

Nonweapon Proficiency Groups

(Version 1.4.1, 10/17/2012)

Initial starting points, penalties & Crossover Groups

Players should study carefully all respective tables. In addition to the groups from the Player's Handbook, some new (necessary) subtables have been created. So a Fighter character not only chooses his proficiencies from the *General* and *Warrior* table, but also from the new *Fighter* table.

Table 34 (Players Handbook, revised): Nonweapon Proficiency Slot tables

| Group | Weapon Proficiencies | | | Nonweapon Proficiencies | |
|-------------------|----------------------|---------|---------|-------------------------|---------|
| | Initial | #Levels | Penalty | Initial | #Levels |
| Priest | 2 | 4 | -3 | 4 | 3 |
| Rogue | 2 | 4 | -3 | 3 | 4 |
| Warrior | 4 | 3 | -2 | 3 | 3 |
| Wizard | 1 | 6 | -5 | 4 | 3 |
| Assassin*(s.b.) | 2 | 4 | -3 | 3 | 4 |
| Barbarian | as selected class | | | as selected class | |
| Monk* (s.b.) | 2 | 4 | -3 | 4 | 3 |
| Psionicist*(s.b.) | 2 | 5 | -4 | 3 | 3 |

Table 38 (Player's Handbook, revised): Nonweapon Proficiency Group Crossovers

| Character Class | Proficiency Groups |
|-----------------|--|
| Bard | General, Rogue, Warrior, Wizard, Bard |
| Cleric | General, Priest |
| Druid | General, Priest, Warrior, Druid |
| Fighter | General, Warrior, Fighter |
| Illusionist | General, Wizard |
| Mage | General, Wizard |
| Paladin | General, Priest, Warrior, Paladin (not Fighter) |
| Priest | General, Priest |
| Ranger | General, Warrior, Wizard, Ranger (not Fighter) |
| Thief | General, Rogue, Thief |
| Assassin* | General, Rogue, Warrior |
| Barbarian* | Special (modified General, Fighter or Priest table; s. respective class chapter) |
| Monk* | General, Rogue, Warrior (not priest) |
| Psionicist* | General, Psionicist |

* These four classes come from the following books: „*The Complete Psionics Handbook*“, „*The Complete Barbarian's Handbook*“ and the TSR product 11374 „*The Scarlet Brotherhood*“ from 1999 for the World of Greyhawk campaign setting, in which the classes of the Assassin and Monk were reintroduced from the first edition of AD&D officially (with minor changes). Assassins count as a rogue class and monks as a subclass of the priest.

Below, table 4 from the Player's Handbook shows the **number of bonus nwps** a character gains, when starting a new character.

Table 4: Intelligence

| Ability Score | # of Lang. | Spell Level | Chance to Learn Spell | Max. # of Spells/Level | Illusion Immunity |
|---------------|------------|-------------|-----------------------|------------------------|-------------------|
| 1 | 0* | -- | -- | -- | -- |
| 2 | 1 | -- | -- | -- | -- |
| 3 | 1 | -- | -- | -- | -- |
| 4 | 1 | -- | -- | -- | -- |
| 5 | 1 | -- | -- | -- | -- |
| 6 | 1 | -- | -- | -- | -- |
| 7 | 1 | -- | -- | -- | -- |
| 8 | 1 | -- | -- | -- | -- |

| | | | | | |
|----|----|-----|------|-----|-----------|
| 9 | 2 | 4th | 35% | 6 | -- |
| 10 | 2 | 5th | 40% | 7 | -- |
| 11 | 2 | 5th | 45% | 7 | -- |
| 12 | 3 | 6th | 50% | 7 | -- |
| 13 | 3 | 6th | 55% | 9 | -- |
| 14 | 4 | 7th | 60% | 9 | -- |
| 15 | 4 | 7th | 65% | 11 | -- |
| 16 | 5 | 8th | 70% | 11 | -- |
| 17 | 6 | 8th | 75% | 14 | -- |
| 18 | 7 | 9th | 85% | 18 | -- |
| 19 | 8 | 9th | 95% | All | 1st-level |
| 20 | 9 | 9th | 96% | All | 2nd-level |
| 21 | 10 | 9th | 97% | All | 3rd-level |
| 22 | 11 | 9th | 98% | All | 4th-level |
| 23 | 12 | 9th | 99% | All | 5th-level |
| 24 | 15 | 9th | 100% | All | 6th-level |
| 25 | 20 | 9th | 100% | All | 7th-level |

* While unable to speak a language, the character can still communicate by grunts and gestures.

If the DM allows characters to have proficiencies, this column also indicates the number of extra proficiency slots the character gains due to his Intelligence. These extra proficiency slots can be used however the player desires. The character never needs to spend any proficiency slots to speak his native language.

Nonweapon Proficiency Group Tables

General

| Proficiency | # of Slots Required | Relevant Ability | Modifier Check | Optional (Skills&Powers) CP/Init.Rat/Ability |
|---|---------------------|------------------|----------------|--|
| Alertness (TcRaH) | 1 | Wisdom | +1 | 6/Wisdom/Intuition |
| Agriculture | 1 | Intelligence | 0 | 3/7/intelligence,knowledge |
| Animal Handling | 1 | Wisdom | -1 | 3/7/Wisdom,Willpwr |
| Animal Training | 1 | Wisdom | 0 | 4/5/Wis,Willp./Cha,Lead. |
| Artistic Ability | 1 | Wisdom | 0 | (none given) |
| Blacksmithing | 1 | Strength | 0 | 4/6/Str,Muscle/Int,Knowl. |
| Boating (TcRaH) | 1 | Wisdom | +1 | (none given) |
| Or Boat Piloting (PIO:S&P) | (1) | (Wisdom) | +1 | 2/6/Str,Muscle/Int,Reason |
| Boatwright (DwH) | 1 | Intelligence | -2 | (none given) |
| Brewing | 1 | Intelligence | 0 | 3/8/Intelligence,knowledge |
| Carpentry | 1 | Strength | 0 | 3/7/Str,Stamina/Int,knowl. |
| Cartography (TcRaH) | 1 | Intelligence | -2 | (none given) |
| Cheesemaking* (HH) | 1 | Intelligence | 0 | (none given) |
| Clothesmaking, Crude (TCBarbH) | 1 | Intelligence | -1 | (none given) |
| Cobbling | 1 | Dexterity | 0 | 3/7/Dex,Aim/Int,knowl. |
| Cooking | 1 | Intelligence | 0 | 3/7/Int,Reason |
| Dancing | 1 | Dexterity | 0 | 2/6/Dex,Bala./Cha,Appear. |
| Danger Sense (TCBarbH) | 2 | Wisdom | +1 | (none given) |
| Deep Diving (PIO:S&P) | (1) | (Constitution) | 0 | 2/5/Dex,Bala./Con,Health |
| Direction Sense | 1 | Wisdom | +1 | (none given) |
| Distance Sense (TcRaH) | 1 | Wisdom | 0 | (none given) |
| Drinking (HH)* | 1 | Constitution | 0 | (none given) |
| Dwarf Runes (DwH) | 1 | Intelligence | +2 | (none given) |
| Eating (HH)* | 1 | Constitution | 0 | (none given) |
| Engineering (only with PIO:S&P) | 2 | Intelligence | -3 | 4/5/Int,Reason/Wis,Intuit. |
| Etiquette | 1 | Charisma | 0 | 2/8/Cha,Appear,Wis/Intuit. |
| Falconry (TcRaH) | 1 | Wisdom | -1 | (none given) |
| Fire-building | 1 | Wisdom | -1 | 2/8/Wis,Intuit./Int,Reason |
| Fishing | 1 | Wisdom | -1 | 3/6/Wis/Intuit., Int/Knowl. |
| Foraging (TCBarbH) | 1 | intelligence | -2 | (none given) |
| Fungi Recognition (DwH) | 1 | Intelligence | +3 | (none given) |
| Gaming (only with PIO:S&P) | 1 | Charisma | 0 | 2/5/Wis,Intuit./Int,Knowl. |
| Heraldry | 1 | Intelligence | 0 | 2/8/Int,Knowledge |
| Hiding (TCBarbH) | 2 | Intelligence | -1 | (none given) |
| Languages, Modern | 1 | Intelligence | 0 | 2/9/Int,Knowledge |
| Leatherworking | 1 | Intelligence | 0 | 3/7/Int,Knowl./Dex,Aim |
| Local Dwarf History (DwH) | 1 | Charisma | +2 | (none given) |
| Mining | 2 | Wisdom | -3 | 5/5/Wis/Intuit., Str/Stam. |

| | | | | |
|---|-----|----------------|------|-----------------------------|
| Musical Instrument (only in PIO:S&P) | 1 | Dexterity | -1 | 2/7/Charisma,Leadership |
| Navigation | 1 | Intelligence | -2 | 3/6/Int,Knowl./Wis,Intuit. |
| Observation (<i>TcThiH</i>) | 1 | Intelligence | 0 | 3/7/Intelligence |
| Orientteering (PIOS&P) | (2) | (Intelligence) | 0 | 3/7/Int,Knowl./Wis,Intuit. |
| Painting (PIOS&P) | (1) | (Dexterity) | 0 | 2/7/Dex,Aim/Wis,Intuit. |
| Persuasion (<i>TcRaH</i>) | 1 | Charisma | 0 | 3/5/Charisma |
| Poetry (<i>TcPaH</i>) | 1 | Intelligence | -2 | (none given) |
| Pottery | 1 | Dexterity | -2 | 3/7/Dexterity,Aim |
| 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 | (none given) |
| Rope Use | 1 | Dexterity | 0 | 2/8/Dex,Aim/Wis/Intuit. |
| 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 | (none given) |
| Sign Language (<i>DwH</i>) | 1 | Intelligence | +2 | (none given) |
| Signaling (<i>TcRaH</i>) | 1 | Intelligence | 2 | (none given) |
| Singing | 1 | Charisma | 0 | 2/5/Charisma/Leadership |
| Slow Respiration (<i>DwH</i>) | 1 | N/A | N/A | (none given) |
| Smelting (<i>DwH</i>) | 1 | Intelligence | 0 | (none given) |
| Sound Analysis (<i>DwH</i>) | 1 | Wisdom | 0 | (none given) |
| Stonemasonry | 1 | Strength | -2 | 4/5/Str,Stamina/Wis,Intuit. |
| Swimming | 1 | Strength | 0 | 2/9/Strength,Stamina |
| Tailoring (PIO:S&P) | (2) | (Dexterity) | (-2) | 3/7/Dex,Aim/Int,Reason |
| Trouble Sense (DMO:C&T) | 1 | Wis./Int | 0 | 4/3/General |
| <i>also see "Danger Sense"</i> | | | | |
| Weaponsmith, Crude (<i>TCBarbH</i>) | 1 | Wisdom | -1 | (none given) |
| Weather Sense | 1 | Wisdom | -1 | (none given) |
| <i>also see Weather Knowledge (PIO:S&P)</i> | (1) | (Wisdom) | (-1) | 2/7/Wisdom/Intuition |
| Weaving | 1 | Intelligence | -1 | 3/6/Int,Reason/Dex,Aim |
| Wild Fighting (<i>TCBarbH</i>) | 2 | Constitution | 0 | (none given) |
| Winemaking* (<i>HH</i>) | 1 | Intelligence | 0 | (none given) |

Skills which are marked bold and in italics come from the class or optional Handbooks.

* These proficiencies come from the "Humanoids Handbook". They are only available, if the DM allows it. They are listed, because it seems plausible that all races can make use of some of them (e.g. cheesemaking, winemaking).

(Editors note: not all NWP's from the racial handbooks are included above. Others can still be found in their chapter or tables below. Some are for the respective class or race only and may be purchased for 1 slot more if the DM allows it.)

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

Assassin

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|-------------|---------------------|------------------|----------------|--|
| --- | --- | --- | --- | --- |

Sofar Assassins don't have special proficiencies. They use the General, Rogue and Warrior tables.

Barbarian

| GENERAL Proficiency | Slots Req'd. | Relevant Ability | FIGHTER Proficiency | Slots Req'd. | Relevant Ability |
|--|--------------|------------------|--|--------------|------------------|
| Alertness | 1 | Wis+1 | Animal Lore* | 1 | Int 0 |
| Agriculture* | 1 | Int 0 | Armorer Crude | 1 | Int -1 |
| Animal Handling | 1 | Wis-1 | Blind-Fighting | 2 | NA |
| Animal Rending (<i>TCBarbH</i>) | 1 | Dex+2 | Bowyer/Fletcher, Crude (<i>TCBarbH</i>) | 1 | Dex 0 |
| Animal Training* | 1 | Wis 0 | Endurance | 2 | Con 0 |
| Artistic Ability | 1 | Wis 0 | Horde Summoning (<i>TCBarbH</i>) | 2 | Cha -2 |
| Boating (<i>TCBarbH</i>) | 1 | Wis+1 | Hunting* | 1 | Wis -1 |
| Clothesmaking, Crude (<i>TCBarbH</i>) | 1 | Int -1 | Leadership (<i>TCBarbH</i>) | 1 | Cha 0 |
| Dancing* | 1 | Dex 0 | Light Sleeping (<i>TCBarbH</i>) | 1 | Con -1 |
| Danger Sense (<i>TCBarbH</i>) | 2 | Wis+1 | Running | 1 | Con -6 |
| Direction Sense | 1 | Wis+2 | Set Snares | 1 | Int -1 |
| Fire-building | 1 | Wis-1 | Survival* | 2 | Int 0 |
| Fishing* | 1 | Wis-1 | Tracking* | 2 | Wis 0 |
| Foraging (<i>TCBarbH</i>) | 1 | Int-2 | Weapon Improvisation (<i>TCBarbH</i>) | 1 | Wis -1 |
| Hiding (<i>TCBarbH</i>) | 2 | Int-1 | Weaponsmithing, Crude (<i>TCBarbH</i>) | 1 | Wis -3 |

| | | | | | |
|----------------------------------|---------|--------|----------------------------------|---------------|-----------------|
| Jumping* | - | Str 0 | Wild Fighting (<i>TCBarbH</i>) | 2 | Con 0 |
| Musical Instrument | 1 | Dex-1 | | | |
| Pottery* | 1 | Dex-2 | | | |
| Riding, Airborne* | 2 | Wis -2 | PRIESTS (Clerics) | Slots | Relevant |
| Riding, Land-based* | 1 | Wis +3 | Proficiency | Req'd. | Ability |
| Signaling (<i>TCBarbH</i>) | 1 | Int -2 | Bartering (<i>TCBarbH</i>) | 1 | Int-2 |
| Sign Language (<i>TCBarbH</i>) | 1 | Dex0 | Healing* | 2 | Wis-2 |
| Singing | 1 | Cha 0 | Herbalism* | 2 | Int-2 |
| Swimming | 1 | Str 0 | Languages, Ancient* | 1 | Int 0 |
| Tightrope Walking* | 2 | Dex 0 | Local History* | 1 | Cha 0 |
| Tumbling* | 1(2) ** | Dex 0 | Soothsaying | 2 | Int 0 |
| Weather Sense | 1 | Wis -1 | Religion | 1 | Wis 0 |

• These skills are modified when playing a barbarian. Some new relevant informations for gameplay have been added, which can be read in their class chapter.

• Jumping, Tightrope walking and Tumbling have been added to the general group with raised slot requirements.

The Barbarian is allowed to chose from this table only at the beginning of the game (because characters start in non-civilised areas). All other NWP can/must be learned later.

** Tumbling costs 1 proficiency slot in the Players Handbook and 2 slots in the Complete Barbarian Handbook. It is assumed, that 1 slot is the correct number.

Bard

| Proficiency | Slots | Relevant Req'd. | Check Ability Mod. | Optional (Skills&Powers) CP/Init.Rat/Ability |
|------------------------------------|-------|-----------------|--------------------|--|
| Acting (<i>TcBaH</i>) | 1 | Charisma | -1 | none given (3/8/dex or cha) |
| Chanting (<i>TcBaH</i>) | 1 | Charisma | +2 | 2/5/Charisma/Leadership |
| Craft Instrument (<i>TcBaH</i>) | 2 | Dexterity | -2 | none given (4/7/dex, str) |
| Crowd Working (<i>TcBaH</i>) | 1 | Charisma | +0 | none given (3/6/cha,int) |
| Healing | 3* | Wisdom | -2 | 4/5/Wis,Intuit./Cha,Leadersh. |
| Whistling/Humming (<i>TcBaH</i>) | 1 | Dexterity | +2 | none given (3/6/cha,dex) |

* Healing is not within a bard's proficiency group, thus it takes three slots to learn instead of two as listed in the *Player's Handbook*.

Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. See classes chapter.

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

Druid

| Proficiency | Slots Req'd. | Relevant Ability | Check Mod. | Optional (Skills&Powers) CP/Init.Rat/Ability |
|-------------|--------------|------------------|------------|--|
| --- | --- | --- | --- | --- |

Sofar Druids don't have special proficiencies. They use the Priest, Warrior and General tables.

Fighter

| Proficiency | Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|-----------------------------------|----------------|------------------|----------------|--|
| Armorer* (<i>TcFiH</i>) | 2 | Intelligence | -2 | 5/5/Int,Knowl./Str,Muscle |
| Bowyer/Fletcher* (<i>TcFiH</i>) | 1 | Dexterity | -1 | 5/6/Int,Knowl.,Dex,Aim |
| Camouflage (<i>TcRaH</i>) | 1 | Wisdom | 0 | 4/5/Int/Knowledge |
| Weaponsmithing* (<i>TcFiH</i>) | 3 | Intelligence | -3 | 5/5/Int,Knowl./cha.lead. |

*Within the "Complete Fighters Handbook" more detailed information on these proficiencies can be found, so please read the class chapter in this manual.

Monk

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|-------------|---------------------|------------------|----------------|--|
| --- | --- | --- | --- | --- |

Sofar Monks don't have special proficiencies. They use the General, Rogue and Warrior tables.

Paladin

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|------------------------------|---------------------|------------------|----------------|--|
| Animal Handling* | 1 | Wisdom | -1 | 3/7/Wis/Willpower |
| Animal Lore* | 1 | Intelligence | 0 | 3/7/Int,Knowl./Wis,Intuit. |
| Animal Training* | 1 | Wisdom | 0 | 4/5/Wis,Willp./Cha,Leaders. |
| Armorer* | 2 | Intelligence | -2 | 5/5/Int,Knowl./Str,Muscle |
| Brewing* | 1 | Intelligence | 0 | 3/8/Int.,Knowledge |
| Bureaucracy (<i>TcPaH</i>) | 2 | Intelligence | 0 | 5/8/Intelligence |
| Diagnostics (<i>TcPaH</i>) | 1 | Wisdom | -1 | <i>none given</i> |
| Fishing* | 1 | Wisdom | -1 | 3/6/Wis,Intuit/ Int,Knowl. |
| Gaming* | 1 | Charisma | 0 | 2/5/Wis,Intuit/Int,Knowl. |
| Healing* | 2 | Wisdom | -2 | 4/5Wis,Intuit/Cha,Leader. |
| Hunting* | 1 | Wisdom | -1 | 2/7/Wisdom,Intuition |
| Jousting (<i>TcPaH</i>) | 1 | Dexterity | +2 | <i>none given</i> |
| Law (<i>TcPaH</i>) | 1 | Wisdom | 0 | 3/7/Intelligence |
| Oratory (<i>TcPaH</i>) | 1 | Charisma | -1 | 3/7/Charisma |
| Poetry (<i>TcPaH</i>) | 1 | Int | -2 | (none given) |
| Riding, Airborne* | 2 | Wisdom | -2 | 4/5/Wis,Willp/Dex,Balan. |
| Riding, Land* | 1 | Wisdom | +3 | 2/8/Wis,Willp/Dex,Balan. |

* These proficiencies experienced special modification explained in the class section in this manual.

Bold-faced entries indicate new proficiencies from the “complete” or optional handbooks. See classes chapter

Priest

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|-------------------------------------|---------------------|------------------|----------------|--|
| Administration (PIO:S&M) | 1 | Intelligence | +1 | 3/9/Intelligence |
| Alms (PIO:S&M) | 1 | Charisma | 0 | 3/8/Charisma |
| Ancient History | 1 | Intelligence | -1 | 3/6/Wis,Intui/Int,Knowl |
| Astrology | 2 | Intelligence | 0 | 3/5/Wis,Intui/Int,Knowl |
| Bookbinding (PIO:S&M) | 1 | Intelligence | 0 | 3/8/ Intelligence |
| Bureaucracy (<i>TcPaH</i>) | 2 | Intelligence | 0 | 5/8 Intelligence |
| Ceremony (PIO:S&M) | 1 | Wisdom | 0 | 3/7/Wisdom |
| Diagnostics (<i>TcPaH</i>) | 1 | Wisdom | -1 | <i>(none given)</i> |
| Diplomacy (PIO:S&M) | 1 | Charisma | -1 | 3/6/Charisma |
| Engineering | 2 | Intelligence | -3 | 4/5/Int,Reason/Wis,Intuit. |
| Healing | 2 | Wisdom | -2 | 4/5Wis,Intuit./Cha,Lead. |
| Herbalism | 2 | Intelligence | -2 | 3/6/Int,Knowl./Wis,Intuit. |
| Investigation (PIO: S&M) | 1 | Intelligence | -2 | 4/6/Intelligence |
| Iron Will (DMO:C&T) | 2 | Wisdom/Willpower | -2 | 6/3/Warrior, Priest |
| Languages, Ancient | 1 | Intelligence | 0 | 4/5/Intelligence,Knowl. |
| Law (<i>TcPaH</i>) | 1 | Wisdom | 0 | 3/7/Intelligence |
| Local History | 1 | Charisma | 0 | 2/8/Int,Knowl./Cha,Appear. |
| Musical Instrument | 1 | Dexterity | -1 | 2/7/Charisma,Leadership |
| Navigation | 1 | Intelligence | -2 | 3/6/Int,Knowl./Wis,Intuit. |
| Observation (PIO: S&M) | 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 |
| Papermaking (PIO: S&M) | 1 | Intelligence | 0 | 2/8/Intelligence |
| Persuasion (PIO: S&M) | 1 | Charisma | -2 | 3/5/Charisma |
| Reading/Writing | 1 | Intelligence | +1 | 2/8/Intelligence, Know. |
| Religion | 1 | Wisdom | 0 | 2/6/Wisdom, Intuition |
| Sage Knowledge (PIO: S&M) | 1 | Intelligence | -2 | 4/5/ Intelligence |
| Scribe (PIO: S&M) | 1 | Dexterity | +1 | 2/7/Dexterity |
| Soothsaying (<i>TCBarbH</i>) | 2 | Intelligence | 0 | <i>(none given)</i> |
| Spellcraft | 1 | Intelligence | -2 | 3/7/Intelligence, Reason |
| Undead Lore (PIO:S&M) | 1 | Intelligence | -1 | 3/6/Intelligence |
| Veterinary Healing (<i>TcRaH</i>) | 1 | Wisdom | -3 | <i>(none given)</i> |

Bold-faced entries indicate new proficiencies from “complete” or optional handbooks. Please refer to the class chapters.

Psionicist

| Proficiency | # Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|--|------------------|------------------|----------------|--|
| Gem Cutting | 2 | Dexterity | -2 | 3/6/Dexterity/ Aim |
| Harness Subconscious (TcPsiH) | 2 | Wisdom | -1 | (none given) |
| Hypnosis (TcPsiH) / Hypnotism | 1 | Charisma | -2 | 4/6 Charisma |
| Meditative Focus (TcPsiH) | 1 | Wisdom | +1 | (none given) |
| Musical Instrument | 1 | Dexterity | -1 | 2/7/Cha, Leadership |
| Reading/Writing | 1 | Intelligence | +1 | 2/8/Int, Knowledge |
| Rejuvenation (TcPsiH) | 1 | Wisdom | -1 | (none given) |
| Religion | 1 | Wisdom | +0 | 2/6/Wisdom, Intuition |

Bold-faced entries indicate new proficiencies from "The Complete Psionics Handbook". Please refer to the class chapter.

Ranger

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|--|---------------------|------------------|----------------|--|
| Animal Handling | 1 | Wisdom | +1 | 3/7/Wis, Willpower |
| Animal Training | 1 | Wisdom | 0 | 4/5/Wis, Willp./Cha, Lead. |
| Camouflage (TcRaH) | 1 | Wisdom | 0 | 4/5/Int/Reason, Warrior, Rogue |
| Foraging (TcRaH) | 1 | Intelligence | 2 | (none given) |
| Riding, Airborne | 2 | Wisdom | -2 | 4/5/Wis, Willp./ Dex, Bal. |
| Riding, Land-based | 1 | Wisdom | +3 | 2/8/Wis, Willp./ Dex, Balan. |
| Spelunking (TcRaH) | 1 | Intelligence | -2 | (none given) |
| Survival | 2 | Intelligence | 0 | 3/6/Int, Knowl./ Wis, Willp. |
| Tracking | 2 | Wisdom | Special | 4/7/Wis, Intuition |
| Trail Marking (TcRaH) | 1 | Wisdom | 0 | (none given) |
| Trail Signs (TcRaH) | 1 | Intelligence | -1 | 3/7/Dex, Balance/Str, Muscle |
| Veterinary Healing (TcRaH) | 1 | Wisdom | -3 | (none given) |
| Weaponsmithing, Crude (TcRaH) | 1 | Wisdom | -3 | (none given) |

Bold-faced entries indicate new proficiencies from "The Complete Ranger Handbook". Please refer to the class chapter.

Rogue

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|------------------------------|---------------------|------------------------|----------------|--|
| Ambidexterity (DMO:C&T) | 1 | Dexterity/Aim | 0 | 4/0, Warrior, Rogue |
| Ambush (DMO:C&T) | 1 | Intelligence/Reason | 0 | 4/5/Warrior, Rogue |
| Ancient History | 1 | Intelligence | -1 | 3/6/Wis, Intuit/Int, Knowl. |
| Appraising | 1 | Intelligence | 0 | 2/8/Int, Reas./Wis, Intuit. |
| Bartering (TCBarbH) | 1 | Intelligence | -2 | (none given) |
| Blind-fighting | 2 | NA | NA | 4/6/Wis/Intuit./Dex, Balan |
| Bureaucracy (TcPaH) | 2 | Intelligence | 0 | 5/8/Intelligence |
| Camouflage (DMO:C&T) | 1 | Intelligence/Knowledge | 0 | 4/5/Warrior, Rogue |
| Cryptography (PIO:S&P) | 1 | Intelligence | 0 | 3/6/Int, Reas/Wis, Intuit |
| Dirty Fighting (DMO:C&T) | 1 | Intelligence/Knowledge | 0 | 3/5/Warriors, Rogues |
| Disguise | 1 | Charisma | -1 | 4/5/Wis, Intuit/Cha, Leader |
| Fine Balance (DMO:C&T) | 2 | Dex/Balance | 0 | 5/7/Warrior, Rogue |
| Foraging (TcRaH) | 1 | Intelligence | -2 | (none given) |
| Forgery | 1 | Dexterity | -1 | 3/5/Dex, Aim/Wis, Willp. |
| Gaming | 1 | Charisma | 0 | 2/5/Wis, Intuit/Int, Knowl |
| Gem Cutting | 2 | Dexterity | -2 | 3/6/Dexterity/Aim |
| Juggling | 1 | Dexterity | -1 | 3/7/Dexterity/Aim |
| Jumping | 1 | Strength | 0 | 2/8/Str, Muscle/Dex, Bal. |
| Local History | 1 | Charisma | 0 | 2/8/Int, Knowl./Cha, App. |
| Musical Instrument | 1 | Dexterity | -1 | 2/7/Cha/Leadership |
| Pest Control (DwH) | 1 | Wisdom | 0 | (none given) |
| Quickness (DMO:C&T) | 2 | Dexterity | 0 | 6/3 Dex, Aim/Warrior, Rogue |
| Reading Lips | 2 | Intelligence | -2 | 3/7/Int, Knowl/Wis, Intuit |
| Set Snares | 1 | Dexterity | -1 | 3/6/Dex, Aim/Wis, Intuit |
| Steady Hand (DMO:C&T) | 1 | Dexterity | 0 | 3/5 Dex, Aim, Warrior, Rogue |
| Tightrope Walking | 1 | Dexterity | 0 | 3/5/Dex, Balance |
| Trail Signs (TcRaH) | 1 | Dexterity | 0 | 3/7/Dex, Balance/Str, Muscle |
| Tumbling | 1 | Dexterity | 0 | (none given) |
| Ventriloquism | 1 | Intelligence | -2 | 4/5/Int, Knowl./ Cha, Leaders |

Bold-faced entries indicate new proficiencies from the "complete" or optional handbooks. Please refer to the class chapter.

Thiefs

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|---|---------------------|------------------|----------------|--|
| Animal Noise (<i>TcThiH</i>) | 1 | Wisdom | -1 | (none given) |
| Begging (<i>TcThiH</i>) | 1 | Wisdom | special | (none given) |
| Endurance* | 2 | Constitution | 0 | 2/3/Con,Fitness |
| Fast-talking (<i>TcThiH</i>) | 1 | Charisma | special | (none given) |
| Fortune Telling (<i>TcThiH</i>) | 2 | Charisma | +2 | (none given) |
| Herbalism* | 2 | Intelligence | -2 | 3/6/Int,Knowl./Wis,Intuit |
| Hunting* | 1 | Wisdom | -1 | 2/7/Wisdom,Intuition |
| Information Gathering (<i>TcThiH</i>) | 1 | Intelligence | special | (none given) |
| Intimidation (<i>TcThiH</i>) | 1 | special | special | (none given) |
| Locksmithing (<i>TcThiH</i>) | 1 | Dexterity | 0 | (none given) |
| Looting (<i>TcThiH</i>) | 1 | Dexterity | 0 | (none given) |
| Navigation* | 1 | Intelligence | -2 | 3/6/Int,Knowl./Wis,Intuit. |
| Observation (<i>TcThiH</i>) | 1 | Intelligence | 0 | 3/7/Intelligence |
| Reading/Writing* | 1 | Intelligence | +1 | 2/8/Int,Knowledge |
| Survival* | 2 | Intelligence | 0 | 3/6/Int,Knowl./Wis,Willp. |
| Throwing (POS&P) | 1** | Dexterity | -1** | 2/8/Dex.,Aim/Strength, Muscle |
| Tracking* | 2 | Wisdom | 0 | 4/7/Wis,Intuition |
| Trailing (<i>TcThiH</i>) | 1 | Dexterity | special | (none given) |
| Voice Mimicry (<i>TcThiH</i>) | 2 | Charisma | special | (none given) |

* These proficiencies are an exception to the Thief class, as explained in the class section.

Bold-faced entries indicate new proficiencies from the "The Complete Thief's Handbook". Please see the class chapter.

Warrior

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|---|---------------------|------------------------|----------------|--|
| Animal Lore | 1 | Intelligence | 0 | 3/7/Int,Knowl./Wis,Intuition |
| Animal Rending (<i>TCBarbH</i>) | 1 | Dexterity | +2 | (none given) |
| Ambidexterity (DMO:C&T) | 1 | Dexterity/Aim | 0 | 4/0,Warrior,Rogue |
| Ambush (DMO:C&T) | 1 | Intelligence/Reason | 0 | 4/5/Warrior, Rogue |
| Armorer* (<i>TcFiH</i>) | 2 | Intelligence | -2 | 5/5/Int,Knowl./Str,Muscle |
| Armorer, Crude (<i>TCBarbH</i>) | 1 | Intelligence | -1 | 5/5/Int,Knowl./Str,Muscle |
| Blind-fighting | 2 | NA | NA | 4/6/Wis,Intuit/Dex,Balance |
| Bowyer/Fletcher* (<i>TcFiH</i>) | 1 | Dexterity | -1 | 5/6/Int,Knowledge/Dex,Aim |
| Bowyer/Fletcher, Crude (<i>TCBarbH</i>) | 1 | Dexterity | 0 | 5/6/Int,Knowledge/Dex,Aim |
| Camouflage (DMO:C&T) | 1 | Wisdom | 0 | 4/5/Int/Reason,Warrior,Rogue |
| Charioteering | 1 | Dexterity | +2 | 4/5/Dex,Balance/Wis,Willp |
| Dirty Fighting (DMO:C&T) | 1 | Intelligence/Knowledge | 0 | 3/5/Warriors,Rogues |
| Endurance | 2 | Constitution | 0 | 2/3/Constitution/Fitness |
| Fine Balance (DMO:C&T) | 2 | Dex/Balance | 0 | 5/7/Warrior,Rogue |
| Foraging (<i>TcRaH</i>) | 1 | Intelligence | -2 | (none given) |
| Gaming | 1 | Charisma | 0 | 2/5/Wis,Intuit/Int,Knowl |
| Horde Summoning (<i>TCBarbH</i>) | 2 | Charisma | -2 | (none given) |
| Hunting | 1 | Wisdom | -1 | 2/7/Wisdom/Intuition |
| Iron Will (DMO:C&T) | 2 | Wisdom/Willpower | -2 | 6/3/Warrior, Priest |
| Jousting (<i>TcPaH</i>) | 1 | Dexterity | +2 | (none given) |
| Law (<i>TcPaH</i>) | 1 | Wisdom | 0 | 3/7/Intelligence |
| Leadership (DMO:C&T) | 1 | Charisma/Leadership | -1 | 3/5/Warrior |
| Light Sleeping (<i>TCBarbH</i>) | 1 | Constitution | -1 | (none given) |
| Mountaineering | 1 | NA | NA | 4/7/Str,Stamina/Wis,Willpo |
| Navigation | 1 | Intelligence | -2 | 3/6/Int,Knowl./Wis,Intuit. |
| Oratory (<i>TcPaH</i>) | 1 | Charisma | 0 | 3/7/Charisma |
| Quickness (DMO:C&T) | 2 | Dexterity/Aim | 0 | 6/3/Warrior, Rogue |
| Running | 1 | Constitution | -6 | 2/5/Str,Stamina/Con,Fitness |
| Set Snares | 1 | Intelligence | -1 | 4/8/Dex,Aim/Wis,Intuition |
| Spelunking (<i>TcRaH</i>) | 1 | Intelligence | -2 | (none given) |
| Steady Hand (DMO:C&T) | 1 | Dexterity/Aim | 0 | 3/5Warrior, Rogue |
| Survival | 2 | Intelligence | 0 | 3/6/Int,KnowlWis,Willpower |
| Tracking | 2 | Wisdom | 0 | 4/7/Wisdom,Intuition |
| Trail Marking (<i>TcRaH</i>) | 1 | Wisdom | 0 | (none given) |
| 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/Wis./Int., General |

also see "Danger Sense"

| | | | | |
|---|---|--------------|----|---------------------------|
| Weapon Improvisation (<i>TcBarbH</i>) | 1 | Wisdom | -1 | (none given) |
| Weaponsmithing* (<i>TcFtH</i>) | 3 | Intelligence | -3 | 5/5/Int,Knowledge/Dex,Aim |
| Weaponsmithing, Crude (<i>TcRaH</i>) | 1 | Wisdom | -3 | (none given) |

*Within the “Complete Fighters Handbook” there are more detailed descriptions on these proficiencies.

Bold-faced entries indicate new proficiencies from the “complete” or optional handbooks. Please refer to the class chapter.

Wizard

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|------------------------------|---------------------|-----------------------|----------------|--|
| Alchemy (PIO:S&M) | 2 | Intelligence | -3 | 5/6/Intelligence |
| Anatomy (PIO:S&M) | 2 | Intelligence | -2 | 4/5/Intelligence |
| Ancient History | 1 | Intelligence | -1 | 3/6/Wis,Intuit./Int,Knowl. |
| Arcanology (PIO:S&M) | 1 | Intelligence | -3 | 4/5/Intelligence |
| Astrology | 2 | Intelligence | 0 | 3/5/Wis,Intuit.,Int,Knowl. |
| Astronomy (PIO: S&P) | <i>(1)</i> | <i>(Intelligence)</i> | <i>0</i> | 2/7/Int,Knowledge |
| Bookbinding (PIO:S&M) | 1 | Intelligence | 0 | 3/8/Intelligence |
| Concentration (PIO: S&M) | 2 | Wisdom | -2 | 5/6/Wisdom |
| Cryptography (PIO: S&P) | <i>1</i> | <i>Intelligence</i> | 0 | 3/6/Int,Reason,Wis/Intuit. |
| Dowsing (PIO: S&M) | 1 | Wisdom | -3 | 3/5/Wisdom |
| Engineering | 2 | Intelligence | -3 | 4/5/Int,Reason/Wis,Intuit. |
| Gem Cutting | 2 | Dexterity | -2 | 3/6/Dexterity/Aim |
| Glassblowing (PIO: S&M) | 1 | Dexterity | 0 | 2/7/Dexterity |
| Herbalism | 2 | Intelligence | -2 | 3/6/Int,Knowl./Wis,Intuit. |
| Hypnotism (PIO: S&M) | 1 | Charisma | -2 | 4/6/Charisma |
| Languages, Ancient | 1 | Intelligence | 0 | 4/5/Intelligence,Knowl. |
| Mental Resistance (PIO: S&M) | 1 | Wisdom | -1 | 3/5/Wisdom |
| Navigation | 1 | Intelligence | -2 | 3/6/Int,Knowl./Wisd.,Intuit. |
| Omen Reading (PIO: S&M) | 1 | Wisdom | -2 | 3/5/Wisdom |
| Papermaking (PIO: S&M) | 1 | Intelligence | 0 | 2/8/Intelligence |
| Prestidigitation (PIO: S&M) | 1 | Dexterity | -1 | 3/7/Dexterity |
| Reading/Writing | 1 | Intelligence | +1 | 2/8/Int,Knowledge |
| Religion | 1 | Wisdom | 0 | 2/6/Wisdom,Intuition |
| Research (PIO: S&M) | 1 | Intelligence | 0 | 3/6/Intelligence |
| Sage Knowledge (PIO: S&M) | 1 | Intelligence | -2 | 4/5/ Intelligence |
| Scribe (PIO: S&M) | 1 | Dexterity | +1 | 2/7/Dexterity |
| Spellcraft | 1 | Intelligence | -2 | 3/7/Intelligence,Reason |
| Tactics of Magic (PIO: S&M) | 1 | Intelligence | -1 | 3/6/Intelligence |
| Thaumaturgy (PIO: S&M) | 1 | Intelligence | -2 | 3/5/ Intelligence |

Numbers given in violet are suggestions. The “optional Books” don’t give slot ratings only CP ratings.

Racial Nonweapon Proficiencies

Please also see the list of *recommended* nonweapon proficiencies in the chapter “Demi-human nonweapon proficiencies” later in the manual.

Dwarves

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|------------------------------|---------------------|------------------|----------------|--|
| Alertness (<i>TcRaH</i>) | 1 | Wisdom | +1 | 6/Wisdom/Intuition |
| Animal Lore | 1 | Intelligence | 0 | 3/7/Int,Knowl./Wis,Intuition |
| Armorer | 2 | Intelligence | -2 | 5/5/Int,Knowl./Str,Muscle |
| Astrology | 2 | Intelligence | 0 | 3/5/Wis,Intuit.,Int,Knowl. |
| Blind-fighting | 2 | NA | NA | 4/6/Wis,Intuit/Dex,Balance |
| Boating (<i>TcRaH</i>) | 1 | Wisdom | +1 | (none given) |
| Boatwright (<i>TcDwH</i>) | 1 | Intelligence | -2 | (none given) |
| Direction Sense | 1 | Wisdom | +1 | (none given) |
| Dwarf Runes (<i>TcDwH</i>) | 1 | Intelligence | +2 | (none given) |
| Endurance | 2 | Constitution | 0 | 2/3/Constitution/Fitness |

| | | | | |
|---|---|-----------------|---------|----------------------------|
| Fungi Recognition (<i>TcDwH</i>) | 1 | Intelligence | +3 | (none given) |
| Gem Cutting | 2 | Dexterity | -2 | 3/6/Dexterity/Aim |
| Intimidation | 1 | ability special | special | (none given) |
| Languages, Modern | 1 | Intelligence | 0 | 2/9/Int,Knowledge |
| Local Dwarf History (<i>TcDwH</i>) | 1 | Charisma | +2 | (none given) |
| Locksmithing | 1 | Dexterity | 0 | (none given) |
| Mining | 2 | Wisdom | -3 | 5/5/Wis/Intuit., Str/Stam. |
| Pest Control (<i>TcDwH</i>) | 1 | Wisdom | 0 | (none given) |
| Riding, Airborne | 2 | Wisdom | -2 | 4/5/Wis,Willp/Dex,Balan. |
| Riding, Land Animals | 1 | Wisdom | +3 | 2/8/Wis,Willp./Dex,Balan. |
| Sign Language (<i>TcDwH</i>) | 1 | Intelligence | +2 | (none given) |
| Signalling | 1 | Intelligence | -2 | (none given) |
| Slow Respiration (<i>TcDwH</i>) | 1 | N/A | N/A | (none given) |
| Smelting (<i>TcDwH</i>) | 1 | Intelligence | 0 | (none given) |
| Sound Analysis (<i>TcDwH</i>) | 1 | Wisdom | 0 | (none given) |
| Survival,Underground (<i>TcDwH</i>) | 1 | Intelligence | 0 | (none given) |
| Underground Navigation (<i>TcDwH</i>) | 1 | Intelligence | 0 | (none given) |
| Weaponsmithing | 2 | Intelligence | -1 | 5/5/Int,Knowledge/Dex,Aim |

Elves, Gnomes and Halflings

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier | Optional (Skills&Powers) CP/Init.Rat/Ability |
|-------------|---------------------|------------------|----------------|--|
| --- | --- | --- | --- | --- |

These races don't have any special proficiencies so far, but have a recommended list. The list of *recommended* nonweapon proficiencies can be found in the chapter "*Demi-human nonweapon proficiencies*".

Humanoids

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier |
|---|---------------------|------------------|----------------|
| Acting (<i>TcBaH</i>) | 1 | Charisma | -1 |
| Alertness (<i>TcRaH</i>) | 1 | Wisdom | +1 |
| Animal Noise (<i>TcThH</i>) | 1 | Wisdom | 0 |
| Begging (<i>TcThH</i>) | 1 | Wisdom | special |
| Blind-fighting | 2 | NA | NA |
| Chanting (<i>TcBaH</i>) | 1 | Charisma | +2 |
| Cheesemaking | 1 | Intelligence | 0 |
| Close-quarter Fighting | 2 | Dexterity | 0 |
| Craft Instrument (<i>TcBaH</i>) | 2 | Dexterity | -2 |
| Crowd Working (<i>TcBaH</i>) | 1 | Charisma | +0 |
| Danger Sense | 2 | Wisdom | +1 |
| Drinking (<i>TcHH</i>)* | 1 | Constitution | 0 |
| Eating (<i>TcHH</i>)* | 1 | Constitution | 0 |
| Fast-talking (<i>TcThiH</i>) | 1 | Charisma | special |
| Fortune Telling (<i>TcThiH</i>) | 2 | Charisma | +2 |
| Hiding (<i>TcHH</i>) | 2 | Intelligence | -1 |
| Information Gathering (<i>TcThiH</i>) | 1 | Intelligence | special |
| Intimidation (<i>TcThiH</i>) | 1 | special | special |
| Looting (<i>TcThiH</i>) | 1 | Dexterity | 0 |
| Natural Fighting (<i>TcHH</i>) | 2 | Strength | +1 |
| Observation (<i>TcThiH</i>) | 1 | Intelligence | 0 |
| Poetry (<i>TcPaH</i>) | 1 | Intelligence | -2 |
| Voice Mimicry (<i>TcThiH</i>) | 2 | Charisma | special |
| Whistling/Humming (<i>TcBaH</i>) | 1 | Dexterity | +2 |
| Wild Fighting (<i>TcHH</i>) | 2 | Constitution | 0 |
| Winemaking*(<i>TcHH</i>) | 1 | Intelligence | 0 |

New Proficiencies

| 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 (LV10+)

(these skills are listed only by name here). The skills are available to the basic (main) class and their respective subclasses. So, a bard could learn high level skills from the *rogue* category, a ranger from the warrior class and so on. Some of the skills require other skills to be taken before, so please check out the class chapters for further informations.

| PRIEST | ROGUES | WARRIOR | WIZARD |
|------------------|-------------------|--------------------|-----------------|
| Divine Strength | Adaption | Adaption | Mental Focus |
| Divine Voice | Classify Traps | All around attack | Signature Item |
| Divine Will | Evasion | Bravery | Spell Sculpting |
| Detect Deception | Fall/jump | Captivate | |
| Eminence | Featherfoot | Death Blow | |
| Invincibility | Improvised Attack | Frighten/challenge | |
| Loan | Inner Focus | Hardiness | |
| Smite | Non detection | Inner Focus | |
| Spell Talisman | Sense Danger | Sense Danger | |
| | Shadow Flight | Signature Item | |
| | Shadow Travel | Signature Mount | |

Comment regarding table 37

All skills and their description come from the official AD&D 2nd edition rules.

Skills, which are not marked, come from the Players Handbook, 2nd edition.

Skills, which are italicized, come from the Complete racial Handbooks.

Skills, which are marked bold, come from the Complete class Handbooks.

TcBarbH - The Complete Barbarian Handbook,

TcBaH - The Complete Bard Handbook

TcDrH - The Complete Druid Handbook (no new skills so far),

TcFiH - The Complete Fighters Handbook

TcPaH - The Complete Paladins Handbook,

TcPsiH - The Complete Psionics Handbook

TcPrH - The Complete Priest Handbook (no new skills so far),

TcRaH - The Complete Ranger Handbook

TcThiH - The Complete Thieves Handbook,

TcWizH - The Complete Wizard Handbook

DwH - The Complete Dwarves Handbook,

EH - The Complete Elves Handbook (no new skills so far)

Gn&HH - The Complete Gnomes and Halflings Handbook (no new skills so far),

HH - The Complete Humanoids Handbook

DMOHLC - DMs Option - High Level Campaign,

DMO:C&T - DMs Option - Combat & Tactics

PIO:S&P - Players Option - Skills & Powers,

PIO:S&M - Players Option - Spells & Magic

(compiled by Talivar, octobre 2012)