

# Dungeons & Dragons 3.5 Edition Index – Skills & Actions

<http://www.crystalkeep.com/d20>

Collected by Chet Erez ([cerez@crystalkeep.com](mailto:cerez@crystalkeep.com))

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## Skill Basics

### Unopposed Checks

Unopposed skill checks are made by rolling against a Difficulty Class (DC).

You roll **1d20 + skill modifier**.

Your skill modifier is your rank plus the ability modifier of the skill's key ability plus any special modifiers as noted on the skill, in feats, in spell effects, or with items.

Difficulty Class (DC) is defined by the Game Master as follows:

Situation	DC
Very Easy (just about anyone could succeed)	5
Easy (even untrained people succeed half of the time)	10
Difficult	15
Very Difficult (you need to be trained to even have a chance)	20
Extremely Difficult	25

A natural 20 is not an automatic success and a natural 1 is not an automatic failure.

The Game Master may modify the DC due to favorable or unfavorable conditions.

### Opposed Checks

Sometimes a skill check is made against someone else instead of against a fixed difficulty. When this happens, your skill roll (1d20 + skill modifier) is made against their skill roll. The higher total wins. In the case of a tie, the character with the higher key ability score wins. If these are a tie, flip a coin or otherwise randomly determine who wins.

### Primary Ability

Every skill has a primary ability. The modifier from this ability is applied to all checks for use of the skill.

### Time and Retries

Most skills define how long it takes to perform them. If this information is missing, the skill is most likely performed as a standard action.

Most skills allow you to try again if you fail, but some of them specifically say you cannot try again. Also, some skills have repercussions due to failure.

For example, failing to disarm a trap may set it off and failing to convince someone of something may make it even more difficult to try again.

### Untrained Checks

Most skills allow you to try them even if you have no ranks in the skill. This is called making an untrained check. Your skill modifier for this check is calculated as normal and with zero ranks.

Some skills can only be attempted if you have at least one rank. These skills are marked as *TRAINED ONLY* in this document.

### Take 10 and Take 20

When you are performing a skill where you can take your time, you can skip your die roll and simply assume you had rolled a 10. This is called "taking 10". You cannot take 10 in situations where you are threatened, hurried, or otherwise distracted.

When you are performing a skill that has no repercussions due to failure, so you could try again and again until you succeed, you are allowed to simply assume you will roll a 20 and calculate your skill roll that way. This is called "taking 20". The skill takes 20 times as long as normal to complete when you do this.

This document includes hints on whether or not a skill lends itself to Taking 10 or Taking 20.

### Aid Other

Multiple characters can combine their efforts to succeed at a task. To aid someone else with a skill, make a skill check DC 10. If you succeed, you grant a +2 circumstance bonus to the person you are helping. The Game Master decides the maximum number people can help on any given task, and this is the maximum number of people that can attempt to help.

The DM may use an optional rule (CAAdv p96) to allow higher bonuses. To qualify, the helper must have at least 5 ranks in the target skill. The bonus is +2 for a success, with an additional +1 for each 10 the success was made by.

Check Value	Circumstance Bonus
up to 9	+0
10 – 19	+2
20 – 29	+3
30 – 39	+4
...	...

### Assist Allies

(CAAdv p96)

By making suggestions and/or showing the optimal route, a character with at least 5 ranks in a target skill can accept a penalty to grant a bonus to his/her allies within 30' who can see or hear him/her.

Only the following skills may benefit from this ability: Balance, Bluff, Climb, Craft, Diplomacy, Escape Artist, Handle Animal, Hide, Move Silently, Ride, Search, Survival, & Swim.

Ranks in Skill	Circumstance Bonus	Accepted Penalty
up to 4	n/a	n/a
5 – 14	+2	-4
15+	+5	-10

### Ability Checks

Sometimes you need to make a check and no specific skill seems to apply. In this case, choose the most appropriate ability score and make a check as if you were using a skill with 0 ranks that has that ability as the primary ability.

## Skills

### Appraise

Base Ability:	Intelligence
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	+2 bonus if you have 5+ ranks in the Craft skill used to create the item. +2 bonus if you have 5+ ranks in the Perform skill that is the basis for the performance being appraised.
Special:	Dwarves receive a +2 Racial bonus when determining the value of objects made of metal or stone. Master of a Raven familiar receives a +3 bonus. <u>Feat: Diligent</u> grants a +2 bonus. <u>Feat: Appraise Magic Value</u> (CAAdv p97) allows use of the Appraise skill to determine magical properties.
In Class For	Bard, Rogue

This skill is used to determine the value of objects.

**Determine Value** (PH p67)(RoS p129)+ Time: 1 Minute Retry? No Take 10? Yes Take 20? No

You can determine the value an Object(PH p67) or a Performance(RoS p129).

A Magnifying Glass grants a +2 circumstance bonus to your checks for small or highly detailed items. A Merchant’s Scale grants a +2 circumstance bonus for items that are valued by weight. These bonuses stack.

Type of Item being Appraised	DC	Estimated price, if Successful	Estimated price, on a Failure	Estimated price, on a Failure and Untrained
Common (trade goods, livestock, mundane items)	12	<correct>	50% – 150%	<no guess>
Rare (gems, unworked precious metals, fine clothing)	15	70% – 130%	<no guess>	50% – 150%
Exotic (unusual gems, spell components, jewelry)	20	70% – 130%	<no guess>	50% – 150%
Unique (masterpiece artwork, royal jewels, crowns)	25+	70% – 130%	<no guess>	50% – 150%

**Determine Value Quickly** (CAAdv p97) Time: 1 Full Round Retry? No (but see below) Take 10? Yes Take 20? No

Similar to ‘Determine Value’, but the check take 1 Full Round instead of 1 Minute and is at a higher DC.

Although you cannot retry a ‘Determine Value Quickly’ check, you make a ‘Determine Value’ check at a later time.

Type of Item being Appraised	DC	Estimated price, if Successful	Estimated price, on a Failure
Common (trade goods, livestock, mundane items)	15	<correct>	<no guess>
Rare (gems, unworked precious metals, fine clothing)	20	70% – 130%	<no guess>
Exotic (unusual gems, spell components, jewelry)	25	70% – 130%	<no guess>
Unique (masterpiece artwork, royal jewels, crowns)	30+	70% – 130%	<no guess>

**Identify Dwarven Crafted Objects** (RoS p130) Time: 1 Minute Retry? No Take 10? Yes Take 20? No

By making a DC 10 check, you may determine if a specific object was made by Dwarves, and if it is of ‘Dwarvencraft’ quality.

**Balance**

Base Ability:	Dexterity
Must be Trained?:	No
Armor Check?:	Yes
Synergy bonus:	+2 bonus if 5+ ranks in Tumble
Special:	Feat: <u>Agile</u> grants a +2 bonus.
In Class For:	Bard, Monk, Rogue

This skill is used to keep your balance while moving on tightropes and ledges –or– when running or charging on an uneven floor.

**Moving on a Narrow Surface** (PH p67) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

Used when walking upon a ledge, tight-rope, etc.

Narrow Surface	DC
7 to 12 inches wide	10
2 to 6 inches wide	15
Up to 2 inches wide	20

Narrow Surface Modifiers	DC
Light Obstructed (scree, light rubble)	+2
Severely Obstructed (natural cavern floor, dense rubble)	+5
Severely Slippery (ice sheet)	+5
Sloped or Angled	+2

Rate Modifier	DC
Move at ½ speed	+0
Move at full speed	+5
Move at a Charge (DR350 p85)	+5
Move at a Run (CAv p97)	+20

Success: Move at ½ speed (by default) for 1 Move Action.

Failure by 4 or less: No Move.

Failure by 5 or more: Fall Down.

If you have less than 5 ranks in Balance, you also lose your Dexterity bonus to AC.

While on a tightrope (or similar surface), you are considered to be off balance, so opponents receive a +2 attack bonus.

You also make a check each time you take damage.

**Charging or Running on a Difficult Surface** (PH p67) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

Success: Run or Charge.

Failure by 4 or less: Can't Run or Charge, but may double move.

Failure by 5 or more: Fall Prone.

Surface	DC
Uneven Flagstone	10
Hewn Stone Floor	10
Sloped or Angled Floor	10

**Balance (continued)**

Resist Trip (CAAdv p97) Time: n/a Retry? n/a Take 10? No Take 20? No

Requirement: Balance 10 ranks.

When you are targeted with a Trip action, you may make a Balance check with a –10 penalty instead of a Strength or Dexterity check to remain standing. If you succeed, you may not attempt to trip your opponent.

Moving through Trees (RotW p145) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

Used when moving horizontally along tree branches and trunks with an angle of up to 60 degrees (greater than 60 degrees requires Climb checks).

Forest Type	DC	Result	Example
Dense Forest	10	Success: Can Run or Charge. Failure by 4 or less: Can't Run or Charge, but may double move. Failure by 5 or more: Fall Down.	Trees are older with strong branches and are close together, including many massive trees. There are lots of branches to choose from, letting the character select the widest, flattest branches with the most support or hand holds.
Medium Forest	15	Success: Move at ½ speed (by default) for 1 Move Action. Failure by 4 or less: No Move. Failure by 5 or more: Fall Down.	Trees are farther apart or not as old and the selection of branches is not as great, forcing the character to sue some narrow branches or branches without support.
Sparse Forest	25	Success: Move at ½ speed (by default) for 1 Move Action. Failure by 4 or less: No Move. Failure by 5 or more: Fall Down.	Trees are farther apart and not very old. The character has to use a lot of narrow branches without support or hand holds. The character is often moving across branches that are barely wide enough to move on.

Modifier	DC
Moss, Fungi, Slightly Wet, etc.	+2
Snow, Ice, etc.	+5

Moving Along an Unstable Surface (RotW p145) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

Used when moving horizontally along tree branches and trunks with an angle of up to 60 degrees (greater than 60 degrees requires Climb checks).

Unstable Surface	DC	Result
Loose Graven, Wobbly Bricks or Stones	10	Success: Can Run or Charge. Failure by 4 or less: Can't Run or Charge, but may double move. Failure by 5 or more: Fall Down.
Awning, Dune Face, Snowdrift	15	Success: Move at ½ speed (by default) for 1 Move Action. Failure by 4 or less: No Move. Failure by 5 or more: Fall Down.
Top of a vehicle traveling over a fairly smooth road	18	Success: Move at ½ speed (by default) for 1 Move Action. Failure by 4 or less: No Move. Failure by 5 or more: Fall Down.
Top of a vehicle traveling over a rough road	20	Success: Move at ½ speed (by default) for 1 Move Action. Failure by 4 or less: No Move. Failure by 5 or more: Fall Down.
Top of a vehicle traveling over a poor road, trail, or unimproved surface	22	Success: Move at ½ speed (by default) for 1 Move Action. Failure by 4 or less: No Move. Failure by 5 or more: Fall Down.
Ship's deck in a storm, a Galloping Horse, Top of a vehicle traveling over a rocks, potholes, or rubble	25	Success: Move at ½ speed (by default) for 1 Move Action. Failure by 4 or less: No Move. Failure by 5 or more: Fall Down.

**Balance (continued)**

Moving Shipboard (Storm p83) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

Moving on different Ship's surfaces & conditions

Ship Surface / Condition	DC
Heeling Deck, Light Surf	10
Heavy Surf, Heavy Roll, Yardarm	15
Green Water (i.e., 1'+ of violent water on deck)	20

Difficulty Modifiers	DC
Wet Deck	+2
High Wind	+2
Icy Deck	+5
Severe Motion	+5
Underwater	-10

Circumstance Modifiers	DC
Body Brace	-5
One-Hand Brace	-7
Two-Hand Brace	-10

**Bluff**

Base Ability:	Charisma
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	If you have 5+ ranks in Bluff, you receive a +2 bonus on Diplomacy, Intimidate, & Sleight of Hand, plus Disguise check to stay in character while being observed
Special:	Master of a Snake familiar receives a +3 bonus. Feat: <u>Persuasive</u> grants a +2 bonus. Rangers receive a bonus with this skill against their favored enemies.
In Class For:	Bard, Rogue

This skill is used for fast talk, misdirection, conning, etc. Circumstances effect Bluff checks immensely and must be arbitrated by the DM.

**Fast Talking or Misdirection** (PH p67) Time: 1 Full Round Retry? No Take 10? No Take 20? No

The skill’s DC is the target’s Sense Motive check, modified by the following factors:

Situation Modifiers	Mod
Target wants to believe you	-5
The bluff is believable and doesn’t affect the target much	+0
The bluff is a little hard to believe or puts the target at risk	+5
The bluff is hard to believe or puts the target at serious risk	+10
The bluff is almost too incredible to consider	+20

If the check is successful, the target acts the way your want for one round, which may not be long enough to get what you want done.

**Feinting in Combat** (PH p68) Time: 1 Standard Action Retry? Yes Take 10? No Take 20? No

You “fake out” an opponent. The DC is your opponents Sense Motive check with his/her Base Attack Bonus as a bonus. If the skill check is successful, your opponent loses his/her/its Dexterity modifier from AC for your next attack, as long as it occurs within one round. This allows a Rogue to gain Sneak Attack damage.

Feat: Improved Feint allows this action to be done as a Move Action, instead of a Standard Action.

Situation Modifiers	Mod
Target is non-Humanoid	-4
Target has an Animal Intelligence (i.e., 1 or 2)	-8

This ability cannot be used on non-intelligent creature.

**Create a Diversion in Order to Hide** (PH p68) Time: 1 Standard Action Retry? No Take 10? No Take 20? No

You “fake out” an opponent. This check is opposed by your target’s Sense Motive check. If the skill check is successful, your opponent loses track of you long enough for you to attempt a Hide check. You must still have Concealment or Cover in order to make the Hide attempt.

**Appear Innocuous** (CAAdv p102) Time: <reaction> Retry? No Take 10? No Take 20? No

If you are Tailing Someone (see page 31) and your target’s Spot check beats your Hide check, you can attempt to Appear Innocuous. This is an opposed Bluff vs. Sense Motives check with the following Situation modifiers.

Situation Modifiers	Mod
Target is sure nobody is following	-5
Target has no reason to suspect anybody is following	+0
Target is worried about being followed	+10
Target is worried about being followed and know you are an enemy	+20

**Bluff (continued)**

Delivering a Secret Message (PH p68) Time: <length of conversation> Retry? n/a Take 10? No Take 20? No

You pass a verbal message to another person without other listeners understanding.

Message Complexity	DC
Simple	15
Complex	20

Check vs. DC	Result
Success	Message Received
Failed by 4 or less	Message Not Received
Failed by 5 or more	Message Misunderstood

Other listeners must make a Sense Motive check to understand the message.

Heckle (RoS p130) Time: 1 Minute Retry? No Take 10? No Take 20? No

Attempting to ruins a performance by yelling insults, the ends of jokes, criticism of technique, etc.

A Heckle check can benefit from an Aid Other action by other hecklers.

The Heckle check is opposed by the performer’s Resist Heckle check (see page 11).

- Resist Heckle check higher or equal: Performer receives a +2 Circumstance bonus for the rest of this performance
  - Heckle check is higher by up to 5: Performer must make a new Perform check immediately and receives a –2 penalty.
  - Heckle check is higher by 6 to 10: Performer must make a new Perform check immediately and receives a –4 penalty.
  - Heckle check is higher by 11 to 15: Performer must make a new Perform check immediately and receives a –6 penalty.
- An additional –2 penalty for each 5 points.

If the Heckle check is not higher than the Resist Heckle check –or– the new Perform check is higher than the previous Perform check (despite the penalty), the crowd is offended by you.



Climb

Base Ability:	Strength
Must be Trained?:	No
Armor Check?:	Yes
Synergy bonus:	+2 bonus if 5+ ranks in Use Rope and you are using rope
Special:	+2 Racial bonus if you are a Halfling. Master of a Lizard familiar receives a +3 bonus. <u>Feat: Athletic</u> grants a +2 bonus. +2 Circumstance bonus if you are using a Climber's Kit.
In Class For:	Barbarian, Bard, Fighter, Monk, Ranger, Rogue

This skill is used to climb a wall, rope, slope, etc.

Note: Someone using a rope can haul someone up using their Strength.

Climb Wall or Cliff	(PH p69)	Time: 1 Move Action	Retry? No	Take 10? Yes	Take 20? No
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Requires two free hands.

Success: Move at ¼ speed up, down, or across for 1 Move Action  
 Failure by 4 or less: No Move.  
 Failure by 5 or more: Fall Down or Fall Prone.

Surface	DC
Slope too steep to walk up	0
Knotted rope with a wall to brace against	0
Unknotted rope with a wall to brace against	5
Knotted rope with nothing near it	5
Anchor Chain (Storm p84)	5
Ship's Rigging (Storm p84)	5
Rough wall with good handholds or ship's rigging	10
Natural rough wall with reasonable handholds or a tree	15
Unknotted rope with nothing near it	15
Wall with pitons (see below)	15
Semi-rough wall with narrow handholds	20
Ship's Hull (Storm p84)	20
Semi-smooth wall, like bricks	25
Overhang or ceiling with handholds but no footholds	25

Modifiers	DC
A chimney or other place where you can brace against two opposite walls	-10
A corner where you can brace against two walls	-5
Slippery surface	+5
Accelerated Climb (move at ½ speed instead of ¼)	+5
Rapid Climb (move at normal speed) (CAAdv p97)	+20
Combat Climb (retain Dex bonus to AC) (DR350 p85)(CAAdv p97)	+5

While climbing, you are considered to be Stunned, so opponents receive a +2 attack bonus and you lose your Dexterity bonus to AC (unless you use Combat Climbing (see above)).  
 You also make a check each time you are damaged.

Create Handholds	(PH p69)	Time: 1 Minute	Retry? Yes	Take 10? Yes	Take 20? Yes
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You install one piton into the wall three feet from your current position –or– you cut handholds / footholds from ice or soft rock with a tool. This takes 1 minute and reduces the wall's DC to 15.

Climb (continued)

Climb Tree (RotW p146) Time: 1 Move Action Retry? No Take 10? Yes Take 20? No

Climbing can be used to move vertically or horizontally on a tree. It is also possible to move horizontally through a tree more quickly using Balance. Requires two free hands.

Success: Move at 1/4 speed up, down, or across for 1 Move Action

Failure by 4 or less: No Move.

Failure by 5 or more: Fall Down or Fall Prone.

Surface	DC
Grasping nearby branches to move along a branch too narrow or too steeply angled for normal walking	0
Climbing a tree with plenty of sturdy branches for handholds and footholds	5
Climbing a tree with few or fairly weak branches	10
Climbing a tree trunk with no branches, but small enough to clasp with the arms	15
Climbing a tree trunk with no branches and too large to clasp with the arms	20

Catch Self When Falling (PH p69)(RotW p146)+ Time: <reaction> Retry? No Take 10? No Take 20? No

You can catch yourself falling off a wall by making a check against 20 + the wall's DC. For a slope of 60 degrees or less, make a check against 10 + the wall's DC.

Catching yourself when falling from a tree is 15 + the tree's DC.

Repelling (RoS p130) Time: <movement> Retry? No Take 10? No Take 20? No

Requirement: Climb: 1 rank –or– Use Rope: 1 rank.

By fixing a rope at the top of a cliff, wall, etc., you may lower yourself down quickly and then use the rope to stop at a desired distance.

When Repelling, you must make a Climb check (DC is determined by the Surface) –and– a Use Rope check (DC is determined by the desired Speed).

Surface	Climb DC
Any surface	10
Surface is slippery	+5
No surface to brace against	+10

Speed	Use Rope DC
Descend your Base Land speed as a Move Action –or– 2x as a Full Round	10
Descend 4x your Base Land speed as a Full Round Action	20

Success on both checks: Descend the desired distance at the desired speed and then stop.

Failure on either check: Descend the desired distance and then go into an uncontrolled fall unless you make a Use Rope check vs. (previous Use Rope DC + 5).

If you succeed you stop at the desired distance, but take 1d6 damage.

If you fail, you go into an uncontrolled fall. If on your next turn you have not yet hit bottom (and are still holding the rope), you make a new Use Rope check vs. (previous Use Rope DC + 10) to stop yourself and take 3d6 damage.

**Concentration**

Base Ability:	Constitution
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	—
In Class For:	Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Wizard

Avoid failing a will-intensive act (usually casting a spell) when distracted.

Maintaining Concentration	(PH p69)	Time: <reaction>	Retry? No	Take 10? No	Take 20? No
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The DC is increased by the spell level of the spell being attempted.  
A separate check must be made against each occurring situation.

Situation	DC
Damage taken	10 + damage dealt
Continuous damage taken	10 + half damage dealt
Failed saving throw	10
Distracting spell or psionic power	Save DC of the spell or power
Entangled by spell ( <i>Animate Rope, Command Plants</i> , etc)	15
Grappled or pinned	20 <sup>1</sup>
Cast a spell with somatic component while grappled or pinned	50 + spell level
Vigorous motion (bouncing wagon, moving mount, ship on rough water)	10
Violent motion (galloping horse, ship on storm tossed water)	15
Extremely violent motion ( <i>Earthquake</i> spell)	20
Weather is heavy rain, sleet, or high winds	5
Weather is wind-driven hail, dust, or debris	10
Casting defensively	15 + spell level

Resist Heckling	(RoS p130)	Time: <reaction>	Retry? No	Take 10? No	Take 20? No
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Allows you to retain your composure during a Performance when being Heckled (see page 8).  
You receive a +2 bonus on this check if you have 5+ ranks in the Perform skill upon which the Performance is based.

If your Resist Heckling check is higher than the opponent’s Heckling check, then you receive a +2 bonus on your Perform check for the rest of the performance (may be retroactive) –and– you receive a +5 bonus on further heckling attempts made in front of the same audience.

<sup>1</sup> The only spells that can be cast while grappled are ones with no Somatic components and any Material components are already in hand.

**Control Shape**

Base Ability:	Wisdom
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	Only available to Afflicted Lycanthropes
In Class For:	<all afflicted lycanthropes>

While Natural Lycanthropes have automatic control over their shape-changing, Afflicted Lycanthropes (i.e., those whose have become infected with Lycanthropy) must make Control Shape checks to maintain control.

**Resist Involuntary Change** (MM p303) Time: <automatic> Retry? see below Take 10? No Take 20? No

The character must make a check to resist taking his/her Animal form under each of the following situations: Moon-rise on the night of the Full Moon, taking ¼<sup>th</sup> of his/her total hit-points in damage. Note that a character has to option to fail the check on purpose (i.e., wants to change into the form).

If the check fails, the character immediately starts changing into the Animal form. If the character is aware of his/her condition, he/she can make one Trigger Voluntary Change check (see below) to return to Humanoid form. Otherwise, the character does not return to Humanoid until dawn.

**Trigger Voluntary Change** (MM p303) Time: Standard Action Retry? see below Take 10? No Take 20? No

An Afflicted Lycanthrope who is aware of his/her condition can try to voluntarily change from form to form.

Situation	Full Moon	Not a Full Moon
Return to Humanoid Form	25 <sup>2</sup>	20
Assume Hybrid Form	15	15
Assume Animal Form	15	20

<sup>2</sup> If this check fails, the character remains in Hybrid or Animal form until dawn.

Craft

Base Ability:	Intelligence
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	+2 bonus for Masterwork Tools. -2 penalty for Improvised Tools. +2 Racial bonus for Dwarves when working with stone or metal. +2 Racial bonus for Gnomes on Craft (Alchemy) checks. +4 Racial bonus for Kobolds on Craft (Trapmaking) checks.
In Class For:	Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Wizard

Skill used to create a sellable object. Each Craft skill must be bought separately.

Examples of Crafts:

Alchemy (see page 14)	Cobbling	Pottery	Weaving
Armorsmithing (see page 14)	Composing (see page 15)	Sculpture	Woodcarving
Boat building (see page 14)	Gemcutting	Shipmaking	Wordsmithing (see page 17)
Bookbinding (see page 15)	Leatherworking	Stonecarving	
Bowmaking (see page 15)	Locksmithing	Stonemasonry	
Blacksmithing	Painting	Tattoo'ing (see page 16)	
Calligraphy	Playwright (see page 15)	Trapmaking (see page 16)	
Carpentry	Poisonmaking (see page 15)	Weaponsmithing (see page 16)	

Earn Money	(PH p70)	Time: 1 Week	Retry? Yes	Take 10? Yes	Take 20? No
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You make 1/2 of your Craft check in Gold Pieces for the week's work. This use requires you to work for someone else, who provides the raw materials and keeps the produced items.

Make Item by the Week	(PH p70)	Time: 1 Week	Retry? Yes	Take 10? Yes	Take 20? No
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To make an item, you must start by spending 1/3<sup>rd</sup> of the item's cost to acquire the raw materials. Make a check each week to determine how many Silver Pieces of the item's worth have been completed. Once the total worth equal's the item's cost, it is done.

Check vs. DC	Result
Success	You create (DC * Skill Check) Silver Pieces of the item's worth.
Failed by 4 or less	No progress for the week
Failed by 5 or more	Ruined the work so far and must repurchase 1/6 <sup>th</sup> of the item's cost in raw materials

You may increase the item's DC by any multiple of 10. This accelerates the rate at which worth is created at the risk of failing more easily.

To create a Masterwork Item, you must first finish the item, then make an additional Craft check vs. DC 20 to see if you succeeded in Masterwork Quality. Note that the cost of a Masterwork Weapon is +300 gp and of Masterwork Armor/Shield is +150 gp, which increases the cost of raw materials and creation time, even if the item does not end up being Masterwork Quality.

To create a Dwarvencraft Item (RoS p159) (an improvement on Masterwork), you must first finish the item, then make an additional Craft check vs. DC 22 to see if you succeeded in Masterwork Quality. Note that the cost of a Dwarvencraft Weapon is +600 gp and of Masterwork Armor/Shield is +300 gp, which increases the cost of raw materials and creation time, even if the item does not end up being Dwarvencraft Quality.

Typical DC:

Item – General	DC	Item – General	DC
Very simple item	5	High quality item	15
Typical item	10	Complex item	20

Make Item by the Day	(PH p70)	Time: 1 Day	Retry? Yes	Take 10? Yes	Take 20? No
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Follows all the rule above, except the created worth is in Copper Pieces, not Silver Pieces. It is more efficient to do a week's work.

Repair an Item	(PH p70)	Time: <variable>	Retry? Yes	Take 10? Yes	Take 20? No
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Follows all the rule above, except the cost to repair an object is typically 1/5<sup>th</sup> of the item's price.

## Craft (alchemy)

Use the Craft rules with the following DC's. List of Alchemy item DC's is in the Equipment Index

Preserve Raw Material (DR349 p87) Time: -not stated- Retry? No Take 10? Yes Take 20? No

Some raw materials can only be used while "fresh". This usable time may be extended by with Craft (alchemy) check vs. DC 15.

Success: Raw materials are usable for 1 extra week, +1 week per 5 points the check succeeded.

Failure by 4 or less: Usability of the raw material remains the same.

Failure by 5 or more: Raw materials ruined.

This is one step in the process of making poison. See [Craft \(poisonmaking\)](#) (page 15) for more details.

## Craft (armorsmithing)

Use the Craft rules with the following DC's. (Storm p84)

Items	DC
Armor or Shield	10 + AC bonus

Armor & Shields may be Masterwork and/or Dwarvencraft.

## Craft (boat building)

Use the Craft rules with the following DC's.

Items	DC
Crude Raft (Storm p102)	5
Dugout Canoe (Storm p100)	8
Coracle (Storm p098)	10
Well-Made Raft (Storm p102)	10
Skiff	12
Launch (Storm p101)	15
War Canoe (Storm p103)	18
Pinnace (Storm p101)	20

## Craft (body modification)

Use the rules detailed in DR359 p116 for the following (including damage taken as part of the body modification process, chance of disease, etc.).

Items	DC	Cost (in gp)	Notes
Combat Mod – bludgeoning weapon	20	2 x non-magic cost	May be embedded in the arm / hand
Combat Mod – piercing weapon	25	2 x non-magic cost	May be embedded in the arm / hand
Combat Mod – slashing weapon	30	2 x non-magic cost	May be embedded in the arm / hand
Combat Mod – light armor	20	300 x AC bonus	AC bonus of +1 to +3
Combat Mod – medium armor	25	300 x AC bonus	AC bonus of +4 to +6
Combat Mod – heavy armor	30	300 x AC bonus	AC bonus of +7 to +8
Embedded Holy Symbol	15	100	May be embedded in hand, arm, chest, or face
Extra Body Slot	30	1½ x standard cost	Ring, Rod, or Wondrous Item does not take a slot. –2 Con.
Living Spellbook	10	100 x Spell Level	Requires <a href="#">Feat: Skincaster</a> (DR359 p117)
Skin Pocket	20	—	Hidden object must be size of Dagger or smaller, +6 bonus on Sleight of Hand check to conceal an object.

Combat Mods – weapon: Light or One-Handed only. May be Masterwork, made from a special material (e.g., silver, cold iron, etc.), & even be enchanted.

Cannot be Disarmed, but may be Sundered. Always considered "drawn".

Combat Mods – armor: Weighs (5 x AC bonus) pounds. May be Masterwork, made from a special material (e.g., silver, cold iron, etc.), have spikes & even be enchanted. Maximum Dexterity bonus of (9 – AC bonus) and Arcane Spell Failure of (5 x AC bonus)%.

## Craft (bookbinding)

Use the Craft rules with the following DC's.

Items	DC
Spellbook	15

## Craft (bowmaking)

Use the Craft rules with the following DC's.

Items	DC
Longbow or Shortbow	12
Composite Longbow or Shortbow	15
Mighty Bow	15 + 2 * Strength modifier

Bows may be Masterwork.

## Craft (composing)

Detailed in (RoS p131).

To make a composition, you must spend 2 gp per week (or 3 sp per day) on raw materials (paper, ink, quills, etc). Each type of composition has a range of values. You must choose the target value before you start.

Use the Craft rules with the following DC's.

Items	DC	Value Range
Song	12	5 sp – 5 gp
Quartet or Quintet Composition	15	5 gp – 15 gp
Symphony	20	25 gp – 100 gp

## Craft (playwright)

Detailed in (RoS p131).

To make a composition, you must spend 2 gp per week (or 3 sp per day) on raw materials (paper, ink, quills, etc). Each type of composition has a range of values. You must choose the target value before you start.

Use the Craft rules with the following DC's.

Items	DC	Value Range
Dramatic Monologue	15	1 gp – 5 gp
Comedic Play	15	10 gp – 30 gp
Dramatic Play	15	15 gp – 50 gp

## Craft (poisonmaking)

Detailed in (CAAdv p97) and (DR349 p86).

Making poison requires multiple steps that uses several skills (though a single person does not need to make all the checks).

Step 1 – acquire materials

Step 1a – buy materials

Buy raw materials in the local area – See [Purchase Poisonmaking Materials](#) (page 25).

Step 1b – harvest materials

Find the animal / plant that provides the raw materials for the desired poison (i.e., Monstrous Scorpions for Monstrous Scorpion poison, etc.) – See [Know about Animals, Fey, Giants, Monstrous Humanoids, Plants, & Vermin](#) (page 42).

Remove the part of the animal / plant used for making the poison – See [Harvest Poisonmaking Materials](#) (page 69).

Determine how long the raw materials will be viable – See [Determine Time until Spoilage](#) (page 42).

If the poison manufacturing will not begin before the raw materials will go bad, extend their viability – See [Preserve Raw Material](#) (page 14).

Step 2 – Manufacture poison

At this point, the creation of poison follows the standard crafting rules. Use the table in the Equipment Index to find the DC and Base Price of the desired poison.

### Craft (tattoo'ing)

Mark a person's skin with tattoos, scarification, and/or piercings.

Tattoos / Scarification / Piercing (DR340 p92) Time: <see below> Retry? n/a Take 10? Yes Take 20? No

The Tattoo Artist must make a Heal check vs. DC 10 or the subject takes 1 point of Constitution damage. This damage must be healed naturally, since magical healing would also "heal" (i.e., remove) the tattoo / scarification / piercing that had just taken place.

Category	DC	Cost <sup>3</sup>	Time	Effect on Appropriate Tribe	Effect on 'Civilized' People
Ornamental	10	up to 200 gp	1 day <sup>4</sup>	—	—
Traditional	15	200 gp – 399 gp	1 day	+1 Diplomacy	—
Ceremonial	20	400 gp – 1,999 gp	3 days	+1 Diplomacy +1 Intimidate	-1 Diplomacy +4 Intimidate
Extreme	25	2,000 gp +	14 days	+1 Diplomacy +3 Intimidate	-2 Diplomacy +4 Intimidate

### Craft (trapmaking)

Detailed in (DMG p76) & (DMG2 p40).

Use the Craft rules with the following DC's.

Trap CR	DC
up to 3	20
4 – 6	25
7+	30

Additional Components	DC Modifier
Proximity Trigger	+5
Automatic Reset	+5

Booby Trap (DMG2 p41) Time: 1 minute Retry? n/a Take 10? Yes Take 20? No

A Booby Trap is a CR ½ Trap. It has a simple effect, such as a cord to trip someone or ring a bell. Setting up a Booby Trap requires a Craft (trapmaking) check vs. DC 20 and 1 minute's work. This can be accelerated to 1 Full Round by taking a -10 penalty on the check.

If the check misses by 5 or more, then the trapmaker sets the trap off on himself/herself.

Booby traps require 50 gp worth of parts. Alternatively, the parts can be scrounged from the surrounding area with a Survival check vs. DC 20 and 10 minutes of work.

### Craft (weaponsmithing)

Use the Craft rules with the following DC's.

Items	DC
Crossbow	15
Simple Melee or Thrown Weapon	12
Martial Melee or Thrown Weapon	15
Exotic Melee or Thrown Weapon	18

Weapons may be Masterwork and/or Dwarven-craft.

<sup>3</sup> Typically paid in barter and services.

<sup>4</sup> Best Guess – price and time for this Category are not listed.



## Craft (wordsmithing)

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Detailed in (RoS p131).

To make a composition, you must spend 2 gp per week (or 3 sp per day) on raw materials (paper, ink, quills, etc). Each type of composition has a range of values. You must choose the target value before you start.

Use the Craft rules with the following DC's.

Items	DC	Value Range
Poem	12	5 sp – 2 gp
Novel	15	5 gp – 15 gp
Reference Book	18	25 gp – 100 gp
Epic	20	50 gp – 500 gp

**Decipher Script**

Base Ability:	Intelligence
Must be Trained?:	Yes
Armor Check?:	No
Synergy bonus:	—
Special:	Feat: <u>Diligent</u> grants a +2 bonus.
In Class For:	Bard, Rogue, Wizard

This skill is used to work with runes, ciphers, and unknown written languages.

**Decipher One Page of Text** (PH p71) Time: 1 Minute Retry? No Take 10? Yes Take 20? No

Attempt to make sense of a page (or the equivalent) of an unknown language, runes, symbols, etc.

Message Complexity	DC
Simple	20
Standard	25
Difficult	30

If you fail, the DM makes a Wisdom check vs. DC 5. If this check fails too, then you erroneously think you deciphered the text.

**Create a Cipher** (CAAdv p98) Time: 1 Week Retry? No Take 10? Always Take 20? No

You create a cipher that can used to transfer written message safely. Once created, it can be reused over and over again, even by others with whom you share your technique.

**Break a Cipher** (CAAdv p98) Time: 1 Day Retry? Yes, but each retry takes 1 Week Take 10? Yes Take 20? No

You attempt to break someone else’s Cipher. Your target number is the Cipher creator’s Decipher Script bonus + 10 (i.e., Creating a Cipher is always “takes 10”).

**Encode a Page** (RoD p147) Time: 1 Hour Retry? No Take 10? Yes Take 20? No

You create a code that can used to transfer written message safely.

**Decode a Page** (RoD p147) Time: 1 Hour Retry? No Take 10? Yes Take 20? No

You attempt to break someone else’s code. Your target number is the Encoder’s ‘Encode a Page’ check value.

If you fail, the DM makes a Wisdom check vs. DC 5. If this check fails too, then you erroneously think you decided the text.

## Diplomacy

Base Ability:	Charisma
Must be Trained?:	Yes
Armor Check?:	No
Synergy bonus:	+2 bonus if 5+ ranks in Bluff +2 bonus if 5+ ranks in Knowledge (nobility and royalty) +2 bonus if 5+ ranks in Sense Motive
Special:	+2 Racial bonus if you are a Half-Elf. <u>Feat: Negotiator grants a +2 bonus.</u>
In Class For:	Bard, Cleric, Druid, Monk, Paladin, Rogue

This skill is used to negotiate effectively and influence others with reason or charm. It includes persuasion, negation, etiquette, social grace, tact, and subtly. See Bluff for using fast talking and Intimidate for using threats.

**Change Attitude** (PH p71) Time: 1 Minute Retry? Usually No Take 10? Yes Take 20? No

Take the initial attitude of the target and make a Diplomacy check. The target's new attitude depends on the total roll.

You may make a Rushed Change Attitude check in 1 Full Round at the cost of a -10 penalty on your Change Attitude check.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	less than 20	20 – 24	25 – 34	35 – 49	50+
Unfriendly	less than 5	5 – 14	15 – 24	25 – 39	40+
Indifferent	—	less than 1	1 – 14	15 – 29	30+
Friendly	—	—	less than 1	1 – 19	20+
Helpful	—	—	—	less than 1	1+

**Mediate** (CAAdv p99) Time: 1 Day (or more) Retry? <see below> Take 10? No Take 20? No

Similar to 'Change Attitude', but you are interacting with two (or more) disagreeing people (or even groups). As long as at least one faction has an Attitude of 'Unfriendly' or better, you may continue to retry Mediate checks. Once both groups are Hostile, you are finished.

The DC of your Mediate check is increased by the Diplomacy modifier of the group's leader. This makes it much easier to make the leader's attitude worse. The DC is further increased by +5 if the groups are of different cultures or races from each other.

You may make a Rushed Mediate check in 1 Hour at the cost of a -10 penalty on your Mediate check.

**Haggle** (CAAdv p98) Time: 1 Minute Retry? No Take 10? Yes Take 20? No

Used to bargain down the price of goods and/or services. If you can adjust the vendor's Attitude to Helpful, you receive a 10% discount. Note that most vendor's attitudes start at Indifferent.

If you make the vendor's attitude worse, he/she will not sell to you.

The DC of your Haggle check is increased by the Diplomacy modifier of the vendor. This makes it much easier to make the vendor's attitude worse.

**Direct a Crowd** (DMG p100) Time: 1 Full Round Retry? No Take 10? No Take 20? No

By making a Diplomacy check vs. DC 15, you can make a crowd move in the direction you desire. If another creature is also directing a crowd (with either Diplomacy or Intimidate) and you both make your DC's, then the one with the higher check directs the crowd.

**Disable Device**

Base Ability:	Intelligence
Must be Trained?:	Yes
Armor Check?:	No
Synergy bonus:	—
Special:	Feat: <u>Nimble Fingers</u> grants a +2 bonus.
In Class For:	Rogue

This skill is used to disarm a trap, jam a lock, or rig a wagon wheel to fall off. You can examine simple mechanical devices and disable them.

**Disarm Trap or Sabotage Device** (PH p72)(CAdv p99)+ Time: <see below> Retry? <see below> Take 10? Yes Take 20? Yes

Success by 10+: If you are a Rogue, you can bypass the trap, leaving it active. You know how to bypass it again if there is a need.

Success by 0 – 9: You deactivate the trap

Failure by 4 or less: Can try again.

Failure by 5 or more: Trap is set off or the Sabotage goes very wrong.

Device Type	DC	Time
Simple device (jamming a lock)	10	1 round
Tricky device (sabotaging a wagon wheel)	15	1d4 rounds
Difficult device (disarm/reset a trap)	20	2d4 rounds
Very difficult (disarm a complex trap)	25	2d4 rounds

Trapfinding class feature only	DC
Magic trap or rune	25 + spell level

Modifiers	DC
Leave no trace	+5
Reduce time to 1 round (if was longer)	+20

Modifiers	DC
Masterwork-quality Tools	+5
Standard-quality Tools	+0
Improvised Tools	-5

**Disguise**

Base Ability:	Charisma
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	+2 bonus if 5+ ranks in Bluff when trying to act “in character”.
Special:	Spells like <i>Disguise Self</i> grant a +10 bonus on Disguise checks. Feat: <i>Deceptive</i> grants a +2 bonus.
In Class For:	Bard, Rogue

This skill is used to appear to be someone else, possibly someone specific.  
Opposed by a Spot check.

Alter Appearance	(PH p72)	Time: 10-30 Minutes	Retry? No	Take 10? Yes	Take 20? No
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Use this check to look like someone other than yourself.

Situation	Mod
Use a Disguise Kit	+2
Change only minor details	+5
Disguised as a different gender	-2
Disguised as a different race	-2
Disguised as a different age (per step) <sup>5</sup>	-2
Disguised as a different class	-2
New height within +/- 10%	-0
New height within +/- 11% to 25%	-25
New height within +/- 26% to 50%	-50

Impersonate	(PH p72)	Time: 10-30 Minutes	Retry? No	Take 10? Yes	Take 20? No
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Instead of just looking different, you can Impersonate a specific individual. If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Situation	Bonus to Opponent’s Spot check
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Disguise an Object’s Function	(RoD p147)	Time: <see below>	Retry? No	Take 10? No	Take 20? No
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An object’s purpose can be hidden by modifying how it looks. Making this check requires materials for the “disguise”. The object may have its height and/or weight appear 10% larger or smaller (or more if the appropriate Craft check can be used).

Object’s Size	Time Required
up to Tiny	1d6 x 5 minutes
Small – Large	1d8 x 10 minutes
Huge or larger	1d10 x 20 minutes

The result of this check is the DC for the Search check of an examiner when he/she makes a Determine an Object’s Function check (see page 58).

<sup>5</sup> The steps are: Young, Adulthood, Middle Age, Old, and Venerable

Escape Artist

Base Ability:	Dexterity
Must be Trained?:	No
Armor Check?:	Yes
Synergy bonus:	+2 bonus if 5+ ranks in Use Rope, when trying to escape from rope bonds
Special:	Feat: <u>Agile</u> grants a +2 bonus.
In Class For:	Bard, Monk, Rogue

This skill is used to escape from being bound, move through small spaces, etc.

Escape from Restraint (PH p73) (CAAdv p99)+ Time: <see below> Retry? Yes Take 10? Yes Take 20? Yes, if Unopposed

Spend the indicated time making an Escape Artist check vs. the indicated DC.

You can speed up your Escape Artist attempt by making a 'Quick Escape' check by increasing the DC by +10.

Type of Restraint	DC	Time of a Normal Escape Attempt	Time of a Quick Escape Attempt (at +10 DC)
Ropes	Opposed by binder's Use Rope check + 10	1 Minute	5 Full Rounds
Grappler	Opposed by the Grapple check	1 Standard Action	1 Move Action
Net	20	1 Full Round	1 Standard Action
<i>Animate Rope, Command Plants, &amp; Entangle</i>	20	1 Full Round	1 Standard Action
<i>Snare</i> spell	23	1 Full Round	1 Standard Action
Manacles	30	1 Minute	5 Full Rounds
Masterwork manacles	35	1 Minute	5 Full Rounds
Tight space (your head fits, but your shoulders don't)	30	1 Minute+	5 Full Rounds+

**Forgery**

Base Ability:	Intelligence
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	<u>Feat: Deceitful</u> grants a +2 bonus.
In Class For:	Rogue

This skill is used to make or detect fake documents. A Forgery check is Opposed by the examiner’s Forgery check.

**Make a Forgery** (PH p74) Time: 1+ Minute per Page Retry? No Take 10? Yes Take 20? No

To make a forgery, you need appropriate materials (ink, paper, sealing wax, etc.). In order to make a hand-written document match a person’s handwriting, you need a large sample of that person’s handwriting from which to work.  
 A circumstance bonus applies if the contents of the document seem suspicious.

Task	Modifiers to the Forger’s check
Type of document is unknown to the reader	-2
Type of document is somewhat known to the reader	+0
Type of document is well known to the reader	+2
Handwriting is unknown to the reader	-2
Handwriting is somewhat known to the reader	+0
Handwriting is well known to the reader	+2
Reader only casually reviews the document	-2
Document not specific to a person (such as a government degree, a business ledger)	+8
You have a copy of the signature that you are forging	+4

A successfully forged set of documents can grant a person a +2 Circumstance bonus on a Bluff, Diplomacy, or Intimidate check, at the DM’s discretion.

**Detect Forgery** (PH p74) Time: 1+ Minute per Page Retry? No Take 10? Yes Take 20? No

You get one chance to detect a forgery. The above modifiers apply.

**Gather Information**

Base Ability:	Charisma
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	+2 bonus if you have 5+ ranks in Knowledge (local).
Special:	+2 Racial bonus if you are a Half-Elf. Feat: <u>Investigator</u> grants a +2 bonus.
In Class For:	Bard, Rogue

This skill is used to learn information around town. By spending an evening (and a few coins for drinks and the like), you learn information around town.

**Learn Information** (PH p74) Time: 1 Evening (1d4+1 hours) Retry? Yes Take 10? Yes Take 20? Yes, but it takes 20 nights

By spending an evening (and a few coins for drinks and the like), you learn information around town.

Task	DC
General information	10
Specific information	15
Exotic information	25
Not be noticed	+20

**Learn Organization Structure** (RoD p148) Time: 1 Evening (1d4+1 hours) Retry? Yes Take 10? Yes Take 20? Yes, but it takes 20 nights

Gain a broad overview of the command structure of an organization, including its leaders, layers of command, identifying ranks, etc.

Organization	DC	Examples
Public	10	Local Government, Local Guild
Private	15	Private Club, Military
Exclusive	20	Invitation-only Club, Local Criminals
Secretive	25	Espionage Group, Criminal Cartel
Unknown	30	Shadow Government, Underground Cult
Learn Member Names	+10	
Learn Member Locations	+5	



Gather Information (continued)

Urban Tracking (RoD p154) Time: 1 Hour –or– 30 Minutes Retry? Yes Take 10? Yes Take 20? No

Requires Feat: Urban Tracking (RoD p154).

Allows you to locate and follow another creature’s “trail” through an urban environment. A new check must be made each time the tracked party does something that make their trail hard to follow (intentionally or otherwise), such as going to a different part of town (minimum of one new check each hour).

Community Size	DC	Number of Checks Required
Thorp, Hamlet, or Village	5	1d3
Small or Large Town	10	1d4+1
Small or Large City	15	2d4
Metropolis	20	2d4+2

Conditions	Modifier
For every three creatures in the group being sought	-1
For every 24 hours the creatures have been missing / sought	+1
Tracked party matches community’s Primary Racial Demographic	-2
Tracked party is “lying low”	+5
Tracked party does not match community’s Primary or Secondary Racial Demographic	+2

Speed	Modifier
One hour per check	+0
30 minutes per check	+5

Purchase Poisonmaking Materials (DR349 p86) Time: 1 Evening (1d4+1 hours) Retry? Yes Take 10? Yes Take 20? No

Find the raw materials for making poison.

Success by 5+: You find the materials at 1/6<sup>th</sup> the normal price.

Success by 0 – 4: You find the materials.

Failure by 4 or less: Can’t find the materials.

Failure by 5 or more: Can’t find the materials and someone finds out you were looking (typically the authorizes or your intended target).

DC = 10 + Modifiers.

Animal-based Materials	DC
Currently in the target Animal’s habitat	+0
Not in the Animal’s habitat	+5
Animal’s CR	+CR

Plant-based Materials	DC
Currently in the target Plant’s habitat	+0
Not in the Plant’s habitat	+5

Legality	DC
You are a member of a local Assassin or Thief Guild	-2
Target poison is legal in the area	-4

General Alignment of Region / City	DC
Good	+2
Lawful	+2
Chaotic	-2
Evil	-2

Community Size	DC
In the wilds	+6
Thorp, Hamlet, or Village	+4
Small Town	+0
Large Town or Small City	-2
Large City or Metropolis	-4

This is one step in the process of making poison. See Craft (poisonmaking) (page 15) for more details.

## Handle Animal

Base Ability:	Charisma
Must be Trained?:	No – Handle an Animal, Push an Animal Yes – Teach an Animal a Trick, Train an Animal for a Purpose, Rear a Wild Animal
Armor Check?:	No
Synergy bonus:	—
Special:	Druids & Rangers receive a +4 Circumstance bonus with their Animal Companion. <u>Feat: Animal Affinity</u> grants a +2 bonus.
In Class For:	Barbarian, Druid, Fighter, Paladin, Ranger

This skill is used to raise, train, and work animals.

Using any of the following skills on a wounded Animal (including nonlethal or ability score damage) increases the DC by +2.

These skills may be used on a creature that is not an Animal if it has an Intelligence of 1 or 2, but the DC is increased by +5.

Handle an Animal	(PH p74)	Time: Move Action	Retry? Yes	Take 10? Yes	Take 20? No
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Used to command an Animal to perform a task or trick that it already knows.

Make a Handle Animal check vs. DC 10.

For a list of Tricks, see page 84.

Push an Animal	(PH p74)	Time: 1 Full Round	Retry? Yes	Take 10? Yes	Take 20? No
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Used to command an Animal to perform a task or trick that it does not know. Also can be used to make an Animal perform a Forced March (PH p164) or make it Hustle for more than 1 hour between sleep cycles.

Make a Handle Animal check vs. DC 25.

Rear a Wild Animal	(PH p75)	Time: <varies by animal>	Retry? No	Take 10? Yes	Take 20? No
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Raise a non-domesticated animal from infancy so that it becomes domesticated. You may rear up to three of the same type of creature at one time.

Make a Handle Animal check vs. DC (15 + HD of the Animal).

An Animal that is successfully reared can learn Tricks or a Purpose while it is growing up.

Calm an Animal	(RoS p131)	Time: <varies>	Retry? each hour	Take 10? No	Take 20? No
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When in an unusual environment (a horse in a storm-tossed ship's hold, an eagle underground), an animal can get very skittish. It is allowed a Will save, but its Master may spend time calming the animal, which allows the animal to use the better of its own Will save and its Master's Handle Animal (or Ride) check.

Unusual Environment:	DC 10
Disturbing Environment:	DC 15
Obviously Dangerous:	DC 20

Success:	Animal remains calm.
Failure by 9 or less:	Animal is Shaken.
Failure by 10 or more:	Animal is Panicked.

## Handle Animal (continued)

Teach an Animal a Trick (PH p74) Time: 1 Week Retry? Yes Take 10? Yes Take 20? No

Teach an Animal a Trick (choices and DC's listed below). By default, an Animal can know 3 Tricks per point of Intelligence score. Teaching a Trick requires one week of training followed by a Handle Animal check vs. the listed DC.

Trick	Source	DC	Prerequisite	Description
Air Walk	(PH p197)	25	—	The Animal can be the subject of the spell <i>Air Walk</i> without panicking.
Ambush	(RotW p146)	20	Attack trick	The Animal makes a Hide check and remains hidden until a creature it is trained to attack (but not something harmless (like a squirrel) or an ally) comes within a single move of it. At that point, it will move and attack. If the Master wants a specific creature / type of creature to be attacked, this requires a Handle Animal check vs. DC 20 (or the spell <i>Speak with Animal</i> ), preferably with an article of clothing or fur to use as an example.
Assist Attack	(CAdv p100)	20	Attack trick	The Animal will attempt to Flank the opponent designated by its Master (if it can do so without generating an Attack of Opportunity). On command, the Animal will use the 'Aid Other' action to attempt to grant his/her Master (or designated ally) a +2 bonus on his/her attack roll.
Assist Defend	(CAdv p100)	20	Defend trick	On command, the Animal will use the 'Aid Other' action to attempt to grant his/her Master (or designated ally) a +2 bonus on his/her AC.
Assist Track	(CAdv p100)	20	Track trick Scent ability	On command, the Animal will use the 'Aid Other' action to attempt to grant his/her Master a +2 Circumstance bonus on Survival checks in order to 'track'.
Attack	(PH p074)	20	—	The Animal will attack the designated Humanoid, Monstrous Humanoid, Giant, or Animal.
Attack Unusual	(PH p074)	20	Attack trick	The Animal will attack the designated creature of any type (including Undead).
Avoid	(DR323 p101)	15	—	The Animal will avoid the designated creature.
Bomb	(DR357 p035)	20	Deliver trick Raptors only	The Animal flies over the indicated creature while holding an object in its talons and then drops it.
Bull Rush	(RotW p146)	20	Attack trick	The Animal makes a Bull Rush attempt on a designated creature it is willing to attack.
Circle	(DR323 p101)	15	Guard trick	The Animal will keep the designated creature within a confined area by circling it. If the creature attempts to leave the area, the Animal will attack until it returns to the confined area.
Circle'	(DR357 p035)	25	Seek trick Raptors only	The Master indicates a target to the Animal by making a Handle Animal check vs. DC 15. The Animal can only "remember" one target at a time. When ordered, the Animal hunts for the indicated creature in a 1 mile radius. If it finds the creature, it flies to a safe height and circles overhead (typically the Master will then track down the creature based on the Animal's location). If the Master hasn't arrived nearby after 1 hour, it returns to his/her last location.
Come	(PH p074)	15	—	The Animal will come to its Master, even into unusual areas (including small spaces).
Courage	(DR323 p101)	20	Trainer must have Wild Empathy	If the Animal is within 20' of its Master, it receives a +2 bonus on Will saves vs. Fear effects.
Defend	(PH p075)	20	—	The Animal will automatically come to its Master's defense, or will defend a person designated by its Master.
Deliver	(DR357 p035)	20	—	The Master gives the Animal an object to carry. The Animal goes to the indicated creature and then drops the object within the creature's reach.
Disarm	(DR357 p035) (RotW p146)	20	Attack trick	The Animal makes a Disarm attempt at +2 on a designated creature it is willing to attack & who is no more than one size category larger than the Animal. Note that this does generate an Attack of Opportunity. If the Animal's attack can carry the disarmed weapon (such as with a mouth), it ends up "holding" the weapon.
Dive	(Storm p084)	15	—	The Animal will jump into water from a height and swim underwater.
Down	(PH p075)	15	—	The Animal will stop attacking on command. Without this trick, the Animal attacks until its opponent is defeated or it is driven off.
Fetch	(PH p075)	15	—	The Animal will attempt to retrieve the designated object.
Find	(DR323 p101)	25	Scent ability Seek trick Track trick	The Animal will track down a person known to it. This trick is often used to transporting messages. The Animal knows its Master, plus one additional person per point of Intelligence.
Guard	(PH p075)	20	—	The Animal will stay in the designated location and keep others from approaching it.
Harass	(DR357 p036)	15	Attack trick	The Animal growls, threatens, etc., the designated creature. Note that this generates an Attack-of-Opportunity. If the Animal makes a successful attack roll on the creature, it takes no damage but receives a -4 penalty on attacks, saves, & skill checks for 1 round (Concentration check vs. DC 10 + Animal's HD + Master's Charisma modifier to resist).
Heel	(PH p075)	15	—	The Animal will follow its Master, even into unusual areas (including small spaces).
Herd	(DR357 p036)	20	Guard trick Canines only	The Animal patrols an area up to its base land movement on each side and keep creatures from leaving or entering. It gives a warning (typically growls) before attacking. The Master may also have the Animal get the creatures in the area of move in an indicated direction.
Hold	(CAdv p100)	20	Attack trick	The Animal will initiate a Grapple on the designated creature and attempt to perform a Hold.
Home	(CAdv p100)	20	—	The Animal travels back to the place where it was trained.
Hunt	(CAdv p100)	15	—	The Animal brings food back to its Master if it makes the appropriate Survival check.
Identify Scent	(DR357 p036)	15	Scent ability Track trick	Each time it learns this trick, the Animal memorizes three distinct smells (such as a breed of animal, a type of creature (e.g., Orc), a specific perfume, etc.). If the Animal smells one of these scents, it indicates which one with a distinctive bark, howl, etc.

Trick	Source	DC	Prerequisite	Description
Jump	(Storm p085)	15	—	The Animal will perform a jump as you direct. An aquatic animal will jump out of the water & into the air.
Loyalty	(DR323 p101)	25	Trainer must have Wild Empathy	If the Animal is within 20' of its Master, it receives a +2 bonus on Will saves vs. Enchantment spells & effects. Note: this stacks with the 'Devotion' ability of a Druid's Animal Companion.
Mark	(RotW p147)	20	—	The Animal move to within 10' of the designated creature and stays that close, but attempts to keep out of reach. It makes noise so its Master always knows where the two are. If the Animal also knows the Seek trick, then the Animal can be ordered to watch an area for an attacker. If it sees someone attack (with a weapon or a spell) in its Master's direction, it 'marks' that foe.
New Skill, Difficult	(DR323 p101)	30	Intelligence 2+ Trainer must have 1+ rank in the Skill	The Animal gains a new 'class skill' that it may spend future skill point upon. Skill choices include Bluff, Escape Artist, Intimidate, Search, Survival, & Tumble.
New Skill, Easy	(DR323 p101)	25	Intelligence 2+ Trainer must have 1+ rank in the Skill	The Animal gains a new 'class skill' that it may spend future skill point upon. Skill choices include Balance, Climb, Hide, Jump, Listen, Move Silently, Spot, & Swim.
Overrun	(RotW p147)	20	Attack trick	The Animal makes an Overrun attempt on a designated creature it is willing to attack.
Perform	(PH p075)	15	—	The Animal can perform simple tricks, such as barking on command & rolling over.
Recover	(DR323 p101)	20	Seek trick	The Animal pulls the designated person that is unconscious, paralyzed, or otherwise unmoving to an area it believes to be safer.
Scent Fighting	(RoS p131)	20	Scent ability	The Animal may use a Move Action to locate a scent and then move in that direction (stopping if he/she gets to within 5' of the scent originator). Useful for locating Invisible or hidden creatures.
Seek	(PH p075)	15	—	The Animal goes into the designated area and looks (and/or smells) for anything alive and/or animate.
Silence	(DR357 p036)	10	—	The Animal makes no noise unless ordered to by its Master.
Special Movement	(RoS p131)	20	—	The Animal is trained to use a mode of movement not natural to it, usually granted by magic. For example, this trick would allow a target animal to make use of <i>Spider Climb</i> . Movement examples include flying, burrowing, climbing, or swimming.
Stalk	(CAdv p100)	20	Attack trick	The Animal follows the designated creature and attempts to remain unnoticed. When the creature is injured or resting, the Animal attacks.
Stay	(PH p075)	15	—	The Animal will stay in the designated location, but will allow other to approach.
Steal	(CAdv p100)	20	Fetch trick	The Animal attempts to take an object away from the designated creature and return it to the Master.
Subdue	(CAdv p100)	20	Attack trick	The Animal attacks the designated creature at a -4 penalty in order to do Subdual Damage.
Swim	(Storm p085)	15	—	The Animal will swim as you direct. Most animals know this trick for free. It only needs to be taught those that do not swim.
Throw	(DR323 p101)	25	—	The Animal can pick up an object in its mouth, claws, etc., and throw it. Monkeys, Gorillas, etc., have a range increment of 10', all others have a range increment of 5'. The Animal receives a -4 penalty when targeting a creature or location. This trick <u>does not</u> grant proficiency, to throwing a Dagger (for example) would have an additional penalty.
Track	(PH p075)	20	Scent ability	The Animal will attempt to track the presented sample scent.
Warn	(CAdv p101)	20	Guard trick	If the Animal see, hears, or smells a creature with which it has not been trained to ignore, the Animal confronts the creature and makes a loud sound (bark, hiss, squawk, etc.). If the creature does not stop, the Animal attacks it.
Watch	(DR346 p086)	20	—	The Animal will hide and stay quiet until called by the Master.
Work	(PH p075)	15	—	The Animal will pull or push a Medium / Heavy load.

Handle Animal (continued)

Train an Animal for a Purpose (PH p75) Time: 2 – 6 Week Retry? Yes Take 10? Yes Take 20? No

Teach an Animal a collection of Tricks that allowing it to work well in a job, such as Guarding or Hunting. An Animal may only be trained to have one Purpose, though it can still learn individual Tricks, up to its Intelligence maximum.

Only one Handle Animal check must be made at the end of the training, which is still 1 week per Trick. The Animal must have enough Intelligence to learn all the Tricks.

Purpose	Source	DC	Weeks	Description
Combat Riding	(PH p75)	20	6	The Animal knows Attack, Come, Defend, Down, Guard, & Heel. Note: Warhorses & Riding Dogs already have this training.
Fighting	(PH p75)	20	3	The Animal knows Attack, Down, & Stay. Note: This Purpose can be upgrade to Advanced Fighting in 2 weeks with DC 20. This supersedes any additional tricks the Animal knew.
Fighting, Advanced	(CAAdv p101)	20	6	The Animal knows Assist Attack, Attack, Down, Hold, Stay, & Subdue.
Fighting, Underground	(RoS p132)	20	6	The Animal knows Attack, Defend, Down, Heel, Scent Fighting, & Seek.
Fishing	(Storm p85)	20	6	The Animal knows Attack, Come, Dive, Down, Fetch, & Seek. Can be used with birds.
Guarding	(PH p75)	20	4	The Animal knows Attack, Defend, Down, & Guard. Note: This Purpose can be upgrade to Defensive Guarding in 3 weeks with DC 20. This supersedes any additional tricks the Animal knew.
Guarding, Defensive	(CAAdv p101)	20	6	The Animal knows Defend, Down, Guard, Hold, Subdue, & Warn.
Heavy Labor	(PH p75)	15	2	The Animal knows Come & Work.
Helpmate	(RotW p147)	20	6	The Animal knows Come, Down, Fetch, Guard, Heel, & Stay.
Herding	(RotW p147)	20	6	The Animal knows Come, Down, Guard, Heel, Mark, & Seek.
Hunting	(PH p75)	20	6	The Animal knows Attack, Down, Fetch, Heel, Seek, & Track.
Messenger	(Storm p85)	15	4	The Animal knows Come, Fetch, Seek, & Track. Typically has a canister attached to hold messages.
Performing	(PH p75)	15	5	The Animal knows Come, Fetch, Heel, Perform, & Stay.
Rescue	(RotW p147)	15	5	The Animal knows Fetch, Mark, Seek, Track, & Work.
Rescue, Aquatic	(Storm p85)	20	6	The Animal knows Come, Defend, Dive, Fetch, Seek, & Work. Works best with a strong swimmer.
Riding	(PH p75)	15	3	The Animal knows Come, Heel, & Stay. Note: This Purpose can be upgrade to Combat Riding in 3 weeks with DC 20. This supersedes any additional tricks the Animal knew.
Thievery	(CAAdv p101)	20	6	The Animal knows Fetch, Heel, Home, Seek, Steel, & Work.

Purpose \ Trick	Trick																					
	Assist Attack	Attack	Come	Defend	Dive	Down	Fetch	Guard	Heel	Hold	Home	Mark	Perform	Scent Fighting	Seek	Stay	Steel	Subdue	Track	Warn	Work	
Combat Riding		+	+	+		+		+	+													
Fighting		+				+										+						
Fighting, Advanced	+	+				+				+						+		+				
Fighting, Underground		+		+		+			+					+	+							
Fishing		+	+		+	+	+								+							
Guarding		+		+		+		+														
Guarding, Defensive				+		+		+		+								+		+		
Heavy Labor			+																			+
Helpmate			+			+	+	+	+							+						
Herding			+			+		+	+			+			+							
Hunting		+				+	+		+						+				+			
Messenger			+				+								+				+			
Performing			+				+		+				+		+							
Rescue							+					+			+				+			+
Rescue, Aquatic			+	+	+		+								+							+
Riding			+						+							+						
Thievery							+		+		+				+		+					+

**Heal**

Base Ability:	Wisdom
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	+2 Circumstance bonus when using a Healer’s Kit. <u>Feat: Self-Sufficient</u> grants a +2 bonus.
In Class For:	Cleric, Druid, Paladin, Ranger

This skill is used to help with injuries.

First Aid	(PH p75)	Time: 1 Standard Action	Retry? Yes	Take 10? Yes	Take 20? No
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You can cause a dying creature (i.e., loosing 1 hp per round) to stabilize by making a check vs. DC 15.

Long-Term Care	(PH p75)	Time: 8 Hours	Retry? Yes	Take 10? Yes	Take 20? No
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You can tend up to 6 people in a clean, safe environment by making a check vs. DC 15. This counts as Light Activity. You must have access to bandages, salves, etc.

If your check is successful, your patients heal at twice their normal “full rest” rate.

You cannot give Long-Term Care to yourself.

Treat Movement Injury	(PH p76)	Time: 10 Minutes	Retry? Yes	Take 10? Yes	Take 20? Yes
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Caltrops and spells such as *Spike Growth* and *Spike Stone* reduce an injured creature’s movement. This penalty can be removed with by a Heal check vs. the spell’s DC (15 for caltrops).

Treat Disease	(PH p76)	Time: 1 Standard Action	Retry? Yes	Take 10? Yes	Take 20? No
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You may treat a creature suffering from a disease. Every time the target needs to make a saving throw vs. the disease, the target gets the better of his/her own Fortitude save and your Heal check.

Treat Poison	(PH p76)	Time: 1 Standard Action	Retry? Yes	Take 10? Yes	Take 20? No
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You may treat a creature suffering from poison. Every time the target needs to make a saving throw vs. the poison, the target gets the better of his/her own Fortitude save and your Heal check.

Determine Cause of Death	(CAAdv p101)	Time: 10 Minutes	Retry? Yes	Take 10? Yes	Take 20? No
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You may examine a dead creature to figure out what killed it.

Cause of Death	DC
Physical Wounds	0
Environmental (fire, suffocation)	5
Spell with Visible Effects	10
Poison	15
Spell with no Visible Effects	20
per day since the creature’s death	+5

## Hide

Base Ability:	Dexterity
Must be Trained?:	No
Armor Check?:	Yes
Synergy bonus:	—
Special:	A 13 <sup>th</sup> level Ranger in natural terrain does not need Cover or Concealment to make a Hide check (i.e., Camouflage class ability) A 17 <sup>th</sup> level Ranger can make a Hide check while being observed (i.e., Hide in Plain Sight class ability) If you are Invisible, you receive a +40 bonus on your Hide check if not moving, and a +20 bonus if you are moving. <u>Feat: Stealthy</u> grants a +2 bonus.
In Class For:	Bard, Monk, Ranger, Rogue

This skill is used to avoid being noticed. It is usually opposed by Spot checks.

### Standard Modifiers

Size – Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.  
Speed – Up to ½ movement +0, normal movement –5, attacking, running, or charging –20

<b>Avoid Being Seen</b>	(PH p76)	Time: <part of movement>	Retry? n/a	Take 10? Yes	Take 20? No
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To make an Avoid Being Seen check, you must

1. have either Cover or Concealment and
2. you cannot have people watching you (even casually).

If people are watching you, you can make a ‘Creating a Diversion to Hide’ check (see page 7). If this is successful, you can then make an Avoid Being Seen check at –10, assuming there is a source of Cover or Concealment within (your ranks in Hide) feet of your current location.

You typically have to make a new Avoid Being Seen check each round.

<b>Sniping</b>	(PH p76)	Time: Full Round Action	Retry? n/a	Take 10? No	Take 20? No
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If you have successfully Avoided Being Seen and are at least 10’ from a target, you may make one ranged attack and then immediately attempt to hide again with a –20 penalty.

<b>Blend into a Crowd</b>	(CAAdv p101)	Time: <part of movement>	Retry? n/a	Take 10? No	Take 20? No
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If you are within a non-hostile group of people, you can make a Hide check to not be noticed by someone looking for you.

<b>Move between Cover</b>	(CAAdv p101)	Time: <part of movement>	Retry? n/a	Take 10? No	Take 20? No
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If you have successfully Avoided Being Seen due to Cover or Concealment and you have at least 5 ranks of Hide, you can move across an open area to a different area of Cover or Concealment without being seen by making a ‘Move between Cover’ check.

For every 5 ranks you have in Hide, you can move 5’ in the open. Each 5’ area you move in the open adds a cumulative –5 penalty on your Move between Cover check. The standard movement penalty applies if you move more than half your standard speed.

If your Move between Cover check is successful, you make it to the new Cover or Concealment and make a new Avoid Being Seen check.

You may use this ability to sneak up on a target in order to catch him/her Flat Footed.

<b>Tailing Someone</b>	(CAAdv p102)	Time: 10 Minutes or 1 Round	Retry? n/a	Take 10? No	Take 20? No
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You follow someone while remaining unnoticed. If you are at least 60’ away, you only have to make a Tailing check every 10 minutes. If closer, you need to make a check every round.

In order to use this ability, you must Avoid Being Seen. This can be done by Blending into a Crowd or Moving between Cover.

If your target beats your Tailing check, you are seen, but you can attempt an Appear Innocuous check (see page 7) to keep him/her from realizing that you are tailing.

**Intimidate**

Base Ability:	Charisma
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	+2 bonus if you have 5+ ranks in Bluff
Special:	Feat: <u>Persuasive</u> grants a +2 bonus.
In Class For:	Barbarian, Fighter, Rogue

This skill is used to scare someone into changing their behavior.

**Standard Modifiers**

For each category you are larger than your target, receive a +4 bonus.  
 For each category you are smaller than your target, receive a –4 penalty.

You cannot make Intimidate checks against a target that is immune to fear –or– is unintelligent.

**Change Attitude** (PH p76) Time: 1 Minute Retry? No Take 10? No Take 20? No

When attempting to change a target’s attitude with threats, make an opposed check vs. your target’s modified Level check (1d20 + target’s Level/HD + target’s Wisdom modifier + target’s modifiers on saves vs. Fear).

If successful, the target is treated as ‘Friendly’ as long as you are in his/her presence, plus 10-60 minutes. Then the target’s attitude becomes ‘Unfriendly’ (if it was previously ‘Unfriendly’, then it becomes ‘Hostile’).

If you fail by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn’t much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

**Demoralize Opponent** (PH p76) Time: 1 Minute Retry? No Take 10? No Take 20? No

You can weaken the resolve to fight of a target that you threaten in melee. Make an opposed Intimidate check vs. your target’s modified Level check (1d20 + target’s Level/HD + target’s Wisdom modifier + target’s modifiers on saves vs. Fear).

If successful, the target is Shaken for 1 round. A shaken creature receives a –2 penalty to attack rolls, skill checks, ability checks, and saving throws.

**Direct a Crowd** (DMG p100) Time: Free Action Retry? No Take 10? No Take 20? No

By making an Intimidate check vs. DC 20, you can make a crowd move in the direction you desire. If another creature is also directing a crowd (with either Diplomacy or Intimidate) and you both make your DC’s, then the one with the higher check directs the crowd.



## Jump

Base Ability:	Strength
Must be Trained?:	No
Armor Check?:	Yes
Synergy bonus:	+2 bonus if you have 5+ ranks in Tumble
Special:	+2 Racial bonus if you are a Halfling. Feat: <b>Run</b> grants a +4 bonus for jumps with a running start. Feat: <b>Acrobatic</b> grants a +2 bonus.
In Class For:	Barbarian, Bard, Fighter, Monk, Ranger, Rogue

This skill is used to leap and bound.

If you make your check and you have at least a rank of Jump, you land on your feet (if appropriate). If you have no ranks, then you only land on your feet if you beat the DC by at least 5.

You receive a bonus or penalty based on your base land speed:

Land Speed	Bonus / Penalty
10'	-12
20'	-6
30'	+0
40'	+4
50'	+8

An additional +4 for every additional +10' of movement.

**Hop Up** (PH p77) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

You can jump onto an object as high as your waist (such as a table) by making a Jump check vs. DC 10. This consumes 10' of your movement for the round.

**Jump Down** (PH p77) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

If you intentionally jump from a height, make a Jump check vs. DC 15 to treat the fall as if it were 10' less for purposes of determining damage.

**Long Jump** (PH p77) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

Make a horizontal jump.

Distance	Standing Long Jump	Running <sup>6</sup> Long Jump
5'	10	5
10'	20	10
15'	30	15
20'	40	20
+5'	+10 DC	+5 DC

Success: Land on the far edge.

Failure by 4 or less: Make a Reflex save vs. DC 15 to grab the far edge and avoid falling. If you make the save, you can pull yourself up with a Climb check vs. DC 15 as a Move Action.

Failure by 5 or more: Fall.

<sup>6</sup> Requires running start of at least 20'

**Jump (continued)**

**High Jump** (PH p77) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

Make a vertical jump. The height below is in addition to the jumper’s Vertical Reach.  
 A creature physiology can affect this check. For example, a Quadruped should be treated as having a Vertical Reach of a creature one size smaller.

Extra Height	Standing High Jump	Running <sup>6</sup> High Jump
1’	8	4
2’	16	8
3’	24	12
4’	32	16
5’	40	20
6’	48	24
7’	56	28
8’	64	32
+1’	+8 DC	+4 DC

Size	Vertical Reach
Fine	½’
Diminutive	1’
Tiny	2’
Small	4’
Medium	8’
Large	16’
Huge	32’
Gargantuan	64’
Colossal	128’

Success: You grab hold of a ledge (or whatever) up to (Extra Height + Vertical Reach) above you. You can pull yourself up with a Climb check vs. DC 15 as a Move Action.  
 Failure: Land in the spot from which you jumped.

**Swimming High Jump** (Storm p85) Time: <part of movement> Retry? No Take 10? Yes Take 20? No

As Running High Jump, but use your Swim Speed instead of your Land Speed to determine the bonus / penalty due to movement. Also, there is a –10 penalty to escape the water.  
 If your check is 0 or higher –and– you have a Flying speed, you make take flight.

Knowledge

Knowledge (arcana)

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Clerics, Monks, Sorcerers, Wizards

Know about Arcana (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Ancient Mysteries, Magical Traditions, Arcane Symbols, and Cryptic Phrases.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

Know about Constructs, Dragons, or Magical Beasts (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

DC = 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.

Deducing a Command Word (DMG p213) Time: Immediate Retry? No Take 10? Yes Take 20? No

It is possible to deduce the Command Word for some magic items based on their decorations, creator, region, etc. This equates to a check vs. DC 30.

If this check fails, a second check vs. DC 25 may be attempted to provide a clue to the command word.

**Knowledge (architecture & engineering)**

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Wizards

**Know about Architecture and Engineering** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Buildings, Aqueducts, Bridges, and Fortifications.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

**Find Weaknesses in a Stronghold** (CWar p122) Time: unlisted Retry? No Take 10? Yes Take 20? No

Find weaknesses in an observed stronghold (+5 Circumstance bonus with an accurate map) — one “strategic tip” for DC 20, two for DC 25, etc.

**Design & Build a Ship** (Storm p85) Time: see below Retry? No Take 10? Yes Take 20? No

Design & supervise the construction of a ship.

Ship	DC	Yard Size	Build Time
Longship (Storm p101)	10	Small	2 months
Cog (Storm p098)	12	Small	3 months
Junk (Storm p100)	12	Small	3 months
Caravel (Storm p098)	15	Small	3 months
Dhow (Storm p099)	15	Small	3 months
Galley (Storm p100)	15	Medium	4 months
Trireme (Storm p102)	18	Medium	8 months
Dromond (Storm p099)	20	Medium	6 months
Greatship (Storm p100)	22	Large	15 months
Elven Wingship (Storm p100)	22	Medium	8 months
Ironclad (Storm p100)	25	Large	18 months
Theurgeme (Storm p102)	25	Medium	8 months

Modifiers	DC
Poor Work Force	+2
Terrible Work Force	+5
Poor Materials	+5
Rush Job (per month)	+5
Minor Magical Assistance	-5
Major Magical Assistance (4 <sup>th</sup> lvl spells or higher)	-10

Knowledge (dungeoneering)

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Rangers, Wizards

Know about Dungeoneering (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Cavems and Spelunking.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

Know about Aberrations or Oozes (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

DC = 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.

**Knowledge (geography)**

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Rangers, Wizards

**Know about Geography** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Lands, Terrain, Climate, and Peoples.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

**Setting a Course** (Storm p87) Time: Immediate Retry? No Take 10? Yes Take 20? No

Make a plan to get from a start point to a destination.

Destination	DC
Close & Very Familiar	5
Distance & Very Familiar	10
Close & Studied Carefully	10
Distant & Studied Carefully	15
Close & Seen Once	20
Distant & Seen Once	25
Close but Uncertain	25
Distant but Uncertain	30
Mythic or Legendary	35

DC Modifiers	DC
Start point well known	+0
Start point uncertain	+5
Start point only guessed at	+10
Start point unknown	+20

Check Modifiers	DC
Excellent Chart	-2
Typical Chart	+0
Poor Chart	+2
Extremely Poor Chart	+5
False Chart	+10

Result	Close Destination	Distant Destination
Success	Arrive at destination	Arrive at destination
Failure by up to 5	Arrive within 5d10 miles of destination	Arrive within 5d100 miles of destination
Failure by 6 or more	Arrive within 10d10 miles of destination	Arrive within 10d100 miles of destination

Knowledge (geography) (continued)

Piloting (Storm p87) Time: once per day Retry? No Take 10? Yes Take 20? No

Follow a course.

Method for Determining Position	DC
Very familiar coast in sight	5
Coast studied carefully in sight	8
Unknown coast in sight	13
Open ocean, Clear weather	17
Open ocean, Poor visibility	25
Open ocean, Stormy weather	30
Open ocean, Gale or Hurricane	40

Modifiers	DC
One previous missed check	+2
Two previous missed checks	+5

Once three consecutive Piloting checks have failed, you are lost. See DMG p86.

Knowledge (history)

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Clerics, Wizards

Know about History (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Wars, Colonies, Migrations, Founding of Cities, etc.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

Deducing a Command Word (DMG p213) Time: Immediate Retry? No Take 10? Yes Take 20? No

It is possible to deduce the Command Word for some magic items based on their decorations, creator, region, etc. This equates to a check vs. DC 30.

If this check fails, a second check vs. DC 25 may be attempted to provide a clue to the command word.



**Knowledge (local)**

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Rogues, Wizards

Must be bought for each area, such as Knowledge (local – Waterdeep), Knowledge (local – Cormyr), etc.

Know about the Nearby Area (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Legends, Personalities, Inhabitants, Laws, Customs, Traditions, etc.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

Know about Local Humanoids (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

DC = 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.

Interpret Tribal Tattoos (DR340 p93) Time: Immediate Retry? No Take 10? Yes Take 20? No

DC = 15 to understand what honors & punishments are indicated by a creature’s tattoos, scarification, and/or piercings.

Find Your Way around the Underworld (DR336 p106) Time: a few days Retry? Yes Take 10? Yes Take 20? No

Know enough about who is in favor, who has the actual power, etc., to function more efficiently in the local criminal organizations.

Obscurity	DC	Example
Common Knowledge	10	You know the stories that are passed around about famous (and usually dead) criminals
Basic Questions	15	Recognize important (and openly known) underworld figures
Difficult	20	Know the basic structure of the major criminal organizations & how they interact
Hard	25	Know the important figures of the major criminal cartels & how their organizations are structured
Very Hard	30	You are privy to many dangerous people’s secrets

**Knowledge (nature)**

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	+2 bonus if you have 5+ ranks in Survival.
In Class For:	Bards, Druids, Rangers, Wizards

**Know about Nature** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Season and Cycles, Weather, etc.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

**Know about Animals, Fey, Giants, Monstrous Humanoids, Plants, & Vermin** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

DC = 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.

**Finding Resources** (DR333 p91) Time: Immediate Retry? No Take 10? Yes Take 20? No

Find materials of interest in a given area

Obscurity	DC	Examples
Common Knowledge	10	Able to identify useful goods to harvest, such as valuable furs or prized wood
Basic Questions	15	Able to identify useful goods to harvest, such as valuable furs or prized wood
Difficult	20	Know the facts about valuable resources inherent in the area, including mineral likely to be near the surface
Hard	25	Recognize the inherent (including magical) value of any animal or plant you encounter, know what minerals will be near the surface and what minerals are likely to be deeper underground
Very Hard	30	Have a good guess about what species may live within the area with a simple survey, know what minerals are deep under the surface, etc.

**Determine Time until Spoilage** (DR349 p87) Time: Immediate Retry? No Take 10? Yes Take 20? No

DC = 12. Success indicates an understanding of how long a perishable material will remain usable.

This is one step in the process of making poison. See [Craft \(poisonmaking\)](#) (page 15) for more details.

**Knowledge (nobility & royalty)**

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Paladins, Wizards

**Know about Nobility and Royalty** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Lineages, Heraldry, Family Trees, Mottoes, Personalities, etc.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

**Find Your Way around Court** (RoD p148) Time: Immediate Retry? Once per Week Take 10? Yes Take 20? No

Know enough about who is in favor, who has the actual power, etc., to function more efficiently in court, the bureaucracy, etc.

Size of Organization	DC
Minor Noble House	15
Average Noble House	20
Major Noble House	25
Entire Kingdom	30
You are a member of the target Noble House	-5

Success: +2 Circumstance bonus on Bluff, Diplomacy, & Gather Information check in relation to the target organization for 1 week.

Failure by 4 or less: No effect.

Failure by 5 or more: -2 penalty on Bluff, Diplomacy, & Gather Information check in relation to the target organization for 1 week due to your bad assessment.

**Knowledge (religion)**

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Clerics, Monks, Paladins, Wizards
Note:	If you have 5+ ranks in Knowledge (religion), you gain a +2 bonus on Turn / Rebuke checks against Undead.

**Know about Religion** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about Deities, Mythic History, Ecclesiast Tradition, Holy Symbols, etc.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

**Know about Undead** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

DC = 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.

**Find Your Way around Church** (RoD p149) Time: Immediate Retry? Once per Week Take 10? Yes Take 20? No

Know enough about who is in favor, who has the actual power, etc., to function more efficiently with regards to a church and its hierarchy.

Size of Organization	DC
Single Parish	15
Town-sized Territory	20
City-sized Territory	25
Metropolis-sized Territory	30
Chaotic Religion	+5
Lawful Religion	-5
You are a member of the Religion	-5

Success: +2 Circumstance bonus on Bluff, Diplomacy, & Gather Information check in relation to the target organization for 1 week.

Failure by 4 or less: No effect.

Failure by 5 or more: -2 penalty on Bluff, Diplomacy, & Gather Information check in relation to the target organization for 1 week due to your bad assessment.

**Identifying Martial Arts Style** (DR332 p89) Time: Immediate Retry? No Take 10? Yes Take 20? No

Ability to recognize the fighting style of a Monk.

Obscurity	DC	Examples
Common Knowledge	10	Recognize a Monk vs. a Fighter in unarmed combat
Basic Questions	15	Know the general region that a martial arts style is taught in
Difficult	20	Determine the monastery of a martial artist when viewed in combat
Hard	25	Recognize a martial artist's style from a description; know the minor differences in a style upon viewing
Very Hard	30	Likely to know a martial artist's teacher (at least by reputation) and who that teacher's other students were

**Knowledge (the planes)**

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No
Synergy bonus:	—
In Class For:	Bards, Clerics, Wizards

**Know about the Planes** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

Know about the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, Magic related to the Planes, etc.

Obscurity	DC
Common Knowledge	10
Basic Questions	15
Difficult	20
Hard	25
Very Hard	30

**Know about Elementals & Outsiders** (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

DC = 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.

**Listen**

Base Ability:	Wisdom
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	+2 Racial bonus if you are an Elf, Gnome, or Halfling. +1 Racial bonus if you are a Half-Elf. <u>Feat: Alertness</u> grants a +2 bonus. A creature under the effect of a Fascination receives a –4 penalty. A sleeping creature receives a –10 penalty. If successful, it wakes up. Rangers receive a bonus with this skill against their favored enemies.
In Class For:	Barbarian, Bard, Druid, Monk, Ranger, Rogue

This skill is used to listen for sounds.

**Hear a Sound** (PH p78) Time: Free Action Retry? Yes, but as a Move Action Take 10? Yes Take 20? Yes

The first time you come within range of a sound, you may make a Listen check as a Free Action. If this check fails, you may try again as a Move Action.

Sound	DC
A creature using Move Silently	Opponent's Move Silently check
An invisible creature (to know general direction; beat check by 20 to pinpoint location)	Opponent's Move Silently check
Battle	–10
People talking normally	0
A person in medium armor walking quietly at 10 feet per round	5 <sup>7</sup>
An unarmored person walking quietly at 15 feet per round	10 <sup>7</sup>
People whispering	10
A cat stalking	19 <sup>7</sup>
An owl gliding in for a kill	30

Situation	Modifiers to DC
Per 10 feet from the listener	+1
Through a door	+5
Through a stone wall	+15
Light sea or moderate river nearby	+5
Light surf, moderate sea, or loud river nearby	+10
Heavy surf or thundering river nearby	+15
Per 30 feet from listener underwater	+1
Per 20 feet from listener over water	+1
Land creature underwater	+10

<sup>7</sup> Typical – use the actual Move Silently check when possible

Listen (continued)

Eavesdrop (RoD p149) Time: 1 Full Round Retry? Each Round Take 10? No Take 20? No

Your 'Hear a Sound' check must be 10 greater than your DC in order to understand what is being said (assuming you know the language). Talking is normally DC 0 with the following modifiers.

Sound	DC
People talking normally	0
People whispering	10

Environment	Modifiers to DC
Next booth in a tavern	+2
Bustling city street corner	+5
Busy tavern	+10
Crowded market place	+15
Riot	+20

Estimate Distance Underground (RoS p132) Time: 1 Full Round Retry? No Take 10? No Take 20? No

By listening to how a sound echoes, you may determine the distance from yourself to its source within 10% by making a Listen check vs. DC 25.

**Move Silently**

Base Ability:	Dexterity
Must be Trained?:	No
Armor Check?:	Yes
Synergy bonus:	—
Special:	+2 Racial bonus if you are a Halfling. Feat: <i>Stealthy</i> grants a +2 bonus. Master of a Cat familiar receives a +3 bonus.
In Class For:	Bard, Monk, Ranger, Rogue

This skill is used to make as little noise as possible.

Move Silently (PH p79) Time: <part of movement> Retry? Yes Take 10? Yes Take 20? No

Opposed by Listen checks.

Movement Rate	Penalty
Move at half speed	-0
Move at full speed	-5
Run or Charge	-20

Terrain	Penalty
Noisy (scree, undergrowth, dense rubble)	-2
Very Noisy (dense undergrowth, deep snow)	-5



**Open Lock**

Base Ability:	Dex
Must be Trained?:	Yes
Armor Check?:	No
Synergy bonus:	—
Special:	+2 Circumstance bonus if using Masterwork Thieves' Tools -2 Penalty if using improvised tools <u>Feat: Nimble Fingers</u> grants a +2 bonus.
In Class For:	Rogue

This skill is used to open locks.

Open Lock (PH p77) (CAAdv p102)+ Time: 1 Full Round Retry? Yes Take 10? Yes Take 20? Yes

The target number for opening a lock is based on its quality.

Lock Type	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

Modifiers	DC
Masterwork-quality Tools	+5
Standard-quality Tools	+0
Improvised Tools	-5

To attempt to open a lock in a Move Action, add +20 to its DC. (CAAdv p102)

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**Perform**


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**Perform (weapon drill)**


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Base Ability:	Charisma
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	Circumstance bonus equal to half your Base Attack Bonus. +2 Circumstance <sup>8</sup> bonus for <u>each</u> of the following feat you have that applies to the weapon with which you are doing your ‘drill’: Weapon Focus, Greater Weapon Focus, Combat Expertise, Quick Draw, Two-Weapon Fighting, & Whirlwind Attack
In Class For:	Bard, Monk, Rogue

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This skill is used to show off your fighting ability (with or without a weapon).

Put on a Gladiatorial Performance (CWar p121) Time: 1 day Retry? Yes, but at +2 DC (cumulative) Take 10? No Take 20? No

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Performance Level	DC	Earnings (per day)
Routine performance	10	1d10 Copper pieces
Enjoyable performance	15	1d10 Silver pieces
Great performance	20	3d10 Silver pieces
Memorable performance	25	1d6 Gold pieces
Extraordinary performance	30	3d6 Gold pieces
Incredible performance (DR330 p76)	40	1d6 Platinum pieces
Legendary performance (DR330 p76)	50	3d6 Platinum pieces

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<sup>8</sup> Unlike most bonuses, Circumstance bonuses stack with each other.

**Perform (all others)**

Base Ability:	Charisma
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	+2 Circumstance bonus when using a Masterwork Instrument.
In Class For:	Bard, Monk, Rogue

This skill is used to indicate proficiency in a form of artistic expression.

When you take this skill, you must buy it with a specific form of expression from the following list:

Acting	Dancing	Oratory	Singing	Weapon Drill (see page 50)
Comedy	Keyboard Instruments	Percussion Instruments	String Instruments	Wind Instruments

Put on a Show (PH p79) Time: 1 day Retry? Yes, but at +2 DC (cumulative) Take 10? Yes Take 20? No

Performance Level	DC	Earnings (per day)
Routine performance	10	1d10 Copper pieces
Enjoyable performance	15	1d10 Silver pieces
Great performance	20	3d10 Silver pieces
Memorable performance	25	1d6 Gold pieces
Extraordinary performance	30	3d6 Gold pieces
Incredible performance (DR330 p76)	40	1d6 Platinum pieces
Legendary performance (DR330 p76)	50	3d6 Platinum pieces

**Profession**

Base Ability:	Wisdom
Must be Trained?:	Yes
Armor Check?:	No
Synergy bonus:	+4 Racial bonus for Kobolds on Craft (Miner) checks.
Special:	—
In Class For:	Bard, Cleric, Druid, Monk, Paladin, Ranger, Rogue, Sorcerer, Wizard

Skill used to represent a job that does not create anything (Guide, Sailor), leverages natural resources (Farmer, Lumberjack, Miner), produces lots of things of small individual value (Cook), or creates over a very long period of time (Brewer). Each Profession skill must be bought separately.

Examples of Professions:

Apothecary	Cook	Herbalist	Rancher	Woodcutter
Astrologist (see page 53)	Driver	Herdsman	Sailor	
Boater	Executioner (see page 54)	Innkeeper	Scribe	
Barrister (see page 53)	Farmer	Lumberjack	Siege Engineer (see page 55)	
Bookkeeper	Fisher	Miller	Stablehand	
Brewer	Guide	Miner (see page 54)	Teamster	

Earn Money	(PH p70)	Time: 1 Week	Retry? Yes	Take 10? Yes	Take 20? No
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You make ½ of your Profession check in gold pieces for the week’s work. This use requires you to work for someone else, who provides the location, raw materials (if any), and keeps the produced items.

**Profession (astrologist)**

Used to determine clues to a person’s future.

Receive a +2 bonus if you have 5+ ranks in Knowledge (the planes).

Horoscope (DR340 p33) Time: 1d4 Hours Retry? No Take 10? No Take 20? No

The Astrologist makes calculations & draws charts for a living creature whose Astrological Sign is known. Once informed of the Horoscope, the subject receives a minor bonus on Auspicious actions and a minor penalty on Inauspicious actions (though see below).

Knowledge about Subject	DC
Astrological Sign only	30
Exact Date of Birth	25
Exact Time of Birth (within an hour)	20

Options	DC Modifier
Exact Location of Birth	-5
Calculating an Auspicious action <u>without</u> an Inauspicious action	+10
Calculating two Auspicious actions <u>and</u> two Inauspicious actions	+5

**Examples of Horoscopes**

d12	Auspicious	Inauspicious
1	+1 Insight bonus on Reflex saves	-1 penalty on Reflex saves
2	+1 Insight bonus when ‘Taking 10’ or ‘Taking 20’	-1 penalty when ‘Taking 10’ or ‘Taking 20’
3	You take -1 damage from Bludgeoning attacks	You take +1 damage from Bludgeoning attacks
4	+1 Insight bonus when attacking with a Slashing weapon	-1 penalty when attacking with a Slashing weapon
5	+1 Insight bonus on Knowledge checks	-1 penalty on Knowledge checks
6	+1 Insight bonus on attacks & damage vs. Undead	-1 penalty on attacks & damage vs. Undead
7	+1 Insight bonus on Strength-based checks & skills	-1 penalty on Strength-based checks & skills
8	+1 Insight bonus on Initiative checks	-1 penalty on Initiative checks
9	+1 Insight bonus to AC when you have a Cover bonus to AC	-1 penalty to AC when you have a Cover bonus to AC
10	+1 Insight bonus on saves vs. Fire attacks & effects	-1 penalty on saves vs. Fire attacks & effects
11	+1 Insight bonus on attacks & damage when making an Attack of Opportunity	-1 penalty on attacks & damage when making an Attack of Opportunity
12	+1 Insight bonus on Charisma-based checks & skills	-1 penalty on Charisma-based checks & skills

**Profession (barrister)**

Used to argue cases before a judge and jury.

Receive a +2 bonus if you have 5+ ranks in Bluff.

Receive a +2 bonus if you have 5+ ranks in Diplomacy.

Arguing a Case (Sham p132) Time: <situation specific> Retry? No Take 10? No Take 20? No

There are many Circumstance bonuses, such as the friendliness of the jury, etc.

Three opposed checks are made. Winning two wins the case.

**Profession (executioner)**

Used to kill helpless people efficiently.

Execution (BoVD p39) Time: <varies> Retry? Yes Take 10? No Take 20? No

By making a Profession (executioner) check vs. the Execution Method-specific DC, the execution goes smoothly. Typically success means instant death (i.e., the hanging victim’s neck snaps instead of slowly choking). If the check fails, refer to the ‘Botched Damage’ column. Note that the victim must be helpless and secured in order to be executed.

Execution Method	Execution DC	Escape DC	Botched Damage	Notes
Hanging	15	vs. Use Rope check	1d3 / round	n/a
Beheading	18	vs. Use Rope check	Coup de Grace	Usually done with a Greataxe or Greatsword
Draw and Quarter	18	25	5d6	On a Failure, the cord comes apart before the victim does

**Profession (miner)**

Includes digging, removing dir, & building supports.

Dig a Mine (RotD p98) Time: 8 hours Retry? No Take 10? Yes Take 20? No

Mines are dug in units of “5’ cubes”. In each cube, there is one Lead Miner and possibly additional helper Minders. The Assistant Miner makes one check per day, with the Assistant Miners making “Aid Other” checks. ‘ The number of 5’ cubes mined in a day equals the ‘Daily Progress check result’ times the ‘Progress Multiplier’ (based on the mining creature’s size).

Note: As a Racial Ability, Kobolds have a Progress Multiplier of ‘x 1’, despite being Small creatures.

Check Result	Daily Progress (in 5’ cubes)
10	½
15	1
20	2
+5	+1

Creature Size	# of creatures per 5’ cube	Progress Multiplier
Small	4	x ½
Medium	2	x 1
Large	1	x 2
Huge	1	x 4

Substance	Check Modifier
Gravel, Sand	+10
Dirt (loose)	+5
Clay, Silt	+2
Dirt (packed or frozen)	+2
Sedimentary Rock (Limestone, Sandstone, Shale)	+0
Igneous Rock (Granite, Pumice, Obsidian)	-5
Metamorphic Rock (marble, Quartz, Slate)	-10

**Profession (sailor)**

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Used by deckhands & captains. Checks modified by the number of crew below a full watch (which is ship dependant).

Crew on Watch	DC Mod
Full Watch	+0
Less than Full Watch	+5
Less than Half Watch	+10
Less than Quarter Watch	+15

**Ship Foundering** (Storm p87) Time: <see below> Retry? No Take 10? No Take 20? No

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Keep the ship from starting to sink when in high winds, heavy seas, rough surf, etc.

Foundering	DC	How Often
Strong Winds	5	1/day
Light Surf	5	1/minute
Severe Winds	10	1/hour
Windstorm/Gale	15	1/hour
Heavy Surf	15	1/minute
Hurricane	20	1/hour
Very Heavy Surf	20	1/minute
Dire Gale	28	1/hour

**Profession (siege engineer)**

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Used to load and fire catapults, etc.

**Latch a Catapult** (DMG p100) Time: 1 Full Round Retry? Yes Take 10? Yes Take 20? Yes

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Once a Catapult's throwing arm has been winched down (which requires a Strength check vs. DC 15), a Siege Engineer must correctly latch it into place with a Profession (siege engineer) check vs. DC 15.

**Load a Catapult** (DMG p100) Time: 1 Full Round Retry? Yes Take 10? Yes Take 20? Yes

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Once a Catapult's throwing arm has been latched (see above), a Siege Engineer must correctly load it with ammunition with a Profession (siege engineer) check vs. DC 15.

## Ride

Base Ability:	Dexterity
Must be Trained?:	No
Armor Check?:	No – Guide with Knees, Stay in Saddle, Fight with Warhorse, Cover, Soft Fall, Leap, Spur Mount, Control in Battle Yes – Fast Mount or Dismount
Synergy bonus:	+2 bonus if you have 5+ ranks in Handle Animal.
Special:	Feat: <u>Animal Affinity</u> grants a +2 bonus.
In Class For:	Barbarian, Druid, Fighter, Paladin, Ranger

This skill is used to ride a horse, mule, etc.

If the creature has no saddle, your Ride checks have a –5 penalty.

If the creature you are riding is ill-suited as a mount, your Ride checks have a –5 penalty.

If you are riding a mount underwater, your Ride check has a –5 penalty.

Guide with Knees	(PH p80)	Time: Free Action	Retry? Each Round	Take 10? Yes	Take 20? No
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If you want have both your hands free, make a Ride check vs. DC 5 to steer your mount with your knees. Make the check at the start of your round. If you fail, you must hold the reins with one hand this round.

Stay in Saddle	(PH p80)	Time: <reaction>	Retry? n/a	Take 10? No	Take 20? No
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If you take damage, or your mount rears/bolts unexpectedly, you must make a Ride check vs. DC 5 to stay in the saddle.

A Military Saddle grants a +2 bonus on this check.

Fight with Warhorse	(PH p80)	Time: Free Action	Retry? Yes	Take 10? No	Take 20? No
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By making a Ride check vs. DC 10, both you and your Warhorse (or similarly battle-trained mount) may both attack this round.

Use Mount as Cover	(PH p80)	Time: Free Action	Retry? Yes	Take 10? No	Take 20? No
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By making a Ride check vs. DC 15, you can hang along side your mount in order to gain Cover. While using this ability, you cannot attack or cast spells.

Soft Fall	(PH p80)	Time: <reaction>	Retry? n/a	Take 10? No	Take 20? No
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By making a Ride check vs. DC 15, you avoid taking 1d6 damage when you fall from your mount, or it falls.

Leap	(PH p80)	Time: <part of mount's movement>	Retry? Yes	Take 10? No	Take 20? No
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By making a Ride check vs. DC 15, you can urge your mount to leap over an obstacle. Use the lower of your Ride modifier and your mount's Jump modifier to make the check in order to see how far the mount Jumps.

If you fail your ride check, you fall off.

Spur Mount	(PH p80)	Time: Move Action	Retry? Yes	Take 10? No	Take 20? No
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By making a Ride check vs. DC 15, you can increase your mount's movement by +10' for 1 round, but the mount take 1 hp of damage on the 1<sup>st</sup> round, 2 hp of damage on the 2<sup>nd</sup> round, 4 hp on the 3<sup>rd</sup>, 8 hp on the 4<sup>th</sup>, etc.

Control Mount in Battle	(PH p80)	Time: Move Action	Retry? Yes	Take 10? No	Take 20? No
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By making a Ride check vs. DC 20, you can keep a mount which is not trained for battle to remain calm.

If you fail this check, you spend the round maintaining control and can do nothing else.



Ride (continued)

Fast Mount or Dismount (PH p80) Time: Move Action –or– Move Action Retry? Yes Take 10? Yes Take 20? No

By making a Ride check vs. DC 20, you can climb onto the back of a mount up to one size category larger than you as a Free Action. If you fail, it takes a Move Action to get onto your mount.

Calm an Animal (RoS p131) Time: <varies> Retry? each hour Take 10? No Take 20? No

When in an unusual environment (a horse in a storm-tossed ship’s hold, etc.), an animal can get very skittish. It is allowed a Will save, but its Master may spend time calming the animal, which allows the animal to use the better of its own Will save and its Master’s Ride (or Handle Animal) check.

Unusual Environment:	DC 10		Success:	Animal remains calm.
Disturbing Environment:	DC 15		Failure by 9 or less:	Animal is Shaken.
Obviously Dangerous:	DC 20		Failure by 10 or more:	Animal is Panicked.

Swim a Mount (Storm p89) Time: <part of movement> Retry? Yes Take 10? No Take 20? No

By making a Ride check vs. DC 10, you can urge your mount into deep water and begin to swim, with you remaining mounted. If you fail your first Ride check, your mount won’t enter the water (but you may try again). If you fail the subsequent Ride checks, you slip off your mount and have to do your own swimming.

Leap into Water (Storm p89) Time: <part of movement> Retry? No Take 10? No Take 20? No

By making a Ride check vs. DC 15, you can urge your mount into leap into deep water with you still riding on it. If you fail by 5 or less, your mount won’t jump (but you may try again). If you fail by 6 or more, your mount won’t jump, but you end up in the water.

**Search**

Base Ability:	Intelligence
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	+2 bonus when you are searching for secret doors or compartments if you have 5+ ranks in Knowledge (architecture and engineering)
Special:	+2 Racial bonus if you are a Dwarf who is searching something made of stone.
In Class For:	Ranger, Rogue

This skill is used to find traps, secret doors, hidden marks, etc.

Only a creature with the ‘Trapfinding’ class ability (usually a Rogue) can find a trap whose DC is 20+.

Search an Area	(PH p81)	Time: 1 Full Round	Retry? Yes	Take 10? Yes	Take 20? Yes
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A single search check allows you to examine a 5’ by 5’ area or volume of goods. You must be within 10’ of something to search it.

Task	DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap <sup>9</sup>	21+
Find a magic trap <sup>9</sup>	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies <sup>10</sup>

Active Abjuration spells within 10’ of each other for at least 24 hours grant a +4 bonus to find them due to faint energy fluctuations.

Frisk a Person	(PH p82)	Time: 1 Full Round	Retry? Yes	Take 10? Yes	Take 20? Yes
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Check a person for concealed objects. Opposed by a Conceal Object check (see page 60).

Determine an Object’s Function	(RoD p147)	Time: 1 Full Round	Retry? Yes	Take 10? Yes	Take 20? Yes
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Examine an object to find its true function (such as a compass disguised as a piece of jewelry). Opposed by a Disguise an Object’s Function check (see page 21).

Finding a Trail Sign	(RotW p147)	Time: 1 Full Round	Retry? Yes	Take 10? Yes	Take 20? Yes
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You may check a 5’ by 5’ area for a Trail Sign.

The base DC for finding a Trail Sign is set when it is created (see page 68). The DC is then modified by the table below, though the minimum modified DC is 10 (i.e., setting the initial DC lower than 10 make the Trail Sign more resistant to the modifiers below).

Situation Modifier	DC Modifier
Every 24 hours since the Trail Sign was made	+1
Every hour of Rain since the Trail Sign was made	+1
Free snow cover since the Trail Sign was made	+10
Poor Visibility – single worst of the following	
Overcast, Moonless Night	+6
Moonlight	+3
Fog, Precipitation	+3

Once found, the Trail Sign must still be interpreted with a Reading a Trail Sign check (see page 68).

<sup>9</sup> Dwarves can use Search to find traps built into or from stone.

<sup>10</sup> A successful Search check can find a footprint or similar sign of a creature’s passage, but it won’t let you find or follow a trail. See the Track feat for the appropriate DC.

Sense Motive

Base Ability:	Wisdom
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	Feat: <u>Negotiator</u> grants a +2 bonus. Rangers receive a bonus with this skill against their favored enemies.
In Class For:	Bard, Monk, Paladin, Rogue

This skill is used to figure out if a target is lying to you, etc.

Avoid being Bluffed	(PH p81)	Time: <reaction>	Retry? No	Take 10? No	Take 20? No
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When someone makes a Bluff check against you, the response is for you to make an ‘Avoid being Bluffed’ check to determine their DC.

Hunch	(PH p81)	Time: 1 Minute+	Retry? No	Take 10? No	Take 20? No
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Make a check vs. DC 20 to get a feeling for if another person is trustworthy or suspicious.

Sense Enchantment	(PH p81)	Time: 1 Minute+	Retry? No	Take 10? No	Take 20? No
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Make a check to determine if a person’s behavior is being influenced by an Enchantment. The DC for *Dominate Person* is 15, otherwise the DC is 25.

Discern Secret Message	(PH p81)	Time: 1 Minute	Retry? No	Take 10? No	Take 20? No
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You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check.

- Success by 5+: Intercept and understand the message.
- Success by up to 4: Know something hidden was being communicated, but unsure of the specifics
- Failure by 4 or less: Did not detect any hidden communications
- Failure by 5+: Infer some false information

Assess Opponent	(CAAdv p102)	Time: 1 Standard Action	Retry? No	Take 10? No	Take 20? No
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Determine how dangerous an opponent is compared to you.

Make a Sense Motives check opposed by a creature’s Bluff check. The target must be visible and within 30’. If you have seen the target in combat, you receive a +2 Circumstance bonus on this check.

Opponent’s CR vs. your Level / HD	Category
4+ less than you	Pushover
3 – 1 less than you	Easy
Equal	Fair Fight
1 – 3 more than you	Challenge
4+ more than you	Dire Threat

A creature who is very vulnerable to you (for example, a Cleric of Pelor assessing an Undead) registers as one Category less dangerous. A creature who is more-or-less immune to your style of combat (for example, a Rogue assessing an Undead) registers as one Category more dangerous.

- Success by 10+: Know the target’s Category.
- Success by up to 9: Know the target is in one of two adjacent Categories.
- Failure by 4 or less: No opinion.
- Failure by 5 to 9: Off by one Category (either stronger or weaker).
- Failure by 10+: Off by two Category (either stronger or weaker).

Note: This ability is made more powerful with the Feat: Combat Intuition.

## Sleight of Hand

Base Ability:	Dexterity
Must be Trained?:	Yes
Armor Check?:	Yes
Synergy bonus:	+2 bonus if 5+ ranks in Bluff
Special:	Feat: <u>Deft Hands</u> grants a +2 bonus.
In Class For:	Bard, Rogue

This skill is used to move around small objects, pick-pockets, conceal items on your person, etc.

**Palm Object** (PH p81) Time: 1 Standard Action Retry? Yes, but with a –10 penalty Take 10? No Take 20? No

Move a small object in such a way that another person loses track of it. If an observer's Spot check is greater than your Palm Object check, your attempt was noticed. This is independent of whether you succeed or not.

Situation	DC
Palm a coin-sized object, make a coin disappear	10
Palm Object as a Free Action	+20

**Conceal Object** (PH p82) Time: 1 Standard Action Retry? No Take 10? No Take 20? No

Attempting to conceal a small object on your person so it will not be noticed. The object is limited to a Light Melee weapon or a small Ranged weapon (such as a Dart, Sling, or Hand Crossbow). Opposed by your opponent's Spot check (if observed) or a Search check (if frisked).

Situation	Mod
Being frisked	–4
Dagger	+2
Very small object (coin, ring, shuriken)	+4
Wearing baggy clothing	+2
Conceal Object as a Free Action	–20

Drawing a Concealed weapon is a Standard Action (instead of a Move Action).

**Steal Object** (PH p82) Time: 1 Standard Action Retry? Yes, but with a –10 penalty Take 10? No Take 20? No

Take an object from a target. If the target's Spot check is greater than your Palm Object check, your attempt was noticed. This is independent of whether you succeed or not.

Situation	DC
Lift a small object from a person	20
Steal Object as a Free Action	+20

**Put on a Show** (PH p79) Time: 1 Day Retry? Yes, but with a –2 penalty (cumulative) Take 10? No Take 20? No

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

Performance Level	DC	Earnings (per day)
Routine performance	10	1d10 Copper pieces
Enjoyable performance	15	1d10 Silver pieces
Great performance	20	3d10 Silver pieces
Memorable performance	25	1d6 Gold pieces
Extraordinary performance	30	3d6 Gold pieces
Incredible performance (DR330 p76)	40	1d6 Platinum pieces
Legendary performance (DR330 p76)	50	3d6 Platinum pieces

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Sleight of Hand (continued)

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Conceal Spellcasting (RoS p133) Time: <part of spellcasting> Retry? Yes, but with a –10 penalty Take 10? No Take 20? No

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Distract observers from realizing you are casting a spell.

Opposed by an observer's Spot check. Losing the opposed roll does not ruin the spell. It just means you were observed.

Surprise Off-Hand Attack (CWar p122) Time: Free Action Retry? No Take 10? No Take 20? No

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After 2 round of melee with nothing in the off-hand, a person with Feat: Quick-Draw can draw a Dagger by making a opposed Sleight of Hand check to treat the opponent as Flat-Footed for the next attack with the Dagger.

**Spellcraft**

Base Ability:	Intelligence
Must be Trained?:	Yes
Armor Check?:	No
Synergy bonus:	+2 bonus if you have 5+ ranks in Knowledge (arcana). +2 bonus if you have 5+ ranks in Use Magic Device <u>and</u> you are trying to decipher a Scroll. +2 bonus if you have 5+ ranks in Decipher Script <u>and</u> you are trying identify a Runic Circle’s abilities.
Special:	+2 bonus if you are a Specialist Wizard (e.g., a Diviner) & are dealing with a spell or effect from your Specialized school of magic. –5 penalty if you are a Specialist Wizard (e.g., a Diviner) & are dealing with a spell or effect from your <u>Prohibited</u> school of magic. <u>Feat: Magical Aptitude</u> grants a +2 bonus.
In Class For:	Bard, Cleric, Druid, Sorcerer, Wizard

This skill is used to identify and learn spells.

**Identify Spell** (PH p82)(RoSp133)+ Time: <see below> Retry? <see below> Take 10? No Take 20? No

In order to identify a spell while it is being cast or that is already in place, make a Spellcraft check against the indicated DC.

Situation	Time	DC	Retry
When using <i>Read Magic</i> , identify a <i>Glyph of Warding</i> .	Free Action	13	Yes
Identify a spell being cast. (You must see or hear the spell’s verbal or somatic components.)	Free Action	15 + spell level	No
When casting <i>Detect Magic</i> , determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.)	Free Action	15 + spell level	Yes
When using <i>Read Magic</i> , identify a <i>Symbol</i> .	Free Action	19	No
Identify a spell that’s already in place and in effect. You must be able to see or detect the effects of the spell.	Free Action	20 + spell level	No
After rolling a saving throw against a spell targeted on you, determine what that spell was.	Free Action	25 + spell level	No
Draw a diagram to allow <i>Dimensional Anchor</i> to be cast on a <i>Magic Circle</i> spell. This check is made secretly so you do not know the result.	10 minutes	20	No
When using <i>Read Magic</i> , identify the power and activation method of a Runic Circle (RoSp167)	10 minutes	10 + caster level	No

**Identify Magic Effect** (PH p82) Time: <see below> Retry? <see below> Take 10? No Take 20? No

In order to identify a spell while it is being cast or that is already in place, make a Spellcraft check against the indicated DC.

Situation	Time	DC	Retry
Identify materials created or shaped by magic, such as noting that an iron wall is the result of a <i>Wall of Iron</i> spell.	Free Action	20 + spell level	No
Decipher a written spell (such as a Scroll) without using <i>Read Magic</i> .	Full Round	20 + spell level	1/day
Identify a Potion.	1 minute	25	No
Understand a strange or unique magical effect, such as the effects of a magic stream.	<varies>	30 or higher	No

**Learn, Prepare, or Enhance a Spell** (PH p82) Time: <see below> Retry? <see below> Take 10? No Take 20? No

In order to identify a spell while it is being cast or that is already in place, make a Spellcraft check against the indicated DC.

Situation	Time	DC	Retry
Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from).	8 hours	15 + spell level	Not until you gain 1 rank in Spellcraft
Prepare a spell from a borrowed spellbook (wizard only).	Standard	15 + spell level	1/day
Draw a diagram to allow <i>Dimensional Anchor</i> to be cast on a <i>Magic Circle</i> spell. This check is made secretly so you do not know the result.	10 minutes	20	No

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**Spellcraft (continued)**

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Casting a Fire Spell Underwater	(DMG p93)	Time: <part of spellcasting>	Retry? n/a	Take 10? No	Take 20? No
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If a spell with the [fire] descriptor is cast underwater, the caster must make a Spellcraft check vs. DC (20 + spell level) or the spell fails. If successful, the spell functions normally except that super-heated steam is generated in place of fire.

Note that the surface of water blocks Line of Effect, so the caster must be underwater to generate an underwater spell.

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Casting Impeded Magics	(DMG p150)	Time: <part of spellcasting>	Retry? n/a	Take 10? No	Take 20? No
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Some planes of existence impede certain types of spells (for example, [earth] spells are impeded on the Plane of Air). The caster must succeed on a Spellcraft check vs. DC (20 + spell level) or the spell fails. If successful, the spell functions normally.

**Spot**

Base Ability:	Wisdom
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	—
Special:	+2 Racial bonus if you are an Elf. +1 Racial bonus if you are a Half-Elf. Master of a Hawk familiar receives a +3 bonus in daylight or well-lit areas. Master of an Owl familiar receives a +3 bonus in shadowy areas. A creature under the effect of a Fascination receives a –4 penalty. <u>Feat: Alertness</u> grants a +2 bonus. Rangers receive a bonus with this skill against their favored enemies.
In Class For:	Druid, Monk, Ranger, Rogue

This skill is used to see things.

Standard Modifiers	Penalty to Check
Per 10 feet from the spotter	–1
Spotter is distracted	–5

Observe Creature (PH p83) Time: Free Action Retry? Yes, but as a Move Action Take 10? Yes Take 20? No

Opposed by the creature’s Hide check if it is attempting to be unnoticed.

If the creature is Invisible, it receives a +20 bonus. Success means you are aware of the creature, but have not pin-pointed its location.

Penetrate Disguise (PH p83) Time: Free Action Retry? Yes, but as a Move Action Take 10? Yes Take 20? No

In order to see through a disguise, make an opposed roll of your Spot check vs. your opponent’s Disguise check. If your opponent is Impersonating a person you know, you get an automatic check with the following bonuses.

Situation	Bonus to Opponent’s Spot check
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Read Lips (PH p83) Time: 1 Minute Retry? n/a Take 10? No Take 20? No

In order to attempt to read a target’s lips, you must be within 30’, able to see the target’s mouth, and know the language being spoke.

After 1 minute, you may make a check.

Situation	DC
Typical conversation	15
Complex speech or inarticulate speaker	20

Success: Gain a general understanding of the previous minute’s conversation

Failure by 4 or less: Could not understand the previous minute’s conversation

Failure by 5 or more: Misunderstood the previous minute’s conversation.



Spot (continued)

Spotting Favored Enemies (DR334 p91) Time: Free Action Retry? Yes, but as a Move Action Take 10? Yes Take 20? No

Allows a Ranger to determine if the creature being observed is one of its Favored Enemies.

Situation	DC
No attempt to conceal.	5
Not obvious, but giving off clues	15
Going about its daily business	25
Magical effort to deceive	30
Conscious effort to deceive	Opposed by Disguise check

Finding a Trail Sign (RotW p147) Time: <reactive> Retry? No Take 10? Yes Take 20? No

Recognizing a Trail Sign for what it is when you see it. May be found with either a Spot or Survival check. A Search check may also be used, but the character must be searching the actual location of the Trail Sign (i.e., not looking at it from a distance).

The base DC for finding a Trail Sign is set when it is created (see page 68). The DC is then modified by the table below, though the minimum modified DC is 10 (i.e., setting the initial DC lower than 10 make the Trail Sign more resistant to the modifiers below).

Situation Modifier	DC Modifier
Every 24 hours since the Trail Sign was made	+1
Every hour of Rain since the Trail Sign was made	+1
Free snow cover since the Trail Sign was made	+10
Poor Visibility – single worst of the following	
Overcast, Moonless Night	+6
Moonlight	+3
Fog, Precipitation	+3

Once found, the Trail Sign must still be interpreted with a Reading a Trail Sign check (see page 68).

**Survival**

Base Ability:	Wisdom
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	+2 bonus if you have 5+ ranks in Knowledge (Dungeoneering) and you are underground. +2 bonus if you have 5+ ranks in Knowledge (Geography) and you are trying to avoid natural hazards & not get lost. +2 bonus if you have 5+ ranks in Knowledge (Local) and you are above ground & inside a city. (RoD p149) +2 bonus if you have 5+ ranks in Knowledge (Nature) and you are above ground & outside a city. +2 bonus if you have 5+ ranks in Knowledge (The Planes) and you are on another plane of existence. +2 bonus if you have 5+ ranks in Search and you are Tracking.
Special:	<u>Feat: Self-Sufficient</u> grants a +2 bonus. Rangers receive a bonus with this skill against their favored enemies.
In Class For:	Barbarian, Druid, Ranger

This skill is used to keep yourself safe and fed in the out-of-doors.

**Surviving in the Wild** (PH p83) Time: 1 Day Retry? Each Day Take 10? Yes Take 20? No

Deals with traveling and thriving in the wild for 1 day.

Situation	DC
Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.	10
Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.	15
Keep from getting lost or avoid natural hazards, such as quicksand.	15
Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.	15
Get along on the sea without provision. You can provide food and water for one other person for every 2 points by which your check result exceeds 20. (Storm p89)	20

**Making Camp** (DU124 p119) Time: 10 Minutes Retry? Each Day Take 10? Yes Take 20? No

Base DC is 10 with the following adjustments.

Condition	Adjustment
Per party member after the 1 <sup>st</sup>	+2
Inhospitable conditions (damp, uneven ground, dangerous flora)	+2
Area has been designed / modified for habitation by humanoid creatures (fire pits, etc.)	-4
Familiarity with local area / terrain	-2
Access to available stores and provisions (such as food, fuel, safe water) in the area	-2
Reuse of previous successfully established campsite	-4

Success: After 8 hours of rest, party members regain 1hp per level and Arcane spellcasters may prepare new spells  
 Success by 10 or more: As above, but half the food, wood for torches, etc., comes from the environment, not the party's stores.  
 Failure by 4 or less: No hit-points regained and Arcane spellcasters must make a Concentration check vs. DC 15 to regain spells.  
 Failure by 5 or more: No hit-points regained and Arcane spellcasters do not regain spells.

**Trailblazing** (CAAdv p103) Time: 1 Day Retry? Each Day Take 10? Yes Take 20? No

You may improve a group's long-distance overland travel rate by finding more efficient routes.

Make a Survival check with a -2 penalty for every three people (not including you) after the first three that are being led.

Result	Improvement
up to 14	-no change-
15 – 24	+ ¼
25+	+ ½

Travel rate may never be better than "x1".

Survival (continued)

**Tracking** (PH p101) Time: 1 Full Round Retry? Yes, after 1 Hour (outdoors) or 10 Minutes (indoors) Take 10? Yes Take 20? Yes

Allows you to locate and follow another creature’s trail. Only someone with the Feat: Track can attempt a check whose DC is higher than 10. (PH p84)

A success allows you to follow tracks up to 1 mile. If the tracks cross a river, overlap with a different set of tracks, etc., you must immediately make a new check.

Situation	Modifiers
Very soft ground (holds deep and clear footprints, such as fresh snow and wet mud)	-10
Soft ground (hold frequent, but shallow footprints)	-5
Firm ground (holds only occasional or partial footprints or marks, such as normal outdoor surfaces or dirty indoor surfaces)	+0
Hard ground (does not hold footprints, such as rock, indoor floors, or a streambed)	+5
Every 3 creatures being tracked	-1
Tracked party moves at half speed to leave less of a trail	+5
Fine sized creature	+8
Diminutive sized creature	+4
Tiny sized creature	+2
Small sized creature	+1
Medium sized creature	+0
Large sized creature	-1
Huge sized creature	-2
Gargantuan sized creature	-4
Colossal sized creature	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracker moving at ½ speed	+0
Tracker moving at full speed	+5
Tracker moving at twice normal speed	+20
Tracking in water (Storm p51)	+10

**Locate North** (PH p84) Time: Free Action Retry? n/a Take 10? n/a Take 20? n/a

If you have at least 5 ranks in Survival, you always know which direction is north.

**Surviving Underground** (RoS p133) Time: 1 Day Retry? Each Day Take 10? Yes Take 20? No

Situation	DC
Gain a +2 bonus on all Fortitude saves against underground hazards (trapped gasses, heat from lava, etc.) while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.	15

Survival (continued)

Surviving in a City (RoD p149) Time: 1 Day Retry? Each Day Take 10? Yes Take 20? No

Deals with scrounging for food and shelter in a city with no money or resourced for 1 day.

Situation	DC
Get along in an urban setting without paying for food or services. You can provide relatively clean water and fresh food for one other person for every 2 point by which your check result exceeds 10.	10
Locate a relatively warm and dry place to stay in for a 24 hour period.	15
Keep from getting lost in confusing streets with which you are not familiar.	15

Creating a Trail Sign (RoW p147) Time: Full Round Action Retry? No Take 10? Yes Take 20? No

Leave markers for others that will follow the same route that do not make unnatural changes to the environment (such as chopping down plants in your path, cutting marks into trees, painting on rocks, etc.).

The creator of the Trail Sign determines how obvious it is (i.e., the Trail Sign’s initial DC, minimum DC 0).

Message	DC
Simple Message (up to 4 words, such as “Go This Way” or “Hazard”)	10
Difficult Message (5 to 10 words, such as “West 4 days, then Left at the Bluff”)	15

Success: The Trail Sign provide the desired message.  
 Failure by 4 or less: The Trail Sign provide no message.  
 Failure by 5 or more: The Trail Sign proved the wrong message.

Finding a Trail Sign (RoW p147) Time: <reactive> Retry? No Take 10? Yes Take 20? No

Recognizing a Trail Sign for what it is when you see it. May be found with either a Survival or Spot check. A Search check may also be used, but the character must be searching the actual location of the Trail Sign (i.e., not looking at it from a distance).

The base DC for finding a Trail Sign is set when it is created. The DC is then modified by the table below, though the minimum modified DC is 10 (i.e., setting the initial DC lower than 10 make the Trail Sign more resistant to the modifiers below).

Situation Modifier	DC Modifier
Every 24 hours since the Trail Sign was made	+1
Every hour of Rain since the Trail Sign was made	+1
Free snow cover since the Trail Sign was made	+10
Poor Visibility – single worst of the following	
Overcast, Moonless Night	+6
Moonlight	+3
Fog, Precipitation	+3

Reading a Trail Sign (RoW p147) Time: Standard Action Retry? No Take 10? Yes Take 20? No

Once a Trail Sign has been found, the reader must attempt to interpret what the Trail Sign is supposed to say.

Message	DC
Simple Message (up to 4 words, such as “Go This Way” or “Hazard”)	10
Difficult Message (5 to 10 words, such as “West 4 days, then Left at the Bluff”)	15

	<u>Create Trail Sign check succeeded</u>	<u>Create Trail Sign check Failed</u>
Success:	Reader understands the desired message.	Reader knows that the Trail Sign was incorrectly made and is meaningless.
Failure by 4 or less:	Reader does not understand the message.	Reader does not understand the message.
Failure by 5 or more:	Reader <u>misunderstands</u> the message.	Reader receives an incorrect message.

Survival (continued)

Finding Parts for a Booby Trap (DMG2 p41) Time: 10 minute Retry? Yes Take 10? Yes Take 20? Yes

Making a Booby Trap (see page 16) (i.e., a CR ½ Trap, such as a tripline) requires parts. These can be found (as opposed to buying) by making a Survival check vs. DC 20.

Harvest Poisonmaking Materials (DR349 p87) Time: -none stated- Retry? Yes Take 10? Yes Take 20? Yes

When a creature / plant that produces poison has been killed, harvesting the poison requires a Survival check vs. the same DC it will take to create the poison (see the Equipment Index for specific DC's).

Situation Modifier	DC Modifier	Misc.
Harvesting a Plant-based poison and you have 5+ ranks of Know(nature)	-2	—
Creature does not leave a body behind after it dies / is destroyed (e.g., a Shadow)	+5	Material must be collected within 1 round of the creature's destruction & requires a Full Round Action

If the check is successful, you acquire (check result \* 1 gp) of raw material. The raw material remain useful for 1d6 days (exact number determined by a Determine Time until Spoilage check (page 42)).

This is one step in the process of making poison. See Craft (poisonmaking) (page 15) for more details.

Swim

Base Ability:	Strength
Must be Trained?:	No
Armor Check?:	Yes (2x)
Synergy bonus:	—
Special:	Feat: <u>Athletic</u> grants a +2 bonus. Feat: <u>Endurance</u> grants a +4 bonus on checks to avoid taking nonlethal damage from fatigue.
In Class For:	Barbarian, Bard, Druid, Fighter, Monk, Ranger, Rogue

This skill is used to swim

Swim (PH p84)(CAAdv p103)+ Time: 1 Full Round –or– 1 Move Action Retry? Yes Take 10? Yes Take 20? No

Water	DC
Calm water	10
Rough water	15
Stormy water	20 <sup>11</sup>

Success: Move at ½ speed as a Full Round Action –or– ¼ speed as a Move Action  
 Failure by 4 or less: No Progress.  
 Failure by 5 or more: Go Underwater.

You may move at your speed (instead of ½ speed) as a Full Round Action by accepting a –10 penalty on your check. (CAAdv p103)

Each hour you swim, you must make a Constitution check vs. DC 20 to avoid taking 1d6 nonlethal damage from fatigue.

If you go underwater either intentionally or due to a failed Swim check, you may hold your breath for 1 round per point of Constitution as long as you only take Move Actions or Free Actions. If you take a Standard Action or a Full Round Action, the total number of rounds you may hold your breath is reduced by 1 round. At the end of this time, you must make a Constitution check vs. DC 10 to continue holding your breath. The DC increases by 1 each round. Once you fail this Constitution check, you begin to Drown.

Dive (Storm p90) Time: 1 Full Round –or– 1 Move Action Retry? Yes Take 10? Yes Take 20? No

Dive without taking damage.

Dive Height	Min Depth	DC	Damage (nonlethal)	Damage (lethal)
10'	10'	15	—	—
20'	10'	15	—	—
30'	10'	15	1d3	—
40'	20'	15	2d3	—
50'	20'	20	2d3	1d6
60'	20'	20	2d3	2d6
70'	30'	20	2d3	3d6
80'	30'	20	2d3	4d6
90'	30'	20	2d3	5d6
100'	30'	20	2d3	6d6
110'	30'	25	2d3	7d6
120'	30'	25	2d3	8d6
160'	30'	30	2d3	12d6
210'	30'	35	2d3	17d6
240'+	30'	35	2d3	20d6

If the water is not the 'Min Depth' deep, +5 DC and treat the Dive Height as +30' for purposes of damage on a failure.

Extra Breath (Storm p90) Time: 1 Move Action Retry? No Take 10? No Take 20? No

By making a Swim check vs. DC 15, you can add 4 to the number of rounds you can hold your breath.

<sup>11</sup> You cannot 'Take 10' on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

## Tumble

Base Ability:	Dexterity
Must be Trained?:	Yes
Armor Check?:	Yes
Synergy bonus:	+2 bonus if 5+ ranks in Jump
Special:	Feat: <u>Acrobatic</u> grants a +2 bonus.
In Class For:	Bard, Rogue

This skill is used to move with grace and unpredictability.

You cannot attempt a Tumble check if your speed has been reduced due to Armor or Encumbrance.

The terrain where you attempt to Tumble can increase the DC of your checks.

Terrain	Modifiers
Lightly obstructed (scree, light rubble, shallow bog <sup>12</sup> , undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

**Avoid Attacks of Opportunity by Moving** (PH p84) (CAAdv p103)+ Time: <part of movement> Retry? No Take 10? No Take 20? No

By moving at half speed and making a Tumble check, you can avoid Attacks of Opportunity due to movement.

If you wish to go through a square an opponent threatens, your DC is 15.

If you wish to go through a square an opponent occupies, your DC is 25.

For each opponent after the first, the DC is increased by +2.

If your check fails, you generated an Attack of Opportunity from that opponent. If you were attempting to go through an opponent's square, you stop in front of it.

You may move at your normal speed (i.e., not half speed) by taking a –10 penalty on your check.

You may Run by taking a –20 penalty on your check.

**Put on a Show** (PH p79) Time: 1 Day Retry? Yes, but at +2 DC (cumulative) Take 10? Yes Take 20? No

You can also use Tumble to entertain an audience as though you were using the Perform skill. In such a case, your “act” encompasses elements of summersaults, acrobatics, etc.

Performance Level	DC	Earnings (per day)
Routine performance	10	1d10 Copper pieces
Enjoyable performance	15	1d10 Silver pieces
Great performance	20	3d10 Silver pieces
Memorable performance	25	1d6 Gold pieces
Extraordinary performance	30	3d6 Gold pieces
Incredible performance (DR330 p76)	40	1d6 Platinum pieces
Legendary performance (DR330 p76)	50	3d6 Platinum pieces

**Defensive Fighting** (PH p85) Time: n/a Retry? n/a Take 10? n/a Take 20? n/a

If you have 5+ ranks in Tumble, you receive two benefits: +3 Dodge bonus to AC (instead of +2) when Fighting Defensively, and +6 Dodge bonus to AC (instead of +4) when you take a Total Defense action.

<sup>12</sup> Tumbling is impossible in a Deep Bog.

Tumble (continued)

Free Stand (CAdv p103) Time: Free Action Retry? n/a Take 10? No Take 20? No

You may stand as a Free Action by making a Tumble check vs. DC 35, otherwise it is a Move Action as usual. Either way, standing up still provokes an Attack of Opportunity.

Reduce Damage from a Fall (PH p84)(CAdv p103)+ Time: <reaction> Retry? n/a Take 10? No Take 20? No

You may reduce the amount of damage you take from a fall by making a Tumble check.

Tumble Check Result	Effect
up to 14	–no change–
15 – 29	Treat fall as 10’ shorter
30 – 44	Treat fall as 20’ shorter
45 – 59	Treat fall as 30’ shorter
per +15	Ignore 10 more feet



## Use Magic Device

Base Ability:	Charisma
Must be Trained?:	Yes
Armor Check?:	No
Synergy bonus:	+2 bonus if you have 5+ ranks in Spellcraft, when you are working with a Scroll. +2 bonus if you have 5+ ranks in Decipher Script, when you are working with a Scroll.
Special:	Feat: <u>Magical Aptitude</u> grants a +2 bonus.
In Class For:	Bard, Rogue

This skill is used to activate magic items that you should not be able to use. Magic items with complex requirements (such being only usable by an Lawful-Good Elf Ranger) may require multiple skill checks.

**Decipher a Written Spell** (PH p85) Time: 1 Minute Retry? Yes, unless you roll a Natural 1 Take 10? No Take 20? No

To decipher a written spell, make a check vs. DC 25 + spell level.

**Use a Spell Completion Item** (PH p85) Time: <part of activating the item> Retry? Yes, unless you roll a Natural 1 Take 10? No Take 20? No

You may activate a Scroll that you have already deciphered by making a check vs. DC 20 + spell level. If you appropriate Ability Score is not high enough, you will need to emulate that too.

**Use a Spell Trigger Item** (PH p85) Time: <part of activating the item> Retry? Yes, unless you roll a Natural 1 Take 10? No Take 20? No

You may activate a Wand, Staff, or other Spell Trigger Item by making a check vs. DC 20.

**Emulate a Class Feature** (PH p86) Time: <part of activating the item> Retry? Yes, unless you roll a Natural 1 Take 10? No Take 20? No

Some items have features that can only be activated by a user of a specific class –or– who has a specific class feature (such as Evasion). To simulate a specific class, make a Use Magical Device check. Your effective level in the specified class is your check – 20. For example, in order to gain the full benefit of a Holy Avenger, you would have to emulate being a Paladin of at least 1<sup>st</sup> level, requiring a Use Magic Device check vs. DC 21.

You do not gain the benefit of any class feature you emulate.

If the class has an Alignment requirement (such as emulating a Paladin) that you do not match, you must also emulate the alignment.

If the class feature has a minimum Ability Score (such as casting a 3<sup>rd</sup> level Cleric spell requires a minimum Wisdom of 13) that you do not match, you must also emulate the Ability Score.

You may only emulate one class at a time.

If an item has an on-going effect, you must make a new check ever hour.

**Emulate an Ability Score** (PH p85) Time: <part of activating the item> Retry? Yes, unless you roll a Natural 1 Take 10? No Take 20? No

Some items have features that can only be activated by a user with a specific ability score. To simulate a higher ability score than you have, make a Use Magical Device check. Your effective Ability Score is your check – 15. For example, in order to use a 3<sup>rd</sup> level Cleric spell from a Scroll, you would have to emulate a Wisdom of 13, requiring a Use Magic Device check vs. DC 28.

You may only emulate one Ability Score at a time.

If an item has an on-going effect, you must make a new check ever hour.

**Emulate a Race** (PH p86) Time: <part of activating the item> Retry? Yes, unless you roll a Natural 1 Take 10? No Take 20? No

Some items have features that can only be activated by a user of a specific race. To simulate a specific race, make a Use Magical Device check vs. DC 25. You may only emulate one race at a time.

If an item has an on-going effect, you must make a new check ever hour.

**Emulate an Alignment** (PH p86) Time: <part of activating the item> Retry? Yes, unless you roll a Natural 1 Take 10? No Take 20? No

Some items have features that can only be activated by a user of a specific alignment. To simulate a specific alignment, make a Use Magical Device check vs. DC 30. You may only emulate one alignment at a time.

If an item has an on-going effect, you must make a new check ever hour.

Use Magic Device (continued)

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Activate Magic Item Blindly (PH p85) Time: <part of activating the item> Retry? Yes, unless you roll a Natural 1 Take 10? No Take 20? No

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Some items are activated by a command word, a thought, or even an action. To activate such an item without knowing the actual activation method, you must make a check vs. DC 25. You receive a +2 bonus if you have activated the item at least once before.

Success: You may use the item for up to one hour.

Failure by 9 or less: You do not activate the item.

Failure by 10 or more: You are inflicted with a magical mishap, which deals 2d6 damage (no save).

Use Rope

Base Ability:	Dexterity
Must be Trained?:	No
Armor Check?:	No
Synergy bonus:	+2 bonus if you have 5+ ranks in Escape Artist, when you are trying to activate a Bind an Opponent.
Special:	+2 bonus if you are using Silk Rope. +2 bonus if you cast <i>Animate Rope</i> on the rope you are using. <u>Feat: Deft Hands</u> grants a +2 bonus.
In Class For:	Ranger, Rogue

This skill is used to work with rope, tie people up, etc.,.

Tie a Knot (PH p86) Time: Full Round Action Retry? Yes Take 10? Yes Take 20? Yes

Tie a simple or complex knot.

Task	DC
Tie a firm knot	10
Tie a special knot, such as one that slips, slides slowly, or loosens with a tug	15
Tie a rope around yourself one-handed	15

By accepting a –10 penalty on your check, you may attempt to tie one of the above as a Move Action.

Secure a Grappling Hook (PH p86) Time: 1 Standard Action Retry? Yes Take 10? Yes Take 20? No

Throwing a Grappling Hook so it catches on a target building, tree, etc., requires a Use Rope check vs. a DC of 10 + 2 per 10' (maximum 50').

Success: Catches onto the desired fixture securely.  
 Failure by 4 or less: Fails to catch.  
 Failure by 5 or more: Seems to catch, but comes loose 1d4 rounds after its starts supporting weight.

Bind an Opponent (PH p86) Time: 1 Minute Retry? Yes Take 10? Yes Take 20? Yes

If you have 5+ ranks in Escape Artist, you receive a +2 bonus on this check.  
 When you tie someone up with rope, the Escape Artist check is your Bind an Opponent check + 10.

Splice Two Ropes Together (PH p86) Time: 5 Minutes Retry? Yes Take 10? Yes Take 20? Yes

In order to weave two ropes together into one, make a check vs. DC 15.

Use Rope (continued)

Repelling (RoS p130) Time: <movement> Retry? No Take 10? No Take 20? No

Requirement: Climb: 1 rank –or– Use Rope: 1 rank.

By fixing a rope at the top of a cliff, etc., you may lower yourself down quickly and then use the rope to stop at a desired distance.

When Repelling, you must make a Climb check (DC is determined by the Surface) –and– a Use Rope check (DC is determined by the desired Speed).

Surface	Climb DC
Any surface	10
Surface is slippery	+5
No surface to brace against	+10

Speed	Use Rope DC
Descend your Base Land speed as a Move Action –or– 2x as a Full Round	10
Descend 4x your Base Land speed as a Full Round Action	20

Success on both checks: Descend the desired distance at the desired speed and then stop.

Failure on either check: Descend the desired distance and then go into an uncontrolled fall unless you make a Use Rope check vs. (previous Use Rope DC + 5).

If you succeed you stop at the desired distance, but take 1d6 damage.

If you fail, you go into an uncontrolled fall. If on your next turn you have not yet hit bottom (and are still holding the rope), you make a new Use Rope check vs. (previous Use Rope DC + 10) to stop yourself and take 3d6 damage.

Skill Synergies Summary

If Your...	Then You Get a...
Bluff is 5+	+2 bonus on Diplomacy checks +2 bonus on Disguise checks, when being observed +2 bonus on Intimidate checks +2 bonus on Sleight of Hand checks
Craft is 5+	+2 bonus on Appraise checks, when examining an object created by that craft
Decipher Script is 5+	+2 bonus on Use Magic Device checks, when using scrolls
Escape Artist is 5+	+2 bonus on Rope Use, to bind someone
Handle Animal is 5+	+2 bonus on Ride checks +2 bonus on the 'Wild Empathy' class ability of Druids & Rangers
Jump is 5+	+2 bonus on Tumble checks
Know (arcana) is 5+	+2 bonus on Spellcraft checks.
Know (architecture) is 5+	+2 bonus on Search checks to find secret doors & compartments.
Know (dungeoneering) is 5+	+2 bonus on Survival checks made underground.
Know (geography) is 5+	+2 bonus on Survival checks to avoid getting lost.
Know (history) is 5+	+2 bonus on Bardic Knowledge checks.
Know (local) is 5+	+2 bonus on Gather Information checks.
Know (nature) is 5+	+2 bonus on Survival checks made above ground.
Know (nobility & royalty) is 5+	+2 bonus on Diplomacy checks.
Know (religion) is 5+	+2 bonus on Turn Undead checks.
Know (the planes) is 5+	+2 bonus on Survival checks made on other planes.
Search is 5+	+2 bonus on Survival checks to follow tracks
Sense Motive is 5+	+2 bonus on Diplomacy checks
Spellcraft is 5+	+2 bonus on Use Magic Device, when using scrolls
Survival is 5+	+2 bonus on Know (nature) checks.
Tumble is 5+	+2 bonus on Balance checks +2 bonus on Jump checks
Use Magic Device is 5+	+2 bonus on Spellcraft checks to decipher spells on scrolls
Use Rope is 5+	+2 bonus on Climb checks, when using a rope +2 bonus on Escape Artist checks, when tied with rope

Your...	If...
Appraise checks, when examining an object created by that craft, gain a +2 bonus	Craft is 5+
Balance checks gain a +2 bonus	Tumble is 5+
Bardic Knowledge checks gain a +2 bonus	Know (history) is 5+
Climb checks, when using a rope gain a +2 bonus	Use Rope is 5+
Diplomacy checks gain a +2 bonus	Bluff is 5+ Know (nobility & royalty) is 5+ Sense Motive is 5+
Disguise checks, when being observed, gain a +2 bonus	Bluff is 5+
Escape Artist checks, when tied with rope, gain a +2 bonus	Use Rope is 5+
Gather Information checks gain a +2 bonus	Know (local) is 5+
Intimidate checks gain a +2 bonus	Bluff is 5+
Jump checks gain a +2 bonus	Tumble is 5+
Know (nature) checks gain a +2 bonus	Survival is 5+
Ride checks gain a +2 bonus	Handle Animal is 5+
Rope Use, to bind someone, gains a +2 bonus	Escape Artist is 5+
Search checks to find secret doors & compartments gain a +2 bonus	Know (architecture) is 5+
Sleight of Hand checks gain a +2 bonus	Bluff is 5+
Spellcraft checks gain a +2 bonus	Know (arcana) is 5+
Spellcraft checks to decipher spells on scrolls gain a +2 bonus	Use Magic Device is 5+
Survival checks made above ground gain a +2 bonus	Know (nature) is 5+
Survival checks made on other planes gain a +2 bonus	Know (the planes) is 5+
Survival checks made underground gain a +2 bonus	Know (dungeoneering) is 5+
Survival checks to avoid getting lost gain a +2 bonus	Know (geography) is 5+
Survival checks to follow tracks gain a +2 bonus	Search is 5+
The 'Wild Empathy' class ability of Druids & Rangers gains a +2 bonus	Handle Animal is 5+
Tumble checks gain a +2 bonus	Jump is 5+
Turn Undead checks gain a +2 bonus	Know (religion) is 5+
Use Magic Device checks, when using scrolls, gain a +2 bonus	Decipher Script is 5+ Spellcraft is 5+

## Combat Actions

### Common Definitions

Size modifier = +/- 4 per size category different from Medium

<action> roll = 1d20 + <action> modifier.

### Bull Rush (PH p154)

#### Definitions

Bull Rush Attack modifier = Strength modifier + Size modifier + 2 if charging.

Bull Rush Defense modifier = Strength modifier + Size modifier + 4 if stable (i.e., a Dwarf, having 4 legs, etc.).

#### Requirements of a Bull Rush

- a) An Attacker can only Bull Rush a Target that is no more than one Size Category larger than him/her.
- b) Executing a Bull Rush is a Standard Action, though it also can be made at the end of a Charge.

#### Initiating a Bull Rush

Step 1: Attacker moves into Target's hex. This generates an Attack of Opportunity from the Target & anyone threatening that hex.

Since the Attacker & Target are in the same hex, there is a 25% chance of an attack hitting the wrong creature.

Step 2: Attacker makes a Bull Rush Attack roll opposed by the Target's Bull Rush Defense roll.

If the Bull Rush Attack roll is not equal or greater than the Bull Rush Defense roll, the action fails & the Attacker moves 5' straight back (if occupied, the Attacker falls Prone).

If the Bull Rush Attack roll was greater, the Target is pushed back 5'. The Attacker has the option of continuing to push the Target. For each 5 points the Attack roll exceeded the Defense roll, the Attacker & Target move 5' more (up to the Attacker's movement rate). Both generate Attacks of Opportunity against anyone they pass (but not to each other).

Note: An Attacker with Feat: Improved Bull Rush does not generate an Attack of Opportunity at Step 1 & has a +4 bonus on his/her Bull Rush Attack modifier.

### Disarm (PH p155)

#### Definitions

Weapon-size modifier = based on melee weapon size category: +4 if Two-Handed, +0 if One-Handed, -4 if Light. If not a melee weapon, -4.

Disarm modifier = Attack modifier with the Melee weapon that is disarming / being disarmed + Size modifier + Weapon-size modifier +10 if held in a Locked Gauntlet

#### Initiating a Disarm

Step 1: Attacker generates an Attack of Opportunity from Target.

If the Attack of Opportunity does any damage, the action fails.

Step 2: Opposed Disarm roll.

If the Attacker has the higher roll, the Target's weapon is at his/her feet (unless the Attacker was using an Unarmed Strike, in which case he/she is holding the weapon).

Step 3: If the Target had the higher Opposed Disarm roll in Step 2, then make a new Opposed Disarm roll.

If successful, the Attacker's weapon is at his/her feet.

Note: An Attacker with Feat: Improved Disarm does not generate an Attack of Opportunity at Step 1, has a +4 bonus on his/her Disarm modifier when "attacking", and skips Step 3 if not successful in Step 2.

### Feint (PH p155)

#### Definitions

Feint Attack modifier = Bluff modifier

Feint Defense modifier = Sense Motives modifier + Base Attack Bonus + (4 if nonhuman or 8 if has an Intelligence of 1 or 2)

#### Initiating a Feint

Step 1: As a Standard Action (that does not generate an Attack of Opportunity), the Attacker makes a Feint Attack roll opposed by the Target's Feint Defense roll.

If successful, the Target loses his/her Dexterity bonus to AC against the Attacker's melee attack that occurs within 1 round.

Note: An Attacker with Feat: Improved Feint can execute a Feint as a Move Action.

Note: A Feint cannot be used on a creature with no intelligence.

Grapple (PH p155)

Definitions

Size modifier = +/- 4 per size category different from Medium

Grapple Check modifier = Base Attack Bonus + Strength modifier + Size modifier

Grappling – Do not threaten any hexes; loose Dexterity bonus (but not against your Opponent); cannot move.

Pinned – Immobile (but not Helpless), –4 penalty to AC (but not against your Opponent).

Entering a Grapple

Step 1: Attacker generates an Attack of Opportunity from Target.

If the Attack of Opportunity does any damage, the action fails.

Step 2: Attack makes a Melee Touch to grab onto the Target.

If the attack fails, the action fails.

Step 3: Make an Opposed Grapple Check.

If the Attacker wins, the Attacker & Target are Grappling & the Attacker does unarmed damage to the Target.

To continue Grappling, the Attacker must enter the Target’s hex. This generates an Attack of Opportunity from other, but not the target.

Note: An Attacker with Feat: Improved Grapple does not generate an Attack of Opportunity at Step 1 & has a +4 bonus on his/her Grapple Check modifier.

While Grappling

Either Opponent in a Grapple may attempt any one of these actions.

- a) Activate a Magic Item (Standard Action)
- b) Attack your Opponent with an Unarmed Strike, a Natural Weapon, or a Light Weapon you are holding. The attack has a –4 penalty. (Attack Action, so a person with a Full Round Action may do several of them).
- c) Cast a Spell that has no somatic components & a cast time of 1 Standard Action. Requires a Concentration check vs. DC 20 + spell level. (Standard Action).
- d) Damage your Opponent. This action is based on your Grapple check instead of your Attack bonus. If successful, you do your normal non-lethal damage. (Attack Action)
- e) Draw a Light Weapon by making a successful Opposed Grapple Check (Move Action)
- f) Escape from Grapple by making an Opposed Grapple Check (Attack Action). If successful, move one hex away.
- g) Escape from Grapple by making an Escape Artist Check (Standard Action). If successful, move one hex away.
- h) Move half your speed (while dragging your Opponent) by making an Opposed Grapple Check (+4 if Opponent is Pinned). (Standard Action).
- i) Retrieve a Spell Component (no check needed). (Full Round Action).
- j) Pin your Opponent for 1 round by making an Opposed Grapple Check (Attack Action)
- k) Break another’s Pin by making an Opposed Grapple Check.
- l) Use Opponent’s Light Weapon against him/her by making an Opposed Grapple Check, followed by an Attack Roll. The opponent keeps the weapon (Attack Action).

A Grappler with a high Base Attack Bonus will have multiple Attack Actions.

Actions while Grappling	Which Check	While Pinning?	Time of Action	Limitation	If Successful...
Attack your Opponent	Attack at –4	—	Attack Action	Unarmed Strike, Natural Weapon, or Light Weapon	Opponent takes damage
Break another’s Pin	Grapple	—	Attack Action	—	You are no longer Pinned, but are still Grappling
Damage your Opponent	Grapple	Yes	Attack Action	Unarmed Strike only	Does unarmed non-lethal damage (unless you are a Monk)
Escape from the Grapple with a Grapple Check	Grapple	—	Attack Action	—	Grapple ends & you can move 1 hex away
Pin your Opponent for 1 round	Grapple	—	Attack Action	—	Opponent is Pinned for 1 round. You may cover his/her mouth.
Use Opponent’s Light Weapon against Him/Her	Grapple	Yes	Attack Action	If successful, must then make an Attack roll. Opponent does not loose the weapon	Opponent takes damage
Draw a Light Weapon	Grapple	—	Move Action	Light Weapon only	Weapon is in your hand
Activate a Magic Item	—	—	Standard Action	Cannot be a Spell Completion Trigger item	Item activates.
Cast a Spell	Concentration check	—	Standard Action	Cannot have Somatic Components. DC is 20 + spell level	Spell takes effect
Escape from the Grapple with an Escape Artist check	Escape Artist check	—	Standard Action	DC is your Opponent’s Grapple Check	Grapple ends & you can move 1 hex away
Move	Grapple	Yes	Standard Action	+4 bonus if your Opponent is Pinned	You and your Opponent move up to half your Movement
Retrieve a Spell Component	—	—	Full Round Action	—	You have the desired spell component in your hand

Overrun (PH p157)(PH3.5e)+Definitions

Overrun Attack modifier = Strength modifier + Size modifier + 2 if charging. If doing an Overrun as part of Mounted Combat, use the mount's Size & Strength.

Overrun Defense modifier = (Strength modifier or Dexterity modifier) + Size modifier + 4 if stable (i.e., a Dwarf, having 4 legs, etc.).

Requirements of an Overrun

- An Attacker can only Overrun a Target that is no more than one Size Category larger than him/her.
- Executing an Overrun is a Standard Action, ~~though it also can be made at the end of a Charge.~~
- Only one Target may be Overrun per round.

Initiating an Overrun

Step 1: Attacker moves into Target's hex. This generates an Attack of Opportunity from the Target.

Step 2: The Target has the option of letting the Attacker go through the hex.

If the Target avoids the Overrun, it does not count as the Attacker's one Overrun for the round and the Action is complete.

Step 3: If the Target does not avoid the Overrun, the Attacker makes an Overrun Attack roll opposed by the Target's Overrun Defense roll.

If the Attacker has the higher roll, the Target is knocked Prone and the Attacker continues his / her movement.

Step 4: If the Target had the higher Opposed Overrun roll in Step 3, then the Target makes an Overrun Attack roll opposed by the Attacker's Overrun Defense roll.

If successful, the Attacker is forced 5' backwards & knocked Prone.

Otherwise, the Attacker is still forced 5' backward. If the hex is occupied, the Attacker falls Prone anyway.

Note: An Attacker with Feat: Improved Overrun does not generate an Attack of Opportunity at Step 1 & skips Step 2 (i.e., the Target cannot avoid the Overrun).

Sunder (PH p158)Definitions

Weapon-size modifier = based on melee weapon size category: +4 if Two-Handed, +0 if One-Handed, -4 if Light. If not a melee weapon, -4.

Sunder modifier = Attack modifier with the Melee weapon that is sundering / being sundered + Size modifier + Weapon-size modifier

Object's AC = 10 + the Object's size modifier (i.e., -1 if small, etc.) + the Dexterity modifier of the person carrying the object.

Initiating a Sunder

Step 1: Attacker generates an Attack of Opportunity from Target.

Step 2: If attacking a weapon, make an Opposed Sunder roll.

If attacking an other object, the Attacker makes an Attack roll against the Object's AC.

If successful, the Attacker rolls damage. The Target applies the damage to object after subtracting its Hardness. A list of typical Hardnesses & hit-points of objects is found at PH3.5 p158.

Note: An Attacker with Feat: Improved Sunder does not generate an Attack of Opportunity at Step 1 & gains a +4 bonus on his/her Sunder modifier.

Trip (PH p158)Definitions

Trip Attack modifier = Strength modifier + Size modifier + the trip bonus of the weapon being used (if any).

Trip Defense modifier = (Strength modifier or Dexterity modifier) + Size modifier + 4 if stable (i.e., a Dwarf, having 4 legs, etc.).

Requirements of a Trip

- An Attacker can only Trip a Target that is no more than one Size Category larger than him/her.
- A Trip is an Unarmed Attack unless the Attack has a weapon the explicitly allows tripping (such as a Whip).

Initiating a Trip as an Unarmed Attack

Step 1: The Attacker generates an Attack of Opportunity from Target.

Step 2: The Attacker makes a Touch Attack against the Target. If not successful, the action ends.

Step 3: The Attacker makes a Trip Attack roll opposed by the Target's Trip Defense roll.

If the Attacker has the higher roll, the Target is knocked Prone.

Step 4: If the Target had the higher Opposed Overrun roll in Step 3, then the Target makes a Trip Attack roll opposed by the Attacker's Trip Defense roll.

If successful, the Attacker knocked Prone.

Note: An Attacker with Feat: Improved Trip does not generate an Attack of Opportunity at Step 1. Also, if Step 4 is successful, the Attacker gets an immediate melee attack on the Target.

Initiating a Trip with a Weapon that can Trip

Step 1: The Attacker makes a Touch Attack against the Target with the weapon. If not successful, the action ends.

Step 2: The Attacker makes a Trip Attack roll opposed by the Target's Trip Defense roll.

If the Attacker has the higher roll, the Target is knocked Prone.

Step 3: If the Target had the higher Opposed Overrun roll in Step 3, then the Target makes a Trip Attack roll opposed by the Attacker's Trip Defense roll.

The Attacker can avoid this roll by dropping the weapon.

If the Attacker keeps the weapon & the Target's Trip attempt succeeds, the Attacker knocked Prone.



## Mounted Combat (PH p157)

### Definitions

Trip Attack modifier = Strength modifier + Size modifier + the trip bonus of the weapon being used (if any).

Trip Defense modifier = (Strength modifier or Dexterity modifier) + Size modifier + 4 if stable (i.e., a Dwarf, having 4 legs, etc.).

### Each Round

Step 1: Riding a creature that is not trained for combat into a fight requires a Ride check vs. DC 20 each round during the Move Action. If the check fails, the Move Action becomes a Full Round Action as the Rider works to control the Mount.

Step 2: If the Rider wishes to have both hands free, make a Ride check vs. DC 20 as a Free Action.

### Combat

Attacking while on a Mount grants a +1 “higher ground” bonus if the Mount is larger than the Target.

If the Mount moves more than 5', the Rider can only make a Single Melee Attack at the start or end of the movement.

The Mount can Charge, and both the Mount & the Rider gain all the bonuses & penalties for the action.

If using Ranged Weapons while the Mount is moving up to a Double move, the Rider takes a –4 penalty on attacks (but has the option of taking a Full Round Action). If the Mount is Running, the attack penalty is –8.

If the Mount falls in combat (due to going to negative hp, being tripped, etc.), the Rider must make a Ride check vs. DC 15 to make a “soft fall” (i.e., no damage).

## Garrote Attack (DR316 p42)

Effectively a Grapple with the Light Weapon being a strangling cord.

### Steps

Step 1: Make a special Melee Touch attack to wrap the Garrote around the target's neck. In addition to the target's normal Touch AC, add the target's Natural Armor Bonus, plus +4 if wearing Full Plate or a Leather Collar—or +10 if wearing a Gorget. This attack generates an Attack of Opportunity. If the Attack of Opportunity deals damage, the Garrote Attack fails. This is a normal attack, so characters entitled to multiple attacks per round may make multiple attempts.

Step 2: Make a Grapple check. If successful, you move into the target's square and begin doing Garrote damage (1d8 for a Medium-sized creature) plus 1½ Strength modifier. If the Grapple check fails, the target is no longer considered grappled. Moving into the target's square generates Attacks of Opportunities from other foes, but not the target.

Step 3: For each Grapple check, do the Garrote damage. This continues until you release the Garrote or the target gets free. You both receive all the standard penalties for being in a grapple.

## Teamwork Benefits

Teamwork Benefit	Reference	Leader Prerequisite	Member Prerequisite	Benefit
Awareness	(PH2 p159)	Listen: 12 ranks Spot: 12 ranks	Listen: 2 ranks Spot: 2 ranks	All Team Members receive a +2 Circumstance bonus on Listen & Spot checks as long as there is another Team Member within 30'.
Camp Routine	(PH2 p159)	Survival: 8 ranks –or– <u>Feat: Self-Sufficient</u>	Survival: 1 rank	Receive the following when in camp: 1. Team Members <u>on watch</u> receive a +2 bonus on Listen & Spot checks. 2. Team Members <u>sleeping</u> receive a +4 bonus on Listen checks to hear sound within 30'.
Circle of Blades	(PH2 p159)	Base Attack Bonus +6 <u>Feat: Weapon Specialization</u>	Sneak Attack +1d6	If a Team Member readies an action to attack when the Leader does receives a +2 bonus on damage against the same target. Applies to creatures immune to Sneak Attacks.
Climbing Squad	(Dun p047)	Climb: 8 ranks	Climb: 1 rank	When climbing, the Team Leader must go first. Once he/she is at a stable stopping point (often the top), The Team Leader can spend a Move Action each round to make a Aid Other check to grant <u>all</u> Team Member a +4 bonus on their Climb checks –and– make an Accelerated Climb with only a –2 penalty.
Crowded Charge	(PH2 p159)	Jump: 8 ranks	Jump: 1 rank	A Team Member may make a Charge action through other Team Members, though the charger must end in a square. Applies to mounted Team Members.
Cunning Ambush	(PH2 p159)	Hide: 8 ranks Listen: 8 ranks	Hide: 1 rank	After spending 10 minutes to conceal the Team Members, the Team Leader makes the Hide check for each Team Members, modified by that Team Member's Dexterity modifier & Armor Check penalty.
Cunning Ambush, Improved	(PH2 p159)	Hide: 12 ranks Listen: 12 ranks	Hide: 3 ranks 'Cunning Ambush' Teamwork Benefit	In addition to the benefits of 'Cunning Ambush', each Team Member may take a Full Round Action during the Surprise Round.
Door Procedures	(DMG2 p190)	Listen: 8 ranks Search: 8 ranks	Listen –or– Search: 1 rank	When listening at / searching a door or similar portal, the Team Leader receives a +1 Circumstance bonus on his/her Listen / Search check for each Team Member within 10'. The Team Leader can 'Take 20' on a Search check on the door in the time it takes to do 10 checks (vs. the normal 20 checks).
Expert Mountaineers	(PH2 p159)	Climb: 8 ranks Use Rope: 8 ranks	Climb –or– Use Rope: 1 rank	1. If one Team Member succeeds on a Climb check, each Team Member adjacent to him/her receives a +2 Circumstance bonus on the Climb check to ascend the same surface. 2. Team Members can make an Accelerated Climb with only a –2 penalty. 3. A Team Members can catch a falling comrade by succeeding on a Climb check vs. the wall's DC (instead of the wall's DC + 10).
Fearsome Roster	(HoB p117)	Intimidate: 8 ranks	Intimidate: 1 rank –or– Charisma 13+	Penalty on opponent's Morale checks. See HoB p72.
Field Medic Training	(DMG2 p190)	Heal: 8 ranks	Heal: 1 rank	If two Team Members attempt to Stabilize the same Dying creature in the same round, the second automatically succeeds.
Foe Hunting	(PH2 p160)	Favored Enemy (any) +4	Base Attack Bonus +4 Survival: 1 rank	A Team Member that flank the Team Leader against his/her Favored Enemy does +2 damage.
Friendly Fire Evasion	(DMG2 p191) (HoB p117)	Spellcraft: 4 ranks Evasion class ability	Base Reflex Save +2 Spellcraft: 1 rank	Team Members gain the Evasion class ability against spells cast by other Team Members.
Friendly Fire Evasion, Improved	(HoB p117)	Spellcraft: 6 ranks Improved Evasion class ability	Base Reflex Save +3 Spellcraft: 1 rank 'Friendly Fire Evasion' Teamwork Benefit	Team Members gain the Improved Evasion class ability against spells cast by other Team Members.
Gaze Aversion	(DMG2 p192)	Spot: 8 ranks	Spot: 1 rank	If one Team Member can see a foe with a Gaze Attack, other Team Members averting their eyes do not need to make a save against the Gaze Attack (since they are following the 'spotters' directions).
Group Trance	(PH2 p161)	Elf –or– Half-Elf	Concentration: 1 rank	By joining hands and meditating for 4 hours, all Team Members receive the benefit of 8 hours of sleep.
Indirect Fire	(PH2 p161)	Base Attack Bonus +6 <u>Feat: Precise Shot</u>	Spot: 3 ranks	If one Team Member can see a foe with Cover, Concealment, or Invisibility, he/she can use a Move Action to signal to other Team Members the foe's location. Against those Team Members, the foe only receives ½ the Cover bonus to AC and the Miss Chance is also halved.
Infiltration	(DMG2 p192) (HoB p118)	Hide: 8 ranks Move Silently: 8 ranks	Hide –or– Move Silently: 1 rank	The Team moves quickly and quietly. As long as a Team Member starts the round able to see another Team Member, he/she gains the following: 1. Team Members may move at Full Speed without taking the standard –5 penalty on Hide and Move Silently checks. 2. Hide checks to not keep Team Members from seeing each other.
Invisibility Sweep	(DMG2 p192) (HoB p118)	<u>Feat: Blind-Fight</u>	—	If a Team Member 'pin-points' an Invisible creature, all Team Members within earshot are considered to have 'pin-pointed' it until it moves. Typically methods for 'pin-pointing' are Listen checks, magic (such as <i>See Invisible</i> ), making Touch Attacks into four adjacent hexes as one Standard Action, etc.

Teamwork Benefit	Reference	Leader Prerequisite	Member Prerequisite	Benefit
Joint Bull Rush	(DMG2 p192) (HoB p118)	Feat: <u>Improved Bull Rush</u>	—	More than one Team Member may join in a Bull Rush against one foe. 1. All involved Team Members Ready a Bull Rush to be started on the last member's action. 2. Each member Bull Rushes the same foe, though only a single Bull Rush is resolved. This check uses the strongest Team Member's bonus, plus the Strength modifier of each member (minimum +1) 3. All members end their movement adjacent to each other & all provoke Attacks of Opportunity from the foe.
Joint Grapple Escape	(DMG2 p193) (HoB p118)	Base Attack Bonus +4 –or– Feat: <u>Improved Bull Rush</u>	—	Team Members may 'Aid Other' with a Grapple check or an Escape Artist check to escape a Grapple on an adjacent Team Member. If successful, the bonus is the aider's Strength modifier ( <u>minimum +4</u> ).
Like a Rock	(PH2 p161)	Stability racial trait	Balance: 1 rank	All Team Members adjacent to the Team Leader receive a bonus equal to the Stability racial trait against attempts to Bull Rush or Trip. This stacks with any Stability bonus that the Team Member may already have.
Massed Charge	(PH2 p161)	Balance: 5 ranks	Balance: 1 rank	More than one Team Member may join in a Charge against a single foe. 1. All involved Team Members delay their initiative until the same count. 2. Each member Charges and attacks the same foe (typically of Large size (or bigger)). 3. Each member receives a bonus on his/her attack roll equal to the number of involved Team Members.
Missile Volley	(PH2 p161)	Feat: <u>Far Shot</u> Feat: <u>Precise Shot</u>	Feat: <u>Point Blank Shot</u>	Each Team Member readies an action to fire a missile weapon at the same target when the Team Leader fires. Each Member, including the Leader, receives a bonus on the Attack roll equal to the number of Team Members involved.
Ranged Precision	(DMG2 p193) (HoB p118)	Base Attack Bonus +4 Feat: <u>Precise Shot</u>	Base Attack Bonus +2	If a Team Member targets a foe with a ranged attack that is in melee with other Team Members, the penalty on the attack is –2 (instead of –4). If one of those Team Members is granting the foe a Cover bonus, the bonus is reduced to +2 (instead of +4).
Search Team	(Dun p047)	Search: 5 ranks Trap Sense class ability	Search: 1 rank	As a Full Round Action, all Team Members use the Team Leader's Search check.
Snap Out of It	(DMG2 p193)	Concentration: 8 ranks	Concentration: 1 rank	If a Team Member is under a Compulsion effect (such as <i>Dominate Person</i> ), an adjacent Team Member may spend a Full Round Action to grant him/her a new saving throw against the effect. A given Team Member may only grant one new save, but other Team Members may grant additional saves. To use this ability, a Team Member must be known to be under a Compulsion effect, such as through a Sense Motive check, witnessing the casting of the spell, etc.
Spell Barrage	(DMG2 p193)	Spellcraft: 8 ranks	Spellcraft: 2 ranks	All creatures targeted by a Team Member's spell that requires a Reflex save receives a –2 penalty on all <u>subsequent</u> Reflex saves resulting from spells cast by other Team Members. This effect lasts for 1 round.
Spellcaster Guardian	(DMG2 p193) (HoB p118)	Spellcraft: 4 ranks Feat: <u>Combat Reflexes</u>	Spellcraft: 1 rank –or– Dexterity 13	If a Team Member provokes an Attack of Opportunity due to his/her spellcasting, a Team Member adjacent to the spellcaster may interpose himself/herself & take the attack. The attack roll & damage are resolved as if the interposing Team Member was the intended target. A given Team Member may interpose himself/herself up to (1 + Dexterity modifier) times per round.
Steadfast Resolve	(PH2 p162)	Concentration: 8 ranks Feat: <u>Iron Will</u>	Base Will Save +2	Team Members who can see another Team Member receive a +2 Circumstance bonus on saves vs. Fear.
Superior Flank	(DMG2 p194) (HoB p118)	Sneak Attack +4d6	Base Attack Bonus +3	If two Team Members are flanking an enemy, all Team Members receive the benefits for flanking that enemy. If at least two of the Team Members flanking an enemy have the Improved Uncanny Dodge class ability, add <u>all</u> the Rogue levels of Team Members flanking an enemy. If the total is (enemy's HD + 4) or greater, then all Team Members flanking the enemy receive the benefit of flanking.
Superior Team Effort – <skill>	(PH2 p162)	<skill>: 8 ranks Feat: <u>Skill Focus (&lt;skill&gt;)</u>	<skill>: 1 rank	Team Members may 'Aid Other' with <skill> by making a check vs. DC 5 (instead of the usual DC 10).
Team Melee Tactics	(PH2 p162)	Feat: <u>Combat Expertise</u> Feat: <u>Dodge</u>	Base Attack Bonus +6	When a Team Member uses an 'Aid Other' action to provide a bonus on an Attack roll, the bonus is increased by 1.
Team Rush	(PH2 p162)	Survival: 8 ranks Feat: <u>Endurance</u>	Survival: 1 rank	When traveling together overland on foot, Team Members travel at the same rate as the Team Leader does. This benefit does not effect movement in combat or other short-term movement.
Team Shield Maneuver	(PH2 p162)	Feat: <u>Shield Specialization</u>	Proficiency with Shields	If a Team Member's hit-points drop to –1 (or lower), an adjacent Team Member with a Shield may shove the first Team Member 10' before he/she falls prone. This is an <u>Immediate Action</u> .
Wall of Steel	(PH2 p162)	Base Attack Bonus +8 Proficiency with Tower Shields	Base Attack Bonus +2 Proficiency with Shields	A Team Member may grant an adjacent Team Member his/her Shield bonus to AC as a <u>Swift Action</u> . The bonus stacks with the adjacent Team Member's Shield bonus (i.e., he/she can receive an AC bonus from two (or even three) shields).

## Skill Tricks

Learning a Skill Trick costs 2 Skill Points. You may only have one Skill Trick per 2 Character levels (round up) (unless you take specific feats / prestige classes). Unless indicate otherwise, a Skill Trick can only be used once per encounter.

### Sorted by Type

#### Interaction

Skill Tricks	Reference	Type	Prerequisite	Benefit
Assume Quirk	(CSco p085)	Interaction	Disguise: 5 ranks	While impersonating a specific individual, you can eliminate the standard familiarity bonus from a creature's Spot check to determine if you are wearing a disguise. Usable 1 hour per day.
Distracting Taunt	(DR357 p087)	Interaction	Bluff: 8 ranks Spellcraft: 8 ranks	As an Attack of Opportunity or a Readied Action, you may attempt to disrupt a spellcaster within 20'. The spellcaster must make a Concentration check vs. DC (10 + your Bluff modifier + spell level) to cast the spell.
Group Fake-Out	(CSco p087)	Interaction	Bluff: 8 ranks	When you Feint in Combat, you may deprive more than one foe of their Dexterity bonus. Your part of the opposed check has a –2 penalty <u>per</u> foe after the first.
Insightful Improvisation	(DR357 p087)	Interaction	Diplomacy: 2 ranks Gather Info.: 5 ranks Perform: 5 ranks	You may use a Perform check in place of a Gather Information check, though the check receives a –5 penalty. Usable 1/day.
Never Outnumbered	(CSco p087)	Interaction	Intimidate: 8 ranks	When you make an Intimidate check to Demoralize an Opponent, all foes within 10' must attempt to resist (instead of just one).
Rhetorical Flourish	(DR357 p087)	Interaction	Diplomacy: 8 ranks	You can perform a rushed Diplomacy check as a Full Round action with only a –5 penalty (instead of the normal –10).
Second Impression	(CSco p088)	Interaction	Bluff: 5 ranks Disguise: 5 ranks	If an observer sees through your Disguise with a Spot check, you may make a Bluff check to convince him that he is mistaken. You must know that he saw through your disguise (typically by his reaction) & be within 30'. Usable 1/day.
Social Recovery	(CSco p089)	Interaction	Bluff: 8 ranks Diplomacy: 5 ranks	If you fail a Diplomacy check to change an NPC's attitude, you may make a Bluff check at –10 as a Full-Round Action to attempt to change the NPC's attitude again. If successful, you may only improve the target's attitude one category. Usable 1/day against a given target.

#### Manipulation

Skill Tricks	Reference	Type	Prerequisite	Benefit												
Clever Improviser	(CSco p085)	Manipulation	Disable Device: 5 ranks Open Lock: 5 ranks	You can make Disable Device and/or Open Lock checks without Thieves' Tools and <u>not</u> take the standard –2 penalty. If you fail one of these checks, you cannot use this ability again until you have rested 8 hours.												
Conceal Spellcasting	(CSco p085)	Manipulation	Concentration: 1 rank Sleight of Hand: 5 ranks Spellcraft: 1 rank	You can keep viewers from realizing that you are casting a spell by making an Opposed Sleight of Hand vs. Spot check. Opponents who fail the check do not gain an Attack of Opportunity or attempt to Counter your spell.												
Critical Observation	(DR357 p087)	Manipulation	Heal: 8 ranks Feat: <b>Improved Critical</b>	When making the roll to confirm a Threatened Critical, you may make a Heal check with a –10 penalty vs. the target's AC. Usable 1/day.												
Easy Escape	(CSco p086)	Manipulation	Escape Artist: 8 ranks up to Medium size	Receive an Circumstance bonus on Escape Artist checks to escape a Grapple or a Pin if your grappler is Large size or greater: <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Size</th> <th>Bonus</th> <th>Size</th> <th>Bonus</th> </tr> </thead> <tbody> <tr> <td>Large</td> <td>+4</td> <td>Gargantuan</td> <td>+12</td> </tr> <tr> <td>Huge</td> <td>+8</td> <td>Colossal</td> <td>+16</td> </tr> </tbody> </table>	Size	Bonus	Size	Bonus	Large	+4	Gargantuan	+12	Huge	+8	Colossal	+16
Size	Bonus	Size	Bonus													
Large	+4	Gargantuan	+12													
Huge	+8	Colossal	+16													
False Theurgy	(CSco p086)	Manipulation	Bluff –or– Sleight of Hand: 8 ranks Spellcraft: 8 ranks	As a Swift Action, you may disguise the Verbal & Somatic Components of a spell you are casting to make it seem to be a different spell of the same level.												
Healing Hands	(CSco p087)	Manipulation	Heal: 5 ranks	On a successful Stabilization check, you also heal the subject 1d6 hit-points.												
Hidden Blade	(CSco p087)	Manipulation	Sleight of Hand: 5 ranks Feat: <b>Quick Draw</b>	You may draw a successfully concealed weapon as a Move Action (normally a Standard Action). If you immediately attack a foe who was not aware of the weapon, he/she is considered Flat-Footed to your attack.												
Mosquito's Bite	(CSco p087)	Manipulation	Sleight of Hand: 12 ranks	When a Flat-Footed foe is damaged by your Light weapon, you have the option of the foe not noticing the wound until the start of your next turn.												
Opening Tap	(CSco p088)	Manipulation	Open Lock: 12 ranks	As a Swift Action, you may attempt an Open Lock check with a –10 penalty using something hard to knock open the lock. If you fail this check, you may not use this Trick again until you have rested for 8 hours.												
Quick Escape	(CSco p088)	Manipulation	Escape Artist: 12 ranks	You may do each of the following once per encounter: <ol style="list-style-type: none"> <li>As a Swift Action, attempt an Escape Artist check to escape a Grapple or Pin, even if you have already tried using a Standard Action to do the same.</li> <li>As a Move Action, you may attempt an Escape Artist check that normally is a Full-Round Action.</li> </ol>												
Shrouded Dance	(CSco p089)	Manipulation	Hide: 8 ranks Perform (dance): 5 ranks	As a Move Action, make a Hide check vs. DC 20 to Concealment until the start of your next turn.												
Sudden Draw	(CSco p089)	Manipulation	Sleight of Hand: 8 ranks Feat: <b>Quick Draw</b>	As an Immediate Action, you may draw a concealed weapon to make a Flat-Footed attack on a foe who has just generated an Attack-of-Opportunity.												
Whip Climber	(CSco p090)	Manipulation	Use Rope: 5 ranks Feat: <b>Exotic Weapon Proficiency (whip)</b>	As a Move Action, you may make a 'Secure a Grappling Hook' check (see page 75) using your Whip. If successful, treat your Whip as a rope for purposes of making Climb checks.												

Mental

Skill Tricks	Reference	Type	Prerequisite	Benefit
Clarity of Vision	(CSco p085)	Mental	Spot: 12 ranks	As a Swift Action, you can Pinpoint an Invisible creature for your Turn by making a Spot check vs. DC 20.
Collector of Stories	(CSco p085)	Mental	Know (any): 5 ranks	Receive a +5 Competence bonus on trained Knowledge check to remember the special ability / vulnerability of a creature.
Ecstatic Fervor	(DR357 p087)	Mental	Concentration: 8 ranks	If you take damage while casting or maintaining a spell, only half the damage applies to DC of the Concentration check. In the case of continuous damage, only one-quarter applies.
Listen to This	(CSco p087)	Mental	Listen: 5 ranks	On a successful Listen check, you can remember what you heard so well that you can replay it to others with enough accuracy that they can translate the language, identify the animal, etc. After 1 hour, the accuracy is lost.
Magical Appraisal	(CSco p087)	Mental	Appraise: 5 ranks Know (arcana): 5 ranks Spellcraft: 12 ranks	If you make a Spellcraft check to identify an object's magical aura by 5 or more, you can spend 1 minute to learn the object's powers (as per <i>Identify</i> ). Still requires <i>Detect Magic</i> to see the aura. Usable 1/day.
Point It Out	(CSco p088)	Mental	Spot: 8 ranks	As an Immediate Action, grant an ally within 30' a +2 bonus & free Spot check to see something you have just seen with a Spot check.
Spot the Weak Point	(CSco p089)	Mental	Spot: 12 ranks	As a Standard Action, make a Spot check opposed by your foe's AC. If successful, your first attack against that foe (within 1 round) is against its Touch AC. Usable with melee & ranged attacks within 30'.
Swift Concentration	(CSco p090)	Mental	Concentration: 12 ranks	As a Swift Action, you may maintain concentration on a spell, etc. (normally a Standard Action).

Movement

Skill Tricks	Reference	Type	Prerequisite	Benefit
Acrobatic Backstab	(CSco p084)	Movement	Tumble: 12 ranks	When you make a Tumble check to move through someone's square, you treat that creature as being Flat-Footed against your next melee attack in the current round. The target creature must be standing.
Back on Your Feet	(CSco p085)	Movement	Tumble: 12 ranks	You can stand from being Prone as an Immediate Action that does <u>not</u> provoke an Attack of Opportunity.
Corner Perch	(CSco p085)	Movement	Climb: 8 ranks	When you successfully climb a chimney / corner (i.e., something where you can brace both legs), you can stop your movement there until the end of your next turn. During this time, your hands are free to wield weapons, cast spells, etc. At the end of your next turn, you must make a Climb check vs. the original Climb DC +5 to stay perched. Otherwise you fall to the ground.
Dismount Attack	(CSco p086)	Movement	Ride: 5 ranks	If your mount has moved 10' –and– you succeed on a Fast Dismount check, you may make a Standard Action attack on an adjacent opponent as if you Charged.
Escape Attack	(CSco p086)	Movement	Escape Artist: 8 ranks	When you escape a grapple, you may make one Melee attack against your grappler with a Light Weapon you have in hand. This is a Swift Action.
Extreme Leap	(CSco p086)	Movement	Jump: 5 ranks	After a successful horizontal Jump of at least 10' during your turn, you may move an additional 10' as a Swift Action during the same turn.
Leaping Climber	(CSco p087)	Movement	Climb: 5 ranks Jump: 5 ranks	As a Swift Action, make a Running Vertical Jump (even if you don't have the distance to run) check before a Climb check. If successful, you start your Climb the vertical distance of the Jump check off the ground.
Nimble Charge	(CSco p087)	Movement	Balance: 5 ranks	You can Run or Charge across a Difficult Surface without needing to make a Balance check.
Nimble Stand	(CSco p088)	Movement	Tumble: 8 ranks	You may stand from being Prone without generating an Attack of Opportunity.
Quick Swimmer	(CSco p088)	Movement	Swim: 5 ranks	If your Swim check allows you to swim at least 10', add +10' to your movement.
Slipping Past	(CSco p089)	Movement	Escape Artist: 5 ranks Tumble: 5 ranks	As a Swift Action, you may ignore the movement cost & penalty on attack rolls & AC when squeezing through a Narrow Space until the start of your next turn.
Speedy Ascent	(CSco p089)	Movement	Climb: 5 ranks	If your Climb check allows you to climb at least 10', add +10' to your movement.
Tumbling Crawl	(CSco p090)	Movement	Tumble: 5 ranks	As a Move Action, make a Tumble check vs. DC 15 to be able to crawl 5' without generating an Attack-of-Opportunity.
Twisted Charge	(CSco p090)	Movement	Balance: 5 ranks Tumble: 5 ranks	As part of a Charge, you may turn up to 90' once, though this limits the charge to your movement (instead of 2x movement as usual).
Up the Hill	(CSco p090)	Movement	Balance: 5 ranks Jump: 5 ranks	For 1 round, move up stairs or a steep slope at normal movement (instead of ½ movement).
Walk the Walls	(CSco p090)	Movement	Climb: 12 ranks Tumble: 5 ranks	As long as you start & end your movement on a horizontal surface, you may move vertically 5' per 20' of normal movement. This does not require a Climb check.
Wall Jumper	(CSco p090)	Movement	Climb: 5 ranks Jump: 5 ranks	If you successfully climbed up or down a wall in the current or previous turn, you may make a horizontal Jump check as if you had a 'running start'.

Sorted by PrerequisiteAppraise

Skill Tricks	Reference	Type	Prerequisite	Benefit
Magical Appraisal	(CSco p087)	Mental	Appraise: 5 ranks Know (arcana): 5 ranks Spellcraft: 12 ranks	If you make a Spellcraft check to identify an object's magical aura by 5 or more, you can spend 1 minute to learn the object's powers (as per <i>Identify</i> ). Still requires <i>Detect Magic</i> to see the aura. Usable 1/day.

Balance

Skill Tricks	Reference	Type	Prerequisite	Benefit
Nimble Charge	(CSco p087)	Movement	Balance: 5 ranks	You can Run or Charge across a Difficult Surface without needing to make a Balance check.
Twisted Charge	(CSco p090)	Movement	Balance: 5 ranks Tumble: 5 ranks	As part of a Charge, you may turn up to 90° once, though this limits the charge to your movement (instead of 2x movement as usual).
Up the Hill	(CSco p090)	Movement	Balance: 5 ranks Jump: 5 ranks	For 1 round, move up stairs or a steep slope at normal movement (instead of ½ movement).

Bluff

Skill Tricks	Reference	Type	Prerequisite	Benefit
Distracting Taunt	(DR357 p087)	Interaction	Bluff: 8 ranks Spellcraft: 8 ranks	As an Attack of Opportunity or a Readied Action, you may attempt to disrupt a spellcaster within 20'. The spellcaster must make a Concentration check vs. DC (10 + your Bluff modifier + spell level) to cast the spell.
False Theurgy	(CSco p086)	Manipulation	Bluff –or– Sleight of Hand: 8 ranks Spellcraft: 8 ranks	As a Swift Action, you may disguise the Verbal & Somatic Components of a spell you are casting to make it seem to be a different spell of the same level.
Group Fake-Out	(CSco p087)	Interaction	Bluff: 8 ranks	When you Feint in Combat, you may attempt to deprive more than one foe of their Dexterity bonus. Your part of the opposed check has a –2 penalty per foe after the first.
Second Impression	(CSco p088)	Interaction	Bluff: 5 ranks Disguise: 5 ranks	If an observer sees through your Disguise with a Spot check, you may make a Bluff check to convince him/her that he/she is mistaken. You must know that the observer saw through your disguise (typically by his/her reaction) & be within 30'. Usable 1/day.
Social Recovery	(CSco p089)	Interaction	Bluff: 8 ranks Diplomacy: 5 ranks	If you fail a Diplomacy check to change an NPC's attitude, you may make a Bluff check at –10 as a Full-Round Action to attempt to change the NPC's attitude again. If successful, you may only improve the target's attitude one category. Usable 1/day against a given target.
Timely Misdirection	(CSco p090)	Interaction	Bluff: 8 ranks	If you successfully Feint in Combat, your opponent may not make any Attack-of-Opportunity against you until the start of your next turn.

Climb

Skill Tricks	Reference	Type	Prerequisite	Benefit
Corner Perch	(CSco p085)	Movement	Climb: 8 ranks	When you successfully climb a chimney / corner (i.e., something where you can brace both legs), you can stop your movement there until the end of your next turn. During this time, your hands are free to wield weapons, cast spells, etc. At the end of your next turn, you must make a Climb check vs. the original Climb DC +5 to stay perched. Otherwise you fall to the ground.
Leaping Climber	(CSco p087)	Movement	Climb: 5 ranks Jump: 5 ranks	As a Swift Action, make a Running Vertical Jump (even if you don't have the distance to run) check before a Climb check. If successful, you start your Climb the vertical distance of the Jump check off the ground.
Speedy Ascent	(CSco p089)	Movement	Climb: 5 ranks	If your Climb check allows you to climb at least 10', add +10' to your movement.
Walk the Walls	(CSco p090)	Movement	Climb: 12 ranks Tumble: 5 ranks	As long as you start & end your movement on a horizontal surface, you may move vertically 5' per 20' of normal movement. This does not require a Climb check.
Wall Jumper	(CSco p090)	Movement	Climb: 5 ranks Jump: 5 ranks	If you successfully climbed up or down a wall in the current or previous turn, you may make a horizontal Jump check as if you had a 'running start'.

Skill Tricks (continued)Concentration

Skill Tricks	Reference	Type	Prerequisite	Benefit
Conceal Spellcasting	(CSco p085)	Manipulation	Concentration: 1 rank Sleight of Hand: 5 ranks Spellcraft: 1 rank	You can keep viewers from realizing that you are casting a spell by making an Opposed Sleight of Hand vs. Spot check. Opponents who fail the check do not gain an Attack of Opportunity or attempt to Counter your spell.
Ecstatic Fervor	(DR357 p087)	Mental	Concentration: 8 ranks	If you take damage while casting or maintaining a spell, only half the damage applies to DC of the Concentration check. In the case of continuous damage, only one-quarter applies.
Swift Concentration	(CSco p090)	Mental	Concentration: 12 ranks	As a Swift Action, you may maintain concentration on a spell, etc. (normally a Standard Action).

Diplomacy

Skill Tricks	Reference	Type	Prerequisite	Benefit
Insightful Improvisation	(DR357 p087)	Interaction	Diplomacy: 2 ranks Gather Info.: 5 ranks Perform: 5 ranks	You may use a Perform check in place of a Gather Information check, though the check receives a –5 penalty. Usable 1/day.
Rhetorical Flourish	(DR357 p087)	Interaction	Diplomacy: 8 ranks	You can perform a rushed Diplomacy check as a Full Round action with only a –5 penalty (instead of the normal –10).
Social Recovery	(CSco p089)	Interaction	Bluff: 8 ranks Diplomacy: 5 ranks	If you fail a Diplomacy check to change an NPC's attitude, you may make a Bluff check at –10 as a Full-Round Action to attempt to change the NPC's attitude again. If successful, you may only improve the target's attitude one category. Usable 1/day against a given target.

Disguise

Skill Tricks	Reference	Type	Prerequisite	Benefit
Assume Quirk	(CSco p085)	Interaction	Disguise: 5 ranks	While impersonating a specific individual, you can eliminate the standard familiarity bonus from a creature's Spot check to determine if you are wearing a disguise. Usable 1 hour per day.
Second Impression	(CSco p088)	Interaction	Bluff: 5 ranks Disguise: 5 ranks	If an observer sees through your Disguise with a Spot check, you may make a Bluff check to convince him/her that he/she is mistaken. You must know that the observer saw through your disguise (typically by his/her reaction) & be within 30'. Usable 1/day.

Disable Device

Skill Tricks	Reference	Type	Prerequisite	Benefit
Clever Improviser	(CSco p085)	Manipulation	Disable Device: 5 ranks Open Lock: 5 ranks	You can make Disable Device and/or Open Lock checks without Thieves' Tools and <u>not</u> take the standard –2 penalty. If you fail one of these checks, you cannot use this ability again until you have rested 8 hours.

Escape Artist

Skill Tricks	Reference	Type	Prerequisite	Benefit												
Easy Escape	(CSco p086)	Manipulation	Escape Artist: 8 ranks up to Medium size	Receive an Circumstance bonus on Escape Artist checks to escape a Grapple or a Pin if your grappler is Large size or greater: <table style="margin-left: 20px;"> <tr> <td>Size</td> <td>Bonus</td> <td>Size</td> <td>Bonus</td> </tr> <tr> <td>Large</td> <td>+4</td> <td>Gargantuan</td> <td>+12</td> </tr> <tr> <td>Huge</td> <td>+8</td> <td>Colossal</td> <td>+16</td> </tr> </table>	Size	Bonus	Size	Bonus	Large	+4	Gargantuan	+12	Huge	+8	Colossal	+16
Size	Bonus	Size	Bonus													
Large	+4	Gargantuan	+12													
Huge	+8	Colossal	+16													
Escape Attack	(CSco p086)	Movement	Escape Artist: 8 ranks	When you escape a grapple, you may make one Melee attack against your grappler with a Light Weapon you have in hand. This is a Swift Action.												
Quick Escape	(CSco p088)	Manipulation	Escape Artist: 12 ranks	You may do each of the following once per encounter: <ol style="list-style-type: none"> <li>As a Swift Action, you may attempt an Escape Artist check to escape a Grapple or a Pin, even if you have already tried using a Standard Action to do the same.</li> <li>As a Move Action, you may attempt an Escape Artist check that normally is a Full-Round Action.</li> </ol>												
Slipping Past	(CSco p089)	Movement	Escape Artist: 5 ranks Tumble: 5 ranks	As a Swift Action, you may ignore the movement cost & penalty on attack rolls & AC when squeezing through a Narrow Space until the start of your next turn.												

Skill Tricks (continued)Gather Information

Skill Tricks	Reference	Type	Prerequisite	Benefit
Insightful Improvisation	(DR357 p087)	Interaction	Diplomacy: 2 ranks Gather Info.: 5 ranks Perform: 5 ranks	You may use a Perform check in place of a Gather Information check, though the check receives a –5 penalty. Usable 1/day.

Heal

Skill Tricks	Reference	Type	Prerequisite	Benefit
Critical Observation	(DR357 p087)	Manipulation	Heal: 8 ranks Feat: <b>Improved Critical</b>	When making the roll to confirm a Threatened Critical, you may make a Heal check with a –10 penalty vs. the target's AC. Usable 1/day.
Healing Hands	(CSco p087)	Manipulation	Heal: 5 ranks	On a successful Stabilization check, you also heal the subject 1d6 hit-points.

Hide

Skill Tricks	Reference	Type	Prerequisite	Benefit
Shrouded Dance	(CSco p089)	Manipulation	Hide: 8 ranks Perform (dance): 5 ranks	As a Move Action, make a Hide check vs. DC 20 to Concealment until the start of your next turn.

Intimidate

Skill Tricks	Reference	Type	Prerequisite	Benefit
Never Outnumbered	(CSco p087)	Interaction	Intimidate: 8 ranks	When you make an Intimidate check to Demoralize an Opponent, all foes within 10' must attempt to resist (instead of just one).

Jump

Skill Tricks	Reference	Type	Prerequisite	Benefit
Extreme Leap	(CSco p086)	Movement	Jump: 5 ranks	After a successful horizontal Jump of at least 10' during your turn, you may move an additional 10' as a Swift Action during the same turn.
Leaping Climber	(CSco p087)	Movement	Climb: 5 ranks Jump: 5 ranks	As a Swift Action, make a Running Vertical Jump (even if you don't have the distance to run) check before a Climb check. If successful, you start your Climb the vertical distance of the Jump check off the ground.
Up the Hill	(CSco p090)	Movement	Balance: 5 ranks Jump: 5 ranks	For 1 round, move up stairs or a steep slope at normal movement (instead of ½ movement).
Wall Jumper	(CSco p090)	Movement	Climb: 5 ranks Jump: 5 ranks	If you successfully climbed up or down a wall in the current or previous turn, you may make a horizontal Jump check as if you had a 'running start'.

Knowledge

Skill Tricks	Reference	Type	Prerequisite	Benefit
Collector of Stories	(CSco p085)	Mental	Know (any): 5 ranks	Receive a +5 Competence bonus on trained Knowledge check to remember the special ability / vulnerability of a creature.
Magical Appraisal	(CSco p087)	Mental	Appraise: 5 ranks Know (arcana): 5 ranks Spellcraft: 12 ranks	If you make a Spellcraft check to identify an object's magical aura by 5 or more, you can spend 1 minute to learn the object's powers (as per <i>Identify</i> ). Still requires <i>Detect Magic</i> to see the aura. Usable 1/day.

Listen

Skill Tricks	Reference	Type	Prerequisite	Benefit
Listen to This	(CSco p087)	Mental	Listen: 5 ranks	On a successful Listen check, you can remember what you heard so well that you can replay it to others with enough accuracy that they can translate the language, identify the animal, etc. After 1 hour, the accuracy is lost.



## Skill Tricks (continued)

## Open Lock

Skill Tricks	Reference	Type	Prerequisite	Benefit
Clever Improviser	(CSco p085)	Manipulation	Disable Device: 5 ranks Open Lock: 5 ranks	You can make Disable Device and/or Open Lock checks without Thieves' Tools and <u>not</u> take the standard –2 penalty. If you fail one of these checks, you cannot use this ability again until you have rested 8 hours.
Opening Tap	(CSco p088)	Manipulation	Open Lock: 12 ranks	As a Swift Action, you may attempt an Open Lock check with a –10 penalty using something hard to knock open the lock. If you fail this check, you may not use this Trick again until you have rested for 8 hours.

## Perform

Skill Tricks	Reference	Type	Prerequisite	Benefit
Insightful Improvisation	(DR357 p087)	Interaction	Diplomacy: 2 ranks Gather Info.: 5 ranks Perform: 5 ranks	You may use a Perform check in place of a Gather Information check, though the check receives a –5 penalty. Usable 1/day.
Shrouded Dance	(CSco p089)	Manipulation	Hide: 8 ranks Perform (dance): 5 ranks	As a Move Action, make a Hide check vs. DC 20 to Concealment until the start of your next turn.

## Ride

Skill Tricks	Reference	Type	Prerequisite	Benefit
Dismount Attack	(CSco p086)	Movement	Ride: 5 ranks	If your mount has moved 10' –and– you succeed on a Fast Dismount check, you may make a Standard Action attack on an adjacent opponent as if you Charged.

## Sleight of Hand

Skill Tricks	Reference	Type	Prerequisite	Benefit
Conceal Spellcasting	(CSco p085)	Manipulation	Concentration: 1 rank Sleight of Hand: 5 ranks Spellcraft: 1 rank	You can keep viewers from realizing that you are casting a spell by making an Opposed Sleight of Hand vs. Spot check. Opponents who fail the check do not gain an Attack of Opportunity or attempt to Counter your spell.
False Theurgy	(CSco p086)	Manipulation	Bluff –or– Sleight of Hand: 8 ranks Spellcraft: 8 ranks	As a Swift Action, you may disguise the Verbal & Somatic Components of a spell you are casting to make it seem to be a different spell of the same level.
Hidden Blade	(CSco p087)	Manipulation	Sleight of Hand: 5 ranks Feat: <u>Quick Draw</u>	You may draw a successfully concealed weapon as a Move Action (normally drawing a concealed weapon is a Standard Action). If you immediately attack a foe who was not aware of the weapon, he/she is considered Flat-Footed to your attack.
Mosquito's Bite	(CSco p087)	Manipulation	Sleight of Hand: 12 ranks	When a Flat-Footed foe is damaged by your Light weapon, you have the option of the foe not noticing the wound until the start of your next turn.
Sudden Draw	(CSco p089)	Manipulation	Sleight of Hand: 8 ranks Feat: <u>Quick Draw</u>	As an Immediate Action, you may draw a concealed weapon to make a Flat-Footed attack on a foe who has just generated an Attack-of-Opportunity.

## Spellcraft

Skill Tricks	Reference	Type	Prerequisite	Benefit
Conceal Spellcasting	(CSco p085)	Manipulation	Concentration: 1 rank Sleight of Hand: 5 ranks Spellcraft: 1 rank	You can keep viewers from realizing that you are casting a spell by making an Opposed Sleight of Hand vs. Spot check. Opponents who fail the check do not gain an Attack of Opportunity or attempt to Counter your spell.
Distracting Taunt	(DR357 p087)	Interaction	Bluff: 8 ranks Spellcraft: 8 ranks	As an Attack of Opportunity or a Readied Action, you may attempt to disrupt a spellcaster within 20'. The spellcaster must make a Concentration check vs. DC (10 + your Bluff modifier + spell level) to cast the spell.
False Theurgy	(CSco p086)	Manipulation	Bluff –or– Sleight of Hand: 8 ranks Spellcraft: 8 ranks	As a Swift Action, you may disguise the Verbal & Somatic Components of a spell you are casting to make it seem to be a different spell of the same level.
Magical Appraisal	(CSco p087)	Mental	Appraise: 5 ranks Know (arcana): 5 ranks Spellcraft: 12 ranks	If you make a Spellcraft check to identify an object's magical aura by 5 or more, you can spend 1 minute to learn the object's powers (as per <i>Identify</i> ). Still requires <i>Detect Magic</i> to see the aura. Usable 1/day.

## Skill Tricks (continued)

Spot

Skill Tricks	Reference	Type	Prerequisite	Benefit
Clarity of Vision	(CSco p085)	Mental	Spot: 12 ranks	As a Swift Action, you can Pinpoint an Invisible creature for your Turn by making a Spot check vs. DC 20.
Spot the Weak Point	(CSco p089)	Mental	Spot: 12 ranks	As a Standard Action, make a Spot check opposed by your foe's AC. If successful, your first attack against that foe (within 1 round) is against its Touch AC. Usable with melee & ranged attacks within 30'.
Point It Out	(CSco p088)	Mental	Spot: 8 ranks	As an Immediate Action, grant an ally within 30' a +2 bonus & free Spot check to see something you have just seen with a Spot check.

Swim

Skill Tricks	Reference	Type	Prerequisite	Benefit
Quick Swimmer	(CSco p088)	Movement	Swim: 5 ranks	If your Swim check allows you to swim at least 10', add +10' to your movement.

Tumble

Skill Tricks	Reference	Type	Prerequisite	Benefit
Acrobatic Backstab	(CSco p084)	Movement	Tumble: 12 ranks	When you make a Tumble check to move through someone's square, you treat that creature as being Flat-Footed against your next melee attack in the current round. The target creature must be standing.
Back on Your Feet	(CSco p085)	Movement	Tumble: 12 ranks	You can stand from being Prone as an Immediate Action that does <u>not</u> provoke an Attack of Opportunity.
Nimble Stand	(CSco p088)	Movement	Tumble: 8 ranks	You may stand from being Prone without generating an Attack of Opportunity.
Slipping Past	(CSco p089)	Movement	Escape Artist: 5 ranks Tumble: 5 ranks	As a Swift Action, you may ignore the movement cost & penalty on attack rolls & AC when squeezing through a Narrow Space until the start of your next turn.
Tumbling Crawl	(CSco p090)	Movement	Tumble: 5 ranks	As a Move Action, make a Tumble check vs. DC 15 to be able to crawl 5' without generating an Attack-of-Opportunity.
Twisted Charge	(CSco p090)	Movement	Balance: 5 ranks Tumble: 5 ranks	As part of a Charge, you may turn up to 90' once, though this limits the charge to your movement (instead of 2x movement as usual).
Walk the Walls	(CSco p090)	Movement	Climb: 12 ranks Tumble: 5 ranks	As long as you start & end your movement on a horizontal surface, you may move vertically 5' per 20' of normal movement. This does not require a Climb check.

Use Rope

Skill Tricks	Reference	Type	Prerequisite	Benefit
Whip Climber	(CSco p090)	Manipulation	Use Rope: 5 ranks Feat: <u>Exotic Weapon Proficiency (whip)</u>	As a Move Action, you may make a 'Secure a Grappling Hook' check (see page 75) using your Whip. If successful, treat your Whip as a rope for purposes of making Climb checks.

## Appendix

## Revision History

June 29, 2004	– Initial. Absorbed the ‘Skills’ section of the deprecated ‘Basic Index’. Added Complete Warrior and the Book of Exalted Deeds. Added Dragon #309 – #313.
April 1, 2005	– Not much.
September 7, 2005	– Rebuilt the Skill section of the index from the original sources. Added Complete Adventurer. Added Dragon #330 – #335.
December 9, 2005	– Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark Added Sharn : City of Towers. Added Book of Vile Darkness. Added Dragon #336 – #338.
April 14, 2006	– Added Races of the Dragon. Added Dragon #339 – #343. Added Dungeon #104 – #134.
October 1, 2007	– Added Dragon #315 – #323, #344 – #359. Added Dungeon #135 – #150. Added Stormwrack, Player’s Handbook 2, Heroes of Battle, Complete Scoundrel.

## Key to Sourcebooks

PH	– Player’s Handbook v.3.5	BoED	– Book of Exalted Deeds
PH2	– Player’s Handbook 2	FF	– Fiend Folio
DMG	– Dungeon Master’s Guide v.3.5	UA	– Unearthed Arcana
DMG2	– Dungeon Master’s Guide 2	HoB	– Heroes of Battle
MM	– Monster Manual v.3.5	Frost	– Frostburn
MM2	– Monster Manual II	Storm	– Stormwrack
MM3	– Monster Manual III	Sand	– Sandstorm
MM4	– Monster Manual IV	FR	– Forgotten Realms Campaign Setting
MM5	– Monster Manual V	MoF	– Magic of Faerûn
CWar	– Complete Warrior	LoD	– Lords of Darkness
CDiv	– Complete Divine	RoF	– Races of Faerûn
CArc	– Complete Arcane	SM	– Silver Marches
CAdv	– Complete Adventurer	Und	– Underdark
CSc	– Complete Scoundrel	PGF	– Player’s Guide to Faerûn
RoS	– Races of Stone	Eb	– Eberron Campaign Setting
RoD	– Races of Destiny	PGE	– Player’s Guide to Eberron
RotW	– Races of the Wild	FoE	– Faiths of Eberron
RoE	– Races of Eberron	RoE	– Races of Eberron
RotD	– Races of the Dragon	SoX	– Secrets of Xen’drik
Dcn	– Draconomicon	5Nat	– Five Nations
LM	– Libris Mortis	DR###	– Dragon Magazine (with issue number) (e.g., DR343 is Dragon Magazine #343)
LoM	– Lords of Madness	DU##	– Dungeon Magazine (with issue number)
HotA	– Fiendish Codex 1: Hoards of the Abyss		
Tot9H	– Fiendish Codex 2: Tyrants of the 9 Hells		
Drow	– Drow of the Underdark		

3.5up	– D&D v.3.5 Accessory Update	– <a href="http://www.wizards.com/dnd/files/DnD35_update_booklet.zip">http://www.wizards.com/dnd/files/DnD35_update_booklet.zip</a>
PH3.5e	– Player’s Handbook v.3.5 Errata	– <a href="http://www.wizards.com/dnd/files/PHB_Errata09242003.zip">http://www.wizards.com/dnd/files/PHB_Errata09242003.zip</a>
MM3Errata	– Monster Manual III Errata	– <a href="http://www.wizards.com/dnd/files/MM3_Errata07122006.zip">http://www.wizards.com/dnd/files/MM3_Errata07122006.zip</a>
PGFe	– Player’s Guide to Faerûn Errata	– <a href="http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip">http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip</a>
CDivErrata	– Complete Divine Errata	– <a href="http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip">http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip</a>
CArcErrata	– Complete Arcane Errata	– <a href="http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip">http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip</a>
CAdvErrata	– Complete Adventurer Errata	– <a href="http://www.wizards.com/dnd/files/CompleteAdventurer_Errata08022005.zip">http://www.wizards.com/dnd/files/CompleteAdventurer_Errata08022005.zip</a>
DR334Errata	– Dragon 344 Errata	– <a href="http://paizo.com/dragonissues/344/DR344_Supplement.pdf">http://paizo.com/dragonissues/344/DR344_Supplement.pdf</a>
EbErrata	– Eberron Errata	– <a href="http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip">http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip</a>
wCity1	– Cityscape Web Enhancement #1	– <a href="http://www.wizards.com/default.asp?x=dnd/we/20070228a">http://www.wizards.com/default.asp?x=dnd/we/20070228a</a>
wCity3	– Cityscape Web Enhancement #3	– <a href="http://www.wizards.com/default.asp?x=dnd/we/20070314a">http://www.wizards.com/default.asp?x=dnd/we/20070314a</a>
wRotD1	– Races of the Dragon Web Enhancement #1	– <a href="http://www.wizards.com/default.asp?x=dnd/we/20060127a">http://www.wizards.com/default.asp?x=dnd/we/20060127a</a>
wRotD2	– Races of the Dragon Web Enhancement #2	– <a href="http://www.wizards.com/default.asp?x=dnd/we/20060420a">http://www.wizards.com/default.asp?x=dnd/we/20060420a</a>
wLivingSpell1	– WoTC Living Spells, part 1 of 4	– <a href="http://www.wizards.com/default.asp?x=dnd/ls/20060918a">http://www.wizards.com/default.asp?x=dnd/ls/20060918a</a>

wLivingSpell2	–	WotC Living Spells, part 2 of 4	–	<a href="http://www.wizards.com/default.asp?x=dnd/ls/20061002a">http://www.wizards.com/default.asp?x=dnd/ls/20061002a</a>
wLivingSpell3	–	WotC Living Spells, part 3 of 4	–	<a href="http://www.wizards.com/default.asp?x=dnd/ls/20061026a">http://www.wizards.com/default.asp?x=dnd/ls/20061026a</a>
wLivingSpell4	–	WotC Living Spells, part 4 of 4	–	<a href="http://www.wizards.com/default.asp?x=dnd/ls/20070115a">http://www.wizards.com/default.asp?x=dnd/ls/20070115a</a>
wWarforged	–	Dragonshards – The Warforged	–	<a href="http://www.wizards.com/default.asp?x=dnd/ebds/20050627a">http://www.wizards.com/default.asp?x=dnd/ebds/20050627a</a>
wWaterdeep	–	Waterdeep Web Enhancement	–	<a href="http://www.wizards.com/dnd/files/Noble_House.zip">http://www.wizards.com/dnd/files/Noble_House.zip</a>
wTot9H	–	Tyrants of the 9 Hell’s Web Enhancement	–	<a href="http://www.wizards.com/dnd/files/WE_FC2.zip">http://www.wizards.com/dnd/files/WE_FC2.zip</a>

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.