Skill Checks			
Strength			
Athletics	break, climb, swim, jump		
Push, Drag, Lift	You can push, drag, or lift objects weighing up to twice your Carrying Capacity. Pushing or dragging weight greater than your Carrying Capacity reduces speed by 5 feet.		
Dexterity			
Acrobats	balance, tumble, dodge		
Sleight of Hand	put/pick pocket, hide object		
Stealth	move silently, hide in shadows		
Intelligence			
Arcana	Get info about Magic, Planes, Magic Creatures		
History	Get info about past events or people		
Investigation	Search for clues, identify hidden object, trap		
Nature	Get info about plants, animals, nature in general		
Religion	Get info about rites, rituals, cults, temples		
Wisdom			
Animal Handling	ride mount through difficult situation/combat, calm creature		
Insight	Detect lying, sense motive, read person		
Medicine	Bandage wounds, stabilize, treat sickness		
Perception	Spot at a glance, listen through wall/door, detect hidden objects		
Survival	build shelter, find food, track creatures		
Charisma			
Deception	Lie, bluff, mislead, disguise		
Intimidation	Threat of violence to persuade		
Performance	Entertain, distract, improve morale		
Persuasion	Diplomacy, convince, resolve dispute		
Working Together	Creature with the higher skill level gains advantage		
Group Checks	Whole prty makes skill check. If half pass, the group passes		
Intelligence Bench			
_	lature, Religion • Recall Lore		
Easy (DC 10)	Recall widely known facts; identify a common symbol		
Moderate (DC 15)	Recall specific details about widely known facts Recall vague information about slightly obscure facts Identify an uncommon monster		
Hard (DC 20)	Recall specific details about obscure facts Recall vague information about truly esoteric facts		
	ID a spell as it's being cast (higher-level spell may be harder) Understand a dialect of a known language		
Very Hard (DC 25)			
Formidable (DC 30)	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster		
	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster		
Formidable (DC 30)	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster		
Formidable (DC 30) Investigation • Ins	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster Spect or Search		
Formidable (DC 30) Investigation • Ins Easy (DC 10)	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster Spect or Search Find a simple tripwire or a pit covered with branches and Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel.		
Formidable (DC 30) Investigation • Ins Easy (DC 10) Moderate (DC 15)	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster Spect or Search Find a simple tripwire or a pit covered with branches and Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel. Find a typical secret door		
Formidable (DC 30) Investigation • Ins Easy (DC 10) Moderate (DC 15) Hard (DC 20)	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster Spect or Search Find a simple tripwire or a pit covered with branches and Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel. Find a hidden compartment in a chest Find a typical secret door Find a typical pressure plate in the floor; locate a tripwire Find a particularly well-hidden secret door or well-disguised pressure plate		
Formidable (DC 30) Investigation • Ins Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25)	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster Spect or Search Find a simple tripwire or a pit covered with branches and Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel. Find a hidden compartment in a chest Find a typical secret door Find a typical pressure plate in the floor; locate a tripwire Find a particularly well-hidden secret door or well-disguised pressure plate		
Formidable (DC 30) Investigation • Ins Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Improvised Tasks	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster Spect or Search Find a simple tripwire or a pit covered with branches and Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel. Find a hidden compartment in a chest Find a typical secret door Find a typical pressure plate in the floor; locate a tripwire Find a particularly well-hidden secret door or well-disguised pressure plate • Clever Ingenuity Communicate a simple idea to a creature that doesn't share		
Formidable (DC 30) Investigation • Ins Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Improvised Tasks Easy (DC 10)	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster Spect or Search Find a simple tripwire or a pit covered with branches and Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel. Find a hidden compartment in a chest Find a typical secret door Find a typical pressure plate in the floor; locate a tripwire Find a particularly well-hidden secret door or well-disguised pressure plate Clever Ingenuity Communicate a simple idea to a creature that doesn't share your language Deduce what kind of weapon caused an injury; estimate the value of a piece of jewelry		
Formidable (DC 30) Investigation • Ins Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Improvised Tasks Easy (DC 10) Moderate (DC 15)	Understand a dialect of a known language Recall specific details about facts known only to a few Identify an especially rare monster Decipher a simple message in an unfamiliar language Identify the persistent effects of a spell Identify a unique monster Pect or Search Find a simple tripwire or a pit covered with branches and Find the signs of a creature passing across dry ground and deduce its nature and the direction of its travel. Find a hidden compartment in a chest Find a typical secret door Find a typical pressure plate in the floor; locate a tripwire Find a particularly well-hidden secret door or well-disguised pressure plate • Clever Ingenuity Communicate a simple idea to a creature that doesn't share your language Deduce what kind of weapon caused an injury; estimate the value of a piece of jewelry Pull together a disguise to help an ally pass as a city guard Determine how to cause part of a tunnel to collapse.		

Trivial 5 Easy 10 Moderate 15 Hard 20 Very Hard 25 Formidable 30 Nearly Impossible 35 Passive Checks 10+ Ability Mods + Misc Mods Advantage (+5) or Disadvantage (-5) Strength Benchmarks Athletics • Climb Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 15) Scale a cliff with plenty of handholds Hard (DC 20) Climb an oiled rope Athletics • Jump Easy (DC 10) Jump a few feet farther than you normally could Hard (DC 20) Imb an oiled rope Athletics • Swim Easy (DC 10) Jump a few feet farther than you normally could Hard (DC 20) Tread water in rough conditions Hard (DC 20) Tread water in rough conditions Hard (DC 20) Swim in stormy waters Formidable (DC 30) Swim free of a vortex Improvised Tasks • Break an Object Easy (DC 10) Force open a stuck wooden door Hard (DC 20) Break open a solid barred door or elaborate lock Formidable (DC 30) Very Hard (DC 25) Break open a solid bred door; break rope bonds Very Hard (DC 25) Break open a solid bred door; break rope bonds Very Hard (DC 25) Break open a solid bred door or elaborate lock Improvised Tasks • Mighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Walk across an icy surface Moderate (DC 15) Tip over a large stone statue; keep a boulder from rolling Very Hard (DC 25) Walk on a narrow ledge Hard (DC 20) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across an icy surface Moderate (DC 15) Swing from a chandelier Wery Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal and Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. Wis) Hide in an obscured area; sneak past guards Improvised Tasks • Objean an intricate trap Formidable (DC 30) Disarm an intricate trap Formidable (DC 30) Pick a typical lock Wery Hard (DC 25) Steep a sytting blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Pick a pa	Difficulty Class (DC	1				
Easy Moderate 15 Hard 20 Very Hard 25 Formidable 30 Nearly Impossible 35 Strength Bendimbriks Athletics + Climb Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 15) Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 15) Formidable (DC 30) Climb a sheer surface with scant handholds Formidable (DC 30) Swim free of a vortex Improvised Tasks • Break an Object Easy (DC 10) Fore open a stuck wooden door Hard (DC 20) Formidable (DC 30) Formid	Difficulty Class (DC)		5			
Moderate 15 Hard 20 Wery Hard 25 Formidable 30 Nearly Impossible 35 Passive Checks 10 + Ability Mods + Misc Mods Advantage (+5) or Disadvantage (-5) Strength Benchmerks 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods Advantage (-5) 10 + Ability Mods + Misc Mods	Easy					
Very Hard 25 Formidable 30 Nearly Impossible 35 Passive Checks Strength Benchmarks Athletics • Climb Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 15) Hard (DC 20) Climb a sheer surface with scant handholds Formidable (DC 30) Climb a noiled rope Athletics • Sum Easy (DC 10) Athletics • Sum Easy (DC 10) Athletics • Swim Easy (DC 10) Break open a spapiling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Athletics • Swim Easy (DC 10) Break open a solid locked door; break rope bonds Very Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 25) Break open a solid locked door; break rope bonds Very Hard (DC 25) Break open a solid barred door or elaborate lock Formidable (DC 30) Improvised Tasks • Mighty Strength Moderate (DC 15) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Push a door open when someone else is holding it Dexterity Banchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Swing from a chandelier Wery Hard (DC 20) Perform simple feats of sleight of hand Contest (vs. Wis) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. Wis) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. Wis) Palm an object while under close observation Steath • Hide or Sneak Contest (vs. Wis) Palm an object while under	Moderate		15			
Formidable 35 Passive Checks 10 + Ability Mods + Misc Mods Advantage (+5) or Disadvantage (-5) Strength Benchmarks Athletics • Climb Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 15) Scale a cliff with plenty of handholds Moderate (DC 20) Climb an oiled rope Athletics • Sum Easy (DC 10) Jump a few feet farther than you normally could Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Jump a few feet farther than you normally could Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Tread water in rough conditions Hard (DC 20) Swim free of a vortex Improvised Tasks • Prace and Object Easy (DC 10) Force open a stuck wooden door Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 20) Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break than bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Cross a wildly swaying rope bridge Wery Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk across an icy surface Moderate (DC 15) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Rep a synthing blade trap from triggering Hard (DC 20) Very Hard (DC 25) Swing blade trap from triggering Hard (DC 20) Steen a chariot	Hard		20			
Nearly impossible Passive Checks 10 + Ability Mods + Misc Mods Advantage (+5) or Disadvantage (-5) Strength Benchmarks Athletics • Climb Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 15) Hard (DC 20) Climb as sheer surface with scant handholds Formidable (DC 30) Athletics • Jump Easy (DC 10) Jump a few feet farther than you normally could Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swime Easy (DC 10) Hard (DC 20) Tread water in rough conditions Swim in stormy waters Formidable (DC 30) Swim in stormy waters Formidable (DC 30) Break open a solid locked door; break rope bonds Break open a solid barred door or elaborate lock Hard (DC 20) Break open a solid barred door or elaborate lock Formidable (DC 30) Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Nighty Strength Moderate (DC 15) Hand (DC 20) Hang on to a wagon while being dragged behind it Wery Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Dexterist Prachimarks * Requires proficiency with thieves' tools Acrobatics • Balance Moderate (DC 25) Walk across an icy surface Moderate (DC 25) Walk across an icy surface Moderate (DC 25) Walk across an icy surface Moderate (DC 25) Walk across a sightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk across a sightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk across an icy surface Moderate (DC 15) Walk across an icy surface Moderate (DC 15) Walk across an icy surface Moderate (DC 15) Walk across an intricate trap Formidable (DC 30) Perform simple feats of sleight of hand Palm an object while under close observation Steath • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Dive Moderate (DC 15) Wery Hard (DC 25) Wery Hard (DC 25) Seape from lone point on a steep descent Hard (DC 20) Perven	Very Hard		25			
Passive Checks Strength Benchmarks Athletics • Climb Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 20) Climb a sheer surface with scant handholds Formidable (DC 30) Athletics • Jump Easy (DC 10) Athletics • Swim Easy (DC 10) Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Hard (DC 20) Swim in stormy waters Easy (DC 10) Force open a stuck wooden door Hard (DC 20) Force open a stuck wooden door Hard (DC 20) Force open a stuck wooden door Hard (DC 20) Freak open a solid locked door; break rope bonds Wery Hard (DC 25) Freak open a solid barred door or elaborate lock Formidable (DC 30) Improvised Tasks • Mighty Strength Moderate (DC 15) Hard (DC 20) Force open a stuck wooden door Hard (DC 20) Freak open a solid harred door or elaborate lock Formidable (DC 30) Improvised Tasks • Wighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hard (DC 20) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across an icy surface Wery Hard (DC 25) Walk on a narrow ledge Hard (DC 20) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk acr	Formidable		30			
Advantage (+5) or Disadvantage (-5) Strength Benchmarks Athletics • Climb Easy (DC 10)	Nearly Impossible		35			
Athletics • Climb Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 15) Scale a cliff with plenty of handholds Moderate (DC 15) Scale a cliff with plenty of handholds Moderate (DC 20) Climb a sheer surface with scant handholds Formidable (DC 30) Climb an olied rope Athletics • Jump Easy (DC 10) Jump a few feet farther than you normally could Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Tread water in rough conditions Hard (DC 20) Swim in stormy waters Formidable (DC 30) Swim free of a vortex Improvised Tasks • Break an Object Easy (DC 10) Force open a stuck wooden door Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 25) Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WiS) Palm an object while under close observation Steath • Hide or Sneak Contest (vs. WiS) Palm an object while under close observation Steath • Hide or Sneak Contest (vs. WiS) Pilch a simple lock Hard (DC 25) Disarm a magic trap Improvi	Passive Checks		•			
Easy (DC 10) Scale a cliff with plenty of handholds Moderate (DC 15) Scale a cliff with plenty of handholds Hard (DC 20) Climb an oiled rope Athletics • Jump Easy (DC 10) Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Hard (DC 20) Tread water in rough conditions Hard (DC 20) Swim in stormy waters Formidable (DC 30) Formidable (DC 30) Wery Hard (DC 25) Formidable (DC 30) Fore open a stuck wooden door Hard (DC 20) Break open a solid locked door; break rope bonds Wery Hard (DC 25) Formidable (DC 30) Improvised Tasks • Break an Object Easy (DC 10) Force open a stuck wooden door Hard (DC 20) Break open a solid borked door; break rope bonds Wery Hard (DC 25) Formidable (DC 30) Improvised Tasks • Mighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Usery Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Destancy of the way waying rope bridge Moderate (DC 15) Walk across an icy surface Moderate (DC 15) Walk across a sightrope; surf down staircase on a shield Moderate (DC 15) Walk across a tightrope; surf down staircase on a shield Moderate (DC 15) Swing from a chandelier Wery Hard (DC 25) Swing	Strength Benchma	rks				
Moderate (DC 15)	Athletics • Climb					
Hard (DC 20) Climb a sheer surface with scant handholds Formidable (DC 30) Climb an oiled rope Athletics • Jump Easy (DC 10) Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Hard (DC 20) Thread water in rough conditions Hard (DC 20) Swim in stormy waters Formidable (DC 30) Improvised Tasks • Break an Object Easy (DC 10) Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 20) Break open a solid barred door or elaborate lock Break open a	Easy (DC 10)	Scale a cli	ff with plenty of handholds			
Formidable (DC 30) Athletics • Jump Basy (DC 10) Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Hard (DC 20) Tread water in rough conditions Swim in stormy waters Formidable (DC 30) Swim in stormy waters Formidable (DC 30) Break open a stuck wooden door Hard (DC 20) Break open a solid locked door; break rope bonds Wery Hard (DC 25) Break open a solid locked door; break rope bonds Wery Hard (DC 20) Break open a solid locked door; break rope bonds Wery Hard (DC 20) Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Hang on to a wagon while being dragged behind it Wery Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Poxterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Wolk across an icy surface Wolk across as sightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 25) Walk across a sightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Wery Hard (DC 25) Swing from a chandelier Wery Hard (DC 25) Swing from a chandelier Wery Hard (DC 25) Swing from a chandelier Perform simple feats of sleight of hand Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Reep a pit trap from opening when it's triggered Moderate (DC 15) Keep a pit trap from opening when it's triggered Moderate (DC 15) Neep a pit trap from opening when it's triggered Moderate (DC 15) Formidable (DC 30) Prevent a poison needle or gas trap from springing Wery Hard (DC 25) Disarm an intricate trap Disarm an int	Moderate (DC 15)	Scale a cli	ff with plenty of handholds			
Athletics • Jump Easy (DC 10) Jump a few feet farther than you normally could Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Tread water in rough conditions Hard (DC 20) Swim in stormy waters Formidable (DC 30) Swim free of a vortex Improvised Tasks • Break an Object Easy (DC 10) Force open a stuck wooden door Hard (DC 20) Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock break chain bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone status; keep a boulder from rolling Very Hard (DC 25) Tip over a large stone status; keep a boilder from rolling Datterity Brothmarks * Requires proficiency with thieves' tools Acrobatics • Dallow Malk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Wery Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Palm an intricate trap Formidable (DC 30) Prevent a poison needle or gas trap from springing Disarm an intricate trap Formidable (DC 30) Disarm an intricate trap Formidable (DC 30) Prick a simple lock Hard (DC 20) Prick a typical lock Wery Hard (DC 25) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a masterwork lock; Pick a magical lock (requires feat)	Hard (DC 20)					
Easy (DC 10) Hard (DC 20) Athletics • Swim Easy (DC 10) Trow a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Hard (DC 20) Fread water in rough conditions Swim in stormy waters Formidable (DC 30) Improvised Tasks • Break an Object Easy (DC 10) Hard (DC 20) Break open a solid locked door; break rope bonds Wery Hard (DC 25) Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a solid locked door; break rope bonds Improvised Tasks • Mighty Strength Moderate (DC 15) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Woderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across an igy surface Woderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk across an igy surface Woderate (DC 15) Walk across an igy surface Walk across an igy surface Woderate (DC 15) Walk across an igy surface Walk across an igy surface Walk across an igy surface Walk across	, ,	Climb an	oiled rope			
Hard (DC 20) Throw a grappling hook in the middle of a long jump Athletics • Swim Easy (DC 10) Tread water in rough conditions Hard (DC 20) Swim in stormy waters Formidable (DC 30) Swim free of a vortex Improvised Tasks • Break an Object Easy (DC 10) Force open a stuck wooden door Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 25) Break open a solid barred door or elaborate lock Formidable (DC 30) Break open a solid barred door or elaborate lock Formidable (DC 30) Break open a solid barred door or elaborate lock Formidable (DC 30) Break open a solid barred door or elaborate lock Formidable (DC 30) Break open a solid barred door or elaborate lock Formidable (DC 30) Break open a solid barred door or elaborate lock Improvised Tasks • Mighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Posterity Bandimuks *Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Walk on a narrow ledge Hard (DC 20) Walk across a wildly swaying rope bridge Very Hard (DC 25) Swing from a chandelier Moderate (DC 15) Swing from opening when it's triggered Moderate (DC 15) Seep a prit trap from opening when it's triggered Moderate (DC 15) Keep a prit trap from opening when it's triggered Moderate (DC 15) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Disarm an intricate trap Prevent a poison needle or gas trap from springing Disarm an intricate trap Moderate (DC 15) Pick a maleiorate lock Moderate (DC 15) Pick an elaborate lock Moderate (DC 25) Pick an elaborate lock Moderate (DC 25) Pick an elaborate lock Moderate (6-	for at fourth out the arrival and arrivally arrival			
Athletics • Swim Easy (DC 10) Tread water in rough conditions Swim in stormy waters Formidable (DC 30) Swim in stormy waters Formidable (DC 30) Break open a stuck wooden door Hard (DC 20) Break open a solid locked door; break rope bonds Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a sything blade trap from triggering Hard (DC 20) Person an analycit rap Improvised Tasks • Disarm a majic trap Improvised Tasks • Drive Moderate (DC 15) Stear a chariot around a tight turn or around an obstacle Improvised Tasks • Orive Moderate (DC 15) Pick a majic trap Improvised Tasks • Orive Moderate (DC 15) Pick a majic trap Improvised Tasks • Orive Moderate (DC 15) Pick a majic trap Improvised Tasks • Orive Moderate (DC 15) Pick a majic trap Improvised Tasks • Orive Moderate (DC 15) Pick a majic trap Improvised Tasks • Orive Moderate (DC 15) Pick a majic trap Improvised Tasks • Orive Moderate (DC 15) Pick a masterwork lock; Pick a magical lock (requires feat) I		-	·			
Easy (DC 10) Hard (DC 20) Swim in stormy waters Formidable (DC 30) Swim free of a vortex Improvised Tasks * Break an Object Formidable (DC 30) Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 25) Formidable (DC 30) Improvised Tasks * Mighty Strength Moderate (DC 15) Hard (DC 25) Wery Hard (DC 25) Push through an earthen tunnel that is too small Hang on to a wagon while being dragged behind it Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics * Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics * Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand * Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth * Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks * Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Moderate (DC 15) Meep a pit trap from opening when it's triggered Moderate (DC 15) Meep a pit trap from opening when it's triggered Moderate (DC 15) Formidable (DC 30) Improvised Tasks * Disarm a Trap* Easy (DC 10) Contest (vs. WIS) Jisarm an intricate trap Formidable (DC 30) Improvised Tasks * Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 25) Pick a simple lock Hard (DC 26) Pick a simple lock Hard (DC 27) Pick a simple lock Hard (DC 28) Pick a malsterwork lock; Pick a magical lock (requires feat) Improvised Tasks * Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 25) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks * Open a Lock* Moderate (DC 25) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks * Open a Lock* Moderate (DC 25) Pick	,	THIOW a g	grapping nook in the middle of a long jump			
Hard (DC 20) Swim in stormy waters Formidable (DC 30) Improvised Tasks • Break an Object Easy (DC 10) Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 25) Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Contest (vs. STR) Dexterity Banchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Moderate (DC 15) Walk across an icy surface Wory Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Walk across an idy surface Wory Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a sight rap from opening when it's triggered Moderate (DC 15) Moderate (DC 15) Moderate (DC 15) Meep a systhing blade trap from springing Wery Hard (DC 20) Prevent a poison needle or gas trap from springing Wery Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Moderate (DC 15) Pick a simple lock Pick a melaborate lock Formidable (DC 30) Pick a melaborate lock Formidable (DC 30) Pick a melaborate lock Formidable (DC 25) Pick an elaborate lock Formidable (DC 25) Pick an elaborate lock Formidable (DC 25) Formidable (DC 25) Formidable (DC 25) Formidable (DC 25) Fick an elaborate lock Formidable		Tread wa	ter in rough conditions			
Formidable (DC 30) Improvised Tasks • Break an Object Easy (DC 10) Hard (DC 20) Break open a stuck wooden door Break open a solid locked door; break rope bonds Break open a solid barred door or elaborate lock Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Contest (vs. STR) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a sything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm a magic trap Improvised Tasks • Dive Moderate (DC 15) Hoderate (DC 15) Pick a simple lock Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Pick a simple lock Hard (DC 20) Prevent a poison needle or gas trap from springing Prevent a poison needle or gas trap from springing Provised Tasks • Disarm an intricate trap Formidable (DC 30) Pick a simple lock Hoderate (DC 15) Pick a simple lock Hard (DC 20) Pick a	Hard (DC 20)					
Easy (DC 10) Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 25) Break open a solid locked door; break rope bonds Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Contest (vs. STR) Desterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Woderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Swing from a chandelier Very Hard (DC 25) Swing from a chandelier Swery Hard (DC 25) Selejaht of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Reep a pit trap from opening when it's triggered Moderate (DC 15) Keep a pit trap from opening when it's triggered Moderate (DC 20) Prevent a poison needle or gas trap from springing Disarm an intricate trap Improvised Tasks • Disarm a magic trap Improvised Tasks • Disarm a magic trap Improvised Tasks • Open a Lock* Moderate (DC 20) Pick a simple lock Pick a simple lock Pick a simple lock Pick a simple lock Pick a spicial lock Very Hard (DC 25) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Open a Lo	Formidable (DC 30)		•			
Hard (DC 20) Break open a solid locked door; break rope bonds Very Hard (DC 25) Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighry Strength Moderate (DC 15) Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Contest (vs. STR) Push a door open when someone else is holding it Destrity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Moderate (DC 15) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Somersault over a creature of the same size Bleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Steath • Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Reep a pit trap from opening when it's triggered Moderate (DC 15) Meep a pit trap from opening when it's triggered Moderate (DC 15) Meep a scything blade trap from springing Very Hard (DC 25) Disarm an intricate trap Improvised Tasks • Disarm a intricate trap Improvised Tasks • Dive Moderate (DC 15) Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Improvised Tasks • Drive Moderate (DC 15) Hard (DC 20) Pick a simple lock Hard (DC 20) Pick a mastervork lock; Pick a magical lock (requires feat) Improvised Tasks • Drive Moderate (DC 30) Pick a mastervork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX)	` ,	Break an	Object			
Perry Hard (DC 25) Break open a solid barred door or elaborate lock Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighty Strength Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. Wils) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. Wils) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm an angic trap Improvised Tasks • Open a lock* Moderate (DC 15) Pick a mastervork lock; Pick a magical lock (requires feat) Improvised Tasks • Open a lock* Moderate (DC 20) Pick a typical lock Hard (DC 20) Pick a pick a typical lock Perry Hard (DC 25) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	Easy (DC 10)		-			
Formidable (DC 30) Break open a heavy door held by a metal bar or masterwork lock; break chain bonds or manacles Improvised Tasks • Mighty Strength Moderate (DC 15) Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Seleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Steath • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Very Hard (DC 25) Disarm an intricate trap Improvised Tasks • Disarm an intricate trap Improvised Tasks • Dive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Fremidable (DC 30) Disarm an amagic trap Improvised Tasks • Oirve Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from poe bonds; secure rope bonds	Hard (DC 20)	Break ope	en a solid locked door; break rope bonds			
Inprovised Tasks • Mighty Strength Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Steath • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a sything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm an intricate trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a simple lock Hard (DC 20) Pick a spell lock Hard (DC 20) Pick a mealsterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from pope bonds; secure rope bonds	Very Hard (DC 25)	Break ope	en a solid barred door or elaborate lock			
Moderate (DC 15) Push through an earthen tunnel that is too small Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a sything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm an angic trap Improvised Tasks • Orive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Pick a simple lock Hard (DC 20) Pick a inple lock Hard (DC 20) Pick a nelaborate lock Formidable (DC 30) Pick an elaborate lock Formidable (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from pope bonds; secure rope bonds	Formidable (DC 30)	· · · · · · · · · · · · · · · · · · ·				
Hard (DC 20) Hang on to a wagon while being dragged behind it Very Hard (DC 25) Tip over a large stone statue; keep a boulder from rolling Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Woderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Wery Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Permidable (DC 20) Pervent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Pick a simple lock Hard (DC 20) Pick a simple lock Hard (DC 20) Pick a simple lock Hard (DC 20) Pick an elaborate lock Formidable (DC 30) Pick an elaborate lock Formidable (DC 30) Pick an masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from rope bonds; secure rope bonds	Improvised Tasks	Mighty S	trength			
Very Hard (DC 25) Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Malk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick an masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	Moderate (DC 15)	Push thro	ugh an earthen tunnel that is too small			
Contest (vs. STR) Push a door open when someone else is holding it Dexterity Benchmarks * Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick an asterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	Hard (DC 20)					
Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick an asterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	Very Hard (DC 25)					
* Requires proficiency with thieves' tools Acrobatics • Balance Easy (DC 10)			or open when someone else is holding it			
Acrobatics • Balance Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Wery Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Wery Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	Dexterity Benchmarks					
Easy (DC 10) Walk across an icy surface Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 25) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds;	•		vos' tools			
Moderate (DC 15) Walk on a narrow ledge Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency	with thiev	ves' tools			
Hard (DC 20) Cross a wildly swaying rope bridge Very Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Prevent a poison needle or gas trap from springing Very Hard (DC 20) Prevent a poison needle or gas trap from springing Wery Hard (DC 25) Disarm an intricate trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick an asterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan	with thiev				
Wery Hard (DC 25) Walk across a tightrope; surf down staircase on a shield Acrobatics • Tumble Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick an asterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10)	with thiev	oss an icy surface			
Moderate (DC 15) Swing from a chandelier Very Hard (DC 25) Somersault over a creature of the same size Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan	with thiev ce Walk acr Walk on	oss an icy surface a narrow ledge			
Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15)	with thiever ce Walk acro Walk on Cross a w	oss an icy surface a narrow ledge vildly swaying rope bridge			
Sleight of Hand • Conceal an Object Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick an elaborate lock Formidable (DC 30) Pick an masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25)	with thieven with thieven walk across a walk	oss an icy surface a narrow ledge vildly swaying rope bridge			
Easy (DC 10) Perform simple feats of sleight of hand Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25)	with thievece Walk acre Walk on Cross a we Walk acre	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield			
Contest (vs. WIS) Palm an object while under close observation Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb	with thieva ce Walk acrown Walk on Cross a w Walk acrown Ie Swing from	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier			
Stealth • Hide or Sneak Contest (vs. WIS) Hide in an obscured area; sneak past guards Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25)	with thieva ce Walk acro Walk on Cross a w Walk acro le Swing fro Somersa	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size			
Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25)	with thieven	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size			
Improvised Tasks • Disarm a Trap* Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS)	with thievence Walk acre Walk on Cross a well walk acre E Swing from Somersa Conceal an Perform Palm an	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand			
Easy (DC 10) Keep a pit trap from opening when it's triggered Moderate (DC 15) Keep a scything blade trap from triggering Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S	with thievence Walk acre Walk on Cross a we walk acre Be Swing from Somersa and Perform Palm and meak	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation			
Moderate (DC 15) Keep a scything blade trap from triggering Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Formidable (DC 30) Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Contest (vs. WIS)	with thieven walk acress a walk acress a walk acress acres	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards			
Hard (DC 20) Prevent a poison needle or gas trap from springing Very Hard (DC 25) Disarm an intricate trap Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks •	with thiever Walk acre Walk on Cross a weight with thiever Walk acre Walk acre Swing from Somersa Conceal and Perform Palm and Palm and Perform Palm and P	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap*			
Very Hard (DC 25) Disarm an intricate trap Disarm a magic trap Improvised Tasks • Drive Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10)	with thieven with thieven walk across a walk across with walk across and walk across across with walk across across with walk across walk	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered			
Formidable (DC 30) Improvised Tasks • Drive Moderate (DC 15) Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15)	with thieven with thieven walk acress a wear walk acress and walk acress	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering			
Improvised Tasks • Drive Moderate (DC 15)	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20)	Walk acre Walk on Cross a w Walk acre Swing fro Somersa Conceal an Perform Palm an eneak Hide in a Disarm a Keep a pi Keep a so Prevent a	oss an icy surface a narrow ledge wildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing			
Moderate (DC 15) Control a heavily laden cart on a steep descent Hard (DC 20) Steer a chariot around a tight turn or around an obstacle Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15)	with thievence Walk acri Walk on Cross a with Walk acri Be Swing from Somersa Conceal an Perform Palm and Palm and Reep a pi Keep a so Prevent a Disarm a	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap			
Improvised Tasks • Open a Lock* Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30)	with thievence Walk acri Walk on Cross a with Walk acri Be Swing from Somersa Conceal an Perform Palm and Hide in a cri Keep a pi Keep a so Prevent acri Disarm a Disarm a	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap			
Moderate (DC 15) Pick a simple lock Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30)	with thieven with thieven walk acrows a walk acrows a walk acrows	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap			
Hard (DC 20) Pick a typical lock Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks •	with thieven with thieven walk acress and walk	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap it heavily laden cart on a steep descent			
Very Hard (DC 25) Pick an elaborate lock Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20)	Walk acre Walk on Cross a w Walk acre Swing fro Somersa Conceal an Perform Palm an ele Hide in a Disarm a Keep a pi Keep a so Prevent a Disarm a Disarm a Disarm a Disarm a Somersa Disarm a Disarm a Disarm a Disarm a	oss an icy surface a narrow ledge wildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap i heavily laden cart on a steep descent thariot around a tight turn or around an obstacle			
Formidable (DC 30) Pick a masterwork lock; Pick a magical lock (requires feat) Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20)	Walk acre Walk on Cross a w Walk acre Swing fro Somersa Conceal an Perform Palm an e Reep a pi Keep a so Prevent a Disarm a Disarm a Disarm a Disarm a Control a Steer a ci	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap heavily laden cart on a steep descent hariot around a tight turn or around an obstacle ock*			
Improvised Tasks • Nimble Agility Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Improvised Tasks •	with thiever Walk acri Walk on Cross a with walk acri Be Swing from Somersa Conceal an Perform Palm and Palm and Keep a pi Keep a so Prevent a Disarm a	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap theavily laden cart on a steep descent theirot around a tight turn or around an obstacle ock* inple lock			
Very Hard (DC 25) Escape from chain bonds Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 20)	with thiever Walk acri Walk on Cross a with walk acri le Swing from Somersan Conceal an Perform Palm and Hide in a displayed a soft prevent a displayed acri Disarm a displayed acri Disarm a displayed acri Pick a sin Pick a sin Pick an e	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap a heavily laden cart on a steep descent hariot around a tight turn or around an obstacle ock* inple lock bical lock laborate lock			
Contest (vs. DEX) Escape from rope bonds; secure rope bonds	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Very Hard (DC 25) Formidable (DC 30)	with thiever Walk acri Walk on Cross a with Walk acri Be Swing from Somersan Conceal and Perform Palm and Reep a pi Keep a so Prevent and Disarm and Dis	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap theavily laden cart on a steep descent hariot around a tight turn or around an obstacle ock* inple lock oical lock laborate lock sterwork lock; Pick a magical lock (requires feat)			
	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 20) Very Hard (DC 20) Very Hard (DC 20) Very Hard (DC 20) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks •	Walk acri Walk on Cross a w Walk acri le Swing fro Somersa Onceal an Perform Palm an oneak Hide in a Disarm a Keep a pi Keep a so Prevent a Disarm a	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap a heavily laden cart on a steep descent theriot around a tight turn or around an obstacle ock* nple lock bical lock laborate lock laborate lock sterwork lock; Pick a magical lock (requires feat) ogility			
Contest (vs. 51n) pady on an unwining mount	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 20) Very Hard (DC 20) Very Hard (DC 20) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Very Hard (DC 25)	Walk acri Walk on Cross a w Walk acri Walk on Cross a w Walk acri Somersa Conceal an Perform Palm an oneak Hide in a Disarm a Keep a pi Keep a sc Prevent a Disarm a	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap heavily laden cart on a steep descent hariot around a tight turn or around an obstacle ock* nple lock bical lock laborate lock sesterwork lock; Pick a magical lock (requires feat) ogliity om chain bonds			
	* Requires proficiency Acrobatics • Balan Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Acrobatics • Tumb Moderate (DC 15) Very Hard (DC 25) Sleight of Hand • C Easy (DC 10) Contest (vs. WIS) Stealth • Hide or S Contest (vs. WIS) Improvised Tasks • Easy (DC 10) Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Moderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Woderate (DC 15) Hard (DC 20) Very Hard (DC 25) Formidable (DC 30) Improvised Tasks • Very Hard (DC 25) Contest (vs. DEX)	Walk acri Walk on Cross a w Walk acri Walk on Cross a w Walk acri Somersa Conceal an Perform Palm an oneak Hide in a Disarm a Neep a pi Keep a sc Prevent a Disarm a	oss an icy surface a narrow ledge vildly swaying rope bridge oss a tightrope; surf down staircase on a shield om a chandelier ult over a creature of the same size Object simple feats of sleight of hand object while under close observation n obscured area; sneak past guards Trap* it trap from opening when it's triggered cything blade trap from triggering a poison needle or gas trap from springing n intricate trap magic trap heavily laden cart on a steep descent hariot around a tight turn or around an obstacle ock* nple lock bical lock laborate lock sesterwork lock; Pick a magical lock (requires feat) oglity om chain bonds com rope bonds; secure rope bonds			

Wisdom Benchma	rks		
Animal Handling	Deal with an Animal		
Moderate (DC 15)	Get animal to keep moving while tired		
Hard (DC 20)	Train animal for a task; calm aggressive wild animal		
Very Hard (DC 25)	Calm panicked animal; rear wild animal		
Formidable (DC 30)	Tame wild animal		
Insight • Sense Mo	ptive		
Moderate (DC 15)	Discern who among a cagey group is the leader; read a person's motives or attitude		
Hard (DC 20)	Interpret enemies' hand signs		
Very Hard (DC 25)	Sense an outside influence on a person, such as an enchantment spell		
Contest (vs. CHA)	Recognize a lie; see through a disguise		
Medicine •Admin	ister First Aid		
Easy (DC 10)	Identify a common ailment or poison from its symptoms Stabilize a dying creature		
Hard (DC 20)	Identify a rare ailment or poison		
Perception • Liste	n		
Moderate (DC 15)	Eavesdrop on a conversation through a door		
Very Hard (DC 25)	Eavesdrop on a whispered conversation through a door		
Contest (vs. DEX)	Notice a sneaking creature		
Perception • Spot			
Moderate (DC 15)	Detect that a makeshift ambush is about to be sprung		
Hard (DC 20)	Find a tiny item such as a gem in a pile of other items		
Contest (vs. DEX) Notice a hiding creature			
Survival • Track (r	anger class feature)		
Easy (DC 10)	Track a creature through snow or mud		
Moderate (DC 15)	Track a creature through a forest		
Hard (DC 20)	Track a creature across dirt or grass		
Very Hard (DC 25)	Track a creature across bare stone		
Formidable (DC 30)	Track a creature across dirt or grass after a rainfall		
Survival • Wildern	ess Survival		
Easy (DC 10)	Hunt/forage for food while traveling in the wilderness		
Moderate (DC 15)	Avoid natural hazards, such as quicksand		
Hard (DC 20)	Keep from getting lost while traveling in the wilderness		

General Survival			
Food	Character needs 1 lbs of food per day 3+ Con mod days without food adds 1 level Exhaustion		
Water	Character needs 1 gal of water per day, 2 if weather is hot Drinking half required means DC 15 Con save or gain Exhaustion Drinking less means automatic Exhaustion		
Suffocating	Creatures may hold breath for 1+ Con Mod minutes (min 30 secs) Withour air, survive [Con Mod] rounds (min 1 round) After rounds, creature drops to 0 HP and is dying		

Travel Pace & Movement

Pace	Minute	Hour	Day	Effect	
Fast	400 feet	4 miles 30 miles -5 to passive Wi		-5 to passive Wis	
Normal	300 feet	3 miles	24 miles	_	
Slow	200 feet	2 miles	18 miles	Stealth Possible	
Climbing, crawling, difficult terrain, squeezing, swimming		Add 1 foot of movement per foot of movement			
Standing during combat		Use ½ movement to stand from prone			
Forced March	After 8 hours,	DC10 + 1 (per hour) Con save or gain Exhaustion.			
Falling	Take 1d6 bludgeoning damage per 10 feet fallen, max 20d6. Land prone unless damage is avoided.			allen, max 20d6.	
Squeezing	A creature or player can move through spaces one size smaller Suffer disadvantage on attack rolls and Dexterity saves Attacks against a squeezed creature have advantage				
Long Jump	With 10ft run, creature may jump as many ft as their str score Standing jump is ½ that				
High Jump	With 10 ft run, creature may jump 3+Str Mod ft Standing jump is ½ that May reach an additional ½ height higher				

Charisma Benchmarks			
Deception ● Beguile and Bluff			
Contest (vs. WIS)	Fast-talk or con someone; adopt a disguise Impersonate someone's voice Give false assurance to dull suspicion		
Intimidation • Hector and Bluster			
Hard (DC 20)	Get an unruly crowd to move out of the way Badger allied soldiers into a fighting mood		
Contest (vs. WIS)	Pry information out of a prisoner		
Performance •	Astound and Fascinate		
Easy (DC 10)	Entertain a crowd; give a pleasing performance		
Moderate (DC 15	Give a rousing or inspiring performance		
Hard (DC 20)	Give a masterful performance		
Persuasion • S	Smooth Talking		
Moderate (DC 15	Calm and comfort a distraught person		
Contest (vs. WIS)	Persuade someone to do something; convince someone to back down from a confrontation		
Improvised Ta	sks • Gather Information		
Easy (DC 10)	Gather the common gossip in a town or neighborhood Learn about the local power figures		
Moderate (DC 15	Find what you need in an unfamiliar city Find out who's really in power		
Hard (DC 20)	Grasp out local information only a few people know		
Very Hard (DC 25	Dig up obscure community news or lore		
NPC Reactions			
Influencing a cred	ature generally requires a CHA check.		
Friendly NPC			
Default The NPC will do as you wish for requests that don't involve risk or sacrifice			

Influencing a creature generally requires a CHA check.			
Friendly NPC			
Default	The NPC will do as you wish for requests that don't involve risk or sacrifice		
DC 10	The NPC accepts a minor risk or sacrifice to do as you wish		
DC 20	The NPC accepts a significant risk or sacrifice to do as you wish		
Indifferent N	Indifferent NPC		
Default	The NPC offers no help or harm		
DC 10	The NPC will do as you wish except will not take any risks or make any sacrifices		
DC 20	The NPC accepts a minor risk or sacrifice to do as you wish		
Hostile NPC			
Default	The NPC opposes your actions and may take risks to do so		
DC 10	The NPC offers no help or harm		
DC 20	The NPC will help you as long as there are no risks or sacrifices involved		

Exchange Rates					
Coin	СР	SP	EP	GP	PP
Copper (cp)	1	1/10	1/50	1/100	1/1000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1000	100	20	10	1
Misc DM Notes					
Fractions All fractional results should be rounded down					

Misc DM Notes			
Fractions	All fractional results should be rounded down		
Carrying Capacity	You can carry 15 x Strength pounds. For each size category above Medium, double the Carrying Capacity. For Tiny creatures, halve it.		
Alt Capacity Rules	Carrying weight > 5 x Str = -10 ft move speed Carrying weight > 10 x Str = -20 ft move speed Disadvantage on ability checks, attack rolls, and saving throws using Str, Dex, or Con		
Selling Loot	Equipment in good condition generally sells for half value. Gems, jewelry and art, as well as trade goods, sell for full value. Magic items vary by type; the more wondrous, the less readily a buyer can be found.		
Misc Drops	May be found from basic player rules Pg 54		
Living Expenses	May be found from basic player rules Pg 53		
Food & Lodging	May be found from basic player rules Pg 53		