**Mod Description**

This mod aims to expand the proficiency system in Infinity Engine games, allowing characters to do things like treat injuries and antitoxins with varying degrees of effectiveness. But this mod does not merely add ‘non-weapon proficiencies’. This is a top down revision of the proficiency system that allows characters to do things with their weapons previously impossible without specific magical weapons. Skilled characters can stun enemies with their blunt weapons, cause grievous bleeding wounds with their bladed weapons, and so on. (may have room for 3 more non-weapon profs…)

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Proficiencies** | | | | | | | | | | | | |
|  | **Max Ranks by Class** | | | | | | | | | | |  |
| **Proficiency** | **Ftr** | **Pal** | **Rng** | **Thi** | **Brd** | **Cle** | **Dru** | **Sha** | **Mnk** | **Wiz** | **Sor** | **Short Description** |
| **Weapon Proficiencies** | | | | | | | | | | | | |
| Simple | 5 | 3 | 3 | 3 | 2 | 2 | 1 | 1 | 2 | 1 | 1 | Dagger, Clubs, Slings, Staff |
| Blades | 5 | 3 | 3 | 3 | 2 | 2 | 0 | 0 | 2 | 0 | 0 | Longswords, Wakizashi, Ninja-to, Scimitar, Short sword |
| Martial Arts | 2\* | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 5 | 2 | 2 | Unarmed, Unarmored, Touch Attacks, Duster |
| Axes | 5 | 3 | 3 | 0 | 0 | 2 | 0 | 1 | 0 | 0 | 0 | Axe, throwing axe |
| Great Blades | 5 | 3 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Two-Handed Sword, Bastard Sword |
| Polearms | 5 | 3 | 3 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | Halberd, Spear |
| Blunt | 5 | 3 | 3 | 3 | 2 | 2 | 1 | 1 | 2 | 0 | 0 | Mace, Hammer, Morning Star, Flail |
| Ranged | 5 | 3 | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Bows, Crossbows |
| Armor | 5\*\*\* | 3 | 2 | 1 | 2 | 3 | 2 | 2 | 0 | 0 | 0 | Can effectively wear armor |
| **Non-Weapon Proficiencies** | | | | | | | | | | | | |
| Alchemy | 0 | 0 | 3 | 3 | 3 | 7 | 7 | 7 | 3 | 7 | 7 | Craft unique items, craft potions |
| Herbalism | 1 | 2 | 5 | 5^^ | 3 | 5 | 5 | 5 | 3 | 3 | 3 | Treat poison/disease, use poison at higher levels |
| Heal | 5 | 5 | 5 | 0 | 0 | 7 | 7 | 7 | 7 | 0 | 0 | Heal, treat poison/disease and bonus with cure/regeneration spells |
| Read Magic | 0 | 4 | 3 | 7 | 6 | 7 | 7 | 7 | 2 | 7 | 7 | Use and create scrolls |
| Implements | 1 | 1 | 1 | 4 | 4 | 7 | 4 | 4 | 1 | 7 | 7 | Use, create and recharge wands/rods (recharge by sacrificing hp if not mage) |
| Mechanics | 3 | 0 | 3 | 5^ | 2 | 0 | 0 | 0 | 0 | 0 | 0 | Set Snares, |
| Hunting | 2 | 2 | 5 | 0 | 0 | 0 | 2 | 2 | 0 | 0 | 0 | Damage bonus, craft ammo |
| Anatomy | 0 | 0\*\* | 2 | 5^^ | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Backstab (maybe change…) |
| **Fighting Styles** | | | | | | | | | | | | |
| Sword & Shield | 5 |  |  |  |  |  |  |  | 5 |  |  |  |
| Single Weapon | 5 |  |  |  |  |  |  |  | 5 |  |  |  |
| Two-Handed | 5 |  |  |  |  |  |  |  | 5 |  |  |  |
| Two Weapon | 5 |  |  |  |  |  |  |  | 5 |  |  |  |
| \* Kensai can attain 5 ranks in this skill  \*\* Black Guards can attain 5 ranks in this skill  ^ Bounty Hunters can attain 7 ranks in this skill  ^^ Assassins can attain 7 ranks in this skill | | | | | | | \*\*\* Kensi can only gain 3 ranks in this skill | | | | | |

**Weapon Proficiencies**

Weapon Proficiencies have been altered in the following ways:

1) Bonuses based on proficiency rank:

|  |  |
| --- | --- |
| **Altered Proficiency Benefits** | |
| **Ranks** | **Benefit (Cumulative)** |
| \* | +1 Strike |
| \*\* | +1 Strike ,+2 Damage, +1/2 attack^ |
| \*\*\* | +3 Strike ,+3 Damage, +1/2 attack^, Special |
| \*\*\*\* | +3 Strike ,+4 Damage, +1/2 attack^, -1 Speed, Special |
| \*\*\*\*\* | +3 Strike ,+5 Damage, +1 attack^, -3 Speed, Special |
| ^ Only applies to warriors unless SoB’s "APR on Spec." | |

Essentially, there are only two differences. Characters get a bonus to attack with even a single rank, and at mastery, characters gain special attack types based on their weapon type. Note that if you install another mod that modifies these bonuses, such as SoB, this mod will try to respect your choices. (let me know if you encounter a mod that is not compatible—as of now, this mod is only compatible with SoB).

2) Special bonuses from weapon mastery:

Various weapons will have a chance to injure or otherwise incapacitate enemies when in the hands of a master. The exact penalty will depend on the weapon, and opponents can avoid the effect if they make a save vs. wands. This save receives a penalty for each rank the character has above mastery (up to -2 at grand mastery). The special effects are as follows:

|  |  |
| --- | --- |
| **Special attacks by weapon type** | |
| **Weapon** | **Special Attack** |
| Dagger | FILL IN |
| Swords (all) |  |
|  |  |
|  |  |
|  |  |
|  | |

3) Weapon Maintainer and repair. Characters can repair damaged weapons and armor that they are proficient with. The result is a defective version of the original, but it is better than nothing. Further, if they gain access to the materials and a proper forge, they can create weapons. Grand masters can create truly extraordinary weapons that rival magic equivalents.

**Special Weapon Proficiencies: Martial Arts and Armor**

Two kinds of weapon proficiencies work differently than the others. They are Martial Arts and Armor Proficiency.

**Martial Arts Proficiency**:

Martial Arts Proficiency represents a characters training in unarmed, or lightly armed and/or unarmored combat.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Martial Arts (all bonuses are cumulative)** | | | | | | | |
| **Ranks** | **To Hit\*** | **Damage\*** | **Melee Defense** | **Ranged Defense** | **Attacks^\*** | **Speed\*** | **Special\*** |
| \* | +1 | - | +1 | - | - | - | KO? |
| \*\* | +1 | +2 | +1 | +1 | +1/2 | - |  |
| \*\*\* | +3 | +3 | +2 | +1 | +1/2 | - |  |
| \*\*\*\* | +3 | +4 | +3 | +2 | +1/2 | -1 |  |
| \*\*\*\*\* | +3 | +5 | +4 | +2 | +1 | -3 |  |
| \* Only applies to unarmed, special and Martial Arts weapons.  ^ Only applies to warriors unless SoB’s "APR on Spec." | | | | | | | |

**Martial Arts Weapons:**

**Armor Proficiency**

A character’s proficiency with armor is determined by the number of ranks they have in Armor Proficiency. While they can wear any armor, a character that wears armor that they are not proficient with is significantly penalized in a number of ways. Armor proficiency is determined slightly differently than proficiency in weapons. Armor is broken down into 4 tiers: none, light, medium, and heavy as shown on the table below:

|  |  |
| --- | --- |
| **Armor Category** | **Armors** |
| None | Robes, nil\* |
| Light | Leather, Studded Leather |
| Medium | Chain, Splint |
| Heavy | Plate, Full Plate |
| \*That is, this applies whenever a character is equipping nothing at all in their armor slot | |

Typically, the higher one’s rank in Armor Proficiency, the fewer penalties a character experiences when wearing armor. Fighters can become especially proficient with armor such that they can gain significant bonuses when wearing armor. Armor proficiency is, in some ways, antithetical to the practice of Martial Arts as the latter proficiency requires unrestricted movement. A character wearing armor that restricts armor in this way has an effective martial arts rank of zero.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Armor Category** | | **Bonuses or Penalties per rank while wearing armor of the specified type** | | | | | |
| **0 Rank** | **1 Rank** | **2 Ranks** | **3 Ranks** | **4 Ranks** | **5 Ranks** |
| None |  | None | None | None | None | None | None |
| Light\* | Movement | -20% | -0% | -0% | -0% | -0% | -0% |
| Dexterity: | -1 | -0 | -0 | -0 | -0 | -0 |
| Stealth: | -5% | -0% | -0% | -0% | -0% | -0% |
| Casting: | 10% | 0% | 0% | -0% | -0% | -0% |
| Casting Time: | -2 | -1 | -0 | -0 | -0 | -0 |
| Missile: | -2 | -1 | -1 | -0 | -0 | -0 |
| Melee: | -1 | -0 | -0 | -0 | -0 | -0 |
| Resistance: | None | None | None | None | 5% | 10% |
| Martial Arts | None | Yes | Yes | Yes | Yes | Yes |
| Medium\* | Movement | -40% | -40% | -0% | -0% | -0% | -0% |
| Dexterity: | -2 | -2 | -0 | -0 | -0 | -0 |
| Stealth: | -30% | -30% | -15% | -15% | -10% | -5% |
| Casting: | -20% | -20% | -0% | -0% | -0% | -0% |
| Casting Time: | -3 | -3 | -1 | -0 | -0 | -0 |
| Missile: | -3 | -3 | -2 | -2 | -1 | -0 |
| Melee: | -1 | -1 | -0 | -0 | -0 | -0 |
| Resistance: | None | None | None | None | 10% | 15% |
| Heavy\* | Movement | -50% | -50% | -25% | -0% | -0% | -0% |
| Dexterity: | -3 | -3 | -2 | -1 | -0 | -0 |
| Stealth: | No | No | -50% | -25% | -20% | -15% |
| Casting: | No | No | 25% | 0% | 0% | 0% |
| Casting Time: | Nil | Nil | -5 | -3 | -2 | -1 |
| Missile: | -5 | -5 | -4 | -3 | -2 | -1 |
| Melee: | -2 | -2 | -1 | -0 | -0 | -0 |
| Resistance: | None | None | None | None | 20% | 25% |
| \*Characters are considered to have zero ranks in Martial Arts when wearing armor of this type | | | | | | | |

**Bonuses and Penalties described**:

**Movement**: This field specifies the percentage penalty to movement when wearing armor of the specified type.

**Dexterity**: This field specifies any penalties to Dexterity while wearing armor of the specified type.

**Stealth**: This field specifies any effects on Move Silently and Hide checks. A value of ‘No’ indicates that it is not possible to hide in shadows or move silently while wearing armor of the specified type. A value of -x indicates that the character will suffer a penalty of -x to hide and move silently while wearing armor of the specified type.

**Casting**: This field specifies the effects of the armor on spell casting. A value of ‘No’ indicates that it is not possible to cast spells of any kind while wearing this armor. A value of x% indicates that all spells cast while wearing this armor suffer a failure chance equal to x%.

**Casting Speed**: This field specifies the effects of armor on spell casting speed. A value of ‘Nil’ indicates that this penalty is not applicable (due to inability to cast any spell). A value of -x indicates that all the wearer’s spells suffer a casting speed penalty of -x.

**Missile**: This field specifies the effects of armor on ranged accuracy. A value of -x indicates that the character will suffer a penalty equal to x on all ranged attacks.

**Melee**: This field specifies the effects of armor on melee accuracy. A value of -x indicates that the character will suffer a penalty equal to x on all melee attacks.

**Resistance**: Especially trained warriors use their armor to maximum effect, gaining resistance to all forms of damage equaling the percentage given. This resistance applies to all physical and energy damage that the character might receive. This ability does not confer any resistance to magic damage.

**Martial Arts**: Expert fighters can gain the benefits of Martial Arts while wearing light armor. A value of ‘yes’ indicates that a character still gains the benefits of martial arts while wearing light armor.

**Non-Weapon Proficiencies**

Characters can now learn something other than how to fight better. Characters can now spend proficiency points in other skills referred to as Non-Weapon Proficiencies. Non-Weapon Proficiencies are associated with various attributes, and a character may need to possess an attribute in order to master a given Non-Weapon Proficiency. If characters do not have the required attribute, then they can only take a single rank in the skill. Otherwise, refer to the chart above (max ranks by class) to determine the maximum number of ranks a character can have. Further, some Non-Weapon Proficiencies grant bonuses to the character when using their Non-Weapon Proficiency as per the following table:

|  |  |
| --- | --- |
| **Ability Score** | **Bonus** |
| 16 | +1 (or +5 or +5%) |
| 17 | +2 (or +10 or +10%) |
| 18 | +3 (or +15 or +15%) |
| 19+ | +4 (or +20 or +20%) |

**Non-Weapon Proficiency Descriptions**

**Proficiency Name** (Ability associated with proficiency)

Requirements: Attribute or proficiency requirements to master this skill, if any

Attribute Bonus: Yes or No (nature of bonus)

Description text, and outline of skill uses.

**Alchemy** (Intelligence)

Requirements: Intelligence 14

Rank Cost: 3 slots

Maximum Number of Ranks: 5

Alchemy involves advanced training in the handling of pseudo-magical substances that often have harmful or surprising effects.

**Craft Alchemical Items**

In the right laboratory environment, an alchemist can, with some expenditure of gold for materials, create long lasting and extremely effective alchemical items. (see the section below on brew potion for details).

However, while the alchemist is truly at home in the lab, they always have a trick—or a bomb—up their sleeve that they can use in a pinch. Alchemists collect various regents in their travels and can use these regents to create 1 alchemical item per rank they have in Alchemy. These creations are unstable and do not last longer than 8 hours. Additionally, only characters trained in alchemy can use them. All effects can be avoided or lessened with a save vs. rod/staff/wand, though the save has a penalty equal to the Alchemists’ intelligence bonus. The items that the alchemist can create are as follows:

*Acid, Makeshift*: The alchemist can create vials of acid that burn on contact. When <PRO\_HESHE> throws this vial at a target, it does acid damage equal to 1d4. Additionally, the acid burns for a number of rounds equal the number of ranks the alchemist has in the alchemy skill unless a successful save vs. wands is made. As it is only necessary to hit the target for the vial to be effective, the alchemist gets a +4 bonus to hit.

- Effects:

* + 1d4 acid damage for one round plus one round/rank. If the target makes a successful save, they only suffer damage for the first round.

*Alchemist's Fire, Makeshift*: The paradigmatic alchemist’s substance, Alchemist’s Fire bursts into flames when exposed to air. The alchemist carefully packs it into a breakable, usually glass, container. When <PRO\_HESHE> throws it, the glass bursts open, and the substance explodes damaging the target in a mini explosion. Alchemists fire does fire damage equal to 2d3 per rank the character has in alchemy (half damage with a successful save). As it is only necessary to hit the target for the vial to be effective, the alchemist gets a +4 bonus to hit.   
- Effects:

* + 2d3 fire damage/rank to the target if hit (+4 to hit). Save vs. Wand (minus Intelligence modifier) for half damage.

*Tanglefoot Bag, Makeshift*: A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When the alchemist throws a tanglefoot bag at a creature, the bag comes apart and goo bursts out, entangling the target if they do not make their save. Entangled targets are unable to move for a number of rounds equal the number of ranks the character has in alchemy, plus their intelligence modifier. As it is only necessary to hit the target for the bag to be effective, the alchemist gets a +4 bonus to hit.

**Brew Potion**

Additionally, characters trained in the magical arts, as well as certain others, can create magical potions if they imbue their concoctions with their magic.

DETAILS

(opens a dialog that allows them to create temporary items like the bandages, herbal remedies, and antidotes found in the herbalist section below (usable only by character with ranks in alchemy). Alternatively, can create items found below in alchemist section (again, requires ranks in alchemy). The same dialog can be used to create potions and is limited to 1 time/day per rank).

**Magical Implements** (Varies)

Requirements: Intelligence 14 or Wisdom 14 or Charisma 14

Attribute Bonus: No

This proficiency allows characters to use, recharge and create wands. This proficiency works differently for different classes, and generally speaking, casting classes can make the most use of this proficiency (though, thieves can do almost everything a caster can do if they take the ‘Craft Wand’ High Level Ability.)

**Use Magical Implements**

Characters can use wands of a tier value equal to the number of ranks they have in this proficiency. Wizards and Sorcerers are naturals when it comes to using arcane wands. As such, they can use any wand of any tier of an arcane nature. Similarly, clerics, druids and shaman can use divine wands with equal efficiency (This does not apply to Bards, Rangers or Paladins. They need this proficiency to use wands normally). This application of the Magical Implements proficiency allows them to use wands of the other magical type, however.

**Recharge Magical Implements**

Characters can recharge magical implements using this proficiency, as well. Except for thieves with the Craft Wand high level ability, or non-casters with the right scroll and Read Magic Proficiency, only spellcasters can recharge wands, however. Typically, clerics, druids, shaman, wizards and sorcerers can recharge a wand even without proficiency in Magical Implements, but only if they have a particular spell memorized as determined by the wand creation chart below. With ranks in this proficiency, however, spellcasters need only have a spell memorized of a level equivalent to the specified spell. Further, arcane casters can recharge divine wands, and divine casters can recharge arcane wands if they have the requisite wisdom, or intelligence or if they have the required charisma. Specifically, non-divine casters must have a wisdom *or* charisma of 14 to recharge divine wands. Non-Arcane casters need an intelligence or charisma of 14 to recharge arcane wands. Casters can recharge wands in this way equal to a tier equal to the number of ranks in this proficiency that they have.

**Craft Magical Implements**

Spellcasting characters, and some others, can craft magical implements using this proficiency, as well. Characters can craft a wand of a tier equal to the number of ranks they have in Magical Implements -3 (so they cannot craft any wands until they have 4 ranks in Magical Implements). Wands require spells and other requirements as the table below:

|  |  |  |  |
| --- | --- | --- | --- |
| Wand Crafting and Recharging | | | |
| Wand | Required Spell | Material (Craft) | Material (Recharge) |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**Continue from here (though, fill out the above fields)**

**Non-Weapon Proficiencies**

**Skill Bonus**

Skills are often associated with a particular ability score (in parentheses next to the ability name), and individuals with exceptionally high scores will often receive special bonuses. Unless otherwise noted in the ability description, the bonuses are as follows:

|  |  |
| --- | --- |
| **Ability Score** | **Bonus** |
| 16 | +1 |
| 17 | +2 |
| 18 | +3 |
| 19+ | +4 |

No character can have more than 7 ranks in a particular skill (though note that many skills max out with fewer ranks). Additionally, character level limits how many ranks a character can have in a given non-weapon proficiency. Those limits are as follows:

|  |  |
| --- | --- |
| **Level** | **Maximum Ranks** |
| 1 | 1 |
| 3 | 2 |
| 6 | 3 |
| 9 | 4 |
| 12 | 5 |
| 15 | 6 |
| 18 | 7 |

**Non-Weapon Proficiency Descriptions**

**Proficiency Name** (Ability associated with proficiency)

Requirements: Attribute or proficiency requirements to master this skill

Maximum Number of Ranks: x(y) x= max ranks

Description text, and outline of skill uses.

**Alertness** (Wisdom)

Requirements: Wis 14

Rank Cost: 2

Maximum Number of Ranks: 4

This skill represents alertness. Each time the character puts a rank in to appraisal, they receive a +1 bonus to saves vs. breath, and a +5 bonus to + <PRO\_HISHER> wisdom modifier bonus to find traps and detect illusions (only useful if they are a thief). A character that has four ranks in alertness gains a +1 bonus to AC

**Appraisal** (Intelligence)

Requirements: None

Rank Cost: 1

Maximum Number of Ranks: 7

This skill represents specialized training in appraisal. Each time the character puts a rank in to appraisal, they receive a +5 bonus to lore + <PRO\_HISHER> intelligence modifier.

**Endurance** (Constitution)

Requirements: Constitution 12

Rank Cost: 1

Maximum Number of Ranks: 7

Training in endurance allows characters to recover more stamina when using the Second Wind ability. The character will recover an additional 10% stamina when using Second Wind (100% at 5 ranks). The sixth and seventh ranks instead allow the character to recover additional hit points when using the ability. They will recover an additional 10% hit points for each rank.

**Heal** (Wisdom)

Requirement: Wisdom 12

Maximum Number of Ranks: 5

This skill represents training in the medical arts. Individuals trained in healing are able to quickly diagnose and treat various injuries and sicknesses, whether caused by blade, poison or disease. This skill is most commonly taken by clerics and priests. While they can invoke the power of their faith to heal the sick and wounded, they often also study the more mundane, but natural sciences to heal their flock so they do not bother their deity with lesser illnesses and wounds. Warriors’ violent occupation also leads them to study the healing arts. Occasionally, characters from other professions will learn this skill, though it is usually more cumbersome for them to do so (i.e. they usually need to invest an extra slot per rank).

This skill has a natural synergy with herbalism, and herbalists are able to create more effective remedies if they are trained healers (see the herbalism skill for details). Conversely, healers trained in herbalism are more effective at treating diseases and poisons.

**Treat Injury**

The healer can treat the injuries of <PRO\_HISHER> allies on the fly. <PRO\_HESHE> gains a number of uses of this ability equal to the number of healing ranks <PRO\_HESHE> has. <PRO\_HESHE> heals 1d6 + <PRO\_HISHER> wisdom bonus hit points per rank. This ability is not magical, and it can only help a patient so much; it will only be effective on a single individual once per day.

- Effects:

* + Heal: 1d6 + Wis bonus per rank

**Treat Poison and Disease**

The healer can treat any of <PRO\_HISHER> allies that has been recently been affected by poison or disease. <PRO\_HESHE> gains a number of uses of this ability equal to <PRO\_HISHER> healing ranks. This ability is not always effective, however, and it cannot be used to treat a patient more than once per day. The chance that the healer will successfully treat a poisoned individual is 60%, +5% per rank. Diseases are much more complicated than poisons, and so the chance of success is less: 50% +5% per rank. Healers trained in herbalism gain a +5% bonus to these roles.   
- Effects:

* + Slow Poison: 60% +5%/rank, +5% if trained in Herbalism.
  + Cure disease: 50% +5%/rank, +5% if trained in Herbalism.

**Herbalism** (Intelligence)

Requirement: Intelligence 12

Rank Cost: 2 slots

Maximum Number of Ranks: 5

This skill represents training with identifying and using various natural herbs and plants to prevent and treat various illnesses. Herbalists are always on the lookout for rare and exotic plants, and they can always whip up a concoction with which to treat various illnesses. An herbalist in a well-stocked lab can create permanent and especially effective, though costlier, treatments.

This skill has a natural synergy with heal, and herbalists are able to create more effective remedies if they are trained healers. Conversely, healers trained in herbalism are more effective at treating diseases and poisons. (See the heal skill for details).

**Craft Herbal Brews and Treatments**

In the right laboratory environment, an herbalist can, with some expenditure of gold for materials, create long lasting and extremely effective herbal brews to prevent and treat illnesses. (see the section on advanced item creation for details).  
  
However, the herbalist on the go can still create effective remedies. Herbalists gather numerous natural medicines in their travels that can be combined in numerous ways when the occasion calls to heal the sick and wounded. The cost to produce these items is relatively cheap, but it is not free. These items degrade quickly once created, and last about 24 hours. The items that they can create are as follows:

*Bandages*: Bandages are heavy wrappings coated with ointments that speed the recovery process. They do restrict movement, however, and it is impossible to wear any heavy armor over them, so they are primarily, though not exclusively, used to aid recovery during bed rest.   
- Effects:

* + Regenerate hit points over time (faster with each rank)
  + Reduces movement by 25%

- Cost: 15 gold per rank

*Antidote*: This is a mixture that (usually) slows or eliminate the effects of poison in anybody that imbibes it. The chance that the poison is treated is 70% +5% per rank. If the herbalist also has at least one rank in heal, this bonus increases by +5%. The only way to determine whether the potion is effective is to drink it.

- Effects:

* + Cure Poison: 65% +5%/rank (+5% herbalism)

- Cost: 10 gold per rank

*Remedy*: This concoction has a chance to remove any diseases ravaging the body. Diseases are much more complicated than poisons, and so the chance of success is 55%, +5% per rank. If the herbalist also has at least one rank in heal, this bonus increases by +5%. The only way to determine whether the potion is effective is to drink it.

- Effects:

* + Cure Disease: 55% +5%/rank (+5% herbalism)

- Cost: 20 gold per rank

**Hunting** (Dexterity)

Requirements: Dex: 12

Rank Cost: 2

Maximum Number of Ranks: 5

This character has been trained to take down game at range. This skill is also useful, however, for taking down any target. The character gains a +1 bonus to damage for every rank <PRO\_HESHE> assigns to this skill.

**Intimidate** (Charisma or Strength)

Requirements: Cha: 14 or Str: 14

Rank Cost: 2

Maximum Number of Ranks: 5

Intimidation is the skill of getting others to do what you want. Characters can demoralize an opponent if they fail to save vs. rod/staff/wand. A demoralized opponent suffers a -1 penalty to hit rolls, as well as a -1 penalty to saves and AC. A given opponent can only be affected by intimidate once per encounter (whether or not they save). This ability affects only living creatures. The effect lasts for 3 rounds plus <PRO\_HISHER> ability modifier. Each rank taken imposes a cumulative -1 penalty to the save, and increases the to hit penalty by -1.

Half-orcs use their strength attribute to determine the requirement to take this skill, and to determine the duration of the ability.

**Running** (Constitution)

Requirements: Constitution 8

Rank Cost: 2 (1 for rogues)

Maximum Number of Ranks: 4

This skill represents practiced running, and is expressed in the use of the sprint ability. The abilities gained vary per rank as follows:

1 Rank: Your speed increases by 175% when sprinting

2 Ranks: Sprinting only costs 1 fatigue

3 Ranks: You do not suffer a penalty to AC when running

4 Ranks: Your movement is doubled when sprinting

**Set Snares** (Wisdom)

Requirements: Wis 14

Rank Cost: 2

Maximum Number of Ranks: 4

This skill allows the character to set snares to trap and damage <PRO\_HISHER> enemies. <PRO\_HESHE> gains a bonus to set snares equal to 10 plus <PRO\_HISHER> Wisdom Modifier. Additionally, <PRO\_HESHE> can set one additional trap per day.

**Use Poison** (Intelligence)

Requirements: Int 12, Herbalism 1 rank, Alchemy 1 rank

Rank Cost: 1

Maximum Number of Ranks: 4

With this skill, a character can poison enemies that they can hit with a melee or ranged attack. The effects are identical to the assassin’s ability “poison weapon”. Each ranks allows the character to use the ability once per day. Note that assassins and blackguards do not need to meet the requirements to take ranks in this skill.

**EXTRA**

**Craft Herbal Brews**

In the right laboratory environment, a herbalist can, with some expenditure of gold for materials, create long lasting and extremely effective herbal brews to prevent and treat illnesses. (see the section on item creation for details).

However, even without a proper laboratory, the herbalist is always collecting various plants and herbs for <PRO\_HISHER> brews, and can create passible remedies for use on the road. These brews degrade quickly once concocted, and will only last a maximum of 1 day. The character can create a number of items per day equal to the number of ranks they have in the herbalism skill, plus their intelligence bonus. The items that they can create are as follows:

*Anti-Venom*: The herbalist can brew a concoction that usually prevent toxins from affecting the recipient. Once imbibed, this brew has a chance to make the drinker immune to any poisons for a number of rounds equal to the herbalist’s ranks in herbalism, plus their intelligence bonus. The chance that this brew will work is equal to 80% +1% per rank, +1% per intelligence bonus. If the healer also has at least one rank in heal, this bonus increases by +5%.

*Vaccine*: The herbalist can brew a concoction that usually prevents diseases from affecting the recipient. Once imbibed, this brew has a chance to make the drinker immune to any diseases for a number of rounds equal to the herbalist’s ranks in herbalism, plus their intelligence bonus. Diseases are much more complicated than poisons, and so the chance of success is 70%, +1% per rank, +1% per intelligence bonus. Again, if the character also has any training in heal, they gain a +5% bonus.   
  
(Make equivalent to cure poison and disease)

**Treat Poison/Disease**

The healer can treat any of <PRO\_HISHER> allies that has been recently been affected by poison or disease. <PRO\_HESHE> gains a number of uses of this ability equal to <PRO\_HISHER> healing ranks, plus <PRO\_HISHER> intelligence bonus.