Characters in the UnderDeep acquire proficiencies at the same speed and class level as their surface counterparts. Use the rules found in the *Players Handbook* when determining the number of proficiencies allowed to each character class in *Fathoms: Aquatic Adventures*. Due to the environmental differences of the *Fathoms* campaign, however, many of the standard proficiencies have been changed, as well as new ones added.

It is possible for aquatic races to learn skills that are normally allowed only to surface races, as long as they have spent enough time on the surface to learn from someone there, and have paid the appropriate number of proficiency slots.

For example, a surface dweller who knows the Agriculture proficiency does not automatically know Aquatic Agriculture, but could learn this proficiency if they spent enough time and studied underwater. Likewise, many UnderDeep races who travel on the surface occasionally learn proficiencies such as Fire Building and Land Based Riding, although they often suffer a penalty to their success chance.

Due to the number of relevant changes in standard proficiencies on the surface compared to those in aquatic games, all non-weapon proficiencies are available in *Fathoms* are presented below. Proficiencies a player may want to learn that are not listed below, but are revealed in another AD&D game supplement are subject to approval and revision by the DM to fit them into the *Fathoms* setting. Unless otherwise indicated, the proficiency descriptions which follow are unique to the underwater campaign setting.

Also presented below are proficiencies that UnderDeep races would not normally obtain, but are often known by sailors and other surface races who travel on or around the sea.

Nonweapon Proficiency Descriptions

Acting: Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment; it can also be useful in aiding a disguise. If both acting and disguise are known, the proficiency check for either is made with a +1 bonus.

Proficiency checks are required only if the actor must portray a particularly difficult character or is attempting an "ad lib" role.

Acting is a useful skill when aquatic races like quirden venture on the surface and attempt to imitate their surface dwelling counterparts.

Agriculture (Aquatic): The character has a knowledge of the basics of undersea agriculture. Farming in the UnderDeep involves raising vegetation such as sea berries, edible sea weed, anenomes, etc. Agriculture also includes aquatic livestock such as halibut, clams, crustaceans, and other creatures. Due to the ease of finding food in most oceanic locations, farmers are not near as common in *Fathoms* as in other land-based campaign settings.

Alchemy: An individual skilled in the science of alchemy can perform a variety of feats when he has access to a well-stocked laboratory. Given time and the proper materials, the alchemist can create such things as ink cloud bombs, sleep liquid, nonmagical potions, various drugs and mild poisons, both natural and otherwise. Furthermore, a character with this proficiency can conduct experiments to determine the properties and content of unknown substances.

A laboratory, including the specialized equipment and the innumerable chemicals necessary for its operation, costs at least 5,000 cw. For every additional 5,000 cw invested in the laboratory, the alchemist's chances of success in any given project should be modified by +1. However, since there is always a chance of failure, any roll of a natural 20 indicates that something has gone wrong, most probably damaging the alchemist and some of his equipment. Other failures may result in worthless potions, creations with wildly different effects, or whatever else the DM can think of. Due to the difficulty of alchemy in an underwater setting, many alchemists keep their laboratories in seashore caves, or even in air pockets in undersea caverns.

This skill is almost useless outside of the laboratory, and the character's abilities should be limited accordingly when this is the case. Some characters may wish to carry small analysis kits with them while adventuring. These typically cost as much as 2,500 cw each. The delicate equipment is not likely to stand up to the rigors of normal adventuring, and the chances of success at any project will incur penalties ranging from -1 to -10 depending on the situation.

Possession of this skill grants a +1 bonus on all brewing, herbalism, and poison proficiency checks.

Alertness: A character with this proficiency is able to instinctively notice and recognize signs of a disturbance in the immediate vicinity, thus gaining a +1 bonus to surprise rolls whenever he makes a

successful proficiency check. Assuming that he is able to communicate this information to others in the party, their chance of being surprised is also reduced by that amount.

A character with a lateral-line system has a +5 bonus on all alertness proficiency checks.

Ancient History (Aquatic): The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific, just as a historian would specialize today in the English Middle Ages, the Italian Renaissance, or the Roman Republic before Caesar.

The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the time. The character must roll a proficiency check to identify places or things he encounters from that age.

Note that aquatic ancient history deals with ages in the history of triton, mermen, and other oceanic races. A character who has aquatic ancient history for a certain age does not know the events of surface history at the time (unless they interacted with the UnderDeep). However, it is possible for characters to learn ancient history about surface dwelling races as a separate proficiency.

Animal Handling (Aquatic): Proficiency in this area enables a character to exercise a greater-than-normal control over pack animals and beasts of burden such as hippocampi, giant sea horses, trained whales, and similar aquatic animals. A successful proficiency check indicates that the character has succeeded in calming an excited and agitated animal; in contrast, a character without this proficiency has only a 20% chance of succeeding in the attempt.

Animal Lore (Aquatic): This proficiency enables a character to observe the actions or habitat of an animal and interpret what is going on. Actions can show how dangerous the creature, whether it is hungry, protecting its young, or defending it's territory. Furthermore, careful observation of signs and behaviors can even indicate the location of a school of fish, predator, or impending natural danger. The DM will secretly roll a proficiency

check. A successful check means the character understood the basic action of the creature. If the check fails by 4 or less, no information is gained. If the check fails by more than 4 or more, the character misinterprets the actions of the animal.

A character with animal lore adds a +2 bonus when using the set snares proficiency (for hunting) since the character knows the general habits of the creature hunted.

Animal Noise (Aquatic): A character with this proficiency is capable of imitating noises made by various animals such as whales, dolphins, etc. A successful check means that only magic can distinguish the noise from that of the actual animal being imitated. A failed attempt means that the sound varies from the correct noise in some slight way.

If the die roll fails, this does not mean that all creatures hearing the noise know that the sound is fake. While creatures and humanoids that are very familiar with the noise know this automatically, other creatures or characters in earshot may require Wisdom checks to determine if they detect the fake.

Animal Training (Aquatic): Characters with this proficiency can train one type of creature (declared when the proficiency is taken) to obey simple commands and perform tricks. A character can spend additional proficiencies to train other types of creatures or can improve his skill with an already chosen type. Creatures typically trained in the UnderDeep are hippocampi, sea horses, dolphins, whales, and many common fish. A character can choose even more exotic creatures and monsters with animal intelligence.

A trainer can work with up to three creatures at one time. The trainer may choose to teach general tasks or specific tricks. A general task gives the creature the ability to react to a number of nonspecific commands to do its job. A specific task teaches the trained creature to do one specific action. With enough time, a creature can be trained to do both general tasks and specific tricks.

Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. At the end of the training time, a proficiency check is made. If
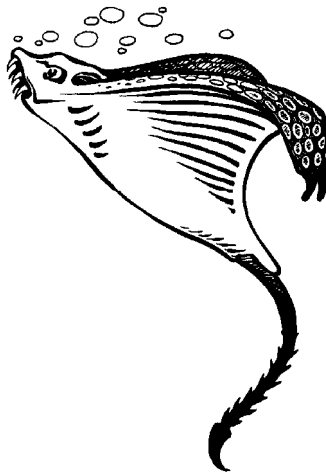
successful, the animal is trained. If the die roll fails, the beast is untrainable. An animal can be trained in 2d4 general task or specific tricks, or any combination of the two.

An animal trainer can also try to tame wild animals such as sharks, barracuda, and other non-domesticated creatures (preparing them for training later on). Wild animals can be tamed only when they are very young. The taming requires one month of uninterrupted work with the creature. At the end of the month, a proficiency check is made. If unsuccessful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behavior to make it untrainable. It can be kept, though it must be leashed or caged.

If the creature being trained is one the character's race has a bond with, such as the quirden and orca, the proficiency is made with a +4 bonus, and training time is halved if successful.

Appraising: This proficiency is highly useful for thieves, as it allows characters to estimate the value and authenticity of shells, antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the DM can exclude those items too exotic or rare to be well known). This proficiency is also used to appraise items on sunken ships that are found on the ocean floor. The character must have the item in hand to examine. A successful proficiency check (rolled by the DM) enables the character to estimate the value of the item to the nearest 100 or 1,000 cw and to identify fakes. On a failed check, the character cannot estimate a price at all. On a roll of 96 or above, the character wildly misreads the value of the item, always to the detriment of the character.

Armorer (Aquatic): This character can make all of the type of armor listed in the *Fathoms* Rulebook, given the proper materials and facilities. When making armor, the proficiency check is rolled at the end of the normal construction time.

The time required to make armor is equal to two weeks per level of AC below 10.

If the proficiency check indicates failure but is within 4 of the amount needed for success, the armorer has created usable, but flawed, armor. Such armor functions as 1 AC worse than usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat

with a natural die roll of 19 or 20, it breaks. The character's AC immediately worsens by 4 additional classes, and the broken armor hampers the character's movement. Until the character can remove the broken armor, the character moves at ½ of his normal rate and suffers a -4 penalty to all of his attack rolls.

If an armorer is creating a suit of shell, chiton or other fitted armor, the character who will use the armor must be present at least once a week during the creation of the armor, since such types of armor require very exact fitting.

Arms Appraising: This ability allows the character to appraise the workmanship of various weapons and armor. A character is able to determine, without a proficiency check, the average price that normal weapon or suit of armor would fetch. He is also able to tell the condition of the weapon or armor, and if the previous owner cared for it properly. With a proficiency check, the character is able to tell if the weapon or armor is of quality, and what type of bonuses (although not the exact bonuses) can be determined. This requires constant scrutiny of the item, and perhaps significant use in battle, for no less time than one day. With another proficiency check, the apparent creators of the weapon or armor may be determined, unless this is obvious by design.

Magical weapons and armor may be identified as such under extreme conditions. After using the weapon or armor for a period of at least 1 week in battle, the character may roll a proficiency check with a -10 penalty. Success indicates that the character notices some indications that perhaps magic was involved in the creation of the item. Under no circumstances can specific powers or pluses be found out in this way. Characters with this proficiency are knowledgeable in the proper care for any weapon they are familiar with. A proficiency check allows the character to care for unfamiliar weapons as well.

Blacksmithing: This is a skill rarely found in he UnderDeep, although it does exist. Blacksmithing in the *Fathoms* setting can only be accomplished on the surface, such as in seashore caves, or in air pockets in underwater caverns, etc. Note that blacksmithing in an air pocket will quickly use up the oxygen, unless the pocket is of enormous size.

A character with blacksmithing proficiency is capable of making tools and implements from iron.

Chapter 3: Proficiencies

Use of the proficiency requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, nails, hinges, sea saddle rings and buckles, and most other iron objects.

Blind-fighting: A character with blind-fighting is skilled at fighting in conditions of poor or no light. In total darkness, the character suffers only a -2 penalty to his attack roll. If the character is at a depth where their vision is reduced from 30 feet to 0 feet, the character incurs only a -1 penalty. The character suffers no penalties to his AC because of darkness. A successful proficiency check is required to use the skill in this way. Each round, the character may roll until success is achieved, in which case the character need not roll again during that battle.

Furthermore, the character retains special abilities that would normally be lost in darkness, although the effectiveness of these are reduced by one-half. This proficiency is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from crossbow missile fire or anything outside the immediate range of the character's melee weapon.

Furthermore, this skill aids the character when dealing with invisible creatures, reducing the attack penalties to -2. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.
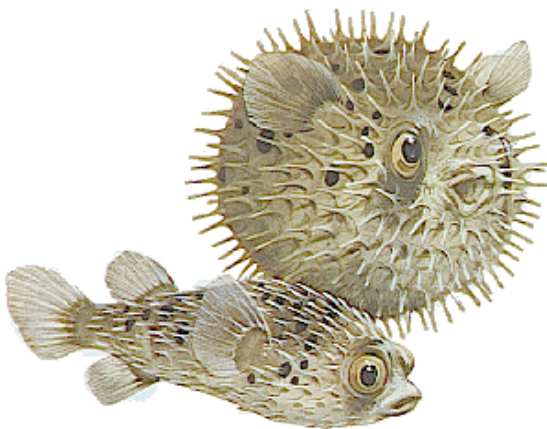
Boating: This skill is usually only known by surface dwellers, since aquatic races would rarely need to travel on boats. A character with boating proficiency is needed to guide a boat down a rapid stream or to reduce the dangers of capsizing a canoe or kayak. In addition, a character with boating proficiency can insure that a boat is propelled at its maximum speed. This proficiency pertains to small craft on smaller lakes and rivers.

Boatwright: Among surface races, the boatwright proficiency allows a character to construct all kinds of watercraft up to a maximum length of 60 feet. Larger vessels cannot be built.

The time required to build a boat depends on size. As a general guide, a boat requires one week of construction time per foot of length. Two characters with the boatwright proficiency cut this time by half; three reduce it to one-third. A maximum of one boatwright per five feet of length can work on the same vessel.

The basic boat includes hull, masts, deck, and benches as required. Features such as a cabin or a sealed hold add about a week a piece to complete. Characters without the boatwright proficiency can aid the boatwright in construction, but two such characters equal the time savings that one additional skilled boatwright could provide.

Aquatic races are normally not skilled in the boatwright proficiency.

Botany (Aquatic): A character with this proficiency is readily able to identify seaweed and other plant life of all kinds and is familiar with their properties, life cycles, and habitats. This knowledge is limited to the type of water the character has studied. For instance, plant life in the abyssal floor is very different from that found on the continental shelf. Under normal circumstances, no proficiency check is required to identify the vegetable. Trying to recall specific information requires a proficiency check, and trying to identify vegetables outside of the character's chosen terrain requires a check with a -4 penalty. No specific information can be gained on plants outside the character's chosen terrain. Additional proficiency slots may be spent to learn the plants of other areas, one slot per area. Aquatic elves and locathan races generally have a good grasp of botany, allowing each of them a +1 bonus to all botany proficiency checks they make in their own terrain and climate.

Possession of this skill grants a +2 bonus on all agriculture and herbalism proficiency checks.

Calligraphy: The handwriting of an individual with this proficiency is controlled and beautiful to the point of being considered art. A character could

earn a tidy income lettering signs, writing letters, etc. for the wealthy public. Skilled calligraphers are often sought by the courts of the aristocracy and religious institutions that wish to illuminate their holy writings.

A typical calligraphy set, including a set of 6 pens, 2 bottles of tar-like underwater ink, and a dozen sheets of hide (used as underwater paper) costs about 25 cw. Additional pens and colored ink should be available in large underwater cities.

The reading/writing proficiency must have been taken before this skill can be selected. Under normal circumstances, no proficiency check is required. Truly beautiful works or extremely complicated styles require a proficiency check, with failure indicating something less than aesthetic. Characters with both this proficiency and either scribing or a artistic ability requiring painting or lettering receive a +1 bonus with those skills.

Camouflage: This skill allows the character to effectively hide an object or creature from casual view in any terrain. Netting, seaweed, sand, coral, and other materials must be used, depending on the terrain and situation. Objects or creatures camouflaged cannot be made to appear as anything specific; they are just hidden by the surrounding cover. The objects size affects the proficiency check according to the chart below:

Size	Modifier to Success Chance
Tiny/Small	+2
Medium	-
Large	-1
Huge	-4
Gargantuan	-10

If the check is successful, casual observance will be 90% unlikely to notice the object or creature thus camouflaged. Closer examination, however, will possibly reveal the item or creature for what it is. If the proficiency check fails, any creature viewing the camouflaged object or creature will notice something strange, and perhaps go to investigate. Intelligent creatures (Intelligence over 10) will realize that the item or creature is camouflaged if the check is failed. The DM should roll the check secretly, as the character will not know if the camouflaging was successful until another creature views it.

Cartography: Characters with the cartography proficiency are skilled at making maps. Most maps in the UnderDeep are made by carving the symbols into shells or using underwater ink on byssal, hide, or other flexible material. They can make maps to scale and can represent complex land formations through the use of perspective drawing and coastal outlines. A cartographer is a keen-eyed artist with a well-developed sense of distance and depth, whose perception of the physical world is so exacting that with amazing accuracy, he can copy onto a sheet of hide or byssal whatever he looks upon.

Only on three occasions does the character need to make a proficiency check. If the area is very unusual or if he is copying another map, a proficiency check must be made. A successful proficiency roll indicates that the map is correct in every detail. A failed roll indicates that some details, possibly some significant ones, are in error. A roll of 20 indicates that the map contains a serious error that invalidates it. The success roll for this proficiency should be made by the DM and kept secret from the player. If a character attempts to read a map which he did not create, a proficiency check is required, with failure indicating that the character is unable to decipher the maps content.

In addition, characters with this proficiency who are following a well made accurate map are 95% likely not to get lost. A successful proficiency check is required, and if it is failed, normal chances for getting lost apply, until the character can identify some landmark on the map. At this point, another proficiency check may be made to raise the chance back to 95%.

Depth Sense: This skill allows the aquatic creature to estimate what depth they are currently at. They do this by judging light as well as the pressure they feel from the water around them.

A successful check indicates that the character is able to determine their depth within 20 feet (determined by the roll on 2d10). A failed check indicates that the character has misjudged their depth by 50-100 feet (determined by rolling d10 and multiplying it by 50). Another die is rolled to find out if the character over or underestimated their depth. An even number on the die indicates that they overestimated their depth, and they are actually shallower than they thought, while an odd number result indicates the character underestimated their depth, and they are actually deeper than expected. This success chance for this proficiency is rolled in secret by the DM, so the character will not know if

they are correct or not when the DM reveals the depth the character believes they are at.

Direction Sense: A character with this proficiency has an innate sense of direction.   A character with this proficiency is able to determine the direction of travel underwater. A failed proficiency check means the character errs by 90 degrees. A roll of 20 indicates the direction chosen is exactly opposite the true heading. (The DM rolls this check).

While on the water in a boat, the character is able to tell the direction of the party, even in unfavorable weather conditions, with a successful proficiency check, rolled by the DM. A character with this proficiency adds +1 to navigation skill rolls.

Disguise: The character with this skill is trained in the art of disguise. He can make himself or another individual look like any general type of person of about the same height, age, weight, and race. A successful proficiency check indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way.

This proficiency is very useful for races like quirden and aquatic elves who wish to travel on the surface in the guise of their surface cousins. If the proficiency roll is successful on these races, they are able to hide webbed hands and feet, leg fins (for quirden), or even coloration differences.

The character can also disguise himself or another person as a member of another race or sex. In this case, a -7 penalty is applied to the proficiency check. The character may also attempt to disguise himself as a specific person, with a -10 penalty to the proficiency check. These modifiers are cumulative, thus it is extremely difficult for a character to disguise himself as a specific person of another race or sex.

Diving: This proficiency allows the character to dive into the water from an elevated surface. The character may attempt a normal dive from a height equal to 20' plus an additional 10' per level of experience. This use requires no proficiency check. If the character wishes to dive from a higher distance, perform a truly awe-inspiring dive, or wishes to improvise on the dive, modifiers to the chance of success are applied. For every added level of complexity (a somersault, twist, pike, etc.), the character must subtract 1 from his chance of success. In addition for every additional 5' in height, an additional 1 penalty is applied to the chance of success. These modifiers are cumulative, and the DM may add other penalties or bonuses based on the

circumstances. A 'safe' depth of water equal to the diver's height plus an additional 1' of water per 10' of height (or fraction thereof) dove is needed to avoid injury.

A character can perform one fast maneuver (somersault, for example) for every 10 feet of travel, or one slow maneuver (holding a pike, for example) for every 20 feet of travel. Use of a springboard adds an additional 5' height to the initial jump, giving a total distance increase of 10'. Adding proficiency slots has the effect of increasing the maximum height by 10'. A diver may dive outwards five feet plus an additional one-third the distance that he travels downward.

Eavesdropping: This proficiency allows the character to hear tiny sounds that most others would miss. Listening is not automatic; the character must stand still and concentrate on what he's hearing for one round. He must have silence in his immediate surroundings and must remove his helmet or hat. Sounds filtering though doors or other barriers are unclear at best.

Note that an aquatic character with this proficiency is only skilled at comprehending underwater sounds, and will not be proficient at eavesdropping on the surface. The same applies for surface races with this proficiency who venture underwater.

Endurance: A character with endurance proficiency is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. In those cases where extreme endurance is required, a successful proficiency check must be made. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

Engineering: The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines such as aquatic ballista and boat drills, to large structures. A proficiency check is required only when designing something particularly complicated or unusual. An engineer must still find talented workmen to carry out his plan, but he is trained to supervise and manage their work.

Etiquette: This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of

rank. For extremely unusual occurrences, a proficiency check must be made for the character to know the proper etiquette for the situation.

However, having the character know what is correct and actually do what is correct are two different matters. The encounter must still be role-played by the character. Knowledge of etiquette does not faux pas; many people who know the correct thing manage to do the exact opposite.

Fishing: The character is skilled in the art of fishing, be it with net, trident, spear, or bare hands. Each hour the character spends fishing, roll a proficiency check. Aquatic races have a much easier time fishing than surface dwellers, as they can see and even chase the fish underwater. This results in a bonus to oceanic characters proficiency checks. If the roll is failed, no fish are caught that hour. Otherwise, the character will catch fish equal to the difference between the die roll and the character's Wisdom score. A net will catch three times this amount.

Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The DM may modify the results according to the situation.

Foraging (Aquatic): Similar to the fishing proficiency, this skill enables a character to locate and obtain edible aquatic plants, such as seaweed or sea berries, more easily than a normal character can. A successful proficiency check indicates that twice as much food is obtained than a normal character would be able to obtain in the same length of time, or that the time needed to obtain a certain amount of food is half as long as a normal character would need to get the same results. The normal amount of food found in two turns is equal to one full day's ration of plant life. The character who makes his proficiency check has his chance of finding inedible plants reduced by 20% compared with the normal chances of characters without this proficiency.

Gaming: The character knows most common games of chance and skill, including dice, bones, shells, etc. When playing a game, the character may either play out the actual game or make a proficiency check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming proficiency can also attempt to cheat, thus gaining a +1 bonus to his success chance. If the proficiency check for the game is 20, however, the

character has been caught cheating.

Gem Cutting: A character with this proficiency can finish the rough gems that are discovered through underwater or shoreline mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of nonproficient characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and specially hardened blades.

Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful, the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem.

Geography: A character with the geography proficiency must choose a specific area of the ocean world no larger than a large country to be familiar with. Additional slots may be spent to learn about other areas. The character has knowledge of all naturally occurring geographical features, including prominent seamounts, guyots, rifts, abyssal plains, oceanic currents, etc. This knowledge extends to the local level, enabling the character to recall details about small islands and deep caverns. No proficiency check is required to recall prominent knowledge. However, if details of small or obscure regions is to be recalled, a proficiency check is required. Recent natural formations would also require a proficiency check, unless the character has personally visited them. A character traveling within the area he is knowledgeable in has his chances of becoming lost reduced by half. Proficiency checks with penalties also enable the character to recall information in the immediate area surrounding his specific area of knowledge.

This skilled allows the character to treat any spot within it as casually seen for the purposes of teleportation or other instantaneous methods of travel.

Healing: A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore 1d3 hit points that were lost in the previous round. Only one healing attempt can be made on a character per day.

If a wounded character remains under the care of someone with healing proficiency, that character can

recover lost hit points at the rate of 1 per day even when traveling or engaging in non-strenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both healing and herbalism proficiencies can help others recover at the rate of 3 hit points per day of rest. This care does not require a proficiency check, only the regular attention of the proficient character. Up to six patients can be cared for at any time.
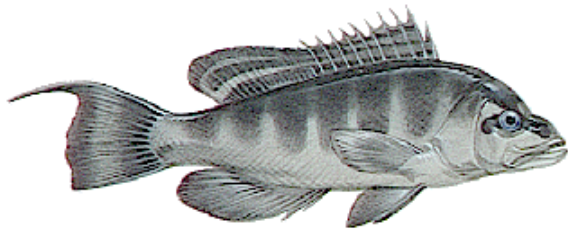
A character with healing proficiency can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay save to the last round of healing). No proficiency check is required, but the poisoned character must be tended to immediately and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means. Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched. If the character also has the poison proficiency, a +2 bonus is added to this attempt.

A character with healing proficiency can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful proficiency check automatically reduces the disease to its mildest form and shortest duration. Those who also have herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creature. In this case, a successful proficiency check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

When wounded underwater, any character with a healing proficiency can attempt to stop the bleeding of a wounded individual to lessen the attraction of

predators. A successful proficiency check indicated the wound has been bound as to stop the scent of blood. The character receives a -1 penalty to this type of check for every 5 points of damage the wounded character has received. Thus, a character attempting to stop the flow of blood on someone who has taken 15 points of piercing of slashing damage has a -3 penalty to their proficiency check.

Heraldry: The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and aquatic groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing coins, and more. The symbols used may include geometric patterns, calligraphed lines of script, fantastic beasts, religious symbols and magical seals. Heraldry can vary from the highly formalized rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesman.

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful proficiency check, he can correctly identify the signs and symbols of other aquatic kingdoms, provided he has at least a passing knowledge of the inhabitants of that area. His heraldry skill is of little use upon first entering a foreign land.

Herbalism: Those with herbalist knowledge can identify sea plants and anenomes, and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the DMG. A character with both herbalism and healing proficiencies gains a bonuses when using his healing talent. In addition, a +1 bonus is gained when using the botany proficiency as well, if both are possessed.

Hunting: When in the ocean, the character can attempt to stalk and bring down large fish or other aquatic animals. A proficiency check must be made with a -1 penalty to the ability score for every nonproficient hunter in the party. If the die roll is successful, the hunter have come within 101 to 200 yards of an animal. The group can attempt to close

the range, but a proficiency check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the fish. Creatures most often stalked in the UnderDeep are sharks, dolphins, swordfish, or other fish which are not normally caught simply using the fishing proficiency.

Hypnosis: With this proficiency, a character can hypnotize another character--placing the subject into a relaxed state in which he is very susceptible to suggestions. However, hypnosis is not possible unless the subject is willing and knows he is being hypnotized.

Characters with this proficiency can hypnotize humans and demihumans with ease. Nonhumans can be hypnotized, too, but the DM should assign a penalty to the proficiency check. The size of the penalty depends on how inhuman the subject is.

The act of hypnotizing someone takes about five minutes. The subject is then very relaxed and willing to do almost anything that isn't very dangerous or against his alignment. Note, however, that a hypnotized subject can be easily fooled; the subject may be convinced that he's doing one thing, while he's actually doing another. Lawful or good characters who trick their subjects in this fashion should beware.

Hypnotism can have the following (or similar) effects:

- A character can be induced to remember things he has forgotten by reliving a frightening or distant event.
- A character can be made calm and unafraid in the face of a specific situation that he has been prepared for.
- A character can be cured of a bad habit or addiction (but not cures or magical afflictions).
- A character can be prepared to impersonate someone by thoroughly adopting that individual's personality.

Hypnotism cannot be used to increase a character's attributes, give him powers or abilities he does not naturally possess, let him do things that are beyond his capabilities, or give him information that he couldn't possibly know.

Jumping: In *Fathoms*, the jumping proficiency is available to all character classes. The character can attempt exceptional leaps out of the water. If the character has at least a 20-feet of swimming room to gain speed, that character can leap our of the water one foot for every movement point they have. For

instance, a character with a swimming movement rate of 12 could leap twelve feet out of the water.

Languages, Ancient: The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This proficiency enables the character to either read and write or speak the language.

Languages, Modern: The character has learned to speak a language of the known world. To do so, there must be a teacher available. This could be another player character, an NPC hireling, or simply a local townsman.

Local History: The character is a storehouse of facts about the history of a region the size of a large county or a small province.

The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a proficiency check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a proficiency roll for the character. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good.

Looting: This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, an aquatic elven thief sneaks aboard a ship at night. He has about two minutes to fill his backpack, so that he can escape before guards return doing their rounds of the ship. If his proficiency check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space.

Mining: A character with mining proficiency is needed to site and supervise the operations of any mine. First, the character can attempt to determine what type of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful proficiency check (made by the DM),

the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course.

Once the mine is in operation, a character with mining proficiency must remain on-site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.

Musical Instrument: The character can play a specific aquatic musical instrument. An additional instrument can be added for every extra slot devoted to this proficiency. The character plays quite well, and no proficiency check is normally required. The DM may direct the character to make a proficiency check in what he feels are extraordinary circumstances. Some instruments, such as wind pipes, will not function effectively underwater. However, the UnderDeep races have used native materials such as shells, coral, and other natural items to come up with a large assortment of their own underwater instruments.

Navigation: The character has learned the arts of navigating by the stars, studying currents, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20%. Navigation is normally only known by land races.

Poisons: This proficiency gives the character knowledge of manufactured poisons of all types. With this ability, the character is able to manufacture poisons of all kinds, given the time and materials needed. The types of poisons decide any penalties to the chance of success, from -1 to -12 for rare immediate death poisons. In addition, the character can also make the antidote for any poison he has manufactured himself with an additional normal proficiency check.

The character may also identify poisons he did not create. This requires a proficiency check and close examination of the poison or object thought to be poisoned. At times, the character must sample the poison (putting himself at risk) to determine it's effects. However, any saving throws are made with a +4 bonus when a successful proficiency check is made. Once a poison has been identified, and it's effects known, an antidote may be created. This always requires the character to sample the poison. A proficiency check at half the normal chance for success is made, assuming the poison is available. If successful, the character is able to concoct the appropriate antidote, assuming the materials are nearby. If a creature has already been poisoned, or the poison is not available for sampling, then the character has only a 5% chance of concocting an antidote. The rolls for antidote concoction are made secretly by the DM. If the roll fails, the character knows he is unable to concoct an antidote. However, if the roll is 96% or above, an antidote is made, but is ineffective, wasting the character and perhaps the victim's time.

Reading Lips: The character can understand the speech of those he can see but not hear. When this proficiency is chosen, the player must specify what language the character can lip read (it must be a language the character can already speak). To use the proficiency, the character must be within 30 feet of the speaker and be able to see him speak. A proficiency check is made. If the check fails, nothing is learned. If the check is successful, 70 percent of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.

Reading/Writing: The character can read and write a modern language he can speak, provided there is someone available to teach the character. This proficiency does not enable the character to learn ancient languages.

Religion: Characters with religion proficiency know the common beliefs and cults of their kingdom and the major faiths of neighboring regions. Ordinary information of any religion is automatically known by the character. Special information, such as how the clergy is organized, requires a proficiency check.

Additional proficiencies spent on religion enable the character to either expand his general knowledge into more distant regions or to gain precise information about a single faith. If the latter is chosen, the character is no longer required to make a

proficiency check when answering questions about that religion. Such expert knowledge is highly useful to shaman characters when dealing with their own and rival faiths.

Riding, Sea-based: The character is trained in handling a swimming mount. The particular creature must be chosen when the proficiency is taken. Additional proficiency slots can be used to learn how to handle other types of mounts. A character must have this proficiency (or ride with someone who does) to handle an aquatic mount. In addition, a proficient character can do the following:

* Leap onto the saddle of the creature (when it is on the surface) and spur it into motion in the same combat round. This requires no proficiency check.

* Urge the mount to leap over obstacles in the water, so long as the obstacles are less than 3' high and 5' wide. There must be water on the opposite side of the obstacle, or the mount takes 1d6 points of damage from the impact. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to 5' high and 10' wide. Success means that the mount has made the jump. Failure indicates that the mount has balked, and the character must make another proficiency check to see if he retains his seat or falls from the saddle into the water.

* The character can spur his steed on to great speeds, adding 2d6 to the movement rate of the animal for up to two turns. This requires a proficiency check each five rounds to see if the mount can be pushed this hard. If the initial check fails, no further attempts can be made, but the mount can move normally. If the second or subsequent check fails, the mount slows to half speed and will be unable to bear the rider for a full turn. In any event, after two turns, its movement drops to two-thirds its normal rate until the mount is allowed to rest for at least one hour.

* The character can guide his mount with his knees and feet, enabling him to use weapons that require two hands while mounted. This feat does require a proficiency check to use initially and also if the character takes damage while so riding. In this case, a check is required and failure means that the character falls from the mount and is stopped by the water currents. A second check is allowed to see if the character manages to catch himself. If this fails, the rider falls off the mount. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets

deeper into the water. This ability is useful both above and below the water.

* The character can attempt to control the mount if it panics.

Rope Use: This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a proficiency check with a -30% penalty to escape the bonds.

This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +2 bonus to all climbing checks made while he is using a rope (such as climbing aboard the side of a ship on rigging), including attempts to belay companions.

Seamanship: The character is familiar with boats and ships. he is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of inland boats by 50%. This skill is normally employed only by surface races.

Seamstress/Tailor: The character can sew and design clothing. he can also do all kinds of embroidery and ornamental work. Although no proficiency check is required, the character must have at least needle and thread to work.

Semaphore: This proficiency allows the character to use semaphore flags to signal other ships. Organized war fleets use these flags as a standard communication tool. Most fleets have at least two persons on each ship who can use the semaphore flags. No proficiency check is required under normal circumstances. In times of combat, however, a proficiency check is required for receiving a signal. Failure means the signal was unclear. In this case, the sending character can start over the next round.

When one semaphore proficiency is owned, the character can send ten words in a round, and can receive ten words the next round. For every additional proficiency, increase the number of words that can be sent or received by five. The characters should be careful that the messages they send are at the speed that the receiver can understand, and vice versa. Fast senders and receivers are often used to code the transmissions.

Aquatic races have little use for this skill, but a rare few do learn this art so they can eavesdrop on messages sent by ships.

Set Snares: The character can make simple snares and traps, primarily to catch crustaceans. These can include rope snares and spring traps. A proficiency check must be rolled when the snare is first constructed and every time the snare is set. A failed proficiency check means the trap does not workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known. The character can also attempt to set traps and snares for larger creatures. A proficiency check must be rolled, this time with a -4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered. The DM must decide if the trap is triggered.

Thief characters (and only thieves) with this proficiency can also attempt to rig mantraps. These can involve such things as crossbows, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by a man-trap.

Setting a small snare or trap takes one hour or work. Setting a larger trap requires two to three people (only one need have the proficiency) and 2d4 hours of work. Setting a man-trap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand.

Characters with animal lore proficiency gain a +2 bonus to their chance of success when attempting to set a snare for the purposes of catching fish or other sea creatures. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when attempting to trap monsters or intelligent beings.

Shipwright: The character is knowledgeable regarding techniques for ship construction and repair. He can design and build ships of all types over 50' in length, with a proficiency check only being required for an unusual feature. The character can perform routine maintenance on sailing vessels or galleys, including repairing sails and caulking the hull, without a proficiency check. Vessels of any size require large crews of shipwrights and other laborers to build or repair.

The time required to build a ship depends on size. As a general guide, a ship requires one week of construction time per foot of length. For every characters with the shipwright proficiency reduce this time by 20% (to a maximum of 60%). A

maximum of one shipwright per five feet of length can work on the same vessel.

The basic boat includes hull, masts, deck, and benches as required. Features such as a cabin or a sealed hold add about a week apiece to complete. Characters without the shipwright proficiency can aid the shipwright in construction, but three such characters equal the time savings that one additional skilled boatwright could provide.

Only surface dwelling races would typically learn the shipwrighting skill.

Sign Language: Sign language permits silent communication with anyone who sees and understands the signals. The maximum range is usually line of sight in a lit area, or the extent of the receiver's infravision. Sign may be an extensive language capable of handling long conversations, or simply a means of communicating a few easy to understand phrases. A proficiency check is made when speaking or interpreting sign. If detailed signals are given, a -3 penalty is applied to the success chance.

Echolocation or a Lateral Line System alone are not sufficient to understand sign language. The recipient of the message must have visual contact with the signer.

Singing: The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that certain bards can do this automatically). No proficiency check is required to sing. The character can also create choral works on a successful proficiency check.

Skinning: This proficiency gives the character knowledge of the proper ways to skin and prepare an animal for food or for sale, such as whale, shark, etc. Hide for writing or armor may be obtained with this skill, as long as the proper type of knife is available. A successful proficiency check indicates the skin is acceptable to be sold or the animal is fit to be eaten. Failure indicates a damaged skin or improper cleaning of an animal. One small animal may be skinned in one hour. Medium sized animals may be skinned in two hours, while large animals require four hours of time for proper skinning.

Spell Mimicry: This proficiency gives the character knowledge into the manner in spells are cast. While this does not give the character any spellcasting power, it does make him knowledgeable into the ways of spellcasting, the gestures, arcane words, and materials. This differs from the spellcraft proficiency in that no specific spells can be

identified. The character simply goes through the motions of "casting" a spell, during which time he mutters incomprehensible words, waves his arms, and uses inexpensive components. This is difficult to master and useful for those characters who have powers that they wish to appear as spellcasting or for those characters masquerading as spellcasters. Colorful displays or non-magical effects such as flash paper are useful in the ruse.

A true spellcaster, upon careful observation has a chance to detect the falsehood. This percentage chance is equal to the spellcaster's combined Intelligence (or Wisdom for priests) and Perception scores minus the character's Intelligence score. Since no specific spells are ever imitated, being a specialist wizard grants no additional bonuses.

Spellcraft: Although this proficiency does not grant the character any spellcasting power, it does give him familiarity with the different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A proficiency check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the spellcaster must be observed until the very instant of casting, the spellcraft proficiency does not grant an advantage against combat spells. The proficiency is quite useful, however, for identifying spells that would otherwise have no visible effect.

Those talented in this proficiency also have a chance (equal to ¼ of their normal proficiency check) of recognizing magical or magically endowed constructs for what they are.

Stonemasonry: A stonemason is able to build structures from stone and coral so that they last many years. he can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut.

Surface Combat: This ability allows undersea characters, who are out of their element when not in the water, to engage in combat on the surface with the standard penalties (*see Combat*). Attacking without the resistance of water against the body or

weapon causes the aquatic attacker to be far less accurate in landing blows, and this proficiency is necessary to negate those penalties. Note that surface dwelling characters are automatically assumed to know surface combat.

Swimming: A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section. Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water.

Note that all aquatic races have the swimming proficiency automatically. Sailors and other humanoids from the surface, however, must take this proficiency in order to swim.

Trap Detection: The character is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large mechanical traps.

The character must be able to touch and inspect the trapped object, and the DM usually rolls the dice secretly to determine success. A character can check an item for traps once per experience level, or when his chance increases. Searching for a trap takes 2d12 rounds, and the character knows the general principle of the trap but not it's exact nature.

In addition, the character may attempt to disarm the trap, which also requires 2d12 rounds. If the proficiency check is a success, the character has disarmed the trap. Failure indicates that the trap is beyond the character's knowledge, and he must wait

until next level, or until his chance increases. A roll of 96% or above indicates that the trap is sprung, most likely affecting the character.

This proficiency is less effective when dealing with magical or invisible traps. Characters are able to attempt these traps, but at one-third their normal percentages.

Underwater Combat: Fighting underwater can be a very difficult task for the adventurer, as the water resistance they are not used to and three dimensional combat gives them penalties to hit. By taking the underwater combat proficiency, the character is able to become accustomed to these environmental changes, and negates the normal combat penalties for fighting underwater. Note that the character is still restricted to using weapons that can be used underwater, and is still not able to use slashing or bludgeoning weapons. Aquatic races automatically have the underwater combat proficiency.

Weaponsmithing: This highly specialize proficiency enables a character to perform the difficult and highly exacting work involved in making metal, bone, and other types of weapons. The

character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. If used to make metal weapons, a fully equipped smithy is necessary, and the weapon must be fashioned out of the water where a fire can be used. Weapons of bone or other material can be created underwater.

The time and cost to make various types of weapons are listed below.

TABLE 11: WEAPON CONSTRUCTION

Weapon	Construction Time	Material Cost
Crossbow bolts	10/day	1 bp
Dagger/Knife	5 days	2 cp
Aquatic Crossbow	20 days	1 cw
Mancatcher	30 days	6 cw
Fork, Trident	20 days	1 sp
Spear, Lance	4 days	4 cp
Short Sword	20 days	5 cp

TABLE 12: FATHOMS NON-WEAPON PROFICIENCIES

GENERAL			
Proficiency	**# of Slots Required**	**Relevant Ability**	**Check Modifier**
Agriculture (Aquatic)	1	Intelligence	0
Alertness	1	Wisdom	+1
Animal Handling	1	Wisdom	-1
Animal Training	1	Wisdom	0
Artistic Ability	1	Wisdom	0
Blacksmithing	1	Strength	-2
Boating **	1	Wisdom	+1
Boatwright **	1	Intelligence	-1
Carpentry	1	Strength	0
Cartography	1	Intelligence	-2
Dancing	1	Dexterity	0
Depth Sense	1	Wisdom	0
Direction Sense	1	Wisdom	+1
Diving **	1	Dexterity	-1
Etiquette	1	Charisma	0
Fishing	1	Wisdom	+1

Geography	1	Intelligence	-1
Heraldry	1	Intelligence	0
Hypnosis	1	Charisma	-2
Jumping	1	Strength	0
Languages, Modern	1	Intelligence	0
Leatherworking	1	Intelligence	0
Mining	2	Wisdom	-3
Navigation **	1	Intelligence	-2
Reading/Writing	1	Intelligence	+1
Riding, Airborne	2	Wisdom	-1
Riding, Land-Based	1	Wisdom	-2
Riding, Sea-Based	1	Wisdom	+3
Rope Use	1	Dexterity	0
Seamanship **	1	Dexterity	+1
Seamstress/Tailor	1	Dexterity	-1
Semaphore **	1	Intelligence	0
Shipwright **	1	Intelligence	-2
Sign Language	1	Intelligence	-1
Singing	1	Charisma	0
Stonemasonry	1	Strength	-2
Swimming **	1	Strength	0
Weather Sense	1	Wisdom	-1
Weaving	1	Intelligence	-1

PRIEST			
Proficiency	**# of Slots Required**	**Relevant Ability**	**Check Modifier**
Ancient History	1	Intelligence	-1
Astrology	2	Intelligence	0
Calligraphy	1	Dexterity	-1
Engineering	2	Intelligence	-3
Healing	2	Wisdom	-2
Herbalism	2	Intelligence	-2
Languages, Ancient	1	Intelligence	0
Local History	1	Charisma	0
Musical Instrument	1	Dexterity	-1
Religion	1	Wisdom	0
Spellcraft	1	Intelligence	-2

ROGUE

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Acting	1	Charisma	-1
Animal Noise	1	Wisdom	-1
Appraising	1	Intelligence	0
Blind Fighting	2	NA	NA
Camouflage	1	Wisdom	0
Disguise	1	Charisma	-1
Eavesdropping	2	Charisma	-4
Engineering	2	Intelligence	-3
Gaming	1	Charisma	0
Gem Cutting	2	Dexterity	-2
Hunting	1	Wisdom	-1
Local History	1	Charisma	0
Looting	1	Dexterity	0
Musical Instrument	1	Dexterity	-1
Poisons	3	Intelligence	-4
Reading Lips	2	Intelligence	-2
Set Snares	1	Dexterity	-2
Spell Mimicry	1	Intelligence	-3
Surface Combat	2	NA	NA
Tracking	2	Wisdom	-5
Underwater Combat **	2	NA	NA

WARRIOR

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Animal Lore	1	Intelligence	0
Animal Noise	1	Wisdom	-1
Armorer	2	Intelligence	-2
Arms Appraising	1	Intelligence	-1
Blind Fighting	2	NA	NA
Bower/Fletcher	1	Dexterity	-1
Camouflage	1	Wisdom	0
Endurance	2	Constitution	0
Foraging	1	Intelligence	-2
Gaming	1	Charisma	0
Hunting	1	Wisdom	-1 (+2*)
Set Snares	1	Dexterity	-1
Skinning	1	Intelligence	0
Surface Combat	2	NA	NA

Survival	2	Intelligence	0
Tracking	2	Wisdom	-5 (0*)
Underwater Combat **	2	NA	NA
Weaponsmithing	3	Intelligence	-3

WIZARD			
Proficiency	**# of Slots Required**	**Relevant Ability**	**Check Modifier**
Alchemy	2	Intelligence	-3
Ancient History	1	Intelligence	-1
Astrology	2	Intelligence	0
Botany	1	Intelligence	-1
Engineering	2	Intelligence	-3
Gem Cutting	2	Dexterity	-2
Herbalism	2	Intelligence	-2
Languages, Ancient	1	Intelligence	0
Local History	1	Charisma	0
Reading/Writing	1	Intelligence	+1
Religion	1	Wisdom	0
Spellcraft	1	Intelligence	-2

* For rangers only
** Normally only a surface dweller proficiency