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# d20 Skills

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by Stephen D'Angelo (dangelo@crystalkeep.com)

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

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**Official Sourcebooks:**

DMG = Dungeon Master's Guide  
DOF = Defenders of the Faith  
ELH = Epic Level Handbook  
MM = Monster Manual  
MOF = Magic of Faerun  
MoW = Masters of the Wild

PHB = Player's Handbook  
PSI = Psionics Handbook  
S&F = Sword and Fist  
S&S = Song and Silence  
T&B = Tome and Blood

**Change Notes:**

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# 1 – Using Skills

## Skill Checks

### Unopposed Checks (PHB 57-62)

Unopposed skill checks are made by rolling against a Difficulty Class (DC). You roll **1d20 + skill modifier**.

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

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

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

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

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

### Opposed Checks (PHB 60)

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

### Primary Ability (PHB 60)

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

### Time and Retries (PHB 60)

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

Most skills allow you to try again if you fail, but some of them specifically say you cannot try again. Also, some skills have repercussions due to failure. For example, failing to disarm a trap may set it off and failing to convince someone of something may make it even more difficult to try again.

### Take 10 and Take 20 (PHB 61)

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

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

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

### Untrained Checks (PHB 60)

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

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

### Degrees of Success (PHB 61, DMG 91-93)

Success is defined as meeting the target DC. If you exceed the DC by 10 or more, you achieve a greater success and the GM may give you extra information or add to the skill's effect. If you exceed the DC by 20 or more, you achieve a perfect success and the GM may further add to the skill's effect.

If you have at least 10 ranks in a skill and you exceed the DC by 20 or more, you complete the task impossibly well. The GM may describe the skill as being completed in an incredible way.

*Optional Rule:* If a player rolls a natural 20 and succeeds at a check, have them roll again. If the second roll succeeds, they have achieved a critical success. If a player rolls a natural 1, have them roll again. If the second roll also fails, they have made a critical failure. The definition of what happens during a critical success or failure is up to the Game Master.

### Cooperation (PHB 61, ELH 38)

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

*Optional Rule:* The bonus for aiding someone is increased by +1 for every 10 points you beat the DC 10 by. For example, a roll of 20 through 29 would grant a +3 bonus.

### Ability Checks (PHB 61)

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

### Skill Synergy (ELH 38)

*Optional Rule:* Many skills grant a +2 synergy bonus if you have 5 or more ranks in the skill. This bonus increases by +2 for every additional 20 ranks you have, so 25 ranks grants +4, 45 ranks grants +6, and so on.

## Skills by Category

### General Skills

There are six general skills. They are: **Concentration**, **Hide**, **Listen**, **Move Silently**, **Search**, and **Spot**.

The Concentration, Listen, Spot, and Search skills relate to the character's ability to pay attention. Some GM's may choose to make a house rule so these skills are considered in class for everyone on the basis that anyone can learn to pay attention.

The Hide and Move Silently skills are best kept in class only for a subset of classes to preserve the value of those classes, but any character may attempt to Hide or Move Silently.

Smell is not handled in the d20 rules. Some GM's use the Listen skill for smell checks.

### Physical Skills

There are five skills related to physical ability. They are: **Balance**, **Climb**, **Jump**, **Swim**, and **Tumble**.

Jump and Swim are generic skills. Some GM's may choose to make a house rule so these skills are considered in class for everyone on the basis that anyone can learn to Jump or Swim.

The Balance, Climb, and Tumble skills are best kept in class only for a subset of classes to preserve the value of those classes, but any character may attempt to use these skills.

### Social Skills

There are six skills related to social interaction. They are: **Bluff**, **Diplomacy**, **Gather Information**, **Innuendo**, **Intimidation**, and **Sense Motive**.

The official D&D skill set was designed to be fairly simple because social interaction is not a large portion of the game. Bluff, Diplomacy, and Sense Motive are the core social skills. Bluff is used for any attempt to modify someone's actions by confusion or otherwise preventing them from getting a chance to act. Diplomacy is used to modify someone's actions using reasoning. And Sense Motive is used to understand your opponent's thinking (and to see through Bluffs).

Gather Information, Intimidate, and Innuendo play much smaller roles in the official D&D rules and may simply be avoided for many Game Masters

In game settings that put a larger emphasis on social interaction, the GM may wish to expand this set of skills.

## ***Spy & Thief Skills***

There are seven skills related to being a spy or thief. They are: **Disable Device**, **Disguise**, **Escape Artist**, **Forgery**, **Open Locks**, **Pick Pockets**, and **Read Lips**.

These skills are all fairly well designed and easy to understand.

## ***Outdoor Skills***

There are six skills related to the outdoors. They are: **Animal Empathy**, **Handle Animal**, **Intuit Direction**, **Ride**, **Use Rope**, and **Wilderness Lore**.

Because riding horses is common in many settings, the GM may decide to make the Ride skill (at least for horses) in class for all characters. Limiting the riding of other beasts as per the suggested classes is recommended.

## ***Career Skills***

There are three very special skills that are actually sets of skills. These are: **Craft**, **Knowledge**, and **Profession**. Other skills that relate to what you do in life are: **Alchemy**, **Appraise**, **Decipher Script**, **Heal**, **Perform**, and **Spellcraft**.

The three skills Craft, Knowledge, and Profession are special. These are not single skills, but are instead categories of skills. Craft is used for any skill to create something. Knowledge is used for information skills. And Profession is used for roles that generate an income. These skills are sometimes difficult to separate, as it can be argued that someone in a craft or profession has knowledge of their area of focus, and that characters with knowledge of something should be able to put it into practice. The result is that these three categories are typically guidelines.

## ***Psionic Skills***

There are five skills that are related to psionics. They are: **Autohypnosis**, **Psicraft**, **Remote View**, **Stabilize Self**, and **Use Psionic Device**.

## ***Special Purpose Skills***

Some skills defy the ability to categorize them. They are: **Control Shape**, **Scry** and **Use Magic Device**.

## 2 – Languages

The approach to dealing with languages can vary from very simple to very rich.

The D&D official approach is to make languages very straightforward. Characters begin with their own language plus one language for each point of INT modifier they have. All characters are assumed to be able to speak, read, and write the language except for barbarians who only speak. Skill points are used to add languages.

This approach is designed to make general communication simple and to avoid having characters spend lots of skill points on languages. Characters with high INT scores, however, can communicate to others.

In game worlds that have fewer languages, that grant more skill points, or where language is a big part of play, more complex systems have been proposed that offer more options.

### Official Skills

#### **Speak Language**

Base Ability: *None*  
Special: Each rank in this skill grants an additional language.  
Take 10/20? Not applicable  
In Class For: *D&D – Bard*  
Sources: PHB 73

Each rank in this skill grants an additional language. Note that if Speak Language is not an in class skill, this requires 2 skill points.

Literate characters are considered to read and write all languages they know.

The languages in the D&D game are:

Language	Typical Speakers	Alphabet
Abyssal	Demons and 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 (restricted language)	Druid
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Gnome	Gnomes	Dwarven
Goblin	Goblin, hobgoblin, bugbear	Dwarven
Giant	Ettins, ogres, giants	Dwarven
Gnoll	Gnolls	Common
Halfling	Halfling	Common
Ignan	Fire-based creatures	Draconic
Infernal	Devils and lawful evil outsiders	Infernal
Orc	Orcs	Dwarven
Sylvan	Dryads, brownies, leprechauns	Elven
Terran	Xorn and earth-based creatures	Dwarven
Undercommon	Drow, mind flayers	Elven

## 3 – Core Official Skills

### Alchemy

Base Ability: INT  
 Special: **TRAINED ONLY**  
 Gnomes receive a +2 racial bonus  
 Take 10/20? Yes 10 / Sometimes 20  
 In Class For: *D&D* – Bard, Sorcerer, Wizard, Psion(Shaper)  
 Sources: PHB 63, 113-114, ELH 38, PSI 18

This skill is used to identify and create substances.

You must have proper equipment to use this skill. Having a full lab grants a +2 circumstance bonus to your checks.

**Identify Substance:** You can identify a substance or poison by spending 1 hour and 1 gp, then making a check against DC 25. You can spend 20 times as much time and money to take 20.

You receive a +5 on your check to identify a poison after casting *Detect Poison*.

You can do a quick identify as a full round action with no lab and no cost by making a check against DC 50. You cannot retry this check or take 20.

**Make Substance:** You can create a substance. See the Craft skill rules for time and cost. The check is done against a DC. The DC values are:

Substance	DC
Acid	15
Alchemist's fire	20
Antitoxin	25
Smokestick	20
Sunrod	25
Tanglefoot bag	25
Thunderstone	25
Tingertwig	20

You can voluntarily raise the DC by 10 (or a multiple of 10) prior to rolling. If you do so, this will speed the creation time (as per the Craft skill rules).

**Make Augmented Substance:** You can create a substance with superior effects. Use the rules to make a substance, but at +20 DC and 5 times the cost. If you do this, the substance does double damage (if it did damage) or double duration (if it had a duration). A substance can be augmented more than once, with each requiring +20 DC and an 5 added to the cost multiplier. Remember that doubling the same thing twice actually triples it instead.

### Animal Empathy

Base Ability: CHA  
 Special: **TRAINED ONLY**  
*D&D* – **Druid, Ranger, and Psion(Telepath) only**  
 If 5+ ranks, grants +2 synergy bonus to Handle Animal for animals.  
 If 9+ ranks, grants +2 synergy bonus to Handle Animal for beasts  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Druid, Ranger, Psion(Telepath)  
 Sources: PHB 63, PSI 18

This skill is used to keep a guard dog from barking, to get a wild bird to land on your outstretched hand, or to keep an owlbear calm while you back off. Also see Handle Animal skill.

**Change Attitude:** You can change the attitude of an animal by spending a minute with it. You must be within 30 feet of the animal.

The check is done against a DC. The DC values are:

Initial Attitude	New Attitude					
	Hostile	Unfriendly	Indifferent	Friendly	Helpful	Fanatic
Hostile	-	20	25	35	50	150
Unfriendly	-	5	15	25	40	120
Indifferent	-	-	1	15	30	90
Friendly	-	-	-	1	20	60
Helpful	-	-	-	-	1	50

See the DMG for attitude definitions. See ELH 39 for Fanatic definition.

You have no penalty for animals, but receive a -4 penalty on your check to use this skill on beasts (such as owlbears) or magical beasts (such as blink dogs).

### Appraise

Base Ability: INT  
 Special: Dwarves receive a +2 racial bonus to appraise rare and exotic items  
 Take 10/20? Yes  
 In Class For: *D&D* – Bard, Rogue, Psion(Shaper)  
 Sources: PHB 63, ELH 39, PSI 18

This skill is used to identify and create substances.

**Determine Value:** You can determine the value of a common or well known item by spending 1 minute and making a check DC 12. Success gives you a value within 10% of its true value. Failure means you estimate the value between 50% and 150% (2d6+3 \* 10%) of its actual value. If untrained, failure means you do not know the value at all.

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

A magnifying glass grants a +2 circumstance bonus to your checks for small or highly detailed items. A merchant's scale grants a +2 circumstance bonus for items that are valued by weight. These bonuses stack.

You cannot retry this skill on the same item.

**Detect Magic:** As a full round action, make a check DC 50 to detect if the item is magical.

### Balance

Base Ability: DEX  
 Special: Armor Check Penalty applies  
 +2 synergy bonus if 5+ ranks in Tumble  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Bard, Monk, Rogue, Psion(Egoist), Psychic Warrior  
 Sources: PHB 63, ELH 39, PSI 18

This skill is used to keep your balance while moving on uneven floors, tightropes, and ledges.

**Walk on Precarious Surface:** If you make the check, you can move at half speed for 1 round. Failure means you cannot move. Failure by 5 or more means you fall down or fall prone as appropriate.

To move your full speed as a move action, you receive -5 on your check. If you take two move actions this way, you roll for each move.

The check is done against a DC. The DC values are:

Surface	DC
Uneven Floor	10
7 to 12 inches wide	10
2 to 6 inches wide	15
1 to 2 inches wide	20
Up to 1 inch wide	40
Hair thin	60
Liquid or fragile surface	90
Cloud	120
Surface is angled	+5
Surface is slippery	+5

While on a tightrope (or similar surface), you are considered to be off balance, so opponents receive a +2 attack bonus. If you have less than 5 ranks in Balance, you also lose your DEX bonus to AC.

You also make a check each time you are damaged.

## Bluff

Base Ability:	CHA
Special:	If 5+ ranks, grants +2 synergy bonus to Diplomacy, Disguise (if you act the part), Intimidate, Innuendo (to send a message), and Pick Pockets. Rangers receive a bonus against their favored enemy
Take 10/20?	No
In Class For:	D&D – Bard, Rogue, Psion(Telepath)
Sources:	PHB 64, S&F 10, ELH 39, PSI 18

This skill is used for acting, conning, fast talking, misdirection, and misleading body language. See Diplomacy for using reasoning and Intimidate for using threats.

**Fast Talking or Misdirection (Opposed by Sense Motive):** As a full round action, make a check opposed by the target's Sense Motive. Success has the target act the way you want usually for one round. This may or may not be long enough to get what you want done.

The following modifiers apply to the target's Sense Motive:

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

**Feinting in Combat (Opposed by Sense Motive):** As a standard action (that does not draw an attack of opportunity), make a check opposed by the target's Sense Motive. If successful, the next attack you make against that target does not allow him to use his DEX bonus to AC.

You receive a -4 penalty against non-humanoids and a -8 penalty against animal intelligence. This cannot be used against non-intelligent creatures.

**Creating a Diversion to Hide (Opposed by Sense Motive):** As a standard action (that does not draw an attack of opportunity), make a check opposed by the target's Sense Motive. If successful, you may attempt a Hide check.

**Seduction (Opposed by Sense Motive):** This check is opposed by the target's Sense Motive. Use this skill to convince someone that your romantic intentions are real in order to get persuade someone to do a favor for you.

**Instill Suggestion (Opposed by Sense Motive):** As a standard action, make a check as with fast talking where the target gets +50 on their Sense Motive to resist. If successful, the effect is the same as the *Suggestion* spell but it only lasts 10 minutes. It can be detected as if it were an enchantment.

**Display False Alignment:** As a full round action, make a check against DC 70. If successful, you can display a false alignment of your choice with no further effort until you next fall asleep or otherwise lose consciousness.

**Disguise Surface Thoughts:** Make a check against DC 100. If successful, you can change your apparent intelligence by as much as 10 points, and you can place any thought in your "surface thoughts" to be read by spells and other means.

## Climb

Base Ability:	STR
Special:	Armor Check Penalty applies Halflings receive a +2 racial bonus +2 synergy bonus when using rope if 5+ ranks in Use Rope
Take 10/20?	Sometimes 10
In Class For:	D&D – Barbarian, Bard, Fighter, Monk, Ranger, Rogue, Psion(Egoist / Nomad), Psychic Warrior
Sources:	PHB 64, ELH 40, PSI 18

This skill is used to climb up a wall or cliff.

**Climb Wall or Cliff:** If you make the check, you can take a full round action to move up, down, or across at half speed, or you can take a move equivalent

action to move at quarter speed. Failure means you cannot move. Failure by 5 or more means you fall.

To move your full speed as a full round action, you must make two checks at -5 on each check. You can move your full speed as a move equivalent action by making a check at -20. You can move double your speed by making two checks this way in a round.

The check is done against a DC. The DC values are:

Surface	DC
Steep slope with knotted rope	0
Wall with knotted rope	5
Rough wall with good handholds or ship's rigging	10
Natural rough wall with reasonable handholds or a tree	15
Semi-rough wall with narrow handholds	20
Semi-smooth wall, like bricks	25
Overhang or ceiling with handholds but no footholds	25
Perfectly smooth, flat, vertical surface	70
Perfectly smooth, flat, overhang of ceiling	100
A chimney or other place where you can brace against two opposite walls	-10
A corner where you can brace against two walls	-5
Slippery surface	+5

While climbing, you are considered to be stunned, so opponents receive a +2 attack bonus and you lose your DEX bonus to AC.

You also make a check each time you are damaged.

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

**Other Notes:** You can make your own handholds by pounding pitons into a wall. It takes one piton for every 3 feet moved and you can put in one per minute. This makes the wall's DC 15.

Someone using a rope can haul someone up using their strength.

## Concentration

Base Ability:	CON
Special:	--
Take 10/20?	No
In Class For:	D&D – Bard, Cleric, Druid, Monk, Paladin, Ranger, Sorcerer, Wizard, Psion(any), P psychic Warrior
Sources:	PHB 65, ELH 40, PSI 19

This skill is used to avoid being distracted.

The check is done against a DC. The base DC values are:

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

If the check is being made to continue with a spell, add the spell's level to the DC. If the check is being made to continue a psionic power, add the power's level to the DC.

**Continue with Casting of a Spell:** If the spellcaster fails the skill check, the spell is lost. Single action spells can be interrupted by an attack of opportunity during the casting or by environmental effects. Full round action (or longer) spells can be interrupted by just about anything.

**Continue with Concentration Maintained Spell:** If the spellcaster fails the skill check, the maintained spell effect ends.

**Continue with a Skill Use Attempt:** If the Concentration check fails, the skill attempt also fails. An example of a skill attempt is to Open Lock during a battle.

**Other Notes:** The Combat Casting feat grants +4 on Concentration checks to cast defensively.

## Craft

Base Ability:	INT
Special:	<b>This is not one skill. It is a set of skills.</b> Dwarves receive a +2 racial bonus for work on stone or metal
Take 10/20?	Yes
In Class For:	<i>D&amp;D</i> – Bard, Barbarian, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Wizard, Psion(Shaper)
Sources:	PHB 65, S&S 25-36, MOF 20, DOF 18, ELH 40, PSI 18

This skill is used to represent training in a role where you make something. Crafts may be attempted unskilled. Also see Profession and Knowledge.

Craft skills include:

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

You know the tools of your trade, how to perform the craft's tasks, how to supervise untrained helpers, and how to handle common problems. Note that untrained helpers typically cost 1 sp/day.

Improvised tools result in a -2 penalty. Proper tools have no bonus. Masterwork tools grant a +2 circumstance bonus.

**Earn Money:** Make a check once per week of dedicated work. You receive 1/2 your check value in gold pieces for that week.

**Make Item:** You can make the type of item by spending 1/3 of the item's cost in raw materials. Then make a check once each week against the DC of the item. Each week, you partially complete or finish the item by contributing a number of silver pieces equal to the result of your check times the DC. When this total equals the cost of the item in silver pieces, the item is completed.

For inexpensive items, you may complete a number of items due to one week's work, instead of simply doing one item.

You can also make checks daily, completing in copper pieces instead of silver.

Failing a check mean you made no progress this week (or day). If you fail the check by 5 or more, you ruin materials and have to pay 1/6 of the item's cost again.

You can voluntarily raise the DC by 10 (or a multiple of 10) prior to rolling. If you do so, this will speed the creation time.

**Masterwork Item:** To make a masterwork item, you make two checks. First, make a check to make the item as normal. Then make a second check DC 20 in order to make it masterwork quality.

The DC and skill required for some tasks are:

Task	Skill Required	DC
Very simple item		5
Typical item		10
High quality item		15
Complex item		20
Armor or Shield	Armorsmith	10 + AC bonus
Paper (100 sheets)	Bookbinding	12
Papyrus (100 sheets)	Bookbinding	10
Parchment (100 sheets)	Bookbinding	10
Spellbook	Bookbinding	15
Longbow or Shortbow	Bowmaking	12
Composite Longbow or Shortbow	Bowmaking	15
Mighty Bow	Bowmaking	15 + 2/STR bonus
Poisons (see S&S 25 and 29)	Poisonmaking	varies
Traps (see S&S 25-36)	Trapmaking	varies
Crossbow	Weaponsmith	15
Simple weapon	Weaponsmith	12
Martial weapon	Weaponsmith	15
Exotic weapon	Weaponsmith	18

**Repair Item:** Repair works like making the item in the first place. The base cost to repair is 1/5 of the item's cost.

## Decipher Script

Base Ability:	INT
Special:	<b>TRAINED ONLY</b> <i>D&amp;D</i> – <b>Bard and Rogue only</b> If 5+ ranks, grants +2 synergy bonus on Use Magic item for scrolls
Take 10/20?	Yes
In Class For:	<i>D&amp;D</i> – Bard, Rogue
Sources:	PHB 66, ELH 40

This skill is used to identify the meaning of runes or to figure a little out about something written in a language you don't know.

**Decipher Text:** Spend one minute and make a check against DC 20 (simple message), DC 25 (standard text), or DC 30+ (intricate, exotic, or very old writing). If successful, you know from context the general meaning. If it fails, make a WIS check DC 5 to avoid drawing a false conclusion.

You cannot retry this skill on the same piece of writing.

**Decipher Scroll:** Spend one minute and make a check against DC 50 + 5 times spell level to decipher a scroll as if you used *Read Magic*.

## Diplomacy

Base Ability:	CHA
Special:	+2 synergy bonus if 5+ ranks in Bluff +2 synergy bonus if 5+ ranks in Sense Motive (stacks with the Bluff bonus)
Take 10/20?	No
In Class For:	<i>D&amp;D</i> – Bard, Cleric, Druid, Monk, Paladin, Rogue, Psion(Telepath)
Sources:	PHB 66, S&F 10, ELH 40, PSI 18

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

**Change Attitude:** You can use this skill to change someone's attitude on something. The check is done against a DC. The DC values are:

Initial Attitude	New Attitude					
	Hostile	Unfriendly	Indifferent	Friendly	Helpful	Fanatic
Hostile	-	20	25	35	50	150
Unfriendly	-	5	15	25	40	120
Indifferent	-	-	1	15	30	90
Friendly	-	-	-	1	20	60
Helpful	-	-	-	-	1	50

See the DMG for attitude definitions. See ELH 39 for Fanatic definition.

This mode of the skill does not work on player characters. It only applies to NPCs.

**Negotiation:** Make a check opposed by your opponent's Diplomacy. The rules do not define the effects of a successful roll, so this is left up to the GM.

This mode of the skill does not work on player characters. It only applies to NPCs.

**Know How to Address Someone:** You can make a check to determine the proper form of address for someone. The GM determines the DC.

## Disable Device

Base Ability: INT  
 Special: **TRAINED ONLY**  
 Only a Rogue can disarm magic traps.  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Rogue, Psion(Savant)  
 Sources: PHB 67, MOF 20, ELH 40, PSI 18

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

**Disarm Trap or Sabotage Device:** Make a check against a DC. The DC values (and time required) are:

Device Type	DC	Time
Simple device (jamming a lock)	10	1 round
Tricky device (sabotaging a wagon wheel)	15	1d4 rounds
Difficult device (disarm/reset a trap)	20	2d4 rounds
Very difficult (disarm a complex trap)	25	2d4 rounds
Magic trap or rune	25 + spell level	
.....		
Reduce time to 1 round (if was longer)	+20	
Reduce time to move equivalent action	+50	
Reduce time to a free action	+100	

If you beat the DC by 10 or more, you can bypass the trap without disarming it. If you miss the DC by 5 or more, you trigger the trap or think you rigged something when you actually did not.

You receive a -2 penalty on your check if you try it without proper tools (for example, thieves' tools). You receive a +2 circumstance bonus if you use masterwork tools.

**Other Notes:** *Fire Trap*, *Glyph of Warding*, *Symbol*, and *Teleportation Trap* spells create traps that can be disarmed. *Spike Growth* and *Spike Stones* create traps that cannot be disarmed.

## Disguise

Base Ability: CHA  
 Special: +2 synergy bonus if act part and if 5+ ranks in Bluff  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Bard, Rogue, Psion(Shaper)  
 Sources: PHB 67, ELH 41, PSI 18

This skill is used to alter your appearance.

**Alter Appearance (Opposed by Spot):** Spend 1d3 times 10 minutes with appropriate props and/or makeup, then make a skill check. This check is opposed by the Spot check of others that have a reason to pay attention to you. Someone that makes a Spot check in excess of your disguise will know you are wearing a disguise.

The modifiers to your check are:

Situation	Mod
Use a disguise kit	+2
Change only minor details	+5
.....	
Disguised as a different sex	-2
Disguised as a different race	-2
Disguised as a different age (per step)	-2
Disguised as a different class	-2
.....	
New height within +/- 10%	-0
New height within +/- 11% to 25%	-25
New height within +/- 26% to 50%	-50

**Impersonation (Opposed by Spot):** This use works just like Alter Appearance, except that you are trying to look like someone in specific. In this case, your opponents receive bonuses on their Spot checks depending on how well they know the person. The modifiers are:

Situation	Mod
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

## Escape Artist

Base Ability: DEX  
 Special: Armor Check Penalty  
 +2 synergy bonus to escape ropes if 5+ ranks in Use Rope  
 If 5+ ranks, grants +2 synergy bonus to tie someone up with Use Rope  
 Take 10/20? Sometimes 10 or 20  
 In Class For: *D&D* – Bard, Monk, Rogue, Psion(Nomad)  
 Sources: PHB 67, ELH 41, PSI 18

This skill is used to slip bonds or manacles, to squeeze through tight spaces, or to escape the grip of a monster.

Make your check against a DC. The DC values are:

Type of Bonds	DC
Ropes	Opposed by binder's Use Rope check at +10
Grapples	Opposed by their grapple check
Net or similar spell (Animate Rope, Command Plants, Control Plants, Entangle)	20
Snare spell	23
Manacles	30
Masterwork manacles	35
Tight space (your head must fit)	30
Extremely tight space (smaller than your head down to 2 inches square for medium size; double or half this as appropriate for each size different)	80
Pass through Wall of Force	120

It is a standard action to escape a grapple. It takes a full round action to escape a net or Entangle spell. Escaping ropes and manacles takes 1 minute. Squeezing through a tight space requires at least 1 minute.

## Forgery

Base Ability: INT  
 Special:  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Rogue  
 Sources: PHB 68, MOF 21, ELH 41

This skill is used to forge official documents or signatures, to create authentic looking treasure maps, or to detect other forgeries.

**Make Forgery (Opposed by Forgery):** Your check is opposed by the other person's Forgery check. See the detect forgery rules.

It takes 1 minute to forge a short, simple document and 1d4 minutes per page for longer documents. You receive a +8 bonus on your check if the handwriting used for the document is not important. You receive a +4 bonus on your check if only a signature is to be forged and you have a sample. Forging a longer document in someone else's handwriting requires a large sample of their handwriting. You must be able to read/write in the language being used.

**Detect Forgery (Opposed by Forgery):** Detecting a forgery receives the following modifiers:

Task	Mod
Type of document is unknown to the reader	-2
Type of document is somewhat known to the reader	+0
Type of document is well known to the reader	+2
Handwriting is unknown to the reader	-2
Handwriting is somewhat known to the reader	+0
Handwriting is well known to the reader	+2
Reader wants to believe the document	-5
Document is believable and doesn't affect the reader much	+0
Document is a little hard to believe or puts the reader at risk	+5
Document is hard to believe or puts the target at serious risk	+10
Document is almost too incredible to consider	+20
Fake magic scroll or spellbook	+5
Document forged without a sample	+50

A person can only try to detect forgery on a document once. If they fail, further study will not change the result.

## Gather Information

Base Ability: CHA  
 Special:  
 Take 10/20? Yes. Taking 10 is allowed normally. Taking 20 requires 20 nights.  
 In Class For: *D&D* – Bard, Rogue, Psion(Seer / Telepath)  
 Sources: PHB 68, S&F 11, ELH 41, PSI 18

This skill is used to make local contacts, learn or spread rumors and gossip, and general collection of information.

**Learn General Information:** By spending one evening and a few gold pieces (buying drinks and such), you can learn the major news items in an area, assuming there is no reason for someone to withhold it from you. Make one skill check for the evening. Your skill check determines how much you learn.

**Learn Specific Information:** To learn or acquire something specific, make a check against a DC set by the GM. This DC will be at least 15, but it may be much higher depending on what you want. Specific information might include the location of a ruined temple, the abilities of an item held by a prominent person, or a map of the palace.

You can use this skill to find out who's really in charge. It may not be the obviously leader making the decisions. Or find out whether the cloaked stranger that hired you really the duke's steward, and if so, does he really have his master's trust?

**Avoid Suspicion:** By taking a -20 penalty on your check, you can avoid any suspicions that might otherwise be aroused by pursuing sensitive information.

## Handle Animal

Base Ability: CHA  
 Special: **Training and Rearing are TRAINED ONLY**  
 Handling can be done Untrained.  
 +2 synergy bonus for animals if 5+ ranks of Animal Empathy  
 +2 synergy bonus for beasts if 9+ ranks of Animal Empathy  
 If 5+ ranks, grants +2 synergy bonus to Ride  
 Take 10/20? Yes  
 In Class For: *D&D* – Barbarian, Druid, Fighter, Paladin, Ranger  
 Sources: PHB 68, MoW 18, ELH 41

This skill is used to raise, train, and work animals. Pick one type of animal (or creature) for each rank you have in this skill.

**Handle Domestic Animal:** You can command a trained dog, drive labor animals, tend to tired horses, etc. To do so, make a check DC 10.

You can push an animal to do more than it is trained for or to get extra effort with a check DC 15.

**Train Animal:** You can teach a new task or trick to a creature that is on your list. You can train up to 3 creatures at once. The DC's for creature types and time required to train are:

Creature Type	DC	Time
Domestic animal	15	2 months
Wild animal	20 + hit dice	2 months
Beast	25 + hit dice	2 months
Magical Beast	40 + hit dice	2 months
Vermin	50 + hit dice	2 months
Other	60 + hit dice	4 months

Some creatures are easier to train than the defaults listed above. See the creature's entry in the Monster Manual or appropriate source to see if any special DC applies.

Some tricks are defined on DMG 46 and MoW 18.

You can reduce the training time to 1 month for +25 DC, to 1 day for +50 DC, to 1 hour for +75 DC, and to 1 minute for +100 DC.

**Rear Animal:** Raising a wild animal has a DC 15 + its hit dice. Raising a beast has a DC 20 + its hit dice.

**Rear Animal:** You can raise a creature that is on your list to make it domesticated. You can train it during this same time, or train it later as a domestic animal. The DC's for creature types and time required to rear are:

Creature Type	DC	Time
Wild animal	15 + hit dice	1 year
Beast	20 + hit dice	1 year
Magical Beast	30 + hit dice	1 year
Vermin	35 + hit dice	6 months
Other	40 + hit dice	Varies

Some creatures are easier to train than the defaults listed above. See the creature's entry in the Monster Manual or appropriate source to see if any special DC applies.

## Heal

Base Ability: WIS  
 Special: +2 synergy bonus if 5+ ranks of Profession(Herbalist)  
 Take 10/20? Yes 10 / Sometimes 20  
 In Class For: *D&D* – Cleric, Druid, Paladin, Ranger  
 Sources: PHB 69, DOF 18, ELH 41

This skill is used to prevent people from dying or to help heal wounds.

A healer's kit grants a +2 circumstance bonus to checks.

**First Aid:** As a standard action, make a check DC 15. If you succeed, you can stabilize a character that is at negative hit points. That character does not gain hit points but will no longer be losing them.

**Long-Term Care:** By spending at least a day tending someone and making a check DC 15, you can double the rate of healing for hit points and ability points. This makes it 2 HP/day of light activity, 3 HP/day of complete rest, or 2 ability points/day. This is a light activity for yourself, but you cannot tend yourself. You can tend up to 6 people at once.

**Treat Poison:** While treating a person, each time they make a save against poison, you also roll your Heal check as well. Use the higher of the two values.

**Treat Disease:** While treating a person, each time they make a save against disease, you also roll your Heal check as well. Use the higher of the two values.

**Treat Foot Wound:** By spending 10 minutes to dress the injury and making a check DC 15 (caltrops) or the spell's DC (for Spike Growth and Spike Stones), you can remove the movement penalty that these foot wounds cause.

**Forensics:** You can use this skill to determine how long a body has been dead, cause of death, and similar forensic studies. The DC for these checks are typically high.

**Quicken Recovery:** By spending an hour and making a check DC 50, you can allow someone to heal as if they had a full day of long term care. By making a check DC 100 instead, this acts as if they had a full week of long term care.

No patient can have healing quickened more than once a day (even by different healers). You can deal with up to 6 patients at once during the hour.

## Hide

Base Ability: DEX  
Special: Armor Check Penalty applies  
Take 10/20? Sometimes 10  
In Class For: *D&D* – Bard, Monk, Ranger, Rogue  
Sources: PHB 69, S&S 36, MoW 19, ELH 41

This skill is used to avoid being seen or to tail someone. See the Move Silently skill to avoid being heard.

Creature size modifies the Hide check as follows: Fine=+16, Diminutive=+12, Tiny=+8, Small=+4, Medium=+0, Large=-4, Huge=-8, Gargantuan=12, Colossal=-16.

**Avoid Being Seen (Opposed by Spot):** You can hide in shadows, darkness, and other similar conditions.

If you can take a full round action to hide in a location, you may take 10. You must re-roll each round that you move. You may move half your speed per move action with no penalty; you suffer a -5 penalty on your Hide check for the round for moving up to your full speed in a single move action, and you suffer a -20 penalty while moving faster.

**Tail Someone (Opposed by Spot):** You can follow someone in a crowd without being noticed. This does require some way to not be noticed, such as a crowd or a series of hiding places. Hiding places are considered close if they are within your Hide rank in feet.

If following at 60 feet or closer, make one check every round. If following further away than 60 feet, make one check every 10 minutes.

If you fail and are spotted, you may make a Bluff check opposed by their Sense Motive. If you succeed, you are seen but the target does not know you are tailing them. The person receives a -5 modifier on Sense Motive if they are sure that nobody is following, +10 if they worried about being followed, and +20 if they are worried about being followed and know you are an enemy.

**Sneak Up on Someone (Opposed by Spot):** Use the rules for tailing to move close to someone. Once you are within your Hide rank in feet of that person, you can attack before being seen.

**Sniping (Opposed by Spot):** If you are hiding more than 10 feet from your opponent, you may make a ranged attack and then hide again, but this hide check is at -20.

**Blend Into a Crowd (Opposed by Spot):** You can use your Hide check to disappear into a crowd. If you are seen, you may be able to use a Bluff check as with tailing to look unimportant.

**Hide While In visible (Opposed by Spot):** You can use your Hide check to hide from a *See Invisibility* spell while invisible, assuming there is something to hide behind.

**Hide Another (Opposed by Spot):** By making your Hide check at -30, you can hide another creature along with you that is of size no more than one category larger than you.

## Innuendo

Base Ability: WIS  
Special: **TRAINED ONLY**  
+2 synergy bonus to send message if 5+ ranks in Bluff  
+2 synergy bonus to intercept message if 5+ ranks in Sense Motive  
Take 10/20? No  
In Class For: *D&D* – Rogue  
Sources: PHB 70

This skill includes the use of subtext, hand signals, and other means to communicate a message while not appearing to do so.

**Send Message:** Make a check against DC 10 (simple message), DC 15 (complex message), DC 20 (very complex message) to convey a message without actually talking about it. The receiving person does not need to make a check. If you fail the check by 5 or more, false information is conveyed.

**Intercept Message (Opposed by Innuendo):** Make a check opposed by someone else's Innuendo check in order to intercept their message. You receive a -2 on your check for each key piece of background information you are not aware of. For example, intercepting talk about a plot to kill a visiting

diplomat is done at -2 if you don't know about the diplomat. Failure by 5 or more results in you receiving false information.

## Intimidate

Base Ability: CHA  
Special: +2 synergy bonus if 5+ ranks in Bluff  
Take 10/20? No  
In Class For: *D&D* – Barbarian, Rogue  
Sources: PHB 70, MoW 18

This skill includes the use of verbal threats and body language to convince someone to do something for you. See Diplomacy for using reasoning, and Bluff for fast talking.

**Change Attitude:** Make a check against DC 10 + target's hit dice + any save bonus against fear the target has. If successful, you change their behavior.

This mode of the skill does not work on player characters. It only applies to NPCs.

**Using Strength:** You can use your STR bonus instead of your CHA bonus if you accompany the intimidation with a show of brute strength.

**Other Notes:** A barbarian receives a +4 morale bonus while raging.

## Intuit Direction

Base Ability: WIS  
Special: **TRAINED ONLY**  
If 5+ ranks, grants +2 synergy bonus to Wilderness Lore to avoid getting lost.  
Take 10/20? No  
In Class For: *D&D* – Barbarian, Bard, Druid, Ranger, Rogue, Psion(Nomad / Seer)  
Sources: PHB 70, ELH 42, PSI 18

**Determine North:** By concentrating for a minute and making a check DC 15, you can determine which direction is north. If you roll a natural 1, you get a false direction.

You only make this check once per day and it determines how accurate you are for the day.

**Determine Direction to a Location:** By concentrating for a minute and making a check, you can determine the direction (but not the best path) to a given location on the same plane. The DC is:

Familiarity with location	DC
Very familiar	40
Studied carefully	60
Seen casually	80
Viewed once	100
Description only	120

## Jump

Base Ability: STR  
Special: Armor Check Penalty applies  
Halflings receive a +2 racial bonus  
+2 synergy bonus if 5+ ranks in Tumble  
Take 10/20? Sometimes 10  
In Class For: *D&D* – Barbarian, Bard, Fighter, Monk, Ranger, Rogue, Psion(Egoist / Nomad), Psychic Warrior  
Sources: PHB 70, PSI 18

This skill is used to leap over pits, over fences, or up to a tree limb.

This skill is not used like other skills. To use it, make a skill check. You automatically jump the minimum distance and distance for each point the check exceeds 10.

	Min Distance	Additional Distance	Max Distance
Running jump	5 ft	+1 ft / 1 point > 10	6 x Height
Standing jump	3 ft	+1 ft / 2 points > 10	2 x Height
Running high jump	2 ft	+1 ft / 4 points > 10	1.5 x Height
Standing high jump	2 ft	+1 ft / 8 points > 10	Height
Jump back	1 ft	+1 ft / 8 points > 10	Height

Distances are based on a movement rate of 30 feet. For greater or lesser numbers, scale the results. For example, a creature with 20 foot speed making a standing jump would have a min distance of 2 feet and only add 2/3 of the additional distance.

## Knowledge

Base Ability: INT  
 Special: **TRAINED ONLY**  
*This is not one skill. It is a set of skills.*  
 +2 synergy bonus on Knowledge(Psionics) if 5+ ranks of Autohypnosis  
 Take 10/20? Yes  
 In Class For: D&D – See Table  
 Sources: PHB 70, MOF 21, S&F 10, T&B 20, DOF 18, PSI 19

This skill is used to represent study of some topic. Also see Craft and Profession.

Knowledge skills include:

Skill	Examples	Classes
Arcana	Ancient mysteries, magic traditions, arcane symbols, cryptic phrases	Bard, Cleric, Monk, Socerer, Wizard
Architecture & Engineering	Buildings, aqueducts, bridges, fortifications	Bard, Wizard
Geography	Lands, terrain, climate, people, customs	Bard, Wizard
Hearth Wisdom	Folklore, myths, origins of place names, folk remedies	Bard, Wizard
History	Royalty, wars, colonies, migrations, founding of cities	Bard, Wizard
Literature	Stories, plays, ballads, epic poetry, legends	Bard, Wizard
Local History	Legends, personalities, inhabitants, laws, traditions	Bard, Wizard
Mathematics	Basic math, algebra, geometry	Bard, Wizard
Nature	Plants, animals, seasons, weather	Bard, Druid, Ranger, Wizard
Nobility & Royalty	Lineages, heraldry, customs, family trees, mottoes, personalities, laws	Bard, Wizard
The Planes	Inner, outer, astral, ethereal, infernal creatures, celestial creatures	Bard, Wizard
Politics	Government bureaucracies, petitions, bribes, subterfuge	Bard, Wizard
Psionics	Psionic mysteries, traditions, symbols, powers	Psion (any)
Religion	Gods, mythic heroes, ecclesiastic tradition, holy symbols, lost religions	Bard, Cleric, Paladin, Wizard
Streetwise	Drinking, flirting, gambling, tailing	Bard, Wizard
Undead	Nature and tactics of undead	Bard, Wizard
War	Siege engines, sapping, siege tactics, strategy	Bard, Wizard

**Answer Question:** Make a check DC 10 (easy question), DC 15 (basic question), DC 20 (hard question), DC 25 or 30 (really tough question). You cannot retry this check.

**Arcana:** Here are some tasks specific to this sub-skill:

Task	DC
Recall common knowledge (such as silver weapons hurting lycanthropes)	10
Recall specialized knowledge (such as fiendish creatures having cold resistance)	15
Recall esoteric knowledge (like what spells affect a given type of golem)	20
Tell difference between golem and animated object	10
Recognize a fiendish or celestial creature	15
Recognize a spellcaster's personal rune	20
Recognize an attuned gem	25
Recognize an inscribed rune as magical	25
Recognize a material's affinity or resistance	25

**Religion:** Here are some tasks specific to this sub-skill:

Task	DC
Identify a patron of a religious magic item	20

## Listen

Base Ability: WIS  
 Special: Elves, Gnomes, and Halflings receive a +2 racial bonus  
 Half Elves receive a +1 racial bonus  
 Take 10/20? Yes 10 / No 20  
 In Class For: D&D – Barbarian, Bard, Monk, Ranger, Rogue, Psion(Seer)  
 Sources: PHB 71, ELH 42, PSI 18

This skill is used to hear a noise. It can be used to oppose Move Silently checks.

The check is done against a DC. The base DC values are:

Task	DC
A creature using Move Silently	Their Move Silently check
An invisible creature (to know general direction; beat check by 20 to pinpoint location)	Their Move Silently check
People talking normally	0
People whispering	10
A person in medium armor walking quietly at 10 feet per round	5
An unarmored person walking quietly at 15 feet per round	10
A cat stalking	25
An owl gliding in for a kill	30
Defeat an illusion with an auditory component	80
Per 10 feet from the listener	+1
Through a door	+5
Through a stone wall	+15

*[There should likely be penalties for distractions like background noise added here]*

**Smell:** As an optional rule, you may use this skill to also handle smell checks. [CK]

**Other Notes:** The subject of a Hypnotism spell suffers a -4 penalty. The subject of a bard's Fascinate ability suffers a -4 penalty. A ranger receives a +2 bonus against a favored enemy.

## Move Silently

Base Ability: DEX  
 Special: Armor Check Penalty  
 Halflings receive a +2 racial bonus  
 Take 10/20? Yes 10 / No 20  
 In Class For: D&D – Bard, Monk, Ranger, Rogue  
 Sources: PHB 71

This skill is used to avoid being heard. See the Hide skill to avoid being seen.

**Avoid Being Heard (Opposed by Listen):** You can stand still or move without being heard. You must re-roll each round that you move. You may move half your speed per move action with no penalty; you suffer a -5 penalty on your

Hide check for the round for moving up to your full speed in a single move action, and you suffer a -20 penalty while moving faster.

**Other Notes:** The master of a cat familiar or owl familiar. Receives a +2 bonus.

## Open Lock

Base Ability: DEX  
 Special: **TRAINED ONLY**  
 Take 10/20? Yes  
 In Class For: *D&D* – Rogue, Psion(Savant)  
 Sources: PHB 71, ELH 42, PSI 18

This skill is used to pick padlocks, finesse combination locks, and solve puzzle locks.

**Open Lock:** As a full round action, make a check against a DC. The DC values are:

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

You receive a -2 penalty on your check if you try it without proper tools (for example, thieves' tools). You receive a +2 circumstance bonus if you use masterwork tools.

You can open a lock as a move equivalent action for +20 DC or as a free action for +50 DC.

## Perform

Base Ability: CHA  
 Special:  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Bard, Monk, Rogue, Psion(Shaper)  
 Sources: PHB 71, ELH 42, PSI 18

This skill is used to put on a show using some form of artistic impression. Each rank in this skill allows you to choose one form of expression that you can do. Some forms are:

Ballad	Flute	Ode
Buffoonery	Harp	Pan Pipes
Chant	Juggling	Recorder
Comedy	Limericks	Shalm
Dance	Lute	Storytelling
Drama	Mandolin	Trumpet
Drums	Melody	
Epic	Mime	

In addition, your Tumbling skill, using Balance to tightrope walk, and some spells (especially illusions) can be used as performances.

**Put on a Show:** To put on a show, make a check and compare to the DC below to find out how good your show was. The DC values and earning potential for the performance are:

Performance Level	DC	Earnings
Routine performance	10	1d10 cp/day
Enjoyable performance	15	1d10 sp/day
Great performance	20	3d10 sp/day
Memorable performance	25	1d6 gp/day
Extraordinary performance	30	3d6 gp/day

You receive a -2 on your check for each unimpressive performance you have previously done for an audience. They become prejudiced against your work.

A routine performance is generally poor and is commonly used when begging. An enjoyable performance is the minimum for an employed position. Regular great performances might get you invited to join a troupe or develop a local reputation. Regular memorable performances may draw noble patrons or develop a national reputation. Regular extraordinary performances may draw attention from distant noble patrons or even extraplanar beings.

A masterwork instrument grants a +2 circumstance bonus.

**Change Attitude:** You can use this skill to change someone's attitude toward something. The check is done against a DC. The DC values are:

Initial Attitude	New Attitude					
	Hostile	Unfriendly	Indifferent	Friendly	Helpful	Fanatic
Hostile	-	40	45	55	70	170
Unfriendly	-	25	35	45	60	140
Indifferent	-	-	21	35	50	110
Friendly	-	-	-	21	40	80
Helpful	-	-	-	-	21	70

See the DMG for attitude definitions. See ELH 39 for Fanatic definition.

This mode of the skill does not work on player characters. It only applies to NPCs.

**Other Notes:** A bard must have 3+ ranks before he can use the inspire courage, counterson, or fascinate abilities. A bard must have 6+ ranks to inspire confidence. A bard must have 9+ ranks to use suggestion. A bard must have 12+ ranks to inspire greatness.

## Pick Pocket

Base Ability: DEX  
 Special: **TRAINED ONLY**  
 Armor Check Penalty  
 +2 synergy bonus if 5+ ranks in Bluff  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Bard, Rogue, Psion(Savant)  
 Sources: PHB 72, S&S 37, ELH 42, PSI 18

This skill is used to cut or lift a purse, to palm an unattended object, or to perform a feat of legerdemain with an object no larger than a hat or loaf of bread.

**Palm Object (Opposed by Spot):** Use this to perform sleight of hand with an unattended object. As a standard action, make a check against DC 10. Your check is opposed by the Spot check of anyone that is watching you closely.

**Steal Object (Opposed by Spot):** Use this to take an object off of a person. As a standard action, make a check against DC 20 to take the object. Your check is opposed by the Spot check of the person you are taking the object from. If their result is higher, they know you took (or failed to take) the object.

A second attempt to steal from someone that saw you try before has a DC 30.

Stealing a sheathed weapon of size no more than your own size and hiding it on yourself is DC 50.

**Conceal Weapon (Opposed by Spot or Search):** Use this to conceal a weapon on yourself. As a standard action, make a check. Your check is opposed by the Spot check of anyone that observes you looking for weapons or by the Search check (at +4) of anyone that frisks you. Their check also received a -1 per 10 feet of distance between you and -5 if they are distracted.

The following modifiers apply to your check:

Situation	Mod
Tiny weapon	+4
Small weapon	+0
Each size larger than Small	-4
.....	
You are wearing a cloak or heavy clothing	+2
You have concealed scabbard, pockets, or straps to assist	+4
The weapon is concealed inside something else specifically designed for this (such as a sword cane)	+6
.....	
You want to draw the weapon as a free action using Quick Draw feat	-4
You want to draw the weapon as a move action	-2
You want to draw the weapon as a standard action	+0

**Disappear Object (Opposed by Spot):** Use this to move an object or willing creature in plain sight to a location up to 10 feet away. As a standard action, make a check against DC 80, then make a Hide check to determine how well the object or creature is now hidden. Your check is opposed by the Spot check of anyone that is watching you closely.

## Profession

---

Base Ability: WIS  
Special: **TRAINED ONLY**  
*This is not one skill. It is a set of skills.*  
Take 10/20? Yes 10 / No 20  
In Class For: *D&D* – Bard, Cleric, Druid, Monk, Paladin, Ranger, Rogue, Sorcerer, Wizard  
Sources: PHB 72, DOF 18

This skill is used to represent training in a role where you earn a livelihood by performing a service (as opposed to making something with a Craft). Also see Craft and Knowledge.

Profession skills include:

Apothecary	Guide	Sailor
Astrologer	Herbalist	Scribe
Boater	Herdsman	Siege Engineer
Bookkeeper	Innkeeper	Stablehand
Brewer	Lumberjack	Tanner
Cook	Miller	Teamster
Driver	Miner	Woodcutter
Farmer	Potter	
Fisher	Rancher	

You know how to practice your trade to make a living, how to use the tools of your trade, how to supervise untrained helpers, and how to handle common problems. Note that untrained helpers typically cost 1 sp/day. For example, a sailor knows how to tie knots, mend sails, and how to stand on a deck at sea.

**Earn Money:** Make a check once per week of dedicated work. You receive 1/2 your check value in gold pieces for that week.

## Read Lips

---

Base Ability: DEX  
Special: **TRAINED ONLY**  
*D&D – Rogue Class Only*  
Take 10/20? Sometimes 10  
In Class For: *D&D* – Rogue  
Sources: PHB 72, ELH 43

This skill is used to read lips.

**Read Lips:** You must watch the person for at least a minute, then make a check with DC 15 (higher for complex or inarticulate speech). If successful, then you understand the general content of the speech, but still miss some details. If the check fails, you can't read lips. If it fails by 5 or more, you gain inaccurate information.

You must concentrate for the whole minute and cannot move more than half speed each round. If you move more than half speed, the check is against +20 DC. You must understand the language and be within 30 feet of the person.

**Mimic Speech:** By making a read lips check with +20 DC, you can mimic the speech of the person you are watching, even if it is in an unfamiliar language.

## Ride

---

Base Ability: DEX  
Special: +2 synergy bonus if 5+ ranks of Handle Animal  
Take 10/20? Sometimes 10  
In Class For: *D&D* – Druid, Ranger, Psion(Nomad)  
Sources: PHB 72, ELH 43, PSI 18

This skill is used to ride a mount.

Pick a type of mount (for example, horses) when you take this skill. Riding a different type of mount than your choice is done at -2 (minimum 0). Riding a very different type of mount is done at -5 (minimum 0).

Typical riding actions do not require a skill check. Only extreme ones do. Riding without a saddle gives a -5 penalty.

**Stay in Saddle:** Make a check DC 5 when you take damage or when your mount rears or bolts. Failure means you fall off your mount.

Riding with a military saddle gives a +2 circumstance bonus to stay in the saddle.

**Soft Fall:** Make a check DC 15 when you fall or jump off your mount. For horseback, if you succeed, you take no damage, and if you fail, you take 1d6 damage.

**Fast Mount/Dismount:** Make a check DC 20 (armor check penalty applies) to mount or dismount as a free action. Failure means it is a move equivalent action (as normal). You can only attempt this action if you could take a move equivalent action if you fail.

**Guide with Knees:** Make a check DC 5 (each round). You have both hands free for use in combat this round.

**Leap:** Make a check DC 15 to have your mount leap an obstacle as part of its movement. Failure means you fall off your mount. Your mount's Jump attempt uses the better of its Jump skill bonus and your Ride skill bonus.

**Cover:** Make a check DC 15 to drop down and hang on the side of your mount. You receive 1/2 cover, but cannot attack or cast spells. Failure means you do not get the cover benefit.

Make a check DC 60 to do this and still be able to attack or cast spells. Failure means you do not get the cover benefit.

**Control Mount in Battle:** As a move equivalent action, make a check DC 20 to have a non-war-trained mount stay in control in combat. Failure means that controlling the mount is a full round action.

Make a check DC 50 to control the mount as a free action. Failure by up to 10 means it takes a move action. Failure by more means it takes a full round action. [*The extra failure range is unofficial, but the rules didn't make sense without it.*]

**Fight with Warhorse:** Make a check DC 10 to have your mount fight this round without disrupting your attacks. Failure means your mount cannot attack.

**Stand on Mount:** Make a check DC 40 to take no penalties to attack while standing on your mount, even if it is moving.

## Scry

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Base Ability: INT  
Special: *D&D* – Bard, Cleric, Druid, Sorcerer, and Wizard only  
Take 10/20? Yes  
In Class For: *D&D* – Bard, Cleric, Druid, Sorcerer, Wizard  
Sources: PHB 74, ELH 43

This skill is used with a scrying spell or crystal ball.

**Scry:** This skill is used with a *Scrying* spell (as described with this spell) or with a *Crystal Ball* (as described with this item).

**Detect Scry:** This skill is used with a *Arcane Eye* and *Detect Scrying* spells (as described with these spells). It can also be used untrained (and by non-spellcasters) to detect scrying.

**Break Scrying (Opposed by Scry):** If you know you are being scryed upon, make an opposed check against their Scry check to break the Scry.

**Learn Scryer:** If you know you are being scryed upon, make a check DC 50 to learn the name, location, and race of the scryer. Optionally, make this an opposed check with +30 to the scryer's check.

**Return Scrying:** If you know you are being scryed upon, make a check DC 70 to look back through their scry to scry on them. They can detect this as normal. Optionally, make this an opposed check with +50 to the scryer's check.

## Search

---

Base Ability: INT  
Special: Elves receive a +2 racial bonus  
Half Elves receive a +1 racial bonus  
Take 10/20? Yes  
In Class For: *D&D* – Ranger, Rogue, Psion(Savant)  
Sources: PHB 73, ELH 43, PSI 18

This skill is used to find secret doors, traps, hidden compartments, and other details that are not obvious. Also see the Spot skill.

You can search a 5 foot by 5 foot area or a 5 foot cube of goods in one round. You must be within 10 feet of the hidden thing to find it with a search attempt.

**Find a Trap:** A simple trap typically has a DC of 20 and can be searched for by anyone. Poorly made traps may have a lower DC. Traps with a DC over 20 can only be found by a Rogue. The only exception to this is that Dwarves may find more complex traps if the traps are made of stone, in which case the Dwarf also receives a +2 racial bonus on the check.

A magical trap has a DC of 25 plus the spell level used to create it. Explosive Runes, Glyph of Warding, Spike Growth, Spike Stones, Symbol, and Teleportation are considered magical traps.

**Find a Secret Door or Hidden Compartment:** A typical secret door or hidden compartment is DC 20, but a poorly hidden one may have a lower DC and a very well hidden one may have a DC 30. An Elf that passes within 5 feet of a secret door may make one Search check as a free action to notice the door.

**Find an Object:** This skill can be used to find a specific object in a pile of junk with DC 10.

**Follow Tracks:** This skill can be used to follow tracks if the DC is 10 or less. For more difficult tracking, you must have the Track feat.

**Sense Magic:** Make a check against DC 60 to detect a magical effect in the search area. You can't determine the number, strength, or type of magic.

**Other Notes:** The GM may roll secretly so the character does not know whether or not they succeeded with their check.

## Sense Motive

Base Ability: WIS  
 Special: Rangers receive a bonus against their favored enemy  
 Take 10/20? Sometimes 10  
 In Class For: D&D – Bard, Rogue, Psion(Seer / Telepath)  
 Sources: PHB 73, S&F 11, ELH 43, PSI 18

This skill includes the use of subtext, hand signals, and other means to communicate a message while not appearing to do so.

**Avoid Being Bluffed (Opposed by Bluff):** Make a check opposed by someone else's Bluff check.

**Hunch:** Spend at least a minute (preferably longer) to assess a situation, then make a check with DC 20. If successful, you can get a feeling if someone is trustworthy, if someone is an imposter, or other general hints.

**Sense Enchantment:** Spend at least a minute (preferably longer) to assess a situation, then make a check with DC 25. If successful, you can tell if someone is influenced by an enchantment or other mind affecting effect.

**Decipher Strategy:** Spend at least 3 rounds observing a combat, then make a check with DC 15 + number of opponents. You can not do anything other than move up to your movement each round. If successful, you determine your opponent's true strategy.

**Combat Prediction:** Spend at least 3 rounds observing an opponent in combat, then make a check with DC 20 + target's class level. You can not do anything other than move up to your movement each round. If successful, you gain a +4 bonus on your next attack on that opponent within 24 hours. This cannot be used on a person again until they gain another level.

**Sense Alignment:** You can determine the alignment of someone within 30 feet of you by making a check DC 80. You can try to find only the law/chaos, or good/evil component by making a check DC 60. You cannot use this second option more than once as a way to bypass the more difficult option. And you cannot retry this check.

**Detect Surface Thoughts:** You can read the surface thoughts of someone (as per the third round of the *Detect Thoughts* spell) you can see within 30 feet of you by making a check DC 100. There is no save to resist this, but Bluff can be used to disguise surface thoughts.

## Spellcraft

Base Ability: INT  
 Special: **TRAINED ONLY**  
 +2 synergy bonus for scrolls if 5+ ranks of Use Magic Device  
 Take 10/20? Yes  
 In Class For: D&D – Bard, Rogue  
 Sources: PHB 74, MOF 21, T&B 19, ELH 44

This skill is used to identify, learn, prepare, and enhance spells.

A specialist wizard has a +2 bonus when dealing with spells and effects from his or her school and a -5 penalty when dealing with spells and effects from a prohibited school.

**Identify Spell:** You can identify a spell in some form. This check is against a DC. The DC values are:

Task	DC
Identify a <i>Glyph of Warding</i> using <i>Detect Magic</i>	13
Identify a spell being cast (must hear or see it being cast). No retry. Being more than 30 feet away limits hearing. More than 60 feet away limits vision. +4 DC if out of range.	15 + spell level
Identify the school of magic involved in a single item or creature when using <i>Detect Magic</i>	15 + spell level
Identify a spell held in an inscribed rune	15 + spell level
Identify a <i>Symbol</i> using <i>Detect Magic</i>	19
Identify a spell that is already in effect (must sense or detect the effects of the spell)	20 + spell level
Identify that a material was created or shaped by magic – No retry	20 + spell level
Understand a strange or unique magical effect	30 or higher

**Learn and Prepare Spells:** You can learn a new spell or prepare a spell. This check is against a DC. The DC values are:

Task	DC
Learn a spell from a spellbook or scroll (Wizards only). Can try a given spell only once until you gain another rank in this skill	15 + spell level
Prepare a spell from a borrowed spellbook (Wizards only). Only one try per spell per day.	15 + spell level
Decipher a written spell without using <i>Read Magic</i>	20 + spell level
Master a foreign spellbook's notations	25 + highest spell level in book

**Enhance Spells:** You can enhance a spell. This check is against a DC. The DC values are:

Task	DC
Draw a diagram to augment casting of Dimensional Anchor on a summoned creature (takes 10 minutes) – No retry	20
Draw a circle to increase caster level	20 + 5*increase of an area spell

**Identify Magic Item:** You can identify the properties of a magic item. This check is against a DC. The DC values are:

Task	DC
Recognize if a material is of magical crafting quality	20
Identify if a raw material has been prepared for magical crafting	25
Reveal all powers of a self-identifying magic item	20
Identify basic property of a magic item (only usable once per item)	50 + caster level
Identify all properties of a magic item (only usable once per item)	70 + caster level

**Other:** This check is against a DC. The DC values are:

Task	DC
Determine exact borders of a wild magic area	25

## Spot

Base Ability:	WIS
Special:	Elves receive a +2 racial bonus Half Elves receive a +1 racial bonus
Take 10/20?	Yes
In Class For:	<i>D&amp;D</i> – Ranger, Rogue, Psion(Seer)
Sources:	PHB 74, ELH 44, PSI 18

This skill is used to see something. Also see the Search skill.

Apply a -1 penalty per 10 feet of distance and a -5 penalty if the spotter is distracted.

**See Someone Hiding (Opposed by Hide):** You can see an ambush, someone lurking in shadows, or someone tailing you.

**Notice an Invisible Creature:** Make a check against the appropriate DCs:

Task	DC
Living creature that is moving	20
Living creature standing still	30
Inanimate object	40
Non-living creature standing still	40

**See Through a Disguise (Opposed by Disguise):** You can tell that someone is not who they appear to be.

**Detect Illusion:** Make a check DC 80 to detect an illusion with a visual component.

**Other Notes:** The GM may roll secretly so the character does not know whether or not they succeeded with their check.

The subject of a Hypnotism spell suffers a -4 penalty. The subject of a bard's Fascinate ability suffers a -4 penalty. The Alertness feat grants a +2 bonus. A ranger receives a +2 bonus against a favored enemy.

## Swim

Base Ability:	STR
Special:	
Take 10/20?	Sometimes 10
In Class For:	<i>D&amp;D</i> – Barbarian, Bard, Druid, Fighter, Monk, Ranger, Rogue, Psion(Egoist / Nomad), Psychic Warrior
Sources:	PHB 74, ELH 44, PSI 18

If you make the check, you can take a full round action to at half speed, or you can take a move equivalent action to move at quarter speed. Failure means you cannot move. Failure by 5 or more means you start to drown.

You receive -1 on your check for each 5 pounds of equipment, and -1 (cumulative) for each round you are underwater.

The check is done against a DC. The DC values are:

Water Type	DC
Calm water	10
Rough water	15
Stormy weather	20
Up a waterfall	80

For each hour swimming, make a Swim check DC 20 or take 1d6 subdual damage due to fatigue.

You can take -20 on your check to move your speed as a move equivalent action instead of a full round action.

## Tumble

Base Ability:	STR
Special:	<b>TRAINED ONLY</b> Armor Check Penalty applies +2 synergy bonus if 5+ ranks in Jump If 5+ ranks, grants +2 synergy bonus to Balance and Jump
Take 10/20?	Sometimes 10
In Class For:	<i>D&amp;D</i> – Bard, Monk, Rogue, Psychic Warrior
Sources:	PHB 75, S&S 37, ELH 44, PSI 18

This skill is used to climb up a wall or cliff. You cannot use this skill if your speed has been reduced due to armor or other encumbrance.

The following modifiers apply for poor conditions:

Situation	Mod
Bad lighting (torches or similar)	-2
Begin or end in darkness	-4
Pitch black	-6
Light debris on floor	-2
Moderate debris on floor	-4
Heavy debris (like a trash pit)	-6
Dusty or uneven floor	-2
Crumbling floor	-4
Unworked stone floor or natural cavern	-6
Wet floor	-4
Standing water or deep puddles	-6

**Performance:** You can use your Tumble check to perform as per the Perform skill.

**Treat Fall as Shorter:** Make a check against the following DC:

Situation	DC
Make fall 10 feet shorter	10
Make fall 20 feet shorter	30
Make fall 30 feet shorter	45
Make fall 40 feet shorter	60
Ignore falling damage	100

**Move Through Threatened Square:** As a move action, make a check DC 15 to move up to 20 feet through a threatened area without provoking an attack of opportunity. Failure means such attacks are provoked.

*Optional Rule:* Your check is opposed by the opponent's Reflex save instead of being a simple DC 15. This rule makes tougher opponents harder to get around.

*Optional Rule:* If you have 14 or more ranks of this skill, you don't need to roll for this at all.

**Move Through Enemy Occupied Square:** As a move action, make a check DC 25 to move up to 20 feet through a square occupied by an enemy without provoking an attack of opportunity. Failure means such attacks are provoked and movement ends right before the occupied square.

*Optional Rule:* Your check is opposed by the opponent's Reflex save at +10 instead of being a simple DC 25. This rule makes tougher opponents harder to get around.

**Defensive Fighting:** If you have 5+ ranks in Tumble, you receive two benefits: +3 dodge bonus to AC (instead of +2) when fighting defensively, and +6 dodge bonus to AC (instead of +4) with total defense.

If you have 25+ ranks in Tumble, you receive two benefits: +5 dodge bonus to AC when fighting defensively, and +10 dodge bonus to AC with total defense. These bonuses increase by +1 and +2 respectively for every additional 10 ranks of Tumble you have.

**Free Stand:** Make a check DC 35 to stand from being prone as a free action. Failure means it was a move equivalent action as normal.

**Climb Vertical Surface:** Make a check DC 50 to bounce up to 20 feet up a pair of vertical surfaces that are within 10 feet of each other.

## Use Magic Device

Base Ability:	CHA
Special:	<b>TRAINED ONLY</b> <i>D&amp;D</i> – <b>Bard and Rogue only</b> +2 synergy bonus on scrolls if 5+ ranks of Spellcraft +2 synergy bonus on scrolls if 5+ ranks of Decipher + Script (stacks with the Spellcraft bonus)
Take 10/20?	No
In Class For:	<i>D&amp;D</i> – Bard, Rogue
Sources:	PHB 75, MOF 21

This skill is used to activate magic items that you could not otherwise activate.

The actions below overlap the action of activating the item. If the action has any long-running effect, you have to check once every hour to see if you can maintain the emulation.

If you fail to activate an item by 10 or more, then a mishap occurs. The default mishaps are to either hit the wrong target or to do 2d6 damage to you.

**Emulate Class Feature:** As a standard action, make a check DC 20. If you succeed, you can activate a magic item that requires you to have a specific class feature, such as the ability to turn undead. Your effective level in that class is your result minus 20.

**Emulate Spell Ability:** As a standard action, make a check DC 20. If you succeed, you can use a magic item as if you have a specific spell on your class spell list (which happens for scrolls and wands). Your effective caster level is your result -20.

**Emulate Ability Score:** As a standard action, make a check DC 25. If you succeed, you can activate a magic item that requires you to have a specific ability score or better. Your effective ability score becomes equal to your check minus 15.

**Emulate Race:** As a standard action, make a check DC 25. If you succeed, you can activate a magic item that requires you to be of a specific race. You can only emulate one race at a time.

**Emulate Alignment:** As a standard action, make a check DC 30. If you succeed, you can activate a magic item that requires you to have a specific alignment. You can only emulate one alignment at a time.

**Emulate Shadow Weave Magic Feat:** As a standard action, make a check DC 30. If you succeed, you can activate a magic item that requires you to have the Shadow Weave Magic feat.

**Activate Blindly:** As a standard action, make a check DC 25. If you succeed, you can activate a magic item that requires you to know an activation word, thought, or action. You receive +2 on this check if you have activated the item before.

**Decipher Spell:** You can decipher a spell, just like when using the Spellcraft skill, but your DC is 25 + spell level.

## Use Rope

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Base Ability: DEX  
Special: +2 synergy bonus to tie someone up if 5+ ranks of Escape Artist  
Take 10/20? Sometimes 10  
In Class For: D&D – Ranger, Rogue, Psion(Nomad)  
Sources: PHB 76, ELH 45, PSI 18

This skill is used to tie knots, untie knots, and to tie people up.

Silk rope grants a +2 circumstance bonus. The *Animate Rope* spell also grants a +2 circumstance bonus. These bonuses stack.

**Tie or Untie a Knot:** A firm knot is DC 10. A specialized knot, such as a slip knot, is DC 15. Tying a rope around yourself one handed is DC 15. Tying a unique knot that only you know how to untie is DC 60 (this does not affect Escape Artist checks).

**Tying Up a Person (Opposed by Escape Artist):** Use the knot DC to see if you tie them up at all. Then your check is opposed by their Escape Artist skill.

**Splice Rope:** Splicing two ropes together is DC 15 and takes 5 minutes. This time can be reduced to a move action by making a check DC 50 instead.

**Animate Rope:** Make a check DC 80 to make a rope you are holding act as if it had the *Animate Rope* spell on it. Make a check for each command given. This does not grant the bonus for using an animated rope to your checks.

## Wilderness Lore

---

Base Ability: WIS  
Special: +2 synergy bonus to avoid getting lost if 5+ ranks of Intuit Direction  
Take 10/20? Sometimes 10  
In Class For: D&D – Barbarian, Druid, Ranger  
Sources: PHB 76, MoW 20, ELH 45

This skill is used to hunt wild game, avoid natural hazards, and identify signs of creatures.

**Foraging:** Make a check DC 10 to move one half your overland speed while hunting a foraging for provisions. You provide food and water for one other person for every 2 points your check exceeds 10. Make one check per day.

Make a check DC 40 to move at full speed instead. Additional person for every 2 points over 40.

**Avoid Natural Hazards:** Make a check DC 15 to avoid natural hazards such as quicksand. Make just one check per day.

**Avoid Getting Lost:** Make a check DC 15 to avoid getting lost. Make just one check per day.

**Protect from Weather:** Make a check DC 15. If moving no more than half your overland speed, you gain +2 on your Fortitude save against severe weather. If stationary, you gain +4 on this save. You may grant this bonus to one other person for every 1 point your check exceeds 15. Make just one check per day.

Make a check DC 60 to automatically succeed at Fortitude saves against severe weather. Additional person for every 2 points over 60.

**Hide Tracks (Opposed by Wilderness Lore):** You can make a Wilderness Lore check to hide your tracks. This is opposed by the opponent's Wilderness Lore check when tracking you.

**Ignore Terrain:** Make a check DC 60 to ignore movement penalties due to terrain. You can extend this to include one other person for each 5 points your check exceeds 60.

**Identify Creature Tracks:** If you have the Track feat, make a check DC 60 to identify the race or kind of creature that made tracks.

## 4 – Extended Official Skills

### Autohypnosis

Base Ability: WIS  
 Special: **Must have psionics**  
**TRAINED ONLY**  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Psion (Egoist/Savant), Psychic Warrior  
 Sources: PSI 18, ELH 45

This skill takes advantage of your trained mind to accomplish unusual feats.

**Resist Fear:** If you fail a save against fear, you can make a check DC 15 in the next round. If successful, you may make another fear save with a +4 morale bonus.

**Memorize:** You can memorize up to 800 words, symbols, or numbers by making a check DC 13. You never forget these, but you need to make another check DC 13 to remember.

**Ignore Caltrop Wound:** You can ignore the movement penalty from a caltrop wound for 10 minutes by making a check DC 13.

**Tolerate Poison:** If you fail a save against poison, you can make a check against the poison's DC in the next round. If successful, you receive a +4 morale bonus on your save to resist the poison's secondary damage.

If you make the check by 5 or more, you automatically succeed at the poison's secondary save.

**Willpower:** By making a check DC 15, you may make a normal action while at zero hit points without taking a point of damage. You can check before deciding whether or not to perform the action.

**Resist Mind Effects:** When you fail a saving throw against a mind-affecting power, make a check DC 50 to get an immediate second saving throw. You cannot do this.

If a mind power does not allow a saving throw, make a check DC 50 to get a single saving throw chance.

**Gain Hit Points:** Once per day, you may make a check DC 60 to gain 10 + WIS bonus temporary hit points. They last until lost. They do not stack with any other temporary hit points.

### Control Shape

Base Ability: WIS  
 Special: **Only for Lycanthropes**  
 Take 10/20? Yes 10 / Sometimes 20  
 In Class For: *D&D* – Afflicted Lycanthropes  
 Sources: MM 218

This skill is used to control shapeshifting due to afflicted lycanthropy. Natural lycanthropes have the Improved Control Shape feat and do not need to use this skill.

The check is done against a DC. The DC values are:

Situation	DC
Resist an involuntary change	25
Return to humanoid form on one of the three days of the full moon (if fail, cannot attempt to return)	25
Return to humanoid form on other days (if fail, cannot attempt to return)	20
Voluntary change on one of the three days of the full moon	10
Voluntary change on other days	15

When returning to humanoid form, the character makes a WIS check DC 15 to see if they realize what happened. Once succeeding at this check once, further checks are not required and it becomes possible to do a voluntary change.

A voluntary change to animal or hybrid form changes the character's alignment to that of the appropriate lycanthrope. A voluntary change in either direction is a standard action.

An involuntary change to animal or hybrid form ruins the character's armor and clothing if the new form is larger. You can hastily remove clothing while changing, but not armor. Magical armor makes a Fortitude save DC 15 to resist being destroyed.

### Psicraft

Base Ability: INT  
 Special: **TRAINED ONLY**  
 +2 bonus for rolls related to your primary discipline  
 +2 synergy bonus for deciphering power stones if 5+ ranks of Use Psionic Device  
 Take 10/20? Sometimes 10  
 In Class For: *D&D* – Psion (Egoist / Nomad / Savant / Shaper / Seer / Telepath), Psychic Warrior  
 Sources: PSI 19

This skill is used to identify and learn psionic powers.

**Identify Power:** You can identify a power in some form. This check is against a DC. The DC values are:

Task	DC
Identify a power being manifested (must sense or see some visible effect). No retry.	15 + power level
Identify a power that is already in effect (must sense or detect the effects of the power)	20 + power level
Identify that a material was created or shaped by psionics – No retry	20 + power level
Understand a strange or unique psionic effect	30 or higher

**Learn Power:** You can learn a new power. This check is against a DC. The DC values are:

Task	DC
Learn a power from a power stone. Can try a given power only once until you gain another rank in this skill	15 + power level

### Remote View

Base Ability: INT  
 Special: **Psion only (not Psychic Warrior or other)**  
 You can add your base rank (not full bonus) in the Scry skill to your Remote View checks  
 Take 10/20? Yes  
 In Class For: *D&D* – Psion (Nomad / Savant / Shaper / Seer / Telepath)  
 Sources: PSI 20

This skill is only useful if you have the *Remote Viewing* power or some other way to accomplish the same thing. See the appropriate power or item for details.

### Stabilize Self

Base Ability: CON  
 Special: **Must have psionics**  
 Take 10/20? No  
 In Class For: *D&D* – Psion (Egoist), Psychic Warrior  
 Sources: PSI 20, ELH 45

This skill is to prevent yourself from dying.

**Stabilize:** If you are at negative hit points, you may make a check DC 15 on the first (and only the first) time you get a chance to stabilize. If you make this check, you stabilize. If you fail, make normal stability checks from then on.

**Stay Conscious:** If you are reduced to negative hit points, you may make a check DC 30 to stay conscious and taking actions.

**Damage Reduction:** Once per day, you may make a check DC 60 to gain damage reduction 2/- for 12 hours. This does not stack with damage reduction from any source.

## Use Psionic Device

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Base Ability:	CHA
Special:	<b>TRAINED ONLY</b> +2 synergy bonus on scrolls if 5+ ranks of Psicraft
Take 10/20?	No
In Class For:	D&D – Bard, Rogue, Psychic Warrior
Sources:	PSI 20

This skill is used to activate psionic items that you could not otherwise activate.

The actions below overlap the action of activating the item. If the action has any long-running effect, you have to check once every hour to see if you can maintain the emulation.

If you fail to activate an item by 10 or more, then you suffer brainburn. If you roll a natural 1, you cannot retry with that item again that day.

**Contact Power Stone:** You can learn a power from a power stone, just like when using the Psicraft skill, but your DC is 25 + power level.

**Emulate Psionic Class Feature:** As a standard action, make a check DC 25. If you succeed, you can activate a psionic item that requires you to have a specific class feature. Your effective level in that class is your result minus 20.

**Emulate Psionic Feat:** As a standard action, make a check DC 20. If you succeed, you can activate a psionic item that requires you to have a specific feat.

**Emulate Psionic Power:** As a standard action, make a check DC 20. If you succeed, you can use a psionic item as if you have a specific power on your class' power list. Your effective caster level is your result -20.

**Emulate Ability Score:** As a standard action, make a check DC 25. If you succeed, you can activate a psionic item that requires you to have a specific ability score or better. Your effective ability score becomes equal to your check minus 15.

**Emulate Race:** As a standard action, make a check DC 25. If you succeed, you can activate a psionic item that requires you to be of a specific race. You can only emulate one race at a time.

**Emulate Alignment:** As a standard action, make a check DC 30. If you succeed, you can activate a psionic item that requires you to have a specific alignment. You can only emulate one alignment at a time.

**Activate Blindly:** As a standard action, make a check DC 25. If you succeed, you can activate a psionic item that requires you to know an activation word, thought, or action. You receive +2 on this check if you have activated the item before.