

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Arcana • History • Nature • Religion

Easy	Recall widely known information; identify common people, places, objects, symbols, fauna, or flora
Moderate	Recall more obscure or specific information; identify uncommon people, places, objects, symbols, fauna, or flora
Hard	Recall truly esoteric or precise information; identify rare people, places, objects, symbols, fauna, or flora
Very Hard	Recall information that is known only by a privileged few; identify exceedingly rare people, places, objects, symbols, fauna, or flora

Investigation • Other

Easy	Identify a particularly obvious trap or a secret or coded message left by a contact, communicate a simple idea with an intelligent creature you don't share a language with, discover the true nature of a low-level illusion
Moderate	Identify a typical trap, determine time or cause of death of a recently deceased creature, estimate the material worth of an item, discover the true nature of a mid-level illusion
Hard	Identify a well-hidden trap, object, or area; forge a document or identify such a document, discover the true nature of a high-level illusion
Very Hard	Identify a magically-hidden trap, object, or area; discern the purpose and process of a complicated device or system; determine the integrity of a structure, construct, or formation and identify any exploitable weak points

Wisdom

Wisdom measures perceptiveness, intuition, and attunement with the surrounding world.

Insight • Perception

Easy	Spot a prominent landmark or structure in the distance, hear the far-off sound of thunder signaling a coming storm, determine if a child is telling the truth
Moderate	Spot a natural-obscured object or feature, eavesdrop on a conversation in the next room, discern who among a cagey group is the leader, discern the intended message of a non-verbal communication
Hard	Spot a well-hidden object or feature, eavesdrop on a hushed conversation through a heavy door, guess at the enemy's next action
Very Hard	Spot a nearly-invisible object or feature, read the lips of a creature you can see but not hear
Contest (vs. CHA)	Determine if someone is lying or disguising themselves or their intentions
Contest (vs. DEX)	Spot a creature attempting to hide, hear the movements of a hidden foe

Survival

Easy	Follow a well-worn trail through a forest, follow the tracks of a creature through snow or mud, forage for a day's worth of food in a plentiful area, navigate on a clear night
Moderate	Follow an abandoned or forgotten trail, track a creature through a forest, forage for a day's worth of food in a sparse area, navigate on a cloudy night, predict an oncoming storm, identify the signs of nearby creatures
Hard	Track a creature over barren terrain, forage for a day's worth of food in a harsh area, navigate through an alien area on a cloudy night, predict tomorrow's weather
Very Hard	Track a creature after rainfall, navigate an alien area on a stormy night

Animal Handling • Medicine • Other

Easy	Calm a domesticated animal, stabilize a dying creature outside of combat, diagnose a common ailment
Moderate	Calm a wild but otherwise peaceful animal, intuit an animal's emotional state, set a broken bone, perform a complex maneuver while mounted, stabilize a dying creature in the middle of combat, diagnose an uncommon ailment
Hard	Intuit a hostile animal's next action, control an untrained mount, diagnose a rare ailment
Very Hard	Calm a dangerous wild animal, diagnose magical and divine ailments

Charisma

Charisma measures force of personality, persuasiveness, personal magnetism, social influence, and physical attractiveness.

Deception

Contest (vs. WIS)	Fast-talk or con someone, adopt a disguise or impersonate another creature, tell a convincing lie or otherwise hide your true intentions
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Intimidation

Easy	Scare a spineless noble in to handing over their coin purse
Moderate	Pry information out of an uncooperative prisoner, convince street thugs to back down from a confrontation
Hard	Advise a guard that it might be best to look the other way this time around, coerce an official in to signing a document
Very Hard	Frighten a creature larger than you, causing it to flee; stop an agitated mob in their tracks

Performance

Easy	Routine performance such as telling a story in a tavern or around a campfire
Moderate	Professional performance such as an inspiring speech or an impressive musical display which may attract the attention of a local troupe and lead to regional fame
Hard	Memorable performance which may attract the attention of a local patron and lead to national fame
Very Hard	Extraordinary performance which may attract the attention of distant patrons and even extraplanar beings

Persuasion

Easy	Convince the mayor to allow your party to help, calm a distraught person
Moderate	Persuade a group of highway thieves to leave in peace, convince a friendly acquaintance that you know best
Hard	Convince a chamberlain to let your party see the king, inspire or rally a crowd of townsfolk, negotiate a peace between warring tribes
Very Hard	Convince a sphinx that you are worthy of the secrets it guards, assure a dragon you're worth more alive than dead

