

Non Weapon Proficiency Worksheet

Proficiencies cost 1PP for Rudimentary level @, 2PP for Standard level and 4PP for Specialized level (sp) times the appropriate multipliers

All standard and rudimentary @ proficiencies start at 3% times the listed stat base (i.e. - Swimming for a person with 15 strength starts at 45%)

All Specialized (sp) proficiencies start at 1% times the listed stat base (i.e. - Specialized swimming for a person with 15 strength starts at 15%)

General Skills - normal cost all classes			Academic Skills - x2 cost for Warriors			Field Skills Continued					
	Acting	Spec or Gen	CHA -1		Ancient Language	Spec Language	know -2		Light Sleeping		heal -1
	Alertness		PER +1		Anthropology	Spec or Gen	know -3		Move Silently	x2	bala -4
	Ancient History	Spec or Gen	know -1		Archaeology	Spec or Gen	know -3		Mountaineering		bala 0
	Animal Handling	Spec Type	intu +1		Architecture	Spec or Gen	know -2		Running	Spec or Gen	fitn -1
	Animal Noise	Spec Genre	intu +1		Astrology		know 0		Set/Find/Remove Traps	x2/Spec or Gen	DEX -4
	Animal Training	Spec Type	intu -1		Combat Spellcasting		DEX -2		Tactics	Spec Type	intu -1
ss	Area Knowledge: AK	Spec Region	know 0		Diplomacy	Spec or Gen	CHA -2		Tracking	Spec or Gen	intu -2
	Artistic Ability	Spec or Gen	intu 0		Ecology/Eco Systems	Spec or Gen	know -2		Priest Skills - x2 cost for Warrior/Wizard/Rogue		
	Blacksmith	Spec or Gen	stam 0		Embalming/Preserving	Spec or Gen	know -2		Anatomy	Spec Creature	reas 0
	Boating (Small Craft)	Spec or Gen	bala 0		Engineering	x2/Spec Area	reas -3		Detect Lies	x2	PER 0
	Carousing		CHA 0		Forensics	x2/Spec or Gen	reas -3		Harness Subconscious	x2/Spec or Gen	will -1
	Cartography	Spec or Gen	reas -1		Geology	Spec or Gen	know -2		Healing	x2/Spec or Gen	intu -2
	Chanting		lead +2		Herbalist	x2/Spec or Gen	reas -2		Religion	Spec or Gen	know 0
	Craft Instrument	x2/Spec Type	DEX -2		Hypnosis		CHA -2		Veterinary Healing	Spec or Gen	intu -3
	Dancing	Spec or Gen	bala +1		Linguistics	x2/Spec or Gen	reas 0		Rogue Skills - x2 cost for Warrior/Wizard/Priest		
	Danger Sense	x2	intu +2		Lore: Alternate Magics	Spec or Gen	reas -4		Appraising	Spec Goods	reas 0
	Deep Diving		fitn -1		Lore: Ancient Runes	Spec or Gen	reas -4		Begging		CHA 0
	Direction Sense		intu -1		Lore: Circles	Spec or Gen	reas -4		Bribery	Spec or Gen	CHA 0
	Distance Determination		reas -1		Lore: Demons	Spec or Gen	know -2		Crowd Working	Spec or Gen	lead 0
	Drinking	Spec or Gen	CON 0		Lore: Divination		intu -2		Cryptography		reas -2
	Etiquette	Spec or Gen	CHA 0		Lore: Faerie	Spec or Gen	know -2		Disguise	Spec or Gen	intu 0
r	Fire Building/Control	Spec or Gen	reas +1		Lore: Foci	Spec or Gen	reas -3		Escape Artist	x2/Spec or Gen	DEX -2
	First Aid	Spec or Gen	intu -2		Lore: Legends/Folklore	Spec or Gen	know -2		Fast Talk/Haggle		CHA -1
	Foraging	Spec or Gen	intu +1		Lore: Monsters	Spec or Gen	know -1		Fine Balance	x2	bala -2
	Gambling	Spec or Gen	LUK +2		Lore: Planar	Spec or Gen	know -3		Forgery	Spec or Gen	know -2
	Gesture/Sign Language	Spec Type	DEX 0		Lore: Undead	Spec or Gen	know -2		Information Gathering	Spec or Gen	intu 0
	Heraldry	Spec Type	know 0		Lore: Wards/Sigils	Spec or Gen	know -3		Juggling		bala -1
	Hiding		intu -1		Mathematics		know +1		Jumping	Spec or Gen	musc 0
	Law	Spec Type	know 0		Meditation		will -2		Lip Reading	x2	PER 0
	Leadership		lead -2		Metallurgy	Spec or Gen	know 0		Locksmith	Spec or Gen	DEX -2
s	Literacy	Spec Language	know -2		Oratory/Debate		CHA -2		Looting		intu -2
s	Local History	Spec Region	know 0		Physics		reas -4		Open Locks	Spec or Gen	DEX -2
	Lore: Animal/Insect	Spec or Gen	know 0		Politics	Spec Type	know -1		Quickness	x2	DEX 0
	Lore: Plant/Fungi	Spec or Gen	know 0		Psychology	x2/Spec or Gen	intu -1		Sleight of Hand/Pick Pocket		DEX -1
	Metalsmith	Spec or Gen	DEX 0		Research	Spec or Gen	know -1		Side Show Talents	Spec Type	DM stat 0
	Mining	Spec or Gen	reas -3		Somatic Concealment		DEX -1		Streetwise	Spec or Gen	intu -1
s	Modern Language	Spec Language	know 0		Spellcraft	x2	reas -3		Trailing		intu -1
	Musical Ability	Spec Type	DEX/CHA 0		Artisan Skills - x2 cost for Warriors				Tumbling		bala -2
	Navigation		reas -2		Gem Cutting	x2/Spec or Gen	aim -2		Unique Physical Ability	Spec Type	DM stat 0
	Navigation, Underdark		intu -2		Merchant	Spec or Gen	know 0		Ventriloquism		CHA -2
r	Observation		PER +2		Poisons	Spec or Gen	intu -2		Voice Mimicry	x2/Spec or Gen	CHA 0
s	Org/Group Knowledge: OK	Spec Group	know 0		Field Skills - x2 cost for Wizards/Priests				Warrior Skills - x2 cost for Wizard/Priest/Rogue		
	Riding: Airborne	x2/Spec Type	intu -2		Ambush	Spec or Gen	intu 0		Armoring	x2/Spec or Gen	reas -2
	Riding: Land Based	Spec Type	intu +3		Breath Control		fitn -2		Armoring: Crude	Spec or Gen	reas 0
	Riding: Aquatic	Spec Type	intu 0		Camouflage	Spec or Gen	intu 0		Artillery/War Machines	Spec or Gen	know -1
	Rope Use/Nets	Spec or Gen	DEX 0		Climbing	Spec or Gen	bala 0		Blind Fighting		intu -4
	Seamanship/Sailing	Spec or Gen	intu -1		Detect Illusion	x2	PER -2		Bowing/Fletching	Spec or Gen	aim -2
	Shipbuilding	Spec or Gen	know -1		Detect Magic	x2/Spec or Gen	PER -4		Charioteer/Wagoneer	Spec or Gen	intu -1
	Signaling	Spec Type	know -1		Detect Noise		PER -2		Display Weapon Prowess	Spec Weapon	DEX -1
	Sound Analysis	Spec or Gen	intu -1		Close Quarters Fighting	Spec or Gen	bala 0		Identify Weakness	x2	reas -2
	Stonemasonry	Spec or Gen	stam 0		Endurance	x2	fitn -2		Resist Pain		will -2
	Survival	Spec Region	intu 0		Fast Draw	Spec Weapon	DEX -1		Weaponsmith	x3/Spec or Gen	reas -4
x	Swimming		musc 0		Hide in Shadows	x2/Spec or Gen	intu -2		Weaponsmith: Crude	Spec or Gen	reas -2
	Teaching	Spec Subject	intu -3		Hunting	Spec or Gen	intu -1		Wild/Natural Fighting		DEX -1
	Trade Skills	Spec Trade	DM Stat 0		Interrogation		STR/CHA -3				
	Weather Sense		intu -1		Intimidation		STR/CHA 0				

Each character begins with some free skills to reflect basic everyday learning that they would experience regardless of the life path they have chosen. These skills are as follows: Two Area Knowledge [AK] Skills (of the character's home region, city, etc.), Fire Building/Control @, One Org/Group Knowledge [OK] Skill (of an appropriate group, if no logical choice is available, this may be swapped for another skill at the DMs discretion), Literacy (characters main language), Local History (of the character's home region, or most appropriate facsimile), Modern Language (the character's native tongue), Observation @, Swimming (if this is inappropriate for the character's origin, it may be swapped for another skill at the DMs discretion.) Characters may additionally select two skills from the following list: Artistic Ability (pick one), Boating, Carousing, Dancing, Drinking, Modern Language (a must for those who should be bilingual), Musical Ability (pick one), Trade Skills (pick one)