CHARACTERS

ADDITIONAL BENEFITS

General character creation and advancement details.

STARTING CHARACTERS

At 1st level, each character begins with the following additional benefits.

- +1 to an ability score of their choice
- A number of extra languages equal to their Intelligence modifier (minimum 0).

CUSTOMIZATION

Ability Score Increase. A character may replace the +1 to an ability score with a half-feat.

Extra Languages. Each extra language may be replaced with proficiency in a skill specialty, a tool, an artistic style, or with an appropriate background feature.

No more than two languages may be replaced with skill specialties, and no more than one language may be replaced with a background feature.

These proficiencies and features are advances on the additional features that can be gained through downtime training.

DOWNTIME TRAINING

During downtime, characters may train to learn new skill specialties, tool profiencies, languages, artistic styles, and background features.

LIMITS OF DOWNTIME TRAINING

Characters are limited in how many of each category of features they may gain through downtime training.

These limits do not apply to normal features gained through character creation or advancement, such as from race, class, feats, or other sources.

A character may train a proficiency from a category lower on this list in place of one in a higher category (other than background features), which then counts towards the higher category's limit.

Background Features. Half Proficiency Bonus (rounded up).

Skill Specialties. Proficiency Bonus.

Tool Proficiencies and Artistic Styles. Intelligence modifier (minimum 0) plus Proficiency Bonus.

Languages. Half Intelligence score (rounded up), plus Proficiency Bonus.

EPIC CHARACTERS

These limits are altered once a character achieves 20th level.

TRAINING TIME AND EXPENSES

The amount of time required to learn a new skill speciality, language, tool, artistic style, or to acquire expertise if you already have proficiency in one of those depends on your Intelligence and whether you are training part time or full time.

You can perform a part time activity (including part time training) while still performing a full time activity, or you can perform 3 part time activities while performing no full time activities. You cannot train both full time and part time on the same task at the same time.

Training often involves hiring or otherwise paying for a trainer, though party members or allies might volunteer to train you without normal costs. It costs more to pay for a dedicated tutor or trainer than it does to enlist in a school or other training facility, but such facilities are typically rarer than dedicated tutors.

Part time training can often be picked up without expense. Examples include learning a tool proficiency during an apprenticeship or learning a language by living in an area where it is commonly spoken.

Total Time Requirement. Subtract your Intelligence modifier x 5 from a base 50 work weeks (a work week is typically 5 out of 7 days) to determine your character's total training time requirement.

Part Time Training. Each work week of part time training advances your training by one work week and typically costs 2 gp or more for a dedicated tutor, or 1 gp or more if enlisted in a school.

Full Time Training. Each work week of full time training advances your training by 5 work weeks, and typically costs 10 gp or more per work week for a dedicated tutor, or 5 gp or more per work week if enlisted in a school.

10TH LEVEL CHARACTERS

At 10th level, each character gains an additional +1 to an ability score of their choice, which may be replaced with a half feat.

SPECIALIST (NEW FEAT)

Special: This feat replaces +1 to an ability score

You gain a number of skill or expertise specialties of your choice equal to your proficiency bonus, as well as your choice of any one language, tool proficiency, or artistic style.

Skills and Specialties

Skills can be divided further into specialties, specific areas of proficiency within the skill. Specialties can interact with tools (including musical instruments), languages, and the new category of artistic styles.

Introduction

Definitions

Ability Checks
Making checks with skills or tools is normally described as an ability check with a specific modifier. For purposes of clarity and simplicity, this document may refer to ability checks that rely on skills as "skill checks", those that rely on tools as "tool checks", etc.

Expertise
In this document the term "expertise" will be used to refer to the ability to use double your proficiency bonus for checks, unless the Expertise class feature is specifically mentioned.

Skill Proficiency
While skill uses can generally be attempted with an ability check without proficiency, some skills have particular benefits granted only to those who are proficient. A proficient benefit common to all skills is automatic success.

Automatic Success. A proficient character automatically succeeds on a skill check if the ability score the check would be based on is 5 points higher than the DC of the check. If the character has expertise with the skill, the ability score need only be 2 points higher.

Other Non-Proficiency
If the DM rules that a tool, language, or artistic style check may be made without proficiency, the DC is increased by 5 to 10. The same applies if the DM allows a proficiency to be used for a task that normally falls under another proficiency.

Using a tool proficiency with improvised tools—with or without proficiency—generally imposes Disadvantage on the check.

Orphan Ability Checks
Orphan ability checks refers to ability checks to which no skill or other proficiency would apply. Part of the intent of these expanded rules is to completely remove orphan ability checks from the game. Every ability check that might be attempted should have an associated proficiency, as well as at least one way to gain expertise to it through the following options.

Usually it should be clear which skill and specialty applies to an ability check, but if a case arises where it is difficult to decide which specialty applies, the following table gives suggested default specialties for each ability.

Default Ability Checks

Ability Check	Suggested Skill Specialty
Strength	Athletics [Muscle]
Dexterity	Acrobatics [Control]
Constitution	Survival [Endurance]
Intelligence	Investigation [Research]
Wisdom	Insight [Intuit]
Charisma	Persuasion [Convince]

Otherworldly
Otherworldly is a descriptor applied to creatures that are composed of, or whose natures intrinsically depend on, planes other than the Material. Celestials, Elementals, Fey, and Fiends are always Otherworldly. Beasts, Giants, Humanoids, and Monstrosities are never Otherworldly. Creature of other types may or may not be Otherworldly.

Sylvan Fey
The Sylvan Fey are the types of fey normally associated with the Feywild and the Seelie and Unseelie courts, as opposed to other Otherworldly creatures that have the Fey type but no connection to things Faerie.

Proficiency Localization
Many forms of proficiency relate to specific cultures, societies, or locations. A character's proficiency extends to the elements of that proficiency within their own sphere of contact, and the DC of checks with that proficiency are adjusted based on how easy or difficult a usage of that skill would be for someone with a particular level of contact with those elements of a proficiency.

For instance, if a humanoid species or culture lives only in a far off land from a character, the DC for History [Culture] checks regarding them will be higher, and if the humanoid isn't found on that world at all, the DC may be much higher or even impossible.

Once a character has spent a little time in contact with a new element of their proficiency, the DC drops down to the normal range for them.

The same rules apply to characters making non-proficient skill checks.

Entertaining

Entertaining entails delighting an audience with some form of entertainment, often in an attempt to make money. All musical instruments and artistic styles, and some skill specialties, allow a character to entertain. Skill specialties that allow a character to do so will specify it in their descriptions.

Expertise in skill specialties that can be used to entertain does not grant expertise in entertaining. You can gain expertise in entertaining by combining a skill specialty with proficiency with a musical instrument or artistic style, or in some cases with another skill specialty. Each skill specialty specifies its appropriate combinations.

Skill Specialties

Each skill is divided into two to four specialties. These specialties are essentially treated like skills in and of themselves.

Specialty Proficiency and Skill Proficiency

A character can have proficiency or expertise in some or all of the specialties of a skill.

When a character has proficiency or expertise in a skill specialty, they gain all benefits of skill proficiency or expertise relating to that specialty. There is no specific additional benefit gained by having proficiency or expertise in all of the specialties of a skill.

For simplicity, if a character has proficiency or expertise in all specialties of a skill, we say that they have proficiency or expertise in that skill.

Gaining Skill Specialties

A character can gain skill specialties in multiple ways.

Downtime Training. As described in the section on character additional benefits, a character can gain a certain number of skill specialties through downtime training.

Splitting Skill Proficiencies A character may split some of the skills they gain into specialties, as described below.

Feats. A character may gain skill specialties from feats that include that benefit, such as the Specialist feat.

Splitting Skill Proficiencies

Whenever a feature grants a character proficiency or expertise in a specific named skill, they gain proficiency or expertise in all specialties of that skill. They cannot split or rearrange them.

When a feature grants a character a choice of skills to become proficient or gain expertise in, they may split those skills into specialties and choose those proficiencies or expertises from amongst any of the allowable skills. Any skill splits into 3 specialties, regardless of the number of specialties within it.

Proficiency versus Expertise Specialties

Both skill proficiencies and skill expertise can be split into specialties, however one cannot be exchanged for the other. Proficiency specialties can only be used to gain proficiency, and expertise specialties can only be used to gain expertise in a specialty you are proficient in.

Specialties gained through downtime training can be used for either proficiency or expertise.

Using Skill Specialties

Normally, when the DM calls for an ability check, he will specify the name of the specialty along with the skill. In print the format would be written as, for example, a Dexterity (Acrobatics [Stunts]) check.

Default Ability Scores

Each specialty has its own default ability score, which replaces the default ability score for the overall skill listed in the PHB. This is true even for characters or NPCs that possess proficiency in an entire skill. Always use the default ability score (or another that the DM deems appropriate) listed for the specialty under which a skill usage follows.

Specialty Overlap

There is intended to be no overlap between skill specialties. Any intended action should fall under only one skill specialty. If a situation arises where it appears a specialty might be able to perform a function listed for a different specialty, and the DM allows it, the DC should be increased by 5 to 10.

Expertise Through Proficiency Combinations

It is possible to make checks with expertise by having proficiency in a skill specialty and a related other form of proficiency (tool, language, artistic style, or rarely another skill proficiency). The descriptions of specialties and other proficiencies describe when this applies.

Note that the descriptions of some skills include functions of tool proficiencies. Unless specifically stated otherwise, using the skill to perform those functions without the proper tool proficiency still raises the difficulty.

Skills by Specialty

Below is a list of the various skill specialties and their uses. The format is as follows.

Skill Name

The name of the skill is followed by a brief description of its use.

Specialty (Ability Score)

The name of the skill specialty, followed by the default ability score used to make checks, and a description of the function of the specialty.

Expertise From. This section notes which other proficiencies, if also possessed, grant expertise to uses of this specialty, and what uses they apply to if not obvious.

Expertise To. This section notes which other proficiencies, if also possessed, gain expertise from being proficient in this specialty, and to what uses they apply.

Special. This section describes any special rules or exceptions that apply to this specialty, such as benefits gained only by those who are proficient in the skill.

ACROBATICS

Exercising control of your body's movement, performing agile stunts, and resisting or performing certain types of combat options.

CONTROL (DEXTERITY)

Keeping your balance, contorting to fit through a small space, resisting falling, or otherwise maintaining control over your body.

Expertise To. Dance

Special. Control is the default specialty used for Dexterity checks, if no other proficiency seems to fit.

Proficiency in the Control specialty allows you to entertain, but expertise does not grant you expertise in entertaining. You can gain expertise to entertaining with Control by also having proficiency in Performance [Affect].

MANEUVER (DEXTERITY)

Performing or resisting specifically defined combat options, such as Grapple, Shove, Climb Onto a Bigger Creature, Disarm, or Tumble.

Special. Proficiency in Maneuver allows you to add your proficiency bonus to Dexterity saving throws (if you don't already) made to resist Battle Master maneuvers and abilities that approximate them. You cannot gain expertise in saving throws.

STUNTS (DEXTERITY)

Performing dives, rolls, somersaults, flips, or other active stunts.

Expertise To. Dance

Special. Proficiency in the Stunts specialty allows you to entertain, but expertise does not grant you expertise in entertaining. You can gain expertise to entertaining with Stunts by also having proficiency in Performance [Affect].

ANIMAL HANDLING

Communicating and working with Beasts and animal-like creatures, whether wild or domesticated.

HANDLE ANIMAL (WISDOM)

Raising and training unaligned Beasts, Dragons, Monstrosities, Plants, and other unaligned animal-like creatures, as well as controlling mounts and animal-drawn vehicles.

Expertise To. Mounts, vehicles (land)

Special. Proficiency in Handle Animal allows you to make all mount related checks as if you were proficient in Mounts.

WILD EMPATHY (WISDOM)

The ability to understand and influence unaligned Beasts, Dragons, Monstrosities, Plants, and other unaligned animal-like creatures.

ARCANA

Knowledge of magical things in general, and those relating to the arcane arts in particular.

ARCANE LORE (INTELLIGENCE)

Knowledge of general magical lore, including eldritch symbols, magical traditions, groups, and theories, and other magical knowledge not covered by any other specialty.

Includes knowledge of highly magical beings: non-Otherworldly Aberrations, Constructs, and Dragons.

Expertise From/To. Languages of covered creatures, such as Deep Speech, Draconic, Grell, and Otyugh.

Special. The other specialties that may cover magical knowledge are Arcana [Planar Lore], History [Legends], Nature [Feylore], and all of the Religion specialties.

PLANAR LORE (INTELLIGENCE)

Understanding the general arrangement, connections, and interactions of the planes, including portals, incursions, and influences, as well as general planar traits and dynamics. Also includes specific knowledge of the Inner, Outer, and Transitive Planes, Demiplanes, and other mysterious dimensions such as the Far Realm.

Includes knowledge of Elementals and all Otherworldly creatures not covered by another specialty.

Expertise From/To. Aquan, Auran, Ignan, Primordial, and Terran.

Special. The other specialties that may cover Otherworldly beings are Nature [Feylore], Nature [Physical Environment], and all of the Religion specialties.

SPELLCRAFT (INTELLIGENCE)

Familiarity with and the practical ability to identify and interact with specific spells, magical items, and magical effects. Spellcraft is also used to directly exert magical will, such as to control a *sphere of annihilation*.

ATHLETICS

Pushing yourself physically in acts of raw might and athletic exertion, and performing or resisting certain types of combat options.

EXERTION (STRENGTH)

Climbing difficult surfaces, jumping unusually long distances, swimming in treacherous currents, running faster than your opponent, or otherwise exerting yourself athletically.

MUSCLE (STRENGTH)

Forcing doors, breaking bonds, bending iron bars, lifting gates, or otherwise performing feats of raw strength.

Special. Muscle is the default specialty used for Strength checks, if no other proficiency seems to fit.

Overbear (Strength)

Performing or resisting specifically defined combat options, such as Grapple, Shove, Climb Onto a Bigger Creature, Disarm, Overrun, or Shove Aside.

Special. Proficiency in Overbear allows you to add your proficiency bonus to Strength saving throws (if you don't already) made to resist Battle Master maneuvers and abilities that approximate them. You cannot gain expertise in saving throws.

Deception

Deceiving others through outright lies, misdirection, presenting a false front, or forgery and taking advantage.

Bluff (Charisma)

Directly influencing the actions of creatures by misleading them or concealing your knowledge; such as by outright lies, ambiguity, or false assurances.

Also includes disseminating falsehoods in general, whether by introducing them to an individual in conversation, or seeding them amongst a populace by careful social interaction.

Con (Intelligence)

Performing activities intended to cunningly mislead or trick others, such as conning a merchant, gambling, or forging documents.

Expertise To. Forgery kit, gaming set (all)

Guise (Charisma)

Swaying attitudes of creatures through presenting a false façade, or otherwise pretending to be someone or something you aren't to achieve some other results; such as trying to fast-talk a guard into believing you're supposed to be there, pass yourself off in a disguise, or appear to be important (or unimportant) at a social event.

Expertise To. Disguise kit (to pass yourself off in a disguise)

Special. Swaying attitudes includes the NPC attitudes of Friendly, Indifferent, or Hostile, as described in the DMG.

History

Knowledge of the civilizations of the world, as well as the cultures of the various Humanoid races, and legends that transcend cultures.

Civilization (Intelligence)

Broad geographical knowledge of lands, regions, and locations, both past and present, including external relations and internal structural details. Includes rulers and notables, factions not covered by other specialties, migrations, wars, laws, sites, economies, trades, dates, names, and events.

Expertise From/To. Cartographer's tools

Special. The other specialties that may cover factions are Arcana [Arcane Lore], Arcana [Planar Lore], History [Culture], History [Legends], Nature [Feylore], Nature [Wild Lore], and all specialties of Religion.

Culture (Intelligence)

Includes both basic and advanced knowledge of Humanoid cultures, including arts, literature, architecture, and other elements of material culture, as well as traditions, cultural mindsets, and societal norms.

Includes knowledge of the various Humanoid species.

Expertise From/To. Brewer's supplies, calligrapher's supplies, carpenter's tools, cobbler's tools, cook's utensil's, glassblower's tools, jeweler's tools, leatherworker's tools, mason's tools, painter's supplies, potter's tools, sculpter's tools, smith's tools, weaver's tools, woodcarver's tools, and the languages of Humanoid species and cultures

Legends (Intelligence)

Knowledge of legends, legendary figures, legendary phenomena (such as curses on the land, or fountains of eternal youth), and other legendary topics that transcend specific cultures. Also includes knowledge of Artifacts and Legendary magic items that figure more prominently in legends than magical research.

Includes knowledge of Giants and Monstrosities.

Expertise From/To. The languages of covered creatures, such as Giant, Sphinx, Thri-kreen, Umber Hulk, Winter Wolf, Worg, and Yeti.

Insight

Determining the true intentions of a creature, having an intuitive understanding of the significance of things, and feeling the presence of powerful supernatural auras.

Awareness (Wisdom)

Feeling the presence of powerful auras, magical disturbances, and other supernatural phenomena; such as the presence of fiends or celestials, Legendary Creatures, consecrated or desecrated locations, planar incursions, magical locales, some Artifacts or other powerful magical items, or the presence of the Regional Effects of Legendary creatures.

Rudimentary details of the nature of the aura are included, such as its apparent source, or that it feels evil. More completely interpreting an aura requires a skill specialty appropriate the aura's nature.

Special. The spell *Nystul's magical aura* and similar effects can automatically fool Awareness.

Intuit (Wisdom)

Having an intuitive impression about the significance of what's really going on, despite not having solid evidence; such as a gut feeling that you are missing something, a hunch that you are on the right track, or the distinct impression that a particular item, clue, or piece of information is significant.

Special. Intuit is the default specialty used for Wisdom checks, if no other proficiency seems to fit.

Sense Motive (Wisdom)

Determining the true thoughts, intentions, or feelings of creatures by means of observing their language, speech patterns, and mannerisms; such as seeing through Deception, discerning emotions, or predicting someone's next move. Includes discerning that someone is not as they appear, such as if they are Charmed or under some other magical influence, shapechanged, or actually undead. Also includes reading the general attitude or mood of a group.

Special. Attitudes of a group includes the NPC attitudes of Friendly, Indifferent, or Hostile, as described in the DMG.

Intimidation

Threatening others into doing as you wish, cowing opponents, and interrogating captives.

Menace (Charisma)

Swaying the attitudes of creatures through presenting an imposing or dangerous presence; such as gaining respect from a criminal element, or getting guards to consider you more trouble than it's worth.

Special. Swaying attitudes includes the NPC attitudes of Friendly, Indifferent, or Hostile, as described in the DMG.

Interrogate (Wisdom)

Extracting and identifying useful information from a creature under your power, through a variety of means; such as fear of harm, shattered hopes, reframing perspectives, or promises of reward.

Threaten (Charisma)

Directly influencing the actions of creatures through overt threats, hostile actions, or physical violence; such as using the edge of a broken bottle to prompt a sneering vizier to reconsider a decision, or scaring street thugs into backing down from a confrontation.

Investigation

Finding and examining clues, hidden features, and other curiosities, locating and interpreting important information, and discovering the solutions to puzzles and enigmas.

Appraise (Intelligence)

Derive information about physical objects and the immediate environment by examining them; such as discerning from the appearance of a wound what kind of weapon dealt it, determining the weakest point in a tunnel that could cause it to collapse, or appraising the value of a gem or work of art.

Expertise From. Artisan's tools, gaming sets, musical instruments, vehicles

Research (Intelligence)

Discovering, deducing, and interpreting knowledge by means of research and reflection; such as by poring through ancient scrolls in search of a hidden fragment of knowledge, seeking relevant lore by visiting libraries, comparing clues to find a pattern, or solving a puzzle or enigma by mulling over it.

Special. Research is the default specialty used for Intelligence checks, if no other proficiency seems to fit.

Search (Intelligence)

Finding the location of secret doors, traps, or other hidden objects or physical features.

Medicine

Heal wounds, treat poisons, diseases, and supernatural maladies, and assist a character in recovering from lasting afflictions.

Note. The Medicine skill is unique, in that the difficulty of making any ability checks with it is increased by 5 if a character lacks proficiency in the relevant specialty.

Heal (Wisdom)

Provide urgent healing; such as by stabilizing a character or allowing them to heal during a short rest without a healer's kit, or make better use of a healer's kit to restore consciousness when stabilizing or provide healing without rest.

Special. Stabilizing a character or allowing a character to spend Hit Dice during a short rest without a healer's kit is DC 5. See the expanded description of the healer's kit for additional uses.

Treat (Intelligence)

Diagnose and treat poisons, diseases, and supernatural maladies, and promote faster recovery from afflictions of all kinds; such as helping a character resist poison, recover from a disease, shake off a condition that is preventing them from healing; or determine that a character is Charmed, possessed, cursed, or suffering from some other supernatural malady. You can also determine the cause of a deceased creature's death.

Expertise From/To. Herbalism kit, poisoner's kit

Special. With one minute, an herbalism kit or a use of a healer's kit, and a DC 15 check, you can grant a character the benefit of antitoxin.

With a successful check (normally DC 15, but sometimes higher) and an herbalism kit or use of a healer's kit, you can grant a character Advantage on any saving throws they make to recover from poisons, diseases, curses, or magical afflictions in the next 24 hours.

NATURE

Knowledge of the Material Plane and its echoes, as well as general knowledge of processes and features natural to a plane or environment.

ENVIRONMENTS (INTELLIGENCE)

Knowledge of geology, minerals, seasons, natural cycles, astronomy, other non-living environmental features and processes natural to a world, climate, type of environment, or plane, and aspects of natural philosophy not covered by other specialties.

Includes knowledge of Oozes.

Expertise From/To. Alchemist's supplies

Expertise To. Navigator's tools, vehicles (sky), vehicles (water)

FEYLORE (INTELLIGENCE)

Knowledge of the Feywild, the Shadowfell, the specific planar properties of the Material Plane, and the specific interactions between those planes.

Includes knowledge of the Sylvan Fey, and the Otherworldly inhabitants of the Feywild and Shadowfell (and potential Otherworldly Material Plane natives), including the various folklore regarding mortal interactions with these beings.

Expertise From/To. Sylvan, and potentially the languages of other covered Otherworldly creatures

Special. The emphasis on Fey represents a Material Plane perspective. Beings from other planes might view this specialty with another emphasis, such as Prime Lore.

WILD LORE (INTELLIGENCE)

Knowledge of all types of plants, animals, and other forms of simple life; including their properties, uses, life-cycles, etc.

Includes knowledge of Beasts and non-Otherworldly Plants.

Expertise From. Herbalism kit to find plants in nature.

Expertise From/To. Languages of covered creatures, such as Giant Eagle, Giant Elk, Giant Owl, and Vegepygmy.

PERCEPTION

Physically detecting creatures attempting to remain hidden, and noticing out of place details.

Note. Perception [Notice] is rarely used passively, but the other specialities all have passive versions.

DETECT (WISDOM)

Detecting nearby creatures that are attempting to remain completely motionless, such as orcs lying in ambush on a road, or thugs hiding in the shadow of an alley. Perception [Detect] is opposed by Stealth [Lurk].

NOTICE (WISDOM)

Noticing significant observable details in your physical surroundings, such as the countess not wearing the pendant she normally wears, an object having been moved from its normal place, a creature attempting to Avoid Notice, a rough pit trap, or a door partially visible behind a tapestry.

Special. Unlike the Investigation [Search] skill, which can find all traps, Notice only allows discovery of certain types of poorly hidden traps, and only the simplest of those (generally DC 10 or less).

SENSE (WISDOM)

Detecting and pinpointing the location of creatures by senses other than direct vision or hearing, such as smell, Blindsight, or Tremorsense.

Sense can also be used to track the general movement of invisible creatures by visual evidence left of their movement.

Special. The modifiers to stealth and perception based on vision and hearing still apply when using Perception [Sense], which often means you have disadvantage and the hiding creature has advantage. If a special sense specifically negates reliance on sight or hearing such penalties do not apply. Without a special or acute sense, or obvious evidence such as displaced water from an invisible creature's feet, you cannot pinpoint the location of creatures with Sense.

SPOT (WISDOM)

Spotting the location of creatures attempting to move stealthily, such as a thief darting in and out of concealment, or a spectre drifting through dim illumination. Perception [Spot] is directly opposed by Stealth [Sneak].

PERFORMANCE

Performing with powerful effects on your audience; such as imparting strong emotions, causing them to be fascinated with you, or instigating ideas and actions.

Note. Performance is generally able to directly influence the actions of and sway the attitudes of larger groups of people than Deception, Intimidation, and Persuasion can, as it can apply to an audience of any size, while the other skills typically operate in a more limited scope.

Special. Proficiency in any Performance specialty allows you to entertain without need of another entertaining proficiency, using your pure force of personality to overcome your rudimentary technical skill. However expertise in a Performance specialty does not grant you expertise in general entertaining (though it does grant you expertise in the specific effects of the specialty). You can gain expertise in entertaining by pairing proficiency in Performance with proficiency in any musical instrument or artistic style.

AFFECT (CHARISMA)
Stongly moving the emotions of your audience with the pure artistry of the performance; such as causing the audience to become more hopeful or despairing, imparting a pure sense of happiness and delight, or creating a song they just can't get out of their head, potentially having a lasting impact on the local mood.

Expertise To. All musical instruments and artistic styles

Special. You can gain expertise in entertaining with Affect by pairing it with proficiency in Acrobatics [Control], Acrobatics [Stunts], or Sleight of Hand [Skullduggery].

ENTRANCE (CHARISMA)
Swaying the attitudes of creatures towards your person through performing; as well as using your performance to captivate their attention while you perform, and causing them to become fascinated (or even obsessed) with you afterwards; such as distracting a mob long enough for your allies to easily slip past, winning a musical contest by pure charm, causing audience members to become infatuated with you, or even creating a cult of personality around yourself.

Expertise To. All musical instruments and artistic styles

Special. Swaying attitudes includes the NPC attitudes of Friendly, Indifferent, or Hostile, as described in the DMG.

INSTIGATE (CHARISMA)
Directly influencing the actions of creatures through performing, as well as using your performance to insinuate ideas into them that may have longer lasting impact and provoke local social changes; such as motivating people to give to a charity, enouraging the town guard to take arms and charge at a bandit gang, inciting a rebellion against a ruler, sowing doubts about the teachings of a cult, or even inculcating deep philosophical questions in audience members.

Expertise To. All musical instruments and artistic styles

PERSUASION

Honestly convincing people to act as you wish, making a good impression, and gathering or disseminating information by social interaction.

CONVINCE (CHARISMA)
Directly influencing the actions of creatures by making cordial requests or assuring them of your truthfulness; such as getting a chamberlain to let your party see the king, negotiating peace between warring tribes, honestly haggling with a merchant, or avoiding arrest in a tense situation.

Special. Convince is the default specialty used for Charisma checks, if no other proficiency seems to fit.

GATHER INFORMATION (CHARISMA)
Acquiring information by associating with people; such as picking up general rumors and gossip in a location, seeking specific information by talking with a variety of people, or finding informants and difficult to acquire services.

Also includes spreading true information in the same manner.

IMPRESS (CHARISMA)
Swaying attitudes of creatures through means such as sincere friendliness, tact, social graces, good nature, or exhibiting proper etiquette; as well as making impressions on and instilling ideas in people.

Special. Swaying attitudes includes the NPC attitudes of Friendly, Indifferent, or Hostile, as described in the DMG.

RELIGION

Knowledge of religions, Immortals, the nature of divinity and the afterlife, and dark and corrupting evils.

FORBIDDEN LORE (INTELLIGENCE)
Knowledge of evil and corrupting forces of the multiverse and their influences.

Includes knowledge of Fiends, Undead, Great Old Ones and other forgotten ancient evils, and the practices of their cults. Also includes understanding of dark magic directly deriving from such evil, such as powerful non-standard curses and vile rituals.

Expertise From/To. Languages of covered creatures, such as Abyssal, Daemon, Elder Tongue, and Infernal.

SUPERNAL LORE (INTELLIGENCE)
Knowledge of the nature and powers of the Immortals, and the cosmic significance and influence of alignment. Includes knowledge of the nature of avatars and divine proxies, and understanding of souls and what happens to them during and after death.

Includes knowledge of Celestials, Outer Planar Exemplars other than Fiends, and Otherworldly Mythic beings of a unique nature.

Expertise From/To. Languages of covered creatures, such as Archon, Asura, Celadrin, Celestial (Aasimon), Guardial, Modron, Rilmani, and Slaad.

THEOLOGY (INTELLIGENCE)
Knowledge of specific Immortals and pantheons, including their portfolios and mythologies, and associated symbols, divine Artifacts, and divine servitors. Also includes knowledge of their religions and religious beliefs, practices, histories, and impacts.

SLEIGHT OF HAND

Picking pockets, opening locks, disabling and creating traps and devices, and performing other acts of manual precision, trickery, or intricate manipulation.

ARTIFICE (INTELLIGENCE)

Performing tasks combining creative problem solving with intricate manual control, such as disabling traps or other complex devices, as well as designing and crafting such things.

Expertise From. Artisan's tools (designing and crafting devices)

Expertise To. Thieves' tools (disabling traps)

Special. Creating traps, devices, and similar contraptions with Sleight of Hand [Artifice] uses standard crafting rules. Quickly making simple traps uses Survival [Assemble].

SKULLDUGGERY (DEXTERITY)

Performing acts of manual trickery and finesse, such as opening locks, picking pockets, concealing objects on your person, planting objects on others, tying or escaping from bindings, or entertaining others with tricks.

Expertise To. Theatre (stage magic), thieves' tools (opening locks)

Special. Proficiency in the Skullduggery specialty allows you to entertain, but expertise does not grant you expertise in entertaining. You can gain expertise to entertaining with Skullduggery by also having proficiency in Performance [Affect].

STEALTH

Physically hiding yourself or otherwise avoiding being noticed or discovered by others.

AVOID CONTACT (INTELLIGENCE)

Skillfully implementing heists, infiltrations, escapes, and other pre-planned activities relying on anticipating where foes are and not being there at the same time.

AVOID NOTICE (WISDOM)

Blending into a crowd, casing a location, or shadowing a target.

LURK (DEXTERITY)

Concealing yourself from enemies while waiting in ambush, remaining still behind a statue, or otherwise staying physically undetected in the best spot while remaining stationary

Note. Stealth [Lurk] is directly opposed by Perception [Detect}].

SNEAK (DEXTERITY)

Slinking past guards, slipping away without being spotted, sneaking up on someone, or otherwise remaining hidden while moving around.

Note. Stealth [Sneak] is directly opposed by Perception [Spot].

SURVIVAL

Safely traverse environments without falling prey to their inhabitants or hazards, assemble necessities for nourishment and safety, and endure unavoidable harsh conditions.

ENDURANCE (CONSTITUTION)

Holding your breath, marching for hours without rest, going without sleep, surviving without food or water, winning a drinking contest, or otherwise enduring strain for a period of time.

Special. Endurance is the default specialty used for Constitution checks, if no other proficiency seems to fit.

IMPROVISE (INTELLIGENCE)

Crafting makeshift solutions to problems using materials on hand; such as building a shelter, starting a campfire, making a simple trap, creating a mixture of mud and leaves to hide your scent, or making weapons out of sticks and stones.

Also includes creating an effective barricade with nearby furniture, or cobbling together a crossbow from a broken barstool, a beer stein, and an old boot.

Expertise From. Carpenter's tools, leatherworker's tools, mason's tools, smith's tools, tinker's tools, woodcarver's tools

Expertise To. Tinker's tools

Special. The simple traps created with Survival [Improvise] typically have a DC of 10 or lower to find and/or disarm. Making more complex traps requires Sleight of Hand [Artifice].

RANGE (WISDOM)

Safely navigating and living in an environment. Involves detecting environmental resources and hazards and avoiding or finding either; such as hunting and foraging, detecting poison berries by the dead birds nearby, discerning from footprints that four Large bipedal creatures passed this way within the last few hours, finding the fastest path around a quicksand infested marsh, staying clear of a creature's lair, or tracking a creature to its lair. Includes maintaining your sense of time and direction in confusing conditions.

You might also spot physical signs that a slum is under the sway of a gang, pick out edible food from a pile of garbage, avoid falling through decaying stairs, track a pickpocket through alleyways, or keep your sense of direction in a sewer.

Special. Survival [Range] generally only allows one to determine that flora, fauna, or environmental features are dangerous or safe. The Nature skill is required to accurately identify or find specific types of plants, animals, minerals, or other elements of the environment.

Other Proficiencies

Tools

Tool proficiencies can gain expertise, either from taking expertise in the tool proficiency directly or through combination with a skill specialty proficiency.

New and Expanded Tools

In addition to the tools in the Player's Handbook, the following tools should be added or expanded.

Healer's Kit (5 gp). Anyone can use this leather pouch containing bandages, salves, and splints. The kit has ten uses.

- As an action, you can expend one use of the kit to stabilize a creature that has 0 hp without needing to make a Wisdom (Medicine [Heal]) check.
- A use of the kit allows a character to spend hit dice during a short rest.

A character with proficiency in Medicine [Heal] can use a healer's kit in additional ways.

- When stabilizing a character with a healer's kit, a DC 15 Wisdom (Medicine [Heal]) check also restores 1 hp.
- By spending one minute and one use of a healer's kit you can make a DC 15 Wisdom (Medicine [Heal]) check to tend a creature's wounds. This check cannot be attempted on the same creature again until they finish a long rest. On a success, the creature regains 1d6 +4 hp, plus additional hp equal to its maximum number of hit dice.

Characters without proficiency in Medicine [Heal] have the DC to attempt these additional uses increased by 5.

Mounts. Proficiency with mounts allows you to direct and effectively maintain control of a mount in challenging situations.

Sculpter's Tools (10g). Proficiency with this artisan's tool allows a character to create statues and other scultures, as well as providing familiarity with the art of sculpture generally.

Vehicles (sky). Proficiency with vehicles (sky) grants you the skill to control or crew any form of sky-faring vehicle, whether that is an airship, a spelljamming vessel, or a more exotic planar vessel. It also grants you basic knowledge of the sorts of things that sailors on such vessels would know.

Artistic Styles

Artistic styles function exactly like tool proficiencies (including penalties to checks without proficiency) but do not require specific tools to attempt.

Whenever a feature in the game grants access to a choice of proficiency or expertise in either a musical instrument or artisan's tool, you may select an artistic style instead.

Artistic styles are described in a similar format to that used for skill specialties. The available artistic styles are found below.

All proficient artistic styles gain expertise from any proficient Performance specialty.

Song

This style represents all forms of vocal music.
Expertise From. Performance [any]

Dance

This style represents all forms of dancing.
Expertise From. Performance [any], Acrobatics [Control], Acrobatics [Stunts]

Poetry

This style represents not only poetry, but also storytelling, oration, and the composition of literature, whether prose or verse.
Expertise From. Performance [any]

Theatre

This style represents stage acting, as well as related forms of entertaining an audience, such as buffoonery and joke-telling.
Expertise From. Performance [any], Sleight of Hand [Skullduggery]

Spectacle

This collection of styles represents a variety of unusual talents used for performance, such as fire-eating, gladatorial combat, or juggling.
Expertise From. Performance [any]

Languages

Proficiency in a language includes not just the ability to speak the language, but also knowledge of elements of the culture of the language's speakers. In general it provides access to the sort of knowledge that anyone who speaks the language well would be likely to know, such as traditions, cultural mindsets, and societal norms.

If you are also proficient in the skill specialty that grants knowledge of the culture or kind of creatures who are the typical speakers of the language, you gain expertise to speak the language, and you also gain expertise on skill checks involving all forms of cultural knowledge of the language's speakers—not just the forms of cultural knowledge gained by language proficiency alone.

Proficiency with a skill specialty relating to a culture or kind of creature, without proficiency in the language, grants all forms of cultural knowledge, except those pertaining directly to language and communication.

SKILL SPECIALTIES, TOOL PROFICIENCIES, AND ARTISTIC STYLES

Tool	Expertise From	Expertise To
*Artisan's Tools**		Sleight of Hand [Artifice]
Alchemist's supplies	Nature [Environments]	Nature [Environments]
Brewer's supplies	History [Culture]	History [Culture]
Calligrapher's supplies	History [Culture]	History [Culture]
Carpenter's tools	History [Culture]	History [Culture], Survival [Improvise]
Cartographer's tools	History [Civilization]	History [Civilization]
Cobbler's tools	History [Culture]	History [Culture]
Cook's utensils	History [Culture]	History [Culture]
Glassblower's tools	History [Culture]	History [Culture]
Jeweler's tools	History [Culture]	History [Culture]
Leatherworker's tools	History [Culture]	History [Culture], Survival [Improvise]
Mason's tools	History [Culture]	History [Culture], Survival [Improvise]
Painter's supplies	History [Culture]	History [Culture]
Potter's tools	History [Culture]	History [Culture]
Sculpter's tools	History [Culture]	History [Culture]
Smith's tools	History [Culture]	History [Culture], Survival [Improvise]
Tinker's tools	Survival [Improvise]	Survival [Improvise]
Weaver's tools	History [Culture]	History [Culture]
Woodcarver's tools	History [Culture]	History [Culture], Survival [Improvise]
Disguise kit	Deception [Guise]	
Forgery kit	Deception [Con]	
*Gaming Set**		
Dice set	Deception [Con]	
Dragonchess set	Deception [Con]	
Playing card set	Deception [Con]	
Three-Dragon Ante set	Deception [Con]	
Herbalism kit	Medicine [Treat]	Medicine [Treat], Nature [Wild Lore]
*Musical Instruments**		
Bagpipes	Performance [any]	
Drum	Performance [any]	
Dulcimer	Performance [any]	
Flute	Performance [any]	
Lute	Performance [any]	
Lyre	Performance [any]	
Horn	Performance [any]	
Pan flute	Performance [any]	
Shawm	Performance [any]	
Viol	Performance [Any]	
Mounts	Animal Handling [Handle Animal]	
Navigator's tools	Nature [Environments]	
Poisoner's kit	Medicine [Treat]	Medicine [Treat]
Thieves' tools	Sleight of Hand [Artifice, Skullduggery]	
Vehicles (land)*	Animal Handling [Handle Animal]	
Vehicles (sky)*	Nature [Environments]	
Vehicles (water)*	Nature [Environments]	

Artistic Style		
Dance	Acrobatics [Control, Stunts], Performance [Any]	
Poetry	Performance [any]	
Song	Performance [any]	
Spectacle (fire-eating)	Performance [any]	
Spectacle (gladiator)	Performance [any]	
Spectacle (juggling)	Performance [any]	
Theatre	Performance [any], Sleight of Hand [Skullduggery]	

* Proficiency with these tools grants expertise to Investigation [Appraise] regardings those tools.