

HOUSERULE: SKILL POINTS

Skill Points per Level

Level	Number of Proficiencies														
	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1st	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36
2nd	9	11	14	16	18	20	23	25	27	29	32	34	36	38	41
3rd	10	13	15	18	20	23	25	28	30	33	35	38	40	43	45
4th	11	14	17	19	22	25	28	30	33	36	39	41	44	47	50
5th	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54
6th	13	16	20	23	26	29	33	36	39	42	46	49	52	55	59
7th	14	18	21	25	28	32	35	39	42	46	49	53	56	60	63
8th	15	19	23	26	30	34	38	41	45	49	53	56	60	64	68
9th	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72
10th	17	21	26	30	34	38	43	47	51	55	60	64	68	72	77
11th	18	23	27	32	36	41	45	50	54	59	63	68	72	77	81
12th	19	24	29	33	38	43	48	52	57	62	67	71	76	81	86
13th	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14th	21	26	32	37	42	47	53	58	63	68	74	79	84	89	95
15th	22	28	33	39	44	50	55	61	66	72	77	83	88	94	99
16th	23	29	35	40	46	52	58	63	69	75	81	86	92	98	104
17th	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108
18th	25	31	38	44	50	56	63	69	75	81	88	94	100	106	113
19th	26	33	39	46	52	59	65	72	78	85	91	98	104	111	117
20th	27	34	41	47	54	61	68	74	81	88	95	101	108	115	122

GROUND RULES

The following rules apply:

- **Skill Point Cap.** The number of Skill Points assigned to a specific skill can't exceed your proficiency bonus.
- **Saving Skill Points.** You can 'save' Skill Points until you decide which skill you want to spend them on.
- **Expertise.** As usual, any Skill Points assigned to a skill you have Expertise is in doubled.
- **Reliable Talent.** Reliable Talent (and similar features) applies only to skills that you have assigned the maximum amount of Skill Points to.
- **Jack-of-All-Trades.** Jack-of-all-Trades (and similar features) allows you to add half your proficiency bonus, rounded down, to any skill check you make that doesn't already include your proficiency bonus, or the difference between the two, if the number of skill points assigned to the skill is less than half your proficiency bonus, rounded down.

OPTIONAL RULES

The following rules apply at the DM's discretion:

- **Limited Skills.** You can only assign Skill Points to skills that are on your class list, or that you would have gained proficiency in through other means.
- **Reassigning Skill Points.** You can reassign one already assigned Skill Point every time you level up.
- **Bonus Skill Points.** You gain a flat bonus to your total Skill Points equal to your Intelligence Modifier.