NWPs-Humanoid

	General	#Slots	Rel.Ability	New Rel.Ability
	Acting	1	Chr -1	Chr -1
	Agriculture	1	Int +0	Int +0
	Alertness	1^T	Wis +1	Per +1
	Animal Handling	1	Wis -1	Wis -1
	Animal Noise	1	Wis -1	Wis -1
s	Animal Training	1	Wis +0	Man +0
s	Artistic Ability	1^T	Wis +0	Wis +0
	Begging	1	Chr -S	Cms -S
	Blacksmithing	1	Str +0	Str +0
	Brewing	1	Int +0	Int +0
	Carpentry	1	Str +0	Str +0
	Chanting	1	Chr +2	Chr +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	Wis +1	Per +1
	Direction Sense	1^T	Wis +1	Per +1
	Distance Sense	1^T	Wis +0	Per +0
	Drinking	1	Con +0	Con +0
	Eating	1	Con +0	Con +0
	Etiquette	1	Chr +0	Chr +0
	Fast-Talking	1	Chr +S	Man +S
	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
	Fortune Telling	2	Chr +2	Chr +2
	Heraldy	1	Int +0	Int +0
	Hiding	2	Int -1	Int -1
	Leatherworking	1	Int +0	Int +0
	Looting	1	Dex +0	Dex +0
	Mining	2	Wis +0	Wis +0
	Observation	1	Int +0	Per +0
s	Orienteering	2	Wis +0	Per +0
	Poetry	1	Int -2	Int -2
	Pottery	1	Dex -2	Dex -2
s	Riding, Airborne	2	Wis -2	Wis -2
s	Riding, Land-Based	1	Wis +3	Wis +3
	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
	Singing	1	Chr +0	Chr +0
	Stonemasonry	1	Str -2	Str -2
	Swimming	1	Str +0	Str +0

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General	#Slots	Rel.Ability	New Rel.Ability
Voice Mimicry	1	Chr +S	Chr +S
Weather Sense	1[T]	Wis -1	Per -1
Weaving	1	Int -1	Int -1
Winemaking	1	Int +0	Int +0
Whistling/Humming	1	Dex +2	Dex +2

[T]Trait

NWPs-Humanoid

	Bard	#Slots	Rel.Ability	New Rel.Ability
	Alternate Magics	1	Int +0	Per +0
	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
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
	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
	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

^{T}Trait

NWPs-Humanoid

	Priest	#Slots	Rel.Ability	New Rel.Ability
	Alms	1	Chr +0	Cms +0
	Alternate Magics	1	Int +0	Per +0
s	Ancient History	1	Int -1	Int -1
	Astrology	2	Int +0	Man +0
s	Botany	1	Int -1	Int -1
	Burial Customs	1	Int +0	Int +0
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 -2	Wis -2
	Herbalism	2	Int -2	Int -2
	Law	1	Wis +0	Wis +0
s	Local History	1	Chr +0	Chr +0
	Magical Engineerring	3	Int -3	Int -3
	Meditation	1	NA	NA
s	Musical Instrument	1	Dex -1	Dex -1
	Omen Reading	1	Wis -2	Wis -2
	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
	Soothsaying	2	Int +0	Int +0
	Spellcraft	1	Int -2	Per -2

NWPs-Humanoid

	Thief	#Slots	Rel.Ability	New Rel.Ability
	Ambidexterity	1^{T}	Dex +0	Dex +0
	Ambush	1	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 -2	Man -2
	Blind-Fighting	2	NA	NA
	Camouflage	1	Int +0	Int +0
	Close-quarter Fighting	2	Dex +0	Dex +0
	Dirty Fighting	1	Int +1	Int +1
	Disguise	1	Chr -1	Chr -1
	Endurance	2	Con +0	Con +0
	Fine Balance	2^{T}	Dex +0	Dex +0
	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
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
	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
	Tumbling	1	Dex +0	Dex +0
	Ventriloquism	1	Int -2	Int -2

^{T}Trait

NWPs-Humanoid

	Warrior	#Slots	Rel.Ability	New Rel.Ability
	Ambidexterity	1^{T}	Dex +0	Dex +0
	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
	Armorer, Crude	1	Int -1	Int -1
	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
	Close-quarter Fighting	2	Dex +0	Dex +0
	Dirty Fighting	1	Int +1	Int +1
	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
	Law	1	Wis +0	Wis +0
	Leadership	1	Chr -1	Chr -1
	Light Sleeping	1	Con -1	Con -1
	Mountaineering	1	NA	NA
	Natural Fighting	2	Str +1	Str +1
	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
	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
	Weaponsmithing	3	Int -3	Int -3
	Weaponsmithing, Crude	1	Wis -3	Wis -3
	Wild Fighting	2	Con +0	Con +0

^{T}Trait

NWPs-Humanoid

	Wizard	#Slots	Rel.Ability	New Rel.Ability
	Alternate Magics	1	Int +0	Per +0
s	Ancient History	1	Int -1	Int -1
	Astrology	2	Int +0	Man +0
s	Botany	1	Int -1	Int -1
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
	Gem Cutting	2	Dex -2	Dex -2
	Geology	1	Int -2	Int -2
	Herbalism	2	Int -2	Int -2
	Magical Engineerring	3	Int -3	Int -3
	Meditation	1	NA	NA
	Omen Reading	1	Wis -2	Wis -2
	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
	Spellcraft	1	Int -2	Per -2
	Tattooing	1	Dex +0	Dex +0