

## What Can I Ask? – A Guide to Knowledge Questions

Generally, knowledge checks are a non-action, representing what your character knows. You may ask any of the following questions and will receive answers based on the typical creature:

**Free** – Name, Type, Subtypes, and universal subtype traits are all given upon request.

### General Questions

Alignment – Typical alignments of the creature type

Speed – Known typical speeds and movements, and estimated initiative bonuses

Senses – Known constant physical, magical, and supernatural senses, and estimated perception bonuses

Languages – Known languages and communication mediums, both spoken and understood

Aura – Presence or absence of magical or supernatural auras and their effects

### Defense Questions

Defenses – Typical normal, touch, and flat-footed AC and presence or absence of force effects

Physical Resistances – Typical resistances to damage, acid, poison, and disease

Metaphysical Resistances – Typical resistances to spells, cold, electricity, fire, sonic, and +/- energy

Defensive Abilities – Typical extraordinary defensive abilities, like evasion or deflect arrows

Health – Average health (or HD if requested as alternative), and fast healing and regeneration conditions

Saving Throws – Typical saving throws and saving throw bonuses

Weaknesses – Known creature weaknesses of all forms (energy, physical, emotional).

### Offensive Questions

Attacks – Typical physical melee and ranged attacks and reach

Special Attacks – Special attacks and carried effects the creature is known to employ

Spell-Like Abilities – Known magical powers possessed by the creature

Spells – True spells the creature is known for casting

Tactics – Known tactics, if any, the typical creature employs when fighting, running, and hunting

### Ecology Questions

Environment – Where these creatures are often found, their hoarding practices, and typical pack sizes

Typical Variants – Known variations on the creature, typical based on size or environment

Ecology (Special) – When asked, the GM will tell you how many paragraphs there are, and if there are any paragraph groups. The player then chooses if they want to know more, and from which paragraph group. This costs one question per paragraph read, regardless of length. If the player does not want to know more, this does not cost a question.

### Research and Observation

Classes, spells, nationality, augmentations, creature types, etc. may be identified based on physical appearance, which may be misleading. Simple template modifications can also be recognized if the specific creature's DC is beaten by at least 5, and complex templates and prestige classes can be recognized if its DC is beaten by at least 10. If one of these are present, the player may use their questions to ask about either the typical creature, or the modifications (example, physical resistances of werewolf).

Knowledge questions cannot usually be retried. If the players have access to a document or library with information on the target, however, they can research the target. For each source, they receive one knowledge check about specific target, and can learn answers to any of the above for the specific character. They can also ask about that character's **background (ecology), tactics, training (special qualities), individual ability scores, classes, skills, and feats**. This, however, is only as accurate as the information source.

If a player beats a DC by 30 or more, they are experts on the subject, and always know all.