

Construction (*Skill*)

This option adds a new skill for ability checks: Construction. Typically an intelligence check, it is used to understand and analyze constructed or unnatural occurrences—such as rock work, the makeup of a wagon, or architecture—that are nonmagical in nature (though it could be used to determine if something physical was created via magic). It can also be used for applying knowledge in the creation of different things nonmagically, such as crafting a trap or brewing a potion (although that may require an Arcana check depending on the methods and ingredients). The construction skill is added to the list of proficiency options for Artificers, Bards, Rangers, Rogues, and Wizards.

If you feel like your character's race or background should include Construction as an option, ask your DM for approval; it is likely they will agree, as the skill itself does not increase a character's power any.