

Wizard Non-weapon Proficiencies by Johnny Bremer

Alternate Magic (1 slot, Intelligence -1)

This skill grants a familiarity with magic that is not based upon conventional spellcraft. Examples of this include, but are not limited by, the innate abilities of Faeries, Demons, Djinn, and other magical creatures, as well as the spellcasting of Dragons and their ilk.

A successful check indicates that the wizard has identified the source and nature of the magical phenomenon.

Demonic Language (1 slot, Intelligence -2)

The character has mastered the difficult and obscure tongue of demons and minions. He is now able to perform a conversation with any creatures of demonic origin. This Language may appear foul and harsh to people who don't understand it themselves due to the large number words which sounds like coughs and moaning.

Demonology (2 slots, Wisdom -3)

The character possesses vast knowledge of demons and their minions. He know from where they come, how they appear, which signs to look for when checking for demonic interference, and how to address a demon or minion when speaking to it. The character also gains a +2 bonus to any save versus charm-related abilities of a demon or minion due to their knowledge of the demonic behavior.

Shadow Hide (2 slots, Wisdom -2)

This skill enables the character to hide within a shadow of appropriate size and form. If the check is made, and the character remains non-moving, he becomes completely invisible unless detected by magical means.