

Areas of Expertise

At level one, you can choose one skill you have proficiency in and add twice your proficiency bonus to ability checks with that proficiency. This does not stack with other features, like Expertise, that have the same effect; if you do have a feature like that, simply increase the number of skills that feature benefits by one.

Most characters and classes have an area of expertise, but due to current rules on expertise, you could easily have a rogue who knows more about arcana than a wizard who has studied it for many years. This gives each player a fighting chance at having a particular skill where their character is the reliable expert without having to sacrifice a feat or ability score increase.