

OPTIONAL RULE:

ADVENTURER'S EXPERTISE

D&D 5e does a lot to simplify and streamline the game in an effort to make the game as accessible as possible. However, as some players have lamented, the skill / tool kit proficiency mechanic can lead to odd situations where characters who should have some special expertise in a field are no better at a given skill than someone who picked it up for any other reason. For example, a wizard is just as proficient in Arcana as a character who gained the skill because they have the Sage background. With the Adventurer's Expertise optional rule, each character has a special expertise in a skill or tool proficiency that sets them apart from those with only a casual interest in their field.

At 1st level, choose a proficiency you have that is associated with either your class or your race. Your proficiency bonus is doubled for any ability check you make that uses that proficiency. All options listed below can be found in the *Player's Handbook* unless otherwise noted.

CLASSES ADVENTURER'S EXPERTISE

Class	Proficiency
Barbarian	<i>Athletics or Intimidation</i>
Bard	<i>Performance, Persuasion, or a musical instrument tool proficiency</i>
Cleric	<i>Medicine or Religion</i>
Druid	<i>Animal Handling, Medicine, or Nature</i>
Fighter	<i>Acrobatics or Athletics</i>
Magus ^{SV}	<i>Investigation or a skill you are proficient with as a result of your Eldritch Society</i>
Monk	<i>Acrobatics or Perception</i>
Paladin	<i>Persuasion or Religion</i>
Pugilist ^{SV}	<i>Athletics or Intimidation</i>
Ranger	<i>Animal Handling, Perception, Stealth, or Survival</i>
Rogue	<i>Any Rogue skill or Thieves' tools</i>
Sorcerer	<i>Arcana or Insight</i>
Warlock	<i>Deception or Intimidation</i>
Wizard	<i>Arcana, History, or Investigation</i>

RACES ADVENTURER'S EXPERTISE

Race	Proficiency
Dwarf	<i>History or an artisan's tool kit</i>
Elf	<i>Arcana, Nature, or Perception</i>
Halfling	<i>Insight or Sleight of Hand</i>
Human	<i>Any one skill or tool proficiency gained by your background</i>
Aarakocra ^{EE}	<i>Acrobatics or Perception</i>
Aasimar ^{VG}	<i>Intimidation or Religion</i>
Beastfolk ^{SV}	<i>Animal Handling or a skill proficiency you gained with the Natural Talent Breed Trait</i>
Dhampir ^{SV}	<i>Deception, Intimidation, or Stealth</i>
Dragonborn	<i>History or Intimidation</i>
Firbolg ^{VG}	<i>Animal Handling, Nature, or Stealth</i>
Genasi ^{EE}	<i>Nature or Stealth (Wind), Athletics (Earth), Intimidation (Fire), or Acrobatics (Water)</i>
Gnome	<i>Arcana or Deception</i>
Goliath ^{VG}	<i>Athletics or Intimidation</i>
Half-Elf	<i>Insight or Persuasion</i>
Half-Orc	<i>Athletics or Intimidation</i>
Kenku ^{VG}	<i>Acrobatics, Deception, Stealth or Sleight of Hand</i>
Lizardfolk ^{VG}	<i>Animal Handling, Nature, Perception, Stealth, or Survival</i>
Pactborn ^{SV}	<i>Deception, Intimidation, or Persuasion</i>
Saurian ^{SV}	<i>History or Survival</i>
Tabaxi ^{VG}	<i>Acrobatics, Perception, or Stealth</i>
Tiefling	<i>Deception or History</i>
Triton ^{VG}	<i>Athletics or Persuasion</i>

EE. Elemental Evil Player's Companion.

SV. Sterling Vermin Adventuring Co. with link to DM's Guild.

VG. Volo's Guide to Monsters.

Optional Rule: Adventurer's Expertise by

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