









APPRAISE (INT)

- Common object = DC 12; rare = DC 15, 20 or higher
- Failure*: appraisal = $2d6+3 \times 10\% \times \text{actual value of object}$
- Magnifying glass / scales provides +2 bonus to appraisal



BALANCE (DEX; Armor Check Penalty)

- Success*: move half speed on precarious surface for 1 round
- Failure*: by 4 or less, can't move 1 round; 5 or more, you fall
- Being attacked: flat-footed unless Balance ranks > 4; if you take damage, you must make another check at same DC
- Accelerated: -5 check penalty to move at full speed

Narrow Surface	Bal DC	Difficult Surface	Bal DC
7 - 12 inches wide	10	Uneven flagstone	10 ¹
2 - 6 inches wide	15	Hewn stone floor	10 ¹
Less than 2" wide	20	Sloped or angled floor	10 ¹

¹ Only if running or charging. *Failure* by 4 or less means character can't run or charge, but may otherwise act normally.

DC Modifier	Surface
+2	Lightly obstructed (scree, light rubble)
+5	Severely obstructed (natural cavern)
+2	Lightly slippery (wet floor)
+5	Severely slippery (ice sheet)
+2	Sloped or angled

CLIMB (STR; Armor Check Penalty)

- Success*: move 1/4 speed up / down / across a surface
- Failure*: by 4 or less, make no progress; 5 or more, you fall
- Climber's kit gives a +2 circumstance bonus to Climb checks
- Being attacked: lose Dex bonus to AC while climbing, if you take damage, you must make another check or fall
- Accelerated: -5 check penalty to move at half-speed
- Making handholds / footholds in ice or w/pitons: takes 1 minute per piton, requires 1 piton per 3 feet. Climb DC = 15
- Catch yourself when falling: DC = wall DC+20 or slope DC+10
- Catching falling character while climbing: make a successful melee touch attack against falling character, make climb check (DC = wall's DC + 10).
 - Success*: catch falling character, if his total weight exceeds your heavy load limit you automatically fall
 - Fail by 4 or less*: fail to catch PC, but maintain grip
 - Fail by 5 or more*: both you and character fall

DC	Example
0	Slope too steep to walk, knotted rope w/wall to brace
5	Rope w/wall to brace, or knotted rope, or <i>rope trick</i> rope
10	Surface w/ledges to hold / stand (rough wall / ship's rigging)
15	Surface w/handholds, rough wall / tree, unknotted rope, pull self up when dangling by hands
20	Uneven surface w/narrow handholds (dungeon wall / ruins)
25	Rough surface (natural rock or brick wall)
25	Overhang or ceiling w/handholds but no footholds
--	Perfectly smooth, flat, vertical surface cannot be climbed

DC Modifier	Example
-10	climbing a chimney or opposite walls
-5	climbing a corner or perpendicular walls
+5	surface is slippery

CONCENTRATION (CON)

- Must make check whenever you might be distracted while performing an action requiring your full attention.
- Actions that provoke attacks of opportunity normally require a Concentration check if distracted

Concentration DC	Example
10 + damage dealt	Damaged during the action
10 + half damage dealt	Taking continuous damage
Spell's save DC	Distracted by nondamaging spell
10	Vigorous motion (moving mount)
15	Violent motion (galloping horse)
20	Extremely violent motion (earthquake)
15	Entangled
20	Grappling or pinned
5	High wind w/blinding rain or sleet
10	Wind-driven hail, dust, or debris
Spell's save DC	Weather caused by spell

DISABLE DEVICE (INT; Trained Only)

- Use to disarm a trap, jam a lock (open / closed), sabotage a mechanical device (wagon wheel)
- Attempting a check without thieves' tools imposes a -2



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

HANDLE ANIMAL (CHA; Trained Only)

- Handle: command an animal to perform a familiar task
- Push: command an animal to perform an unfamiliar task
- Wounded Animal: add 2 to DC
- Teach Trick: 1 week; max tricks = 3 (Int 1) or 6 (Int 2)
 - DC 15 - come, down, fetch, heel, perform, seek, stay, work
 - DC 20 - attack, defend, guard, track

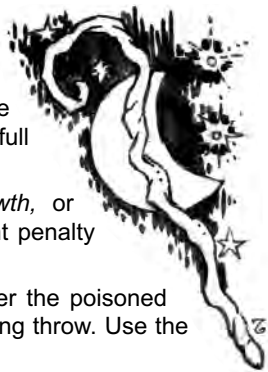
Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20
Train an animal for general purpose	15 or 20
Rear a wild animal	15 + HD of animal

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



HEAL (WIS)

- First Aid: Use to stabilize a dying character. If successful, the dying character stops losing hit points.
- Long-Term Care: Use to treat up to 6 patients for a day or more. If successful, the patient heals at twice the normal rate (2 hp / level / 8 hours rest, or 4 hp / level / full day of rest).
- Treat Wound from Caltrop, *Spike Growth*, or *Spike Stones*: If successful the movement penalty is removed.
- Treat Poison: Roll a Heal check whenever the poisoned character makes a secondary poison saving throw. Use the higher result.
- Treat Disease: Roll a Heal check whenever the diseased character makes a secondary saving throw. Use the higher result.



Task	Heal DC
First aid	15
Long-term care	15
Treat spike / caltrop wound	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

JUMP (STR; Armor Check Penalty)

- Long Jump: the DC equals distance jumped. If you fail by 5 or less, make a DC 15 Reflex save (doubled without 20 ft. running start) to grab the far edge of the gap. Getting up requires DC 15 Climb check.
- High Jump: DC = 4 × distance to be cleared (doubled without 20 ft. running start).
- Hop Up: jump onto an object as tall as your waist with a DC 10 Jump check (running start not required).
- Jumping Down: when jumping down from a height, falling damage is reduced by 10 ft. with a DC 15 Jump check.

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	1/2 ft.

LISTEN (WIS)

Listen DC	Sound
-10	A battle
0	People talking
5	A person in medium armor walking at 10 ft. / round
10	Unarmored person walking at 15 ft. / round
15	1st-level rogue using Move Silently to sneak by
15	People whispering
19	A cat stalking
30	An owl gliding in for a kill

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

SPEAK LANGUAGE (None; Trained Only)

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elven
Auran	Air-based creatures	Draconic
Celestial	Good outsiders	Celestial
Common	Humans, halflings, half-elves, half-orcs	Common
Draconic	Kobolds, troglodytes, lizardfolk, dragons	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnoll	Gnolls	Common
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears	Dwarven
Halfling	Halflings	Common
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders	Infernal
Orc	Orcs	Dwarven
Sylvan	Dryads, brownies, leprechauns	Elven
Terran	Xorns and other earth-based creatures	Dwarven
Undercommon	Drow, subterranean beings	Elven

SPELLCRAFT (INT; Trained Only)

Spellcraft DC	Task
13	Identify a <i>glyph of warding</i> while using <i>read magic</i>
15 + spell level	Identify a spell being cast
15 + spell level	Learn a spell from a spellbook or scroll (8 hrs)
15 + spell level	Prepare spell from borrowed spellbook
15 + spell level	Determine the school of magic in an aura while casting <i>detect magic</i>
19	Identify a <i>symbol</i> while using <i>read magic</i>
20 + spell level	Identify a spell already in effect
20 + spell level	Identify materials created or shaped by magic
20 + spell level	Decipher a written spell without using <i>read magic</i>
25 + spell level	Identify spell cast on you after the saving throw
25	Identify a potion (1 minute)
20	Draw diagram to allow <i>dimensional anchor</i> to be cast on a <i>magic circle</i> spell (10 minutes)
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream.

SWIM (STR; Armor Check Penalty)

- Make a Swim check once per round while in the water.
 - *Success*: may swim up to 1/2 speed (full-round action) or 1/2 speed (move action)
 - *Fail by 4 or less*: make no progress through water
 - *Fail by 5 or more*: go underwater
- Holding breath: can hold your breath for as many rounds as your Con score as long as you take only move / free actions. Standard / full-round action reduces remaining rounds by 1.
- Out of Breath: Must make DC 10 Con check ea round. DC increases by 1 each round. If you fail, you begin to drown.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 (can't take 10 on Swim check)

TUMBLE (DEX; Trained Only, Armor Check Penalty)

- Use to land softly or tumble past opponents

Tumble DC	Task
15	Treat fall as if 10 feet shorter for damage
15	Tumble at 1/2 speed while not provoking attacks of opportunity. Check for each opponent separately, each additional enemy adds +2 to the Tumble DC.
25	Tumble at 1/2 speed through an enemy (over, under, or around), provoking no attacks of opportunity. Check for each opponent separately, each additional enemy adds +2 to the Tumble DC.

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



USE MAGIC DEVICE (CHA; Trained Only)

Task	Use Magic Device DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	Ability Score = Use Magic Device check result - 15
Emulate a race	25
Emulate an alignment	30

USE ROPE (DEX)

- Secure a Grappling Hook: DM makes Use Rope check (DC 10, +2 for every feet of distance thrown, maximum DC 20 at 50 ft.
 - Fail by 4 or less: hook fails to catch and falls
 - Fail by 5 or more: hook falls after 1d4 rounds of supporting weight

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.



Ability Damaged:

The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Ability Drained:

The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means.

Blinded:

The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Blown Away:

Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 × 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Confused:

A confused character's actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering:

The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

Dazed:

The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled:

The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Deafened:

A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any).

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 × 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature-ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Prone: An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). Prone defenders gain a +4 bonus to Armor Class against ranged attacks, but take a -4 penalty to AC against melee attacks. Standing up is a move-equivalent action that provokes an AoO.

Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stunned: A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

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