

Variant Training Rules for D&D 5e

| 1000 Hours Training | | | |
|--|-----|--------------|---------|
| 1000/ABILITY SCORE(S) = Days to Proficient | | 6gp/day | |
| Common | INT | Club | INT+STR |
| Dwarvish | INT | Greatclub | INT+STR |
| Elvish | INT | Light hammer | INT+STR |
| Gnomish | INT | Mace | INT+STR |
| Halfling | INT | | |
| Carpenter's tools | INT | | |
| Cook's utensils | INT | | |
| Weaver's tools | INT | | |
| Dice set | INT | | |
| Playing card set | INT | | |

| 1500 Hours Training | | | |
|--|---------|-----------------|---------|
| 1500/ABILITY SCORE(S) = Days to Proficient | | 7gp/day | |
| Draconic | INT | Dagger | INT+DEX |
| Goblin | INT | Handaxe | INT+STR |
| Gnoll | INT | Javelin | INT+DEX |
| Orc | INT | Quarterstaff | INT+STR |
| Undercommon | INT | Sickle | INT+STR |
| | | Spear | INT+STR |
| Calligrapher's supplies | INT | Crossbow, light | INT+DEX |
| Cobbler's tools | INT | Dart | INT+DEX |
| Potter's tools | INT | Shortbow | INT+DEX |
| Tinker's tools | INT | Sling | INT+DEX |
| Woodcarver's tools | INT | Trident | INT+STR |
| | | Blowgun | INT+DEX |
| Drum | INT+DEX | | |

| 2000 Hours Training | | | |
|--|---------|-----------------|---------|
| 2000/ABILITY SCORE(S) = Days to Proficient | | 8gp/day | |
| Abyssal | INT | Battleaxe | INT+STR |
| Celestial | INT | Longsword | INT+STR |
| Infernal | INT | Maul | INT+STR |
| Sylvan | INT | Morningstar | INT+STR |
| | | Rapier | INT+STR |
| Cartographer's tools | INT | Scimitar | INT+STR |
| Leatherworker's tools | INT | Shortsword | INT+STR |
| Mason's tools | INT | War pick | INT+STR |
| Painter's supplies | INT | Warhammer | INT+STR |
| | | Whip | INT+DEX |
| Horn | INT+DEX | Crossbow, hand | INT+DEX |
| Pan flute | INT+DEX | Crossbow, heavy | INT+DEX |
| Shawm | INT+DEX | Longbow | INT+DEX |

| 2500 Hours Training | | | |
|--|-----|------------|---------|
| 2500/ABILITY SCORE(S) = Days to Proficient | | 9gp/day | |
| Aquan | INT | Bagpipes | INT+DEX |
| Auran | INT | Dulcimer | INT+DEX |
| Giant | INT | Flute | INT+DEX |
| | | Lute | INT+DEX |
| Alchemist's supplies | INT | Lyre | INT+DEX |
| Brewer's supplies | INT | Viol | INT+DEX |
| Glassblower's tools | INT | | |
| Jeweler's tools | INT | Flail | INT+STR |
| Smith's tools | INT | Glaive | INT+STR |
| Disguise kit | INT | Greataxe | INT+STR |
| Forgery kit | INT | Greatsword | INT+STR |
| Herbalism kit | INT | Halberd | INT+STR |
| Navigator's tools | INT | Pike | INT+STR |
| | | | |

| 3000 Hours Training | | | |
|--|---------|-----------------|-----|
| 3000/ABILITY SCORE(S) = Days to Proficient | | 10gp/day | |
| Deep Speech | INT | Athletics | STR |
| Ignan | INT | Acrobatics | STR |
| Primordial | INT | S. of Hand | DEX |
| Terran | INT | Stealth | DEX |
| | | Arcana | INT |
| Poisoner's kit | INT | History | INT |
| Thieves' tools | INT | Investigation | INT |
| | | Nature | INT |
| Lance | INT+DEX | Religion | INT |
| Net | INT+DEX | Animal Handling | WIS |
| | | Insight | WIS |
| Light Armor Proficiency | INT+STR | Perception | WIS |
| | | Survival | WIS |
| | | Deception | CHA |
| | | Intimidation | CHA |
| | | Performance | CHA |
| | | Persuasion | CHA |
| | | | |

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