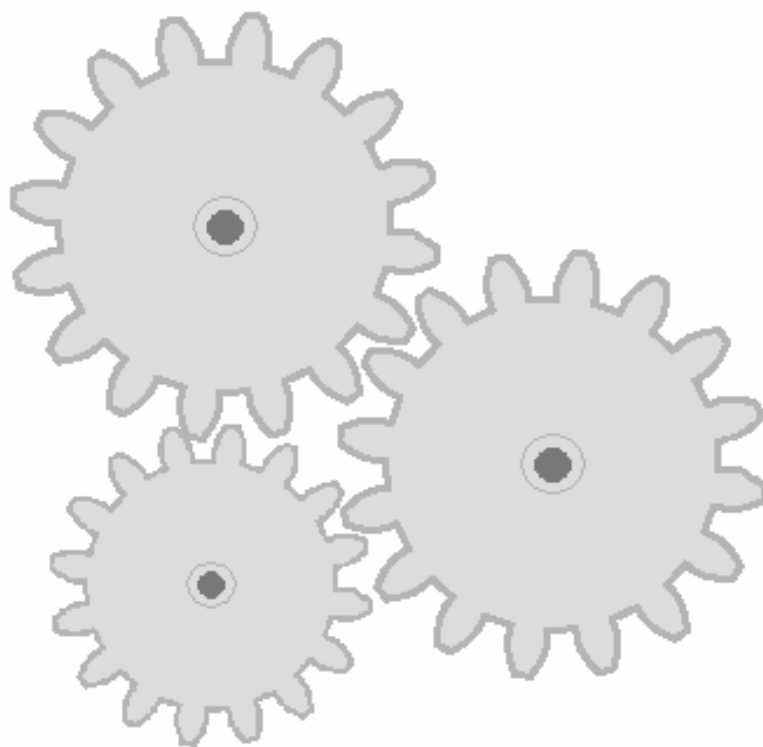


THE

Complete Book of Skills

And Supplemental Non-Combat Options

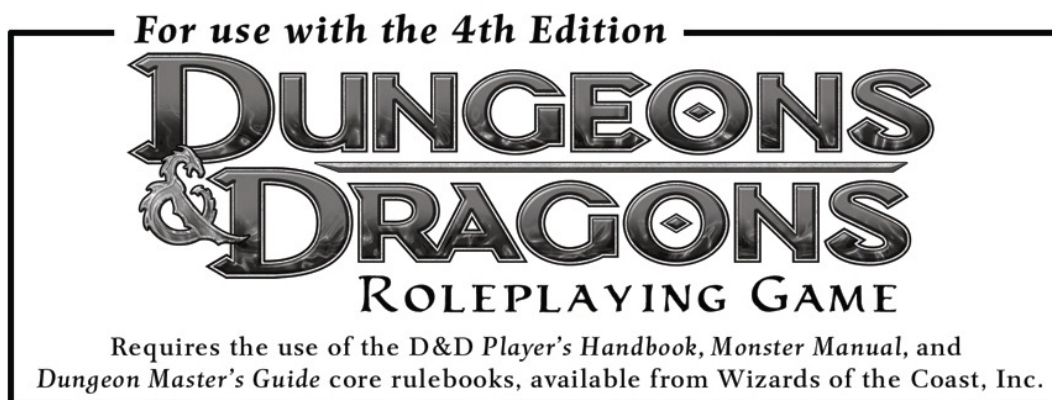


**A Supplemental Guide for Use with the Dungeons & Dragons 4th Edition Role-Playing Game
By Christopher King for Implement Games Studios**

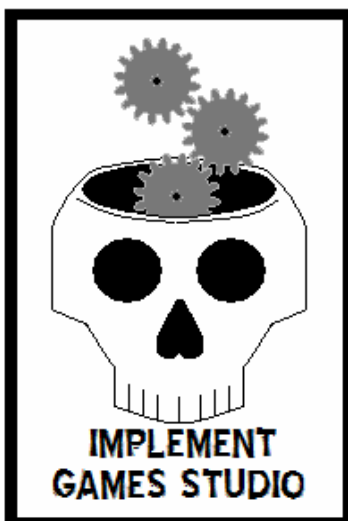
The Complete Book of Skills and Supplemental Non-Combat Options
By Christopher King

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Introduction:

The combat mechanics of 4th edition are some of the most detailed, rich, and involved combat systems that have ever been published in a fantasy role-playing game. It is easy and intuitive, yet as tactical as the players and the DM want it to be. What seems to have taken a back seat in 4th edition, however, are the skills. The skill list for 4th edition is a fully-functioning one, but many have expressed a desire for more depth and more choices when it comes to what their characters know outside of combat. The default skills can function in a full capacity, but there is a high degree of abstraction that is necessary to make this possible. What this guide hopes to accomplish is to restore some of the specifics to the skill system from editions past.

First and foremost, if you and your group enjoy the skill mechanics of 4th edition, then this is not the guide for you. You have made the system do what it is you want it to do, and no further assistance is needed. However, if you feel that the default skill list for 4th edition is a bit lacking, or simply doesn't seem to do what it is you need it to do to better immerse your players, then read on.

The goal of this guide is to offer alternatives to the skill system of 4th edition. There are 17 skills that make up the default skill system, and those 17 skills cover a lot of ground, but there are times when a character performs an action that simply doesn't seem to fit into the scope of one of these skills or another. What do you do? Usually, you pick a skill that seems to closest represent the action, set the DC rating for it, and carry on with the game, often hand-waving the believability of the decision. This is fine, but can leave you with a bit of distaste in retrospect.

The player wants his character to sail a boat down a dangerous river. That sounds simple enough. Nature would be the best skill for this...right? The player suggests using Perception, as his character has to keep a close eye out for rocks, bends, and other potential hazards. Another player suggests Endurance, as it is very physically taxing to maintain control of a boat on troubled waters. Who is right? Technically, they all are. What if the character had the Boating skill, though? This eliminates the need to force a character's action into a skill that might or might not be best-suited for the action they wish to attempt.

What if the player wants his character to dance with the princess to woo her? What would be the best skill for this? Would he use Acrobatics? What about Bluff? Either could work, as dancing is an acrobatic exercise and the attempt to woo the princess could be a bluff matter, but what if the character has the Dancing skill? Well, that basically removes all doubt about which skill he should use, and there is no forcing of the character's action into a skill that might not best represent what he's trying to do.

Use a Skill Challenge, some would say. This is an option, true, but not one that everyone wants to make up on the spot. Good Skill Challenges require planning and forethought, and sometimes players want to do things spur-of-the-moment. Stopping to make a Skill Challenge can slow the game and break immersion for the players.

Examples like those just listed were the motivation behind this guide. If you agree that the skill system could use a little growth or a bit of expanding, then this is the guide for you. Three methods are detailed for implementing the extra skills, from simply using them as background information to completely replacing the default skill system entirely. Pick a method, try it out, and you might be surprised at how big a difference it can make in your games and the enjoyment of your players and yourself.

Method 1: Background Skills

If your game seems to be running just fine with the default skill list, then you might see no need to add anything else into it. However, an option often overlooked is to allow a set number of skills to be used as background skills. There are times when a player might claim that his character has a background in one specific area or another. Many DMs simply accept this, and hand-wave the knowledge as having little importance. The capacity for abuse is inherent in this mindset, though.

Perhaps a player claims that his character has a background in metal-working. Most DMs would see little problem with this. But...to what degree is the character knowledgeable? Can he make only simple nails or tools, or does he have the capability to make suits of armor and finely-crafted weapons? Let's say that a player claims his character has a background in sailing. Does this mean his character can captain his own ship without assistance? Can he repair his vessel if it should be damaged? Can he navigate on the open sea during inclement weather? The examples could go on and on, but the point remains simple: The vaguer a situation is, the easier it is to manipulate that situation. That brings us to using skills as backgrounds.

Each character can benefit from a basic background that includes such information as where they came from and what they did before beginning their adventuring career. Many players will have well thought-out backgrounds in-place long before the dice actually come out and game-play begins. Many, though, have a difficult time coming up with unique, interesting backgrounds that would make their character stand apart from any others. A simple solution for either type of player is to pick some background skills. Simply having a visual reference is often enough to spark the imagination that leads to good backgrounds.

The mechanical process of Method One can be done either by the player hand-picking **five** skills apart from the default skills, or to randomly roll for **five** of them. Many scorn the process of randomization when it comes to their characters. They want to be in charge of every possible aspect, and that's wonderful. This method works fine whether the results are hand-picked or randomly rolled. The stated limit of five might sound strict, but handing out too many skills tends to create super-characters who seem to be highly knowledgeable in almost every occurrence that should arise. Five is a good starting number for this reason. Should the DM feel that the limit is too low, he is free to alter it however he sees fit.

- Is this the right method for my game?

This method works best for groups that are comfortable with the default skills for the game, but want a more precise way to define what the characters know as background skills. All of the default skills function the same way they were designed to work. The skills granted by this method are for assisting players in fleshing out their characters' backgrounds. The characters gain no further skills except those granted by the retraining rules and other skill-based default rules.

- How do I use this method?

During character creation, the DM should have his players either hand-pick five skills or randomly roll for five of the skills that are listed in **Table 1: Compiled Skill List**. These skills should be used to help flesh out the characters' backgrounds.

Method 2: Skills and Sub-Skills

The second method of skill selection is much more involved than Method One. The implementation of Method Two does not involve characters' backgrounds, though the players may use the skills they receive as a basis for their backgrounds. Method Two takes the default skill list and branches it outward with sub-skills that are directly related to the primary skills. It also adds two more skills to the list, which are Knowledge and Craft, each of which contain their own sets of sub-skills.

Method Two has a more direct impact on regular game-play than Method One, as the characters can gain additional skills as the game progresses, and often have a better chance of using them during play. The character's skills will grow along with them, and they will have access to a wider variety of specialties than the default skill list provides.

- Is this the right method for my game?

Method Two takes the default skill list and adds to it. This method is best used with groups who want a more accurate portrayal of what their characters know without having to rely on DM fiat and background information. Additionally, the characters will gain more skills as they progress through the levels, showing what they have learned along the way. If you want a more detailed skill-list, then Method Two might be for you.

- How do I use this method?

At character creation, each character begins play with the default skill list plus two additional skills called Knowledge and Craft along with **three** sub-skills. These sub-skills are chosen by the players, and may be any from **Table 2: Skills and Sub-Skills** that they desire. After the **three** sub-skills are chosen during initial character creation, the characters gain an additional skill every three levels that they progress. Should the characters progress all the way to level 30, they will have 12 sub-skills on top of the 17 default skills and 2 additional skills of Knowledge and Craft for a total of 31 skill-use opportunities. For example, a new character would receive 3 sub-skills at level 1, then an additional sub-skill at level 4, 7 10, and so on.

Sub-skills are implemented just like the default skills in regards to skill checks and Skill Challenges, though the calculations are different. A character with a sub-skill receives a +1 bonus to any rolls involving the use of that sub-skill. If the character has a sub-skill in a default skill he is trained in, he receives the +1 bonus on top of the +5 bonus for being trained in that skill for a total of a +6 bonus. If the character has a sub-skill in a default skill that he is *not* trained in, he receives only the +1 bonus. For example, a character has the sub-skill 'disguise'. He will receive a +1 bonus to die rolls involving disguising himself. If that character is trained in Bluff, which is the parent skill of 'disguise', he would receive a +6 bonus to die rolls involving disguising himself.

Additionally, as the character progresses, he can choose to improve an existing sub-skill instead of gaining a new one. Instead of choosing a new sub-skill, the player would simply add another +1 bonus to the sub-skill he has chosen to improve. This makes for even more precise customization of characters. The only stipulation to this rule is that **no sub-skill can be improved beyond +5** from allocating points. For example, a character has the sub-skill 'disguise' at level one. At level four, the player can decide to allocate another point to the existing sub-skill, making the 'disguise' sub-skill +2 instead of choosing a new sub-skill.

Method 3: Replacing the Default Skill List

Method Three is the most drastic of the methods, as it takes the default skill list and completely replaces it with the various sub-skills. The only exceptions to this would be the default skills of Heal, Insight, Intimidate, Stealth, and Thievery. These default skills grant specific abilities that are better left untouched by the inclusion of sub-skills. The other 12 default skills would be completely removed and replaced by sub-skills. This replacement would include, of course, the skills of Knowledge and Craft with their various sub-skills.

- Is this the right method for my game?

Great care should be taken if the group decides to go with Method Three, as many key concepts and mechanics will be altered drastically by its implementation. Skill Challenges will have to be more specifically tailor-suited to the characters. Feats that affect skills will have to be re-written or removed. Every rule within the game books that involve skill use will have to be amended, replaced, or removed to incorporate this method. If the group is sure that this is something they wish to do, as they are not fond of the default skill list in any way, then this method might be for you.

- How do I use this method?

This is an extremely intrusive method to insert into the game. Before any characters are created, the DM will have the tasks of:

- Removing or replacing all feats that affect default skills.
- Rewording all Skill Challenges and skill checks to include the new skills.
- Remove all class-based skill selections, to include class-trained skills.
- Modifying the character sheet to remove all default skills except Heal, Insight, Intimidate, Stealth, and Thievery, and make room for whatever sub-skills the players choose to acquire.

Once this is done, then the players receive **six** sub-skills that they begin the game trained in, picked from **Table 3: Replacement Skills**, and receive the +5 bonus for such. After that, the bonuses received for skills would progress in the default manner based on relevant ability scores and half-level bonuses. Every three levels, the character receives an additional sub-skill that they become trained in. At this rate, by the time the character reaches level 30, they will be trained in 15 sub-skills. Keep in mind that the character still has access to all of the sub-skills, but receives the +5 bonus for only the sub-skills they are trained in.

The default skills of Heal, Insight, Intimidate, Stealth, and Thievery remain unchanged, and the various abilities granted by these skills are still relevant. If a class begins play with any of these skills as trained skills, those also still remain relevant, or may be altered by the DM to better suit this sub-skill system.

In the end, it is up to the DM and the players as to which, if any, of these alternate skill methods will be used in their games. It is strongly advised that if the group decides to use an alternate method, they use only one of them. Otherwise there is a risk of the characters becoming too powerful too quickly, and putting more work on the DM to create opportunities that actually pose a challenge to the characters. Ultimately, the best advice is to do whatever is considered the most enjoyable for the DM and the group.

Table 1: Compiled Skill List

1. Acting
2. Agriculture
3. Anatomy
4. Ancient History
5. Animal Noise
6. Appraising
7. Armorer: Chain
8. Armorer: Cloth
9. Armorer: Hide
10. Armorer: Leather
11. Armorer: Plate
12. Armorer: Scale
13. Armorer: Shields
14. Astrology
15. Begging
16. Boating
17. Boatwright
18. Brewing
19. Bureaucracy
20. Camouflage
21. Carpentry
22. Cartography
23. Ceremony
24. Charioteering
25. Cobbling
26. Cooking
27. Craft Instrument
28. Crowd Working
29. Dancing
30. Direction Sense
31. Disguise
32. Distance Sense
33. Engineering
34. Etiquette
35. Feign Sleep
36. Fire Building
37. Fishing
38. Gaming
39. Gem Cutting
40. Glass Blowing
41. Grade Detection
42. Heraldry
43. Herbalism
44. Hunting
45. Jeweler
46. Jousting
47. Juggling
48. Languages: Ancient
49. Languages: Modern
50. Law
51. Leadership
52. Leatherworking
53. Local History
54. Massage
55. Military Science
56. Mining
57. Mountaineering
58. Musical Instrument
59. Navigation
60. Necrology
61. Numerology
62. Occult Recognition
63. Oratory
64. Painting
65. Paper Making
66. Poetry
67. Politics
68. Pottery
69. Reading Lips
70. Reading / Writing
71. Riding: Airborne
72. Riding: Land-based
73. Rope Use
74. Rune Recognition
75. Running
76. Scribe
77. Sculpting
78. Seamanship
79. Seamstress / Tailor
80. Set Snares
81. Signaling
82. Sign Language
83. Singing
84. Sound Analysis
85. Spellcraft
86. Stonemasonry
87. Survival
88. Survival: Underground
89. Tattooing
90. Tithing
91. Trailing
92. Veterinary Healing
93. Voice Mimicry
94. Weaponsmithing: Military Melee
95. Weaponsmithing: Simple Melee
96. Weaponsmithing: Military Ranged
97. Weaponsmithing: Simple Ranged
98. Weather Sense
99. Weaving
00. Wine Making

Table 2: Skills & Sub-Skills

Acrobatics:

Dancing
Juggling

Arcana:

Astrology
Necrology
Numerology
Spellcraft

Bluff:

Acting
Animal Noise
Disguise
Feign Sleep
Singing
Voice Mimicry

Diplomacy:

Bureaucracy
Ceremony
Crowd Working
Etiquette
Heraldry
Law
Leadership
Oratory
Politics

Dungeoneering:

Grade Detection
Mining
Mountaineering
Survival: Underground

Endurance:

Running
Survival

History:

Ancient History
Local History
Military Science

Nature:

Agriculture
Camouflage
Fishing
Hunting
Navigation
Set Snares
Weather Sense

Perception:

Appraising
Direction Sense
Distance Sense
Reading Lips
Sound Analysis
Trailing

Religion:

Occult Recognition
Rune Recognition
Tithing

Streetwise:

Begging
Gaming

Craft:

Armorer: Chain
Armorer: Cloth
Armorer: Hide
Armorer: Leather
Armorer: Plate
Armorer: Scale
Armorer: Shields
Boatwright
Brewing
Carpentry
Cobbling
Cooking
Craft Instrument
Glass Blowing
Jeweler
Leatherworking
Painting

Paper Making

Poetry
Pottery
Sculpting
Seamstress / Tailor
Stonemasonry
Tattooing
Weaponsmithing: Military
Melee
Weaponsmithing: Simple Melee
Weaponsmithing: Military
Ranged
Weaponsmithing: Simple
Ranged
Weaving
Wine Making

Knowledge:

Anatomy
Boating
Cartography
Charioteering
Engineering
Fire Building
Gem Cutting
Herbalism
Jousting
Languages: Ancient
Languages: Modern
Massage
Musical Instrument
Reading / Writing
Riding: Airborne
Riding: Land-based
Rope Use
Scribe
Seamanship
Signaling
Sign Language
Veterinary Healing

Table 3: Replacement Skills

Acting	Herbalism	Sound Analysis
Agriculture	Hunting	Spellcraft
Anatomy	Insight	Stealth
Ancient History	Intimidate	Stonemasonry
Animal Noise	Jeweler	Survival
Appraising	Jousting	Survival: Underground
Armorer: Leather	Juggling	Tattooing
Armorer: Chain	Languages: Ancient	Tithing
Armorer: Plate	Languages: Modern	Thievery
Armorer: Cloth	Law	Trailing
Armorer: Hide	Leadership	Veterinary Healing
Armorer: Scale	Leatherworking	Voice Mimicry
Armorer: Shields	Local History	Weaponsmithing: Military
Astrology	Massage	Melee
Begging	Military Science	Weaponsmithing: Simple
Boating	Mining	Melee
Boatwright	Mountaineering	Weaponsmithing: Military
Brewing	Musical Instrument	Ranged
Bureaucracy	Navigation	Weaponsmithing: Simple
Camouflage	Necrology	Ranged
Carpentry	Numerology	Weather Sense
Cartography	Occult Recognition	Weaving
Ceremony	Oratory	Wine Making
Charioteering	Painting	
Cobbling	Paper Making	
Cooking	Poetry	
Craft Instrument	Politics	
Crowd Working	Pottery	
Dancing	Reading Lips	
Direction Sense	Reading / Writing	
Disguise	Riding: Airborne	
Distance Sense	Riding: Land-based	
Engineering	Rope Use	
Etiquette	Rune Recognition	
Feign Sleep	Running	
Fire Building	Scribe	
Fishing	Sculpting	
Gaming	Seamanship	
Gem Cutting	Seamstress / Tailor	
Glass Blowing	Set Snares	
Grade Detection	Signaling	
Heal	Sign Language	
Heraldry	Singing	

Skill Descriptions:

This section will cover the descriptions of all of the skills. Presented in alphabetical order, the skills will be fully detailed, to include what ability they rely on for die rolls, what default skill they are branched from, and the benefits of each. Each skill is broken down as follows:

SKILL NAME

PAR: Primary Ability Reliance.

DSA: Default Skill Attachment.

Constant: Constant Granted Abilities.

Roll: Skill Roll Benefit.

PAR: Primary Ability Reliance. This tells you which of the six abilities the skill relies on for die rolls, such as Wisdom or Dexterity.

DSA: Default Skill Attachment: For those using Method 2, this tells you what default skill the sub-skill is attached to.

Constant: This tells you what the constant benefits of the skill are. These benefits are considered to be always active, and no die rolls are required to use them.

Roll: This tells you the abilities granted by the skill that require die rolls to use. The DM is responsible for setting appropriate DCs for skill rolls.

ACTING

PAR: Charisma

DSA: Bluff

Constant: You can recognize various styles of dance, and can roughly judge the performance of an individual who is dancing.

Roll: You can dance to impress others. This can be used for money-making reasons, or simply to impress other with your prowess.

AGRICULTURE

PAR: Wisdom

DSA: Nature

Constant: You can visually inspect crops and determine their relative healthiness, as well as inspecting land to determine if it is suitable for growing crops. If the area is healthy enough, you can grow crops with no rolls needed.

Roll: You have the ability to grow crops in areas otherwise unsuitable for crop growth, to include wastelands, deserts, and so on.

ANATOMY

PAR: Wisdom

DSA: Knowledge

Constant: You have a good working knowledge of anatomy, and can recognize various body parts from natural creatures when you see them.

Roll: You have the ability to recognize body parts from all creatures, natural or otherwise, and have a chance of knowing any particularly vulnerable areas on a creature's body.

ANCIENT HISTORY

PAR: Intelligence

DSA: History

Constant: You know the ancient history (100 years or more) of a specific region or area, to include major personalities of the area and any events that might have changed or been deemed important to the area. This area is limited to a county, fiefdom, kingdom, or otherwise limited region.

Roll: You know very detailed information about the ancient history of a specific region or area, to include lesser-known names, places, and events. This area is limited to a county, fiefdom, kingdom, or otherwise limited region.

ANIMAL NOISE

PAR: Charisma

DSA: Bluff

Constant: You can recognize the calls, cries, and other vocal noises of creatures both natural and otherwise, and associate them properly.

Roll: You can mimic any creature's vocal sounds, provided you have heard them before and they are within the range of your vocal capacity. For example, a demonic grunt would be possible, but a dragon roaring at full volume would not.

APPRAISING

PAR: Wisdom

DSA: Perception

Constant: You know the approximate value of objects that would be considered tradable or sellable in a market environment. You can recognize obvious defects in craftsmanship.

Roll: You know within a few coins the value of objects considered tradable or sellable in a market environment. You can recognize even minute defects in craftsmanship.

ARMORER: CHAIN

PAR: Intelligence

DSA: Craft

Constant: You have a good understanding of the manufacturing and maintenance of chain armor. You can build your own chain armor with the proper materials, assistance, and ample time.

Roll: You have an expert understanding of chain armor. You can manufacture your own chain armor with the proper materials and time. This does not grant the ability to make masterwork armor.

ARMORER: CLOTH

PAR: Intelligence

DSA: Craft

Constant: You have a good understanding of the manufacturing and maintenance of cloth armor. You can build your own cloth armor with the proper materials, assistance, and ample time.

Roll: You have an expert understanding of cloth armor. You can manufacture your own cloth armor with the proper materials and time. This does not grant the ability to make masterwork armor.

ARMORER: HIDE

PAR: Intelligence

DSA: Craft

Constant: You have a good understanding of the manufacturing and maintenance of hide armor. You can build your own hide armor with the proper materials, assistance, and ample time.

Roll: You have an expert understanding of hide armor. You can manufacture your own hide armor with the proper materials and time. This does not grant the ability to make masterwork armor.

ARMORER: LEATHER

PAR: Intelligence

DSA: Craft

Constant: You have a good understanding of the manufacturing and maintenance of leather armor. You can build your own leather armor with the proper materials, assistance, and ample time.

Roll: You have an expert understanding of leather armor. You can manufacture your own leather armor with the proper materials and time. This does not grant the ability to make masterwork armor.

ARMORER: PLATE

PAR: Intelligence

DSA: Craft

Constant: You have a good understanding of the manufacturing and maintenance of plate armor. You can build your own plate armor with the proper materials, assistance, and ample time.

Roll: You have an expert understanding of plate armor. You can manufacture your own plate armor with the proper materials and time. This does not grant the ability to make masterwork armor.

ARMORER: SCALE

PAR: Intelligence

DSA: Craft

Constant: You have a good understanding of the manufacturing and maintenance of scale armor. You can build your own scale armor with the proper materials, assistance, and ample time.

Roll: You have an expert understanding of scale armor. You can manufacture your own scale armor with the proper materials and time. This does not grant the ability to make masterwork armor.

ARMORER: SHIELDS

PAR: Intelligence

DSA: Craft

Constant: You have a good understanding of the manufacturing and maintenance of shields. You can build your own shields with the proper materials, assistance, and ample time.

Roll: You have an expert understanding of shields. You can manufacture your own shields with the proper materials and time.

ASTROLOGY

PAR: Intelligence

DSA: Arcana

Constant: You can recognize constellations with ease, and have a working understanding of astrological signs and phenomena.

Roll: You have a masterful talent of recognizing constellations, and have the ability to make limited predictions based on the alignment of the stars.

BEGGING

PAR: Charisma

DSA: Streetwise

Constant: You can make enough begging in a day to afford a single meal or a single night's stay at a relatively inexpensive inn.

Roll: You have the ability to recognize if beggars are faking conditions or have alternative purposes other than being homeless or hungry. You can make enough in a day begging for a week's worth of meals, or three nights' stay at an inexpensive inn.

BOATING

PAR: Intelligence

DSA: Knowledge

Constant: You have a good understanding of any small water crafts, from rafts up to 6-person boats. You can captain these vessels under normal conditions with no checks needed.

Roll: You have expert understanding of water crafts, all the way up to longboats and frigates. You can captain these vessels under rough conditions.

BOATWRIGHT

PAR: Intelligence

DSA: Craft

Constant: You can manufacture small vessels such as rafts and canoes with no checks needed, and perform repairs and maintenance on these vessels.

Roll: You can manufacture larger vessels such as barges, and perform maintenance and repairs with limited assistance and the correct tools.

BREWING

PAR: Intelligence

DSA: Craft

Constant: You have the ability to distill alcohol and create cheap-quality spirits with the proper supplies and time.

Roll: You can create very high-quality, high-potency, flavorful alcoholic beverages with the proper supplies and time.

BUREAUCRACY

PAR: Charisma

DSA: Diplomacy

Constant: You have the ability to work within the structure of bureaucratic legislature, and formulate edicts and contracts.

Roll: You have the ability to influence the actions of bureaucratic legislators through your edicts, contracts, and formulaic thought processes. This can be used for the creation of laws and the day to day functioning of government offices.

CAMOUFLAGE

PAR: Wisdom

DSA: Nature

Constant: You have the ability to camouflage items and structures from casual observers with whatever materials happen to be nearby.

Roll: You have the ability to completely obfuscate items and structures from even close scrutiny with whatever materials happen to be nearby. When complete, a subject attempting to locate your hidden object must spend at least 10 minutes closely inspecting the object and may be subject to a Perception check by the DM.

CARPENTRY

PAR: Intelligence

DSA: Craft

Constant: You can construct simple household items and structures no more complicated than basic lean-tos with the proper materials and time.

Roll: You can construct large homes and elaborate works of wood such as fine furnishings with the proper materials and time.

CARTOGRAPHY

PAR: Intelligence

DSA: Knowledge

Constant: You can make simple maps and layouts from memory that are accurate to within a few squares.

Roll: You can make large, elaborate maps of vast areas that are accurate to within 1 square.

CEREMONY

PAR: Charisma

DSA: Diplomacy

Constant: You have a familiarity with royal and religious ceremonies, and can function within them without drawing attention to yourself.

Roll: You are extremely familiar with all the ins and outs of formal ceremonies, and can host such affairs as well as attend them without drawing negative attention to yourself.

CHARIOTEERING

PAR: Intelligence

DSA: Knowledge

Constant: You have a basic understanding of chariots, and can operate them under normal conditions without need for checks.

Roll: You are very familiar with chariots, and can participate in races and maintain control even under bad conditions.

COBBLING

PAR: Intelligence

DSA: Craft

Constant: You are able to layout and construct simple roads and pathways with stone cobbles.

Roll: You are able to construct very elaborate works of cobblestone, from chimneys and sidewalks to houses and patterned streets.

COOKING

PAR: Intelligence

DSA: Craft

Constant: You can cook simple meals and have enough knowledge to determine how long to cook meats and make relatively tasty meals.

Roll: You can cook with the precision and skill of a trained chef. Your meals are both delicious and satisfying. You could make money with your food, if the DM allows it.

CRAFT INSTRUMENT

PAR: Intelligence

DSA: Craft

Constant: You can make minor repairs to most musical instruments, and manufacture very simple instruments such as flutes and drums.

Roll: You can create musical instruments of lasting quality and beauty, as well as make any repairs needed to such items. You could easily sell your musical creations with DM approval.

CROWD WORKING

PAR: Charisma

DSA: Diplomacy

Constant: You can draw a small crowd to listen to your words, and have a certain amount of influence over them, based on what it is you are telling them. The exact terms of this are ultimately up to the DM.

Roll: You can completely change the mood of a large crowd, exciting them, angering them, or calming them as you see fit based on nothing but your words.

DANCING

PAR: Dexterity

DSA: Acrobatics

Constant: You are relatively knowledgeable of a few different forms of dancing, and can dance without obvious errors.

Roll: You are a masterful dancer, skilled in many different forms of dance and can perform for royalty without error.

DIRECTION SENSE

PAR: Wisdom

DSA: Perception

Constant: You always have a basic knowledge of what direction is what if the conditions are good and you are unhurried. This applies at night, as well.

Roll: You always know what direction is what, even under harsh conditions and under duress. This applies to cloudy nights, in storms, and so on.

DISGUISE

PAR: Charisma

DSA: Bluff

Constant: You have the ability to disguise yourself so that casual observers will not recognize you. This can be done with clothing, makeup, and so on.

Roll: You have the ability to completely mask your identity from even careful inspection by others. This can be done with clothing, makeup, and whatever else you can find to use. The effect is so good that the DM is to assign a high DC Perception check for the person trying to identify you.

DISTANCE SENSE

PAR: Wisdom

DSA: Perception

Constant: You always have a basic knowledge of how far away a location is from you, accurate to within a few minutes travel. You must have been to the location to know its distance, however.

Roll: You know exactly how far away a location is from you, accurate to within a few squares. You must have either been to the location or know its position on a map to know its distance, however.

ENGINEERING

PAR: Intelligence

DSA: Knowledge

Constant: You have a basic understanding of how mechanical items work, and can make simple repairs to such items.

Roll: You are very skilled with the creation and maintenance of mechanical items, as allowed in the game by your DM.

ETIQUETTE

PAR: Charisma

DSA: Diplomacy

Constant: You have a basic understanding of courteous social behavior, and can conduct yourself appropriately in social settings.

Roll: You have intimate knowledge of all manner of social graces, and can host ritzy parties and entertain even royal guests.

FEIGN SLEEP

PAR: Charisma

DSA: Bluff

Constant: You have the ability to pretend to be asleep to casual observers, and can maintain this through moderate activity around you.

Roll: You can not only appear to be asleep, but you can appear to be dead to casual observers through controlled breathing and body positioning. The effect is so convincing that the DM may call for the observer to make a Perception check with a high DC to see through the ruse.

FIRE BUILDING

PAR: Intelligence

DSA: Craft

Constant: You can make fire with simple twigs in short time, and maintain it easily.

Roll: You can make precise fires, as an arsonist does, and maintain them no matter the size even in high winds and light rain.

FISHING

PAR: Wisdom

DSA: Nature

Constant: You can easily recognize different species of fish, and have enough skill to survive off of fishing should you find a likely spot to do so.

Roll: You can easily recognize pond, lakes, streams, etc. where fishing would be very fortuitous. You can catch enough fish to survive indefinitely.

GAMING

PAR: Charisma

DSA: Streetwise

Constant: You are familiar with several types of gaming and the different variations of each game that might be played in a specific area.

Roll: You are very familiar with all popular forms of gaming, and have the ability to cheat to win under the right circumstances, as determined by the DM.

GEM CUTTING

PAR: Intelligence

DSA: Knowledge

Constant: You are familiar with the various styles of cut gems, and can recognize quality work when you see it.

Roll: You can cut your own gems from rough gemstones, and are skilled at recognizing even the minutest flaws in gemstones.

GLASS BLOWING

PAR: Wisdom

DSA: Craft

Constant: You are relatively skilled at glass blowing, and can make your own small bottles, vases, or other low-quality glass items.

Roll: You can create masterful works of glass, including valuable vases, stemware, and other such artistic creations.

GRADE DETECTION

PAR: Wisdom

DSA: Dungeoneering

Constant: You can spot slanting grades in tunnels and caves, and approximate the degree of the grades to within a 10 degree variance of accuracy.

Roll: You can determine the grade of tunnels and caves when traveling through them. You are accurate to within 1 degree.

HERALDRY

PAR: Charisma

DSA: Diplomacy

Constant: You can recognize the various coats of arms, banners, and symbols of notable nobles in a specific location. This location can be a city, small barony, or small kingdom.

Roll: You can recognize the various coats of arms, banners, and symbols of all nobles within a large area. This area can include bordered regions, large kingdoms, or entire small continents, as determined by the DM.

HERBALISM

PAR: Intelligence

DSA: Knowledge

Constant: You have a working knowledge of herbalism, and can recognize useful plants on sight.

Roll: You can create poultices, herbal teas, and other mildly medicinal concoctions, the limit and degree of which are determined by the DM.

HUNTING

PAR: Wisdom

DSA: Nature

Constant: You know the most likely areas where game animals would likely be, and also know what kind of game animals are likely to be in an area.

You can successfully hunt so that you can eat for a day in only two hours.

Roll: You can successfully hunt so that you can eat well from your kills for a full week in only 3 hours.

JEWELER

PAR: Wisdom

DSA: Craft

Constant: You can easily recognize good quality jewelry apart from poor quality. You can spot minor imperfections in jewelry, and estimate the worth of crafted jewelry to within a few coins of its actual worth.

Roll: You can craft fine quality jewelry if you have the proper equipment and time. You can spot even the tiniest imperfections in all makes of jewelry.

JOUSTING

PAR: Intelligence

DSA: Knowledge

Constant: You have an intimate understanding of the rules and regulations of formal jousting competitions, and a working knowledge of combat jousting.

Roll: You are highly knowledgeable in the arts of both formal jousting and combat jousting. You can spot weaknesses in competitors' forms, and could train others in jousting.

JUGGLING

PAR: Dexterity

DSA: Acrobatics

Constant: You can juggle small items with ease, such as apples and balls, and entertain people with your skills.

Roll: You can juggle dangerous items, such as knives, short swords, flaming torches, and so on.

LANGUAGES, ANCIENT

PAR: Intelligence

DSA: Knowledge

Constant: You can read the ancient languages of a specific small area, such as a kingdom, fiefdom, or island territory. The languages must be ones that are no longer used. This knowledge does not count toward your default number of known languages.

Roll: You can read the ancient languages of a specific region, such as a large kingdom, barony, or small continent. The languages must be ones that are no longer used. This knowledge does not count toward your default number of known languages.

LANGUAGES, MODERN

PAR: Intelligence

DSA: Knowledge

Constant: You can read and write all of the modern dialects of languages used in a specific small area, such as a small kingdom, fiefdom, or island territory. This skill does not count toward your default number of known languages.

Roll: You can read and write all of the modern dialects of languages used in a specific region, such as a large kingdom, barony, or small continent. This skill does not count toward your default number of known languages.

LAW

PAR: Charisma

DSA: Diplomacy

Constant: You are well versed in all of the local laws and lawmakers in a specific region, such as a kingdom, barony, or small empire.

Roll: You know even the smallest details in the local laws of a specific region, such as a kingdom, barony, or empire. You are so intimately familiar with these laws that you are able to spot loopholes and errors that could be used to your advantage. You are also very familiar with the lawmakers in this particular area.

LEADERSHIP

PAR: Charisma

DSA: Diplomacy

Constant: Used only in militaristic applications, this skill grants you the ability to raise the morale of troops under your command, inspiring them and giving them reason to continue with their missions.

Roll: When dealing with troops under your command, or other friendly forces, you are assumed to have a Diplomacy bonus of +5 in addition to any normal bonuses you might have for this skill.

LEATHERWORKING

PAR: Intelligence

DSA: Craft

Constant: You have a good familiarity with leatherworking in a small capacity. You can easily make small pouches, bags, and other items of simple nature with no rolls needed.

Roll: You can make fine crafts out of leather, from decorative book bindings to furnishings. These items are of exceptional quality and can be sold if approved by the DM.

LOCAL HISTORY

PAR: Intelligence

DSA: History

Constant: You are moderately familiar with the local history (up to 200 years in the past) of a specific region, kingdom, or empire. This knowledge includes major battles, disasters, and most highly notable figureheads of the area.

Roll: You are intimately familiar with the local history (up to 200 years in the past) of a specific region, kingdom, or empire. This knowledge even goes into the specifics of lesser-known personalities of the area's past, and includes lawmakers, politicians, criminals, and any other noteworthy people that might have had an influence on the area.

MASSAGE

PAR: Dexterity

DSA: Knowledge

Constant: You know the basics of simple massage techniques, and can comfort weary or battle-sore people with your skills.

Roll: You can apply expert massages, quickly relieving weariness and stress. Once per day, this skill can be used to cut the extended rest time of an individual by 1 hour.

MILITARY SCIENCE

PAR: Intelligence

DSA: History

Constant: You have a good understanding of battle techniques, to include formations, attack patterns, and strategy. Your skills could allow you to be utilized as a military tactician.

Roll: You are very familiar with tactics and military decision-making. You have a 75% chance to accurately predict enemy troop movements to within a mile of their destination, and a 50% chance of accurately predicting what types of troops will be where within an enemy force's ranks. This includes leaders, skirmishers, minions, and so on.

MINING

PAR: Wisdom

DSA: Dungeoneering

Constant: You are familiar with the processes of mining, to include knowing the proper tools and likely sites where minerals are apt to be.

Roll: You can accurately predict the location of mineral deposits (gems, metals, specific stones, and so on) to within 1 square in an underground setting.

MOUNTAINEERING

PAR: Wisdom

DSA: Dungeoneering

Constant: You are skilled at knowing the safest routes up mountains, and can spot the potential for landslides, avalanches, and possible ambush locations.

Roll: While on a mountain, your Perception skill is assumed to have a +3 bonus in addition to any default bonuses you might receive for this skill.

MUSICAL INSTRUMENT

PAR: Intelligence

DSA: Knowledge

Constant: You are moderately skilled in performing with any 3 regular musical instruments, and can make a meager income from street performing, with approval of the DM. The three instruments must be chosen when this skill is taken.

Roll: You are highly skilled in performing with the same musical instruments you chose for the Constant portion of this skill. You could perform professionally for royalty, and make a modest income from this skill with DM approval.

NAVIGATION

PAR: Wisdom

DSA: Nature

Constant: You always know the general direction you are travelling in an above-ground, land-based environment. This also applies at night and in bad weather and overcast conditions.

Roll: You know the precise direction you are travelling in an above-ground, land-based environment. This also applies at night and in bad weather and overcast conditions. You know the precise direction of any places you have visited or have viewed on a correct map.

NECROLOGY

PAR: Intelligence

DSA: Arcana

Constant: You are familiar with the art of necromancy, and the practices involved with this craft. You can recognize the tools and trappings of necromancy when you see them, and can tell the differences between true undead and undead-seeming constructs.

Roll: You gain a +3 bonus in addition to any default bonuses to know the Lore of any undead that happen to be encountered or described to you in sufficient enough detail.

NUMEROLOGY

PAR: Intelligence

DSA: Arcana

Constant: You have a working knowledge of numerology and can make determinations about a person's personality based on an individual's date of birth, astral signs, and other such information.

Roll: You have a knack of working with numerology and have gained a bit of regard in the matter. You could make small amounts of money from your numerology charts, as approved by the DM.

OCCULT RECOGNITION

PAR: Intelligence

DSA: Religion

Constant: You have an understanding of the ways and practices of well-known cults and occult followings. You can recognize these well-known factions with no rolls necessary.

Roll: You can recognize even practices of even barely-known cults and occult followings. You can gain knowledge of what their goals and pursuits might be based on their activities.

ORATORY

PAR: Charisma

DSA: Diplomacy

Constant: You can easily draw a crowd when you speak, and can hold their attention to get your message across easily enough.

Roll: You have the ability to influence crowds of people when you speak. You gain an additional +3 bonus to any Diplomacy checks rolled to try and influence a large group of people, as long as the people are not already hostile toward you.

PAINTING

PAR: Wisdom

DSA: Craft

Constant: You can create paintings of decent quality, and have the ability to judge the quality and worth of other paintings to within a few coins of the actual value.

Roll: You can create paintings of masterful quality, and can make a decent income from the selling of them, if the DM allows it.

PAPER MAKING

PAR: Intelligence

DSA: Craft

Constant: You have a basic understanding of the art of paper-making, and can make rough sheets or scrolls of paper provided you have the proper materials and time.

Roll: You have the ability to make paper of the finest quality provided you have the proper materials and time. This paper can be sold for a minor profit if the DM allows it.

POETRY

PAR: Intelligence

DSA: Craft

Constant: You have the ability to make simple poems with meaning and that inspire thought.

Roll: Your poems are masterful in design, and bring out deep emotions in those who read them. You could sell your poetry for a minor profit, with DM approval.

POLITICS

PAR: Charisma

DSA: Diplomacy

Constant: You have a good understanding of politics and the political scene. You understand the differences in various political factions, and can engage in political conversations with little error.

Roll: You have a deep understanding of the political scene. You know many well-known politicians, and receive a +3 bonus to Diplomacy checks in addition to any default bonuses when dealing with politicians political factions.

POTTERY

PAR: Wisdom

DSA: Craft

Constant: You can create small but usable pottery items, to include vases, bowls, and so on. You also can recognize the quality of other peoples' work in regards to pottery and judge the value of such items to within a few coins of the actual value.

Roll: You can create masterful items of pottery. If the DM allows, you can sell your creations for a minor profit.

READING LIPS

PAR: Wisdom

DSA: Perception

Constant: You can read the lips of anyone you are within 10 squares of and have a clear line of sight to, as long as they are speaking Common, or whatever your original native tongue happens to be based on your default language choices.

Roll: You can read the lips of anyone you are within 15 squares of and have a clear line of sight of, as long as they are speaking any language that you know based on your default language choices.

READING / WRITING

PAR: Intelligence

DSA: Knowledge

Constant: You are capable of reading and writing any language that you speak, based on your default language choices.

Roll: You are capable of reading and writing up to two languages that you do not speak in addition to all languages that you do speak.

RIDING: AIRBORNE

PAR: Dexterity

DSA: Knowledge

Constant: You know the basics of airborne riding, and can ride any creature that could be classified as a mount without any die rolls needed.

Roll: You can ride any flying creature, provided they are of at least Large-size and have a body shape that would allow you to ride it.

RIDING: LAND-BASED

PAR: Dexterity

DSA: Knowledge

Constant: You know the basics of riding land-based creatures, and have a 50% chance of being able to successfully ride any land-based creature, provided they are at least Large-sized and have a body shape that would allow you to ride it.

Roll: You can ride any land-based creature, provided they are at least Large-sized and have a body shape that would allow you to ride it.

ROPE USE

PAR: Dexterity

DSA: Knowledge

Constant: You know how to make simple lassos, tie knots, and otherwise generally manipulate rope to suit your needs.

Roll: You can make complicated knots, and can make rigging, lassos, and any other normal application of rope, no matter how elaborate it might be.

RUNE RECOGNITION

PAR: Intelligence

DSA: Religion

Constant: You can recognize any currently-used runes that you see, and know the meanings that they have, as long as the group that used them was not an isolated group unfamiliar to you.

Roll: You can recognize even ancient runes and know their meanings, as long as the group that used them was not an isolated group unfamiliar to you.

RUNNING

PAR: Constitution

DSA: Endurance

Constant: You can run great distances with no Endurance checks required, and receive a +1 bonus to your speed when running more than 6 squares.

Roll: As above, but you gain a +2 bonus to your speed when running more than 6 squares.

SCRIBE

PAR: Intelligence

DSA: Knowledge

Constant: You can take dictation very quickly in any language that you know, and recall major events from an outing or adventure for the purposes of transcribing them onto paper.

Roll: You can remember even the minutest details of an outing or adventure for the purposes of transcribing them onto paper.

SCULPTING

PAR: Intelligence

DSA: Craft

Constant: You have a good working knowledge of sculpting, and can make moderately good sculptures as well as being able to identify the approximate worth of others' sculptures to within a few coins of the actual value.

Roll: You can create masterful works of sculpture, and, with DM approval, sell those sculptures for a profit.

SEAMANSHIP

PAR: Intelligence

DSA: Knowledge

Constant: You know the basics of seamanship, from rigging and sail repair to charting and navigation.

Roll: You can navigate on the open seas without error, even in the roughest conditions.

SEAMSTRESS / TAILOR

PAR: Intelligence

DSA: Craft

Constant: You can sew, mend, repair, alter, and create simple clothing with no rolls needed.

Roll: You can create beautiful works of clothing, fit for even royalty. If the DM allows, you can sell your creations for a minor profit.

SET SNARES

PAR: Wisdom

DSA: Nature

Constant: You can fabricate simple snares for the purpose of catching small game, and conceal the snares without any die rolls needed. You can catch enough game this way to eat for a day if you spend at least 4 hours setting and checking the snares.

Roll: You can create elaborate, intricate snares, capable of catching even up to Large-size creatures and conceal the snares so well that the DM could make the creatures roll Perception checks to spot them. You can catch enough food in this manner to eat well for a week in only a single day.

SIGNALING

PAR: Dexterity

DSA: Knowledge

Constant: You know the basics of hand-signaling, and can convey simple messages by these means. The messages can be no more complex than “come this way”, “stop”, or other such commands.

Roll: You can send even complex messages, along the lines of “there are 4 of them inside”, or “I think there’s a trap in there”, and similar messages.

SIGN LANGUAGE

PAR: Dexterity

DSA: Knowledge

Constant: You know how to fully communicate with your fingers and hands, and can communicate completely without speaking as long as the recipient has a clear line of sight to you.

Roll: There is no roll for this skill. The requirement is that all parties engaging in the use of Sign Language *must* have this skill in order to communicate with each other in this manner.

SINGING

PAR: Charisma

DSA: Bluff

Constant: You can sing moderately well, and can compose your own lyrics with no rolls needed.

Roll: You have a beautiful singing voice, and your lyrics can move people to tears. If the DM allows it, you can perform for small amounts of money.

SOUND ANALYSIS

PAR: Wisdom

DSA: Perception

Constant: You can recognize random noises for what they really are, as long as nothing is altering the sounds to mask their true nature. This can include faint footsteps, horse hooves, far-off voices, and so on. This can apply as far as identifying animal calls, the faint sounds of musical instruments, even dripping water in a tunnel that is below the ground.

Roll: You can determine specifics about the sounds you are able to hear. For example, if you hear the pounding of horse hooves, you can tell how many horses there might be, or if you hear whispering, you can identify who it is, as long as you have heard them speak before in a normal voice. This skill allows you to tell the given direction that the sounds are coming from, and approximately how far away the source of the sound is.

SPELLCRAFT

PAR: Intelligence

DSA: Arcana

Constant: You are able to identify the residues of magical energy that are left when spells are cast in an area, and judge, to a minor degree, the power of the spells in question. This judgment only goes as far as telling you whether the level of the spells cast were low, moderate, or high. This skill must be used within 24 hours of a spell being cast in an area to properly function.

Roll: You can identify the exact power level of spells that were cast in an area within the last 24 hours. You also have a 50% chance of knowing exactly what spells were cast.

STONEMASONRY

PAR: Intelligence

DSA: Craft

Constant: You are moderately knowledgeable in the art of stonemasonry. You can create simple hearths, walls, stone fences, and other relatively simple stone projects.

Roll: You can create masterful works of stone, to include elaborate hearths, decorative walls, patterned stone fences, and so on. If the DM allows it, you can make a minor profit from your works.

SURVIVAL

PAR: Constitution

DSA: Endurance

Constant: You have the ability to stave off the effects of thirst and starvation in above-ground, land-based environments by knowing what plants are safe to eat, what animals are dangerous, and the location of safe water sources.

Roll: You have the ability to stave off hunger and thirst in even the harshest climates (deserts, glaciers, etc.) by knowing how to identify likely sources of food and water, and by knowing what animals are deadly, venomous, and so on. A successful roll will provide you with sustenance for a full day.

SURVIVAL: UNDERGROUND

PAR: Wisdom

DSA: Dungeoneering

Constant: You have the ability to stave off the effects of hunger and thirst in normal underground environments, such as caves, caverns, tombs, and so on by being able to recognize edible fungi, small animals, and possible water sources.

Roll: You have the ability to stave off hunger and thirst in even the harshest underground environments (arctic caves, desert crypts, etc.) by being able to recognize all possible sources of food or water. A successful roll will provide you with enough sustenance for a full day.

TATTOOING

PAR: Wisdom

DSA: Craft

Constant: You know how to utilize the proper tools to make simple tattoos such as symbols and crude pictures with no rolls needed.

Roll: You can make elaborate tattoos of professional and lasting quality. If the DM allows it, you may be able to make a profit from tattooing.

TITHING

PAR: Intelligence

DSA: Religion

Constant: You know the correct process for collecting tithes for all major religions recognized in your campaign world, and can inspire congregations to tithe 10% more than the minimum amount.

Roll: You know the correct process for collecting tithes for all recognized religions in your campaign world that perform the act of tithing. You can influence congregations of any of these religions to tithe 25% more than the minimum amount.

TRAILING

PAR: Wisdom

DSA: Perception

Constant: You have the ability to recognize tracks, broken twigs, stomped down grass, and other such signs that a group of two or more Medium-sized would make travelling through an area and be able to follow them with no rolls needed.

Roll: You have the ability to recognize even the most insignificant signs of travel through an area by even a single creature of any given size that is capable of leaving such signs.

VETERINARY HEALING

PAR: Wisdom

DSA: Knowledge

Constant: You have the ability to properly treat various simple, physical medical conditions in animals, such as broken bones, cuts, infections, and so on. This will allow you to restore an animal to full Hit Points. This process takes time in the amount of 5 minutes for every HP the animal has lost.

Roll: You can treat and cure animals for poisons and diseases, granting them saving throws for each condition they might have. You can also heal their wounds in the amount of 1 Hit Point per minute.

VOICE MIMICRY

PAR: Charisma

DSA: Bluff

Constant: You can mimic the voice of anyone you have heard speak in a normal vocal range within the last 24 hours. The effect is so convincing that listeners will have to roll a Perception check with a high DC (set by the DM) to negate the effect. You must be able to speak the language of the person you are mimicking.

Roll: You can perfectly mimic the voice of anyone you have heard speak in a normal vocal range within the last week. You can speak the individual's language that you are mimicking, but only to repeat something you have heard them say before. It does not grant you the ability to normally speak in their native language.

WEAPONSMITHING: MILITARY

MELEE

PAR: Wisdom

DSA: Craft

Constant: This skill grants you the ability to create one-handed military melee weapons, as long as you have the proper resources and time available to commit to their creation.

Roll: You can create two-handed military melee weapons, as long as you have the proper resources and time available to commit to their creation.

WEAPONSMITHING: SIMPLE

MELEE

PAR: Wisdom

DSA: Craft

Constant: This skill grants you the ability to create one-handed simple melee weapons, as long as you have the proper resources and time available to commit to their creation.

Roll: You can create two-handed simple melee weapons, as long as you have the proper resources and time available to commit to their creation.

WEAPONSMITHING: MILITARY

RANGED

PAR: Wisdom

DSA: Craft

Constant: This skill grants you the ability to create one-handed military ranged weapons, as long as you have the proper resources and time available to commit to their creation.

Roll: You can create two-handed military ranged weapons, as long as you have the proper resources and time available to commit to their creation.

WEAPONSMITHING: SIMPLE RANGED

PAR: Wisdom

DSA: Craft

Constant: This skill grants you the ability to create one-handed simple ranged weapons, as long as you have the proper resources and time available to commit to their creation.

Roll: You can create two-handed simple ranged weapons, as long as you have the proper resources and time available to commit to their creation.

WEATHER SENSE

PAR: Wisdom

DSA: Nature

Constant: You have an innate ability to forecast severe natural weather conditions up to 24 hours before they affect the area you are in. This can include hurricanes, blizzards, storms capable of producing tornados, and other severe conditions.

Roll: You can predict even mild weather changes up to 24 hours before they affect the area you are in. This can include light rain, moderate temperature changes, snow, and any other such weather changes.

WEAVING

PAR: Dexterity

DSA: Craft

Constant: You can create small woven items, like simple baskets, with no die rolls necessary.

Roll: You can create masterful works of art by weaving. These works can include decorative baskets, containers, rugs, and so on. If the DM allows it, you can sell your items for a minor profit.

WINE MAKING

PAR: Wisdom

DSA: Craft

Constant: You can create simple wines of low quality, given the proper supplies and time.

Roll: You can make wine of exceptional quality and flavor given the proper materials and time. If the DM allows, you can sell this wine for a minor profit.

Notes on Money-Making Skills:

Many of the skills listed in this guide have an addendum attached to them that say, "If the DM allows", or "With DM permission". While this should be considered standard operating procedure, it must be stressed that the DM is the one who will set values for sellable items or any profits made from singing, playing musical instruments, and other such ventures.

These actions can interfere with the default Treasure Parcel system, and might not be allowed by individual DMs who only wish to grant the money and items listed in the Treasure Parcels. If this is the case, simply ask the DM if you can use your skills as bartering material for mundane items, or simply deduct the amounts made using skills from the Treasure Parcels that might be handed out.

Skill Competitions:

Occasionally, characters might find themselves in competition with other characters or NPCs while using these skills. Some examples would be singing contests, musical instrument contests, historical trivia contests, and so on. This is a fun way to use the new skills in this book, and is also easy for the DM to judge, based on die rolls.

The DM should set a single target DC for all competitors. Once all of the competitors have rolled against that target DC, the DM should compare the results. Those who fail the die roll are automatically excluded. Of those who succeed in the roll, the winner would be the competitor whose die roll was highest. If there is a tie, then the match can be determined a draw, or another round of competition can begin, based on the desires of the group.