	General	#Slots	Rel.Ability	New Rel.Ability
	Agriculture	1	Int +0	Int +0
	Alertness	1^{T}	Wis +1	Per +1
	Animal Handling	1	Wis -1	Wis -1
s	Animal Training	1	Wis +0	Man +0
s	Artistic Ability	1^{T}	Wis +0	Wis +0
	Blacksmithing	1	Str +0	Str +0
	Boating	1	Wis +1	Wis +1
	Boatwrighting	1	Int -2	Int -2
	Bookbinding	1	Dex -1	Dex -1
	Brewing	1	Int +0	Int +0
	Carpentry	1	Str +0	Str +0
	Cartography	1	Int -2	Int -2
	Cheesemaking	1	Int +0	Int +0
	Clothesmaking, Crude	1	Int -1	Int -1
	Cobbling	1	Dex +0	Dex +0
	Cooking	1	Int +0	Int +0
	Dancing	1	Dex +0	Dex +0
	Danger Sense	$2^{T\dagger}$	Wis +1	Per +1
	Diplomacy	1	Chr +0	Chr +0
	Direction Sense	1^{T}	Wis +1	Per +1
	Distance Sense	1^{T}	Wis +0	Per +0
	Etiquette	1	Chr +0	Chr +0
	Falconry	1	Wis -1	Wis -1
	Fire-Building	1	Wis -1	Wis -1
	Fishing	1	Wis -1	Wis -1
	Folklore	1	Chr +0	Chr +0
	Foraging	1	Int -2	Int -2
	Heraldy	1	Int +0	Int +0
	Hiding	$2^{\dagger}$	Int -1	Int -1
	Jewelry	2	Wis +0	Wis +0
	Leatherworking	1	Int +0	Int +0
	Linguistics	2	Int +1	Int +1
	Mining	2	Wis +0	Wis +0
	Navigation	1	Int -2	Int -2
	Observation	1	Int +0	Per +0
s	Orienteering	2	Wis +0	Per +0
	Persuasion	1	Chr +0	Man +0
	Poetry	1	Int -2	Int -2
	Pottery	1	Dex -2	Dex -2
	Psychic Defense	2	Wis -2	Man -2
s	Riding, Airborne	2	Wis -2	Wis -2
s	Riding, Land-Based	1	Wis +3	Wis +3
s	Riding, Sea-Based	2	Dex -2	Dex -2
	Rope Use	1	Dex +0	Dex +0
	Seamanship	1	Dex +1	Dex +1
	Seamstress/Tailor	1	Dex -1	Dex -1
	Signaling	1	Int -2	Int -2

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General	#Slots	Rel.Ability	New Rel.Ability
Singing	1	Chr +0	Chr +0
Smelting	2	Int -2	Int -2
Stonemasonry	1	Str -2	Str -2
Swimming	1	Str +0	Str +0
Trouble Sense	1[T]	Wis +0	Per +0
Weather Sense	1[T]	Wis -1	Per -1
Weaving	1	Int -1	Int -1
Whitesmithing	1	Dex -2	Dex -2
Winemaking	1	Int +0	Int +0

[T]Trait

† only Barbarian Background

two General-Slots gained for free

NWPs-Human

	Bard	#Slots	Rel.Ability	New Rel.Ability
	Acting	1	Chr -1	Chr -1
	Alternate Magics	1	Int -1	Per -1
	Ambidexterity	1[T]	Dex +0	Dex +0
s	Ancient History	1	Int -1	Int -1
	Appraising	1	Int +0	Int +0
	Astrology	2	Int +0	Man +0
	Bartering	1	Int -2	Man -2
s	Botany	1	Int -1	Int -1
	Bribery	1	Chr +0	Man +0
	Bureaucracy	2	Int +0	Cms +0
	Calligraphy	1	Dex -1	Dex -1
	Chanting	1	Chr +2	Chr +2
s	Craft Instrument	2	Dex -2	Dex -2
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 +0	Dex +0
	Forgery	1	Dex -1	Dex -1
	Gem Cutting	2	Dex -2	Dex -2
	Herbalism	2	Int -2	Int -2
	Juggling	1	Dex -1	Dex -1
	Jumping	1	Str +0	Str +0
s	Local History	1	Chr +0	Chr +0
	Meditation	1	NA	NA
s	Musical Instrument	½	Dex -1	Dex -1
	Papermaking	1	Int +0	Int +0
	Prestidigitation	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
	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 +0	Dex +0
	Tumbling	1	Dex +0	Dex +0
	Ventriloquism	1	Int -2	Int -2
	Voice Mimicry	1	Chr +S	Chr +S
	Whistling/Humming	1	Dex +2	Dex +2

[T]Trait

NWPs-Human

	Priest	#Slots	Rel.Ability	New Rel.Ability
	Administration	1	Int +1	Int +1
	Alchemy	3	Int -2	Int -2
	Alms	1	Chr +0	Cms +0
	Alternate Magics	1	Int -1	Per -1
	Anatomy	1‡	Int +0	Int +0
s	Ancient History	1	Int -1	Int -1
	Astrology	2	Int +0	Man +0
	Astronomy	2	Int -1	Int -1
s	Botany	1	Int -1	Int -1
	Burial Customs	1	Int +0	Int +0
	Bureaucracy	2	Int +0	Int +0
	Calligraphy	1	Dex -1	Dex -1
	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
s	Field of Study	1	Int -1	Int -1
	Geology	1	Int -2	Int -2
	Healing	2	Wis -2	Wis -2
	Herbalism	2	Int -2	Int -2
	Inquisitor	2	Wis +0	Man +0
	Investigation	1	Int -2	Man -2
	Iron Will	2T	Wis -2	Man -2
	Law	1	Wis +0	Wis +0
s	Local History	1	Chr +0	Chr +0
	Magical Engineering	3	Int -3	Int -3
	Meditation	1	NA	NA
	Metallurgy	2	Int -3	Int -3
s	Musical Instrument	1	Dex -1	Dex -1
	Necrology	1‡	Wis +0	Wis +0
	Netherworld Knowledge	1‡	Wis -3	Wis -3
	Numeracy	1	Int +0	Int +0
	Omen Reading	1	Wis -2	Wis -2
	Oratory	1	Chr +0	Man +0
	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
	Researching	2	Int -S	Int -S
s	Sage Knowledge	2	Int -2	Int -2
	Scribe	1	Dex +1	Dex +1
	Shipwright	1	Int -2	Int -2
	Somatic Concealment	1	Dex -1	Dex -1

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Priest	#Slots	Rel.Ability	New Rel.Ability
Soothsaying	2†	Int +0	Int +0
Spellcraft	1	Int -2	Per -2
Spirit Lore	2‡	Chr -4	Chr -4
Undead Knowledge	1	Wis +0	Wis +0
Veterinary Healing	1	Wis -3	Wis -3
Venom Handling	1‡	Wis -2	Wis -2

[T]Trait

† only Barbarian Background

‡ only evil Characters

NWPs-Human

	Psionicist	#Slots	Rel.Ability	New Rel.Ability
	Body Language	1	Wis -2	Per -2
	Calligraphy	1	Dex -1	Dex -1
	Camouflage	1	Int +0	Int +0
	Cryptography	1	Int +S	Int +S
	Crystal Focus	1	Wis -1	Wis -1
	Dowsing	1	Wis -3	Per -3
s	Field of Study	1	Int -1	Int -1
	Gem Cutting	2	Dex -2	Dex -2
	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 +0	Int +0
	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
s	Sage Knowledge	2	Int -2	Int -2
	Scribe	1	Dex +1	Dex +1
	Seance	2	Chr -2	Chr -2
	Sleight of Hand	1	Dex -2	Dex -2
	Water Divining	1	Wis -2	Wis -2

NWPs-Human

	Thief	#Slots	Rel.Ability	New Rel.Ability
	Ambidexterity	1[T]	Dex +0	Dex +0
	Ambush	1	Dex +0	Dex +0
s	Ancient History	1	Int -1	Int -1
	Animal Noise	1	Wis -1	Wis -1
	Appraising	1	Int +0	Int +0
	Astrology	2	Int +0	Man +0
	Bartering	1	Int -2	Man -2
	Begging	1	Chr -S	Cms -S
	Blind-Fighting	2	NA	NA
	Bureaucracy	2	Int +0	Cms +0
	Camouflage	1	Int +0	Int +0
	Dirty Fighting	1	Int +0	Int +0
	Disguise	1	Chr -1	Chr -1
	Endurance	2	Con +0	Con +0
	Fast-Talking	1	Chr +S	Man +S
	Fine Balance	2[T]	Dex +0	Dex +0
	Fortune Telling	2	Chr +2	Chr +2
	Gaming	1	Chr +0	Chr +0
	Gem Cutting	2	Dex -2	Dex -2
	Herbalism	2	Int -2	Int -2
	Hunting	1	Wis -1	Wis -1
	Information Gathering	1	Int -S	Cms -S
	Intimidation	1	Str/Chr +0	Str/Man +0
	Juggling	1	Dex -1	Dex -1
	Jumping	1	Str +0	Str +0
s	Local History	1	Chr +0	Chr +0
	Locksmithing	1	Dex +0	Dex +0
	Looting	1	Dex +0	Dex +0
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 +0	Dex +0
	Tracking	2	Wis +0	Per +0
	Trail Signs	1	Int -1	Per -1
	Trailing	1	Dex -S	Dex -S
	Tumbling	1	Dex +0	Dex +0
	Ventriloquism	1	Int -2	Int -2
	Voice Mimicry	1	Chr +S	Chr +S

[T]Trait

NWPs-Human

	Warrior	#Slots	Rel.Ability	New Rel.Ability
	Ambidexterity	1[T]	Dex +0	Dex +0
	Ambush	1	Dex +0	Dex +0
	Animal Lore	1	Int +0	Int +0
	Animal Rending	1	Dex +2	Dex +2
	Armorer	2	Int -2	Int -2
	Armorer, Crude	1	Int -1	Int -1
	Armor Optimization	1	Dex -2	Dex -2
	Blind-Fighting	2	NA	NA
	Bowyer/Fletcher	1	Dex -1	Dex -1
	Bowyer/Fletcher, Crude	1	Dex +0	Dex +0
	Camouflage	1	Int +0	Int +0
	Caving	2	Wis -1	Wis -1
	Charioteering	1	Dex +2	Dex +2
	Dirty Fighting	1	Int +0	Int +0
	Display Weapon Prowess	1	Dex +0	Dex +0
	Endurance	2	Con +0	Con +0
	Fine Balance	2[T]	Dex +0	Dex +0
	Gaming	1	Chr +0	Chr +0
	Gunnery	1	Int -2	Int -2
	Horde Summoning	2[†]	Chr -2	Chr -2
	Hunting	1	Wis -1	Wis -1
	Intimidation	1	Str/Chr +0	Str/Man +0
	Iron Will	2[T]	Wis -2	Man -2
	Jousting	1	Dex +2	Dex +2
	Law	1	Wis +0	Wis +0
	Leadership	1	Chr -1	Chr -1
	Light Sleeping	1[†]	Con -1	Con -1
	Mountaineering	1	NA	NA
	Oratory	1	Chr +0	Man +0
	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 +0	Dex +0
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
	Weaponsmithing, Crude	1	Wis -3	Wis -3
	Weapon Improvisation	1	Wis -1	Per -1
	Wild Fighting	2[†]	Con +0	Con +0

[T]Trait

[†] only Barbarian Background

	Wizard	#Slots	Rel.Ability	New Rel.Ability
	Alchemy	3	Int -2	Int -2
	Alternate Magics	1	Int -1	Per -1
	Anatomy	1‡	Int +0	Int +0
s	Ancient History	1	Int -1	Int -1
	Arcanology	1	Int -3	Int -3
	Astrology	2	Int +0	Man +0
	Astronomy	2	Int -1	Int -1
s	Botany	1	Int -1	Int -1
	Calligraphy	1	Dex -1	Dex -1
	Clockwork Creation	2	Dex +0	Dex +0
	Concentration	2	Wis -2	Man -2
	Concocting	1	Int -2	Int -2
s	Creature Lore	1	Wis +0	Wis +0
	Cryptography	1	Int +S	Int +S
	Dowsing	1	Wis -3	Per -3
	Engineering	2	Int -3	Int -3
s	Field of Study	1	Int -1	Int -1
	Gem Cutting	2	Dex -2	Dex -2
	Geology	1	Int -2	Int -2
	Glasblowing	1	Dex +0	Dex +0
	Herbalism	2	Int -2	Int -2
	Hypnosis	1	Chr -2	Man -2
	Magical Engineering	3	Int -3	Int -3
	Meditation	1	NA	NA
	Mental Resistance	1	Wis -1	Man -1
	Metallurgy	2	Int -3	Int -3
	Necrology	1‡	Wis +0	Wis +0
	Netherworld Knowledge	1‡	Wis -3	Wis -3
	Numeracy	1	Int +0	Int +0
	Numerology	2	Int +0	Int +0
	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
	Prestidigitation	1	Dex -1	Dex -1
s	Religion	1	Wis +0	Wis +0
	Researching	2	Int -S	Int -S
s	Sage Knowledge	2	Int -2	Int -2
	Scribe	1	Dex +1	Dex +1
	Sensory Alteration	2	Int -2	Int -2
	Somatic Concealment	1	Dex -1	Dex -1
	Sorcerous Dueling	2	Int -1	Int -1
	Speed Casting	2	Wis -2	Wis -2
	Spellcraft	1	Int -2	Per -2
	Spirit Lore	2‡	Chr -4	Chr -4
	Tactics of Magic	1	Int -1	Int -1

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Wizard	#Slots	Rel.Ability	New Rel.Ability
Tattooing	1	Dex +0	Dex +0
Thaumaturgy	1	Int -2	Int -2
Undead Knowledge	1	Wis +0	Wis +0
Venom Handling	1‡	Wis -2	Wis -2

‡ only evil Characters