

D&D 3.5 – SKILLS

This is a summary of Chapter 4 (*Skills*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in **blue** text.

Note: For the first part of this chapter (up to the individual skill descriptions), I have noted only the significant changes.

Table 4-1: Skill Points per Level (p. 62)

- Bards and rangers now get (6 + INT modifier) × 4 skill points at first level, with (6 + INT modifier) per level thereafter.

Table 4-2: Skills (p. 63)

- There are no exclusive skills anymore – all skills are either class skills (●) or cross-class (×) skills.

(AC) Armor check penalty applies to checks with this skill (for Swim, double the normal armor check penalty applies).

(T) Training (i.e. at least 1 rank) is required to use this skill.

Skill	Ability	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz
Alchemy	► Craft (alchemy) (requires 1 spellcaster level to make alchemical items)											
Animal Empathy	(replaced by Wild Empathy (druid/ranger class ability))											
Appraise	INT	×	●	×	×	×	×	×	×	●	×	×
Balance (AC)	DEX	×	●	×	×	×	●	×	×	●	×	×
Bluff	CHA	×	●	×	×	×	×	×	×	●	●	×
Climb (AC)	STR	●	●	×	×	●	●	×	×	●	×	×
Concentration	CON	×	●	●	●	×	●	●	●	×	●	●
Craft (craft/trade/art)	INT	●	●	●	●	●	●	●	●	●	●	●
Decipher Script (T)	INT	×	●	×	×	×	×	×	×	●	×	●
Diplomacy	CHA	×	●	●	●	×	●	●	×	●	×	×
Disable Device (T)	INT	×	×	×	×	×	×	×	×	●	×	×
Disguise	CHA	×	●	×	×	×	×	×	×	●	×	×
Escape Artist (AC)	DEX	×	●	×	×	×	●	×	×	●	×	×
Forgery	INT	×	×	×	×	×	×	×	×	●	×	×
Gather Information	CHA	×	●	×	×	×	×	×	×	●	×	×
Handle Animal (T)	CHA	●	×	×	●	●	×	●	●	×	×	×
Heal	WIS	×	×	●	●	×	×	●	●	×	×	×
Hide (AC)	DEX	×	●	×	×	×	●	×	●	●	×	×
Innuendo	► Bluff, Sense Motive											
Intimidate	CHA	●	×	×	×	●	×	×	×	●	×	×
Intuit Direction	► Survival (automatic with 5 ranks of Survival)											
Jump (AC)	STR	●	●	×	×	●	×	×	●	●	×	×
Knowledge (arcana) (T)	INT	×	●	●	×	×	●	×	×	×	●	●
Knowledge (architecture & engineering) (T)	INT	×	●	×	×	×	×	×	×	×	×	●
* Knowledge (dungeoneering) (T)	INT	×	●	×	×	×	×	×	●	×	×	●
Knowledge (geography) (T)	INT	×	●	×	×	×	×	×	●	×	×	●
Knowledge (history) (T)	INT	×	●	●	×	×	×	×	×	×	×	●
Knowledge (local) (T)	INT	×	●	×	×	×	×	×	×	●	×	●
Knowledge (nature) (T)	INT	×	●	×	●	×	×	×	●	×	×	●
Knowledge (nobility and royalty) (T)	INT	×	●	×	×	×	×	●	×	×	×	●
Knowledge (religion) (T)	INT	×	●	●	×	×	●	●	×	×	×	●
Knowledge (the planes) (T)	INT	×	●	●	×	×	×	×	×	×	×	●
Listen	WIS	●	●	×	●	×	●	×	●	●	×	×
Move Silently (AC)	DEX	×	●	×	×	×	●	×	●	●	×	×
Open Lock (T)	DEX	×	×	×	×	×	×	×	×	●	×	×
Perform (category)	CHA	×	●	×	×	×	●	×	×	●	×	×
Pick Pocket	► Sleight of Hand											
Profession (vocation) (T)	WIS	×	●	●	●	×	●	●	●	●	●	●
Read Lips	► Spot											
Ride (mount-type)	DEX	●	×	×	●	●	×	●	●	×	×	×
Scry	(scry spell now requires Will save instead of skill check)											
Search	INT	×	×	×	×	×	×	×	●	●	×	×
Sense Motive	WIS	×	●	×	×	×	●	●	×	●	×	×
Sleight of Hand (Pick Pocket) (AC)(T)	DEX	×	●	×	×	×	×	×	×	●	×	×
Speak Language (T)	(none)	×	●	×	×	×	×	×	×	×	×	×
Spellcraft (T)	INT	×	●	●	●	×	×	×	×	×	●	●
Spot	WIS	×	×	×	●	×	●	×	●	●	×	×
Survival (Wilderness Lore)	WIS	●	×	×	●	×	×	×	●	×	×	×
Swim (AC)	STR	●	●	×	●	●	●	×	●	●	×	×
Tumble (AC)(T)	DEX	×	●	×	×	×	●	×	×	●	×	×
Use Magic Device (T)	CHA	×	●	×	×	×	×	×	×	●	×	×
Use Rope	DEX	×	×	×	×	×	×	×	●	●	×	×
Wilderness Lore	► Survival											

USING SKILLS

Skill Checks

- Opposed Checks (p. 64)
 - In case of a tie, the higher ability modifier skill modifier wins. If these scores are the same, flip a coin roll again to break the tie.

- Extraordinary Success (*This section has been removed entirely.*)

Combining Skill Attempts

- **Aid Another** (p. 65)
 - In cases where a skill restricts who can achieve certain results (e.g. Disable Device, Search and Survival) you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Table 4-5: Skill Synergies (p. 66)

5 or more ranks in...	...gives a +2 bonus to...	...under these circumstances
Animal Empathy	Handle Animal	dealing with animals
Bluff	Diplomacy	always
	Disguise	trying to act in character when you know you are observed
	Innuendo	transmitting a message
	Intimidate	always
	Sleight of Hand	always
* Craft (<i>craft/trade/art</i>)	Appraise	checks related to items made with the particular Craft skill
Decipher Script	Use Magic Device	checks related to scrolls
Escape Artist	Use Rope	using a rope to bind someone
* Handle Animal	Ride	always
	wild empathy checks	always (<i>class feature</i>)
Intuit Direction	Wilderness Lore	checks made to avoid getting lost
Jump	Tumble	always
* Knowledge (<i>arcana</i>)	Spellcraft	always
* Knowledge (<i>arch. & eng.</i>)	Search	checks made to find secret doors or hidden compartments
* Knowledge (<i>dungeoneering</i>)	Survival	checks made while underground
* Knowledge (<i>geography</i>)	Survival	checks made to avoid getting lost or to avoid natural hazards
* Knowledge (<i>history</i>)	bardic knowledge checks	always (<i>class feature</i>)
* Knowledge (<i>local</i>)	Gather Information	always
* Knowledge (<i>nature</i>)	Survival	checks made while in aboveground natural environments
* Knowledge (<i>nobility & royalty</i>)	Diplomacy	always
* Knowledge (<i>religion</i>)	checks to turn/rebuke undead	always (<i>class feature</i>)
* Knowledge (<i>the planes</i>)	Survival	checks made while on other planes
Profession (<i>herbalist</i>)	Heal	always
* Search	Survival	checks made to find or follow tracks
Sense Motive	Diplomacy	always
	Innuendo	intercepting a message
Spellcraft	Use Magic Device	checks related to scrolls
* Survival	Knowledge (<i>nature</i>)	always
Tumble	Balance	always
	Jump	always
Use Magic Device	Spellcraft	deciphering a scroll
Use Rope	Climb	climbing a rope, knotted rope, or rope and wall combination
	Escape Artist	escaping from rope bonds

SKILL DESCRIPTIONS

Note: The symbol (☞) signifies that more detailed information (usually a table of DCs) is available in the PHB, but is omitted here.

Appraise [INT] (p. 67)

Check	<ul style="list-style-type: none"> • DC 12 to appraise a common or well-known item. Failure means your estimate is 50% to 150% of the item's actual value (2d6+3 × 10%). • DC 15, 20 (or higher) to appraise a rare or exotic item. If the check is successful, you estimate the value correctly; failure means your estimate is 50% to 150% of the item's actual value (2d6+3 × 10%). • A magnifying glass gives a +2 circumstance bonus on Appraise checks involving any small or highly detailed item. • A merchant's scale gives a +2 circumstance bonus on Appraise checks involving any items valued by weight. These bonuses stack.
Action	Appraising an item takes 1 minute (10 consecutive full-round actions).
Try Again	No. You cannot try again on the same object, regardless of success.
Special	<ul style="list-style-type: none"> • A dwarf gets a +2 racial bonus on Appraise checks related to stone or metal items. • The master of a raven familiar gains a +3 bonus on Appraise checks when the familiar is within 1 mile. • A character with the Diligent feat gains a +2 bonus on Appraise checks.
Synergy	• 5 ranks in any Craft skill grants a +2 bonus on Appraise checks related to items made with that Craft skill.
Untrained	• For common items, failure means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 × 10%).

Balance [DEX] (AC) (p. 67)

Check	<ul style="list-style-type: none"> • Walking along a narrow surface: base DC is 10 (for surfaces 7 to 12 inches wide), 15 (2 to 6 inches wide), or 20 (less than 2 inches wide). Add the appropriate narrow surface modifiers: +2 (lightly obstructed); +5 (severely obstructed); +2 (lightly slippery); +5 (severely slippery); +2 (sloped or angled). These modifiers stack. • Running or charging across a difficult surface (uneven flagstone, hewn stone floor, or sloped or angled floor): base DC is 10. Add narrow surface modifiers (see above) as appropriate. Failure by 4 or less means the character can't run or charge, but may otherwise act normally. • <i>Being attacked while balancing:</i> Unless you have 5 or more ranks in Balance, you are considered flat-footed while balancing, and thus lose your DEX bonus to AC (if any). Attackers gain a +2 bonus against you. If you take damage while balancing, you must make another Balance check against the same DC to remain standing. • <i>Accelerated movement:</i> If you accept a -5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.
Action	None. A Balance check doesn't require an action.
Special	• A character with the Agile feat gains a +2 bonus on Balance checks.
Synergy	• 5 ranks in Tumble grants a +2 bonus on Balance checks.

Bluff [CHA] (p. 67)

Check	<ul style="list-style-type: none">Opposed by target's Sense Motive check. Modifiers depend on how hard the bluff is to believe, and how much the target is being asked to go against its self-interest, nature, personality, orders, etc. (□)Requires interaction between you and the target; creatures unaware of you cannot be bluffed.<i>Feinting in combat</i>: Make a Bluff check, opposed by the target's Sense Motive check, but the target may add its base attack bonus to its Sense Motive modifier. If the check succeeds, the target is denied its DEX bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn. Against a nonhumanoid creature, you take a -4 penalty on the check. Against a creature of INT 1 or 2, the penalty is -8. Against a nonintelligent creature, feinting is impossible.<i>Creating a diversion to hide</i>: A successful Bluff check allows you to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.<i>Delivering a secret message</i>: Base DC is 15 for simple messages, or 20 for complex messages (especially those transmitting new information). Failure by 5 or more means some false information has been implied or inferred.
Action	<ul style="list-style-type: none">A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate.Feinting in combat is a standard action (or a move action, if you have the Improved Feint feat) which does not provoke an attack of opportunity.Creating a diversion to hide is a standard action which does not provoke an attack of opportunity.Delivering a secret message doesn't take an action (but the DM may limit the amount of information you can convey in a single round).
Try Again	<ul style="list-style-type: none">Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances.<i>Feinting in combat</i>: Yes.<i>Delivering a secret message</i>: Yes, but only once per round. Each retry carries the same chance of miscommunication.
Special	<ul style="list-style-type: none">A ranger gains a bonus on Bluff checks when using this skill against a favored enemy.The master of a snake familiar gains a +3 bonus on Bluff checks when the familiar is within 1 mile.A character with the Persuasive feat gains a +2 bonus on Balance checks.
Synergy	<ul style="list-style-type: none">5 ranks in Bluff grants a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to act in character.

Climb [STR] (AC) (p. 69)

Check	<ul style="list-style-type: none">A successful check allows you to advance up, down, or across a slope, wall etc. at one-quarter normal speed (or one-half your speed as a full-round action). An incline at 60° or more is a wall; otherwise it's a slope. Failure by 4 or less means you make no progress; failure by 5 or more means you fall.A climber's kit gives a +2 circumstance bonus on Climb checks.The DC of the check depends on the conditions of the climb (□).You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your DEX bonus to AC (if any). Attackers gain a +2 bonus against you. You also can't use a shield while climbing.Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.<i>Accelerated climbing</i>: If you accept a -5 penalty, you can move at one-half your speed instead of one-quarter.<i>Making your own handholds and footholds</i>: Pounding pitons into a wall takes 1 minute per piton, and one is needed per 3 feet of distance. A wall with pitons in it has a DC of 15. A climber with a handaxe or similar implement can cut handholds in an ice wall.<i>Catching yourself when falling</i>: To catch yourself on a wall, make a Climb DC against the wall's DC + 20. For a slope, use the slope's DC + 10.<i>Catching a falling character</i>: Requires a successful melee touch attack (although the target can voluntarily forego any DEX bonus to AC if desired). If you hit, immediately attempt a Climb check (DC = wall's DC + 10). The falling character's total weight (including equipment) cannot exceed your heavy load limit or you automatically fail. If you fail by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you begin falling as well.
Action	Generally part of a move action. Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.
Special	<ul style="list-style-type: none">A creature with a climb speed, or a character under the influence of a <i>spider climb</i> spell, has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it can always choose to take 10, even if rushed or threatened while climbing. If it chooses an accelerated climb, it moves at double its climb speed (or at its land speed, whichever is slower), and makes a single Climb check at a -5 penalty. It retains its DEX bonus to AC (if any) while climbing.A halfling gains a +2 racial bonus on Climb checks.The master of a lizard familiar gains a +3 bonus on Climb checks when the familiar is within 1 mile.A character with the Athletic feat gains a +2 bonus on Climb checks.
Synergy	<ul style="list-style-type: none">5 ranks in Use Rope grants a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

Concentration [CON] (p. 69)

Check	<ul style="list-style-type: none">You must make a Concentration check whenever you might potentially be distracted while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, using a spell-like ability, or using a skill that would provoke an attack of opportunity. If the check fails, the action automatically fails and is wasted.DC of the check depends on the type of distraction (□). If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.If more than one type of distraction is present, make a check for each one; any failed check indicates that the task is not completed.
Action	None. Making a Concentration check is either a free action (when attempted reactively) or part of another action (when attempted actively).
Try Again	Yes, though a success does not cancel the effect of a previous failure.
Special	<ul style="list-style-type: none">You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity (e.g. movement or loading a crossbow). The DC is 15 (plus the spell or spell-like ability's level). A successful check still doesn't allow you to take 10 on another check if you are in a stressful situation. If the Concentration check fails, the related action automatically fails (with any appropriate ramifications) and is wasted.A character with the Combat Casting feat gains a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive, or while grappling or pinned.

Craft (craft/trade/art) [INT] (p. 70)

Check	<ul style="list-style-type: none">Crafts, trades, or arts include alchemy, armorsmithing, basketweaving, bookbinding, bowmaking, blacksmithing, calligraphy, carpentry, cobbling, gemcutting, leatherworking, locksmithing, painting, pottery, sculpting, shipmaking, stonemasonry, trapmaking, weaponsmithing, weaving.<i>Earning a living</i>: you can earn half your Craft check result in gold pieces per week of dedicated work.<i>Making an item</i>: Pay one-third of the item's price in raw materials. Make a Craft check representing one week's work; the DC depends on the type of item being made (□). If the check succeeds: if the check result × the DC is equal to or greater than the item's price in silver pieces, then the item is completed. Otherwise the item is only partially completed, and you need to make another Craft check next week (and so on) until the cumulative total reaches the price of the item in silver pieces. If the check fails by 4 or less, you make no progress that week. If you fail by 5 or more, you must pay half the original raw material cost again.<i>Progress by the day</i>: You can make checks by the day instead of by the week; in this case, your progress (check result × the DC) is in copper pieces instead of silver pieces.<i>Masterwork items</i>: Create the masterwork component separately; the price is 300gp (weapon) or 150gp (armor/shield) and the Craft DC is 20.<i>Repairing an item</i>: Make checks against the same DC as for making the item. Cost of repairing an item is one-fifth of the item's price.
Action	Not applicable. Craft checks are made by the day or week.
Try Again	Yes, but each time you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.
Special	<ul style="list-style-type: none">A dwarf has a +2 racial bonus on Craft checks related to stone or metal. A gnome has a +2 racial bonus to Craft (alchemy) checks.You may voluntarily add +10 to the indicated DC to craft an item (this allows you to craft the item more quickly). You must decide whether to increase the DC before making each weekly or daily check.To make an item using Craft (alchemy), you must have alchemical equipment and be a spellcaster. An alchemical lab grants a +2 circumstance bonus on Craft (alchemy) checks, but it does not affect the cost of any items made using the skill.
Synergy	<ul style="list-style-type: none">5 ranks in any Craft skill grants a +2 bonus on Appraise checks related to items made with that Craft skill.

Decipher Script [INT] (T) (p. 71)

Check	<ul style="list-style-type: none">• Base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.• If the check fails, the DM makes a DC 5 Wisdom check for you to see if you avoid drawing a false conclusion about the text.
Action	Deciphering the equivalent of a single page of script takes 1 minute (10 consecutive full-round actions).
Try Again	No.
Special	<ul style="list-style-type: none">• A character with the Diligent feat gains a +2 bonus on Decipher Script checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Decipher Script grants a +2 bonus on Use Magic Device checks related to scrolls.

Diplomacy [CHA] (p. 71)

Check	<ul style="list-style-type: none">• You can change the attitudes of NPCs with a successful Diplomacy check (DM – Influencing NPC Attitudes, p. 72).• In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations where two advocates or diplomats plead opposite cases in a hearing before a third party.
Action	<ul style="list-style-type: none">• Changing others' attitudes generally takes at least 1 minute (10 consecutive full-round actions) or possibly significantly longer.• A rushed Diplomacy check can be made as a full-round action, but you take a –10 penalty on the check.
Try Again	Optional, but not recommended because retries usually do not work.
Special	<ul style="list-style-type: none">• A half-elf has a +2 racial bonus on Diplomacy checks.• A character with the Negotiator feat gains a +2 bonus on Diplomacy checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Bluff, Knowledge (nobility and royalty) or Sense Motive grants a +2 bonus on Diplomacy checks.

Disable Device [INT] (T) (p. 72)

Check	<ul style="list-style-type: none">• DC depends on how tricky the device is (DM). At least a simple tool of the appropriate sort is required. Attempting a Disable Device check without a set of thieves' tools imposes a –2 circumstance penalty on the check. Masterwork thieves' tools provide a +2 circumstance bonus.• The DM makes the check secretly. If the check fails by 4 or less, you have failed but can try again. If it fails by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.• You can also rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).• It's possible to ruin many traps without making a Disable Device check (DM – Other Ways to Beat a Trap, p. 73).
Action	Time required depends on the complexity of the task (DM).
Try Again	You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.
Special	<ul style="list-style-type: none">• A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it without disarming it.• A character with the Nimble Fingers feat gains a +2 bonus on Disable Device checks.
Restriction	<ul style="list-style-type: none">• Rogues (and other characters with the trapfinding class feature) can disarm magic traps. The DC is 25 + the level of the spell used to create it. Some spells (e.g. spike growth and spike stones) create magic traps that cannot be disabled using this skill.

Disguise [CHA] (p. 72)

Check	<ul style="list-style-type: none">• Changing your appearance requires at least a few props, some makeup, and some time. Using a disguise kit provides a +2 circumstance bonus on a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth of the original.• Your Disguise check is opposed by others' Spot checks. If you don't draw any attention to yourself, others do not get to make Spot checks.• You get only one Disguise check (made by the DM in secret) per use of the skill, even if several people are making Spot checks against it.• The effectiveness of your disguise depends in part on how much you're attempting to change your appearance (DM). If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (DM), and they are automatically considered to be suspicious of you (i.e. opposed checks are always required).
Action	Creating a disguise requires 1d3×10 minutes of work.
Try Again	Yes. You may redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.
Special	<ul style="list-style-type: none">• Magic that alters your form (e.g. alter self, disguise self, polymorph, or shapechange) grants a +10 bonus on the Disguise check. You must succeed on a Disguise check with a +10 bonus to duplicate the appearance of a specific individual with the veil spell. Divination magic that allows people to see through illusions (e.g. true seeing) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.• You must make a Disguise check when you cast a simulacrum spell to determine how good the likeness is.• A character with the Deceitful feat gains a +2 bonus on Disguise checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Bluff grants a +2 bonus on Disguise checks when you know you're being observed and you try to act in character.

Escape Artist [DEX] (AC) (p. 73)

Check	<ul style="list-style-type: none">• Ropes: Your Escape Artist check is opposed by the binder's Use Rope check. The binder gets a +10 bonus on his or her check.• Manacles: DC is set by the manacles' construction. Normal manacles are generally DC 30, masterwork manacles DC 35.• Tight space: DC 30 for getting through a space where your head fits but your shoulders don't. If the space is long (e.g. a chimney), multiple checks may be required.• Net or spell: DC 20 to escape from a net or an animate rope, command plants, control plants, or entangle spell. DC 23 to escape a snare spell.• Grappler: You can make an Escape Artist check opposed by the enemy's grapple check to escape from a grapple or a pinned condition.
Action	<ul style="list-style-type: none">• Escaping from rope bindings or other restraints (except a grappler) requires 1 minute of work. Squeezing through a tight space takes at least one minute; maybe longer, depending on how long the space is.• Escaping from a net or spell is a full-round action.• Escaping from a grapple or pin is a standard action.
Try Again	Varies. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.
Special	<ul style="list-style-type: none">• A character with the Agile feat gains a +2 bonus on Escape Artist checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Escape Artist grants a +2 bonus on Use Rope checks to bind someone.• 5 ranks in Use Rope grants a +2 bonus on Escape Artist checks when escaping from rope bonds.

Forgery [INT] (p. 74)

Check	<ul style="list-style-type: none">• Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. To forge a document on which the handwriting is not specific to a person, you need only have seen a similar document before, and gain a +8 bonus on the check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of a particular person, a large sample of that person's handwriting is needed.• The DM makes the check secretly; no check is needed until someone examines the work. The check is opposed by the Forgery check of the person who examines the document, modified by how well the type of document or the handwriting is known to the reader (DM).
Action	Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.
Try Again	<ul style="list-style-type: none">• A retry is never possible after a particular reader detects a particular forgery (but the document might still fool someone else). The result of a Forgery check for a particular document must be used for every instance of a different reader examining that document.• No reader can attempt to detect a particular forgery more than once (even if he's suspicious about the document).
Special	<ul style="list-style-type: none">• A character with the Deceitful feat gains a +2 bonus on Forgery checks.
Restriction	<ul style="list-style-type: none">• You must be able to read and write the language in question. A barbarian can't learn the Forgery skill unless he has learned to read and write.

Gather Information [CHA] (p. 74)

Check	<ul style="list-style-type: none">• DC 10 to gain a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld (e.g. racial enmity, or your inability to speak the local language). The higher the check result, the better the information.• To find out about a specific rumor or item, or obtain a map, etc., the DC is 15 to 25, or even higher.
Action	Typically, 1d4+1 hours.
Try Again	Yes, but it takes time for each check, and you may draw attention to yourself if you repeatedly pursue the same information.
Special	<ul style="list-style-type: none">• A half-elf has a +2 racial bonus on Gather Information checks.• A character with the Investigator feat gains a +2 bonus on Gather Information checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Knowledge (local) grants a +2 bonus on Gather Information checks.

Handle Animal [CHA] (T) (p. 74)

- Check	<ul style="list-style-type: none"> • Handle an animal: Command an animal to perform a task or trick it knows. Base DC is 10; +2 if the animal is wounded or has taken any nonlethal damage or ability score damage. If the check succeeds, the animal performs the task or trick on its next action. • 'Push' an animal: Command an animal to perform a task or trick it doesn't know but is physically capable of performing; also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. Base DC is 25; +2 if the animal is wounded or has taken any nonlethal damage or ability score damage. If the check succeeds, the animal performs the task or trick on its next action. • Teach an animal a trick: Takes one week of work and a successful Handle Animal check against the indicated DC. An animal can learn a maximum of 3 tricks (if its INT score is 1) or 6 tricks (if its INT score is 2). Tricks include: <ul style="list-style-type: none"> <u>Trick</u> <u>DC</u> <u>Description</u> Attack 20 Animal attacks apparent enemies; you may point to a particular creature it is to attack. Normally an animal will attack only humanoids, monstrous humanoids, giants, or other animals; teaching it to attack all types of creatures counts as two tricks. Come 15 Animal comes to you, even it would not normally do so (e.g. following you onto a boat). Defend 20 Animal defends or is ready to defend you, even without any command given. You can command it to defend another character. Down 15 Animal breaks off from combat or otherwise backs down. Without this trick, an animal continues to fight until it must flee or its opponent is defeated. Fetch 15 Animal goes and gets something. If you do not point out a specific item, the animal fetches some random object. Guard 15 Animal stays in place and prevents others from approaching. Heel 15 Animal follows you closely, even to places where it wouldn't normally go. Perform 15 Animal performs a variety of simple tricks (e.g. sitting up, rolling over, roaring or barking, etc.). Seek 15 Animal moves into an area and looks around for anything obviously alive or animate. Stay 15 Animal stays in place, waiting for you to return. It does not challenge other creatures that come by, although it still defends itself if it needs to. Track 20 Animal tracks the scent presented to it. The animal must have the Scent ability. Work 15 Animal pushes or pulls a medium or heavy load. • Train an animal for a purpose: Teach an animal a package of tricks forming a general purpose. Takes one week per trick included in the package, but only one Handle Animal check is needed, against the indicated DC. An animal must have an INT score of 2 to learn a package containing more than three tricks. An animal can be trained for only one general purpose, although it may learn additional tricks if capable of it. Purposes include: <ul style="list-style-type: none"> <u>Purpose</u> <u>DC</u> <u>Description</u> Combat Riding 20 Includes the tricks attack, come, defend, down, guard, and heel. An animal trained for riding may be upgraded to combat riding with three weeks' work and a successful Handle Animal check (DC 20). The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and don't require any additional training. Fighting 20 Includes the tricks attack, down, and stay. Guarding 20 Includes the tricks attack, defend, down, and guard. Heavy Labor 15 Includes the tricks come and work. Hunting 20 Includes the tricks attack, down, fetch, heel, seek, and track. (The animal must have the Scent ability.) Performance 15 Includes the tricks come, fetch, heel, perform, and stay. Riding 15 Includes the tricks come, heel, and stay. • Rear a wild animal: Raise an animal from infancy so that it becomes domesticated. Base DC is 15 + the animal's HD. A handler can rear up to three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time as it is being raised, or it can be taught as a domesticated animal later.
- Action	<ul style="list-style-type: none"> • Handling an animal is a move action; pushing an animal is a full-round action. A druid or ranger can handle her animal companion as a free action and push it as a move action. • For tasks with a specific time frame (see above), you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear or train the animal fails and you need not spend the remainder of the time. If the check succeeds, you must invest the remainder of the time to complete the task. If the time is interrupted or the task not followed through to completion, this attempt to teach, rear or train the animal automatically fails.
- Try Again	Yes, except for training or rearing an animal.
- Special	<ul style="list-style-type: none"> • You can use this skill on a creature with INT 1 or 2 that is not an animal, but the DC increases by 5. Such creatures have the same limit on tricks as animals do. • A druid or ranger gains a +4 circumstance bonus on Handle Animal checks involving her animal companion. In addition, the companion knows one or more bonus tricks, which don't count against the normal limit of tricks known and don't require any training time or Handle Animal checks to teach. • A character with the Animal Affinity feat gains a +2 bonus on Handle Animal checks.
- Synergy	• 5 ranks in Handle Animal grants a +2 bonus on Ride checks and wild empathy checks.
- Untrained	<ul style="list-style-type: none"> • You can use a Charisma check to handle and push domestic animals, but you can't teach, rear or train animals. • A druid or ranger can use a Charisma check to handle and push her animal companion, but can't teach, rear or train other nondomestic animals.

Heal [WIS] (p. 75)

- Check	<ul style="list-style-type: none"> • Provide first aid: DC 15 to stabilise a dying character. • Provide long-term care: DC 15 to allow the patient to recover hit points at twice the normal rate (2 hp/lvl or 2 ability score points for a full 8 hours of rest in a day, or 4 hp/lvl or 4 ability score points for each full day of complete rest). You can tend up to six patients at a time. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. • Treat wound from caltrop: DC 15 to remove the movement penalty (slowed to one-half base movement) from stepping on a caltrop. • Treat wound from spike growth or spike stones: Make a Heal check against the spell's save DC to remove the movement penalty (slowed to one-half base movement) from either of these spells. • Treat poison: To treat a single poisoned character, every time the character makes a saving throw against the poison's effects, make a Heal check. The character uses your check result or the saving throw result, whichever is higher. • Treat disease: To treat a single diseased character, every time the character makes a saving throw against the disease's effects, make a Heal check. The character uses your check result or the saving throw result, whichever is higher.
- Action	<ul style="list-style-type: none"> • Providing first aid, treating a caltrop wound, or treating poison is a standard action. • Treating a disease or tending a creature wounded by spike growth or spike stones takes 10 minutes of work. • Providing long-term care requires 8 hours of light activity.
- Try Again	Generally, you can't retry a Heal check without proof of the original check's failure. You can always retry a check to provide first aid, assuming the target of the attempt is still alive.
- Special	<ul style="list-style-type: none"> • The use of a healer's kit grants a +2 circumstance bonus on Heal checks. • A character with the Self-Sufficient feat gains a +2 bonus on Heal checks.
- Synergy	• 5 ranks in Profession (herbalist) grants a +2 bonus on Heal checks.

Hide [DEX] (AC) (p. 76)

- Check	<ul style="list-style-type: none"> • Opposed by the Spot check of anyone who might see you. Can move up to one-half your normal speed and hide at no penalty. At a speed greater than one-half but less than normal, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running or charging. • A size bonus or penalty applies to Hide checks based on your size category (□). • You need cover or concealment in order to attempt a Hide check. If people are observing you, even casually, you can't hide. If the observers are momentarily distracted (e.g. by a successful Bluff check to create a diversion), you can attempt a Hide check if you can get to a hiding place of some kind. The check is made at a -10 penalty, and the hiding place must be within 1 foot per rank you have in Hide. • Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself immediately after the shot.
- Action	Normally, none (Hide check made as part of movement). However, hiding immediately after a ranged attack (sniping) is a move action.
- Special	<ul style="list-style-type: none"> • An invisible character gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. • A character with the Stealthy feat gains a +2 bonus on Hide checks. • A 13th-level ranger can attempt to hide in any sort of natural terrain, even if it doesn't grant cover or concealment. A 17th-level ranger can do this even while being observed.

Intimidate [CHA] (p. 76)

Check	<ul style="list-style-type: none">• <i>Change another's behaviour:</i> Your Intimidate check is opposed by the target's modified level check (1d20 + target's level or HD + target's WIS bonus (if any) + target's modifiers on saves against fear). If successful, you may treat the target as friendly (☺ – <i>Influencing NPC Attitudes</i>, p. 72), but only for the purpose of actions taken while it remains intimidated (i.e. the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated). The effect lasts until 1d6×10 minutes after the target leaves your presence. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile). If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.• <i>Demoralize an opponent:</i> Make an Intimidate check opposed by the target's modified level check (see above). If you win, the target is shaken for 1 round. You can intimidate only an opponent that you threaten in melee combat and that can see you.
Action	<ul style="list-style-type: none">• Changing another's behaviour requires 1 minute of interaction.• Intimidating an opponent in combat is a standard action.
Try Again	Optional, but not recommended because retries usually do not work.
Special	<ul style="list-style-type: none">• You gain a +4 bonus on Intimidate checks for every size category that you are larger than your target, or take a –4 penalty for every size category you are smaller.• A character immune to fear cannot be intimidated, nor can a nonintelligent creature.• A character with the Persuasive feat gains a +2 bonus on Intimidate checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Bluff grants a +2 bonus on Intimidate checks.

Jump [STR] (AC) (p. 77)

Check	<ul style="list-style-type: none">• Your Jump check is modified by your speed: –6 penalty for every 10 ft. of speed less than 30 ft.; +4 bonus for every 10 ft. of speed over 30 ft.• If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If untrained, you land prone unless you beat the DC by 5 or more.• <i>Long jump:</i> Base DC is equal to the distance jumped (in feet). At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. For jumping over a pit or chasm, if you fail by less than 5, you can make a DC 15 Reflex save to grab the far edge of the gap; getting up then requires a move action and a DC 15 Climb check.• <i>High jump:</i> Base DC is equal to the distance jumped (in feet) × 4. For jumping up to grab something, if you succeed on the Jump check, you can pull yourself up with a move action and a DC 15 Climb check.• The maximum vertical reach (the height a creature can reach without jumping) depends on its size category (☹). For this purpose, quadrupeds are treated as being one size category smaller than their actual size.• For a long jump or high jump, the DC is doubled if you do not get a running start of at least 20 ft.• <i>Hop up:</i> DC 10 to jump up onto an object as tall as your waist. This counts as 10 ft. of movement.• <i>Jump down:</i> DC 15 to treat a fall as 10 feet shorter than it actually is.• Distance moved by jumping is counted against your normal maximum movement in a round.
Action	None; a Jump check is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.
Special	<ul style="list-style-type: none">• Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.• A halfling gains a +2 racial bonus on Jump checks.• A character with the Run feat gains a +4 bonus on Jump checks for jumps made after a running start.• A character with the Acrobatic feat gains a +2 bonus on Jump checks.
Synergy	<ul style="list-style-type: none">• 5 ranks in Tumble grants a +2 bonus on Jump checks.• 5 ranks in Jump grants a +2 bonus on Tumble checks.

Knowledge (field of study) [INT] (T) (p. 78)

Check	<ul style="list-style-type: none">• Fields of study include:<ul style="list-style-type: none">Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)Architecture and Engineering (buildings, aqueducts, bridges, fortifications)Dungeoneering (abberations, caverns, oozes, spelunking)Geography (lands, terrain, climate, people, customs)History (royalty, wars, colonies, migrations, founding of cities)Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)Nobility and Royalty (lineages, heraldry, customs, family trees, mottoes, personalities, laws)Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)The Planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)• Answering a question within your field of study has a DC of 10 (really easy questions), 15 (basic questions), or 20 to 30 (really tough questions).• To identify monsters and their special powers or vulnerabilities, make a relevant Knowledge check against a DC of 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which you exceed the DC, the DM can give another piece of useful information.
Action	Usually none; making a Knowledge check doesn't take an action – you simply know the answer or you don't.
Try Again	No.
Synergy	<ul style="list-style-type: none">• 5 ranks in Knowledge (arcana) grants a +2 bonus on Spellcraft checks.• 5 ranks in Knowledge (architecture and engineering) grants a +2 bonus on Search checks made to find secret doors or hidden compartments.• 5 ranks in Knowledge (dungeoneering) grants a +2 bonus on Survival checks made while underground.• 5 ranks in Knowledge (geography) grants a +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards.• 5 ranks in Knowledge (history) grants a +2 bonus on bardic knowledge checks.• 5 ranks in Knowledge (local) grants a +2 bonus on Gather Information checks.• 5 ranks in Knowledge (nature) grants a +2 bonus on Survival checks made in aboveground natural environments.• 5 ranks in Knowledge (nobility and royalty) grants a +2 bonus on Diplomacy checks.• 5 ranks in Knowledge (religion) grants a +2 bonus on turning checks against undead.• 5 ranks in Knowledge (the planes) grants a +2 bonus on Survival checks made while on other planes.• 5 ranks in Survival grants a +2 bonus on Knowledge (nature) checks.
Untrained	An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Listen [WIS] (p. 78)

Check	<ul style="list-style-type: none">• Your Listen check is either made against a DC reflecting how quiet the noise is that you might hear (modified by the distance to the noise and the presence of any barriers such as walls or doors in between) (☹), or it is opposed by your target's Move Silently check. The DM may decide to make the Listen check for you.• When listening to people talking (base DC 0) or whispering (base DC 15), if you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.
Action	<ul style="list-style-type: none">• Every time you have a chance to hear something in a reactive manner (e.g. when someone makes a noise or you move into a new area), you can make a Listen check without using an action.• Trying to hear something you failed to hear previously is a move action.
Try Again	Yes. You can try to hear something that you failed to hear previously with no penalty.
Special	<ul style="list-style-type: none">• When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it for all the individuals' Listen checks.• A fascinated creature takes a –4 penalty on Listen checks made as reactions.• A character with the Alertness feat gains a +2 bonus on Listen checks.• A ranger gains a bonus on Listen checks when using this skill against a favored enemy.• An elf, gnome or halfling has a +2 racial bonus on Listen checks.• A half-elf has a +1 racial bonus on Listen checks.• A sleeping character may make Listen checks at a –10 penalty. A successful check awakens the sleeper.

Move Silently [DEX] (AC) (p. 79)

Check	<ul style="list-style-type: none">Opposed by the Listen check of anyone who might hear you. Can move up to one-half your normal speed at no penalty. At a speed greater than one-half but less than normal, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.When moving across a noisy surface (e.g. scree, shallow/deep bog, undergrowth, dense rubble) you take a -2 penalty on your Move Silently check. A very noisy surface (e.g. dense undergrowth, deep snow) imposes a -5 penalty.
Action	None; a Move Silently check is included in your movement or other activity.
Special	<ul style="list-style-type: none">The master of a cat familiar or an owl familiar gains a +3 bonus on Move Silently checks when the familiar is within 1 mile.A halfling has a +2 racial bonus on Move Silently checks.A character with the Stealthy feat gains a +2 bonus on Move Silently checks.

Open Lock [DEX] (T) (p. 79)

Check	DC varies from 20 to 40 depending on the quality of the lock (🔒). At least a simple tool of the appropriate sort is required. Attempting an Open Lock check without a set of thieves' tools imposes a -2 circumstance penalty on the check, even if a simple tool is employed. Masterwork thieves' tools provide a +2 circumstance bonus.
Action	Opening a lock is a full-round action.
Special	<ul style="list-style-type: none">A character with the Nimble Fingers feat gains a +2 bonus on Open Lock checks.
Untrained	You cannot pick locks untrained, but you might successfully force them open (see PHB p.165 – <i>Smashing an Object</i>).

Perform (category) [CHA] (p. 79)

Check	<ul style="list-style-type: none">Categories are subskills, each with their own number of ranks. Suggested categories include:<ul style="list-style-type: none">Act (comedy, drama, mime)Comedy (buffoonery, limericks, joke-telling)Dance (ballet, waltz, jig)Keyboard instruments (harpsichord, piano, pipe organ)Oratory (epic, ode, storytelling)Percussion instruments (bells, chimes, drums, gong)String instruments (fiddle, harp, lute, mandolin)Wind instruments (flute, pan pipes, recorder, shawm, trumpet)Sing (ballad, chant, melody)DC depends on the type of performance required or desired (🎭).A masterwork musical instrument gives a +2 circumstance bonus on Perform checks that involve its use.
Action	<ul style="list-style-type: none">Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance (DM's discretion).The bard's special Perform-based abilities are described in that class's description (see PHB p. 29).
Try Again	Yes, but retries don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances (increase the DC by 2 for each previous failure).
Special	<ul style="list-style-type: none">A bard must have at least 3 ranks in a Perform skill to inspire courage in his allies, or to use his countersong or his <i>fascinate</i> ability. A bard needs 6 ranks in a Perform skill to inspire competence, 9 ranks to use his <i>suggestion</i> ability, 12 ranks to inspire greatness, 15 ranks to use his <i>song of freedom</i> ability, 18 ranks to inspire heroics, and 21 ranks to use his <i>mass suggestion</i> ability. See PHB, p. 29.In addition to using the Perform skill, you can entertain people with <i>sleight of hand</i>, tumbling, tightrope walking, and spells (especially illusions).

Profession (vocation) [WIS] (T) (p. 80)

Check	<ul style="list-style-type: none">Vocations include apothecary, boater, bookkeeper, brewer, cook, driver, farmer, fisher, guide, herbalist, herder, hunter, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, siege engineer, stablehand, tanner, teamster, woodcutter, etc.<i>Earning a living</i>: you can earn half your Profession check result in gold pieces per week of dedicated work.<i>Specialized task</i>: DC set by the DM depending on the task and situation.
Action	Not applicable. A single check generally represents a week of work.
Try Again	An attempt to use a Profession skill to earn an income cannot be retried. An attempt to accomplish some specific task can usually be retried.
Untrained	Untrained laborers and assistants earn an average of 1 silver piece per day.

Ride (mount-type) [DEX] (p. 80)

Check	<ul style="list-style-type: none">If you attempt to ride a creature that is ill-suited as a mount (e.g. most bipeds), you take a -5 penalty on your Ride checks.Typical riding actions don't require checks; you can saddle, mount, ride and dismount from a mount without a problem. The following actions do require checks.<i>Guide with knees</i> (DC 5): You can use both hands in combat. Make check at start of your turn; if you fail, you can only use one hand this round.<i>Stay in saddle</i> (DC 5): Avoid falling when your mount rears or bolts unexpectedly or when you take damage.<i>Fight with warhorse</i> (DC 10): If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally.<i>Cover</i> (DC 15): You can drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If the Ride check fails, you don't get the cover benefit.<i>Soft fall</i> (DC 15): You take no damage when you fall off a mount (e.g. when it is killed or when it falls). If the Ride check fails, you take 1d6 falling damage.<i>Leap</i> (DC 15): Your mount can leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier (whichever is lower) to see how far it can jump. If your Ride check fails, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6).<i>Spur mount</i>: Successful Ride check increases the mount's speed by 10 ft. for 1 round but deals 1 hp damage to the creature. You can use this ability once per round, but each consecutive round of additional speed deals twice as much damage to the mount (i.e. 2 hp, 4 hp, 8 hp, etc.).<i>Control mount in battle</i> (DC 20): Attempt to control a light horse, pony, heavy horse, or other mount not trained in combat riding while in battle. If the Ride check fails, you can do nothing else in that round. This check is not needed for warhorses or warponies.<i>Fast mount or dismount</i> (DC 20; armor check penalty applies): Attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If the Ride check fails, mounting or dismounting is a move action.
Action	<ul style="list-style-type: none"><i>Move action</i>: normal mount or dismount, <i>spur mount</i>, control mount in battle.<i>Free action</i>: fight with warhorse, fast mount or dismount.<i>Not an action at all</i>: guide with knees, stay in saddle, cover, soft fall.<i>Not an action, but is part of the mount's movement</i>: leap.
Special	<ul style="list-style-type: none">If you are riding bareback, you take a -5 penalty on Ride checks.If your mount has a military saddle, you get a +2 circumstance bonus on Ride checks related to staying in the saddle.The Ride skill is a prerequisite for the feats Mounted Combat, Mounted Archery, Trample, Ride-By Attack, and Spirited Charge.A character with the Animal Affinity feat gains a +2 bonus on Ride checks.
Synergy	<ul style="list-style-type: none">5 ranks in Handle Animal grants a +2 bonus on Ride checks.

Search [INT] (p. 81)

Check	DC varies depending on how well-hidden the object of the search is (🔍). You generally must be within 10 ft. of the object/surface to be searched.
Action	It takes a full-round action to search a 5 ft. x 5 ft. area or a volume of goods 5 ft. on a side.
Special	<ul style="list-style-type: none">An elf has a +2 racial bonus on Search checks, and a half-elf has a +1 racial bonus. An elf (but not a half-elf) who simply passes within 5 ft. of a secret or concealed door can make a Search check to find that door.A character with the Investigator feat gains a +2 bonus on Search checks.Active abjuration spells within 10 ft. of each other for 24 hours create barely-visible energy fluctuations, which grant a +4 bonus on Search checks to locate such abjuration spells.
Synergy	<ul style="list-style-type: none">5 ranks in Search grants a +2 bonus on Survival checks to follow tracks.5 ranks in Knowledge (architecture and engineering) grants a +2 bonus on Search checks to find secret doors or hidden compartments.
Restriction	<ul style="list-style-type: none">Only a rogue (or a cleric under the influence of a <i>find traps</i> spell) can use the Search skill to find a trap with a DC higher than 20.A dwarf (even a non-rogue) can use the Search skill to find a trap with a DC higher than 20 if it is built into or out of stone. He gains a +2 racial bonus on the Search check from his stonemasonry ability.

Sense Motive [WIS] (p. 81)

– Check	<ul style="list-style-type: none"> • A successful check lets you avoid being bluffed (see Bluff skill, p. 67). • <i>Hunch</i> (DC 20): Make a gut assessment of the social situation. You can get the feeling from another’s behavior that something is wrong (e.g. you’re taking to an impostor). Alternatively, you can get the feeling that someone is trustworthy. • <i>Sense Enchantment</i> (DC 25): You can tell that someone’s behavior is being influenced by an enchantment effect, even if that person isn’t aware of it. If the target is <i>dominated</i>, the DC is only 15 because of the limited range of the target’s activities. • <i>Discern secret message</i>: You may detect that a hidden message is being transmitted via the Bluff skill. Your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information related to the message that you are missing, you take a –2 penalty on the check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can’t learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don’t detect any hidden communication. If you fail by 5 or more, you infer some false information.
Action	Trying to gain information takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you. The DM may decide to make your Sense Motive check secretly.
Try Again	No, although you may make a Sense Motive check for each Bluff check made against you.
– Special	<ul style="list-style-type: none"> • A ranger gains a bonus on Sense Motive checks when using this skill against a favored enemy. • A character with the <i>Negotiator</i> feat gains a +2 bonus on Sense Motive checks.
Synergy	• 5 ranks in Sense Motive grants a +2 bonus on Diplomacy checks.

Pick Pocket Sleight of Hand [DEX] (AC) (T) (p. 81)

– Check	<ul style="list-style-type: none"> • DC 10 to palm a coin-sized, unattended object, or perform a minor feat of legerdemain (e.g. making a coin disappear). • When under close observation, your Sleight of Hand check is opposed by the observer’s Spot check. The observer’s success doesn’t prevent you from performing the action, just from doing it unnoticed. • You can hide a small object (including a light weapon or easily-concealed range weapon) on your body. Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you (in this case, the searcher gains a +4 bonus on the Search check). A dagger grants a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object (e.g. a coin, shuriken, or ring) grants a +4 bonus on your Sleight of Hand check to conceal it. Heavy or baggy clothing (e.g. a cloak) grants a +2 bonus on the check. Drawing a hidden weapon is a standard action and does not provoke an attack of opportunity. • DC 20 to try to take something from another person. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. • You can use Sleight of Hand to entertain an audience as though you were using the Perform skill, with legerdemain, juggling, etc.
Action	Normally a standard action. However, you can perform a Sleight of Hand check as a free action by taking a –20 penalty on the check.
Try Again	Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your first attempt) increases the DC for the task by 10.
– Special	• A character with the <i>Deft Hands</i> feat gains a +2 bonus on Sleight of Hand checks.
Synergy	• 5 ranks in Bluff grants a +2 bonus on Sleight of Hand checks.
– Untrained	An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can’t succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Speak Language [none] (T) (p. 82)

Check	<ul style="list-style-type: none"> • You start at 1st level knowing one or two languages (according to your race) plus a number of bonus languages equal to your INT bonus. • You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose another language you can speak. • You don’t make Speak Language checks. You either know a language or you don’t. • A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet (☞).
Action	Not applicable.
Try Again	Not applicable. There are no Speak Language checks to fail.

Spellcraft [INT] (T) (p. 82)

– Check	<ul style="list-style-type: none"> • DC 10 + spell level to identify a <i>glyph of warding</i> or <i>symbol</i> spell when using <i>read magic</i>. No action required. No retry. • DC 15 + spell level to identify a spell being cast (you must see or hear the spell’s verbal or somatic components). No action required. No retry. • DC 15 + spell level to learn a spell from a spellbook or scroll (wizard only). Requires 8 hours. No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). • DC 15 + spell level to prepare a spell from a borrowed spellbook (wizard only). No extra time required. One try per day. • DC 15 + spell level to, when using <i>detect magic</i>, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required. Retries allowed. • DC 20 to draw a diagram to allow <i>dimensional anchor</i> to be cast on a <i>magic circle</i> spell. Requires 10 minutes. No retry. The DM makes this check. • DC 20 + spell level to identify a spell that’s already in place and in effect (you must be able to see or detect the effects of the spell). No action required. No retry. • DC 20 + spell level to identify materials created or shaped by magic. No action required. No retry. • DC 20 + spell level to decipher a written spell (e.g. a scroll) without using <i>read magic</i>. Requires a full-round action. One try per day. • DC 25 to identify a potion. Requires 1 minute. No retry. • DC 25 + spell level to, after rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry. • DC 30 or higher to understand a strange or unique magical effect (e.g. the effects of a magic stream). Time required varies. No retry.
Action	Varies, as noted above.
Try Again	Varies, as noted above.
– Special	<ul style="list-style-type: none"> • A specialist wizard gets a +2 bonus on Spellcraft checks when dealing with a spell or effect from his specialty school. He suffers a –5 penalty when dealing with a spell or effect from a prohibited school (and some tasks, such as learning a prohibited spell, are just impossible). • A character with the <i>Magical Aptitude</i> feat gains a +2 bonus on Spellcraft checks.
– Synergy	<ul style="list-style-type: none"> • 5 ranks in Knowledge (arcana) grants a +2 bonus on Spellcraft checks. • 5 ranks in Use Magic Device grants a +2 bonus on Spellcraft checks related to scrolls. • 5 ranks in Spellcraft grants a +2 bonus on Use Magic Device checks related to scrolls. • Certain spells (e.g. <i>detect magic</i>) allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description.

Spot [WIS] (p. 83)

Check	<ul style="list-style-type: none"> To detect a hiding creature, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a Spot check is necessary to notice a creature that is not intentionally hiding, but is still difficult to see. A Spot check result higher than 20 generally lets you become aware of an invisible creature near you (though you can't actually see it). A successful Spot check lets you see through a disguise (see Disguise skill, p. 72). The DM may call for Spot checks to determine the distance at which an encounter begins. A penalty applies of -1 per 10 ft. of distance between the individuals or groups involved, with an additional -5 penalty if a character is distracted (not concentrating on being observant). Read Lips: You must be within 30 ft. of the speaker, be able to see him or her speak, and understand the speaker's language. Base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read. If the Spot check succeeds, you can understand the general content of a minute's worth of speaking (but you usually still miss certain details). If you fail by 4 or less, you can't read the speaker's lips. If you fail by 5 or more, you draw some incorrect conclusion about the speech. The DM makes the check secretly.
Action	<ul style="list-style-type: none"> Every time you have a chance to spot something in a reactive manner (e.g. when someone tries to sneak past you while hidden or you move into a new area), you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.
Try Again	Yes. You can try to spot something that you failed to see previously with no penalty . You can attempt to read lips once per minute.
Special	<ul style="list-style-type: none"> A fascinated creature takes a -4 penalty on Spot checks made as reactions. A character with the Alertness feat gains a $+2$ bonus on Spot checks. A ranger gains a bonus on Spot checks when using this skill against a favored enemy. An elf has a $+2$ racial bonus on Spot checks. A half-elf has a $+1$ racial bonus on Spot checks. The master of a hawk familiar gains a $+3$ bonus on Spot checks in daylight or other lighted areas when the familiar is within 1 mile. The master of an owl familiar gains a $+3$ bonus on Spot checks in shadowy or other darkened areas when the familiar is within 1 mile.

Wilderness Lore Survival [WIS] (p. 83)

Check	<ul style="list-style-type: none"> <i>Get along in the wild:</i> DC 10 to move up to one-half of your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10. <i>Fortitude save bonus:</i> DC 15 to gain a $+2$ bonus on all Fortitude saves against severe weather while moving up to one-half of your overland speed, or gain a $+4$ bonus if you remain stationary. You may grant the same bonus to one other person for every 1 point by which your check result exceeds 15. <i>Keep from getting lost or avoid natural hazards:</i> DC 15. <i>Weather prediction:</i> DC 15 to predict the weather up to 24 hours in advance. For every 5 points by which your check result exceeds 15, you can predict the weather for an additional day in advance. <i>Follow tracks:</i> DC varies; see the Track feat (PHB p. 101).
Action	Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and may take longer (at the DM's discretion).
Try Again	<ul style="list-style-type: none"> For getting along in the wild or gaining the Fortitude save bonus, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.
Restriction	While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a ranger (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.
Special	<ul style="list-style-type: none"> If you have 5 or more ranks in Survival, you can automatically determine where true north lies in relation to yourself. A ranger gains a bonus on Survival checks when using this skill to find or follow the tracks of a favored enemy. A character with the Self-Sufficient feat gains a $+2$ bonus on Survival checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Survival grants a $+2$ bonus on Knowledge (nature) checks. 5 ranks in Knowledge (dungeoneering) grants a $+2$ bonus on Survival checks made while underground. 5 ranks in Knowledge (geography) grants a $+2$ bonus on Survival checks made to keep from getting lost or to avoid natural hazards. 5 ranks in Knowledge (nature) grants a $+2$ bonus on Survival checks made in aboveground natural environments. 5 ranks in Knowledge (the planes) grants a $+2$ bonus on Survival checks made on other planes. 5 ranks in Search grants a $+2$ bonus on Survival checks to find or follow tracks.

Swim [STR] (AC) (p. 84)

Check	<ul style="list-style-type: none"> Make a Swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater. DC depends on the water: 10 for calm water, 15 for rough water, 20 for stormy water. You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted. If you are underwater, you must hold your breath. You can hold your breath for a number of rounds equal to your CON score, but only if you do nothing other than take move actions or free actions. If you take a standard action or full-round action, the remainder of the duration for which you can hold your breath is reduced by 1 round. After that period of time, you must make a CON check every round to continue holding your breath. The DC starts at 10 and increases by 1 each round. If you fail this check, you begin to drown. Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of nonlethal damage from fatigue.
Action	A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half of your speed as a full-round action.
Special	<ul style="list-style-type: none"> Swim checks are subject to double the normal armor check penalty and encumbrance penalty. A character with the Athletic feat gains a $+2$ bonus on Swim checks. A character with the Endurance feat gains a $+4$ bonus on Swim checks made to avoid taking nonlethal damage from fatigue. A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a $+8$ racial bonus on any Swim check to perform a special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. It can use the run action while swimming, provided that it swims in a straight line.

Tumble [DEX] (AC) (T) (p. 84)

Check	<ul style="list-style-type: none"> You can't use this skill if your speed has been reduced by armor or encumbrance. DC 15 to treat a fall as if it were 10 feet shorter than it really is when determining damage. DC 15 to tumble up to 20 feet at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you move past them (player's choice of order in case of a tie). Each additional enemy after the first adds $+2$ to the Tumble DC. DC 25 to tumble up to 20 feet at one-half speed through an area occupied by an enemy as part of normal movement (over, under or around the opponent), provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds $+2$ to the Tumble DC. Add the appropriate modifiers for tumbling through a difficult surface: $+2$ (lightly obstructed); $+5$ (severely obstructed); $+2$ (lightly slippery); $+5$ (severely slippery); $+2$ (sloped or angled). These modifiers stack. Accelerated tumbling: By accepting a -10 penalty on your Tumble checks, you can move at your full speed instead of at one-half your speed.
Action	Not applicable; tumbling is part of movement.
Try Again	Usually, no.
Special	<ul style="list-style-type: none"> 5 ranks in Tumble grants a $+3$ dodge bonus to AC when fighting defensively instead of the usual $+2$ dodge bonus to AC. 5 ranks in Tumble grants a $+6$ dodge bonus to AC when executing the total defense standard action instead of the usual $+4$ dodge bonus to AC. A character with the Acrobatic feat gains a $+2$ bonus on Tumble checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Tumble grants a $+2$ bonus on Balance and Jump checks. 5 ranks in Jump grants a $+2$ bonus on Tumble checks.

Use Magic Device [CHA] (T) (p. 85)

Check	<ul style="list-style-type: none"> Use this skill to read a spell or activate a magic item, as if you had the spell ability or class features of another class, as if you were a different race, or as if you were of a different alignment. Make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation check once per hour. You must consciously choose which requirement to emulate when you are making an emulation check. <i>Activate blindly</i>: DC 25 to activate an item that requires a special word/thought/action without using or even knowing it. You must perform some equivalent activity (speak, wave the item around, or otherwise attempt to get it to activate). You get a special +2 bonus on the check if you have activated this item at least once before. If you fail by 10 or more, you suffer a mishap (DM's discretion) – by default, the item affects the wrong target or uncontrolled magical energy is released, dealing 2d6 damage to you. (This is in addition to the mishap chance you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.) <i>Decipher a written spell</i>: DC 25 + spell level; as for deciphering a written spell with the Spellcraft skill. Requires 1 minute of concentration. <i>Emulate an ability score</i>: To cast a spell from a scroll, you need a high score in the relevant ability (INT, WIS, or CHA). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough score in the relevant ability, you don't need to make this check. <i>Emulate an alignment</i>: DC 30 to use an item as if you were of an alignment of your choice. You can emulate only one alignment at a time. <i>Emulate a class feature</i>: Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class if your Use Magic Device check result minus 20. This skill does not let you actually use the class feature of another class; it simply lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Device check. <i>Emulate a race</i>: DC 25 to use an item as if you were of a race of your choice. You can emulate only one race at a time. <i>Use a scroll (or other spell completion item)</i>: Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. This skill allows you to use a scroll as if you had a particular spell on your class spell list. The DC is 20 + the caster level of the spell. If you are casting a spell from a scroll, you have to decipher it first. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the relevant ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate check (see above). <i>Use a wand or staff (or other spell trigger item)</i>: Normally, to use a wand, you must have the wand's spell on your class spell list. This skill allows you to use a wand as if you had a particular spell on your class spell list. The DC is 20.
Action	None. The Use Magic Device check is made as part of the action (if any) required to activate the item.
Try Again	Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.
Special	<ul style="list-style-type: none"> You cannot take 10 with this skill. You cannot aid another on Use Magic Device checks. Only the user of the item may attempt such a check. A character with the <i>Magical Aptitude</i> feat gains a +2 bonus on Use Magic Device checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Spellcraft grants a +2 bonus on Use Magic Device checks related to scrolls. 5 ranks in Decipher Script grants a +2 bonus on Use Magic Device checks related to scrolls. 5 ranks in Use Magic Device grants a +2 bonus on Spellcraft checks made to decipher spells on scrolls.

Use Rope [DEX] (p. 86)

Check	<ul style="list-style-type: none"> <i>Tie a firm knot</i>: DC 10. <i>Secure a grappling hook</i>: Base DC 10, +2 for every 10 ft. the grappling hook is thrown, to a maximum DC of 20 at 50 ft. Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the hook initially holds, but comes loose after 1d4 rounds of supporting weight. (The DM should make this check secretly.) <i>Tie a special knot</i> (e.g. one that slips, slides slowly, or loosens with a tug): DC 15. <i>Tie a rope around yourself one-handed</i>: DC 15. <i>Splice two ropes together</i>: DC 15. <i>Bind a character</i>: Any Escape Artist check that the bound character makes is opposed by your Use Rope check. You get a +10 bonus on this check. You don't even make your Use Rope check until someone tries to escape.
Action	<ul style="list-style-type: none"> Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.
Special	<ul style="list-style-type: none"> A silk rope grants a +2 circumstance bonus on Use Rope checks. If you cast an <i>animate rope</i> spell on a rope, you gain a +2 circumstance bonus on any Use Rope checks you make when using that rope. These bonuses stack. A character with the <i>Deft Hands</i> feat gains a +2 bonus on Use Rope checks.
Synergy	<ul style="list-style-type: none"> 5 ranks in Escape Artist grants a +2 bonus on Use Rope checks to bind someone. 5 ranks in Use Rope grants a +2 bonus on Escape Artist checks when escaping from rope bonds. 5 ranks in Use Rope grants a +2 bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.