

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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