

Character Skills

He that uses his hands is a laborer. He who uses his hands and his head is a craftsman. He who uses his hands and his head and his heart is an artist --St Francis of Assisi

A "skill" is knowledge that isn't essential to the character's class. Essential skills are assumed to be part of the class. Fighters know weapon and armor maintenance, Magicians can read the arcane language of spells, and so forth. A ranger, for example, may find it useful to know something about navigation, especially if he lives near an ocean or sea coast. On the other hand, he isn't likely to suffer if he doesn't know how to navigate at sea; he is a ranger, not a sailor.

Acquiring Skills

All newly created, 1st level characters have skills. Each skill slot is empty until the player "fills" it by selecting a skill. The character's Intelligence score will modify the number of slots he has, granting him more skills (see the Intelligence Ability table). In both cases, starting skills are learned the same way.

All classes use the same number of starting skills.

Starting Skills

Initial skill slots -- $(4 + \text{int bonus}) \times 2$

Every level thereafter -- $4 + \text{int bonus}$.

Skill limit¹ -- Level

Using Skills

When the character uses a skill they make a skill check to see how well they do. The higher the result on the character's skill check, the better the character does. Based on the circumstances the character's result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number the character needs to roll.

To make a skill check roll 1d20 and add the character's skill modifier for that skill. The skill modifier incorporates the character's rank with that skill, the character's ability modifier for that skill's key ability, and any other miscellaneous modifiers the character has, including racial bonuses and any armor check penalty. The higher the result, the better. A natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

On a natural 20 the player rolls again, and adds the result of the new roll to the last one. Skill ranks and bonuses are not added to this second roll. In this manner it is possible to accomplish tasks that the character would not be able to accomplish on a single roll. The character may reroll and add the results as many times as they get a natural 20.

On a roll of a natural 1, if the character cannot normally fail on that roll again the die is rerolled. If they roll a second natural one it is considered a failed attempt.



Skill check DC and Skill Attempts

All checks are made against a Difficulty Class (DC). The DC is a number that the character must score as a result on the character's skill check to succeed.

Some skill checks are against a fixed DC set by the circumstance or by the DM. The character must match or exceed this number to succeed at the skill.

Table P1 -- The Usual Skill DC

DC	Condition
10	Easy Task
14	Moderate Task
17	Difficult Task
20	Hard Task
25	Extraordinary Task
30	Near Impossible task
35	Masterwork task.

Some skill checks are opposed checks. They are made against a randomized number, which is usually another character's skill check result. Whoever gets the higher result wins the contest. For ties on opposed checks, the character with the higher key ability score wins. If these scores are the same, the higher appropriate modifiers win. reroll the opposed check only if all else is equal.

In general, the player can try a skill check again if the character fails, and can keep trying indefinitely. Some skills do have consequences of failure that must be taken into account. Some skills are virtually useless once a check has failed on an attempt to accomplish a particular task. In these cases the skill check cannot be retried.

For most skills when a character has succeeded once at a given task additional successes are meaningless.

If a skill carries no penalties for failure, or benefits for extraordinary success, the character can take 20 and assume that the character goes at it long enough to succeed eventually.

Generally if the character attempts to use a skill the character doesn't possess the character makes a skill check as normal. The character's skill modifier doesn't have the character's skill rank added in because the character doesn't have any ranks in the skill. The character does get other modifiers added into the skill modifier however, such as the ability modifier for the skill's key ability.

Many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on Table: Skills.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check.

The DM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance.
3. Reduce the DC by 2 to represent circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the check's DC have the same result: they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

¹ This limit does not include any bonuses for abilities scores race or class.

Character Skills

To do something that's practically impossible requires that the character have at least rank 10 in the skill and entails a penalty of -20 on the character's roll or +20 on the DC (which amounts to about the same thing).

Practically impossible tasks are hard to delineate ahead of time. They are the accomplishments that represent incredible, almost logic-defying skill and luck.

The DM decides what is actually impossible and what is merely practically impossible.

If the character has at least rank 10 in a skill and beats the DC by 20 or more on a normal skill check, the character has completed the task impossibly well.

Checks without Rolls

Taking 10: When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the skill check. Calculate the character's result as if the character had rolled a 10.

Taking 20: When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, and when the skill being attempted carries no penalties for failure, the character can take 20. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take.

Some skills, such as reading or speaking a known language do not require skill rolls to accomplish them. In addition on all trade skills a tradesman can be assumed to "take 10" if their ranks would allow an automatic success against that DC. One can never take 10 or take 20 when attempting a masterwork.

Combining Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt some action and each succeeds or fails on her own.

Helping the Leader: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (the character can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The DM limits cooperation as they see fit for the given conditions.

Skill Synergy: It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

Ability Checks

Sometimes the character tries to do something to which no specific skill really applies. In these cases the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The DM assigns a Difficulty Class.

Training

Skills do not leap unbidden and fully realized into a character's mind. Instead a character must train, study, and practice to learn a new skill. Role-playing the training time needed to learn a new skill is not much fun. However, there are training times or study

periods associated with any skill. When a character chooses to learn a new skill he is assumed to be spending the time necessary to learn it. Such time can be taken in adventuring down time, seasons of bad weather, or in some cases evenings on the road.

Another part of training is finding a teacher. Most skills are easier to learn if someone teaches the character. This can be another player character or an NPC. This does tend to limit the PC's adventuring options, especially if he is required to stay in regular contact with his instructor. Furthermore, most teachers want payment. While a barter arrangement might be reached, the normal payment is cash. The actual cost of the service depends on the nature of the skill, the amount of training desired, the availability of tutors, and the greed of the instructor.

Skill Lists

Table P2 lists all skills.

Table P2 --- Skills

Skill	Use Untrained	Relevant Ability
Acrobatics	Yes	Dexterity
Animal Handling	no	Charisma
Appraise	Yes	Intelligence
Basic Math	no	Intelligence
Blind Fighting	no	Wisdom
Bluff	yes	Charisma
Concentration	yes	Intelligence
Craft	no	Varies See Table P8
Diplomacy	yes	Charisma
Direction Sense	yes	Wisdom
Disable Device	no	Intelligence
Disguise	yes	Charisma
Drinking	yes	Constitution
Endurance	np	Constitution
Escape Artist	yes	Dexterity
Flight ^A	yes	Dexterity
Forgery	yes	Intelligence
Gaming	yes	Wisdom
Heal	yes	Wisdom
Immolation proofing ^B	no	Intelligence
Intimidate	yes	Charisma
Knowledge	yes	Intelligence
Marital Arts	no	Strength
Perception	yes	Wisdom
Perform	yes	Charisma
Profession	varies	Varies
Read & Write:	no	Intelligence
Riding, Exotic	yes	Wisdom
Riding, land based:	yes	Dexterity
Rope Use	yes	Dexterity
Sexual Conquests	yes	Charisma
Slight of Hand	yes	Dexterity
Social Perception	yes	Charisma
Speak Language	no	Intelligence
Spellcraft	no	Intelligence
Stealth	yes	Dexterity
Survival (Terrain)	yes	Intelligence
Swimming	no	Dexterity

A: Character must have a natural form of winged flight
 B: Character must have a natural form of immolation.

Trades Rankings

Apprentice at trade: An Apprentice is considered anyone from a +1 to a +3 in a trade skill. An Apprentice can produce usable and quality goods or work, but will not produce high quality goods or work unless supervised by a Journeyman or Master. Apprentice work can be sold at 1/2 to 3/4 normal price. Quality goods or work, produced on a critical success (18 or better), may be sold at normal price.

Journeyman at trade: Journeymen are considered those with the skill from +3 to +10. Failure of less than 2 produces work equal to an Apprentice. High quality goods or work may be sold at half again the normal price, superior goods or work can command 2-4 times the normal price.

Master at Trade: Masters are those with a skill of +11 or greater. They require no roll for normal success. A Master will produce high quality goods or work on a normal success roll, superior goods or work on a critical success. Masters can teach the trade. Mastery is required to even have a chance at creating a masterwork item.

Many non-player craftsmen are more accomplished in their fields than player characters, having devoted all their energies to improving a single Skill. Likewise, old masters normally have more talent than young apprentices, unless the youth has an exceptional ability score. However, age is no assurance of talent. Remember that knowing a skill and being good at it are two different things. There are bad potters, mediocre potters, and true craftsmen. All this has much less to do with age than with dedication and talent.

University Degrees

Bachelor: At least 2 to 5 ranks in the subject. The character is well versed in the subject, and has a normal chance of success at using the common knowledge of the Art.

Master: A minimum of 6 ranks in a given subject. The character is very well versed in the subject and can be expected to answer esoteric questions or use abnormal applications of the knowledge.

Doctor: A minimum of 16 ranks in the subject. The character is considered to have full knowledge of the subject, no roll needed for common questions. They can succeed in answering esoteric questions and will possess unique knowledge on the subject.

Skill Descriptions:

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here.

Here is the format for skill descriptions.

Skill Name: The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has “None” as its key ability because the use of this skill does not require a check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character (“you” in the skill description) can do with a successful skill check and the check’s DC.

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn’t allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can’t take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Synergy: Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See Table 4–5 for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).

Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain other skills. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn’t appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can’t attempt checks with this skill (for skills that are designated as “Trained Only”).

Acrobatics (Dex; Armor Check Penalty)

You can keep your balance while traversing narrow or treacherous surfaces. You can also dive, flip, jump, and roll to avoid attacks and overcome obstacles. This combines what was Climb, Jump, and Tumbling.

Check: You can use Acrobatics to move on narrow surfaces and uneven ground without falling. A successful check allows you to move at half speed across such surfaces—only one check is needed per round. Use the following table to determine the base

Character Skills

DC, which is then modified by the Acrobatics skill modifiers noted below. While you are using Acrobatics in this way, you are considered flat-footed and lose your Dexterity bonus to your AC (if any). If you take damage while using Acrobatics, you must immediately make another Acrobatics check at the same DC to avoid falling or being knocked prone.

Table P3 – Acrobatics Checks

Surface Width	Base Acrobatics DC
Greater than 3 feet wide	0*
1–3 feet wide	5*
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

* No Acrobatics check is needed to move across these surfaces unless the modifiers to the surface (below) increase the DC to 10 or higher.

You cannot use Acrobatics to move past foes if your speed is reduced due to carrying a medium or heavy load or wearing medium or heavy armor. If an ability allows you to move at full speed under such conditions, you can use Acrobatics to move past foes. You can use Acrobatics in this way while prone, but doing so requires a full-round action to move 5 feet, and the DC is increased by 5. If you attempt to move through an enemy's space and fail the check, you lose the move action.

Situation	Base Acrobatics DC*
Move through a threatened area	Opponent's CMD
Move through an enemy's space	5 + opponent's CMD

* This DC increases by 2 for each additional opponent avoided in 1 round.

Table P4 – Jump DC

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
Greater than 20 feet	+5 per 5 feet

High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
4 feet	16
Greater than 4 feet	+4 per foot

Finally, you can use the Acrobatics skill to make jumps or to soften a fall. The base DC to make a jump is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). These DCs double if you do not have at least 10 feet of space to get a running start. The only Acrobatics modifiers that apply are those concerning the surface you are jumping from. If you fail this check by 4 or less, you can attempt a DC 20 Reflex save to grab hold of the other side after having missed the jump. If you fail by 5 or more, you fail to make the jump and fall (or land prone, in the case of a vertical jump). Creatures with a base land speed above 30 feet receive a +4 racial bonus on Acrobatics checks made to jump for every 10 feet of their speed above 30 feet. Creatures with a base land speed below 30 feet receive a –4 racial bonus on Acrobatics checks made to jump for every 10 feet of their speed below 30 feet. No jump can allow you to exceed your maximum movement for the round. For a running jump, the result of your Acrobatics check indicates the distance traveled in the jump (and if the check fails, the distance at which you actually land and fall prone). Halve this result for a standing long jump to determine where you land.

When you deliberately fall any distance, even as a result of a missed jump, a DC 15 Acrobatics skill check allows you to ignore the first 10 feet fallen, although you still end up prone if you take damage from a fall. See the falling rules for further details.

Many conditions can affect your chances of success with Acrobatics checks. The following modifiers to target DCs apply to all Acrobatics skill checks. The modifiers stack with one another, but only the most severe modifier for any one condition applies.

Table P5 – Acrobatics Modifiers

Condition	DC Modifier
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45°)	+2
Severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10
Move at full speed on narrow or uneven surfaces	+5*

* This does not apply to checks made to jump.

Tumble: (Dex; trained only; armor check penalty)

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

Table P6 – Tumbling DC & Modifiers

Tumble DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement. Failure means you stop before entering the enemy-occupied area. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

Surface Is . . .	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog ¹ , 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
1 Tumbling is impossible in a deep bog.	

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a

Tumble check is part of a move action.

Try Again: Usually no.

You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have 5 or more ranks in Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

If you have 5 or more ranks in Tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

Action: None. An Acrobatics check is made as part of another action or as a reaction to a situation.

Synergy: If you have 3 or more ranks in Acrobatics, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2, and a +6 dodge bonus to AC when taking the total defense action instead of the usual +4.

Note:

Animal Handling: (Cha; trained only)

The character is trained in the behavior, management, and training of domestic or wild beasts. (Each is a separate skill)

Check: The DC depends on what you are trying to do.

Table P7 -- Animal Handling DC

Task	Handle Animal DC
Handle an animal	10
“Push” an animal	25
Teach an animal a trick	15 or 20 ¹
Train an animal for a general purpose	15 or 20 ¹
Rear a wild animal	15 + HD of animal

¹See the specific trick or purpose below.

General Purpose	DC
Combat riding	20
Hunting	20
Fighting	20
Performance	15
Guarding	20
Riding	15
Heavy labor	15

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

“Push” an Animal: To push an animal means to get it to perform a task or trick that it doesn’t know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack,

and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn’t know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows you closely, even to places where it normally wouldn’t go.

Perform (DC 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

Stay (DC 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal’s purpose represents a preselected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal’s previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don’t require any additional training for this purpose.

Fighting (DC 20): An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

Guarding (DC 20): An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

Heavy Labor (DC 15): An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes

Character Skills

two weeks.

Hunting (DC 20): An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

Performance (DC 15): An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

Riding (DC 15): An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. (A druid or ranger can handle her animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving their animal companion.

In addition, a druid's or ranger's animal companion knows one or more bonus tricks, which don't count against the normal limit on tricks known and don't require any training time or Handle Animal checks to teach.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks and wild empathy checks.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals. A druid or ranger with no ranks in Handle Animal can use a Charisma check to handle and push her animal companion, but they can't teach, rear, or train other nondomestic animals.

Appraise: (Int)

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.

These bonuses stack.

Action: Appraising an item takes 1 minute (ten consecutive full-

round actions).

Try Again: No. You cannot try again on the same object, regardless of success.

Special: A Dwarf gets a +2 racial bonus on Appraise checks that are related to stone or metal items.

A Gnome gains a +2 racial bonus on Appraise checks related to jewels, devices, or mechanisms.

A Sauroi gets a +2 racial bonus for any manner of valuable metal, or gems, or items that contain these.

The master of a raven familiar gains a +3 bonus on Appraise checks.

Synergy: If you have 5 ranks in any Craft skill, you gain a +2 bonus on Appraise checks related to items made with that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Basic Math: (NONE)

The ability to do four function math, count over ten and so forth. Basic math is a requirement for several other skills such as, Accounting and Mathematics.

Check: No check is required, like Language and Read/Write, you either have it or you don't.

Action: Doing simple math is a standard action. It requires some concentration. However it is unlikely to be required in the heat of combat.

Blind Fighting: (Wis Trained only)

The skill of blind fighting reduces your penalties from fighting or moving in the dark.

Check: The basic check on blind fighting is DC 25. Blind fighting is checked for each invisible opponent. A successful check halves the 50% mischance on hitting invisible opponents for that combat encounter. If you lose contact with an opponent or fight a second opponent you must make the blind fighting check again.

Blind fighting cannot locate opponents that are at range, only within melee.

Blind fighting can also be used in total darkness or if the character themselves are blinded for some reason.

A character can also make a Blind fighting check of DC 20 to halve the movement penalty when moving in darkness.

Action: A blind fighting check does not require an action. It is considered part of the character's combat.

Try Again: A failed blind fighting check can be rechecked in each round of combat.

Untrained: Blind fighting cannot be used untrained.

Bluff: (Cha)

Check: A Bluff check is opposed by the target's Social Perception check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Social Perception check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a

+10 bonus on its Social Perception check because the bluff demands something risky, and the Social Perception check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a *suggestion* spell.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Gold-bricking Using *Bluff* to do nothing without bringing attention to the fact you are doing nothing. It is also used to not be noticed when extra assignments come up, or onerous assignments are being handed out.

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Social Perception check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your Bluff check result exceeds this special Social Perception check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a nonintelligent creature, it's impossible.

Creating a Diversion to Hide (Stealth): You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you.

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Social Perception check opposed by the Bluff check you made to transmit in order to intercept your message (see Social Perception). **Action:** Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint in combat or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Special: A ranger gains a bonus on Bluff checks when using this skill against a favored enemy.

The master of a snake familiar gains a +3 bonus on Bluff checks.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

Table P8 -- Bluff Examples

Example Circumstances	Sense Motive Modifier
The 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 some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

Concentration: (Con)

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using some skills in a stressful situation.

Table P9 -- Concentration DC & Modifiers

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous	Taking continuous damage during the damage last dealt action. ³
Distracting spell's save DC	Distracted by non damaging spell. ⁴
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, below decks in a storm-tossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as <i>summon weather</i> . ⁴

1 If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

2 Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

3 Such as from *acid arrow*.

4 If the spell allows no save, use the save DC it would have if it did allow a save.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically

Character Skills

fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table above summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Action: None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

Craft: (VARIES Most must be trained)

This is the basic function of most of the trade skills. Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You can have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession or a Perform skill.

Check: You can practice your trade and make a decent living, earning about half your check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the

complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

The following are the listed crafting trades. This list should not be considered exhaustive.

In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

A successful Craft check related to woodworking in conjunction with the casting of the *ironwood* spell enables you to make wooden items that have the strength of steel.

When casting the spell *minor creation*, you must succeed on an appropriate Craft check to make a complex item.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus on the check.

To determine how much time and money it takes to make an item, follow these steps:

1. Find the item's price. Put the price in silver pieces (1 gp = 10 sp).
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the DC. If the result \times the DC equals the price of the item in sp, then you have completed the item. (If the result \times the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces. If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: You can make checks by the day instead of by the week. In this case your progress (check result \times DC) is in copper pieces instead of silver pieces.

Creating Masterwork Items: You can make a masterwork item by meeting the masterwork DC of 35. All materials must be of the best available. It is possible to take 20 for a master work, and the usual $\times 10$ expenditure of time over the minimum required, IF you take 20. To make a masterwork item that

Craft	Ability score	Prerequisites	Notes
Alchemy	Intelligence	spellcaster	Making potions
Armorer	Intelligence	+5 blacksmithing	
Blacksmithing	Strength		Making Iron works
Bowyer/Fletcher	Dexterity	+2 Carpentry	Makes bows and arrows.
Brewing/distilling	Wisdom		making beer & spirits
Carpenter/joiner	Strength		woodworking
Cobbling	Dexterity	+2 leatherworking	Makes shoes.
Composing	Intelligence	+2 Musical Instrument	Writing music
Cooking	Wisdom		Make tasty meals.
Gem Cutting	Dexterity		finish raw gemstones
Leatherworking	Dexterity		tan and work leather.
Needlework	Dexterity		Household and decorative work.
Painting & Drawing	Dexterity		
Pottery	Dexterity		Ceramics, practical to decorative
Sculpting	Dexterity	+2 Craft "some material"	stone, clay, wood ...
Smelter	Intelligence	+2 blacksmithing	Makes metals
Stonemasonry	Strength		cut and build in stone and brick
Tailor/Milliner	Dexterity	+2 needlework	Make clothing (men's/women's)
Weaving	Intelligence		make cloth, maintain looms.
Weaponsmithing	Intelligence	+5 Blacksmithing	
Whitesmithing	Dexterity		Tinsmith to jeweler.
Writing/Poetry	Intelligence	Read/Write	

takes days or weeks to make the check for the masterwork will be the final one. A failed masterwork is still a very good item, but not the exceptional one desired. Every check during crafting that exceeds 35 will add to the luster and value of the finished item. Add half again to the value for each roll that exceeds 35 during construction.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the table P-10.

Table P11 -- Craft DC

Item	Craft DC
Very simple item (wooden spoon)	5
Typical item (iron pot)	10
High-quality item (sword)	15
Complex or superior item (lock)	20
Masterwork item	35

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Special: A Dwarf has a +2 racial bonus on Craft checks that are related to stone or metal, because Dwarves are especially capable with stonework and metalwork.

A Gnome has a +2 racial bonus on all Craft checks due to racial skill at crafting.

You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.

To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. If you are working in a city, you can buy what you need as part of the raw materials cost to make the item, but alchemical equipment is difficult or impossible to come by in some places. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus on Craft (alchemy) checks because you have the perfect tools for the job, but it does not affect the cost of any items made using the skill.

Synergy: If you have 5 ranks in a Craft skill, you get a +2 bonus on Appraise checks related to items made with that Craft skill.

Table P12 -- Influencing NPC Attitudes

Current Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	< 20	20	25	35	50
Unfriendly	< 5	5	15	25	40
Indifferent	—	< 1	1	15	30
Friendly	—	—	< 1	1	20
Helpful	—	—	—	< 1	1

Attitude	Means
Hostile	Will take risks to hurt you
Unfriendly	Wishes you ill
Indifferent	Doesn't much care
Friendly	Wishes you well
Helpful	Will take risks to help you

Possible Actions
Attack, interfere, berate, flee
Mislead, gossip, avoid, watch suspiciously, insult
Socially expected interaction
Chat, advise, offer limited help, advocate
Protect, back up, heal, aid

Diplomacy: (Cha)

An attempt to change the attitude of a person towards your point of view by positive argument. Diplomacy is used under several circumstances indicated below.

Check: You can change the attitudes of others (non player characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs.

Relations: The PC is not trying to get something specific, but is attempting to sweeten the NPC general attitude. Improving relations is not an overnight activity. One usually makes one check per "encounter" be it a brief meeting or a matter of several days.

Negotiation: In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Law: Diplomacy can be used to argue law cases. The DM should know the true circumstances. If the law system is a fair one the right side of the case should get a +6 to all rolls.

Groveling: Groveling is an attempt to avoid negative attention by debasing one's self before the person in power. The character must roll successfully against a base indicated in the chart below. Circumstances can improve or worsen the DC. The Groveler must achieve at least a result of "indifferent" to escape the unpleasant attention of the person in power.

If the groveler has someone conniving against them they must make an opposed check against the conniver's diplomacy roll. They have to better it by the score necessary to reach an indifferent score from the ruler's attitude before influencing.

Action: Changing others' attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In most formal situations, this time requirement is greatly increased. A rushed Diplomacy check can be made as a full-round action, but you take a -10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: A half-elf has a +2 racial bonus on Diplomacy checks.

An exchange of gifts, if appropriate to the cultures will add a +2 to +6 depending on the value and ostentation of the gifts. Gifts if not appropriate will be seen as a bribe, and will incur an equal penalty and one drop of category in the initial attitude.

Synergy: If you have 5 or more ranks in Bluff, Knowledge (appropriate to your circumstances), or Social Perception, you get a +2 bonus on Diplomacy checks.

A +2 in Knowledge Liberal arts (Rhetoric, Oratory, and Logic) will add a +1 to diplomacy checks. +5 adds a +2.

Influencing NPC Attitudes:

Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or wild empathy checks made to influence the attitude of an animal or magical beast.

Character Skills

Direction Sense: (Wis)

You have trained to orient yourself to the cardinal points in difficult conditions.

Check: DC on the chart below to know the direction of north conditions aside.

Table P13 -- Direction

DC	Conditions.
10	Open outside
15	Inside but can see outside
25	Enclosed above grade.
35	Enclosed below grade.

On a successful check the character knows the direction of north, and any other direction as a result. If they character fails by five or less they don't know. If they fail the check by greater than five they think they know the direction of north, but are wrong.

Action: Determining direction is a standard action.

Try Again: Even if they know they don't know a recheck cannot be made until conditions change.

Synergy: If a Character has 5 ranks in Direction sense they get a +2 to any navigation skill.

Disable Device: (Int; trained only)

Check: The Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

Table P14 -- Disable Device DC

Device	Time	DC ¹	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

1: If you attempt to leave no trace of your tampering, add 5 to the DC.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Action: The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less. You must be aware you have failed in order to try again.

Special: A rogue who beats a device's DC by 10 or more can study the device, figure out how it works, and bypass it (along with their companions) without disarming it.

Restriction: Not the same as the rogue's Remove Traps class skill. Increase all trap DC by +2 if Disable Device is used on them. Conversely rogues get a +2 to disable any non trap device.

Disguise: (Cha)

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Perception check results. If you don't draw any attention to yourself, others do not get to make Perception checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Perception checks.

You get only one Disguise check per use of the skill, even if several people are making Perception checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Table P15 -- Disguise Modifiers

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-2 ²

1: These modifiers are cumulative; use any that apply.

2: Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

Familiarity

	Viewer's Perception Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Perception checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Usually, an individual makes a Perception check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average Perception modifier for the group.

Action: Creating a disguise requires 1d3×10 minutes of work.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special: Magic that alters your form, such as *alter self*, *disguise self*, *polymorph*, or *shapechange*, grants you a +10 bonus on Disguise checks (see the individual spell descriptions). You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual using the *veil* spell. Divination magic that allows people to see through illusions (such as *true seeing*) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

You must make a Disguise check when you cast a *simulacrum* spell to determine how good the likeness is.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Disguise checks when you know that you're being observed and you try to act in character.

Drinking: (Con)

The character is skilled through long habit of drinking large amounts of alcoholic drinks.

Check: Any time the character is drinking they use their drinking skill ranks, (if greater) rather than their fortitude save to avoid the effects of drink. A save must be made for every hour of heavy drinking. Every hour of drinking adds +2 to the DC. Once the Character has "Become drunk", they must check at the new DC plus the accumulated time DC to avoid the next stages of drunkenness after an additional hour, unless they stop drinking.

Moderate drinking requires two hours between checks and light drinking calls for no checks at all unless circumstances warrant it.

Table P16 -- Drinking Track

Stage	Affects (Cumulative)	Fort save
Not Drunk	No effects	DC 15
Mildly Drunk	-2 Wis, -2 Dex	DC 15
Moderately Drunk	-2 Wis, -2 Dex +2 Str	DC 20
Heavily Drunk	-2 Wis, -2 Int, -2 Dex	DC 25
Dangerously Drunk	Pass out.	DC 30

Note that this is only really important if a Character is attempting to "prove a point" of drinking poweress. Characters sitting around the local pub with a drink are not required to run the scale. However if combat comes up after a bout of drinking, drunkenness should be checked.

Try Again: The check cannot be retried and failure is immediate.

Endurance: (Con)

You have built yourself up to withstand the rigors of hard living and combat.

Check: *Hold out longer:* Characters that need to make check for things like running, holding their breath and so forth get a +1 to their fort save for every 2 ranks they have in endurance. *The Con bonus does not apply in this case. Count actual ranks only.*

Shake off damage: On a DC of 20 you can 'shake off' 1d4 points of damage after a combat up to your Con bonus maximum.

Action: Endurance takes no action. It is part of what the character is otherwise doing, swimming, running, recovering etc.

Try Again: No, a failed Endurance check has immediate consequences.

Escape Artist: (Dex; armor check penalty)

Check: The table below gives the DCs to escape various forms of restraints.

Ropes: Your Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

Manacles and Masterwork Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

CMD: You can add you Escape Artist ranks added to you CMD to avoid being grappled pinned of to escape being grappled or pinned

Table P17 -- Escape DC & Modifiers

Restraint	Escape Artist DC
Ropes Binder's	Use Rope check at +10
Net, <i>animate rope</i> spell,	20
<i>command plants</i> spell,	
<i>control plants</i> spell, or	
<i>entangle</i> spell	
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
CMD	CMB check result

Action: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grapple) requires 1 minute of work. Escaping from a net or an *animate rope*, *command plants*, *control plants*, or *entangle* spell is a full-round action. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Synergy: If you have 5 or more ranks in Escape Artist, you get a +2 bonus on Use Rope checks to bind someone.

If you have 5 or more ranks in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

Flight: (Dex)

The ability of any character with natural wings to fly.

Check: Flight checks are not required for normal flying any more than for normal walking. A flight check is only made under the following circumstances.

Character has taken half their hit points in damage. A flight check is required to "fall gracefully" and avoid further damage. The DC is 17.

Character is involved in a mid air grapple. A flight check DC 15 is required to avoid falling, for both parties. Should one party fail a second flight check DC 25 is require or they both fall.

Character is trying to fly under a load, half their weight or greater, A flight check must be made to get airborne, DC 17.

Character is trying to fly with an awkward load, one under their own size category. DC 15. DC 20 if the load is their own size category. They cannot fly with a load a category larger than they are, no matter how light it is or how strong they are. It

Table P18 -- Flight Maneuverability Classes

Maneuverability	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn ¹	Any	90°/base.	45°/base	45°/base	45°/base x2
Turn in place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up ¹	0	0	5 ft.	10 ft.	20 ft.

1: Per size class of the creature.

Character Skills

imposes too great a drag.

Action: Getting airborne is a full round action. Staying airborne is a free action as flying characters are considered constantly in motion.

Try again: Not within a given round. Provided that consequences are not immediate (hitting the ground) the character is free to make another try.

Restriction: This skill is only used by characters with wings.

Untrained: All winged characters are assumed to be able to fly. Ranks in Flight need only be taken to improve checks or to get *Advanced Flight* techniques.

Advanced flight maneuvers allow a natural flier to perform maneuvers that are beyond their native maneuverability class. A check of DC 20 is required for any maneuver that requires one class greater than the flier's maneuverability class and a DC of 30 for any maneuver two maneuverability classes better than the flier's natural maneuverability class. Maneuvers three classes better cannot be attempted. I.E. an Average flier could attempt to Hover at DC 20, a poor flier can try at DC 30, a Clumsy flier cannot hover at all.

Only one check is made a round. Should a flier attempt more than one maneuver, I.E. an average flier attempting an 80° up angle and a greater speed, will add +5 to the DC of the check per improvement over one per round attempted.

A failed check will cause the flier to lose way in the air and drop 5 feet for every point the check was failed by. If that causes impact with the ground damage will result. They are not entitled to a Flight check to avoid or reduce damage. The next round must be spent regaining proper flight and the flier cannot do anything but move forward and level.

Action: Amount of time the maneuver requires.

Try Again: No. New maneuvers can be tried after one round of normal flight.

Restriction: The character must have natural wings for this skill to even be useful. Magical abilities and spells cannot be improved with the Flight skill.

Forgery: (Int)

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +2 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +1 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Forgery check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Forgery check is opposed by the Spot check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Table P19 -- Forgery Modifiers

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if they're suspicious about the document.

Restriction: Forgery is language-dependent; thus, to forge documents and detect forgeries, you must be able to read and write the language in question. No one can learn the Forgery skill unless they have learned to read and write.

Synergy: Character with 5 or more ranks in Bluff get a +2 bonus on Forgery if they are presenting the document themselves.

Gaming: (Wis)

The character is skilled in playing "games of chance".

Check: The check is made against a fixed "dealer" DC or as an opposed check for games played against other gamblers and not the house. Pure chance games (dice, roulette) are harder to beat than games of cards that have a degree of player skill. A character gets only half their total bonus in gaming against "random games"

Table P20 -- Gaming DC

Game	DC
Random games	20
Dealer Games	17
Opposed Games	Opposed roll.

Success means you have won the agreed on amount of money usually double the sum bet. Failure means you have lost the money.

Action: Anything from a standard action to a full minute.

Try Again: Done is done, one can always play another game.

Synergy: A character with 5 or more ranks in Bluff gains a +2 on gaming attempts against an opposed roll.

A Character with 5 or more ranks in Gaming gains a +2 in any Bluff attempt.

Untrained: An untrained gaming attempt is a straight roll without even a Wisdom bonus.

Note: *There are hundreds of games of chance. It would require an entire chapter on gambling to do them any justice. Unless you choose to write such a chapter the above will do.*

Heal (Wis)

Check: A Heal check is made to staunch wounds and recover from a battle, it can stabilize a character dying from mortal wounds. Heal can also be used to treat poison or prevent the infection of a disease.

Wound care: A base DC of 15. Success means that the wounded character is no longer suffering from the effect of the wound if any, dying, lowered movement, Dex minus, etc.. They still doubtless need hit points healed, but are no longer sliding into worse shape.

At +2 to the healing skill the character can heal 1d4-1 hit points. At +5 1d4 and at +10 1d6. More damage cannot be healed than the character took in that encounter.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his or her saving throw, whichever is higher.

Treat Disease: To treat a disease means to tend a single diseased character. shortly after they have been struck by the disease bearing effect. The diseased character uses your check result or his or her saving throw, whichever is higher. For Heal this only works on the first check to prevent the disease from taking hold. Treatment must be within one turn of the infection.

Action: Providing healing is a full round action.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. You can always retry a check to provide Healing, assuming the target of the previous attempt is still alive. A second attempt to stabilize a character cannot heal damage, but will stop further damage.

Special: A healer's kit gives you a +2 circumstance bonus on Heal checks.

Immolation Proofing: (Int trained only)

Check: You can temporarily make an object or surface immune to your particular form of immolation. The character must have an ability to produce an elemental immolation to train in this skill.

There is no DC to overcome. Application of the skill, a magical ability related to the immolation gives the object surface a resistance to any damage from your form of immolation. How much is directly related to the ranks in the skill. 5 points of resistance for every two ranks, including bonuses) that the user possesses.

The immolation proofing lasts for 12 hours. It can be used once per day + int +2/5 ranks in skill the character has. Each application will cover one object up to 100 square feet of surface area.

Try Again: Repeat tries are not required.

Restriction: Creatures cannot be Immolation Proofed.

Special: If an object is subject to 100 applications of immolation proofing it becomes permanent.

Intimidate: (Cha)

Check: You can change another's behavior with a successful check. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will

chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional details.) The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

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

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Intimidate checks.

Knowledge: (Int or other; trained only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study.

Arcana – Ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, undead

Art – Proportion, composition, the basics of drawing and painting, history, themes, and allegories. Using Craft Painting or Sculpture without a rank in this produces "folk art".

Architecture and engineering – Buildings, aqueducts, bridges, fortifications. (Engineering)

Astrology – The heavens, stars planets things beyond the sky, predictions and divinations.

Civics/government – By country. The local bureaucracy, laws, customs, squeeze, and principles. (Local)

Dungeoneering – Rocks, caverns, oozes, spelunking things and creatures below the earth.

Geography – Lands, terrain, climate, people

Heraldry & Etiquette – By Country: Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities. Proper behavior, the fashionable dances, the current style.(Nobility)

Herbalism – Knowledge of plants, their medicinal uses and how to prepare them.

History, General – royalty, wars, colonies, migrations, founding of cities. (History)

History, Local – legends, personalities, inhabitants, laws, customs, traditions.

Languages – Forgotten tongues, ancient scripts. Currently spoken and used languages and alphabets. (Linguistics)

Literature – Writing composition, grammar and usage, the great

Character Skills

works.

Liberal Arts – Grammar, logic, and rhetoric were the core liberal arts (the Trivium), while arithmetic, geometry, the theory of music, and astronomy. The necessary skill of the learned man.

Natural History – Animals, plants, fey, dragons, magical beasts, their habits, habitats, behaviors, seasons and cycles, weather, vermin. The humanoid beasts, giants, their habits, cultures, histories. (Nature)

Theology – The study of godhood itself, powers, planes, etc. (Religion)

The Planes – Things over an extra planar nature creatures environment and so forth. Natural History for the planes. (Planes)
Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Some knowledge skills are also professions, such as Architecture and engineering, Astrology, and Literature among others. Characters with ranks in these skills can attempt to make a living at them. Treat them as any profession for checks.

Table P21 – Knowledge DC

DC	Condition
10	Common knowledge
14	Uncommon knowledge
17	Rarely known knowledge
20	Known only by experts
25	Esoteric knowledge
30	No one really knows this

Action: Usually none. In most cases, making a Knowledge check doesn't take an action, you know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Search checks made to find secret doors or hidden compartments.

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on bardic knowledge checks.

If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or plains).

If you have 5 or more ranks in Knowledge (heraldry), you get a +2 bonus on Diplomacy checks.

If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on turning checks against undead.

If you have 5 or more ranks in Knowledge (The Planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Knowledge (Dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (nature) checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Marital Arts: (Str)

You have trained your body as a weapon. You can deal lethal damage with hands and feet, and are better at dealing non-lethal damage with lethal weapons.

Check: What you can do depends on your skill ranks

Table P22 – Martial Arts

Ranks	Benefit
1	Can do lethal damage bare handed
5	Increase bare handed damage by one die type +2 to all CMB/CMD rolls
10	Increase bare handed damage by one die type +4 to all CMB/CMD rolls
15	Flurry of Blows: (Double your number of bare handed attacks -4 for one round. A full round action. +6 to all CMB/CMD rolls
20	One Punch: Stun any target on a normal DC check on a full round action. DC 10 + half level + Str. Must be done deliberately once a round. +8 to all CMB/CMD rolls

Action: The skill is used as part of melee standard or full round action.

Try again: No a check is not necessary.

Untrained: Untrained medium creatures do 1d3 non-lethal bare handed.

Perception: (Wis)

This replaces old school Listen, Search and Spot

Listen:

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Stealth check.

Table P23 – Listen DC & Modifiers

Listen DC	Sound
-10	A battle
0	People talking ¹
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

Listen DC

Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

In the case of people trying to be quiet, the DCs given on the

table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' Listen checks.

A fascinated creature takes a -4 penalty on Listen checks made as reactions.

A ranger gains a bonus on Listen checks when using this skill against a favored enemy.

A Centaur, Elf, Foxfolk, Gnome, Hobbit, or Leoman has a +2 racial bonus on Listen checks.

A half-Elf has a +1 racial bonus on Listen checks.

A sleeping character may make Listen checks at a -10 penalty. A successful check awakens the sleeper.

Search:

Check: You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the Search skill.

Table P24 -- Search DC

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Notice a well-hidden secret door	30
Find a footprint	Varies*

* 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 Survival skill for the appropriate DC.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Special: An elf has a +2 racial bonus on Search checks, and a half-elf has a +1 racial bonus. An elf (but not a half-elf) who simply passes within 5 feet of a secret or concealed door can make a Search check to find that door.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

Synergy: If you have 5 or more ranks in Perception, you get a +2 bonus on Survival checks to find or follow tracks.

If you have 5 or more ranks in Knowledge (architecture and engineering), you get a +2 bonus on Perception checks to find secret doors or hidden compartments.

Restriction: While anyone can use Search to find a trap whose DC is 20 or lower, only a rogue can use Search to locate traps with higher DCs. (*Exception:* The spell *find traps* temporarily enables a cleric to use the Search skill as if he were a rogue.)

A dwarf, even one who is not a rogue, can use the Search skill to find a difficult trap (one with a DC higher than 20) if the trap is built into or out of stone. He gains a +2 racial bonus on the Search check from his stonemasonry ability.

Spot:

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes

a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it.

Spot is also used to detect someone in disguise (see the Disguise skill),

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Table P25 -- Spot DC Modifiers

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty.

Special: A fascinated creature takes a -4 penalty on Spot checks made as reactions.

A ranger gains a bonus on Perception checks when using this skill against a favored enemy.

An Elf or Leoman has a +2 racial bonus on Perception checks.

A Half-elf has a +1 racial bonus on Perception checks.

An Avian or Sauroi has a +3 bonus on Perception checks.

The master of a hawk familiar gains a +3 bonus on Perception checks in daylight or other lighted areas.

The master of an owl familiar gains a +3 bonus on Perception checks in shadowy or other darkened areas.

Perform: (Cha)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills.

You can have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- *Act* (comedy, drama, mime)
- *Comedy* (buffoonery, limericks, joke-telling)
- *Dance* (ballet, waltz, jig)
- *Fashion* (make an impression with your sense of style.)
- *Keyboard instruments* (harpsichord, piano, pipe organ)
- *Oratory* (epic, ode, storytelling)
- *Percussion instruments* (bells, chimes, drums, gong)
- *Rhetoric* (Skill with arguments. Debate to persuade and as entertainment.)
- *String instruments* (fiddle, harp, lute, mandolin)
- *Wind instruments* (flute, pan pipes, recorder, shawm, trumpet)
- *Sexual Entertainment*
- *Sing* (ballad, chant, melody)

Character Skills

Check: You can impress audiences with your talent and skill.

Table P26 -- Perform DC

Perform Roll	Performance Results
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.

In the case of the perform skill the performer doesn't try and match or beat a given DC, but rolls for the best they can get noting the results on Table P23.

A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance. The bard's special Perform-based abilities are described in that class's description.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: A bard must have at least 3 ranks in a Perform skill to inspire courage in his allies, or to use his countersong or his *fascinate* ability. A bard needs 6 ranks in a Perform skill to inspire competence, 9 ranks to use his *suggestion* ability, 12 ranks to inspire greatness, 15 ranks to use his *song of freedom* ability, 18 ranks to inspire heroics, and 21 ranks to use his *mass suggestion* ability. See Bardic Music in the bard class description.

In addition to using the Perform skill, you can entertain with sleight of hand, tumbling, tightrope walking, and spells.

Profession: (Varies)

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. The following list is not exclusive or exhaustive. If a trade makes something, it is a Craft, it does not make something, it is a Profession.

Table P27 -- Professions

Profession	Ability score	Prerequisites	Notes
Accounting	Intelligence	Basic Math	Keep accounts to be audited
Agriculture	Wisdom		Farm crops
Civil	Intelligence	Basic math,	Design and
Engineering		Read/Write	build bridges, roads, etc.

Profession	Ability score	Prerequisites	Notes
Fishing	Wisdom		Fishing as a trade
Mining	Wisdom		Find and recover ore
Navigation	Intelligence	Basic math	Location your position.
Scribe	Intelligence	Read/Write	Write and read letters
Seamanship	Dexterity		Work a ship

Check: You can practice your trade and make a decent living, earning about half your Profession check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 silver piece per day.

Navigation, Land: (Int, trained only)

Land Navigation allows a character to correctly calculate their distance traveled, use maps and other aids to reach a destination on a land bound journey. The DC for land navigation is easier than that for water due to "landmarks".

Check: The chance for getting lost is made per day of trackless travel. (It is assumed that any idiot can follow a river or a road.)

Table P28 -- Land Navigation DC & Modifiers

Terran	DC
Woodland	17
Plain	15
Mountain	17
Swamp	20

Modifier to Roll	Bonus	Notes
Incomplete maps	+1	
Maps	+2	Assumed to be good.
simple tools	+4	quadrant, cross staff
State of the art tools	+6	clock, sextant, compass

A successful check means the character is where they think they are. A failure by less than five indicates they are lost, but know they are off course. A failure by more than 5 indicates they think they are on course, but are not.

Action: The navigation check is made on a per day basis. Usually at the start of the day so the DM can steer you off course if you fail.

Try Again: Not generally until you know you are lost.

Special: Bad maps will get you lost, period. That is what they are for. If a character has bad maps a check 10 over the required DC will let them know their maps are flawed and not to be trusted.

Untrained: It is difficult at best to estimate travel over a trackless landscape. No such check over 10 can be made without training.

Synergy: A character with 5 or more ranks in Survival gains a +2 bonus in Navigation.

Navigation, water: (Int trained only)

Water Navigation allows a character to correctly calculate their distance traveled, use maps and other aids to reach a destination on a water bound journey.

Check: The navigation check is usually made once a day to judge where the ship is. Consult the chart below to get the DC.

Table P29 -- Water Navigation DC & Modifiers

Conditions	DC
In sight of land	15
Out of sight of land	25

Modifier	Bonus	Notes
Incomplete charts	+1	
Charts	+2	Assumed to be good.
simple tools	+4	Sun compass, quadrant, cross staff, log
State of the art tools	+6	clock, sextant, compass, log

A successful check means the character is where they think they are. A failure by less than five indicates they are lost, but know they are off course. A failure by more than 5 indicates they think they are on course, but are not.

It is not possible to navigate out of sight of land without tools. The open sea is the very definition of "trackless". At best one can estimate the direction of travel if the sun and or stars can be seen.

Action: The navigation check is made on a per day basis. Usually at the start of the day so the DM can steer you off course if you fail.

Try Again: Not generally until you know you are lost.

Special: Bad charts will get you lost, period. That is what they are for. If a character has bad maps a check 10 over the required DC will let them know their maps are flawed and not to be trusted.

Synergy: Navigation, Water can also be used for land navigation with equal effectiveness except to estimate speed.

Read & Write: (Int)

The Character has the skill of reading and writing. They are literate and can read and or write in any language in which they can speak. Additional ranks in this skill beyond one are not necessary.

Check: Unnecessary they can read.

Action: Not Applicable. Reading and writing take time and are not combat related activities.

Restriction: You must know a language to be able to read it.

Try Again: You either can or cannot

Untrained: No. You must have been taught to read.

Notes: Characters do not start literate regardless of background.

Riding Exotic: (Dex)

Riding Exotic is for Pegasi, Griffins, and like mounts/

If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

The following tasks do require checks.

Table P30 -- Ride Checks & DC

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight on an exotic	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20 ¹

1 Armor check penalty applies.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight on Exotic: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage is an immediate action.

Soft Fall: You can react instantly to try to take less or no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage (per ten feet fallen). This usage does not take an action. Falling off a flying mount assumes that you ride the creature to the ground and take a tumble. You can decrease damage by 1d6.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

If the mount flies it can be trained with Flight. An attempt to use that skill would be a spurring action,

Control Mount in Battle: As a move action, you can attempt to control an exotic mount not trained for combat while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action

Character Skills

at all, as noted above.

Special: If you are riding bareback, you take a -5 penalty on Ride checks.

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

Leomans take a -5 to ride checks unless on an intelligent mount (Int 3 or better)

The mount and its training can also affect your ride check.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

Ride Land-based: (Dex)

Riding land-based is for horses, asses mules or any creature commonly ridden on the ground. Pegasi, Griffins, and like mounts require the Ride: Exotic skill.

If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

The following tasks do require checks.

Table P31 -- Ride Checks & DC

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight on warhorse	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20 ¹

1 Armor check penalty applies.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

Fight on Warhorse: If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

Cover: You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage does not take an action.

Soft Fall: You can react instantly to try to take no damage when you fall off a mount when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed

by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

Special: If you are riding bareback, you take a -5 penalty on Ride checks.

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle.

Leomans take a -5 to ride checks unless on an intelligent mount (Int 3 or better)

The mount and its training can also affect your ride check.

Synergy: If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

Rope Use: (Dex)

Check: Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

Table P32-- Use Rope DC

Use Rope DC	Task
10	Tie a firm knot
10 ¹	Secure a grappling hook
15	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	Splice two ropes together
Varies	Bind a character

1 Add 2 to the DC for every 10 feet the hook is thrown; see below.

Secure a Grappling Hook: Securing a grappling hook requires a Rope Use check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

Bind a Character: When you bind another character with a rope, any Escape Artist check that the bound character makes is opposed by your Rope Use check.

You get a +10 bonus on this check because it is easier to bind someone than to escape from bonds. You don't even make your Rope Use check until someone tries to escape.

Action: Varies. Throwing a grappling hook is a standard action. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Special: A silk rope gives you a +2 circumstance bonus on Rope Use checks. If you cast an *animate rope* spell on a rope, you get a +2 circumstance bonus on any Use Rope checks you make when using that rope. These bonuses stack.

Synergy: If you have 5 or more ranks in Rope Use, you get a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

If you have 5 or more ranks in Rope Use, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

If you have 5 or more ranks in Escape Artist, you get a +2 bonus on checks made to bind someone.

Sexual Conquests: (Cha)

You are skilled in convincing NPC partners to have sex with you.

Check: The check is made against the DC of 10 plus the target's charisma plus their wisdom bonus and any modifiers that apply. The DC is difficult, it is meant to be.

For the random sexual conquest check roll the "target" variables once for each column. All modifiers are cumulative.

Table P33 -- Sexual Conquest DC & Modifiers

D20	DC mod	Readiness	Species difference (if applies)	Social class
1-11	+0	Indifferent	Normal attitudes	Equal social class
12-18	+5	Disinclined	Unfavorable to different species	Higher social class
19-20	-5	Inclined	Favorable to different species	Lower social class

Other Conditions	modifiers
Male seeking Female	+0
Female seeking male	-5
Target Drunk	Appropriate Wis modifiers
Encounters without A sexual pitch	-1 per previous encounter
Favor done recently	-1 to -10 depending on the favor. bought a drink -1 saved life -10
Blew it with target once	+5

Action: Attempting a sexual conquest is considered to require several hours of attention to the target. Only one pitch can be made a night. Two if you start very early and blow your first one.

Try Again: Only if getting slapped turns you on.

Synergy: Having 5 or more ranks in Diplomacy adds a +2 to Sexual Conquests.

Having 5 of more ranks in Sexual Conquests adds +2 to Diplomacy or Bluff attempts if the target would consider you a possible sexual partner. Not necessarily see you as a partner then and there, but you would be acceptable in general.

Slight of Hand: (Dex; trained only, armor check penalty.)

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Perception check. The

observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

Table P34 -- Sleight of Hand

DC	Task
10	Palm a coin-sized object, make a coin disappear
10	Juggle three objects.
15	Pilfer an apple sized object.
15	Juggle four objects
20	Lift a small object from a person
25	Juggle five objects.
40	Juggle six objects.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Perception check of anyone observing you or the Perception check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a move action.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Perception check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

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.

Action: Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a -20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on opposed Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Social Perception: (Cha)

This skill covers both Gathering Information and Sensing Motives.

Gather Information:

Check: An evening's time, a few gold pieces for buying drinks and making friends, and a DC 10 Gather Information check gets you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical Gather Information check takes 1d4+1 hours.

Character Skills

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Special: A half-elf has a +2 racial bonus on Gather Information checks.

Synergy: If you have 5 or more ranks in Knowledge (local), you get a +2 bonus on Gather Information checks.

Sense Motive

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when “something is up” (that is, something odd is going on) or to assess someone’s trustworthiness.

Table P35 – Sense Motive DC

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another’s behavior that something is wrong, such as when you’re talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone’s behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn’t aware of it. The usual DC is 25, but if the target is dominated (see *dominate person*), the DC is only 15 because of the limited range of the target’s activities.

Discern Secret Message: 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. If you succeed by 4 or less, you know that something hidden is being communicated, but you can’t learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don’t detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action: Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Special: A ranger gains a bonus on Sense Motive checks when using this skill against a favored enemy.

Synergy: If you have 5 or more ranks in Social Perception, you get a +2 bonus on Diplomacy checks.

Speak Language: (Int trained only)

The Speak Language skill doesn’t work like other skills. Languages work as follows.

- You start at 1st level knowing one to three languages based on your race and the area you grew up in, plus an additional numbers of languages equal to your starting Intelligence bonus if you choose.
- You can purchase Speak Language just like any other skill, but instead of buying a ranks in it, you choose a new language that you can speak. For every two points spent you get one new language.
- You don’t make Speak Language checks. You either know a language or you don’t.

• A literate character, anyone who has spent skill points to become literate, can read and write any language they speak. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Action: Not applicable.

Try Again: Not applicable. There are no Speak Language checks to fail.

Table P36 – Common Languages and Their Alphabets

Language	Typical Speakers	Alphabet
Human		
Ameridian	Amerid people	none
Frankessa	Anorian	Latinat e
Arabic	Hundred Kingdoms	Arabic
Arailanese	Arailaners	Tegwar
Catilanese	The Domains	Latinat e
Celtic	North-west Humans	Latinat e
Common	Everyone, Trade argot	Several
Egyptian	Egyptians	Hierati c, Hierogl yphic
Germanic	North Inner Sea	Runic
Greek	Greeks and others in the Inner sea	Greek
Hindusaii	Hindi	Sanskri t
Markian	Markia	Kanji
Norse	Nordic People	Runic
Nubian	Central Humans	Nubian
Persian	Morland	Hierati c
Piuctish	Picts	none
"Racial"		
Avian	Avains	Tegwar
Centauran	Centauras	Tegwar , Greek
Draconic	Kobolds, dragons	none
Dwarven	Dwarves	Runic
Giant	Ogres, giants	Runic (if any)
Gnoll	Gnolls	none
Gnome	Gnomes	Runic
Goblin	Goblins, hobgoblins, bugbears	Runic (if any)
Leoman	Leomans	Tegwar
Orcish	Orcs	none
Quenya	Elves , fey	Tegwar
Sindarin	Grey Elves, Scholars	Tegwar
Planer Tongues		
Abyssal	Demons	Infernal
Aquian	Water Planer creatures	Aquian
Auran	Air Planer creatures	Auran
Celestial	Angels	Celestial
Coveriss	Devas	Covern
Ignan	Fire Planer creatures	Ignan

Language	Typical Speakers	Alpha bet
Lucarian	Devils	Lucarian
Terran	Earth Planer creatures	Terran
Magical		
Aij'h	Sects of Eecreeana	Tegwar
Arcane	Magicians	Arcane
Celin	Craft	Arcane
Druidic	Tutha Da Dannan Clerics (Druids)	Ogma
Finnish	Melikki	Ogma
Hebin	Angleic Sects	Hebin
Kellin	Fellowship of Plenty	Latinat e
Latun	Church of Mephistopheles	Latinat e
Quintana	Elven Priests, scholars	Tegwar
Russian	Church of Creation	Crylic
Sindril	Centaur Sects	Tegwar

Spellcraft: (Int; trained only)

Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table above.

Table P37 -- Spellcraft DC

Spellcraft Task DC

13	When using <i>read magic</i> , identify a <i>glyph of warding</i> . No action required.
15	Identify a potion. Requires 1 minute. No retry.
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
10 + spell level	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). Requires 8 hours.
15 + spell level	Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.
15 + spell level	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.) No action required.
19	When using <i>read magic</i> , identify a <i>symbol</i> . No action required.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell level	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. No action required. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using <i>read magic</i> . One try per day. Requires a full-round action.
25 + spell level	After rolling a saving throw against a spell targeted on you, determine what that spell was.

- 20 No action required. No retry. Draw a diagram to allow *dimensional anchor* to be cast on a *magic circle* spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.
- 30 or higher Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

Action: Varies, as noted above.

Try Again: See above.

Synergy: If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.

If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher spells on scrolls.

If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

Additionally, certain spells allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description.

Stealth: (Dex)

The old skills of Hide and Moves Silently

Hide: (Dex; armor check penalty)

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a -10 penalty because you have to move fast.

Sniping: If you've already successfully hidden within range of your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot modified by distance.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see Sniping, above) is a move action.

Special: If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you're

Character Skills

moving.

A 13th-level ranger can attempt a Hide check in any sort of natural terrain, even if it doesn't grant cover or concealment. A 17th level ranger can do this even while being observed.

Move Silently:

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Table P38 -- Move Silently Modifiers

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

Action: None. A Move Silently check is included in your movement or other activity, so it is part of another action.

Special: The master of a cat familiar gains a +3 bonus on Move Silently checks.

A Hobbit has a +2 racial bonus on Move Silently checks.

A Leoman has a +2 racial bonus on Move Silently checks.

Survival: (Wis)

Survival Allows you to live wild, track, and build fires in difficult conditions.

Live Wild:

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

Table P39 -- Survival DC

Survival Task	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

Action: Varies. A single Survival check may represent activity over the course of hours or a full day.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival

check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Restriction: While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 15 or lower, only a ranger can use Survival to follow tracks when the task has a higher DC.

Special: If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

Synergy: If you have 5 or more ranks in Survival, you get a +2 bonus on Knowledge (natural history) checks.

If you have 5 or more ranks in Survival, you get a +2 bonus on tracking as a Ranger.

If you have 5 or more ranks in Knowledge (dungeoneering), you get a +2 bonus on Survival checks made while underground.

If you have 5 or more ranks in Knowledge (natural history), you get a +2 bonus on Survival checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5 or more ranks in Knowledge (geography), you get a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in Knowledge (The Planes), you get a +2 bonus on Survival checks made while on other planes.

If you have 5 or more ranks in Perception, you get a +2 bonus on Survival checks to find or follow tracks.

Fire Building: (Wis)

The character is skilled at starting fires in difficult conditions.

Check: Get the DC from the chart below. If successful the PC can get a fire going and keep it going. The fire must be tended. The worse the conditions the more it must be tended. The DC for tending a fire (per hour) is half the DC to start the fire in the first place. It is assumed that the fuel for the fire is in the same condition as the general conditions.

Table P40 -- Fire Building DC & Modifiers

Conditions	DC
Dry	10
Damp	20
Wet	30

Action: It takes a full ten minutes of tending to get a fire started in dry conditions. Double the time for each degradation of conditions.

Try again: As long as the fire starter has fuel and tinder they can make another try.

Restriction: No matter how good a fire starter is they cannot start a flame underwater.

Table P41 -- Fire DC Modifiers

Modifiers	Bonus to DC	Notes
Flint and steel	0	Expected equipment
Fire drill	+2	A long day
Matches	-2	Best tool
Raining, Light	+2	Will extinguish an untended fire in 20 minutes
Raining, Moderate	+4	Will extinguish an untended fire in ten minutes
Raining Heavily	+8	Will extinguish an untended fire in one minute

Accelerator	-4	Lamp oil or such.
Dry fuel	0	Fuel is assumed to be "dry" under dry conditions, no bonus.
Produce Flame	-5	Dries tinder.
Burning Hands		Dries fuel one stage, starts fire, tending only is required.
Fireball, Dragon breath, etc.		Dries fuel totally, starts fire, tending only is required.

Tracking: (Wis trained only)

Check: The character can follow a trail The base DC is as follows.

Table P42 -- Tracking DC and Modifiers

Surface	DC	Notes
Very soft	5	Mud
Soft	10	Sand, moist ground
Firm	15	Grass or typical woodland
Hard	20	Gravel, urban streets, stone.

Add the following modifiers that apply

Condition	DC Bonus
Per three creatures being tracked	-1
Size of creatures is: ^A	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Each 12 hours since the track was made	+1
Every hour of rain	+1
Fresh snow cover	+10
Poor Visibility	
Fog or precipitation	+3
Moonlit night	+3
Moonless or overcast night	+6
Tracked party hides trail ^B	+5

A: Use only the size of the largest creature in a group for the modifier.

B: Party must move at half speed.

A tracking roll should be made for every hour of constant tracking or for any natural break in the trail such as a stream or change in surface.

Action: Tracking is a long term action. Finding a trail (if one is to be found takes 1d10 rounds.

Try Again: A character can retry to find a lost trail.

Synergy: A character with 5 of more ranks in Perception gains a +2 to track.

Swimming: (Str; armor check penalty, trained only)

Check: Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the

water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table below.

Table P43 -- Swim DC

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 ¹

1 You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.

Action: A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

Special: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Untrained: To swim you must have at least one rank in swimming. If a character is not trained they can make swim checks only to remain above the water and cannot make progress.

