

# Proficiencies

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## Tool Proficiencies:

Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligrapher's Supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp.	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	1 gp	8 lb.
Glassblower's tools	30 gp	5 lb.
Jeweler's tools	25 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1gp	

## Artisans tools:

### Useful:

#### Alchemist's supplies

Allows identification of potions and poisons

Allows brewing of low tier potions

Allows creation of Potion and Poison tokens

Creating a Poison token requires a successfull DC(8 + 4 per token tier)

Intelligence/Wisdom (Alchemist's supplies) check and consumes the materials regardless of success.

Creating a Potion token requires a successfull DC(8 + 3 per token tier)

Intelligence/Wisdom (Alchemist's supplies) check and consumes the materials regardless of success.

#### Calligraphers supplies

Advantage on forging documents and identifying handwriting

#### Carpenter's tools

Advantage on construction and destruction of wooden objects

#### Cobbler's tools

Advantage on tracking creatures that wear footwear and identifying proper equipment for difficult terrains

#### Cook's utensils

Advantage on cooking rolls,

As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. Each creature that eats the food regains hit points equal to your proficiency bonus.

#### Smith's tools

Can repair and create metal objects

#### Tinker's tools

Advantage on identifying, and destroying non magical mechanisms, can create simple mechanisms

#### Theurge's tools

Advantage on identifying magically powered mechanisms

#### Mason's tools

Advantage on checks associated with stone construction and destruction

#### Jeweler's tools

Automatic success on knowing values of gems or decorative items.

Can cut gems.

#### Navigator's tools

Advantage on Wisdom (Survival) checks to determine heading or finding paths

#### Poisoner's kit

Allows identification of potions and poisons

Allows brewing of low tier potions

Allows creation of Potion and Poison tokens

Creating a Poison token requires a successfull DC(8 + 3 per token tier)

Intelligence/Wisdom (Poisoner's kit) check and consumes the materials regardless of success.

Creating a Potion token requires a successfull DC(8 + 4 per token tier)

Intelligence/Wisdom (Poisoner's kit) check and consumes the materials regardless of success.

## Manje useful:

#### Brewer's supplies

Can make brews, drinks, teas and infusions better than the herbalists kit

#### Glassblower's tools

Fakat ne znam, ako imate cool use za ovo vjerojatno dopustam

#### Leatherworker's tools

Fakat ne znam, ako imate cool use za ovo vjerojatno dopustam

Repairanje leather armora?

#### Painter's supplies

Fakat ne znam, ako imate cool use za ovo vjerojatno dopustam

#### Weaver's tools

Fakat ne znam, ako imate cool use za ovo vjerojatno dopustam

#### Woodcarver's tools

Fakat ne znam, ako imate cool use za ovo vjerojatno dopustam

Vec postoji carpenters, ovo je artsy verzija toga.

#### Disguise kit

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical Appearance. Proficiency with this kit lets you add your Proficiency bonus to any Ability Checks you make to create a visual disguise. If you are not proficient with this kit, you roll with disadvantage.

To make a disguise, you need to know the target. The better you know the target the better your disguise.

Described to you (-10)

Seen from afar (-5)

Seen briefly from up close (-2)

Seen on multiple occasions from up close (+2)

Well known (+5)

Studied closely (+10)

The application of a disguise always takes at least 15 minutes regardless of the roll.

Disguises with roll of 15 to 20 require 30 minutes to apply

Disguises with roll of 21-25 require an hour to apply

Disguises with roll over 25 require two hours to apply

#### Forgery kit

This small box contains a variety of papers and parchments, pens and inks, seals and Sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your Proficiency bonus to any Ability Checks you make to create a physical forgery of a document. If you are not proficient with this kit, you roll with disadvantage.

When making a copy of a document you have, you roll with advantage.

#### Gaming set

On a short rest, a character proficient with a gaming set can chose an opponent from amongst the rest of their party. The two of them play a game, if the opponent wins at the game, they gain inspiration.

#### Herbalism kit

Allows identification and discerning the properties of plants, roots, herbs, and fungi.

Allows creation of teas and infusions.

#### Musical instrument

On a short rest, a character proficient with a musical instrument may attempt to entertain and raise the spirits of their companions. On a successful DC 15 Charisma (Performance) check, the player grants all other characters temporary hit points equal to their Charisma (Performance) bonus for up to 1 hour.

#### Thieves' tools

If you are not proficient with these tools, you roll with disadvantage.

Lock DCs

(ovo je meni da imam nekakav point of reference)

Format:

Lock difficulty - Number of checks needed to open

Easy - 1 DC12

Medium - 2 DC12

Hard - 2 DC15

Very hard - 3 DC15

Masterwork 3 DC 18

Resetting - you must succeed all checks without failing any or the lock resets

# SVI KOJI IGRATE MERCS OF THE CALLA, OVAJ DIO DOLJE IGNORIRATE

## Skill Proficiencies:

### Strength:

- Athletics

### Dexterity:

- Acrobatics
- Sleight of Hand
- Stealth

### Intelligence:

- Arcana
- History
- Nature
- Politics

### Wisdom:

- Animal Handling
- Insight
- Medicine
- Survival

### Charisma:

- Deception
- Performance
- Persuasion

### Variable:

- Perception
- Intimidation

### Changes:

Religion je removed

History sada sadržava u sebi i religion, stvarno pre rijetko postoji separation između toga, a u svijetu u kojem other planes nisu bas stvar mislim da to nema smisla.

Politics je dodan. Politics je knowledge of goals, means, agents and insignia of organizations and nations.

Investigation je removed, sada je covered by Insight + Perception

Intimidation i Perception vise nisu povezani sa statom nego ovise o tome sto player pokusava

Intimidation je self-explanatory tbh

Perception funkcionira na bazi toga sto player pokusava vidjeti:

Nesto sto brzo protrci je Perception (Dexterity), nesto sto je tesko razluciti je Perception (Wisdom), Prepoznati da su glumac cita tekst koji ne zna by heart Perception (Charisma)

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Sveukupan broj skillova je za jedan manji nego do sada, tako da mislim da nisam sjebao playere