher at first level. This decreases by 1 for each level you gain. So, at 2nd level, you have to roll a 15 or higher. Having a low ability score will prevent you from using some of them, so choose carefully, based on your stats.

Levels and New Proficiencies: A new chosen proficiency starts at a base of 16, regardless of the level in which they are learned. It is advised that the DM keep track of the roll needed for each proficiency, perhaps on a separate sheet. Or give the **PC's the sheet included on the bottom of this document to use as a reference.**

SUCCESS AND FAILURE: Even expert craftsman make mistakes. Therefore a roll of "1" is always a failure. No adjustments are made. If a "1" is rolled, have the PC roll again. If they fail the roll again (with adjustments) something bad happens with the attempt – DM determined what happens – succeeding in the second roll is still a failure.. A natural "20" is always a success, again have the PC roll again, if the roll is a success, something extraordinary happens – DM determines what happens. If the second roll fails, the Proficiency is still successful but nothing wonderful happens. **NOTE** The rules for a roll of "1" apply to untrained rolls, a roll "20" does not.

ANOTHER USE FOR THIS SYSTEM: This same system can be used for ABILITY CHECKS. Rolling under the ability is very easy to do, however, with this system, the target number is always "16". And they roll and add **DOUBLE** their ability modifier... Does the thief get out of the way before the rock crushes him? Can a fighter hold up the rock, before it lands on the thief? These are examples of when an ability check is used. Hence, even the fastest thief DEX 18 can be still caught by the boulder falling on him, and for some reason, the slow dwarf DEX 12 escapes the same fate.

Modifiers are based on your Stats.

Ability SCORE MODIFIER

3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19+	+4

UNTRAINED USE Unless the PC's select a proficiency at a given level, simpler proficiencies be used untrained on a roll of 19-20. Certain proficiencies cannot be used untrained. Those that can be are marked with "**BOLD PRINT**". It is important to remember that these are trades and other things are rather complex, and the PC would have trained for years to know how to do them.

Those that can be used Untrained, the PC could have seen it done before, heard something about it, has seen it done many times.

Most Oriental Proficiencies are tied to that setting, so they were not included in this supplement. They also used a percent system – I did include the Barbarian Proficiencies, however.

HOW THEY ARE OBTAINED:

Each character starts the game with 4 slots available. Class and Race are not considered. Every three levels, you gain another 2 slots. You can use slots to gain Proficiencies (at the current cost) OR you can increase an existing Proficiency by +1 (Making the chosen one easier to use). There is no limit on your modifiers if you add to them.

Optional Rules: If the DM permits, you may use you INT # Languages as additional proficiency slots. Please ask your DM if this is allowed.

A Dm may require players to take one proficiency that is related to a trade. It still must be purchased.

The list below is all the Proficiencies that are listed in Wilderness Survival Guide and Dungeoneers Survival Guide. You will need access to these books, to use them. The descriptions are not included, to keep the size of this document down to a minimum. Some of the Ability used have been changed, to be more realistic.

A NOTE ON THIEF SKILLS. Many players have asked why a Wizard of Fighter cannot try to pick a lock. So my house rule is, any character can try a thief ability. But they only gain one attempt at it, for that particular situation. The chance of success is 5%. This does not increase. FLAT CHANCE no modifiers.

PROFICIENCY	SLOTS REQ	ABILITY	REFERENCE
Alertness	1	WIS	WSG
Animal Handling	1	WIS	WSG
Animal Lore	1	INT	WSG
Animal Noise	1	WIS	DSG
Animal Trainer	1	WIS	DSG
Appraising*	1	INT	SEE BELOW
Armorer	2	DEX	DSG
Astrology	1	INT	SEE BELOW
Blacksmith	1	STR	DSG
Blind Fighting	2	N/A	WSG
Boating	1	WIS	WSG
Boat-wright	1	INT	DSG
Bowyer/Fletcher	1	DEX	DSG
Carpenter	1	STR	DSG
Charioteering	1	DEX	WSG
Direction Sense	1	WIS	DSG
Endurance	2	N/A	WSG
Engineering*	2	INT	SEE BELOW
Etiquette*	1	CHA	SEE BELOW
Fire-Building	1	WIS	WSG
Fishing	1	WIS	WSG
Foraging	1	INT	WSG
Fungus Identification	1	INT	DSG
Gem Cutter	2	DEX	DSG
Healing	2	WIS	WSG
Heraldry*	1	INT	SEE BELOW
History*	1	INT	SEE BELOW
Hunting	1	WIS	WSG

Leather Worker	1	INT	DSG
Musical Instrument* (Includes singing)	1	DEX or CHA	SEE BELOW
Miner	2	WIS	DSG
Mountaineering	1	N/A	WSG
Plant Lore	1	INT	WSG
Potter Glass Blower	1	DEX	DSG
Religion*	1	WIS	SEE BELOW
Riding, Airborne	2	WIS	WSG
Riding, Land	1	WIS	WSG
Rope Use	1	DEX	WSG
Running	2	CON	WSG
Slow Respiration	1	N/A	DSG
Smelter	1	INT	DSG
Sound Analysis	1	WIS	DSG
Stone Mason	1	STR	DSG
Survival, Cold	1	N/A	WSG
Survival, Desert	2	N/A	WSG
Survival, Heat	1	N/A	WSG
Swimming	1	STR	WSG
Tracking	1	N/A	WSG
Weaponsmith	3	INT	DSG
Weather Sense	1	WIS	WSG
Weaver	1	INT	DSG
BARBARIAN & RANGER			
Signaling	1	DEX	OA
Snare Building	1	DEX	OA
Sound Imitation U	1	CHA	OA

NOTE Barbarians can also choose from all the above, but not all are appropriate. Consult with the DM when selecting.

These are taken from AD&D 2nd Edition, but they are a great addition to the 1st Edition Proficiencies. I felt a few more were needed to round them out.

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

Astrology: This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best. If a successful proficiency check is made, the astrologer can foresee some general event--a great battle, a friend lost, a new friendship made, etc. The DM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result--it only indicates the potential result. If

the proficiency check is failed, no information is gained unless a 20 is rolled, in which case the prediction is wildly inaccurate.

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

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

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

Etiquette: This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc. For extremely unusual occurrences, a proficiency check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event).

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

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, calligraphic 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.

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 +10% to Reactions. But telling stories to hostile beings is probably not going to do any good.

Musical Instrument – Singing: 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. If a successful singing roll is made, he can increase the reactions of the crowd by +10%

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

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

PLAYERS NON WEAPON PROFICIENCIES SHEET

BOLD can be used Untrained by rolling a 19 or 20.

PROFICIENCY	Cost	Ability	Mod	Target #	PROFICIENCY	Cost	Ability	Mod	Target #
Alertness	1	WIS			Musical Instrument / Singing	1	DEX or CHA		
Animal Handling	1	WIS			Miner	2	WIS		
Animal Lore	1	INT			Mountaineering	1	N/A	-----	
Animal Noise	1	WIS			Plant Lore	1	INT		
Animal Trainer	1	WIS			Potter Glass Blower	1	DEX		
Appraising	1	INT			Religion	1	INT		
Armorer	2	DEX			Riding, Airborne	2	WIS		
Astrology	1	INT			Riding, Land based	1	WIS		
Blacksmith	1	STR			Rope Use	1	DEX		
Blind Fighting	2	N/A			Running	2	CON		
Boating	1	WIS			Slow Respiration	1	N/A		
Boat-Wright	1	INT			Smelter	1	INT		
Bowyer/Fletcher	1	DEX			Sound Analysis	1	WIS		
Carpenter	1	STR			Stone Mason	1	STR		
Charioteering	1	DEX			Survial, Cold	1	N/A	-----	
Direction Sense	1	WIS			Survival, Desert	2	N/A	-----	
Endurance	2	N/A			Survival, Heat	1	N/A	_____	
Engineering	2	INT			Swimming	1	DEX		
Etiquette	1	CHA			Tracking	1	N/A		
Fire-Building	1	WIS			Weapons Smith	3	INT		
Fishing	1	INT			Weather Sense	1	WIS		
Foraging	1	INT			Weaver	1	INT		
Fungus Identification	1	INT			BARBARIAN & RANGER				
Gem Cutting	2	DEX			Signaling	1	INT		
Healing	1	WIS			Snare Building	1	DEX		
Heraldry	1	INT			Sound Imitation	1	WIS		
History	1	INT			OTHER PROFICIENCIES				
Hunting	1	WIS							
Leather Working	1	INT							