



Ability Checks

Skills	
Ability Score	Associated Skills
Strength	Athletics
Dexterity	Acrobatics, Sleight of Hand, Stealth
Constitution	N/A (See Constitution table)
Intelligence	Arcana, History, Investigation, Nature, Religion
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival
Charisma	Deception, Intimidation, Performance, Persuasion

Typical Difficulty Classes	
Task Difficulty	DC
Trivial	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30



Strength

Strength measures bodily power and athletic training.

Athletics ¹

Automatic	Climb a wall with plenty of handholds or a secure, knotted rope or rope ladder; swim in relatively calm water; jump a number of feet horizontally equal to half of your Strength score, or your full Strength score with a 10 foot running start; leap into the air a number of feet equal to half of (3 + your Strength modifier), or the full amount with a 10 foot running start ²
Easy	Climb a wall lacking an adequate amount of handholds, tread water in rough conditions, jump a few feet farther than you normally could; during a long jump, clear an obstacle such as a low-lying hedge or wall of height ≤ a fourth of the jump's distance
Moderate	Climb a rope dangling from a protrusion or overhang (i.e. lacking a vertical surface to brace against), swim in rough water or against a mild current
Hard	Climb a wall with very few handholds, catch yourself on a rope or other handhold in the middle or at the end of your jump, swim in violent water or against a strong current
Very Hard	Climb a slippery or sheer wall with little or no handholds, climb vertically along an overhang with adequate handholds, swim in stormy waters

Feats of Strength • Other

Easy	Force open a stuck or broken door, break free from weak bindings, pull a stuck or wedged object loose
Moderate	Break through a wooden door reinforced with iron, hang on to a wagon while being dragged behind it
Hard	Break through a heavy locked or barred door, topple a stone statue
Very Hard	Break through a heavy, reinforced door such as a prison or armory door, hold a door shut against a room filling with water

1: A PC can climb and swim under normal conditions without having to make a check; however, strenuous conditions may require that they pass an Athletics check. Each foot of movement during such a check costs an extra foot of movement, or an extra 2 feet if it is considered difficult terrain. Characters with climb and swim speeds ignore the extra costs associated with movement of this type.

Similarly, the horizontal and vertical distance a PC can jump without having to make a check is determined by their Strength score and modifier respectively. An Athletics check is generally only required when attempting to jump a distance farther than the amount calculate in the table above.

2: During a vertical jump a PC can extend their arms in order to achieve an extra distance equal to ½ of their height, which they can effectively add to their jump distance in order to attempt to grab on to a ledge or other handhold.

Dexterity

Dexterity measures agility, reflexes, and balance.

Acrobatics

Easy	Walk across an icy surface, stay upright in a turbulent situation, land safely on difficult terrain
Moderate	Walk along a narrow ledge, swing from a chandelier and land on your feet
Hard	Cross a wildly swaying rope bridge
Very Hard	Walk across a tightrope, vault over or under an enemy (through their space)

Sleight of Hand

Easy	Perform simple acts of legerdemain such as palming a coin-sized object
Contest (vs. WIS)	Plant or steal an object on or from a target, conceal an object on your person

Stealth ¹

Contest (vs. WIS)	Conceal yourself from enemies, sneak past unsuspecting targets, slip away while others are distracted
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Pick Lock ² • Disarm Trap ² • Other

Easy	Pick a simple lock, jam a simple trap, perform a task requiring particularly dexterous hands ³
Moderate	Pick a typical lock, escape from tight rope bindings, securely restrain a prisoner
Hard	Pick an elaborate lock, disarm a trap of average complexity, steer a chariot around a tight corner
Very Hard	Pick a masterwork lock, disarm a complex trap, escape from locked masterwork manacles

1: Generally, becoming hidden in combat requires being heavily obscured or under total cover, but ultimately the rules leave it up to your personal adjudication.

2: Proficiency with Thieves' Tools allows a player to add their proficiency bonus to checks made to open locks and disarm traps.

3: Such as Operation™



Constitution ¹

Constitution measures health, stamina, and vital force.

Concentration

Easy	Distracting environmental stimuli such as a wave crashing over the deck of a storm-tossed ship
Variable max(10,x)	After taking damage make a Constitution Saving throw with a DC of either 10 or half of the damage taken, whichever is higher.

Forced March ²

Variable (DC 10 + x)	At the end of each hour a PC must make a Constitution saving throw with a DC equal to 10 + the number of hours traveled past 8. On a failed throw the PC advances one level of exhaustion.
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Air

A PC can hold their breath for a number of minutes equal to 1 + their Constitution modifier (minimum 30 seconds). When out of breath, a PC can survive for a number of rounds equal to their Constitution modifier before they drop to 0 hit points and begin to die.

Food

A PC must eat one pound of food per day in order to subsist. They can go without food for a number of days equal to 3 + their Constitution modifier (minimum 1) before they begin to starve. This day count is reset when the PC eats their fill for a day; otherwise, the PC advances one level of exhaustion at the end of each day beyond their limit.

Water ³

Automatic	A PC drinking less than half the amount of water they require during the day advances one level of exhaustion at the end of the day, or two levels if they are already suffering from exhaustion.
Moderate	A PC drinking more than half the amount of water they require during the day but less than the full amount must succeed on a Constitution saving throw or advance one level of exhaustion, or two levels if they are already suffering from exhaustion.

1: Constitution represents a largely passive set of 'skills' which have more to do with enduring than performing a specific action the PC can become proficient in. Therefore Constitution checks are more uncommon than other ability checks and are usually made without adding a proficiency bonus, although situational bonuses may still apply. NOTE: An ability check is different from a saving throw; players can be proficient at Constitution saving throws.

2: A PC can only travel for eight hours a day before they risk becoming exhausted.

3: A PC requires one gallon of water per day, or two if the climate is harsh.