

Master Nonweapon Proficiency List

Version 1.2
March 10, 1996

Formatted with Word for Windows by
Blue Troll

General

<u>Name</u>	<u>Cost</u>	<u>Initial</u>	<u>Ability Rating</u>
Acting	3	6	Charisma/Appearance
Agriculture	3	7	Intelligence/Knowledge
Animal Training	4	5	Wisdom/Willpower, Charisma/Leadership
Animal Handling		3	7 Wisdom/Willpower
Blacksmithing	4	6	Strength/Muscle, Intelligence/Knowledge
Boat Piloting	2	6	Strength/Muscle, Intelligence/Reason
Boatwright	4	6	Wisdom/Intuition, Intelligence/Knowledge
Brewing	3	8	Intelligence/Knowledge
Carpentry	3	7	Strength/Stamina, Intelligence/Knowledge
Cartography	2	7	Intelligence/Knowledge
Chanting	3	6	Charisma/Leadership, Strength/Stamina
Cheesemaking	2	7	Wisdom/Intuition
Clothesmaking, Crude	2	8	Intelligence/Reason
Cobbling	3	7	Dexterity/Aim, Intelligence/Knowledge
Cooking	3	7	Intelligence/Reason
Craft Instrument	5	5	Dexterity/Aim, Intelligence/Knowledge
Crowd Working	3	6	Charisma/Leadership
Dancing	2	6	Dexterity/Balance, Charisma/Appearance
Deep Diving	2	5	Dexterity/Balance, Con/Health
Engineering	4	5	Intelligence/Reason, Wisdom/Intuition
Etiquette	2	8	Charisma/Appearance, Wisdom/Intuition
Falconry		3	6 Wisdom/Willpower
Fire Building	2	8	Wisdom/Intuition, Intelligence/Reason
Fishing	3	6	Wisdom/Intuition, Intelligence/Knowledge
Gaming	2	5	Wisdom/Intuition, Intelligence/Knowledge
Heraldry		2	8 Intelligence/Knowledge
Hiding	4	5	Intelligence/Reason
Leather working	3	7	Intelligence/Knowledge, Dexterity/Aim
Mining	5	5	Wisdom/Intuition, Strength/Stamina
Modern Languages	2	9	Intelligence/Knowledge
Musical Instrument	2	7	Charisma/Leadership
Navigation	3	6	Intelligence/Knowledge, Wisdom/Intuition
Observation	3	6	Wisdom/Intuition, Intelligence/Reason
Orienteering	3	7	Intelligence/Knowledge, Wisdom/Intuition
Painting	2	7	Dexterity/Aim, Wisdom/Intuition
Persuasion	2	6	Charisma/Leadership
Poetry	2	7	Intelligence/Knowledge, Charisma/Leadership
Pottery	3	7	Dexterity/Aim
Riding, Land-based	2	8	Wisdom/Willpower, Dexterity/Balance
Riding, Sea-based	4	5	Wisdom/Willpower, Dexterity/Balance
Riding, Airborne	4	5	Wisdom/Willpower, Dexterity/Balance
Rope Use	2	8	Dexterity/Aim, Wisdom/Intuition
Sculpting	2	5	Dexterity/Aim, Wisdom/Intuition
Seamanship	3	8	Wisdom/Intuition, Dexterity/Balance
Signaling	3	6	Intelligence/Knowledge
Sign Language	3	5	Intelligence/Knowledge, Dexterity/Aim
Singing	2	5	Charisma/Leadership
Smelting		4	6 Wisdom/Intuition, Intelligence/Knowledge

Stonemasonry	4	5	Strength/Stamina, Wisdom/Intuition
Swimming	2	9	Strength/Stamina
Tailoring	3	7	Dexterity/Aim, Intelligence/Reason
Weather Knowledge	2	7	Wisdom/Intuition
Weaving		3	6 Intelligence/Reason, Dexterity/Aim
Whistling/Humming	2	7	Dexterity/Aim, Charisma/Leadership
Whitesmithing*	4	5	Dexterity/Aim, Wisdom/Intuition
Winemaking	3	6	Wisdom/Intuition, Intelligence/Reason
Woodworking*	2	7	Dexterity/Aim, Wisdom/Intuition

Dwarf

<u>Name</u>	<u>Cost</u>	<u>Initial</u>	<u>Ability Rating</u>
Dwarf Runes	3	6	Intelligence/Knowledge
Fungi Recognition	3	6	Intelligence/Knowledge, Wisdom/Intuition
Local Dwarf History	2	7	Intelligence/Knowledge, Charisma/Leadership
Pest Control	4	6	Wisdom/Intuition, Dexterity/Aim
Sound Analysis	3	7	Wisdom/Intuition, Intelligence/Reason

Psionicist

<u>Name</u>	<u>Cost</u>	<u>Initial</u>	<u>Ability Rating</u>
Astrology	3	5	Wisdom/Intuition, Intelligence/Knowledge
Contact†	2	7	Wisdom/Willpower
Gem Cutting	3	6	Dexterity/Aim
Harness Subconscious†	4	6	Wisdom/Willpower
Hypnosis†	4	6	Charisma/Appearance, Wisdom/Willpower
Rejuvenation†	3	6	Intelligence/Reason, Wisdom/Willpower
Meditative Focus†	3	5	Wisdom/Willpower
Mental Armor†	2	6	Wisdom/Willpower
Reading/Writing	2	8	Intelligence/Knowledge

Priest

<u>Name</u>	<u>Cost</u>	<u>Initial</u>	<u>Ability Rating</u>
Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Ancient Languages	4	5	Intelligence/Knowledge
Astrology	3	5	Wisdom/Intuition, Intelligence/Knowledge
Bureaucracy	3	5	Intelligence/Reason, Charisma/Leadership
Diagnostics	3	6	Wisdom/Intuition
Healing	4	5	Wisdom/Intuition, Charisma/Leadership
Herbalism	3	6	Intelligence/Knowledge, Wisdom/Intuition
Law	3	5	Wisdom/Intuition, Intelligence/Reason
Local History	2	8	Intelligence/Knowledge, Charisma/Appearance
Medicine*	4	5	Wisdom/Intuition, Intelligence/Reason
Monstrous Lore*	4	5	Intelligence/Knowledge
Necrology	2	6	Wisdom/Intuition, Intelligence/Knowledge
Netherworld Knowledge	3	6	Intelligence/Knowledge

Oratory	2	7	Charisma/Leadership, Intelligence/Reason
Reading/Writing	2	8	Intelligence/Knowledge
Religion	2	6	Wisdom/Intuition
Soothsaying	4	5	Wisdom/Intuition, Intelligence/Reason
Spellcraft	3	7	Intelligence/Reason
Spirit Lore	4	5	Charisma/Leadership, Wisdom/Willpower
Veterinary Healing	3	6	Wisdom/Intuition, Intelligence/Knowledge

Rogue

<u>Name</u>	<u>Cost</u>	<u>Initial</u>	<u>Ability Rating</u>
Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Appraising	2	8	Intelligence/Reason, Wisdom/Intuition
Astrology‡	3	5	Wisdom/Intuition, Intelligence/Knowledge
Bartering	2	7	Intelligence/Reason, Charisma/Leadership
Begging	2	6	Charisma/Leadership
Blindfighting	4	-	Wisdom/Intuition, Dexterity/Balance
Bureaucracy	3	5	Intelligence/Reason, Charisma/Leadership
Camouflage	2	7	Wisdom/Intuition
Close-Quarter Fighting	4	5	Dexterity/Balance
Cryptography	3	6	Intelligence/Reason, Wisdom/Intuition
Disguise	4	5	Wisdom/Intuition, Charisma/Leadership
Endurance‡	2	3	N/A
Fast-Talking	2	6	Charisma/Leadership
Foraging	3	6	Intelligence/Knowledge, Wisdom/Intuition
Forgery	3	5	Dexterity/Aim, Wisdom/Willpower
Fortune Telling	2	6	Charisma/Leadership, Wisdom/Intuition
Gem Cutting	3	6	Dexterity/Aim
Herbalism‡	3	6	Intelligence/Knowledge, Wisdom/Intuition
Hunting‡	2	7	Wisdom/Intuition
Info. Gathering	2	6	Intelligence/Knowledge, Charisma/Leadership
Intimidation	2	6	Strength/Muscle, Charisma/Appearance
Juggling	3	7	Dexterity/Aim
Jumping	2	8	Strength/Muscle, Dexterity/Balance
Local History	2	8	Intelligence/Knowledge, Charisma/Appearance
Locksmithing	3	7	Dexterity/Aim, Wisdom/Willpower
Looting	2	7	Dexterity/Aim
Reading Lips	3	7	Intelligence/Knowledge, Wisdom/Intuition
Reading/Writing‡	2	8	Intelligence/Knowledge
Set Snares	3	6	Dexterity/Aim, Wisdom/Intuition
Survival‡	3	6	Intelligence/Knowledge, Wisdom/Willpower
Throwing	2	8	Dexterity/Aim, Strength/Muscle
Tightrope Walking	3	5	Dexterity/Balance
Tracking‡	4	7	Wisdom/Intuition
Trail Signs	2	8	Intelligence/Reason
Trailing	3	7	Wisdom/Intuition
Tumbling	3	7	Dexterity/Balance, Strength/Muscle
Venom Handling	3	6	Wisdom/Willpower
Ventriloquism	4	5	Intelligence/Knowledge, Charisma/Leadership
Voice Mimicry	3	6	Intelligence/Knowledge, Charisma/Leadership

Warrior

<u>Name</u>	<u>Cost</u>	<u>Initial</u>	<u>Ability Rating</u>
Animal Lore	3	7	Intelligence/Knowledge, Wisdom/Intuition
Animal Rending	2	7	Dexterity/Aim
Armorer	5	5	Intelligence/Knowledge, Strength/Muscle
Armorer, Crude	3	6	Intelligence/Reason
Blind Fighting	4	-	Wisdom/Intuition, Dexterity/Balance
Bowyer/Fletcher	5	6	Intelligence/Knowledge, Dexterity/Aim
Bowyer/Fletcher, Crude	3	7	Dexterity/Aim
Camouflage	2	7	Wisdom/Intuition
Charioteering	4	5	Dexterity/Balance, Wisdom/Willpower
Close-Quarter Fighting	4	5	Dexterity/Balance
Endurance	2	3	N/A
Foraging	3	6	Intelligence/Knowledge, Wisdom/Intuition
Gaming	4	5	Charisma/Leadership
Gunnery*	5	5	Dexterity/Aim, Wisdom/Intuition
Gunpowdering*	5	5	Intelligence/Knowledge, Wisdom/Intuition
Horde Summoning	4	7	Charisma/Leadership
Hunting	2	7	Wisdom/Intuition
Jousting	2	8	Dexterity/Balance
Law	3	5	Wisdom/Intuition, Intelligence/Reason
Mountaineering	4	7	Strength/Stamina, Wisdom/Willpower
Natural Fighting	4	5	Strength/Muscle
Oratory	2	7	Charisma/Leadership, Intelligence/Reason
Running		2	5 Strength/Stamina, Constitution/Fitness
Set Snares	4	8	Dexterity/Aim, Wisdom/Intuition
Spelunking	2	6	Intelligence/Knowledge
Survival	3	6	Wisdom/Willpower, Intelligence/Knowledge
Tactics	3	6	Intelligence/Reason, Wisdom/Intuition
Tracking	4	7	Wisdom/Intuition
Trail Marking	3	6	Wisdom/Willpower
Trail Signs	2	8	Intelligence/Reason
Weapon Improvisation	2	7	Wisdom/Intuition
Weaponsmithing	5	5	Intelligence/Knowledge, Dexterity/Aim
Weaponsmithing, Crude	3	7	Wisdom/Intuition
Wild Fighting	4	5	Constitution/Fitness, Strength/Stamina

Wizard

<u>Name</u>	<u>Cost</u>	<u>Initial</u>	<u>Ability Rating</u>
Anatomy	3	5	Intelligence/Knowledge, Dexterity/Aim
Ancient History	3	6	Wisdom/Intuition, Intelligence/Knowledge
Ancient Languages	4	5	Intelligence/Knowledge
Astrology	3	5	Wisdom/Intuition, Intelligence/Knowledge
Astronomy	2	7	Intelligence/Knowledge
Cryptography	3	6	Intelligence/Reason, Wisdom/Intuition
Gem Cutting	3	6	Dexterity/Aim
Glassblowing*	2	8	Dexterity/Aim

Gunpowdering*	4	5	Intelligence/Knowledge, Wisdom/Intuition
Herbalism	3	6	Intelligence/Knowledge, Wisdom/Intuition
Law	3	5	Wisdom/Intuition, Intelligence/Reason
Medicine*	4	5	Wisdom/Intuition, Intelligence/Reason
Monstrous Lore*	4	5	Intelligence/Knowledge
Necrology	2	6	Wisdom/Intuition, Intelligence/Knowledge
Netherworld Knowledge	3	6	Intelligence/Knowledge
Reading/Writing	2	8	Intelligence/Knowledge
Religion	2	6	Wisdom/Intuition
Spellcraft	3	7	Intelligence/Reason
Spirit Lore	4	5	Charisma/Leadership, Wisdom/Willpower
Venom Handling	3	6	Wisdom/Willpower

Entries in boldface are not found in the Skills and Powers Handbook and are described below.

* This non-weapon proficiency is not found in any rulebook but is described in full below.

† This non-weapon proficiency is found in the Skills and Powers rulebook, but is not converted to the new rules therein. This applies to psionicist group proficiencies only.

‡ This non-weapon proficiency is found in the Skills & Powers rulebook, but is not assigned therein to the specific class group in question. This may or may not be available at the listed cost (DM's option).

Traits

Alertness	6	
Allure	4	
Ambidexterity	4	
Animal Empathy	4	
Artistic Ability	4	
Climate Sense	4	
Danger Sense	5	
Distance Sense	4	
Double-jointed	4	
Drinking		4
Eating	4	
Empathy	4	
Fast Healer	6	
Glibness	4	
Impersonation	5	
Inherent Immunity / Cold	4	
Inherent Immunity / Heat	5	
Inherent Immunity / Poison	6	
Inherent Immunity / Disease	5	
Internal Compass		5
Keen Touch Sense	4	
Keen Smell Sense	6	
Keen Taste Sense	4	
Keen Hearing	5	
Keen Eyesight	5	
Leadership	5	
Light Sleeper	5	
Lucky	6	
Music/Singing	5	
Music/Instrument		4
Obscure Knowledge	4	
Precise Memory	4	
Slow Respiration	5	

New Nonweapon Proficiency Descriptions

Acting (BH, 64): Use Impersonation trait (S&P, 106). Alternately, use Bard's Handbook rules, modifying check by +1 if the PC has the Impersonation trait, and by an additional +1 if the PC has the disguise proficiency (S&P, 98).
Crossover: General.

Anatomy (NH, 22-23): Use Necromancer's Handbook rules, modifying the healing skill by +2 if the character also has the anatomy proficiency. Crossover: Wizard.

Animal Noise (TH, 16; HumH, 92): Use Animal Lore proficiency (S&P, 95). Crossover: General.

Animal Rendering (BaH, 72-73): Use Barbarian's Handbook rules, modified by +1 if the PC has the animal lore proficiency (S&P, 95). Crossover: Warrior.

Armorer, Crude (BaH, 73): Use Barbarian's Handbook rules. Crossover: Warrior.

Bartering (BaH, 73-74): Use Barbarian's Handbook rules, modified by +2 if the PC has the appraising proficiency (S&P, 95). Crossover: Rogue.

Begging (TH, 17): Use Thieves' Handbook rules. Crossover: Rogue.

Boating (TH, 17): Use Boat Piloting proficiency (S&P, 96). Crossover: General.

Boatwright (DwH, 42): Use Dwarves' Handbook rules. Crossover: General.

Bowyer/Fletcher, Crude (BaH, 74): Use Barbarian's Handbook rules, modified by +3 if the character has the hunting proficiency. Crossover: Warrior.

Bureaucracy (PaH, 73-74): Use Paladin's Handbook rules. Crossover: Priest, Rogue.

Camouflage (RH, 82): Use Ranger's Handbook rules. Crossover: Warrior, Rogue.

Cartography (RH, 82): Use Ranger's Handbook rules. Crossover: General.

Chanting (BH, 64; HumH, 93): Use Bard's Handbook rules, modified by +1 if the PC has Music/Singing trait (S&P, 108). Crossover: General.

Chaos Shaping
-1 CP for Githzeri players

Cheesemaking (HumH, 93): Use Complete Book of Humanoids rules. Crossover: General.
Close-quarter Fighting (HumH, 93): Use Complete Book of Humanoids rules. Crossover: Warrior, Rogue.
Clothesmaking, Crude (BaH, 74): Use Barbarian's Handbook rules. Crossover: General.

Craft Instrument (BH, 65-66): Use Bard's Handbook rules. Crossover: General.

Crowd Working (BH, 66): Use Bard's Handbook rules. Crossover: General.

Danger Sense (BaH, 74-75; HumH, 94): Use Barbarian's Handbook rules or Complete Book of Humanoids rules, except treat this skill as a trait rather than as a proficiency.

Diagnostics (PaH, 74): Use Paladin's Handbook rules, modifying check by +1 if the character has the healing proficiency (S&P, 99). Crossover: Priest.

Distance Sense (RH, 83): Use Ranger's Handbook rules, but treating this ability as a trait instead of a proficiency.

Drinking (HumH, 94): Use Complete Book of Humanoids rules, but treat this ability as a trait rather than a proficiency.

Dwarf Runes (DwH, 43): Use Dwarves' Handbook rules. Crossover : Dwarf.

Eating (HumH, 94): Use Complete Book of Humanoids rules, but treat this ability as a trait rather than a proficiency.

Falconry (RH, 83): Use Ranger's Handbook rules. Crossover: General.

Fast Draw

This ability gives a -2 speed factor bonus with the use of drawn fire-arms.

Fast-Talking (TH, 17): Use Glibness trait (S&P, 106). Alternately, use Thieves' Handbook rules, modified by +2 if the PC has Glibness trait. Crossover: Rogue.

Fiend Lore : This proficiency regards the characters knowledge of Fiends and can be divided into the 3 areas of knowledge (indeed 3 different proficiencies) Baatezu, Tanar'ri, and Yugoloth. Players may know information on many various subjects including 1) fiend power hierarchies and paths of transformation, 2) where various types fiends tend to originate, 3) partial histories of the Blood War and the roles of particular fiends in important battles, 4) the physical and magical abilities and vulnerabilities of fiends and the 5) relationships of Powers to the fiends in general (e.g. the Lords of the Nine, Grazzt...etc.) Also, players may know more specific details about fiends such as information about things like the Wasting Tower (the skeletal thingy) in the Grey Waste, the fortress of the Arcanoloths and the Ships of Chaos.

Foraging (RH, 84): Use Ranger's Handbook rules. Crossover: Warrior, Rogue.

Fortune-Telling (TH, 18): Use Astrology proficiency (S&P, 95-96). Alternately, since fortune telling encompasses many non-celestial aspects, use Thieves' Handbook rules, modified by +1 if the PC has the Astrology proficiency. Crossover: Rogue.

Fungi Recognition (DwH, 43): Use Dwarves' Handbook rules. Crossover: Dwarf.

Glassblowing (new): This skill entails the ability to blow glass tubes, vials, windows, and other objects of glass. Complex or very fine work, such as a stained-glass window or a figurine, may require a check at up to -6.

Medieval glass was, in general, highly fragile and cracks very easily. Gunnery (new): This skill is complementary to any firearms

nonweapon proficiency. A PC with this skill knows the workings of basic firearms, including large siege weapons such as cannon. He/she will not be intimidated by their use in combat. Furthermore, the chance of a misfire is reduced by 50%.

Gun Cleaning

Allows the character to clean various hand held fire-arms.

Gun Powdering

This ability gives the character the ability to create gun powder. This requires the use of an alchemist's lab, whether the character owns one or rents one. The character can make enough gun powder for ten shells per day. The proficiency check is made at the end of the day and if it fails all of the powder is useless. If the roll is a one or a two the gun powder appears to be good, will ignite in small quantities, but will not explode when the round is attempted to fire. There is always a small chance that there will be an accident in the laboratory. The base chance is 20% - the skill rating. A roll of 1% is always a failure. Roll 1d10 to determine at which point of the day the accident takes place (amount of powder already made) and roll that many d10s for damage. Other chemicals in the lab could potentially explode in a chain reaction.

Hiding (BaH, 75): Use Barbarian's Handbook rules. Crossover: General.

Horde Summoning (BaH, 76-77; HumH, 95-96): Use Barbarian's Handbook rules or Complete Book of Humanoids rules. Crossover: Warrior. Information Gathering (TH, 18): Use Thieves' Handbook rules. Crossover: Rogue.

Intimidation (TH, 19): Use Thief's Handbook rules. Crossover: Rogue.

Jousting (PaH, 74-75): Use Paladin's Handbook rules. Crossover: Warrior.

Law (PaH, 75): Use Paladin's Handbook rules. This skill is modified by +2 if the character has the obscure knowledge trait (S&P, 108-109). Crossover: Warrior, Priest.

Leadership (BaH, 77): Use Barbarian's Handbook rules, but treat this ability as a trait rather than a proficiency.

Light Sleeping (BaH, 77): Use Light Sleeper Trait (S&P, 107).

Local Dwarf History (DwH, 44-45): Use Dwarves' Handbook rules, modifying the ability by +3 if the PC has the obscure knowledge trait (S&P, 108-109). Crossover: Dwarf.

Locksmithing (TH, 19): Use Thieves' Handbook rules. Crossover: Rogue.

Looting (TH, 19): Use Thieves' Handbook rules. Crossover: Rogue.

Medicine (new): This proficiency should be restricted to campaigns with a Renaissance level of medical technology. Whereas healing involves the use of herbs and poultices along with first aid technology, and anatomy involves knowledge of the human body, normally after death, and diagnostics involves analyzing the symptoms of disease, the medicine proficiency is all of these to a certain extent. Such a character will have knowledge of most herbal cures and similar medicines, supplemented possibly with chemical knowledge. Diseases may be analysed according to their symptoms. Surgery may be attempted, but is unlikely to be successful (-4 check) unless the anatomy skill is also possessed.

Monstrous Lore (new): A character with this proficiency has a general knowledge of bestialies and of various sorts of supernatural creatures existing on the Prime Material plane. It does not include extra-planar creatures (see Netherworld Knowledge) or mundane creatures (see Animal Lore). If the check is successful, the character will remember one or two important facts about the creature. Apply a -4 modifier if a specimen is not at hand. If a natural 1 is rolled, give the player the appropriate description in the Monstrous Compendium to examine. A natural 20 should result in misleading information being revealed.

Natural Fighting (HumH, 96): Use Complete Book of Humanoids rules. Crossover: Warrior.

Navigation, Underground (DwH, 47): Use Dwarves' Handbook rules, modifying check by +1 if the character has the internal compass trait (S&P, 107). Crossover: Dwarf.

Necrology (NH, 23): Use Necromancer's Handbook rules, modifying the check by +2 if the character has the obscure knowledge trait (S&P, 108-109). Crossover: Wizard, Priest.

Netherworld Knowledge (NH, 23): Use Necromancer's Handbook rules, modifying the check by +1 if the character has the obscure knowledge trait (S&P, 108-109). Crossover: Wizard, Priest.

Oratory (PaH, 75-76): Use Paladin's Handbook rules, modified by +2 if the character has the allure trait (S&P, 104). Crossover: Warrior, Priest.

Persuasion (RH, 84): Use Ranger's Handbook rules, modifying check by +2 if the PC has the Allure trait (S&P, 104). Crossover: General.

Pest Control (DwH, 45): Use Dwarves' Handbook rules. Crossover: Rogue. Poetry (PaH, 76; BH, 66): Use Paladin's Handbook or Bard's Handbook rules (they are essentially identical). Crossover: General.

Riding, Sea-based (RH, 84-85): Use Ranger's Handbook rules. Crossover: General.

Sign Language (BaH, 78; DwH, 46): Use Barbarian's Handbook rules or Dwarves' Handbook rules. Crossover: General.

Signaling (RH, 85; DwH, 46): Use Ranger's Handbook rules or Dwarves' Handbook rules. Crossover: General.

Slow Respiration (DwH, 46-47): Use Dwarves' Handbook rules, but treat this ability as a trait rather than a proficiency.

Smelting (DwH, 47): Use Dwarves' Handbook rules, modifying check by +2 if the character has the mining proficiency (S&P, 101). Crossover: General. Soothsaying (BaH, 78): Use Barbarian's Handbook rules. Crossover: Priest.

Sound Analysis (DwH, 47): Use Dwarves' Handbook rules, modifying check by +2 if the character has the keen hearing trait (S&P, 107). Crossover: Dwarf.

Spelunking (RH, 85): Use Ranger's Handbook rules. Crossover: Warrior.

Spirit Lore (NH, 23): Use Necromancer's Handbook rules. Crossover: Priest, Wizard.

Survival, Underground (DwH, 47): Use the Survival proficiency (S&P, 103), selecting subterranean as the terrain of specialty.

Tactics (new): This proficiency enables a PC to successfully devise and analyze various military tactics. This includes the basic principles of siege warfare, guerrilla warfare, and the use and deployment of various special arms units. A successful check may be required in order to develop various complex plans relating to military strategy.

Trail Marking (RH, 85-86): Use Ranger's Handbook rules. Crossover: Warrior.

Trail Signs (RH, 86): Use Ranger's Handbook rules. Crossover: Warrior, Rogue.

Trailing (TH, 19-20): Use Thieves' Handbook rules. Alternately, use Tracking proficiency (S&P, 104), allowing the PC to use the skill in urban settings. Crossover: Rogue.

Venom Handling (NH, 23): Use Necromancer's Handbook rules. Crossover: Rogue, Wizard.

Veterinary Healing (RH, 86): Use Ranger's Handbook rules. Crossover: Priest.

Voice Mimicry (TH, 21): Use Thieves' Handbook rules, modified by +2 if the character possesses the Impersonation trait (S&P, 106). Crossover: Rogue.

Weapon Improvisation (BaH, 78-79): Use Barbarian's Handbook rules. Crossover: Warrior.

Weaponsmithing, Crude (RH, 86): Use Ranger's Handbook rules. Crossover: Warrior.

Whistling / Humming (BH, 66): Use Bard's Handbook rules. Crossover: General.

Wild Fighting (BaH, 79-80; HumH, 97-98): Use Barbarian's Handbook rules or Complete Book of Humanoids rules. Crossover: Warrior.

Whitesmithing (new): This skill entails the ability to forge items of any of the white metals (including gold, silver, tin, lead, copper and brass). In general, various sorts of repairs can be done cold, without the aid of a large forge or extensive equipment. A whitesmith's forge does not need to be as hot as one for steel, but is still expensive and non-portable. Whitesmithing is generally fine work, such as jewellery and trinkets. Gems may be inlaid in a piece; however, unless the whitesmith also has the gem cutting proficiency, gems may not be shaped and carved.

Winemaking (HumH, 98): Use Complete Book of Humanoids rules. Crossover: General.

Woodworking (new): As opposed to the carpentry proficiency, woodworking is a skill which enables the character to do fine detail work with wood. This includes not only detailing cabinets, furniture and other large items made by the carpenter, but also small whittled figurines and wooden sculptures. It excludes musical instruments, which require the craft instrument proficiency. Many carpenters also have woodworking skill, and possession of the former adds +2 to the woodworking ability.