Generally, knowledge checks are a non-action, representing what your character knows. The DC to identify a creature is DC10+CR for common creatures (typically CR9-), DC15+CR for rare creatures (typically CR10-19) or DC20+CR for unique creatures (unique or CR20+). For every 5 points you exceed the DC, you may ask one of the following questions and will receive answers based on the typical creature (without class levels):

Free – The name, template, and the 1st paragraph of ecology are all freely given upon identifying a creature.

General Questions
Type – Alignment, Size, Type, Subtypes, Universal Traits, and Special Qualities of the creature.
Senses – Known physical, magical, and supernatural senses, and estimated perception bonuses.
Stats – Feats, and Skill Bonuses (except perception) as requested (typically not a full read).
Society – Known languages and communication mediums, habitats, organization, and hoarding practices.
Ecology – When asked, the GM will provide the paragraph numbers and groups, and read a chosen paragraph.

Defense Questions
Defenses – The typical morale, Armor Class, and CMD with their breakdown (if desired).
Defensive Abilities – Special, magical, or unusual defenses, defensive abilities, and auras.
Physical Resistances – Physical resistances to damage types, poison, and disease.
Metaphysical Resistances – Spell resistances, resistances to energy damage types, and special immunities.
Vitality – Average health (HP *or* HD), fast healing/ regeneration, saving throws and bonuses, and weaknesses.

Offensive Questions
Speed – Known forms of movement, speeds, and estimated initiative bonuses.
Attacks – Melee, ranged, and CMB attacks with their bonuses, damage, range, tactics, and type (if desired).
Special Attacks – Special attacks, offensive abilities, and carried effects the creature is known to employ.
Spell-Like Abilities – Known magical powers possessed by creatures of this kind with their DC's.
Spells – True spells creatures of this kind may cast with their DC's, CL, and concentration bonus (if desired).

Research and Observation
Knowledge questions usually represent knowledge about a typical specimen, so they do not include class information or background specific to an individual creature. If the players have access to a document or library with information on the target, however, they can research the target specifically. When they make a knowledge check about specific target from one of these sources, the answers to the above questions include the relevant stats of the specific target, modified by any class levels or adjustments, and they get to know the targets classes and levels freely. This information, however, is only as accurate as the information source.

Players may research a specific creature or creature type once per level per source, though they are free to write down what they asked and learned. Typical sources include direct observation (representing accumulated knowledge), correctly identified footprints (Survival to track, same DC as knowledge), descriptions from others (Sense Motive to interpret, same DC as knowledge), books, and libraries. Players may also make knowledge checks regarding "glimpses" of a creature they saw but cannot see anymore. When making a knowledge regarding a glimpse, the knowledge check replaces the observed check for that level at DC+5.

Players cannot usually aid another with knowledge checks (or any other INT skill), and characters may not use the same information source at the same time, as multiple characters cannot study the same footprint or book at once. However, when researching at a library (or a similarly vast source of knowledge), characters may use the aid another action to represent the groups research into a topic or creature. Researching at a library typically takes one day, and may take multiple days if the library is particularly dense (using KP rules). If the source book or library provides a bonus on knowledge checks when consulting the source, it applies to everyone making the check.