NWPs-Halfling

	General	#Slots	Rel.Ability	New Rel.Ability
	Agriculture	1	Int +1	Int +1
	Alertness	1[T]	Wis +2	Per +2
	Animal Handling	1	Wis -1	Wis -1
s	Animal Training	1	Wis +0	Man +0
s	Artistic Ability	free[T]	Wis +0	Wis +0
	Blacksmithing	1	Str -1	Str -1
	Boating	1*	Wis +1	Wis +1
	Boatwrighting	1*	Int -2	Int -2
	Brewing	1	Int +1	Int +1
	Carpentry	1	Str +0	Str +0
	Cartography	1	Int -2	Int -2
	Cheesemaking	1	Int +1	Int +1
	Cobbling	1	Dex +0	Dex +0
	Cooking	1	Int +1	Int +1
	Dancing	1	Dex +1	Dex +1
	Diplomacy	1	Chr +0	Chr +0
	Direction Sense	free[T]	Wis +1	Per +1
	Distance Sense	1[T]	Wis +0	Per +0
	Etiquette	1	Chr +0	Chr +0
	Fire-Building	1	Wis -1	Wis -1
	Fishing	1*	Wis -1	Wis -1
	Folklore	1	Chr +1	Chr +1
	Foraging	1	Int -1	Int -1
	Heraldy	1	Int +0	Int +0
	Jewelry	2	Wis +0	Wis +0
	Leatherworking	1	Int +1	Int +1
	Linguistics	2	Int +1	Int +1
	Mining	2	Wis +0	Wis +0
	Observation	1	Int +1	Per +1
s	Orienteering	2	Wis +0	Per +0
	Persuasion	1	Chr +1	Man +1
	Poetry	1	Int -1	Int -1
	Pottery	1	Dex +0	Dex +0
s	Riding, Land-Based	1	Wis +2	Wis +2
	Rope Use	1	Dex +1	Dex +1
	Psychic Defense	2*	Wis -2	Man -2
	Seamstress/Tailor	1	Dex +1	Dex +1
	Signaling	1	Int -1	Int -1
	Singing	1	Chr +0	Chr +0
	Smelting	2	Int -2	Int -2
	Stonemasonry	1	Str -3	Str -3
	Swimming	1*	Str -1	Str -1
	Trouble Sense	1[T]	Wis +0	Per +0
	Weather Sense	free[T]	Wis -1	Per -1
	Weaving	1	Int +0	Int +0
	Whitesmithing	1	Dex -1	Dex -1
	Winemaking	1	Int +0	Int +0

continued next page

General	#Slots	Rel.Ability	New Rel.Ability

[T] Trait

[*] only Special Backgroundground

NWPs-Halfling

	Bard	#Slots	Rel.Ability	New Rel.Ability
	Acting	1	Chr -1	Chr -1
	Alternate Magics	1	Int -1	Per -1
	Ambidexterity	1^{T}	Dex +1	Dex +1
s	Ancient History	1	Int -1	Int -1
	Appraising	1	Int +0	Int +0
	Astrology	2	Int +0	Man +0
	Bartering	1	Int -1	Man -1
s	Botany	1	Int +0	Int +0
	Bribery	1	Chr +0	Man +0
	Chanting	1	Chr +2	Chr +2
s	Craft Instrument	2	Dex -1	Dex -1
s	Creature Lore	1	Wis +0	Wis +0
	Crowd Working	1	Chr +0	Cms +0
	Cryptography	1	Int +S	Int +S
	Disguise	1	Chr -1	Chr -1
	Engineering	2	Int -3	Int -3
	Fine Balance	2^{T}	Dex +1	Dex +1
	Forgery	1	Dex +1	Dex +1
	Gem Cutting	2	Dex -1	Dex -1
	Herbalism	2	Int -1	Int -1
	Juggling	1	Dex +1	Dex +1
	Jumping	1	Str -1	Str -1
s	Local History	1	Chr +2	Chr +2
s	Musical Instrument	$^{1}/_{2}$	Dex +1	Dex +1
	Papermaking	1	Int +0	Int +0
	Quickness	1^{T}	Dex +0	Dex +0
	Reading Lips	2	Int -2	Per -2
s	Religion	1	Wis +0	Wis +0
	Researching	2	Int -S	Int -S
	Scribe	1	Dex +1	Dex +1
	Sleight of Hand	1	Dex -2	Dex -2
	Spellcraft	1	Int -2	Per -2
	Steady Hand	1^{T}	Dex +0	Dex +0
	Tightrope Walking	1	Dex +1	Dex +1
	Tumbling	1	Dex +2	Dex +2
	Ventriloquism	1	Int -2	Int -2
	Voice Mimicry	1	Chr +S	Chr +S
	Whistling/Humming	1	Dex +4	Dex +4

NWPs-Halfling

	Priest	#Slots	Rel.Ability	New Rel.Ability
	Alms	1	Chr +0	Cms +0
	Alternate Magics	1	Int -1	Per -1
s	Ancient History	1	Int -1	Int -1
	Astrology	2	Int +0	Man +0
	Astronomy	2	Int -1	Int -1
s	Botany	1	Int +0	Int +0
	Burial Customs	1	Int +0	Int +0
	Ceremony	1	Wis +0	Wis +0
	Concocting	1	Int -2	Int -2
s	Creature Lore	1	Wis +0	Wis +0
	Cryptography	1	Int +S	Int +S
	Diagnostics	1	Wis -1	Per -1
	Engineering	2	Int -3	Int -3
	Geology	1	Int -2	Int -2
	Healing	2	Wis -1	Wis -1
	Healthy Cooking	2†	Wis +0	Wis +0
	Herbalism	2	Int -1	Int -1
	Investigation	1	Int -2	Man -2
	Iron Will	2T	Wis -2	Man -2
	Law	1	Wis +0	Wis +0
s	Local History	1	Chr +2	Chr +2
	Magical Engineering	3	Int -3	Int -3
	Medicinal Cooking	2†	Wis -2	Wis -2
	Meditation	1	NA	NA
s	Musical Instrument	1	Dex +1	Dex +1
	Numeracy	1	Int -1	Int -1
	Omen Reading	1	Wis -2	Wis -2
	Papermaking	1	Int +0	Int +0
	Pharmacy	1	Int +0	Int +0
	Planar Geography	1	Int -1	Int -1
	Planar Geometry	1	Int +0	Int +0
	Prophecy	1	Wis -2	Wis -2
s	Religion	1	Wis +0	Wis +0
	Scribe	1	Dex +1	Dex +1
	Spellcraft	1	Int -2	Per -2
	Veterinary Healing	1	Wis -3	Wis -3

T Trait

† only Luiren Halflings

NWPs-Halfling

	Psionicist	#Slots	Rel.Ability	New Rel.Ability
	Body Language	1	Wis -2	Per -2
	Camouflage	1	Int +1	Int +1
	Cryptography	1	Int +S	Int +S
	Dowsing	1	Wis -3	Per -3
	Gem Cutting	2	Dex -1	Dex -1
	Glasblowing	1	Dex +0	Dex +0
	Harness Subconscious	2	Wis -1	Wis -1
	Hypnosis	1	Chr -2	Man -2
	Meditative Focus	1	Wis +1	Wis +1
s	Musical Instrument	1	Dex +1	Dex +1
	Numeracy	1	Int -1	Int -1
	Omen Reading	1	Wis -2	Wis -2
	Papermaking	1	Int +0	Int +0
	Planar Geography	1	Int -1	Int -1
	Planar Geometry	1	Int +0	Int +0
	Power Manipulation	2	Int -4	Int -4
	Prophecy	1	Wis -2	Wis -2
	Psionic Detection	1	Wis -2	Per -2
	Psionic Lore	1	Int +1	Int +1
	Rejuvenation	1	Wis -1	Wis -1
s	Religion	1	Wis +0	Wis +0
	Scribe	1	Dex +1	Dex +1
	Sleight of Hand	1	Dex -2	Dex -2
	Water Divining	1	Wis -2	Wis -2

NWPs-Halfling

	Thief	#Slots	Rel.Ability	New Rel.Ability
	Ambidexterity	1[T]	Dex +1	Dex +1
	Ambush	1	Dex +1	Dex +1
s	Ancient History	1	Int -1	Int -1
	Animal Noise	1	Wis +0	Wis +0
	Appraising	1	Int +0	Int +0
	Astrology	2	Int +0	Man +0
	Bartering	1	Int -1	Man -1
	Begging	1	Chr +1	Cms +1
	Blind-Fighting	2	NA	NA
	Camouflage	1	Int +1	Int +1
	Dirty Fighting	1	Int +0	Int +0
	Disguise	1	Chr -1	Chr -1
	Endurance	2	Con +0	Con +0
	Fast-Talking	1	Chr +1	Man +1
	Fine Balance	2[T]	Dex +1	Dex +1
	Fortune Telling	2	Chr +3	Chr +3
	Gaming	1	Chr +1	Chr +1
	Gem Cutting	2	Dex -1	Dex -1
	Herbalism	2	Int -1	Int -1
	Hunting	1	Wis -1	Wis -1
	Information Gathering	1	Int -S	Cms -S
	Intimidation	1	Chr +0	Man +0
	Juggling	1	Dex +1	Dex +1
	Jumping	1	Str -1	Str -1
s	Local History	1	Chr +2	Chr +2
	Locksmithing	1	Dex +1	Dex +1
	Looting	1	Dex +1	Dex +1
s	Musical Instrument	1	Dex +1	Dex +1
	Quickness	1[T]	Dex +0	Dex +0
	Reading Lips	2	Int -2	Per -2
s	Religion	1	Wis +0	Wis +0
	Set Snares	1	Dex +1	Dex +1
	Sleight of Hand	1	Dex -2	Dex -2
	Steady Hand	1[T]	Dex +0	Dex +0
	Street Sense	1	Chr +0	Chr +0
s	Survival	2	Int +0	Int +0
	Tightrope Walking	1	Dex +1	Dex +1
	Tracking	2	Wis +0	Per +0
	Trail Signs	1	Int -1	Per -1
	Trailing	1	Dex +2	Dex +2
	Tumbling	1	Dex +2	Dex +2
	Ventriloquism	1	Int -2	Int -2
	Voice Mimicry	1	Chr +S	Chr +S

NWPs-Halfling

	Warrior	#Slots	Rel.Ability	New Rel.Ability
	Ambidexterity	1^T	Dex +1	Dex +1
	Ambush	1	Dex +1	Dex +1
	Animal Lore	1	Int +0	Int +0
	Animal Rending	1	Dex +2	Dex +2
	Armorer	2	Int -2	Int -2
	Blind-Fighting	2	NA	NA
	Bowyer/Fletcher	1	Dex +1	Dex +1
	Camouflage	1	Int +1	Int +1
	Caving	2	Wis -1	Wis -1
	Dirty Fighting	1	Int +0	Int +0
	Endurance	2	Con +0	Con +0
	Fine Balance	2^T	Dex +1	Dex +1
	Gaming	1	Chr +1	Chr +1
	Hunting	1	Wis -1	Wis -1
	Intimidation	1	Chr +0	Man +0
	Iron Will	2^T	Wis -2	Man -2
	Law	1	Wis +0	Wis +0
	Leadership	1	Chr -1	Chr -1
	Mountaineering	1	NA	NA
	Quickness	1^T	Dex +0	Dex +0
	Running	1	Con -6	Con -6
	Set Snares	1	Dex +1	Dex +1
	Slow Respiration	1	NA	NA
	Spelunking	1	Int -2	Int -2
	Steady Hand	1^T	Dex +0	Dex +0
	Strategy/Tactics	2	Wis +0	Wis +0
	Street Fighting	2	Dex +1	Dex +1
s	Survival	2	Int +0	Int +0
	Tracking	2	Wis +0	Per +0
	Trail Marking	1	Wis +0	Wis +0
	Trail Signs	1	Int -1	Per -1
	Weaponsmithing	3	Int -3	Int -3