

Table: NONWEAPON PROFICIENCIES - AD&D 1ST EDITION

Proficiency	Slots Required	Appropriate Ability	Die Roll Modifier	Reference
Alertness	1	Wisdom	+1	WSG, pg. 13
Animal Handling	1	Wisdom	+1	WSG, pg. 13
Animal Lore	1	Intelligence	0	WSG, pg. 13
Animal Noise	1	Wisdom	-1	DSG, pg. 27
Animal Trainer	1	Wisdom	0	DSG, pg. 25
Armorer	2	Intelligence	-2	DSG, pg. 25
Blacksmith	1	Strength	0	DSG, pg. 25
Blind-fighting	1	n/a	n/a	WSG, pg. 13
Boating	1	Wisdom	-1	WSG, pg. 13
Boatwright	1	Intelligence	-2	DSG, pg. 25
Bowyer/Fletcher	1	Dexterity	-1	DSG, pg. 25
Carpenter	1	Strength	0	DSG, pg. 26
Charioteering	1	Dexterity	-2	WSG, pg. 13
Direction Sense	1	Wisdom	-1	WSG, pg. 13
Endurance	2	n/a	n/a	WSG, pg. 14
Fire-building	1	Wisdom	+1	WSG, pg. 14
Fishing	1	Wisdom	+1	WSG, pg. 14
Foraging	1	Intelligence	+2	WSG, pg. 14
Fungus Identification	1	Intelligence	+6	DSG, pg. 28
Gem Cutter	2	Dexterity	-2	DSG, pg. 26
Healing	2	Wisdom	-2	WSG, pg. 14
Hunting	1	Wisdom	-1	WSG, pg. 15
Leatherworker	1	Intelligence	0	DSG, pg. 26
Miner	2	Wisdom	-3	DSG, pg. 26
Mountaineering	1	n/a	n/a	WSG, pg. 15
Plant Lore	1	Intelligence	0	WSG, pg. 15
Potter	1	Dexterity	-2	DSG, pg. 26
Riding, Airborne	2	Wisdom	+2	WSG, pg. 15
Riding, Land-based	1	Wisdom	-3	WSG, pg. 16
Rope Use	1	Dexterity	0	WSG, pg. 16
Running	2	Constitution	0	WSG, pg. 16
Slow Respiration	1	n/a	n/a	DSG, pg. 28
Smelter	1	Intelligence	-2	DSG, pg. 26
Sound Analysis	1	Wisdom	-1	DSG, pg. 28
Stonemason	1	Strength	-2	DSG, pg. 26
Survival, Cold	1	n/a	n/a	WSG, pg. 17
Survival, Desert	2	n/a	n/a	WSG, pg. 17
Survival, Heat	1	n/a	n/a	WSG, pg. 17
Swimming	1	Strength	0	WSG, pg. 17
Tracking	1	n/a	n/a	WSG, pg. 17
Weaponsmith	3	Intelligence	-3	DSG, pg. 26
Weather Sense	1	Wisdom	+1	WSG, pg. 17
Weaver	1	Intelligence	-1	DSG, pg. 26

DSG = *Dungeoneer's Survival Guide*

WSG = *Wilderness Survival Guide*

Note: Nonweapon proficiencies from *Oriental Adventures* not included because they use a base chance of success instead of ability score-based.