

# NonWeapon Proficiencies

## **ENGINEERING** - (2 slots, Priest/Wizard, Intelligence -3)

The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines to large buildings. 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.

## **ESCAPOLOGY** - (1 slot, Rogue, Dexterity (Special))

This is the ability to escape shackles, ropes and even straight-jackets by body contortions and limb manipulation. Tight ropes impose a -1 penalty, locked metal cuffs impose a -3 penalty and straight-jackets impose a -5 penalty. For multiple bonds, these values are cumulative. Note that having the rope use skill, and making a successful check, increases the escapology skill roll for rope bonds by +2.

## **ETIQUETTE** - (1 slot, General, Charisma)

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. For extremely unusual occurrences, a proficiency check must be made for the character to know the proper etiquette for the situation.

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

## **EVASION** - (1 slot, Rogue, Dexterity -2)

This proficiency allows the thief to lose someone who is following him/her or keep a particular person from finding them in a public place.

## **FALCONRY** - (1 slot, General, Wisdom -1)

A PC with this proficiency is an expert in training and handling falcons (as well as hawks at a -1 NWP check. Owls can also be trained, but at a -2 NWP check), enabling him to teach them tricks and tasks. A PC can teach a falcon 2-8 tricks or tasks in any combination. It takes 2-12 weeks to teach a trick, and 9-12 (d4+8) weeks to teach a task (these times are halved if the teaching NWP is known with a successful teaching NWP check). At the end of the training period, the PC makes a NWP check. If the check succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning that trick or task. If not using falconry training equipment (cost 10gp, weight = 1lb.), the success roll for training is made at -2.

### **Tasks:**

*Hunting* - the falcon is trained to hunt its natural prey; small mammals and game birds; and to return with them to the falconer. Nearly all trained falcons receive this training 1st.

*Ferocity* - the falcon receives a +1 bonus to all attack and damage rolls, and a +2 morale bonus.

*Guard* - the falcon shrieks at the approach of strangers. If approached closer than 20-30', the falcon will attack unless ordered not to. The bird can recognize designated friends.

*Homing* - the falcon recognizes one place as its roost and returns there upon command.

*Loyalty* - the falcon is exceptionally loyal to an individual selected by its trainer. It has a +4 saving throw bonus against charm, control, empathy, or friendship attempts by others. Further, it comes when its master summons it, guards its master from attack and may perform unusual acts of loyalty as decided by the DM.

*Species Enemy* - the falcon is trained to recognize an entire species as a natural enemy. Its basic reaction is to be hostile, it will reject empathy, and have a +4 saving throw bonus against the enemy's charm or control attempts. It will attack the species enemy in preference to others.

*Track* - the falcon can track a designated creature and return. It can retrace its path to lead the falconer to the creature.

### **Sample Tricks:**

*Attack* - the falcon will attack on command a creature designated by the falconer until called off. The falcon's base morale is at least 11. The falcon receives a save vs rods against a ranger's animal empathy ability.

*Capture Prey* - a hunt-trained falcon will return with the prey alive and unharmed.

*Catch Object* - upon command, the falcon will catch a small object thrown into the air or a small falling object and return to the falconer.

*Distract* - the falcon is trained to feint at an opponent. The opponent must make a save vs paralysis or lose its next action.

*Eye Attack* - the falcon is trained to strike at an opponents eyes. A beak hit has a 25% chance of striking an eye. An opponent struck in the eye is blinded for 1-4 rounds and has a 10% chance of losing sight in the eye permanently.

*Hand Signals* - the falcon can be commanded by hand signals as well as by voice.

*Hide Object* - the falcon takes an object from the falconer, flies away with it, and conceals it. The falcon will retrieve the object on command.

*Nemesis* - the falcon is trained to attack a specific individual. The falcon need never check morale when attacking this individual.

*Pit Fighting* - the falcon is trained as a fighting bird. It has a +2 attack bonus against any fighting bird that is not so trained.

*Recall* - the falcon will immediately return to the falconer upon receiving this command.

#### **FARMING** - (1 slot, General, Wisdom)

A PC with this skill is able to evaluate soil quality for plant growth, to identify the best methods of growing plants (particularly fruits, vegetables and spices), and to identify edible plants in the wild with a chance equal to 1/3 of their normal NWP roll (this is the same as the foraging skill).

#### **FAST TALKING** - (1 slot, Rogue, Charisma (Special))

This is the art of distraction and conning NPC's. If a successful proficiency check is made, the fast-talker weaves a successful scam. Modifiers are based upon the Intelligence and Wisdom of the NPC target, as shown below. DM's may also offer modifiers based upon plausibility, what the character is attempting, as well as racial preferences of the target. Modifiers are cumulative. Targets of Intelligence of 3 or less are so dim that attempts to fast talk them fail automatically, because they cannot follow what is being said. Targets with Intelligence of 20 or more, or Wisdom of 19 or greater are immune to fast talking.

Target's Int	Modifier	Target's Wis	Modifier
4-5	-3	3	-5
6-8	-1	4-5	-3
9-12	0	6-8	-1
13-15	+1	9-12	0
16-17	+2	13-15	+1
18	+3	16-17	+3
19+	+5	18	+5

#### **FIRE BUILDING** - (1 slot, General, Wisdom -1)

A character with fire-building proficiency does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder, he can start a fire in 2d20 minutes. Flint and steel are not required. Wet wood, high winds, or other adverse conditions increase the time to 3d20, and a successful proficiency check must be rolled to start a fire.

#### **FISHING** - (1 slot, General, Wisdom -1)

The character is skilled in the art of fishing, be it with hook and line, net, or spear. Each hour the character spends fishing, roll a proficiency check. If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish equal to the difference between the die roll and the character's Wisdom score. A net will catch three times this amount.

Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pond during spawning season. The DM may modify the results according to the situation.

#### **FIELD OF STUDY** - (1 slot, Wizard, Intelligence -2)

This covers everything else in a sage's field of study not already covered under existing proficiencies. The more detailed a category, the more detailed and expensive the information obtained. Typical major fields of study are: art, folklore, cryptography, languages (doubles number of languages spoken by wizard), genealogy, geography, geology, mathematics, mathemagics, philosophy, and sociology. A failed skill roll means no information (failed by 4 or less) or misinformation (more than 4).

#### **FIND WATER** (1 slot, General, Intelligence)

This NWP takes one hour to use, during which time the character can only move at half the normal rate. It can only be used once per day, and if successful it allows the character to find enough water to sustain himself for one day [very useful in DS].

#### **FIRE CONTROL** (1 slot, General, Dexterity)

Characters with this proficiency can fight fires more efficiently than others. Whenever a fire is being fought on a ship, the character who makes a successful proficiency check is able to cut the size of the fire by two points. If the save fails, the character lessens the fire's size by only one point. Also, if properly prepared (ie, spends 2 rounds wetting oneself with water, putting clothing on all exposed body parts etc), and on a successful NWP check, a PC with this skill subjected to burning (magical or non magical), can subtract 2 points from each die of damage to a minimum of one point per die. This skill also allows a PC to put out fires on people (including himself) if they get hit by a greek fire etc, so they only take one rounds worth of damage, on a successful NWP check, no other action can be taken in the round.

**FORAGING** - (1 slot, Rogue/Warrior, Intelligence -2)

By using this NWP, a PC can search a wilderness area to locate a small amount of a desired material, such as a branch suitable for carving into a bow, enough kindling to start a fire, a medicinal herb, or a component required for a spell. The PC must spend 2-8 hours searching, and the material must theoretically be available in the area being searched. The DM doesn't confirm if the material sought is actually available until after the PC has searched for the designated period. If the DM decides the material isn't in the area, no NWP check is necessary; he merely reveals that the search was in vain.

If the DM decided the material is indeed available, a successful NWP check means the PC has found what he's been looking for. As a rule of thumb, the PC locates no more than a handful of the desired material, though the DM may make exceptions (eg, a field full of a particular herb or plant, etc). If the check fails, the material isn't found. The PC may however search a different area, requiring another NWP check and another 2-8 hours.

**FORGERY** - (1 slot, Rogue, Dexterity -1)

This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. To forge a document where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed, and in addition, a proficiency check with a -1 penalty must be successfully rolled. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed, with a -3 penalty to the check. The DM rolls the proficiency check in secret.

If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery proficiency who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with this type of document or handwriting--if he examines the document closely. If the die roll is 20, the forgery is immediately detectable to anyone who normally handles such documents without close examination. The forger will not realize this until too late.

Furthermore, those with forgery proficiency may examine a document to learn if it is a forgery. On a successful proficiency roll, the authenticity of any document can be ascertained. If the die roll is failed, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion.

**FORTUNE TELLING** - (2 slots, Rogue, Charisma (Special))

With this proficiency, characters know a variety of methods for divining the future - and they are all fake. Characters with this skill employ odd-looking devices, sonorous oratory, or other methods to convince others that they are authentic soothsayers. Common methods include cards, palm reading, counting bumps, casting runes, examining animal entrails, and more. Fortune tellers put on a good show, then tell any prediction they want. This is done to gain money from the gullible, to impress other NPC's, or even to substitute for for a true diviner when none are available. A successful proficiency check indicates that the target believes the fortune. If it fails, the sham is discovered or the fortune is simply not believed. Note that other PC's are not forced to believe, regardless of the roll. (Note, on a roll of 1, for the NWP check, the actual fortune foretold actually comes true).

**FREEFALL** - (1 slot, General, Dexterity)

This proficiency is handy when a ship's gravity plane shifts. This can cause objects, cargo, weapons, and crew members to fly across the deck, or even straight up! This proficiency gives the character the chance to personally counter these shifts.

If the proficiency check is successful, the character does not need to roll the usual Dexterity check. The character recovers quickly enough and continues with his current duties as though nothing happened. If he is manning a weapon, he can still attack. If loading, he is not interrupted. If the proficiency check fails, the character is required to roll the standard Dexterity check to see if he maintains his balance. This proficiency does not negate the disruption of activity due to a Ship Shaken hit.

**FUNGI RECOGNITION** - (1 slot, General, Intelligence +3)

When on extended periods underground, it is useful to be able to tell the difference between edible and poisonous fungi (or which 50% of underground fungus is poisonous). It is impossible to harvest edible fungi without this NWP. If the PC has plenty of light and an opportunity to study the fungus in question closely and

uninterrupted for 10 minutes, no NWP check is required. If he is unable to see the fungus properly, often the case when using infravision, or has to make a hasty decision about edibility, a NWP check must be made.

**GAMING** - (1 slot, Rogue, Charisma)

The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game or make a proficiency check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming proficiency can also attempt to cheat, thus gaining a +1 bonus to his success chance. If the proficiency check for the game is 17 or above, however, the character has been caught cheating.

**GEM CUTTING** - (1 slot, Rogue, Dexterity -2)

A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of nonproficient characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and specially hardened blades.

Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful, the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem.

Dwarves with this skill may cut 2d8 gems per day instead of the usual 1d10. They may also increase the value of a gem by rolling a 1 or a2 on the d20 proficiency check instead of just rolling a 1.

**GENIE LORE** - (1 slot, Priest/Wizard, Intelligence)

Characters with this proficiency are versed in the nature and background of all genies, from the smallest elemental gen to the grandest noble pasha or caliph. They know the proper manner for greeting and conversing with a genie -- in other words, the manner least likely to offend the creature. In contrast, other characters must rely on successful Charisma checks both initially and every time they commit a potential faux pas (in the DM's opinion). Characters who have genie lore also know the hierarchy and organization of genies. At a glance, they can tell whether a creature is a marid, djinni, dao, or efreeti. They can also say whether a creature they're conversing with is noble or base. If a genie is masquerading as a common human, a successful proficiency check reveals the ruse. If this check fails, perception is completely reversed from the truth. ie: the genie seems definitely to be a common person, and a common person seems definitely to be a genie. A character can perform only one such check per 'suspect'. If the character has no reason to be suspicious, the check is made with half the usual proficiency score, rounded down.

Genie lore also enables a character to detect the work of genies. ie: the physical manifestation of genie spells, as well as items created by a genie's spell-like abilities. The chance of success is limited. The check is made using half the proficiency score, rounded down. If successful an individual may discern, for example, whether a wall has been constructed by a djinni, or whether a princess is enamoured magically by the effects of a dao granted limited wish. Genie lore does not enable a character to detect genies moving invisibly through the immediate area. Nor does it help the character see through an extraordinary disguise unless the genie is working some wonder of magic at the time.

**GEOGRAPHY** - (2 slots, General, Intelligence)

A character with the geography proficiency must choose a specific area of the world no larger than a large country to be familiar with. Additional slots may be spent to learn about other areas. The character has knowledge of all naturally occurring geographical features, including prominent mountains, rivers, deserts, forests, etc. This knowledge extends to the local level, enabling the character to recall details about small streams and deep caverns. No proficiency check is required to recall prominent knowledge. However, if details of small or obscure regions is to be recalled, a proficiency check is required. Recent natural formations would also require a proficiency check, unless the character has personally visited them. A character travelling within the area he is knowledgeable in has his chances of becoming lost reduced by half. Proficiency checks with penalties also enable the character to recall information in the immediate area surrounding his specific area of knowledge.

This skill allows the character to treat any spot within it as casually seen for the purposes of teleportation or other instantaneous methods of travel.

**GEOLOGY** - (2 slots, General, Intelligence -1)

A PC with this proficiency is able to identify different types of rocks and minerals, including metals and gems. Though he cannot accurately appraise the value of such items, he can differentiate between ornamental, semiprecious, and precious stones, and can make an educated guess at the purity of any vein of precious metal. He is also familiar with underground formations and functions of the natural world related to this science, such as earthquakes, volcanic activity, and the processes involved with the creation of the

various rocks and minerals. There are few dwarves who are not familiar with the basics of geology, and it is also a favourite with gnomes, especially deep gnomes. This skill adds a +2 bonus to all mining skill checks.

**GLAZIER** - (2 slots, General, Dexterity)

This proficiency allows the character to create small and delicate items of glass. While a modest living may be made from the construction of baubles, trinkets, and other glass sculptures, other uses are apparent. Beakers, flasks, and tubes may be constructed for use in an alchemist's lab or as storage containers. All that is required is a very hot flame, the glass to start with, and several instruments for the shaping of the glass. A proficiency check is required only when creating extremely delicate constructions or using rare glass. A completed small flask may be created in two hours time. Larger or more complicated items take proportionately longer to create, from several hours to over one days time.

**GOLDSMITHING** - (1 slot, General, Dexterity)

A character with this proficiency is skilled in the art of fashioning objects from gold and it's alloys. This requires delicate attention to detail. A shop must be set up to do any intricate type of work. Objects such as gold cufflinks, pendants, spectacle rings, and candlesticks require the use of this proficiency. Times required depend strongly on the type of item being created. Gold alloys are used to construct durable items such as rings and pendants. Any type of gold inlay into weapons, armour, or other items requires a character with the goldsmithing proficiency. A proficiency check is required when dealing with pure gold, since it is easily bent and ruined. A proficiency check is also required when constructing truly magnificent gold works or highly intricate items.

**GRAPPLING HOOK** - (1 slot, Warrior, Dexterity +1)

This governs the use of the space grappling hook. Marine sailors who have grappled ships and thrown lines may have this proficiency when they start their space careers. Otherwise limit it as a starting proficiency for beings native to space.

**GUNNERY** - (1 slot, Warrior, Intelligence -2)

This proficiency teaches a character what he needs to know to function as an artillerists or gunners mate. He knows the basic procedures and safety precautions involved in firing a cannon. Devoting a second slot to gunnery qualifies the character to be a master gunner. He can now aim the piece and command the mates who serve it. Note that this is considered a NWP, even though it applies to a (very large!) weapon.

**HAGGLING** - (1 slot, Rogue, Charisma)

A successful roll allows the PC to buy an item at 10% less than its asked price (or 10% over the base price if selling); a roll of 4 or less means a 25% change. A roll of 19 or 20 means the other party is outraged by the last offer and refuses to negotiate further. DMs might require that this be role-played; naturally charming characters should have an edge, while PCs who are arrogant or simply demand the 'right' price may blow it on any die roll. Remember, many shopkeepers and merchants have this skill, usually more than 1 slot is devoted to this ability also.

**HARNESS SUBCONSCIOUS** - (2 slots, Psionicist, Wisdom -1)

This meditative proficiency lets the psionicist temporarily boost his total PSPs. In effect, the proficiency lets him tap into energy reserves that lie deep in his subconscious--reserves which are usually unavailable to him. It's like enjoying a shot of psychic adrenaline.

Before he can harness subconscious energies, the psionicist's PSP total must be at its maximum. He then must spend two days ciphering this energy, taking only necessary breaks for eating and sleeping. At the end of that time, the character makes a proficiency check. If he passes, he increases his PSP total by 20%, rounded up.

The increase in PSPs last 72 hours. At the end of that time, the character loses as many Strength points as he initially gained, regardless of his current total. This loss can never reduce his total below 0 points, however.

During the 72 hours of heightened Strength, the character cannot recover PSPs if his current total equals or exceeds his usual maximum. Once his current total drops below his usual maximum, he can begin regaining PSPs normally. He cannot recover the lost bonus points, however; he can only recover enough points to return to his usual maximum.

**HEALING** - (2 slots, Priest, Wisdom -2)

A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore 1d3 hit points that were lost in the previous round. Only one healing attempt can be made on a character per day.

If a wounded character remains under the care of someone with healing proficiency, that character can recover lost hit points at the rate of 1 per day even when traveling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both healing and herbalism proficiencies can help others recover at the rate of 3 hit points per day of rest. This care does not require a proficiency check, only the regular attention of the proficient character. Up to six patients can be cared for at any time.

A character with healing proficiency can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay save to the last round of healing). No proficiency check is required, but the poisoned character must be tended to immediately and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means. Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched. If the character also has the poison proficiency, a +2 bonus is added to this attempt.

A character with healing proficiency can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful proficiency check automatically reduces the disease to its mildest form and shortest duration. Those who also have herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creature. In this case, a successful proficiency check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

#### **HEAT PROTECTION** (1 slot, General, Intelligence -2)

Allows the use of clothing to optimise endurance against the heat of the sun. A successful check means that only half the usual amount of water is required that day. Also useful for combat in metal armour - it is possible to last longer under the heat of Athas's sun.

#### **HERALDIC LAW** - (1 slot, Warrior, Intelligence -1)

A character uses this proficiency to understand the nuances of custom and law that govern heraldry. Heraldic law not only controls heraldry but also regulates jousts and lethal duels. Whenever a character requests a special favour from the college of heralds or is summoned before a court of chivalry, the heraldic law skill becomes vital. Characters who do not have it may hire NPC lawyers to argue for them.

#### **HERALDRY** - (1 slot, General, Intelligence)

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, calligraphed lines of script, fantastic beasts, religious symbols and magical seals. 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 tribesman.

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.

In space, this is a matter of interpreting the decorations and pennants on ship hulls, knowing the various types of ships and which races use them.

#### **HERBALISM** - (2 slots, Priest/Wizard, Intelligence -2)

Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact Strength of such poisons based on the poison rules in the DMG. A character with both herbalism and healing proficiencies gains a bonuses when using his healing talent. In addition, a +1 bonus is gained when using the botany proficiency as well, if both are possessed.

#### **HERBALISM** - (Additional information)

To be able to cure poison and diseases, the PC must collect various herbs while travelling and make them into small salves (this is due to the fact that most poisons are fast acting, and the PC wouldn't be able to make up a salve and find the components in say 1 to 4 rounds). The weight of all these herbs and salves is 5 pounds. To cure the poison or disease, the PC must make a number of NWP rolls. These are;

- A NWP roll to see if he possesses the knowledge to deal with that particular toxin or disease.

- A NWP roll made against half his normal skill roll to determine if he neutralises that particular agent.
- If the poison/disease is from a monster, and there is any chance of curing the malady, the skill roll is at 1/4 the normal NWP roll. If the poison or disease is magical in nature, then no mundane cure will work.

On any given day in the wilderness, the PC may also be able to find some particularly helpful herbs in use against injury gained by an individual. These herbs can only be used within 7 days of them being found to be of any use (unless the PC also has the pharmacy NWP, in which case he may preserve these herbs for a maximum of 1 month, before they lose their effect). The chance to find these herbs is equal to 1/4 their normal NWP check if the character is 'just looking out for them while traveling', and half normal NWP check if actively searching (half normal movement rate for that day). The number of herbs that will be found, is equal to the number of successful NWP checks rolled consecutively, so if the first roll for the day fails, then none will be found that day (although the PC still searches, and movement will be 1/2 normal for the rest of the day if actively searching).

*Adders Tongue* - Location: Moist meadows, shady clearings (late spring). Uses: Leaf Tea: heals 1d3 hp/day (drink 3/day). Ointment: immediately heals 1d2 hp (usable 1/day)

*Birthwort* - Location: Hedges, fences, sunny thickets (mid-summer). Uses: Juice: +2 on poison saves if applied with 1 round. Poultice: +1 hp/day for 2 days

*Comfrey* - Location: ditches, watersheds, moist fields (mid, late summer). Uses: Root: heals 1d4 hp when applied to a wound. Tea: same as Adder's Tongue

*Garlic* - Location: damp meadows, sparse forests (spring-fall). Uses: Juice: antiseptic, heals 2 hp/day for 3 days, insect repellent, 50% chance

*Herb True-Love* - Location: woods (mid, late spring). Uses: Leaves: antiseptic, heals 1hp/wound. Berries: +2 on poison saves if eaten with 2 rounds, +3 for dwarves and halflings

*Juniper Berry* - Location: sparse evergreen forests (any). Uses: Berries: stimulant, heals 1d4hp if brought below 0. Antidote, +1 on poison saves if eaten within 2 rounds. acts as a powerful aphrodisiac (sp?) in elves and half elves (save vs poison or fall in lust with the first person of the opposite sex they see)

*Sphagnum Moss* - Location: swamps, bogs (any). Uses: Dressing: heals 25% faster

*Woundwort* - Location: ditches, fields, marshes (mid-summer). Uses: Dressing/Poultice: regain 20% of damage if applied within 2 rounds.

#### OTHER HERBS

TYPE	PROPERTIES	GAME EFFECT	COST/DOSE
Abaas	Healing	1-2 hp	1 gp
Adder's tongue	Healing	1-4 hp	10 gp
Agrimony	Cures blood diseases		3 sp
Alkanet	Poison antidote	+1save w/in 1 round	5 sp
All-Heal	Increases healing draughts	+25% effectiveness	10 gp
Amaranth	Stops haemorrhaging	clots bleeding	5 sp
Anemone	Cures eye disorder	20% cure clouded eyes	3 sp
Angelica	Cures lung disorders		3 sp
Asarabaca	Cures violent tendencies	mild opiate	5 sp
Asparagus	Cures paralysis	+1save w/in 1 round	1 sp
Awn	Anti-inflammatory (joints)	reduces aches in joints	3 cp
Balm	Antidote for depression		1 sp
Baranie	Reduces nausea	May prevent seasickness	1 sp
Barberry	Cures burns	heal double rate	2 sp
Basil	Draws poison	-25% dmg of the poison	2 sp
Belladonna	Cure lycanthropy (poison)	20% cure (1%death/dose)	5 gp
Bindwood	Eases pain		1 sp
Bishop's weed	Cures apathy	increased energy	5 sp
Bitter sweet	Removes minor curses	25% (mostly selfinduced)	5 gp
Borate	Removes fear	20% w/in 1 round	5 gp
Bryony	Healing	1-2 hp	5 sp
Calamint	Cures mental disorders	10% cure insanity	10 gp
Caranan	Healing/pain reliever	1-4 hp	3 gp
Carefree Mustard	Heals concussions	-25% concussion effects	10 gp
Carneyar	Coagulator	Stops bleeding Immediate	15 gp
Coriander	Cures disease	+5%/ day of use	4 sp
Daffodil	Healing	1 hp	3 sp
Doilan buds	Nourishment	5 buds = 1 meal	6 gp
Elendil's Basket	Purify H2O, slow poison, survive poison	Purify 1pt, + 6 hour	8 gp
Eyebright	Cures blindness	10% cure blindness	2 sp
Fiis flower	Healing	1-6 hp	13 gp
Flax-Weed	Cures skin irritations	prevents itching	1 sp
Fumitory	Cures melancholia	focus mind	5 sp
Germander	Relieves pain		5 sp

Gladwyn	Cures paralysis	gives extra save (no +)	4 gp
Grarig	Potent healing herb	2-20 hp	60 gp
Groundsel (mtn)	Relieves pain		1 gp
Garlic	Antiseptic, insect repelnt	(+ to attract maonsters)	6 cp
Harlindar	Assures save childbirth		5 sp
Hellebore	Cures love sickness	gives new save vs charm	2 sp
Himrose	Relieves inflammation		6 sp
Hyssop	Anti-parasitic	Drive parasites away	5 gp
Klandum	Removes paralysis	Get extra save	20 gp
Klynyk	Depillitory	Removes hair 1-6 days	5 sp
Lavender	Restores speech	sooths ragged voices	1 gp
Maiana	Decongestant		2 cp
Maragath	Anaesthetic (local)	Numb 1 area for 1-4 hrs	3 sp
Moonwort	Heals bruises, broken bones	X2 healing (1d6 days)	1 gp
Nelthadon	Emetic (induces Vomiting)	new save vs ingesteds	1 sp
Peony	Cures insanity	15% cure(5%/day addict)	12 gp
Periwinkle	Promotes happiness		3 sp
Plantain	Relieves skin irritations	eases itching	1 sp
Rampion	Relieves fever		2 sp
Red Willow	Breaks Fever	Break Fever w/in 1 day	5 sp
Rose	Cures eye disorders	1% cure Blindess	1 sp
Rosemary	Promotes healing	1-3 hp	3 sp
Rumareth	Coagulant/sedative	stp bleeding (sleep 8hr)	7 sp
Sage	Restores memory	+2 int check (memory)	2 sp
Self-Heal	Promotes healing	1-6 hp	15 gp
Sindoluin	Anti-coagulant	Bleed +1hp/minute	10 gp
Shepherd's Purse	Heals burns	heal 1-4 hp (burns)	3 sp
St. John's Moss	Heals burns	heal 1-3hp (1-4 days)	12 sp
Tamarisk	Poison antidote	extra sv (w/in 5 rnds)	10 gp
Tharm	Protection vs. sun	Tan, prevent sun-blister	2 sp
Thistle	Poison antidote	+2 save (w/in 2 rnds)	4 gp
Thyme	Anti-parasitic	+1 save vs infestation	3 sp
Trefoil	Antidote for insect bites	reduce swelling/itching	6 sp
Whortle	Relieves fever		3 sp
Wormwood	Anti-parasitic	gives 2 saves vs parast	7 sp
Yarrow	Mild sedative	sv poison @ +3 or sleep	2 gp

### HIDING - (2 slots, General, Intelligence -1)

Hiding is the ability to instinctively select the best hiding place under nearly any condition. PC's who make successful checks can virtually disappear from view. Success is determined by modifiers based upon the Intelligence (and perception) of the character being hidden from. This ability operates independently of any other natural or special hiding abilities the character may have.

Opponent's Int	Modifier	Opponent's Int	Modifier
3 or less	-5	16-17	+2
4-5	-3	18	+3
6-8	-1	19	+5
9-12	0	20+	+7
13-15	+1		

### HISTORY, FAMILY - (1 slot, General, Intelligence)

This proficiency allows a character to understand the genealogy and great deeds of a certain noble family. A separate proficiency slot must be used for each family studied, although this skill applies even to very distant relatives of the same house. History can be used as a minor, nonmagical form of legend lore, which is useful only for researching ancestors of the appropriate family. The character must make a successful roll to learn accurate information, modified by +1 for every 100 years old or 100 miles distant the subject of research is.

### HUNTING - (1 slot, Warrior, Wisdom -1)

When in wilderness settings, the character can attempt to stalk and bring down game. A proficiency check must be made with a -1 penalty to the ability score for every nonproficient hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards of an animal. The group can attempt to close the range, but a proficiency check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the games. Type of animal stalked depends on the nature of the terrain and the whim of the DM.

**HYPNOSIS** - (1 slot, Psionist, Charisma -2)

With this proficiency, a psionist can hypnotise another character, placing the subject into a relaxed state in which he is very susceptible to suggestions. However, hypnosis is not possible unless the subject is willing and knows he is being hypnotised. Psionists with this NWP can hypnotise humans and demihumans at ease. Non-humans can be hypnotised too, but the DM should assign a penalty, eg, a half orc should have a -2 penalty, while a lizard man would have a -8 penalty to the NWP check. The act of hypnotising someone takes about 5 minutes. The subject is then very relaxed and willing to do almost anything that isn't very dangerous or against his alignment. Note however, that a hypnotised subject can be very easily fooled; the subject can be convinced that he is doing one thing, when in fact, he is actually doing another. Lawful or good psionists who trick their subjects in this fashion should beware. Psionists who use hypnosis to make people do chaotic or evil things may find themselves with alignment problems of their own.

Hypnosis can have the following (or similar effects):

- A PC can be induced to remember things he has forgotten by reliving a frightening or distant event
- A PC can be made calm and unafraid in the face of a specific situation that he has been prepared for
- A PC can be cured of a bad habit or addiction (but not magical afflictions or curses)
- A PC can be prepared to impersonate someone by thoroughly adopting the individual's personality.

Hypnotism cannot be used to increase a PC's attributes, give him powers or abilities that he does not naturally possess, let him do things that are beyond his capabilities, or give him information that he couldn't possibly know.

**INFORMATION GATHERING** - (1 slot, Rogue, Intelligence (Special))

Through the use of this ability, a character can gain information about a specific person, place, or thing. In appropriate circumstances, a character will be aware of major rumours circulating around a town or area. With a successful check, information can be gleaned. The following modifiers are used; Characters reaction adjustment (based on Charisma), thieves guild member receive a +2 bonus (due to resources of guild at their disposal), when outside friendly territory a -3 penalty results (eg, an elf in a dwarven community etc.), money or treasure is required or a -3 penalty is imposed (Money is used for bribes etc, this will usually cost between 1 and 30gp [1d30], this must be spent before the NWP roll is made, the investment is lost whether or not the desired information is made).

**INTIMIDATION** - (1 slot, General, Special)

This proficiency allows characters to bend others to their will through fear tactics. NPC's who are intimidated are quite likely to do as they are told. They are also very likely to harbour much resentment against the character that intimidates them. NPC's will keep their resentment hidden until the first opportunity to avenge their pride arises. Intimidation can be attempted with either Strength or Charisma. Strength indicates a threat of immediate bodily injury. Charisma uses more subtle threats which need not be physical in nature. PC's are never required to submit to intimidation.

When intimidating a creature of a different level than the PC, a modifier based on the level difference is made to the roll. For example, Rath, a 6th level fighter, is going to intimidate Norbett, a 0 level beggar. Rath would receive a (6-0) +6 point modifier. If Rath were to try the same trick on a storm giant (HD 20 = level 20), Rath would have a (6-20) -14 point penalty (ie, Rath's chances are slim).

When attempting to intimidate more than one, the number of characters is used as a negative modifier. If a dwarf is attempting to intimidate 5 goblins, he would receive a -5 penalty.

Player characters are never forced to submit to intimidation, and choose how they are going to react to the attempt.

**JOUSTING** - (1 slot, Warrior, Dexterity +2)

This NWP includes the combat skills necessary for a successful joust, as well as the manners, behaviour and flair needed to impress an audience.

To take this proficiency the PC must first have a weapon specialisation in the jousting lance.

A character with this proficiency modifies his attack rolls in a jousting match by +2. The use of this proficiency assumes the character has an adequate lance, shield and mount.

Should a character win a match, his stylish performance favourably impresses the audience.

Audience members with a special interest in the match (such as royalty, gamblers, or potential paramours) who later encounter the jouster modify their reaction rolls by +2. If he wins several matches in a tournament, the bonus doesn't rise above +2. If he later loses a match or two in the same tournament, he still earns the bonus. However, if the jouster has an especially disastrous day - say, if he follows a winning joust with a long string of losses - the audience may dismiss the win as a fluke, and the DM may cancel the bonus.

**JUGGLING** - (1 slot, Rogue, Dexterity -1)

The character can juggle, a talent useful for entertainment, diversions, and certain rare emergencies. When juggling, normally, no proficiency check is required. A check is made when trying spectacular tricks. However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a proficiency check), the character can catch small items thrown to harm him. Thus the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage. The character is able to catch one missile per round (if at least one hand is free, plus two additional missiles if he forgoes all attacks that round and has both hands free, whether he has initiative or not. If additional slots are spent on this proficiency, the character may catch an additional missile for every slot spent. Alternately, the character may take a +1 bonus on the attack rolls to catch the missiles for each slot spent. No character can catch more than 5 missiles per round, regardless of their skill.

#### **JUMPING** - (1 slot, Rogue, Strength)

The character can attempt exceptional leaps both vertically and horizontally. If the character has at least a 20-foot running start, he can leap (broad jump)  $2d6 +$  his level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump)  $1d3$  plus half his level in feet. No character can high jump more than  $1 \frac{1}{2}$  times his own height.

From a standing start, a character with this proficiency can broad jump  $1d6$  plus half his level in feet and high jump only three feet.

The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to  $1 \frac{1}{2}$  times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than  $\frac{1}{2}$  the height of his pole. In all cases, the pole is dropped at the end of the vault.

#### **KISSING** (1 slot, General, Charisma -2)

Kissing is an artform of itself. A good kiss can melt the hardest of hearts, and a bad kiss can split a couple apart. Like many other things in life, kissing is something that is learned by practice.

A kiss can be used for three reasons. One is between a couple. If the giver is attempting a "special" kiss, a comeliness (or Charisma) check is required. For every month the couple has been together, there is a plus one modifier. A successful check puts the receiver into a mood that he/she feels like they're on top of the world. Kinda like an instant feel good feeling.

The second reason for kissing is for attempted seduction. The check for this is a comeliness (or Charisma) check with racial relations modifiers. It is accompanied by a strong hug and often (but not always) is followed by serious attempts to get the receiver into bed. A successful check is much like a successful charm person spell. This form of a kiss cannot be used by a person of good alignment unless the ultimate goal is truly a seduction and not control. Failure to follow this rule is grounds to change the alignment of the character with all appropriate penalties.

The third reason is to show gratitude. This is easy to do and requires no check. It is little more than a peck on the cheek usually accompanied by a small hug. The receiver immediately feels slightly better about life in general.

#### **LAIJUTSU** - (1 slot, General, Dexterity)

Laijutsu is the art of fast drawing a melee weapon; unsheathing and sheathing it with blinding speed. Upon learning this NWP, the player must state what weapon it applies to. This is a specific weapon, not just a general class. Thereafter, the character can change to or from that weapon without penalty (changing a weapon, normally requires 1 round), and under certain situations, has a better chance of surprising opponents. To surprise an opponent, the weapon must be sheathed, and the PC must be in a peaceful situation (drinking at a pub, walking down the street, talking to a person at a table, etc). The PC may then decide to attack, if he makes his NWP check, he may then make a normal surprise check, modified by Dexterity reaction adjustment. If the opponent is expecting an attack (in a dungeon standing off waiting for attack, etc) and the PC's weapon is sheathed, then they may surprise also, but instead use  $1d20$  to determine surprise chance of success instead of  $1d10$ , with the same chances and modifiers as above.

#### **LANGUAGES, ANCIENT** - (1 slot, Priest/Wizard, Intelligence)

The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This proficiency enables the character to either read and write or speak the language.

#### **LANGUAGES, MODERN** - (1 slot, General, Intelligence)

The character has learned to speak a language of the known world. To do so, there must be a teacher available. This could be another player character, an NPC hireling, or simply a local townsman.

#### **LANGUAGES, SPACE** - (1 slot, Priest/Wizard, Intelligence)

The character has mastered a difficult and obscure language once spoken in wildspace, now primarily found in the writings of pedantic sages. The main use of the language is to read tomes of ancient secrets writing by long-dead mystics. This proficiency enables the character to either read or speak the language (his choice).

**LAW** - (1 slot, General, Intelligence)

The character is knowledgeable in aspects of the legal codes in a specific region or city. This skill allows the user to deduce whether a crime has been committed given some evidence, to represent himself or someone else in a court of law, and to realise the legal implications of an action. The law does not always favour the innocent, therefore good lawyers are always in demand in large cities.

**LEADERSHIP** - (1 slot, Charisma, Warrior)

By asserting himself (making a successful proficiency check) the PC can give the crew/henchmen/followers bonuses if they rally to his cause and follow him into battle. They gain an additional +1 to their morale score, as well as a +1 THAC0 bonus for 1d4 rounds. If the check fails, the crew suffers a -1 morale penalty, and a -1 THAC0 penalty for one round.

**LEATHERWORKING** - (1 slot, General, Intelligence)

This proficiency enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armour, as wells backpacks, saddlebags, saddles, and all sorts of harnesses.

**LEGERDEMAIN** - (1 slot, Rogue, Dexterity -1)

The character is accomplished at all manner of "magician" tricks, including sleight of hand, palming, etc. A character with this proficiency is able to perform a wide range of "magic" tricks from the nutshell game to any number of card tricks. A proficiency check is made when the trick is performed. Success means the character pulled the trick off with full audience belief. Failure, however, indicates that the target or audience noticed something which made the trick unbelievable. If the proficiency is used to palm an item or place an item somewhere, a failed check indicates that the character was noticed. This skill differs from the pick pockets proficiency in that the former can not be used to remove a hidden item from another creature, such as held in a pouch. However, obvious items such as lapel pins could be removed.

**LOCAL HISTORY** - (1 slot, Priest, Charisma)

The character is a storehouse of facts about the history of a region the size of a large county or a small province.

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. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to be any good.

**LOCK PICKING** - (2 slots, Rogue, Dexterity -4)

This proficiency allows the character a chance at picking padlocks, combination locks, and puzzle locks. Picking a padlock requires tools. Using typical thief type tools gives the normal chances for success, while using improvised tools gives a penalty on the chance for success. The amount of time required to pick a lock is 2d12 rounds. A character can try to pick a lock only once per experience level, or until his chance increases for some reason. If the attempt fails, the lock is simply too difficult for the character until learns more about picking locks.

**LOCKSMITHING** - (1 slot, Rogue, Dexterity)

With this proficiency, a character can make and repair all kinds of mechanical locks. Thieves with this proficiency gain a +10% bonus to their lockpicking skill, because they are intimately familiar with the internal structure and workings of locks.

**LOOTING** - (1 slot, Rogue, Wisdom)

This proficiency represents a knack for grabbing the best loot in the shortest amount of time. A successful NWP check allows a character to recognize and grab the most valuable combination of items that is feasible, given the situational limits of time and space.

**MAGICAL ENGINEERING** - (2 slots, Priest/Wizard, Intelligence -3)

A character that has this proficiency can determine the nature of a magical item more easily. S/he does this by examining the item and looking for clues in its composition, form, and decoration. A successful proficiency check indicates that the character has correctly identified the item. Some particularly unusual magic items would apply significant penalties to this roll (e.g. while a Sword + 1 and Ring of Invisibility would have no modifiers, a Sword of Sharpness and Staff of the Magi might be harder to identify correctly).

Whether or not the ability check succeeds, the character using this skill will think that s/he has correctly identified the item. However, if the roll fails, the DM should tell the character that it is something that it in fact is not.

The person using this skill may also be able to detect magical constructs for what they are (ie, thats and iron golem, etc), but not their special abilities (ie, this is an iron golem and you need '+X' weapons to hit it and blah blah blah...). To use this ability, a person must make their Magical Engineering roll at half normal chances.

This skill also reduces the amount of time needed to construct a magical item by a percentage equal to the Intelligence of the wizard/cleric.

**MASSEUR** - (1 slot, General, Strength)

The ability to give soothing massages. A 1 hr massage allows body to heal as though it has received 1 full day of bed-rest.

**MATHEMATICS** - (1 slot, General, Intelligence)

The ability to handle Euclidean geometry and very basic algebra. If it is possible to take this proficiency multiple times in a given campaign, later picks will grant basic logic, solid geometry, and basic trigonometry.

**MEDITATION** - (1 slot/2 for Mage and Priest, Psionicist/Mage/Priest, Wis or Int -1 for Mage)

If used correctly, the user falls into a relaxed state, where he/she can review thoughts and past actions in a semi-detached form (q. Reverie - Elven handbook) Also, for the Psionist it enables him to regain PSP's at the sleeping rate (12 PSP's / hour). The meditator is in a state of relaxation and is still aware of his surroundings, but not totally (changed from Psionic NWP). In this state the meditator notices things outside of himself, but cannot be an effective guard in this mode as he only notices the obvious, not the small signs. (-3 or more to a perception check ?).

The meditation nonweapon proficiency allows a bonus to all Intelligence checks for a person if they follow an hour of meditation. For example, if a wizard wanted to use his Magical Engineering proficiency on a ring, he would get a +2 bonus to his Intelligence check if he spent an hour beforehand meditating on the problem.

The method of meditating varies considerably from person to person. For some, it involves measured breathing while in lotus position -- for others, it means puffing silently on a pipe while watching the clouds. It is up to the player and DM to come up with an appropriate meditation method.

For a mage, use of this technique halves the amount of rest needed before rememeration of spells. This is due to the total relaxation and the reviewing of thoughts incompassed in the proficiency. For a priest, you may make it a requirement for prayer, thus spells. Although it would give little bonus. Maybe a bonus spell for proper prayer, or maybe the opposite, penalising a priest who doesn't?.

**MEDITATIVE FOCUS** - (1 slot, Psionicist, Wisdom +1)

Through this proficiency, a psionicist can focus his mental energy on one particular discipline. As a result his power scores in that discipline temporarily increase, while those in other disciplines decline.

The proficiency requires the character to meditate, uninterrupted, for 12 hours. The last four hours of this meditation are spent in a deep, sleep-like trance. The psionicist can recover PSPs normally during the entire period.

When the meditation is complete, the player makes a proficiency check. If the character passes the check, he has successfully focused his mind on one particular discipline (which was chosen when the process began). All of the character's psionic power scores in that discipline are increased by two points for the next 24 hours--or until the character's PSPs have been reduced to zero, whichever comes first. All of his power scores in other disciplines are reduced by one for the same period.

**MERCHANT** - (2 slots, General, Intelligence -1)

Allows merchant to buy in bulk at a 1-20% price discount & sell bulk goods at a +1-12% profit.

**MILLER** - (1 slot, General, Intelligence)

Grain treatment for preservation.

**MIME** - (1 slot, General, Charisma +1)

This is the ability to entertain others using only gestures and actions, and without the use of voice. Mimes can be serious or humorous, the latter being the easiest and most common. The skill blends well with others, such as tumbling or possibly ventriloquism.

**MIND OVER MATTER** - (1 slot, General, Wisdom -2)

Characters with this proficiency are able to cause their minds to reduce pain induced upon their bodies. For instance, a character using this proficiency would be able to walk across a path of hot coals, lie upon a bed of nails, or have stone blocks broken across his chest. Preparation to use this proficiency is equal to 1 turn. After this, the character may undertake actions which would normally cause great pain or damage for up to two rounds per point of Wisdom that he possesses. During this time any pain caused by situations similar to the above mentioned ones is negated, and any damage is reduced to 2 points per die, or 20% of the total damage, whichever is less. This does not count against melee damage or damage caused by spells or the like. However, the character could stick his hand into a roaring campfire and retrieve a necklace with only very minor burns. When time has expired, the character will feel a slight numbing in any areas which were injured. This disappears within minutes, however.

**MINING** - (2 slots, General, Wisdom -3)

A character with mining proficiency is needed to site and supervise the operations of any mine. First, the character can attempt to determine what type of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful proficiency check (made by the DM), the character has found a good site to begin searching for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course.

Once the mine is in operation, a character with mining proficiency must remain on-site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.

**MONSTER TRIVIA** - (2 slots, General, Intelligence -2)

A PC with this skill has picked up some knowledge of various monsters from friends or family who were former adventurers. If the DM questions whether the PC would actually know of a certain monster's ability that the actual player is aware of, the DM can call for a roll against this skill. Success indicates that the PC may act upon the player's knowledge. Under no circumstances may a player reference a rule book detailing a monster's powers. It means that a player may run his character as though the latter possessed the former's knowledge of the creature in question. If the roll is made but the player doesn't know what the creature is or does, tough, you are not to tell the player any information at all, it's only what they know already.

**MORTICIAN** - (1 slot, General, Intelligence +1)

Corpse handling & treatment (for presentation value) plus corpse disposal techniques.

**MOUNTAINEERING** - (1 slot, Warrior, N/A)

A character with this proficiency can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering proficiency leads a party, placing the pitons and guiding the others all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character with this proficiency gains a 10% bonus per proficiency spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort.

**MUSICAL INSTRUMENT** - (1 slot, Priest/Rogue, Dexterity -1)

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 expect the character to make a proficiency check in what he feels are extraordinary circumstances.

**NAVIGATION** - (1 slot, Priest/Warrior/Wizard, Intelligence -2)

The character has learned the arts of navigating by the stars, studying currents, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20%.

**NAVIGATION (CELESTIAL)** - (1 slot, Priest/Warrior/Wizard, Intelligence -2)

The character has learned the arts of wildspace navigation, avoiding hazards and using planetary motion to improve speed over long journeys. This proficiency is not useful on land or sea. In wildspace, a successful proficiency check allows the navigator to know his position relative to his destination, course, speed, and approximate arrival time. In addition, a successful proficiency check allows the character's spelljamming vessel to arrive at its wildspace destination 10% faster than normal. An unsuccessful proficiency check indicates that no time is saved; on a roll of 20, travel time increases by 50%. A navigator can bypass large (celestial) obstacles and return easily to the desired course. A character with this proficiency on a ship equipped with a pool or series helm can use his THAC0 at half level to direct a ram attack.

**NAVIGATION (PHLOGISTON)** - (1 slot, Priest/Warrior/Wizard, Intelligence -2)

This is the art of navigating from one sphere to another, a separate skill from navigating within a single crystal sphere. It is a difficult and risky activity, but it is sometimes necessary when a planetary locator is not available. A spelljamming ship that enters the Flow normally moves randomly, arriving at some other crystal sphere within 10-100 days. With a successful proficiency check from the ship's navigator, the ship arrives at the chosen destination within that time. Of course, the destination must be one that is normally reachable.

If the proficiency check is failed, the ship arrives at a random sphere. This check is made in secret. On a natural roll of 20, the ship drifts in the phlogiston for 20-200 days; such ships may be in grave danger of exhausting their air supply before returning to a random crystal sphere.

**NAVIGATION, UNDERGROUND** - (1 slot, General, Intelligence)

A character with this proficiency can determine underground direction and the shortest route to the surface. By careful analysis of air and currents, a character can even determine whether there are any pockets of poisonous gas in the air. A successful NWP check is required to use this ability.

**NIGHTSIGHT** - (1 slot, General, Wisdom -2)

Druids/Rangers get an extra +4 to modifier to this skill (working at night in the forest), as do thieves (working in dark places). Takes a round to adjust eyesight, then see double/triple distance with a small source of light (starlight). Cannot see colours, but even small movements easily detected. Works on things hiding in shadows, only if there is very little light around in the first place. Lowers chance of being surprised in dark places by +1. Does NOT affect/enhance blind fighting at all.

**NO NOTICABLE EFFECT** - (2 slots, Wizard, Intelligence -2)

This works on the premise that many spells have visual components that are not connected to their function. For instance, the appearance of fire is required for Fireball because the spell's primary function is to release a ball of flames. Ray of Enfeeblement, on the other hand, need not create a visible beam as it weakens its target. Other possibilities include the various Detect... spells, Fire Shield, and anything else the individual DM thinks is appropriate. Whether or not a particular spell has a visible component that is secondary to its function is up to the DM.

This proficiency allows the wizard to totally remove all secondary visual traits from his spells if he makes a successful skill roll before casting them.

**OBSERVATION** - (1 slot, General, Intelligence)

This proficiency represents a character's trained powers of observation. The character must state what the character is trying to observe (secret door, being followed, detecting poison gas, trying to find pits or snares, etc., which is also modified by perception, then if this roll fails, he then gets a normal perception roll to detect what he is looking for like everybody else.). It also allows the character to detect things out of the ordinary (like if he is about to be ambushed, as long as there is a chance for him to detect this [ie, he could not detect a thief who has successfully hidden in shadows etc.]). Characters with this proficiency also have their chances of finding secret doors increased by 1.

**ORIENTEERING** - (2 slots, General, Wisdom)

A PC with this NWP is capable of reading and following any normal map he comes across. He can even follow, in general terms, maps labelled in unfamiliar languages as long as he makes a successful NWP check. Furthermore, if the sky is clear, the PC can determine direction, night or day, by using the stars and daytime shadows as guides. The latter method requires one turn to make the proper measurements and calculations. A PC with this skill and an appropriate map gains a +1 bonus to any survival skill roll. He also gains a +1 bonus to any navigation skill roll he makes if he has the right map for the area.

**PERSUASION** - (1 slot, General, Charisma)

This NWP enables the PC to make a compelling argument to convince a subject NPC character to see things his way, respond more favourably, or comply with a request. The PC engages the NPC for at least 10

rounds (meaning that the subject must be willing to talk with the PC in the 1st place); subjects whose attitudes are threatening or hostile aren't affected by this proficiency. A successful check means that the subject's reaction is modified by +2 in favour of the PC (see table 59, in chapter 11 of the DMG). This bonus is not cumulative with any other reaction modifiers, such as those derived from Charisma; other reaction modifiers don't apply. For every additional slot a PC spends on this NWp, he boosts the reaction modifier by +1 (eg, spending 2 slots allows for a +3 reaction bonus).

**PEST CONTROL** (1 slot, Rogue, Wisdom)

This proficiency is used to keep underground strongholds free of pests like rats, carrion crawlers, jermalaines, kobolds, and other small creatures. Similar to the set snares proficiency, it is concerned with catching underground pests and does not use snares. Traps are set to trigger metal cages, drop nets, or iron doors which shut off individual tunnel sections. Spring traps or small deadfalls may be rigged (1d6 max. damage) using this proficiency. There is no -20% modifier when using pest control to trap larger creatures.

Only thief characters may use this proficiency to rig larger traps suitable for human or orc sized creatures. These traps may include crossbows, larger deadfalls, and spike springboards. A character with this proficiency does not have the ability to make the items required for these devices, he can only set the traps and their triggers. A proficiency check must be rolled when the trap is set. A failed proficiency check means that the trap will fail to operate. It may not have been set properly, was poorly concealed, or it was too small or too large for the creature to trigger. Setting a trap takes one hour and the character must have the proper equipment and materials with him. Characters with the animal lore proficiency gain a +10% bonus when attempting to set traps to catch animal pests.

**PHARMACY** - (1 slot, Priest, Intelligence)

This skill allows a PC to preserve herbs and chemicals and prepare medicines from both natural and inorganic ingredients. On a successful pharmacy check, the pharmacist can create a medicine to cure certain ailments (the DM should assign a +3 to -10 modifier, depending on the severity and rarity of the disease) using herbs and chemicals. A failed check either does nothing or has non-lethal side effects (DM choice), but a check of 20 results in poisoning. Using this skill with both herbalism & healing, with cure an extra 1HP per application. This skill is needed to preserve all the healing herbs mentioned in Herbalism NWP for longer than 2 game weeks.

**PICK POCKETS** - (2 slots, Rogue, Dexterity -4)

This proficiency allows the character to filch small items from other people's pockets, sleeves, girdles, packs, etc. Palming and some sleight of hand is possible with this proficiency as well.

A failed attempt means the character did not get an item, but it does not mean that his attempt was detected. To determine whether the victim noticed the attempt, subtract three times the victim's level from 100. If the character's roll was equal to or greater than this number, the attempt is detected.

**PLANAR GEOGRAPHY** - (1 slot, Priest/Wizard, Intelligence -1)

This skill gives the possessor basic knowledge of the geographies of other planes of existence. This includes basic knowledge only -- the kinds of things that are mentioned in the Manual Of The Planes, for instance -- but not specifics about politics, national borders, and demographics.

**PLANAR GEOMETRY** - (1 slot, Priest/Wizard, Intelligence)

This proficiency prevents the possessor from becoming disoriented in the unusual environments of other planes. Thus, the wizard will not be confused by directionless planes such as the astral, elemental air, and elemental water. He will also be able to fully comprehend the multidimensional aspects of interplanar travel and extradimensional spaces (e.g. bags of holding and Mordenkainen's Magnificent Mansions).

**PLANET LORE** - (1 slot, Priest/Wizard, Intelligence)

The character has learned the legends, lore, and history of some planet or thread of time in some distant sphere. The knowledge must be world specific. The DM can restrict the selection to certain planets, or can allow the player to choose. Thus, a player could know details about the Unhuman Wars, or the history of the planet Glyph, or whatever else is available in the specific campaign. The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs, unsolved mysteries, crafts, and oddities of the time or place. The character must roll a proficiency check to identify places or things he encounters from that age or location.

**PLANETOLOGY** - (2 slots, Priest/Wizard, Intelligence -1)

A character with the planetology proficiency has studied the various types of planets that may be found within crystal spheres. He is able to identify signs of groundling civilization from space and can determine

the climate and probable inhabitants of a world by studying it for a short time, and making a successful proficiency check.

**POETRY** - (1 slot, General, Charisma)

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. No proficiency check is required for a normal recital.

If the character can read and write, original poems can be written. A successful proficiency check indicates that the poem is of above average quality.

**POISONS** - (2 slots, General, Intelligence (Special))

This proficiency gives the character knowledge of manufactured poisons of all types. With this ability, the character is able to manufacture poisons of all kinds, given the time and materials needed. The types of poisons decide any penalties to the chance of success, from -1 to -12 for rare immediate death poisons. In addition, the character can also make the antidote for any poison he has manufactured himself with an additional normal proficiency check.

The character may also identify poisons he did not create. This requires a proficiency check and close examination of the poison or object thought to be poisoned. At times, the character must sample the poison (putting himself at risk) to determine its effects. However, any saving throws are made with a +4 bonus when a successful proficiency check is made. Once a poison has been identified, and its effects known, an antidote may be created. This always requires the character to sample the poison. A proficiency check at half the normal chance for success is made, assuming the poison is available. If successful, the character is able to concoct the appropriate antidote, assuming the materials are nearby. If a creature has already been poisoned, or the poison is not available for sampling, then the character has only a 1 in 20 chance of concocting an antidote. The rolls for antidote concoction are made secretly by the DM. If the roll fails, the character knows he is unable to concoct an antidote. However, if the roll is 20, an antidote is made, but is ineffective, wasting the character and perhaps the victim's time.

This skill also allows a PC to remove the poisonous glands from an animal/arachnid/monster that uses poison. He must make a successful NWP check at -2 to succeed (Note that this roll is vs. Dexterity, not Intelligence). If he fails his roll by more than 2, or rolls a 20, the PC has managed to poison himself with all the consequences. Wearing special gloves (cost = 10gp), the PC must fail the NWP roll by 6 or more to get poisoned.

**POTTERY** - (1 slot, General, Dexterity -2)

A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day.

The raw materials involved cost 1 cp to make a small item, 5 cp to make a medium item, and 1 sp to make a large item.

**PSIONIC DETECTION** - (1 slot, General, Wisdom -2)

Able to detect the expenditure of PSPs around oneself. Concentrate for one round, and a successful check detects expenditure of points within 50 yards. Nothing more can be detected, but the power can be maintained if successful.

**READING/WRITING** - (1 slot, Priest/Wizard, Intelligence +1)

The character can read and write a modern language he can speak, provided there is someone available to teach the character. This proficiency does not enable the character to learn ancient languages.

**REJUVINATION** - (1 slot, Psionicist, Wisdom -1)

This proficiency allows a character to recover PSPs while he meditates, as quickly as if he were sleeping. The character achieves a state of deep concentration, in which he focuses and regains his energies. He is still conscious and aware of his surroundings, so he does not suffer any penalties on surprise or initiative rolls, and he is not helpless if attacked. He still can't expend PSPs, however. To use this proficiency, the character must make a successful check. If this check fails, the character is unable to achieve the mental control necessary for the rejuvenation to work. However, normal PSP recovery for resting is still applicable for the duration.

**RELIGION** - (1 slot, Priest/Wizard, Wisdom)

Characters with religion proficiency know the common beliefs and cults of their homeland and the major faiths of neighboring regions. Ordinary information of any religion is automatically known by the character. Special information, such as how the clergy is organized, requires a proficiency check.

Additional proficiencies spent on religion enable the character to either expand his general knowledge into more distant regions 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.

#### **REVELATIONS** - (1 slot, Warrior, Intelligence)

Coats of arms reveal a myriad of details about their owners, and this skill lets a character learn them. A character who makes a successful revelations check can learn about any of the following features of an arms-bearer: alliances, marriages, conditions of birth (rank of family and order of birth), disgraces, magnitude of political authority (offices held, size of land, etc.), and triumphs. This includes any major exploits of the armsbearer or his ancestors. For game purposes, it lets heralds roughly determine a character's experience level.

#### **RIDING, AIRBORNE** - (2 slots, General, Wisdom -2)

The character is trained in handling a flying mount. The particular creature must be chosen when the proficiency is chosen. Additional proficiency slots can be used to learn how to handle other types of mounts. Unlike land-based riding a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a proficient character can do the following:

- Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no proficiency check.
- Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a proficiency check. In all other situations, a proficiency check is required. A failed roll means the character takes normal falling damage or misses his target. A character who is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure has the consequences given above.
- Spur his mount to greater speeds on a successful check, adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for a full turn. After the rounds of increased speeds, its movement drops to two-thirds its normal rate and its maneuverability Class becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.
- The rider can guide the mount with his knees and feet, keeping his hands free. A proficiency check is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself. If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.

#### **RIDING, LAND-BASED** - (1 slot, General, Wisdom +3)

Those skilled in land riding are proficient in the art of riding and handling horses of other types of ground mounts. When the proficiency slot is filled, the character must declare which type of mount he is proficient in.

A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a proficiency check for success.

- The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armour. This does not require a proficiency check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make a proficiency check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground-presumably quite embarrassed.
- The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than three feet tall or the gap is less than 12 feet wide. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure means that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground.
- The character can spur his steed on to great speeds, adding 6 to the animal's movement rate for up to four turns. This requires a proficiency check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or

subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for a turn. In any event, after four turns of racing, the steed must be walked by its dismounted rider for one turn.

- The character can guide his mount with his knees, enabling him to use weapons that require two hands while mounted. This feat does not require a proficiency check unless the character takes damage while so riding. In this case, a check is required and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.
- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armour while performing this feat. The character's Armour Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal AC are considered to have struck the mount instead. No proficiency check is required.
- The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll a successful proficiency check with a -4 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d3 points of damage.

#### **RIDING, SEA-BASED** - (2 slots, General, Wisdom -2)

The character is trained in handling a swimming mount. The particular creature must be chosen when the proficiency is taken. Additional proficiency slots can be used to learn how to handle other types of mounts. A character must have this proficiency (or ride with someone who does) to handle an aquatic mount. In addition, a proficient character can do the following:

- Leap onto the saddle of the creature (when it is on the surface) and spur it into motion in the same combat round. This requires no proficiency check.
- Urge the mount to leap over obstacles in the water, so long as the obstacles are less than 3' high and 5' wide. There must be water on the opposite side of the obstacle, or the mount takes 1d6 points of damage from the impact. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to 5' high and 10' wide. Success means that the mount has made the jump. Failure indicates that the mount has balked, and the character must make another proficiency check to see if he remains his seat or falls from the saddle into the water.
- The character can spur his steed on to great speeds, adding 2d6 to the movement rate of the animal for up to two turns. This requires a proficiency check each five rounds to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount slows to half speed and will be unable to bear the rider for a full turn. In any event, after two turns, its movement drops to two-thirds its normal rate until the mount is allowed to rest for at least one hour.
- The character can guide his mount with his knees and feet, enabling him to use weapons that require two hands while mounted. This feat does require a proficiency check to use initially and also if the character takes damage while so riding. In this case, a check is required and failure means that the character falls from the mount and is stopped by the water currents. A second check is allowed to see if the character manages to catch himself. If this fails, the rider falls into the water. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets deeper into the water. This ability is useful both above and below the water.
- The character can attempt to control the mount if it panics. Under ordinary circumstances, aquatic creatures who take damage from an attack from above the water will dive below the surface unless they make a morale roll. Should the mount fail the roll, it will attempt to dive below the water, where it will remain for 1d10 rounds. The character may try to force the mount to the surface with a proficiency check. However, the character is considered to be exerting himself for purposes of avoiding drowning. A successful check will bring the mount back to the surface. Characters who fail to make their proficiency check may repeat it every round until successful, or until further action becomes impossible.

#### **RIDING, SPACE-BASED** - (2 slots, General, Wisdom -3)

The character is trained in handling a flying mount in wildspace. The particular creature must be chosen when the proficiency is taken. Additional proficiency slots can be used to learn how to handle other types of mounts. A character must have this proficiency (or ride with someone who does) to handle a mount in wildspace. In addition, a proficient character can do the following:

- Leap onto the saddle of the creature (when it is on a flat surface in space) and spur it into motion in the same combat round. This requires no proficiency check.
- Propel 10 feet from the back of the mount and onto solid surface or onto the back of another mount. This leap is possible in all encumbrance levels, assuming the character is in the weightlessness of wildspace, requiring a proficiency check if another mount is the target. If within an atmosphere or within a gravity plane, only those with light encumbrance can drop to the ground without a proficiency check. In all other

situations a proficiency check is required. A failed roll means the character takes normal falling damage or misses his target, perhaps floating in wildspace. A character who is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure has the consequences given above.

- The character can spur his steed on to great speeds, adding 1d6 to the movement rate of the animal for up to two turns. This requires a proficiency check each five rounds to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount slows to half speed and will be unable to bear the rider for a full turn. In any event, after two turns, its movement drops to two-thirds its normal rate until the mount is allowed to rest for at least one hour.
- The character can guide his mount with his knees and feet, enabling him to use weapons that require two hands while mounted. This feat does require a proficiency check to use initially and also if the character takes damage while so riding. In this case a check is required and failure means that the character falls from the mount and either floats in wildspace or descends towards a gravity plane, taking damage appropriately. A second check is allowed to see if the character manages to catch himself. If this fails, the rider falls off the mount with the above consequences. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and is descending toward a gravity plane.

#### **ROPE/NET MAKING** - (1 slot, General, Dexterity)

Allows crafting of ropes & nets.

#### **ROPE USE** - (1 slot, General, Dexterity)

This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a proficiency check with a -6 penalty to escape the bonds.

This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay companions.

#### **RUNNING** - (1 slot, Warrior, Constitution -6)

The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a proficiency check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during the day he spent running, he suffers a -1 penalty to his attack rolls.

#### **SAIL MANIPULATION** - (1 slot, General, Dexterity)

This proficiency allows a sails master (officer) to control the use of sails with such skill that the ship gains a one step bonus to its Maneuverability Class for one turn. The ship's MC cannot go above A. If more than one character succeeds in using the sail manipulation proficiency in one round, the ship's Maneuverability Class is reduced by one step, to a minimum of MC F. The person controlling the sail can not do any other task otherwise the benefit is immediately lost. A PC must have some other boatcraft proficiency before this NWP can be chosen.

#### **SCRIBING** - (1 slot, General, Dexterity)

A character with this proficiency is skilled at making exact copies of any written material. The character could earn a modest living copying rare tomes, letters, or even arcane runes for the wealthy. To be successful, the character must have an original in front of him during the entire process. A proficiency check is made, and if successful, the copy is a perfect copy of the first, without loss of any words or meaning. The new copy is obviously in a different hand than the original (this is not a substitute for forgery). The character need not understand the language of the original, as long as the letters are easily readable.

Characters must take the reading/writing proficiency prior to this one, although the specific language is not important. A typical scribing kit, complete with carrying case, magnifying lens, 2 bottles of ink, a dozen pages of parchment, and a like number of quills costs around 50 sp. Special inks and quills are available in large cities. A character with the forgery proficiency adds a +5% bonus if the scribing proficiency is also known.

#### **SEAMANSHIP** - (1 slot, General, Dexterity +1)

The character is familiar with boats and ships. he is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of inland boats by 50%.

**SEAMSTRESS/TAILOR** - (1 slot, General, Dexterity -1)

The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no proficiency check is required, the character must have at least needle and thread to work.

**SEANCE** - (2 slots, Psionist, Charisma -2)

A PC with the seance proficiency knows the method used to contact spirits, dieties, or extra planar powers. Using ouija boards, pyromancy (divination by candles), tarot cards etc, the PC can ask questions of these powers as if using a speak with dead spell (no body required and no time limit given). Before beginning the contactm the PC must prepare himself for half an hour, making sure the area has no spirits around to confuse readings. Contact with the dead can be established if a successful check is made; a failed roll reveals nothing. If the roll is 10 under the roll needed, a specific individual can be contacted. A roll 4 or more above the number needed (or a 20) reveals incorrect information; a malevolent spirit etc. The psionist can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirit can sever the link at will. The character can ask 1-3 questions plus 1 for every slot spent above the initial 2 spent on this NWP. Contact cannot be made more than once per day and is unadvisable more than twice per week. The dead hate being disturbed, and some may take revenge. However, the dead are not omnipotent, and mistakes can be made, as noted on the seance table below:

Seance result table

1d100	FORCE CONTACTED	CORRECT QUEST.	
		GENERAL	SPECIFIC
01-40	Spirit, intell 11	70%	20%
41-60	Spirit, intell 12-14	80%	30%
61-70	Spirit, intell 15-17	90%	40%
71-75	Spirit, intell 18+	95%	50%
76-80	Outer planar creature	98%	60%
81-99	Malevolent spirit	Gives plausible incorrect answer.	
100	Deity	Dieties hate to be bothered, and will ignore or punish those who annoy them unless the gods are especially merciful or the question directly concerns them.	

**SEDUCTION** - (1 slot, General, Charisma -2)

Adds +2 to reactions for the character.

**SEMAPHORE** - (1 slot, General, Intelligence)

This proficiency allows the character to use semaphore flags to signal other ships. Organized war fleets use these flags as a standard communication tool. Most fleets have at least two persons on each ship who can use the semaphore flags. No proficiency check is required under normal circumstances. In times of combat, however, a proficiency check is required for receiving a signal. Failure means the signal was unclear. In this case, the sending character can start over the next round.

When one semaphore proficiency is owned, the character can send ten words in a round, and can receive ten words the next round. For every additional proficiency, increase the number of words that can be sent or received by five. The characters should be careful that the messages they send are at the speed that the receiver can understand, and vice versa. Fast senders and receivers are often used to code the transmissions.

**SET SNARES** - (1 slot, Rogue, Dexterity +1)

The character can make simple snares and traps, primarily to catch small game. These can include rope snares and spring traps. A proficiency check must be rolled when the snare is first constructed and every time the snare is set. A failed proficiency check means the trap does not workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known. The character can also attempt to set traps and snares for larger creatures. A proficiency check must be rolled, this time with a -4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered. The DM must decide if the trap is triggered.

Thief characters (and only thieves) with this proficiency can also attempt to rig mantraps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by a man-trap.

Setting a small snare or trap takes one hour or work. Setting a larger trap requires two to three people (only one need have the proficiency) and 2d4 hours of work. Setting a man-trap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand.

Characters with animal lore proficiency gain a +2 bonus to their chance of success when attempting to set a snare for the purposes of catching game. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when tempting to trap monsters or intelligent beings.

**SHIPWRIGHT** - (1 slot, General, Intelligence)

The character is knowledgeable regarding techniques for ship construction and repair. He can design and build ships of all types over 50' in length, with a proficiency check only being required for an unusual feature. The character can perform routine maintenance on sailing vessels or galleys, including repairing sails and caulking the hull, without a proficiency check. Vessels of any size require large crews of shipwrights and other laborers to build or repair.

The time required to build a ship depends on size. As a general guide, a ship requires one week of construction time per foot of length. For every character with the shipwright proficiency reduce this time by 20% (to a maximum of 60%). A maximum of one shipwright per five feet of length can work on the same vessel.

The basic boat includes hull, masts, deck, and benches as required. Features such as a cabin or a sealed hold add about a week apiece to complete. Characters without the shipwright proficiency can aid the shipwright in construction, but three such characters equal the time savings that one additional skilled boatwright could provide.

**SIDESHOW TALENTS** - (1 slot, Rogue, Dexterity)

Characters with this proficiency are knowledgeable in the area of activities associated with the sideshow of carnivals. These include sword swallowing. In this respect, the character is capable of swallowing or appearing to swallow any number of small items such as coins, dice, cloth, etc. No proficiency check is required for small items. Larger items may appear to be swallowed with a successful proficiency check.

In addition, characters with the sideshow talents are able to contort their bodies into a wide range of positions to fit into spaces just big enough to contain their body. Boxes, crates, closets, etc. can be used as hiding places by these characters. This use requires a proficiency check before the character attempts to position his body.

**SIGN LANGUAGE** - (1 slot, General, Intelligence +2)

This proficiency permits silent communication with anyone who sees and understands the signals. The maximum range is line of sight in a lit area (to a maximum of 60 feet). Sign may be an extensive language capable of handling long conversations, or simply a means of communicating a few easy to understand phrases such as 'attack', 'orcs behind the rock', or 'you three move left'. A proficiency check is made when speaking or interpreting sign. The +2 bonus should only be used when giving short, easily recognized commands. More detailed signals require a -1 modifier.

**SIGNALLING** - (1 slot, General, Intelligence +2)

This proficiency allows a character to communicate to another person over a long distance. Only messages of less than 10 words per minute or so can be sent this way. The type of signal method used must be chosen along with this proficiency, ie, smoke signal, drum signals, mirrors, trumpets, naval flags, etc. A person must make a successful NWP check to send the signal as intended, and the receiver must also make a successful NWP check to decipher the signal sent accurately. A failed NWP check does not automatically indicate failure, as the signal may be interpreted incorrectly, sometimes with dire consequences. A character with this proficiency may also decipher signals that they are not proficient in, with a 1/3 normal chance of success, eg, a drum signaller sees a mirror flashing in the distance and thinks it some type of signal, his normal chance for signalling with drums is 17 on 1d20, so his chance to identify the mirror signal would be 1-6 on 1d20 (1/3 \* 17). Note that this skill is used by heralds and employed extensively in times of war and especially on the battlefield where generals need to communicate with their subordinates etc.

**SIGNALLING, UNDERGROUND** - (1 slot, General, Intelligence +2)

This allows a character to send a message underground using noise. To send a signal, tap on a section of wall with a hammer, rock, or bit of metal. The sound will echo through the rock to a distance of 1d4 miles. The sound transmitted will resemble morse code and unlike Signalling (above), extensive messages can be sent. The chances for success are the same as for Signalling (above).

**SIGNALING (WILDSpace)** - (1 slot, General, Intelligence +2)

This proficiency gives the character the ability to use signaling equipment to send complex messages across wildspace. While any character can use a red smoke grenade to signal danger, a character with this proficiency can send coded messages to other ships using a signaling mirror, light, or flags. The signal transmitted by this proficiency will cross up to 3 miles in wildspace, although it must travel in a straight line. A skilled signaler can send as many as 10 words each combat round.

To send a message and have it understood, the sender and receiver must both have the proficiency and both must roll proficiency checks. If both succeed, the message is understood perfectly. If one fails, the message is distorted, but in an obvious way, so that it can be retransmitted next round. If both checks fail, or if either check is 20, an erroneous message is received and conveys a message that is opposite of the real meaning.

**SILVERSMITHING** - (1 slot, General, Dexterity)

This proficiency provides the character with knowledge on the construction of silver items. These include chalices, pewter figurines, and other adornments. In addition, any type of silver etching in weapons or armour requires a silversmith. A proficiency check is only required when creating truly magnificent pieces or highly intricate detailing.

**SINGING** - (1 slot, General, Charisma)

The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that certain bards can do this automatically). No proficiency check is required to sing. The character can also create choral works on a successful proficiency check.

**SKIING** - (1 slot, General, Special)

A character proficient in skiing is able to move over snowy ground much faster than a non-prof. character. It is rather difficult to learn unless you're grown up with it, suggested training time is 8-10 months.

Depending on the conditions, movement is at least 1.5 times that of walking, often more. During cold weather (-8 Centigrades or below) movement may be something like 15 (for characters with base 12), walking under these conditions is suggested to 6. Wet snow will lower this rate as far down as 6 (walking here will be about 2). This is cross-country skiing. The ability check for this version is Constitution +2.

Depending on how advanced the ski is, the DM may allow telemark/slalom skiing (the equipment for this wasn't developed until the 19th century), the ability check for telemarking is Dexterity -2. Movement down a hill or slope may be very high (but you better be VERY good...), a character proficient will have no problems outrunning most animals/monsters that doesn't fly assuming the slope is relatively free of trees.

**SKINNING** - (1 slot, General, Intelligence)

This proficiency gives the character knowledge of the proper ways to skin and prepare an animal for food or for sale. Furs may be obtained with this skill, as long as the proper type of knife is available. A successful proficiency check indicates the fur is acceptable to be sold or the animal is fit to be eaten. Failure indicates a damaged fur or improper cleaning of an animal. One small animal may be skinned in one hour. Medium sized animals may be skinned in two hours, while large animals require four hours of time for proper skinning.

**SLEIGHT OF HAND** - (1 slot, Rogue/Psionicist, Dexterity -2)

A rogue with this NWP is highly trained with legerdemain. They can, with a flick of the wrist, cause coins and other small objects to vanish up their sleeve, and they can perform many other hand-is-quicker-than-the-eye tricks. This manifests itself as a +30% bonus to the thieves pick pocket chances, rolled whenever this skill is used (for performing sleight of hand tricks only, not picking pockets). Characters without thief abilities who take this ability gain a sleight of hand skill (similar to thief skills) at a base chance of success of 40% (modified as thief for dex, armour, race). Easy tricks may be granted a bonus of up to +50%.

**SLOW RESPIRATION** - (1 slot, General, Constitution)

A character with this proficiency has the ability to enter a deep trance and reduce the amount of air he needs to stay alive. To induce the trance, he must be in a resting position, either resting, or lying down. After concentrating for one turn, pulse and breathing drop well below normal (on a successful NWP check, if this fails, the character cannot slow his breathing), so that breathing requires only 10% of the rate when resting. The character emerges from his trance at will, fully aware of anything that has occurred nearby.

**SMELTING** - (1 slot, General, Intelligence -1)

The smelting proficiency is closely tied to the mining proficiency, since between them they provide all of the metal used in the campaign world. A character with this proficiency can operate a smelter, which is essentially an extremely hot forge. Using this forge and the occasional application of certain liquids, including water and acids, the smelter separates the metal from the rocky ore with which it is usually mined.

The amount of ore that can be processed is more a function of the size of the smelter than the character's working rate. A small smelter can process ore as fast as four miners can produce it. A medium smelter can process the ore excavated by up to 20 miners. A large smelter can process the ore excavated by up to 100 miners.

Because of the materials needed to operate it, a smelting operation costs money to maintain. This expense is in addition to the cost of the smelting equipment itself. A small smelting operation costs five sp per day to operate; the cost of a medium smelting operation is 12 sp per day, and a large smelting operation costs 25 sp a day to run. The smelter only costs money when it is in operation. Thus, it is common practice to collect a stockpile of ore before beginning to smelt it, so that the smelter can run at maximum efficiency until all the stockpiled ore has been processed.

**SOMATIC CONCEALMENT** - (1 slot, Priest/Wizard, Dexterity -1)

A successful check at the start of casting means that anyone watching does not recognise the spellcaster's gestures as magical in nature.

**SOUND ANALYSIS** - (1 slot, General, Wisdom)

This proficiency allows a character to gauge the size of underground areas by generating noise and analyzing the echoes that return. Using this skill, he can calculate distance up to one mile, and determine sound direction. To use sound analysis, the character must work in absolute silence. The sound created must have a sharp, staccato quality. A howl or wail is ineffective, but a clicking sound, or a loud 'hey' works well. The PC must make a NWP check, if successful, he accurately determines the size of the area in question to within 25% of its height, width, and length. If the check fails, the character has no idea of the size of the area, and no further checks are allowed, although others with this skill can succeed if they try. A proficiency check of 5 or less means that the character not only determined the size of the area, but other details as well; the number of branching side passages, whether it is a straight or wandering corridor, and whether or not water exists. The disadvantage of this ability is that, while it is useful for learning about a completely unknown area, it announces the characters to all creatures in hearing range. They will certainly be prepared and may even go looking for the intruders.

**SPACE FIGHTING** - (2 slots, Rogue/Warrior, Dexterity +2)

Beings do not suffer an attack penalty while adrift in space, and instead gain +1 AC bonus in situations in which they can drift freely, simulating their ability to move in space to avoid attacks.

If this proficiency is used, it must be chosen initially by spaceborn characters and its effects must be given naturally to experienced spacefaring monsters, not just to PC's. Groundling PC's may not begin their space careers with this proficiency; it can't be taught while on a world.

**SPACEMANSHIP** - (1 slot, General, Dexterity +1)

The character with this proficiency is familiar with spelljamming ships. He is qualified to work as a crewman, although he cannot actually navigate. Trained spacemen have general knowledge of all parts of their ship, can recognize the insignia of all ship's ranks, know basic information about air consumption, gravity plane orientation, and phlogiston safety, as well as being trained to perform common shipboard tasks. Crews of trained spacemen are necessary to manage any spelljamming ship.

**SPECIFIC SPELL** - (2 slots, Wizard, Intelligence -2)

This very special nonweapon proficiency represents that a wizard might, through much study and dedication, be able to specialize in a spell in the same way that a fighter can specialize in a weapon. Wizards can only specialize in a given spell once, and they can never begin at first level specialized.

When the wizard first decides to specialize in a particular spell, he must decide what component of the spell he wishes to emphasize. This can never be changed.

Offensive Spell Only:

- 1) Reduce target's saving throw by -1.
- 2) +1 point of damage per die.

Any Spell:

- 1) Increase duration by +50%.
- 2) Increase range by +50%.
- 3) Increase area of effect by +50%.

Note that some spells can have any of these applied (e.g. Melf's Minute Meteors), while others cannot. For instance, any spell with an "instantaneous" or "permanent" duration cannot be increased by +50%. Likewise, a spell with a range that is either "0" or "touch" cannot have its range improved by +50%. Finally, a spell with an area of effect of "caster only" cannot be increased. {from Net Wizard Handbook}

**SPEED CASTING** - (2 slots, Priest/Wizard, Wisdom -2)

This skill, taken once, allows the wizard or priest to reduce the initiative modifier of any spell by one if she makes her skill roll. If the wizard has chosen this skill more than once, she must make a skill roll for each level of speed casting she possesses. This skill cannot be taken more than three times, and no spell may have its initiative modifier reduced below one.

Examples of use: The wizard in these examples has three levels in speed casting and a Wisdom of 13 (thus, he has a +1 modifier because he has three levels of speed casting).

Example one: The wizard wants to cast Chaos (initiative modifier of 5). He rolls a 10, 5, and 13. Since he made all of his skill checks, the initiative modifier on Chaos is reduced to 2.

Example two: Again, the wizard wants to cast Chaos. This time, he rolls a 12, 2, and 20. The Chaos spell has its initiative modifier reduced to 3.

Example three: This time, the wizard rolls a 5, 19, and 4. Since the second roll failed, it does not matter what the third roll was (in this case, it would have passed). The Chaos spell has its initiative modifier reduced only to 4.

Spells that have an explicit casting time instead of an initiative modifier are in no way speeded up by this spell.

Design note: Wisdom is the relevant ability here because it was felt that mental toughness and concentration are required to rush out the spell without distraction, rather than memory or analytical ability (INT).

#### **SPELL MIMICRY** - (2 slots, General, Intelligence -2)

This proficiency gives the character knowledge into the manner in spells are cast. While this does not give the character any spellcasting power, it does make him knowledgeable into the ways of spellcasting, the gestures, arcane words, and materials. This differs from the spellcraft proficiency in that no specific spells can be identified. The character simply goes through the motions of "casting" a spell, during which time he mutters incomprehensible words, waves his arms, and uses inexpensive components. This is difficult to master and useful for those characters who have powers that they wish to appear as spellcasting or for those characters masquerading as spellcasters. Colorful displays or non-magical effects such as flash paper are useful in the ruse.

A true spellcaster, upon careful observation has a chance to detect the falsehood. This percentage chance is equal to the spellcaster's combined Intelligence (or Wisdom for priests) and Perception scores minus the character's Intelligence score. Since no specific spells are ever imitated, being a specialist wizard grants no additional bonuses.

#### **SPELLCRAFT** - (1 slot, Priest/Wizard, Intelligence -2)

Although this proficiency does not grant the character any spellcasting power, it does give him familiarity with all different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A proficiency check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the spellcaster must be observed until the very instant of casting, the spellcraft proficiency does not grant an advantage against combat spells. The proficiency is quite useful, however, for identifying spells that would otherwise have no visible effect.

Those talented in this proficiency also have a chance (equal to 1/4 of their normal proficiency check) of recognizing magical or magically endowed constructs for what they are.

#### **SPELLJAMMING** - (2 slots, Priest/Wizard, Intelligence -2)

Characters with the spelljamming proficiency are experts at manipulating a spelljamming helm to maneuver a vessel. Any spell-caster can operate ahelm, but this proficiency provides additional benefits.

- The character can boost the SR of his ship by 1 with a successful proficiency check. This boost lasts only one combat turn in the Spelljamming campaign.
- The character can boost the maneuverability of his ship with a proficiency check. This boost lasts only one turn. A character cannot boost both the speed and maneuverability of his ship at the same time.
- The character gains a -1 to his die rolls to determine which vessel gets initiative each turn.

In order to use these benefits, the character must be operating the ship's spelljamming helm. Bystanders cannot help, regardless of their proficiency.

#### **SPELLJAMMING HISTORY** - (2 slots, General, Intelligence -1)

The character is a storehouse of facts about the history of spelljamming as it pertains to the various creatures of space. This knowledge includes when a certain race gained spelljamming capabilities, the types of ships they have used in the past, the participants in the Unhuman Wars, the major breakthroughs in spelljamming technology, and various other facts. While the breadth of knowledge is generally wide, a proficiency check is required to recall any type of specific information. Exacting information requires a proficiency check with penalties between -2 and -10 depending on the obscurity or exactness of the information. On a failed roll, no knowledge may be recalled. If the roll is 20, erroneous information is related. The DMroll should be made in secret.

**SPELUNKING** - (1 slot, Warrior, Intelligence -2)

A PC with this NWP has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The PC generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful NWP check can reveal the following information:-

1. Determine, by studying cracks in the walls and pebbles on the floor, sniffing the air, etc, the likelihood of a cave-in, flash flood, or other natural hazard. This only works with respect to natural formations, and is negated if the natural formation has been shored up, bricked up or otherwise tampered with.
2. Estimate the time required to excavate a passage blocked with rubble.
3. While exploring extensive underground caverns, a successful check reduces the chance of getting hopelessly lost when confronted by multiple passages, sinkholes, etc, to a maximum of 30%, assuming good lighting (see DMG table 81-82).

**SPYING** - (1 slot, General, Intelligence)

Ability to infiltrate organizations & locate information.

**STATECRAFT** - (1 slot, General, Intelligence)

This NWP includes the knowledge and understanding of politics within the state and the states dealings with other states. It also encompasses the diplomatic skills needed to analyze, guide and influence people and events to achieve government and personal ends. A PC with this NWP knows and understands the significance of current events and the major personalities that shape them. He is knowledgeable about the cultures and ambitions of foreign allies and enemies. He also understands the conflicts between prominent counts, churchmen, and royal officers, and he studies the will and whim of the king.

**STEALTH** - (1 slot, General, Dexterity) This talent is like the thief's silent-movement ability, with a successful NWP check meaning that any person or monster who would normally hear the character will now have a 1/2 normal perception check to detect the character, instead of normal perception chance. Wearing armor results in the same penalties as for thieves, as expressed on a d20.

**STEWARDSHIP** - (1 slot, General, Intelligence)

This NWP provides the administrative knowledge and skills to run a large estate. Land is wealth, and proper management of land resources and the servants and freemen on that land is essential to a nobles well being. The noble himself needs at least a rudimentary understanding of stewardship, but loyal subordinates are usually entrusted with the management of day-to-day affairs. A PC who has this NWP understands not only the technical business of land and estate management, but the politics and personalities of the manor and palace. He is alert and sensitive to power and influence in families and retainers of a noble household. He knows where to seek information and how to apply pressure to achieve the objectives of his lord and his own personal ends. He recognises Strengths and weaknesses in a noble household, and he knows how to take advantage of them. He also understands quality and luxury, and he knows how to impress and influence others with hospitality.

**STONEMASONRY** - (1 slot, General, Strength -2)

A stonemason is able to build structures from stone so that they last many years. he can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled laborers to quarry stone; one stonemason is needed for every five laborers. Dwarves are among the most accomplished stonemasons in the world; they receive a +2 bonus when using this skill.

**STORY TELLING** - (1 slot, General, Charisma)

This is the ability to tell good, entertaining stories to individuals or groups of people. A good storyteller has a large repertoire and knows how to select the best story for the current audience. The level of success determines how well a tale has been told, and thus determines the crowds reaction. Bards receive a +2 bonus to this roll.

**STREET FIGHTING** - (2 slots, Warrior, Dexterity)

This NWP is extremely beneficial to a PC who is engaged in unarmed combat. An individual with this NWP may add their Strength score (+3% for each CATEGORY above 18 Strength, ie +15% at 18-100% Strength, +18% for normal str, toll w= +33%) to the chance for a KNOCKOUT on the unarmed combat table when a successful attack is made. Also, if the fighter makes a successful Dexterity check, he may make another unarmed attack in the same round, but without the unarmed knockout bonus given for this NWP.

**STREET SENSE** - (2 slots, Rogue, Charisma)

A rogue with this proficiency is adept at making a good impression on underworld contacts in the less savory neighbourhoods of towns and cities, allowing him to better use the information gathering NWP. Those who the rogue contacts are not necessarily moved to trust the rogue using this skill, but they may decide the rogue is worth talking to because he is entertaining or a person of importance. A street sense skill check can be attempted once whenever the rogue is talking to a contact. Success indicates that the contact becomes favourably inclined toward the rogue and will reveal additional information to him, possibly unrelated to the rogues enquiries, at the DM's discretion. Success also indicates that the contact will act positively towards the rogue in future situations, unless circumstances dictate otherwise. Possession of this skill also gives a +2 bonus to any information gathering NWP check.

**SUBTLE CASTING** - (2 slots, Wizard, Dexterity -2)

A wizard with this skill can cast spells so sneakily that no observer can detect any somatic spell components unless they make a successful Spellcraft skill check. If the wizard combines this with a Vocalize spell, the only outward sign that he is casting a spell might be the visible effects of the spell itself.

**SURVIVAL** - (2 slots, Warrior, Intelligence)

This proficiency must be applied to a specific environment. The character has basic survival knowledge for that terrain type. Additional proficiency slots can be used to add more types of terrain.

A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the proficiency to find food or water, the character must roll a proficiency check. If the check is failed, no more attempts can be made that day.

The survival skill in no way releases the player character from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom!

**SURVIVAL (WILDSpace)** - (2 slots, General, Wisdom -3)

This proficiency gives the character an understanding of the hazards he might face in wildspace. He knows the methods required for survival in the emptiness between the celestial objects. A character with this proficiency can survive on one-half food, water, and air rations each day he makes a successful proficiency check. Each day the character fails the proficiency check, he uses a full day's supply of water, food, and air.

Once the air, food, and water supplies are exhausted, the character must roll a Constitution check every day at a cumulative -2 penalty to stay alive. After three days consecutive with no food, water, or clean air, the character passes out, never to awaken until exposed to clean air, food, and water. Once the character fails the Constitution check, he will die in a number of days equal to his Constitution unless rescued. If rescued, the unconscious character gets a Constitution check every day at a cumulative +1 bonus until he awakens. He must have complete bed rest for three days before he can exert himself again.

**SWIMMING** - (1 slot, General, Strength)

A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section. Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water.

**TEACHING** - (1 slot, General, Wisdom)

Lessens weeks of training necessary for others to learn skills you teach. Time is reduced by Wisdom score in weeks.

**THROWING/SHOOTING** - (1 slot, General, Dexterity)

This skill allows a character to throw items with greater accuracy than normal. This allows a +3 to hit with an item if a successful NWP check is made. It also allows a PC to throw an item 50% further than normal (but not shoot an arrow or crossbow bolt any further). Note that this skill cannot be used in battle, it can only be used when the PC has full concentration. Examples are; throwing a rock at a bottle on a wall, throwing a hatchet at a rope dangling from a tree to prevent someone from climbing it, archery competitions, etc.

The second form of this skill is useful in battle. When 'firing into a melee' with any missile weapon (bows and crossbows included), the PC must make a NWP check to see if he can potentially hit the

creature he was aiming for (still needs a 'to hit' roll). If he fails his NWP check, then roll randomly to see what target was hit in the line of fire.

**TIGHTROPE WALKING** - (1 slot, Rogue, Dexterity)

The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 60 feet. One proficiency check is made every 60 feet, with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is one inch or less in width (a rope), a -5 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Wider than one foot requires no check for proficient characters under normal circumstances. Every additional proficiency spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increases the penalties by 2 to 6.

The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful proficiency check at the beginning of each round to avoid falling off. Since the character cannot maneuver, he gains no adjustment to his AC for Dexterity. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance.

**TOASTING** - (1 slot, General, Intelligence -2)

The term "toast" comes from the fact that, in days of old, beer was often consumed in front of the fireplace, where bread was being toasted at the same time. To add nutrition and flavor (?) bits of the toast would be thrown in the about-to-be-drunk beer and then a "toast" would be made. In any case the custom of toasting one's drinking companions goes back many centuries and only the skilled make toasts that are remembered for centuries.

Proficiency in toasting includes the skills of reciting above average to excellent toasts and judging the quality of toasts. It also indicates that the character has a repertoire of toasts memorized for toasting at any time.

A character may wish to create a new toast to be used later or immediately. A successful proficiency check indicates that the toast is of excellent quality. Failure indicates an above average toast, which is still better than a toast of a commoner.

After a successful proficiency check and toast, a character with the Etiquette proficiency gains a -2 to all etiquette proficiency checks in that situation. The excellent toast demonstrates that the character is a person of high class, whether he is or not, and thus the toastees are more relaxed and less cautious of the character's true economical and social class.

Here are two examples of toasts:

- 1) Drink to fair woman, who, I think,  
Is most entitled to it;  
For if anything drives men to drink,  
She certainly can do it.
- 2) Here's to a long life and a merry one,  
A quick death and easy one  
A pretty girl and a true one  
A cold beer - and another one.

Players and/or DMs are encouraged to read *Toasts and Anecdotes* by Paul William Kearney (Clode pub. 1923, written in 1896) and *Toasts, the Complete Book of the Best Toasts, Sentiments, Blessings, Curses, and Graces* (Delacorte Press, c1981) for a great source of toasts to be used in the campaign to take full advantage of this proficiency.

Some clever people have made careers out of creating toasts for less than imaginative kings and other nobles. Sitting around making up toasts is quite a cushy job.

**TORTURE** - (1 slot, General, Intelligence)

Ability to extract information from the unwilling.

**TORTURE RESISTANCE** - (1 slot, General, Constitution -2)

Ability to resist torture by others.

**TRACKING** - (2 slots, Warrior, Wisdom -6)

Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers roll a proficiency check with a -6 penalty to their roll; rangers have no penalty to the chances. In addition, other modifiers are also applied to the attempt, according to the table below.

**Tracking Modifiers**

Soft or muddy ground	+4
Thick brush, vines, or reeds	+3

Occasional signs of passage, dust	+2
Normal ground, wood floor	0
Rocky ground or shallow water	-10
Every two creatures in the group	+1
Every 12 hours since trail was made	-1
Every hour of rain, snow, or sleet	-5
Poor lighting (moon or starlight)	-6
Tracked party attempts to hide trail	-5

The modifiers in the above table are cumulative--toll wthe modifiers for all conditions that apply and combine that with the tracker's base chance for success to get the modified chance to track.

For the tracking to succeed, the creature tracked must leave some type of trail. Thus it is virtually impossible to track flying or noncorporeal creatures. The DM may allow rare instances, but he should also assign substantial penalties to the attempt.

To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 3 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement, or must have obvious evidence that the creature is in the area. If these conditions are met, a proficiency check is rolled. Success means a trail has been found. Failure means no trail is found. Another attempt cannot be made until the above conditions are met again under different circumstances.

Once the trail is found, additional proficiency checks are rolled for the following situations:

- The chance to track decreases.
- A second track crosses the first.
- The party resumes tracking after a halt.

Once the tracker fails a proficiency check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the chance of the most adept tracker. Once he loses the trail, it is lost to all.

If the modifiers lower the chance to track below 0, the trail is totally lost to that character and further tracking is impossible. Other characters may be able to continue tracking, but that character cannot.

A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a proficiency check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (if the character has knowledge of such creatures) and gives a round estimate of their numbers.

When following a trail, the character must slow down, the speed depending on the character's modified chance to track as found from the above table.

#### MOVEMENT WHILE TRACKING

Chance to Track	Movement Rate
1-6	1/4 normal
7-14	1/2 normal
15+	3/4 normal

These rates are determined each time the chance to track changes.

#### TRAIL HIDING - (1 slot, Rogue/Warrior, (Dexterity + Intelligence) / 2)

This proficiency allows the adventures to disguise their trail well enough so that tracking them becomes impossible (or at least much more difficult). Of course terrain and level of tracker should be considered.

#### TRAIL MARKING - (1 slot, Warrior, Wisdom)

By notching trees, scattering pebbles, piling stones, and clipping weeds, the PC can mark a trail through any wilderness area. Provided he moves at 2/3 his normal movement rate, he can mark a continuous trail for as long as he likes; however the longer the trail, the less likely he will be able to follow it back.

A successful NWP check enable a backtracking PC to follow his own trail for a distance equal to his level in miles. If he fails a check, he loses the trail. For example, assume a 3rd level PC marked a 12 mile trail, he would have to make a successful NWP check every 3 miles back along the trail or lose the trail. (If the PC has tracking, then he may then track his own prints back along the original trail). This NWP also allows a person to follow someone else's trail.

A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed forest trail should last for weeks, while an arctic trail may last less than a day during periods of heavy precipitation; the DM decides). A ranger or similar character may still attempt to follow an obscured trail using the tracking rules.

#### TRAIL SIGNS - (1 slot, Rogue/Warrior, Intelligence -1)

A PC with this NWP can read symbolic messages indicated by an arrangement of stones or other physical objects. The PC must designate the method of leaving messages preferred by his family, tribe, or culture.

Typical methods include piling rocks, stacking branches, or building snow sculptures. When the PC encounters such a message, he understands the meaning if he makes a successful NWP check (eg, 'a dragon dwells in these woods' or 'eat the green berries for restored health'). The message is meaningless to PC's without the trailsigns NWP. A PC who attempts to read another trail sign other than the one he is proficient in, can try to interpret the sign at half normal chances or success. This NWP can also be used to identify the cultural group or tribe that has left a specific trail sign.

#### **TRAILING** - (1 slot, Rogue, Dexterity (Special))

Trailing resembles tracking, except trailing is following a person who can be seen and followed, and is typically used in urban centres and the like. It is the talent of tailing someone - of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full of people. A NWP check is first made to see if the thief is able to trail without being noticed. If the person being trailed has the alertness or observation proficiency, then the thief has a -5 penalty. If the thief is spotted, then the person being trailed may attempt to evade, and the thief must make another NWP check to stay on their trail. Modifiers for NWP check are; -3 to +3 for familiarity with the neighbourhood (-3 for new in city, to +3 for thief's home neighbourhood), -2 or -1 on an attempt to remain unnoticed, +1 or +2 if he has been seen and is chasing after the subject. The opposite could be used for large crowds or trailing at night. A -3 applies if the person being trailed himself has the trailing proficiency (and, presumably knows the tricks of the trade and how to offset these).

#### **TRAP DETECTION** - (2 slots, Rogue, Intelligence -4)

The character is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large mechanical traps.

The character must be able to touch and inspect the trapped object, and the DM usually rolls the dice secretly to determine success. A character can check an item for traps once per experience level, or when his chance increases. Searching for a trap takes 2d12 rounds, and the character knows the general principle of the trap but not its exact nature.

In addition, the character may attempt to disarm the trap, which also requires 2d12 rounds. If the proficiency check is a success, the character has disarmed the trap. Failure indicates that the trap is beyond the character's knowledge, and he must wait until next level, or until his chance increases. A roll of 19 or above indicates that the trap is sprung, most likely affecting the character.

This proficiency is less effective when dealing with magical or invisible traps. Characters are able to attempt these traps, but at one-third their normal chance.

#### **TUMBLING** - (1 slot, Rogue, Dexterity)

The character is practiced in all manner of acrobatics--dives, rolls, somersaults, handstands, flips, etc. Tumbling can only be performed while burdened with light encumbrance or less. Aside from entertaining, the character with tumbling proficiency can improve his AC by 4 against attacks directed solely at him in any round combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2.

On a successful proficiency check, he suffers only one-half the normal damage from falls of 60 feet or less and none from a fall of 10 feet or less. Falls from greater heights result in normal damage.

#### **VETERINARY HEALING** - (1 slot, Priest, Wisdom -3)

The PC can attempt to heal all types of normal animals, following the same procedures described in the description of the healing proficiency (returns 1-3 HP if treated in 1 round after wounding, once per creature per day; continued care can restore 1 HP/day during non-strenuous traveling for up to 6 creatures; gives a +2 save vs poison if treated for 5 rounds within a round after poisoning; diagnose disease, magical origins identified, natural diseases take mildest form and shortest duration). Supernatural creatures (such as skeletons or ghouls) or creatures from another plane (such as aerial servants or xorn) cannot be treated with this proficiency.

This NWP is not cumulative with the healing NWP - the first used will take precedence. The veterinary proficiency can be used on humans, demihumans, and humanoids at half the normal chance for success.

#### **VENTRILLOQUISM** - (1 slot, Rogue, Intelligence -2)

The character has learned the secrets of "throwing his voice." Although not actually making sounds come from somewhere else, the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the Intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk, there is a -1 penalty to his chance of success. If a

believable source is made to appear to speak, a +2 bonus is added to his success chance. The observer's Intelligence modifies this as follows:

<b>Intelligence</b>	<b>Modifier</b>
3 or less	+6
3-5	+4
6-8	+2
9-14	0
15-16	-1
17-18	-2
19+	-4

A successful proficiency check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make.

Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual. Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him. All but those with the gullibility of children realize what is truly happening. They may be amused or they may not be.

**VOICE MIMICRY** - (2 slots, Rogue, Charisma (Special))

Voice mimicry is the art of convincingly imitating the voices or other people. It is a very demanding skill, requiring intense training and practice. A character with voice mimicry can imitate any accent he has heard. Success is automatic unless confronted by those who speak the mimicked accent (which then requires a check with a +2 modifier). It is more difficult to imitate a specific person's voice. Characters can only attempt to imitate voices they have heard. A proficiency check is made only to determine if the imitation is detected. Success is certain if the listener is a stranger to the mimicked character. There is a -1 penalty for trying to fool an acquaintance, -2 for fooling a friend, -5 for a close friend, and -7 for extremely close friends or relatives.

**WATER DIVINING** - (1 slot, Psionicist, Wisdom -2)

A PC with this NWP is able to pinpoint accurately the location of possible sources of water, using a Y shaped willow stick. The stick is grasped by 2 of its arms, and the other arm pulls the diviner toward the largest source of water within a mile. If such a source does not exist, the diviner may still feel false vibrations (DM's choice). The DM makes the check, failure reveals nothing, and a roll of 4 or more above the needed result misleads the diviner. The water found is not necessarily potable, and the 1 mile range means that water divining is rarely effective on small islands, as the diviner is usually led toward the sea. This NWP can only be used on the PC's home plane.

**WEAPON IMPROVISATION** - (1 slot, Warrior, Wisdom -1)

A successful check means the character has found a useable weapon which does 1d6+1/1d3+1 damage. Modifiers can be applied depending on the character's location.

**WEAPON LOADER** - (1 slot, Warrior, Dexterity +1)

This proficiency allows a character to load and arm the large weapon of choice better and more quickly. These include large ship-mounted weapons such as ballistae, catapults, jettisons, bombards, and others. The weapon crew to which this character is assigned can reload one round faster. The weapon loader proficiencies of several different characters cannot be applied to the same weapon. Characters with this proficiency are valuable crew members, and often receive double pay because of their skill.

**WEAPONSMITHING** - (3 slots, Warrior, Intelligence -3)

This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of Strength and sharpness. A fully equipped smithy is necessary to use this proficiency.

A dwarven weaponsmith is not only more skilled than a human one (Intelligence -1 instead of -3), but is capable of producing weapons at a faster rate (given on the table below under Dwarf Time to manufacture an item). This skill is also available to a dwarf at the cost of 2 proficiency slots instead of the usual 3. The time and cost to make various types of weapons are listed below.

<b>Construction Material</b>	<b>Weapon Time</b>	<b>Cost</b>	<b>Dwarf Time</b>
Arrowhead	10/day	1 cp	15/day
Battle Axe	10 days	10 sp	7 days
Hand Axe	5 days	5 sp	3 days

Dagger	5 days	2 sp	3 days
Heavy Crossbow	20 days	10 sp	15 days
Light Crossbow	15 days	5 sp	12 days
Fork, Trident	20 days	10 sp	15 days
Spear, Lance	4 days	4 sp	3 days
Short Sword	20 days	5 sp	15 days
Long Sword	30 days	10 sp	23 days
2-Handed Sword	45 days	2 gp	34 days

**WEAPONSMITHING, CRUDE** - (1 slot, Warrior, Wisdom -3)

This NWP allows the making of simple weapons out of natural materials. This skill is most often found in those from a primitive, tribal, or savage background. The crude weapons are limited to natural materials; stone, wood, bone, sinew, reed, and the like. Crude weapons take a certain amount of time to make. The DM may add additional primitive weapons to the basic list (see below).

The chance for success is based on the PC's Wisdom with a -3 penalty. Any PC with the hunting NWP has a +3 bonus. The fashioner must be proficient with the use of the weapon. If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless. On a roll of 20 (or 5 above the number required to make the item), the weapon seems sound, but will break upon first use. On a roll of 1, the weapon has no chance of breaking except against a harder material.

Optional - crude weapons check for breaking upon inflicting damage; roll 1d6, on a 1-2 the weapon breaks, stone weapons break on a roll of 1.

WEAPON	TIME	WEAPON	TIME
arrows	7/d	dart	3/d
axe, battle	4 d	javelin	1 d
axe, hand	1 d	knife	2 d
axe, throwing	6 d	quarterstaff	1 d
bow, long *	15 d	spear	2 d
bow, short	12 d	staff sling	3 d
dagger	2 d	warhammer	5 d

\* - seasoning the wood takes 1 year.

**WEATHER SENSE** - (1 slot, General, Wisdom -1)

This proficiency enables the character to make intelligent guesses about upcoming weather conditions. A successful proficiency check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A proficiency check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his chance of success. This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period of time negates any accumulated bonus.

Sometimes impending weather conditions are so obvious that no proficiency check is required. In these cases, the player should be able to deduce what is about to his character anyway.

**WEAVING** - (1 slot, General, Intelligence -1)

A character with weaving proficiency is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day.

**WHEEL LOCK PISTOL** - (1 slot, Warrior, Dexterity)

This weapon is widely known only in space. As a starting proficiency, its use is restricted to the spacebook. Learning the proper use and care of a wheel lock takes time. Those who master it can repair and improvise replacement parts for the weapons. A separate weapon proficiency must be used to learn how to fire the weapon. They know how to react to a backfire so as to suffer only 1d3 points of damage from such a mishap, not the usual 1d6.

**WHISTLING / HUMMING** - (1slot, General, Dexterity +2)

Characters with this proficiency are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. If a successful check is made, the character knows any particular tune in question. If he also has the animal lore proficiency, he can mimic any bird call he has ever heard. Adventurers use this proficiency to communicate to each other. This type of communication is only possible among the characters who have this proficiency. If two or more characters have this proficiency, and make successful checks, they can communicate a single concept between them (ie, attack, down, run, wait, etc).

**WILD FIGHTING** - (2 slots, Warrior, Constitution)

Characters with this proficiency employ an extremely unorthodox and unpredictable fighting style. Wild fighting is ferocious and deadly, without any grace or discipline. It is also extremely tiring, as part of its nature is that it focuses every bit of energy a character has into the attack. The benefits are in the number of attacks the character gets and the amount of damage attacks inflict. A wild fighting character gets one more attack per round than normally entitled to. All damage done is at a +3 bonus. However, when wild fighting, a character's 'to hit' rolls are reduced by 3, also his AC is penalised by 3, making him easier to hit. To use wild fighting, a character must make a successful NWP check at the start of combat. A failure means that the character receives only the penalties of the proficiency and none of the benefits. Wild fighting can only be used twice per day, as it is extremely tiring. After a battle ends, the wild fighter must rest for one hour before he can again call on this proficiency. Resting means doing nothing but resting or engaging in light travel (riding a slow moving horse, etc.). If the character must walk, he cannot use this proficiency until 4 hours have passed. Without this rest, a tired character suffers a -3 penalty to all proficiency checks, a -5 to AC, a -5 to THACO, and a -3 from all damage rolls. These penalties are in effect until the full resting period has elapsed.

**WINE MAKING** - (1 slot, Wisdom, General)

This proficiency gives the character knowledge of how to make wine and other light alcoholic beverages. The knowledge known includes how to pick the best soil for grapes, picking the grapes, processing, bottling, and storage. On a roll of 2 or less, the vintage will be exceptional.

**WINE POURING** - (1 slot, General, Wisdom)

With this proficiency the bearer can entertain any other person with his flare in pouring wines. He can make even the dullest, worst tasting wines look good to the common person. On a roll of 5 or below, the pourer does his act with so much flare a few coins could be tossed his way. If he fails, he spills the wine. On a roll of 16+ (unless 16+ is a succeed) he pours the wine over himself. On a roll of 20 he pours the wine over himself and destroys any paper or object that can be destroyed by liquid.

**WINE TASTING** - (1 slot, General, Wisdom)

Less powerful than the Drinking (Boozing) proficiency but also less evil, this proficiency is for a more elite, upper class person. This is the ability to appreciate and judge the quality of wines.

On a successful roll, the character can identify the kind of wine he is drinking and the quality: terrible, very poor, poor, normal, good, very good, excellent. On a roll of 4 or less, the character can name the year of the vintage, and recognize the vineyard.

In addition, the character can perhaps tell if a particular glass of wine has a foreign substance, such as poison. If the character sniffs the wine, he has a 1 in 20 chance to detect a foreign substance, but not identify it. This is only if the poison has a discernible smell. If the character drinks the wine, a proficiency check made at one-half normal will identify that a foreign substance is in the wine, although he will probably have been affected.

**YELLING** - (1 slot, General, Charisma)

Any character that has taken the proficiency in Yelling can yell at a distance equal to twice the distance of any other character who has not taken the Yelling proficiency. {from MR ROB BERTORA}

**ZERO-GRAVITY COMBAT** - (1 slot, Warrior, Intelligence -2)

A character with zero-gravity combat proficiency is skilled at fighting in the absence of gravity. The character suffers a +3 penalty on initiative rolls and a -1 penalty on all attack rolls, as apposed to the normal penalties of +6 and -3 respectively.

Furthermore, the character retains the ability to use special combat abilities, such as martial arts, while drifting in space.

Finally, the character can roughly steer his course in space by throwing objects away from him and by shifting toward large objects. He cannot control his speed, however, and can only slightly affect his course.