

Dungeons & Dragons 3.5 Edition Index – Skills & Actions

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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.
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. Feat: <u>Diligent</u> grants a +2 bonus. Feat: <u>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)	Time: 1 Minute	Retry? No	Take 10? Yes	Take 20? No
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You can determine the value of a common or well known item by spending 1 Minute and making a check DC 12. Success gives you a value within 10% of its true value. Failure means you estimate the value between 50% and 150% (2d6+3 * 10%) of its actual value. If untrained, failure means you do not know the value at all.

Rare and exotic items have a DC 15, 20, or higher. Success gives you a value within 30% of its true value (2d4+5 * 10%). Failure means you do not know the value at all. If untrained, success gives you a value between 50% and 150% (2d6+3 * 10%).

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	<correct>	<no guess>	50% – 150%
Exotic (unusual gems, spell components, jewelry)	20	<correct>	<no guess>	50% – 150%
Unique (masterpiece artwork, royal jewels, crowns)	25+	<correct>	<no guess>	50% – 150%

Determine Value Quickly	(CAAdv p97)	Time: 1 Full Round	Retry? No (but see below)	Take 10? Yes	Take 20? No
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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	<correct>	<no guess>
Exotic (unusual gems, spell components, jewelry)	25	<correct>	<no guess>
Unique (masterpiece artwork, royal jewels, crowns)	30+	<correct>	<no guess>

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.

Rate Modifier	DC
Move at ½ speed	+0
Move at full speed	+5

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

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.

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
Attempting to Run (CAAdv p97)	+20

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 are damaged.

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

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.

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 21) 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.

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.

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
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
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 while climbing) (CAAdv p97)	+20

While climbing, you are considered to be Stunned, so opponents receive a +2 attack bonus and you lose your Dexterity bonus to AC. You also make a check each time you are damaged.

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

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.

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

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

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</i> , <i>Command Plants</i> , etc)	15
Grappled or pinned	20 ¹
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

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

Craft (type)

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.
In Class For:	Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Rogue, Sorcerer, Wizard

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

Examples of Crafts:

Alchemy	Bowmaking	Cobbling	Painting	Shipmaking	Weaving
Armorsmithing	Blacksmithing	Gemcutting	Poisonmaking	Stonecarving	Woodcarving
Basketweaving	Calligraphy	Leatherworking	Pottery	Stonemasonry	
Bookbinding	Carpentry	Locksmithing	Sculpture	Trapmaking	

Earn Money (PH p70) Time: 1 Week Retry? Yes Take 10? Yes Take 20? No

You make ½ 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

To make an item, you must start by spending 1/3rd 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 th 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.

Typical DC:

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

Items – Specific	Skill Required	DC
Armor or Shield	Armorsmith	10 + AC bonus
Spellbook	Bookbinding	15
Longbow or Shortbow	Bowmaking	12
Composite Longbow or Shortbow	Bowmaking	15
Mighty Bow	Bowmaking	15 + 2 * Strength modifier
Crossbow	Weaponsmith	15
Simple Melee or Thrown Weapon	Weaponsmith	12
Martial Melee or Thrown Weapon	Weaponsmith	15
Exotic Melee or Thrown Weapon	Weaponsmith	18

Make Item by the Day (PH p70) Time: 1 Day Retry? Yes Take 10? Yes Take 20? No

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

Follows all the rule above, except the cost to repair an object is typically 1/5th of the item’s price.

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 code that can be used to transfer written messages safely.

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").

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</u> grants a +2 bonus.
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) (CAAdv 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

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

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) ²	-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

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

² 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, & 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:	Feat: <u>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. <u>Feat: 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.

Gather 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

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 18.

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.

Teach an Animal a Trick	(PH p74)	Time: 1 Week	Retry? Yes	Take 10? Yes	Take 20? No
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Teach an Animal a Trick (choices and DC's listed on page 18). By default, an Animal can know 3 Tricks per point of Intelligence score.

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

List of Purposes and their DC's are listed on page 19.

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.

Handle Animal (continued)

Examples of Tricks

For each point of Intelligence, an Animal can learn three Tricks from the following list. 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.
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 p74)	20	—	The Animal will attack the designated Humanoid, Monstrous Humanoid, Giant, or Animal.
Attack Unusual	(PH p74)	20	Attack trick	The Animal will attack the designated creature of any type (including Undead).
Come	(PH p74)	15	—	The Animal will come to its master, even into unusual areas
Defend	(PH p75)	20	—	The Animal will automatically come to its master's defense, or will defend a person designated by its master.
Down	(PH p75)	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 p75)	15	—	The Animal will attempt to retrieve the designated object.
Guard	(PH p75)	20	—	The Animal will stay in the designated location and keep others from approaching it.
Heel	(PH p75)	15	—	The Animal will follow its master, even into unusual areas.
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.
Perform	(PH p75)	15	—	The Animal can perform simple tricks, such as barking on command & rolling over.
Seek	(PH p75)	15	—	The Animal goes into the designated area and looks for anything alive and/or animate.
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 p75)	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.
Track	(PH p75)	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.
Work	(PH p75)	15	—	The Animal will pull or push a Medium / Heavy load.

Handle Animal (continued)

Examples of Purposes

Animals that are trained for a job, such as Guarding or Hunting, have a set of Tricks that it learns as a group. 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
Advanced Fighting	(CAAdv p101)	20	6	The Animal knows Assist Attack, Attack, Down, Hold, Stay, & Subdue.
Combat Riding	(PH p75)	20	6	The Animal knows Attack, Come, Defend, Down, Guard, & Heel. Note: Warhorses & Riding Dogs already have this training.
Defensive Guarding	(CAAdv p101)	20	6	The Animal knows Defend, Down, Guard, Hold, Subdue, & Warn.
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.
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.
Heavy Labor	(PH p75)	15	2	The Animal knows Come & Work.
Hunting	(PH p75)	20	6	The Animal knows Attack, Down, Fetch, Heel, Seek, & Track.
Performing	(PH p75)	15	5	The Animal knows Come, Fetch, Heel, Perform, & Stay.
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	Assist Attack	Attack	Come	Defend	Down	Fetch	Guard	Heel	Hold	Home	Perform	Seek	Stay	Steel	Subdue	Track	Warn	Work
Advanced Fighting	+	+			+				+				+		+			
Combat Riding		+	+	+	+		+	+									+	
Defensive Guarding				+	+		+		+						+		+	
Fighting		+			+								+					
Guarding		+		+	+		+											
Heavy Labor			+															+
Hunting		+			+	+		+				+				+		
Performing			+			+		+			+		+					
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 th level Ranger in natural terrain does not need Cover or Concealment to make a Hide check (i.e., Camouflage class ability) A 17 th 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 notices. 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

Avoid Being Seen	(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 5). If this is successful, you can then make a 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.

Sniping	(PH p76)	Time: 1 Move 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.

Blend into a Crowd	(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.

Move between Cover	(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 you 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.

Using this ability, you can sneak up on a target in order to catch him/her Flat Footed.

Tailing Someone	(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’ way, 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 5) 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: <u>Run</u> grants a +4 bonus for jumps with a running start. Feat: <u>Acrobatic</u> 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 ³ 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.

³ 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 ³ 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.

Knowledge (type)

Base Ability:	Intelligence
Must be Trained?:	No – up to DC 10 Yes – DC 11 or above
Armor Check?:	No

Each type of Knowledge must be bought separately.

Know an Answer (PH p78) Time: Immediate Retry? No Take 10? Yes Take 20? No

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

Knowledge (Arcana)

Synergy bonus:	—
In Class For:	Bards, Clerics, Monks, Sorcerers, Wizards

Know about a Constructs, Dragons, Magical Beasts (PH p78) — DC 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.
Know about Ancient Mysteries, Magical Traditions, Arcane Symbols, Cryptic Phrases (PH p78) — standard DC's

Knowledge (Architecture and Engineering)

Synergy bonus:	—
In Class For:	Bards, Wizards

Know about Buildings, Aqueducts, Bridges, Fortifications (PH p78) — standard DC's
Find weaknesses in an observed stronghold (CWar p122) — DC 20 (check gets a +5 bonus with an accurate map)

Knowledge (Dungeoneering)

Synergy bonus:	—
In Class For:	Bards, Rangers, Wizards

Know about Aberrations & Oozes (PH p78) — DC 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.
Know about Caverns & Spelunking (PH p78) — standard DC's

Knowledge (Geography)

Synergy bonus:	—
In Class For:	Bards, Rangers, Wizards

Know about Lands, Terrain, Climate, Peoples (PH p78) — standard DC's

Knowledge (History)

Synergy bonus:	—
In Class For:	Bards, Clerics, Wizards

Know about wars, colonies, migrations, founding of cities (PH p78) — standard DC's

Knowledge (continued)

Knowledge (Local)

Synergy bonus:	—
In Class For:	Bards, Rogues, Wizards

Know about local Humanoids (PH p78) — DC 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.
 Know about legends, personalities, inhabitants, laws, customs, traditions (PH p78) — standard DC's

Knowledge (Nature)

Synergy bonus:	+2 bonus if you have 5+ ranks in Survival
In Class For:	Bards, Druids, Rangers, Wizards

Know about Animals, Fey, Giants, Monstrous Humanoids, Plants, & Vermin (PH p78) — DC 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.
 Know about season and cycles, weather (PH p78)— standard DC's

Finding Resources (DR333 p91) – ability to find materials of interest in a given area.

Common – able to identify useful goods to harvest, such as valuable furs or prized wood

Basic – know if a valuable or useful resource is likely to be present within a few miles, such as medicinal herbs or exotic meat.

Difficult – know the facts about valuable resources inherent in the area, including mineral likely to be near the surface

Hard – 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 – 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.

Knowledge (Nobility and Royalty)

Synergy bonus:	—
In Class For:	Bards, Paladins, Wizards

Know about lineages, heraldry, family trees, mottoes, personalities (PH p78) — standard DC's

Knowledge (Religion)

Synergy bonus:	—
In Class For:	Bards, Clerics, Monks, Paladins, Wizards

Know about Undead (PH p78) — DC 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.
 Know about deities, mythic history, ecclesiast tradition, holy symbols (PH p78) — standard DC's

Identifying Martial Arts Style (DR332 p89) – ability to recognize the fighting style of a monk

Common – recognize a Monk vs. a Fighter in unarmed combat

Basic – know the general region that a martial arts style is taught in

Difficult – determine the monastery of a martial artist when viewed in combat

Hard – recognize a martial artist's style from a description; know the minor differences in a style upon viewing

Very Hard – likely to know a martial artist's teacher (at least by reputation) and who that teacher's other students were

If you have 5+ ranks, you gain a +2 bonus on Turn / Rebuke checks against Undead.

Knowledge (The Planes)

Synergy bonus:	—
In Class For:	Bards, Clerics, Wizards

Know about Elementals & Outsiders (PH p78) — DC 10 + creature HD. One piece of useful info per 5 points the check exceeded the DC.
 Know about the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, magic related to the planes (PH p78) — standard DC's

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.

Listen (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.

Task	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 ⁴
A person in medium armor walking quietly at 10 feet per round	5 ⁵
An unarmored person walking quietly at 15 feet per round	10 ⁵
People whispering	10 ⁴
A cat stalking	19 ⁵
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

⁴ If the DC is beaten by 10, then the actual words can be understood (assuming that you know the language).

⁵ Typical – use the actual Move Silently check when possible

Move Silently

Base Ability:	Dexterity
Must be Trained?:	No
Armor Check?:	Yes
Synergy bonus:	—
Special:	+2 Racial bonus if you are a Halfling. Feat: <u>Stealthy</u> 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

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

Perform (type)

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 (CWar p121)
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

Special: You cannot use Perform (Weapon Drill) to make money, **except** in a Gladiatorial Ring. When using this Weapon Drill, you gain a Circumstance bonus equal to half your Base Attack Bonus, plus +2 for each of the following feats that you have with the weapon you are using to show off: Weapon Focus, Greater Weapon Focus, Combat Expertise, Quick Draw, Two-Weapon Fighting, & Whirlwind Attack.

Profession (type)

Base Ability:	Wisdom
Must be Trained?:	Yes
Armor Check?:	No
Synergy bonus:	—
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	Brewer	Fisher	Innkeeper	Rancher	Teamster
Astrologer	Cook	Guide	Lumberjack	Sailor	Woodcutter
Boater	Driver	Herbalist	Miller	Scribe	
Bookkeeper	Farmer	Herdsman	Miner	Stablehand	

Earn Money (PH p70) Time: 1 Week Retry? Yes Take 10? Yes Take 20? No

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.

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.

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 1st round, 2 hp of damage on the 2nd round, 4 hp on the 3rd, 8 hp on the 4th, 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.

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

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

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 ⁶	21+
Find a magic trap ⁶	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies ⁷

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.

Search a Person (PH p82) Time: 1 Full Round Retry? Yes Take 10? Yes Take 20? Yes

Check a person for concealed objects. Opposed by a Conceal Object check (see page **Error! Bookmark not defined.**).

⁶ Dwarves can use Search to find traps built into or from stone.

⁷ 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

Sleight of Hand (continued)

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

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

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 and you are trying to decipher a Scroll.
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) 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

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

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

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 (Nature) and you are above ground. +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.

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

Making Camp	(DU124 p119)	Time: 10 Minutes	Retry? Each Day	Take 10? Yes	Take 20? No
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Base DC is 10 with the following adjustments.

Condition	Adjustment
Per party member after the 1 st	+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
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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

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.

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
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Water	DC
Calm water	10
Rough water	15
Stormy water	20 ⁸

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.

⁸ 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 ⁹ , 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.

⁹ 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 1st 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 3rd 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 3rd 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)

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

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.

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 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.

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).

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.

Key to Sourcebooks

- | | | | |
|------------|---|--------------------------------------|---|
| PH | – | Player’s Handbook v.3.5 | |
| DMG | – | Dungeon Master’s Guide v.3.5 | |
| MM | – | Monster Manual v.3.5 | |
| MM3 | – | Monster Manual | |
| CWar | – | Complete Warrior | |
| CDiv | – | Complete Divine | |
| CArc | – | Complete Arcane | |
| CAdv | – | Complete Adventurer | |
| RoE | – | Races of Eberron | |
| BoED | – | Book of Exalted Deeds | |
| UA | – | Unearthed Arcana | |
| FR | – | Forgotten Realms Campaign Setting | |
| MoF | – | Magic of Faerûn | |
| LoD | – | Lords of Darkness | |
| RoF | – | Races of Faerûn | |
| SM | – | Silver Marches | |
| Und | – | Underdark | |
| PGF | – | Player’s Guide to Faerûn | |
| Eb | – | Eberron Campaign Setting | |
| DR### | – | Dragon Magazine (with issue number) | |
| DU## | – | Dungeon Magazine (with issue number) | |
| 3.5up | – | D&D v.3.5 Accessory Update | – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip |
| PH3.5e | – | Player’s Handbook v.3.5 Errata | – http://www.wizards.com/dnd/files/PHB_Errata09242003.zip |
| PGFe | – | Player’s Guide to Faerûn Errata | – http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip |
| CDivErrata | – | Complete Divine Errata | – http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip |
| CArcErrata | – | Complete Arcane Errata | – http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip |
| EbErrata | – | Eberron Errata | – http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.