

Skills system expansion

Secondary skills include all skills in armor, weapons, tools, musical instruments, play sets, vehicle handling, and language proficiency.

D&D Standard Rules 5th Edition stipulates that a character gains two skills and two proficiencies in tools (languages) from the chosen background, but practice shows that existing skills in tools and languages are not equal.

Therefore, we attempted to complete more detailed analysis about these secondary skills with one goal: to assign discrete costs of relative value to them, which will allow a slightly different approach to the armor, weapons, tools and language proficiencies.

To do this, we also had to make some assumptions based on our experiences with many, many games that determine the relative value of different skills.

Our Assumptions

1. Artisan tools are more valuable than musical instruments.
2. Musical instruments is more valuable than gaming sets.
3. Artisan tools are more valuable than gaming sets.
4. Specific tools (poisoner's kit, alchemist's supplies, herbalist's kit) are more valuable than artisan's tools.
5. The skill of using a martial weapon is more valuable than the skill of using a simple weapon.
6. Languages are more valuable than tools proficiencies.
7. Exotic languages are more valuable than standard languages.

TERMS AND DEFINITIONS

Primary skill – Skill

Secondary skill – Armor, Weapon, Tool, Language proficiency

Proficiency point – unit for measuring relative difficulty of skills and proficiencies.

Cost of every proficiency in table below was determined by decomposing of feats of original fifth edition rules.

Also, we use some

Purchasable by character proficiencies with estimated training time

TYPE OF PROFICIENCY	COST, PROFICIENCY POINTS	TRAINING TIME, DAYS
Armor	12	250
Martial weapon	3	125
Simple weapon	2	125
Standard language	5	250
Exotic language	10	350
Specific Tools	5	250
Artisan tools	4	250
Musical Instruments	3	250
Gaming Sets	2	125

Non-purchasable by character (only for reference)

TYPE OF PROFICIENCY	COST, PROFICIENCY POINTS
Feat	24
Skill	8
Expertise	8
Ability Score Increase (+1)	12

Purchasable by character another element of skills of character with estimated training time

TYPE OF PROFICIENCY	COST, PROFICIENCY POINTS	TRAINING TIME, DAYS
Exotic weapon	4	125
Martial technique (school)	2	60
Martial maneuver (school)	3	90
Martial technique (personal style)	3	60
Martial maneuver (personal style)	4	90
Martial maneuver (universal)	8	240

Spell (bard, sorcerer, warlock)	1+2*spell level	n/a
Cantrip	6	n/a
Fighting style	12	250

PROFICIENCY POINTS ON 1ST LEVEL

From class: 2 skills grant 16 proficiency points, 3 skills grant 24 proficiency points, 4 skills grants 32 proficiency points.

From background: 10 proficiency points for tools and 16 proficiency points for two skills.

BONUS PROFICIENCY POINTS ON 1ST LEVEL

Bonus proficiency points from high Intelligence

Bonus proficiency points on first level depend on Intelligence score. Your character gains 3 bonus proficiency points per additional point of Intelligence beyond 10 (for example, for character with 13 Intelligence – 9 proficiency points, for character with 15 Intelligence – 15 proficiency points).

INTELLIGENCE	BONUS PROFICIENCY POINTS
11	3
12	6
13	9
14	12
15	15
16	18
17	21
18	24
19	27
20	30

GAINING ADDITIONAL PROFICIENCY POINTS ON HIGHER LEVELS

In exchange of Ability Score Improvement

If your character does not gain ability score improvements or feat then character will receive 24 proficiency points.

Multiclassing

If your character gains level in class which grants skill or tool proficiency character instead gains an equal cost of proficiency points.

From Intelligence

Your character gains additional proficiency points on new level equal to 1+Intelligence modifier (minimum 1).

From class level (optional rule)

Depending on your character's class, character will gain additional proficiency points on new level, but those proficiency points can be spent only on specific for every class proficiencies.

CLASS	ADDITIONAL PROFICIENCY POINTS
Artificer	4
Barbarian	3
Bard	4
Cleric	2
Druid	2
Fighter	4
Monk	3
Paladin	3
Ranger	3
Rogue	4
Sorcerer	1

Warlock	1
Wizard	1

CREATING CHARACTER USING THIS SYSTEM

For example, we create Thaegon, human variant ranger with background veteran. Starting Intelligence of Thaegon is 14 (+2).

Human variant race grant Thaegon 1 skill proficiency which he swap for 8 proficiency points. Ranger class grant 3 skill proficiencies so Thaegon gain 24 proficiency points from class. Background grant Thaegon additional 10 proficiency points and Thaegon also gain 12 additional proficiency points from his high Intelligence.

So on 1st level Thaegon has $8+24+10+16+12 = 70$ proficiency points. He spent them to:

Skill proficiencies: Survival, Perception, Athletics, Arcana, Medicine – for a total of 40 proficiency points.

He learn 3 standard languages – Elvish, Dwarvish and Orcish for 15 proficiency points and take proficiency in alchemical supplies spending 5 proficiency points, vehicles (land) spending 4 proficiency points, mounts (land) also for 4 proficiency points and gaming set (dice) for 2 proficiency points

For next 3 levels of ranger Thaegon will receive $3*3=9$ proficiency points for high Int and $3*3$ proficiency points for class for a total 18 proficiency points which he spent on gaining smith tools, fletcher tools and cook's utensil proficiencies (12 proficiency points).

At the end he has 6 proficiency points which he decide to spent later.

NEW SECONDARY SKILLS AND EXPANDING OF OLD TOOLS PROFICIENCIES

Knowledge & Lore proficiency (field)

The character has made a specialized study of a particular field, such as architecture, astrology, geography, history, mathematics, metaphysics, natural history, natural philosophy, or political economy. The character can usually make his living by acting as an expert on the subject. The character must choose his area of knowledge at the time he chooses the proficiency. He can spend more proficiency selections to have several different areas of knowledge. If a character selects the same knowledge twice, he is an expert in the subject and can train students and write books on the topic. If he selects the same subject three times, he could work as a sage of the subject.

The lore skills defined below allow you to know lots about things in the world. Functionally they are all the same, although the information they provide is quite varied. Below is a guide on how DMs can set their DCs, using dragons as an example.

DC	TYPE OF KNOWLEDGE	EXAMPLE
5	Very common	Dragons are dangerous, have breath weapons and fly.
10	Common	
15	Uncommon	Uncommon knowledge that most people don't know. The color of a dragon also determines their resistance or immunity to the same element. Sometimes dragons are spellcasters.
20	Rare	Dragons of a specific color have been documented to use specific spells, or specific legendary actions.
25	Very rare	Elder dragons have these legendary lair actions when encountered inside their lairs.
30	Epic	

Obviously it's up to the DM to determine how rare information is for their world, but here is a good rule of thumb. Commoners know stuff of DC 5-10. Educated individuals know things of DC 10-15. Scholars know things of DC 15-20 and Experts (people who focus on that area of expertise) know things of DC 20+

Leadership proficiency

The character is an inspirational authority figure who earns great loyalty. The character may hire one more henchman than his Charisma would otherwise permit.

Manual of arms

The character has the ability to train soldiers in military discipline, physical fitness, and weapon drill. The character can train up to 50 soldiers during each training period.

PROFICIENCIES	TROOPS	TRAINING TIME
Manual at arms	light infantry	1 month
Manual at arms, Mounts (land)	Light cavalry	3 months
Manual at arms, Fighting style (archery)	crossbowmen	1 month
	Bowmen	2 months
	Longbowmen	3 months
Manual at arms, Mounts (land), Fighting style (archery)	horse archers	6 months
Manual at Arms (expert)	heavy infantry	1 month
Manual at Arms (expert), Mounts (land)	heavy cavalry	6 months
Manual at Arms (expert), Mounts (land), Fighting style (archery)	cataphract cavalry	12 months

Mounts (land) [Equestrian or Horsemanship proficiency]

Siege weapons proficiency [Siege engineering]

The character is highly skilled in the construction and placement of temporary defensive works such as ditches, pits, fields of stakes, and simple wooden and earthen barricades. He also knows how to operate heavy war machines and siege engines such as **ballistae**, **catapults**, **rams**, **bores**, and **siege towers**. If the proficiency is taken a second time, then the character has the knowledge to construct heavy war machines, siege engines, and siege towers as well as use them.

Signaling [Exotic language]

The character knows how to transmit messages to other signaling specialists of the same military force, culture, trade guild, or other organization. This is similar to learning **an additional language**. The character must specify the style and culture of signals that he has learned when he takes this proficiency. Examples of signals include naval flags, cavalry trumpets, or smoke signals.

Trading (region)

Vehicles (air, airships and skyships) [Aviator proficiency]

Vehicles (boats and yachts) [Mariner proficiency]

Vehicles (land, chariots) [Charioteer proficiency]

Vehicles (land, wagons) [Teamster proficiency]

Vehicles (water, ships and galleys) [Sailor proficiency]

GROUPS OF SECONDARY SKILLS (PROFICIENCIES)

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- **Armor** - light, medium, heavy, shields
 - **Artisan tools**
 - **Gaming Sets**
 - **General**
 - **Musical instruments**
 - **Standard languages**
 - **Exotic languages**
 - **Specific tools** -herbalism kit, poisoner's kit, alchemy supplies, thief's tools etc.
 - **Vehicles** –water (ships), water (boats), air, land (wagons), land (chariots)
 - **Weapons** – simple, martial, exotic
 - **Knowledge & Lore*(new)**
 - **Mounts*** - land, water, air