**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…)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Proficiency Points by Class** | | | | | |
| Class | 1st Level | Rate | Class | 1st Level | Rate |
| Fighter | 8 | 1 per 2 lev | Fighter/Mage | 6 | 1 per 3 lev |
| Ranger | 7 | 1 per 3 lev | Fighter/Cleric | 7 | 1 per 3 lev |
| Paladin | 7 | 1 per 4 lev | Fighter/Thief | 7 | 1 per 3 lev |
| Barbarian | 8 | 1 per 2 lev | Fighter/Mage/Thief | 6 | 1 per 3 lev |
| Thief | 6 | 1 per 3 lev | Mage/Thief | 6 | 1 per 4 lev |
| Bard | 6 | 1 per 2 lev | Cleric/Mage | 5 | 1 per 4 lev |
| Cleric | 6 | 1 per 3 lev | Cleric/Thief | 6 | 1 per 3 lev |
| Druid | 7 | 1 per 3 lev | Fighter/Druid | 7 | 1 per 3 lev |
| Shaman | 7 | 1 per 3 lev | Fighter/Mage/Cleric | 6 | 1 per 4 lev |
| Monk | 6 | 1 per 2 lev | Cleric/Ranger | 6 | 1 per 3 lev |
| Wizard | 4 | 1 per 4 lev |  |  |  |
| Sorcerer | 6 | 1 per 3 lev |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Max Ranks by Level** | | | | |
| **1st Level** | **3rd Level** | **6th Level** | **9th Level** | **10th level +** |
| 2 | 3 | 4 | 5 | 7 |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Proficiencies** | | | | | | | | | | | | | | |
|  | **Max Ranks by Class** | | | | | | | | | | | | |  |
| **Proficiency** | **Ftr** | **Bar** | **Pal** | **Rng** | **Thi** | **Brd** | | **Cle** | **Dru** | **Sha** | **Mnk** | **Wiz** | **Sor** | **Short Description** |
| **Weapon Proficiencies** | | | | | | | | | | | | | | |
| Simple | 5 ˇ | 2 | 2 | 2° | 1ˇ | 1 | | 1 | 1 | 1 | 1 | 1 | 1 | Dagger, Clubs, Slings, Darts, Staff |
| Sword | 5 ˇ | 2 | 2 | 2°\*\* | 1ˇ | 1 | | 0 | 1 | 0 | 1 | 0 | 0 | Longswords, Wakizashi, Ninja-to, Scimitar, Short sword |
| Martial Arts | 2\* | 2 | 2 | 2 | 1ˇ | 1ˇ | | 1 | 0 | 0 | 5 | 1 | 1 | Unarmed, Unarmored, Touch Attacks, Duster |
| Axe | 5ˇˇ | 2 | 2 | 2°\*\* | 0 | 1 | | 0 | 0 | 1 | 0 | 0 | 0 | Axe, throwing axe |
| Great Sword | 5 ˇ | 2 | 2 | 2°\*\* | 0 | 1 | | 0 | 0 | 0 | 0 | 0 | 0 | Two-Handed Sword, Bastard Sword |
| Polearm | 5 ˇ | 2 | 2 | 2° | 0 | 1 | | 0 | 1 | 1 | 0 | 0 | 0 | Halberd, Spear |
| Blunt | 5ˇˇ | 2 | 2 | 2° | 1ˇ | 1 | | 1 | 1 | 1 | 1 | 0 | 0 | Mace, Hammer, Morning Star, Flail |
| Ranged | 5°ˇ | 2 | 2\*\* | 2^^\*\* | 1 | 1 | | 0 | 0 | 0 | 0 | 0 | 0 | Bows, Crossbows |
| Armor | 5\*\* | 2 | 3 | 3° | 1 | 2 | | 3 | 2\*\*° | 2 | 0 | 0 | 0 | Can effectively wear armor |
| **Non-Weapon Proficiencies** | | | | | | | | | | | | | | |
| Alchemy | 0 | 0 | 0 | 3 | 3 | 3 | | 4 | 3 | 3 | 1\* | 5 | 4 | Craft unique items, craft potions |
| Endurance | 5^ | 7 | 5 | 5^ | 2 | 2 | | 2 | 2 | 3 | 5 | 0 | 1°° | Recover Stamina and Hit Points |
| Heal | 5 | 2 | 5 | 5 | 1 | 1 | | 5 | 4 | 4 | 5° | 0 | 0 | Heal, treat poison/disease and bonus with cure/regeneration spells |
| Herbalism | 1 | 3 | 2\* | 5 | 5^^ | 3 | | 5 | 6 | 5 | 3\* | 3 | 3 | Treat poison/disease, use poison at higher levels |
| Hunting | 2 | 5 | 2 | 5^^ | 0 | 1 | | 0 | 2 | 3 | 0 | 0 | 0 | Damage bonus, craft ammo |
| Magic Implements | 0 | 0 | 1§ | 1 | 4 | 6 | | 4 | 5 | 4 | 1\* | 7 | 7 | Use, create and recharge wands/rods (recharge by sacrificing hp if not mage) |
| Mechanics | 3° | 0 | 0 | 0 | 5^\*\* | 2 | | 0 | 0 | 0 | 0 | 0 | 0 | Set Snares, Bonus to |
| Animal Handling | 2\*\* | 3 | 2 | 5^ | 0 | 2 | | 2 | 7 | 4 | 0 | 0 | 1 | Charm/Calm beasts, ’Train’ animals to follow you around |
| Persuasion | 5 | 5 | 5ˇˇˇ | 0 | 5 | 5^§§ | | 2 | 0 | 0 | 2 | 0 | 5 | Intimidate, Bluff, Diplomacy |
| Spellcraft | 0 | 0 | 0 | 0 | 5 | 6 | | 7 | 4 | 0 | 2\* | \*\*\* | 5 | Use and create scrolls |
| Ritual? | 1\* | 5 | 4 | 0 | 0 | 3\* | | 7 | 5^ | 7 | 5° | 5 | 5°° | Cast special spells, Augment castings |
|  |  |  |  |  |  |  | |  |  |  |  |  |  |  |
| **Fighting Styles** | | | | | | | | | | | | | | |
| Sword & Shield | 2 | 2 | 2 | 2 | 1 | 1 | | 1 | 1 | 1 | 0 | 0 | 0 |  |
| Single Weapon | 2 | 2 | 2 | 2 | 1 | 1 | | 1 | 1 | 1 | 1 | 0 | 0 |  |
| Two-Handed | 2 | 2 | 2 | 2 | 1 | 1 | | 1 | 1 | 1 | 0 | 0 | 0 |  |
| Two Weapon | 3 | 3 | 3 | 3 | 1 | 1 | | 1 | 1 | 1 | 0 | 0 | 0 |  |
| \* Kensai, Blades, Skald, dark moon monks or Black Guards can attain 5 ranks in this skill  \*\* Kensai, Shapeshifters, Shadowdancers, Beast Masters or Cavaliers cannot gain any ranks in this skill  ^ Bounty Hunters, Jesters, Berserkers, Totemic Druids or Beast Masters can attain 7 ranks in this skill  ^^ Assassins or Archers can attain 7 ranks in this skill  § Inquisitors may not gain any ranks in this skill  §§ Skalds, Dragon Disciples may attain 2 ranks in this skill  ° Archers, Dark Moon Monks, Stalkers, Beast Masters, Avengers or Berserkers can only take 1 rank in this skill  °° Dwarven Defenders and Dragon Disciples may (only) attain 4 ranks in this skill  ˇ Dwarven Defenders, Blades and Swashbucklers may only attain 2 ranks in this skill  ˇˇ Stalkers may only attain 1 rank in this skill  ˇˇˇ Inquisitors may gain 7 ranks in this skill | | | | | | | \*\*\* Wizards automatically get ranks in read magic. They begin play with 2 ranks in the skill, and they gain 1 rank at levels 4, 8, 12, 16 and 20. | | | | | | | |

**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 Maintenance 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 |  | N/A | N/A | N/A | N/A | N/A | N/A |
| 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 | -1 | -0 | -0 | -0 |
| Missile: | -1 | 0 | -0 | -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 | -2 | -1 | -0 | -0 |
| Missile: | -2 | -2 | -1 | -0 | -0 | -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 | -0 | -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 spend proficiency points in other skills referred to as Non-Weapon Proficiencies (though often just called, “skills”). Non-Weapon Proficiencies are associated with various attributes, and often that ability influences how effected the character is with the skill. See the following table. Refer to the chart above (max ranks by class) to determine the maximum number of ranks a character can have by their class and kit.

|  |  |
| --- | --- |
| **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: Skills themselves do not have requirements, but certain uses of a given skill will have requirements. For example, generally only spellcasters can make use of alchemy to create potions.

Description text, and outline of skill uses.

**Alchemy** (Intelligence)

Requirements: Concoct Elixir: Spellcaster or Concoct Elixir HLA

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

**Craft Alchemical Items**

Given time, magical skill and materials, an alchemist can concoct magical elixirs, which emulate spells. (see the section below on concoct elixir for details).

Even on the road, and without exotic materials, however, 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 day 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, and the number of ranks that are required for creation are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| **Alchemical item** | **Requirements** | **Damage** | **Other** |
| Acid, Makeshift | 1 Rank | 1d4+ Int Bonus acid per round (save neg) | Lasts 1 round/rank |
| Alchemist’s Fire, Makeshift | 1 Rank | 2d3 fire/rank 5’ rad (save ½) |  |
| Tanglefoot Bag | 2 Ranks | - | Immobilizes target |
| Thunderstone | 2 Ranks |  | Deafens targets within x feet |
| Quickfreeze Oil | 3 Ranks | 1d8/rank (save ½) | Chance to slow target  (save neg) |
| Smokebomb | 3 Ranks | - | Creates concealing smoke effectively rendering the user invisible for 3 seconds |
| Portable thief | 4 Ranks | - | Applied to a lock, it expands and breaks it open |
| Flask of Sunlight | 5 Ranks | - | Creates a flash that repels/destroys undead as if turned by a 10th level cleric |

*Acid, Makeshift*: Acid burns, and can cause a lot of damage if left to burn over a period of time. Like alchemist fire, acid is carefully packed it into a breakable, usually glass, container. When <PRO\_HESHE> throws it, the glass bursts open covering the target with burning acid. When hit, a target takes 1d4 + the creator's intelligence modifier of acid damage for a number of rounds equal to the number of ranks the crafter has in alchemy. Each round after the first, the target can save vs. wands to prevent further damage.

STATISTICS:

Weight: 1

Special: Only safely usable by characters that have at least 1 rank in Alchemy.

Characters without the required skill level have a 50% chance of spilling some acid on themselves (suffering full damage with no save).

*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 all nearby creatures in a mini explosion. Alchemists fire does fire damage equal to 2d3 per rank the character has in alchemy (save vs. wands for half damage with a penalty equal to the creator's intelligence bonus).

STATISTICS:

Weight: 1

Special: Only safely usable by characters that have at least 1 rank in Alchemy.

Characters without the required skill level have a 50% chance of spilling some alchemist fine on themselves (suffering full damage with no save).

*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.

**Concoct Elixir**

Spell casters, and (if special conditions are met) other classes, can use this skill to brew potions. Potions can be used by anybody; all that is required is that the individual drinks it. Generally speaking, potions target the imbiber of the potion, but sometimes they target others, if indirectly.

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).

**Endurance** (Constitution)

Requirements: None

Training in endurance allows characters to recover stamina and hit points by taking a break.

**Second Wind**

Upon using this ability, the character takes a moment to catch <PRO\_HISHER> breath. When <PRO\_HESHE> does this, <PRO\_HESHE> recovers a number of hit points equal to 25% +10% per rank <PRO\_HESHE> has in Endurance to <PRO\_HISHER> hit point total. Additionally, <PRO\_HISHER> fatigue level is reduced by 50% +10% per rank (maximum 100%)<PRO\_HESHE> has in endurance. This ability cannot be used in combat.

<PRO\_HESHE> can use this ability one time per day. <PRO\_HESHE> can use this ability one additional time per day if <PRO\_HESHE> has 5 ranks in Endurance and <PRO\_HESHE> can use this ability a third time if <PRO\_HESHE> has 7 ranks in Endurance.

**Heal** (Wisdom)

Requirement: Cure Bonus: Ability to cast any Cure Wounds or regeneration spell.

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 they are typically not as skilled in the healing arts as a priest or warrior.

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> heals 5% of targets max hit points, +5% per rank (max 30% at 5 ranks). Additionally, successfully treated characters will find their healing rate improved (the rate depends upon the number of ranks of the healer; see below). This ability is not magical, and there is a chance that you cannot help your ally. The chance that you will succeed with a heal check is equal to 50% +5% per rank, plus your Wisdom Bonus (max 95%). Whether or not the check was successful, a character will not benefit from further uses of Treat Injury for the rest of the day. The exception is that a character can always potentially be helped by any healer with more skill than a previous healer.

Effect: Heals 5% of target's max hit points, +5% per rank.

Chance of Success: 50%, +5% per rank, + the healer's wisdom bonus (i.e. <PRO\_HISHER> percentage bonus).

Special: Accelerated Healing rate:

1 rank: 1 hit point per 16 turns

2 ranks: 1 hit point per 8 turns

3 ranks: 1 hit point per 4 turns

4 ranks: 1 hit point per 2 turns

5 ranks: 1 hit point per turn.

**Treat Affliction**

In their travels, the healer collects various natural medicines that they can use treat any allies that have recently been afflicted with various toxic substances and debilitating magics. Upon attaining 3 ranks in Heal, <PRO\_HESHE> gains the ability to Treat Afflictions. <PRO\_HESHE> can gains a number of uses of this ability equal to <PRO\_HISHER> healing ranks per day.

To use Treat Affliction, the heal must make a healing check (see success rate below). If <PRO\_HESHE> succeeds, <PRO\_HESHE> removes any poisons, intoxication, blindness or deafness from the target if <PRO\_HESHE> has at least 3 ranks in Heal. If <PROHESHE> has 4 ranks in Heal, <PRO\_HESHE> can also remove any disease from the target. Finally, if <PRO\_HESHE> possesses 5 ranks in Heal, <PRO\_HESHE> removes any paralysis or hold effect from the target.

Treating such afflictions is tricky, however, and the treatment is not always effective. The chance of success is equal to 20% +5% per rank in healing. Characters trained in herbalism are much more effective at treating afflictions. They receive a +5% bonus to their check for every rank they have in herbalism.

Chance of Success: 20%, +5% per rank in Heal, + 5% per rank in Herbalism.

Effect:

3 Ranks: Treat Intoxication, Poison, Blindness and Deafness.

4 Ranks: Treat Diseases.

5 Ranks: Treat Paralysis and Hold.

**Cure Bonus**

Healers that can also cast cure spells (any spell with the word “cure” in its title, except Cure Disease) are more capable if they are also trained in healing. Specifically, they cure an additional 2 points of damage for every rank they possess in in Heal.

**Herbalism** (Intelligence)

Requirement: Brew Potion: Spellcaster or Brew Potion HLA

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**

Given time, magical skill and materials, an alchemist can concoct magical elixirs, which emulate spells. (see the section on brew potion 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. These items degrade quickly, and do not last longer than 8 hours. The Herbalist can create a number of items per day equal to the number of ranks they have in herbalism. See the following table for the items they can create:

|  |  |  |  |
| --- | --- | --- | --- |
| **Herbal Item** | **Requirements** | **Effects** | **Other** |
| Tincture | 1 rank | Regenerates hp over time | Reduces land speed by 25%  -2 to THAC0 and AC for duration |
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*Tincture*: Tinctures are concoctions that herbalists create to improve recovery time. Unfortunately, tinctures make the imbiber groggy and slow, and so they are not recommended for the active adventure. As such, 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%
  + Imposes a -2 penalty to THAC0 and Armor Class

CONTINUE

*Antidote*: This is a mixture that (usually) slows or eliminates the effects of poison in anybody that drinks 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

*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.   
  
**Brew Potion**

**Hunting** (Dexterity)

Requirements: Hunter: Can only make effective use of find traps and detect illusions skills if they have the requisite skills.

This skill represents training in tracking and taking down game. This skill is also useful, however, for taking down any target. Characters gain a number of combat bonuses (see below), they can set natural snares (see below) and craft special (and normal) ammunition (see below).

**Hunter**

The character gains a +1 bonus to damage for every rank <PRO\_HESHE> assigns to this skill to ranged damage rolls. In addition, Hunters learn to be aware of their surroundings. For every two ranks a character has in Hunting, <PRO\_HESHE> receives a +1 bonus to saves vs. breath, and a +5 bonus to find traps and detect illusions (only useful if they have such skills). A character that has four ranks in hunting gains a +1 bonus to AC.

**Set Natural Snares**

When the character reaches 3 ranks in this skill, they can set natural snares. They gain a +20% bonus to set snares (+20% for each additional rank), and they gain the special ability to set natural snares. Set natural snares work just like set snares, except it is only effective in outdoor environments.

**Craft Ammunition**

Hunters can craft normal, and (at high rankings) advanced ammunition for any ranged weapon:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ammunition Type** | **Bonus/Penalty** | **Requirement (ranks)** | **Types** | **Cost** |
| Standard Ammo | None | (1) | all |  |
| Sharp | +1 dam | (2) | Arrows, Bolts, Darts |  |
| Weighted | +2 dam, -1st | (2) | Stones |  |
| Piercing | +2 strike | (3) | Arrows, Bolts |  |
|  |  |  |  |  |
|  |  |  |  |  |

*Standard Ammo*:

Set Natural Snares

Characters can use this skill

CONTINUE

**Magical Implements** (Varies)

Requirements: Recharge Wand: Spellcaster or Recharge Wand HLA. Craft Wand: Spellcaster or Craft Wand HLA

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)** |
|  |  |  |  |
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**Mechanics** (Intelligence)

Requirements: Aptitude: Trained in Open locks and/or find/detect traps

Characters trained in mechanics are adept with using mechanical tools and implements to great effect. Characters trained in mechanics can set snares (see below). This skill is also useful for any character that is trained with locks and traps (see below).

**Aptitude**

Each rank gives a +15% bonus to open locks and find/disable traps.

**Set Snares**

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 15% plus <PRO\_HISHER> Wisdom Modifier. Additionally, <PRO\_HESHE> can set one additional trap per day.

**Animal Handling** (Charisma)

Requirements: None

Animal Handling is the skill of getting animals, and, in some cases, other beasts, to do what you want them to do. Animal Handling is useful for calming down hostile animals in the wild, training your own pets and beasts as war machines or thieves, or even adopting a wild beast as a companion. CONTINUE

**Persuasion** (Charisma or Strength)

Requirements: none

Characters trained in persuasion are adept at getting others to do what they want, either through intimidation, diplomacy or bluffing (aka lying).

CONTINUE

(Needs more—Cause fear at higher levels?)

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.

**Ritual** (None)

Requirements: Augment Casting: Spellcaster. Special: Certain rituals can only be formed by characters of a certain class (see below)

This non-weapon proficiency represents training in religious, spiritual, mystical, martial or traditional rites allowing characters to draw upon their inner strength or various forces in the world to perform amazing feats. In order to perform a ritual, characters must make some kind of sacrifice, which is often material or personal. Certain rituals require specific materials, and many rituals strain the body or mind, inflicting damage or reducing fatigue of practitioners.

**Perform Ritual**

In order to perform a ritual, a character must meet the prerequisites necessary to perform that ritual. Often, special materials, a certain number of ranks in the ritual non-weapon proficiency, or membership of a particular class (or spellcasting class) are required.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ritual** | **Time** | **Effect** | **Duration** | **Material Requirements**  **(Ranks)** | **Other Requirements** |
| War Paint | 1 | Character gains a +2 to St/dam | 8 hours | War Paint  (1) | Berserker, Ranger, Shaman or Barbarian only |
| Bless Water | 5 rounds | Creates a vial of holy water | Permanent |  | Non-evil cleric |
| Summon Familiar | 5 rounds | Summons a familiar | Permanent |  | Wizard, Sorcerer, or Bard only |
| Animal Friendship | 5 rounds | Summons a magical beast | Permanent |  | Druid, Shaman or Ranger only |
| Planar Ally | 5 rounds | Summons a divine companion | Permanent |  | Cleric or Paladin only |
| Augment Casting:  Spell Sequencer | 1 round |  |  |  |  |
| Augment Casting:  Recover Spells | 1 round |  |  |  |  |
| Sacrificial Prayer | 1 round | +1 AC, +1 all saves | 8 hours | Religious Implements (1 for each affected character) | None |
| War Dance | 1 round | +4 Str/dam | 8 hours | (Something)  Fatigue (x)?  (2) | Berserker, Ranger, Shaman or Barbarian only |
| War Cut | 1 | +4 Str/dam | 1 turn | 10 damage  (3) | Berserker, Shaman or Barbarian only |
| Practice | 1 round | +1 strike | 8 hours | (X) fatigue | Warriors only |
| CONTINUE |  |  |  |  |  |

**Spellcraft** (Intelligence)

Requirements: Scribe Scroll: Spellcaster or the Scribe Scroll HLA.

Spellcraft represents training in the formal aspects of spellcasting, divine or arcane. It is an essential skill for wizards, and, as such, they receive ranks in this non-weapon proficiency for free. This non-weapon proficiency allows characters to use and scribe scrolls that they know (though, see the Scribe Scroll HLA for expanded use).

**Scroll Use**

Characters can use any scroll of a level equal to the number of ranks they have in spellcraft. Note that this application of the spellcraft non-weapon proficiency applies only when a character would not ordinarily be able to use a given scroll. So, for example, it allows priests to use arcane scrolls, or thieves to use any scroll. Characters will still need to meet any other requirements, such as attribute requirements, in order to use a scroll.

**Scribe Scroll**

Characters can create a scroll of any spell they have memorized, as long as they have properly treated parchment of the right quality for the spell level. Characters can only scribe scrolls of a level equal to the number of ranks they have in spellcraft. Normally, characters cannot scribe a scroll of a level higher than 7th level (though see Scribe Powerful Spells HLA).

**High Level Abilities**

**HLA alterations:**

**War Cry**: Save based on Persuasion Ranks (and attribute bonuses, Charisma or Str—for half orc)

**New HLA:**

**Seduce**: Charm non-hostile creatures Based on Persuasion

**Recharge Wand**: Emulate spell (lev: Ranks -2) to recharge a wand

**Craft Wand**: Emulate Spell (lev: Ranks -3) to create a wand.

**Brew Potion**: Emulate Spell (lev: Ranks -2) to create potion

**Concoct Elixir**: Emulate Spell (lev: ranks -2) to create elixir

**Scribe Scrolls**: Emulate Spell to create scroll (lev: Ranks -2)

**Scribe High Level Spells**: Scribe 8th and 9th level spells (still requiring 7 ranks)

**Advanced Training**: +1 to any proficiency (allows one to gain ranks in otherwise forbidden proficiencies)

**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.

**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

**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:

(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.