

## Alphabetical Nonweapon Proficiency Table

(Version 1.4.1, 10/17/2012)

### Alphabetical List (printable version)

Proficiency	# of Slots Required	Relevant Ability	Modifier Check	Optional (Skills&Powers) CP/Init.Rat/Ability
Acting ( <b>TcBaH</b> )	1	Charisma	-1	(none given) (3/8/dex or cha)
Administration (PIO:S&M)	1	Intelligence	+1	3/9/Intelligence
Alchemy (PIO:S&M)	2	Intelligence	-3	5/6/Intelligence
Alertness ( <b>TcRaH</b> )	1	Wisdom	+1	6/Wisdom/Intuition
Alms (PIO:S&M)	1	Charisma	0	3/8/Charisma
Agriculture	1	Intelligence	0	3/7/intelligence,knowledge
Ambidexterity (DMO:C&T)	1	Dexterity/Aim	0	4/0, Warrior,Rogue
Ambush (DMO:C&T)	1	Intellig./Reason	0	4/5/Warrior,Rogue
Anatomy (PIO:S&M)	2	Intelligence	-2	4/5/Intelligence
Ancient History	1	Intelligence	-1	3/6/Wis,Intui/Int,Knowl
Animal Handling	1	Wisdom	-1	3/7/Wisdom,Willpower
Animal Lore	1	Intelligence	0	3/7/Int,Knowl./Wis,Intuit.
Animal Noise ( <b>TcThiH</b> )	1	Wisdom	-1	none given
Animal Rending ( <b>TCBarbH</b> )	1	Dexterity	+2	none given
Animal Training	1	Wisdom	0	4/5/Wis,Willp./Cha,Lead.
Appraising	1	Intelligence	0	2/8/Int,Reas./Wis,Intuit.
Arcanology (PIO:S&M)	1	Intelligence	-3	4/5/Intelligence
Armorer* ( <b>TcFiH</b> )	2	Intelligence	-2	5/5/Int,Knowl./Str,Muscle
Armorer Crude ( <b>TCBarbH</b> )	1	Intelligence	-1	none given
Artistic Ability	1	Wisdom	0	none given
Astrology	2	Intelligence	0	3/5/Wis,Intui/Int,Knowl
Astronomy (PIO: S&P)	(2)	(Intelligence)	0	2/7/Int,Knowledge
Bartering ( <b>TCBarbH</b> )	1	Intelligence	-2	none given
Begging ( <b>TcThiH</b> )	1	Wisdom	special	none given
Blacksmithing	1	Strength	0	4/6/Str,Muscle/Int,Knowl.
Blind-fighting	2	NA	NA	4/6/Wis/Intuit./Dex,Balan
Boating ( <b>TcRaH</b> )	1	Wisdom	+1	none given
Or Boat Piloting (PIO:S&P)	(1)	(Wisdom)	+1	2/6/Str,Muscle/Int,Reason
Boatwright ( <b>DwH</b> )	1	Intelligence	-2	none given
Bookbinding (PIO:S&M)	1	Intelligence	0	3/8/ Intelligence
Bowyer/Fletcher* ( <b>TcFiH</b> )	1	Dexterity	-1	5/6/Int,Knowl.,Dex,Aim
Bowyer/Flet., Crude ( <b>TCBarbH</b> )	1	Dexterity	0	none given
Brewing	1	Intelligence	0	3/8/Intelligence,knowledge
Bureaucracy ( <b>TcPaH</b> )	2	Intelligence	0	5/8 Intelligence
Camouflage ( <b>TcRaH</b> )	1	Wisdom	0	4/5/Int/Reason, Warrior,Rogue
Carpentry	1	Strength	0	3/7/Str,Stamina/Int,knowl.
Cartography ( <b>TcRaH</b> )	1	Intelligence	-2	none given
Ceremony (PIO:S&M)	1	Wisdom	0	3/7/Wisdom
Chanting ( <b>TcBaH</b> )	1	Charisma	+2	2/5/Charisma/Leadership
Charioteering	1	Dexterity	+2	4/5/Dex,Balance/Wis,Willp
Cheesemaking* ( <b>HH</b> )	1	Intelligence	0	none given
Clothesmaking, Crude ( <b>TcBaH</b> )	1	Intelligence	-1	none given
Close-quarter fighting ( <b>HH</b> )	2	Dexterity	0	none given
Craft Instrument ( <b>TcBaH</b> )	2	Dexterity	-2	none given (4/7/dex, str)
Crowd Working ( <b>TcBaH</b> )	1	Charisma	+0	none given (3/6/cha,int)
Cryptography (PIO:S&P)	1	Intelligence	0	3/6/Int,Reas/Wis,Intuit
Cobbling	1	Dexterity	0	3/7/Dex,Aim/Int,knowl.
Concentration (PIO: S&M)	2	Wisdom	-2	5/6/Wisdom
Cooking	1	Intelligence	0	3/7/Int,Reason
Cryptography (PIO: S&P)	(1)	(Intelligence)	-2	3/6/Int,Reason, Wis/Intuit.
Dancing	1	Dexterity	0	2/6/Dex,Bala./Cha,Appear.
Danger Sense ( <b>HH</b> )	2	Wisdom	+1	none given
Deep Diving (PIO:S&P)	(1)	(Constitution)	0	2/5/Dex,Bala./Con,Health
Diagnostics ( <b>TcPaH</b> )	1	Wisdom	-1	none given
Diplomacy (PIO:S&M)	1	Charisma	-1	3/6/Charisma
Direction Sense	1	Wisdom	+1	none given
Dirty Fighting (DMO:C&T)	1	Intellig./Knowl.	0	3/5/Warriors,Rogues
Disguise	1	Charisma	-1	4/5/Wis,Intuit/Cha,Leader

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Distance Sense ( <i>TcRaH</i> )	1	Wisdom	0	<i>none given</i>
Dowsing (PIO: S&M)	1	Wisdom	-3	3/5/Wisdom
<i>Drinking (HH)*</i>	1	Constitution	0	<i>none given</i>
<i>Dwarf Runes (DwH)</i>	1	Intelligence	+2	<i>none given</i>
<i>Eating (HH)*</i>	1	Constitution	0	<i>none given</i>
Endurance	2	Constitution	0	2/3/Constitution/Fitness
Engineering	2	Intelligence	-3	4/5/Int,Reason/Wis,Intuit.
Etiquette	1	Charisma	0	2/8/Cha,Appear,Wis/Intuit.
Falconry ( <i>TcRaH</i> )	1	Wisdom	-1	<i>none given</i>
Fast-talking ( <i>TcThiH</i> )	1	Charisma	special	<i>none given</i>
Fine Balance (DMO:C&T)	2	Dex/Balance	0	5/7/Warrior,Rogue
Fire-building	1	Wisdom	-1	2/8/Wis,Intuit./Int,Reason
Fishing	1	Wisdom	-1	3/6/Wis/Intuit., Int/Knowl.
Foraging ( <i>TcRaH</i> )	1	Intelligence	-2	<i>none given</i>
Forgery	1	Dexterity	-1	3/5/Dex,Aim/Wis,Willp.
Fortune Telling ( <i>TcThiH</i> )	2	Charisma	+2	<i>none given</i>
<i>Fungi Recognition (DwH)</i>	1	Intelligence	+3	<i>none given</i>
Gaming*	1	Charisma	0	2/5/Wis,Intuit/Int,Knowl.
Glassblowing (PIO: S&M)	1	Dexterity	0	2/7/Dexterity
Gem Cutting	2	Dexterity	-2	3/6/Dexterity/ Aim
Harness Subconscious ( <i>TcPsiH</i> )	2	Wisdom	-1	<i>none given</i>
Healing*	2	Wisdom	-2	4/5Wis,Intuit./Cha,Lead.
Heraldry	1	Intelligence	0	2/8/Int,Knowledge
Herbalism	2	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
Hiding ( <i>TcBarbH</i> )	2	Intelligence	-1	<i>none given</i>
Horde Summoning ( <i>TcBarbH</i> )	2	Charisma	-2	<i>none given</i>
Hunting	1	Wisdom	-1	2/7/Wisdom,Intuition
Hypnosis ( <i>TcPsiH</i> )	1	Charisma	-2	4/6 Charisma
Hypnotism (PIO: S&M)	1	Charisma	-2	4/6/Charisma
Information Gathering ( <i>TcThiH</i> )	1	Intelligence	special	<i>none given</i>
Intimidation ( <i>TcThiH</i> )	1	special	special	<i>none given</i>
Investigation (PIO: S&M)	1	Intelligence	-2	4/6/Intelligence
Iron Will (DMO:C&T)	2	Wisdom/Willp.	-2	6/3/Warrior, Priest
Jousting ( <i>TcPaH</i> )	1	Dexterity	+2	<i>none given</i>
Juggling	1	Dexterity	-1	3/7/Dexterity/Aim
Jumping	1	Strength	0	2/8/Str,Muscle/Dex,Bal.
Languages, Ancient	1	Intelligence	0	4/5/Intelligence,Knowl.
Languages, Modern	1	Intelligence	0	2/9/Int,Knowledge
Law ( <i>TcPaH</i> )	1	Wisdom	0	3/7/Intelligence
Leadership (DMO:C&T)	1	Char./Leadersh.	-1	3/5/Warrior
Leatherworking	1	Intelligence	0	3/7/Int,Knowl./Dex,Aim
<i>Light Sleeping (TcBarbH)</i>	1	Constitution	-1	<i>none given</i>
<i>Local Dwarf History (DwH)</i>	1	Charisma	+2	<i>none given</i>
Local History	1	Charisma	0	2/8/Int,Knowl./Cha,Appear.
Locksmithing ( <i>TcThiH</i> )	1	Dexterity	0	<i>none given</i>
Looting ( <i>TcThiH</i> )	1	Dexterity	0	<i>none given</i>
Meditative Focus ( <i>TcPsiH</i> )	1	Wisdom	+1	<i>none given</i>
Mental Resistance (PIO: S&M)	1	Wisdom	-1	3/5/Wisdom
Mining	2	Wisdom	-3	5/5/Wis/Intuit., Str/Stam.
Mountaineering	1	NA	NA	4/7/Str,Stamina/Wis,Willpo
Musical Instrument	1	Dexterity	-1	2/7/Charisma,Leadership
Navigation	1	Intelligence	-2	3/6/Int,Knowl./Wis,Intuit.
<i>Natural Fighting (HH)</i>	2	Strength	+1	<i>none given</i>
Observation ( <i>TcThiH</i> )	1	Intelligence	0	3/7/Intelligence
Omen Reading (PIO: S&M)	1	Wisdom	-2	3/5/Wisdom
Oratory ( <i>TcPaH</i> )	1	Charisma	-1	3/7/Charisma
Orienteering (PIOS&P)	(1)	(Intelligence)	0	3/7/Int,Knowl./Wis,Intuit.
Painting (PIOS&P)	(1)	(Dexterity)	0	2/7/Dex,Aim/Wis,Intuit.
Papermaking (PIO: S&M)	1	Intelligence	0	2/8/Intelligence
Persuasion ( <i>TcRaH</i> )	1	Charisma	0	3/5/Charisma
<i>Pest Control (DwH)</i>	1	Wisdom	0	<i>none given</i>

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Prestidigitation (PIO: S&M)	1	Dexterity	-1	3/7/Dexterity
Poetry ( <i>TcPaH</i> )	1	Intelligence	-2	<i>none given</i>
Pottery	1	Dexterity	-2	3/7/Dexterity,Aim
Quickness (DMO:C&T)	2	Dexterity/Aim	0	6/3/Warrior,Rogue
Reading Lips	2	Intelligence	-2	3/7/Int,Knowl/Wis,Intuit
Reading/Writing	1	Intelligence	+1	2/8/Intelligence, Know.
Rejuvenation ( <i>TcPsiH</i> )	1	Wisdom	-1	<i>none given</i>
Religion	1	Wisdom	0	2/6/Wisdom, Intuition
Research (PIO: S&M)	1	Intelligence	0	3/6/Intelligence
Riding, Airborne	2	Wisdom	-2	4/5/Wis,Willp./Dex,Balan.
Riding, Land-based	1	Wisdom	+3	2/8/Wis,Willp./ Dex,Balan.
Riding, Sea-based ( <i>TcRaH</i> )	2	Dexterity	-2	<i>none given</i>
Rope Use	1	Dexterity	0	2/8/Dex,Aim/Wis/Intuit.
Running	1	Constitution	-6	2/5/Str,Stamina/Con,Fitness
Sage Knowledge (PIO: S&M)	1	Intelligence	-2	4/5/ Intelligence
Scribe (PIO: S&M)	1	Dexterity	+1	2/7/Dexterity
Sculpting (PIO:S&P)	1	Dexterity	-2	2/5Dex,Aim/Wis,Intuition
Seamanship	1	Dexterity	+1	3/8/Wis,Intuit./Dex,Balan.
Seamstress/Tailor	1	Dexterity	-1	<i>none given</i>
Set Snares (PH)	1	Intelligence	-1	3/6/Dex,Aim/Wis,Intuition
Or <i>Set Snares (PO:S&amp;P)</i>	1	<i>Dexterity</i>	-1	3/6/Dex,Aim/Wis,Intuit
<i>Sign Language (DwH)</i>	1	<i>Intelligence</i>	+2	<i>none given</i>
Or <i>Sign Language (TCBarbH)</i>	1	Dex	0	<i>none given</i>
Signaling ( <i>TcRaH</i> )	1	Intelligence	-2	<i>none given</i>
Signature Spell (PIO: S&M)	1	special	special	<i>none given</i>
Singing	1	Charisma	0	2/5/Charisma/Leadership
<i>Slow Respiration (DwH)</i>	1	<i>N/A</i>	<i>N/A</i>	<i>none given</i>
<i>Smelting (DwH)</i>	1	<i>Intelligence</i>	0	<i>none given</i>
Spellcraft	1	Intelligence	-2	3/7/Intelligence, Reason
Spelunking ( <i>TcRaH</i> )	1	Intelligence	-2	<i>none given</i>
<i>Soothsaying (TCBarbH)</i>	2	Intelligence	0	<i>none given</i>
<i>Sound Analysis (DwH)</i>	1	<i>Wisdom</i>	0	<i>none given</i>
Steady Hand (DMO:C&T)	1(5)	Dexterity/Aim	0	Warrior, Rogue
Stonemasonry	1	Strength	-2	4/5/Str,Stamina/Wis,Intuit.
Survival	2	Intelligence	0	3/6/Int,Knowl./ Wis,Willp.
<i>Survival, Underground (DwH)</i>	1	Intelligence	0	3/6/Int,Knowl./ Wis,Willp.
Swimming	1	Strength	0	2/9/Strength,Stamina
Tactics of Magic (PIO: S&M)	1	Intelligence	-1	3/6/Intelligence
Tailoring (PIO:S&P)	(2)	( <i>Dexterity</i> )	(-2)	3/7/Dex,Aim/Int,Reason
Thaumaturgy (PIO: S&M)	1	Intelligence	-2	3/5/ Intelligence
Throwing (PIO: S&P)	1**	<i>Dexterity**</i>		2/8/Dexterity,Aim/ Str,Muscle
Tightrope Walking	1	Dexterity	0	3/5/Dex,Balance
Tracking	2	Wisdom	Special	4/7/Wis,Intuition
Trailing ( <i>TcThiH</i> )	1	Dexterity	special	<i>none given</i>
Trail Marking ( <i>TcRaH</i> )	1	Wisdom	0	<i>none given</i>
Trail Signs ( <i>TcRaH</i> )	1	Intelligence	-1	3/7/Dex,Balance/Str,Muscle
Trouble Sense (DMO:C&T)	1	Wis./Int	0	4/3/General
<i>also see "Danger Sense"</i>				
Tumbling	1	Dexterity	0	<i>none given</i>
Undead Lore (PIO:S&M)	1	Intelligence	-1	3/6/Intelligence
<i>Underground Navigation (DwH)</i>	1	Intelligence	0	<i>none given</i>
Ventriloquism	1	Intelligence	-2	4/5/Int,Knowl./ Cha,Leaders
Veterinary Healing ( <i>TcRaH</i> )	1	Wisdom	-3	<i>none given</i>
Voice Mimicry ( <i>TcThiH</i> )	2	Charisma	special	<i>none given</i>
<i>Weapon Improvisation (TCBarbH)</i>	1	Wisdom	-1	<i>none given</i>
Weaponsmithing* ( <i>TcFiH</i> )	3	Intelligence	-3	5/5/Int,knowl./cha.lead.
Weaponsmithing, Crude ( <i>TcRaH</i> )	1	Wisdom	-3	<i>none given</i>
Weather Sense	1	Wisdom	-1	<i>none given</i>
<i>also see Weather Knowledge (PIO:S&amp;P) (1) Wisdom)</i>			-1	2/7/Wisdom/Intuition
Weaving	1	Intelligence	-1	3/6/Int,Reason/Dex,Aim

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Whistling/Humming ( <i>TcBaH</i> )	1	Dexterity	+2	<i>none given (3/6/cha,dex)</i>
Wild Fighting ( <i>TCBarbH</i> )	2	Constitution	0	<i>none given</i>
Winemaking* ( <i>HH</i> )	1	Intelligence	0	<i>none given</i>

(*TcFiH*) Within the "Complete Fighters Handbook" more details regarding these proficiencies can be found.

(*TcPaH*) These proficiencies have special applications for paladins, explained in the classes section.

(*TCBarbH*) and (*HH*) All skills from these are not generally available in every campaign setting and require the DMs allowance! Also some of them are not normally available for every character race (human, & demihumans)

(...) entries indicate new proficiencies from the "complete handbooks" or "optional handbook" or new comments on these within these classes handbooks. Please see the classes chapter.

*Skills in italics come from the complete Barbarian Handbooks, Dwarven Handbook and Humanoids Handbook.*

\* Numbers given in violet are suggestions. The "optional Books" don't give slot ratings only CP ratings.

\* Healing is not within a bard's proficiency group, thus it takes three slots to learn instead of two.

### New Proficiencies (optional from *The Complete Book of Nonweapon Proficiencies V.1.4.1*)

Proficiency	Requirement	# of Slots Required	Relevant Ability	Check Modifier	Optional (Skills&Powers) CP/Init.Rat/Ability
Attune to the woodlands (new)	Elves only	2	Wisdom	0	CP 6, Elves only
Enhanced racial sense (new)	Gnomes only	1	none	0	CP 3, Gnomes only
Poison Handling (new)	Level 5+	2* (1)	Intellig./Knowl.	0	CP 6*(3), Pri, Rog, Wiz
Safer Passage (new)	Druids only	1 or 2	Dexterity	0	CP3 or 6, Druids only
Shelter (new)	Halflings only	1	(Charisma)	(+4)	CP 3, Halflings only

*The new NWP's are introduced in chapter "new proficiencies"*

## HIGH LEVEL SKILLS

These are listed separately in the table below.

### The High Level Nonweapon Proficiencies/Skills (in alphabetical order)

Name	Source	Cost & Attribute	Prerequisites
Adaption	(DMOHLC)	2 slots (6CP), Intelligence/Reason	War 10+ / Rog 11+
All around attack	(DMOHLC)	1 slot (3CP), ---	War 10+
Bravery	(DMOHLC)	1 slot (3CP), Wisdom/Willpower	War 10+
Captivate	(DMOHLC)	1 slot (3CP), Charisma/Appearance	War 15+, Bravery
Classify Traps	(DMOHLC)	2 slots (6CP), Intelligence/Knowledge	Rog 11+
Death Blow	(DMOHLC)	2 slots (6CP), ---	War 15+
Detect Deception	(DMOHLC)	1 slot (3CP), Wisdom/Intuition	Pri 15+
Divine Strength	(DMOHLC)	1 slot (3CP), Wisdom/Willpower	Pri 10+, Eminence
Divine Voice	(DMOHLC)	1 slot (3CP), Charisma/Leadership	Pri 15+, Eminence
Divine Will	(DMOHLC)	1 slot (3CP), Wisdom/Willpower	Pri 10+
Eminence	(DMOHLC)	1 slot (3CP), Charisma/Leadership	Priest 10+
Evasion	(DMOHLC)	1 slot (3CP), ---	Rog 16+
Fall/Jump	(DMOHLC)	1 slot (3CP), Dexterity/Balance	Rog 11+
Featherfoot	(DMOHLC)	1 slot (3CP), ---	Rog 11+
Frighten/challenge	(DMOHLC)	1 slot (3CP), Charisma/Leadership	War 10+
Hardiness	(DMOHLC)	2 slots (6CP), Constitution/Fitness	War 15+, Bravery
Improvised Attack	(DMOHLC)	2 slots (6CP), ---	Rog 16+
Inner Focus	(DMOHLC)	1 slot (3CP), Wisdom/Willpower	War 10+ / Rog 11+
Invincibility	(DMOHLC)	2 slots (6CP), Wisdom/Willpower	Pri 21+, Eminence
Loan	(DMOHLC)	1 slot (3CP), Wisdom/Intuition	Pri 15+
Mental Focus	(DMOHLC)	1 slot (3CP), Wisdom/Willpower	Wiz 12+
Non detection	(DMOHLC)	2 slots (6CP), Wisdom/Willpower	Rog 16+
Sense Danger	(DMOHLC)	2 slots (6CP), Wis/Intu.(War); Intell./Reas.(Rog)	War 15+ / Rog 16+
Shadow Flight	(DMOHLC)	1 slot (3CP) ---	Rog 21+, (Shadow Travel)
Shadow Travel	(DMOHLC)	1 slot (3CP) ---	Rog 16+
Signature Item	(DMOHLC)	2 slots (6CP), Wisdom/Intuition	War 10+ / Wiz 12+
Signature Mount	(DMOHLC)	1 slot (3CP), Wis./Intuition	Warrior 10+
Smite	(DMOHLC)	2 slots (6CP), ---	Priest 15+, Eminence
Spell Sculpting	(DMOHLC)	1 slot (3CP), Intelligence/Knowledge	Wiz 12+
Spell Talisman	(DMOHLC)	1 slot (3CP), Intelligence/Knowledge	Priest 12+