

# Skills:

## Defined, Refined, and Usable

A barbarian tames a wild horse and hoists herself onto its back, a bard performs for a crowd in the marketplace, a cleric listens to the words of a child for truth, a druid crafts medicine from herbs, a fighter competes in an arm wrestling match for money, a monk recalls the history of a lost temple, a paladin performs sacred rites of the church, a ranger forages for food, a rogue hides from the vigilant gaze of a sentry, a sorcerer persuades a town guard to let him inside the gates, a warlock investigates an ancient tome for secrets of arcane knowledge, or a wizard studies a fountain to discern its magic uses; skills represent the innate abilities of every character and offer more power and versatility than any magic item or spell ever dreamt. The effective use of skills can turn even the most mundane of characters into the perpetrators of heroism beyond imagining. The wheels of fate can shift tragedy into triumph when the skill of a character prevails.

The Player's Handbook defines skills as such: "Each ability covers a broad range of capabilities, including skills that a character or monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect." (PHB 174) Beyond that definition, skills are the personal tools each character possesses which makes them stand out above and beyond the non-adventuring people, their mundane abilities which shine like magic to the rest of the world's populace.

### Skill Difficulty Classes

When a character attempts to use a skill and there is a chance of failure the attempt requires a skill check, a roll on the d20 is made against a Difficulty Class or DC. This roll can be modified by ability score, proficiency in the skill, mitigating factors which assist or hinder success, and sometimes magic. A resultant skill check which is equal or higher than the skill check DC is a success and anything below it is a failure.

The DC for a skill check is set by the DM. The DC reflects how hard the task is to complete successfully, the harder a task is the higher the DC. Relatively simple tasks, which may have a DC of 5, may not require a skill check if the situation does not prevent multiple attempts to succeed or there is no penalty for failure. Some skill checks allow multiple attempts and some do not; this is based upon the skill used and the task being attempted. For example, a character can attempt to scale a high wall multiple times if failure means they simply fall 10' and have to start again, but a character cannot attempt to remember a piece of information multiple times, they either know it or not. Any second or tertiary attempts to use a skill to succeed at a task are the discretion of the DM.

### **Typical Difficulty Classes**

<b>Task Difficulty</b>	<b>DC</b>
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

It should be noted that task difficulty is somewhat subjective, for example; a 1<sup>st</sup> level rogue does not have much chance of picking a lock with a DC 25, but a 20<sup>th</sup> level rogue could pick the same lock without much trouble. Further, a character with no proficiency in a skill and an ability of score of 10 in the skill's relevant ability will succeed at an "Easy" task only 50% of the time they attempt one.

## Skill Checks

As most skill checks immediately determine the outcome of an action a character makes the player will often roll the check and add all appropriate modifiers, then give the DM the final result. There are some skill checks which the DM makes in secret so players do not know the result until later in the game. To make a skill check roll, the player or DM rolls the d20 then modifies the roll to give a final score which is matched against a DC to determine failure or success. The formula for a skill check is:

$$D20 + \text{ability score modifier} + \text{proficiency bonus (If applicable)} = \text{Skill Check Score}$$

**Contest Checks:** Not all skill checks determine success or failure with a roll against a DC, some skills checks determine success by using an opposed check, wherein the character using skill must make a skill check and beat the skill check of another creature. For example; a rogue wants to hide from a city guard. The rogue's Stealth skill check must be higher than the city guard's Perception check for the rogue to successfully hide, if the rogue's Stealth skill check is not higher than the city guard's Perception check the rogue fails to hide and is seen by the city guard.

If a contest is a tie, the situation remains as it was prior to the check. In the example of the rogue and the city guard, a new contest check needs to be made, but in other contests it is possible that a tie means one of the contestants is successful. For example, if a fighter is trying to keep a door shut and the city guard is trying to force the door open, a tie would mean that the door remains closed and the fighter has won the contest.

**Group Checks:** When more than one character is attempting the same task they can make a group check, in which every member of the group makes a skill check. If half of the group succeeds at the skill check the entire group succeeds, if half the group does not succeed the entire group fails. Group checks are rare and usually only apply to tasks that can be done as a group; Athletics checks to move or hold objects, survival checks to navigate, and the like.

**Passive Checks:** A passive check is a special check which does not use any die roll. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the DM wants to secretly determine whether characters succeed at something without rolling dice, such as noticing a hidden monster. (PHB 175)

Essentially, characters are granted a 10 on the d20 roll for the skill check; an average result on the d20. Thus characters take their modifiers in a skill and add 10 to determine the final result. A passive check result is called a "score", in cases where characters have advantage on a passive check add an additional 5 to the score to determine the result and when characters have disadvantage subtract 5 from the score to determine the result.

Passive checks are most often used by the DM, but characters can elect to take a passive check in certain conditions such as, when there is no penalty for failure. Most often characters can take passive checks when they do a task repeatedly and routinely succeed at the task, tasks that fit this description may be stabilizing a dying party member, perceiving hidden creatures, over hearing snippets of conversation in a marketplace, or foraging the forest for firewood.

The formula for a Passive Check Score is:

$$10 + \text{all modifiers that normally apply to the check} = \text{Passive Check Score}$$

**Active Checks:** An active check is a special check which does not use any die roll. Such a check represents the absolute maximum a character can score by actively engaging themselves to focus on only one task, such as healing a downed party member.

Essentially, characters are granted a 20 on the d20 roll for the skill check; the maximum result on the d20. Thus characters take their modifiers in a skill and add 20 to determine the final result. An active check result is called a "score", in cases where characters have advantage on an active check add 5 to the score to determine the result and when characters have disadvantage subtract 5 to determine the result.

This option is only available when a character has no distractions, threats, and unlimited time to attempt the task multiple times without a penalty for failure. Essentially, the character is going to take as much time as is necessary and make as many attempts as is necessary to get the task right. If an active check does not result in a success for the character, they are unable to succeed at the task.

The formula for an Active Check Score is:

$$20 + \text{All modifiers that normally apply to the check} = \text{Active Check Score}$$

**Automatic Failure/Success:** In skill checks there are no automatic failures or successes regardless of the d20 result. When the d20 roll results in a natural 1 or a natural 20, all modifiers are applied to the d20 roll and the final number is compared to the DC of the task to determine if a character fails or succeeds at the task.

### Relative Abilities

Each skill is an aspect of a character's abilities, as such the skills are tied to a character's ability scores. When a skill check is made the relative ability's modifier is applied to the skill check. The application of the modifier displays the ability score's relevance to the skill in a functional way. Thus when the skill check is rolled on the d20, the ability score modifier for the relative ability is always added to the die roll before the result of success or failure is determined. The skills and their relative ability are as follows:

**Strength:** Athletics

**Dexterity:** Acrobatics, Sleight of Hand, Stealth

**Constitution:** N/A

**Intelligence:** Arcana, History, Investigation, Nature, Religion

**Wisdom:** Animal Handling, Insight, Medicine, Perception, Survival

**Charisma:** Deception, Intimidation, Performance, Persuasion

Note that no skill is relative to Constitution, this is not to say that no skill check can use Constitution as its relative ability; but no skill has Constitution as its sole relative ability. There may be situations where skill checks are made which the DM calls for a skill check using an alternate relative ability to modify the roll. If a character is whittling a piece of wood into the form of a griffon, the DM may ask that a skill check be made using (Dexterity) Sleight of Hand to craft the fine detail or the DM may ask for an (Intelligence) Sleight of Hand check to remember the appearance of the Griffon's face. Using alternate abilities to make skill checks is not common, it is more akin to ability checks than skill checks, but it does allow characters with proficiency in some skills to apply proficiency bonuses to checks where they would otherwise not be able to apply them.

**Synergy Effects of Proficiency:** Some skills overlap, for example being proficient in Nature and Survival relies upon a very similar skill set and as such these proficiencies play into one another and grant a synergistic bonus; such skill checks are made at advantage. Characters with proficiency in both skills make checks for either skill at advantage. The list of skills which overlap and provide this bonus is as follows:

Deception and Intimidation

Deception and Performance

Deception and Persuasion

Intimidation and Persuasion

Investigation and Perception

Nature and Survival

Performance and Persuasion

### Feats

The following feats are specialized for skills. These feats are available to characters beginning at 4<sup>th</sup> level and each time they progress to a level that allows them to select the Ability Score Improvement Feature, they can forego taking that feature and instead choose a feat.

**Skilled:** You gain proficiency in any combination of three skills or tools of your choice. (PHB 170)

**Skill Master:** Your character has honed their skills beyond the level of any other. Add 1 point to the ability score of your choice. Additionally, your character has advantage on any skill check it makes using a skill in which they are proficient.

**Skill Specialty:** Your character has a unique talent that none can match. Add 1 point to the ability score of your choice. Additionally, choose 1 skill with which your character is proficient, your character can now make an active check with that skill regardless of distractions, threats, or time constraints. This active check takes no longer than a standard skill check using that skill.

## Skills

There are 18 skills each with a myriad of uses and functions. The following section contains each skill, a definition of the skill, the relative ability, and a list of uses which the skill can be used for, and the DC's for a wide range tasks concerning the skill. The listed uses and their DC's are not the only uses that a skill has, they are the most common uses; inventive players are sure to come up with new uses.

### Acrobatics (Dexterity)

Use this skill to balance, stay upright while moving through treacherous terrain, and perform stunts. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Dismount/mount an animal without using movement</b>	
- At a gallop <sup>0</sup>	25
- At a trot <sup>0</sup>	20
- At a walk <sup>0</sup>	15
- While stationary <sup>0</sup>	10
<b>Entertain an audience</b>	
- Audience is a group of commoners <sup>1</sup>	Special
- Audience is a group of mixed backgrounds <sup>2</sup>	Special
- Audience is a group of royalty <sup>3</sup>	Special
<b>Move through combat as a move action without provoking attacks of opportunity</b>	
- Up to 10' <sup>4</sup>	15
- 11-20' <sup>4</sup>	20
- 21' or more <sup>4</sup>	25
- Up to 10' passing through an enemy's occupied space, not classifying the enemy's space as difficult terrain <sup>5</sup>	20
- 11-20' passing through an enemy's occupied space, not classifying the enemy's space as difficult terrain <sup>5</sup>	25
- 21' or more passing through an enemy's occupied space, not classifying the enemy's space as difficult terrain <sup>5</sup>	30
<b>Stand from prone without using movement</b>	
- In a square the character occupies <sup>6</sup>	15
- In a square adjacent to a square the character occupies <sup>7</sup>	20
<b>Stay Upright</b>	
- On a ship in calm seas	5
- On a ship in rough seas	10
- On a ship in stormy seas	15
- In an earthquake	15
- In wind 0-50mph	5
- In wind 51-75mph	10
- In wind 76-100mph	15
- In wind 101mph or more	20
<b>Walk on a narrow beam or ledge</b>	
- 12-7" wide <sup>8</sup>	10
- 6-2" wide <sup>8</sup>	15
- 2" or less wide <sup>8</sup>	20

<sup>0</sup> Failure uses ½ a character's movement for 1 round, characters in heavy armor make this check at disadvantage.

<sup>1</sup> The check result is the amount of cp earned.

<sup>2</sup> The check result is multiplied by 2 for the amount of cp earned.

<sup>3</sup> The check result is multiplied by 3 for the amount of cp earned.

<sup>4</sup> Failure allows the movement but the movement provokes attacks of opportunity.

<sup>5</sup> Failure stops the movement on a square adjacent to the enemy where an attack of opportunity is provoked and the character falls prone.

<sup>6</sup> Failure uses ½ the character's movement for 1 round.

<sup>7</sup> Failure uses all the character's movement for 1 round.

<sup>8</sup> Failure by 4 or less means the character cannot move, failure by 5 or more means the character falls, if the surface is slippery or the character is in heavy armor this check is made at disadvantage.

**Special:** This check represents 1 day's performance.

## Animal Handling (Wisdom)

Use this skill to calm, train, or understand animals. This skill can also be used to control a mount in combat. As a general rule, characters cannot make multiple attempts at tasks using this skill, excepting training, animals which fail to learn from training can be retrained.

Task	DC
<b>Change animal's attitude</b>	
- Hostile to indifferent <sup>0</sup>	Contested by Wisdom
- Indifferent to friendly <sup>0</sup>	Contested by wisdom
<b>Command a domestic animal</b>	
- To perform tricks <sup>1</sup>	10
- To perform work <sup>1</sup>	10
<b>Raise a wild animal</b>	
- As food	5
- As pet	15
<b>Teach a domestic animal</b>	
- As a mount <sup>2</sup>	10
- As a combat mount <sup>3</sup>	20
- To perform tricks <sup>4</sup>	15
- To perform work <sup>5</sup>	15
<b>Teach a wild animal</b>	
- To perform tricks <sup>6</sup>	20
- To perform work <sup>7</sup>	25
<b>War Animal</b>	
- Control untrained mount in combat <sup>8</sup>	20
- Cover <sup>9</sup>	15
- Fight with mount <sup>10</sup>	15
- Soft fall <sup>11</sup>	15
<b>Veterinary care</b>	
- Diagnose and treat illness	15
- Diagnose and treat injury	10

<sup>0</sup>The DM has information on attitudes of animals; this skill check is a contest against the animals Wisdom check.

<sup>1</sup>This assumes someone else has trained the animal and the character need only use appropriate commands.

<sup>2</sup>Such training will teach an animal to carry a rider, but not train them to fight.

<sup>3</sup>Such training will teach an animal to carry a rider into combat and train animals to attack as directed.

<sup>4</sup>Such training teaches an animal commands like come, sit, stay, and speak.

<sup>5</sup>Such training teaches an animal to pull wagons or plows and the like

<sup>6</sup>Such training teaches an animal commands like come, sit, stay, and speak; it is still a wild animal and will seldom perform for anyone but the trainer.

<sup>7</sup>Such training teaches the animal to stay close, fight, hunt, and protect the trainer; it is still a wild animal and will seldom work for anyone but the trainer.

<sup>8</sup>An untrained mount will spook and bolt from combat, failure by 4 or less means the mount will not move, failure by 5 or more means the mount runs in a random direction.

<sup>9</sup>Characters can dangle on one side of the mount and receive ½ cover, failure means characters do not receive the benefit of cover.

<sup>10</sup>Trained mounts can be directed to attack, failure means the mount attacks and prevents a character from attacking, and success allows both mount and character to attack normally.

<sup>11</sup>If the mount is killed or tripped characters can dismount without using movement or taking damage, failure means a character takes 1d6 falling damage.

## Arcana (Intelligence)

Use this skill to recall information you have learned in the past or can deduce from information that you already know about eldritch symbols, magic items, magical traditions, planes of existence, spells, or the like. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Eldritch symbol lore</b>	
- Identify a glyph of warding, but not its use	10
- Identify a glyph of warding and its use	15
- Identify the mark of a famous wizard or wizarding group	10
- Identify the mark of an obscure wizard or wizarding group	20
<b>Magic items</b>	
- Identify common magic items	10
- Identify uncommon magic items	15
- Identify rare magic items	20
- Identify very rare magic items	25
- Identify legendary magic items	30
- Identify unique magic items	35
- Recall the history of famous magic items	15
- Recall the history of obscure magic items	20
- Recall the history of unique magic items	25
<b>Magical tradition</b>	
- Know a magic rite and assist in performing it	15
- Know a magic rite and lead the performance of it	20
- Know the secret codes of a wizard group of which the character is a member	10
- Know the secret codes of a wizard group of which the character is not a member	30
<b>Planes of existence</b>	
- Identify an inner plane of existence	15
- Identify an outer plane of existence	20
- Identify an inner plane of existence inhabitant	20
- Identify an outer plane of existence inhabitant	25
- Know the culture/traditions of an inner plane of existence inhabitant	20
- Know the culture/traditions of an outer plane of existence inhabitant	25
<b>Spells</b>	
- Identify material created by spells	15
- Identify material shaped by spells	15
- Identify a spell being cast	15
- Identify a spell in place	20
- Identify a spell like effect in place	20
- Identify a unique spell effect in place	30

## Athletics (Strength)

Use this skill to accomplish difficult or strenuous physical tasks like climbing, jumping, or swimming. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Break down a door<sup>0</sup></b>	
- Iron barred wooden door	20
- Iron door	25
- Wooden door of average construction	10
- Wooden door of good construction	15
- Wooden door of poor construction	5
<b>Climb a vertical surface<sup>1</sup></b>	
- A surface with perpendicular surfaces to brace against	10
- A surface with a chain or rope to use as assistance	5
- A rough surface with few foot and hand holds	15
- A smooth surface with few foot and hand holds	20
- A rough surface with large ledges for foot and hand holds and places to stand	5
- A smooth surface with large ledges for foot and hand holds and places to stand	10
- A rough surface with many foot and hand holds	10
- A smooth surface with many foot and hand holds	15
- A rough surface with no foot and hand holds	20
- A smooth surface with no foot and hand holds	25
<b>Jump</b>	
- Running jump for distance <sup>2</sup>	Special <sup>4</sup>
- Running jump for height <sup>2</sup>	Special <sup>5</sup>
- Standing jump for distance <sup>3</sup>	Special <sup>6</sup>
- Standing jump for height <sup>3</sup>	Special <sup>7</sup>
<b>Swim<sup>8</sup></b>	
- Calm water	5
- Rough water	10
- Stormy water	15

<sup>0</sup> If another creature attempts to prevent a character from breaking down a door by standing on the other side this becomes an opposed check.

<sup>1</sup> If the surface is slippery this check is made at disadvantage.

<sup>2</sup> Characters must run 20' prior to jumping, characters in heavy armor cannot make a running jump.

<sup>3</sup> Characters in heavy armor make this check at disadvantage.

<sup>4</sup> The distance jumped is the 5' + 1' for every 1 point above 10 the character scores on the check result.

<sup>5</sup> The height jumped is 2' + 1' for every 5 points above 10 the character scored on the check result.

<sup>6</sup> The distance jumped is 2' + 1' for every 2 points above 10 the character scored on the check result.

<sup>7</sup> The height jumped is 1' + 1' for every 5 points above 10 the character scored on the check result.

<sup>8</sup> Characters whose attempts to swim are hampered by another creature's attempt to pull/push or drown them this check is made at disadvantage.

## Deception (Charisma)

Use this skill to bluff NPC's into believing falsehoods and misinformation, create a disguise, or pass information true or false to others without blatantly stating it. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	Contested by
<b>Bluff</b>	
- NPC is friendly to the character <sup>0</sup>	Insight
- NPC is indifferent to the character	Insight
- NPC is hostile to the character <sup>1</sup>	Insight
- PC whom wants to believe character <sup>0</sup>	Insight
- PC whom does not want to believe the character <sup>1</sup>	Insight
<b>Conceal</b>	
- Hide a dagger or smaller item on the character's body while being frisked	Investigation
- Hide an large item on the character's body while being frisked <sup>1</sup>	Investigation
- Hide an item in a backpack that will be searched	Investigation
- Hide an item in a wagon that will be searched <sup>0</sup>	Investigation
- Hide an item in a room that will be searched <sup>0</sup>	Investigation
<b>Disguise</b>	
- Create a disguise of a creature the character knows well <sup>0</sup>	Insight
- Create a disguise of a creature the character does not know <sup>1</sup>	Insight
- Create a disguise of a creature that is well known <sup>1</sup>	Insight
- Create a disguise of a generalized nature; a performer, a merchant <sup>0</sup>	Insight
<b>Feint in combat</b>	
- Take a move action to mislead an opponent and make your next attack roll at advantage <sup>3</sup>	Insight
- Take a reaction to mislead an opponent and make your next attack roll at advantage <sup>4</sup>	Insight
<b>Forge</b>	
- A document from a guild the character is a member of <sup>0</sup>	Investigation
- A document from a guild the character is not a member of <sup>1</sup>	Investigation
- A document from a low ranking noble person	Investigation
- A document from a high ranking noble person	Investigation
- A document from a king or queen <sup>1</sup>	Investigation
<b>Innuendo</b>	
- Pass a hidden message in writing to someone expecting hidden meanings <sup>5</sup>	DC 15
- Pass a hidden message in writing to someone not expecting hidden meanings <sup>6</sup>	DC 20
- Pass a hidden message in conversation to someone expecting hidden meanings <sup>7</sup>	DC15
- Pass a hidden message in conversation to someone not expecting hidden meanings <sup>8</sup>	DC20

<sup>0</sup>The character makes this check at advantage.

<sup>1</sup> The character makes this check at disadvantage.

<sup>2</sup> If the character is known to have had dealings with the king or queen they make this check at advantage.

<sup>3</sup> Failure allows the opponent to make their next attack roll at advantage.

<sup>4</sup> The character makes this check at disadvantage, failure allows he opponent to make their next attack at advantage.

<sup>5</sup> Failure at this check means the sender gives an incoherent or indecipherable message.

<sup>6</sup> Failure at this check means the receiver cannot find the message.

<sup>7</sup> All parties that can hear the conversation can make a check to discern the innuendo, failure means the message is indecipherable.

<sup>8</sup> All parties that can hear the conversation can make a check to discern the innuendo, failure means the message is indecipherable.



## History (Intelligence)

Use this skill to remember bits of lore from bygone days or tales from the recent past. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
Remember knowledge of an epic event, 0-100 years in the past	10
Remember knowledge of an epic event, 101+ years in the past	15
Remember knowledge of an major event, 0-100 years in the past	15
Remember knowledge of an major event, 101+ years in the past	20
Remember knowledge of an minor event, 0-100 years in the past	20
Remember knowledge of an minor event, 101+ years in the past	25
Remember knowledge of an obscure event, 0-100 years in the past	25
Remember knowledge of an obscure event, 101+ years in the past	30
Remember knowledge of an event the character witnessed <sup>0</sup>	10

<sup>0</sup> Characters make this check at advantage.

## Insight (Wisdom)

Use this skill to determine when someone is lying, to decipher body language clues, to understand a hidden meaning in a message, or to see through a disguise. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	Contested By
<b>Discern a lie</b>	
- When the character knows the NPC/PC <sup>0</sup>	Deception
- When the character does not know the NPC/PC	Deception
- When the character has studied the NPC/PC <sup>0</sup>	Deception
- When the character has reason to mistrust the NPC/PC <sup>0</sup>	Deception
<b>Discern an obscuration of the truth</b>	
- When the character knows much about the topic <sup>0</sup>	Deception
- When the character knows little about the topic	Deception
- When the character knows nothing about the topic	Deception
<b>Interpret a feint in combat</b>	Deception
<b>Interpret body language to surmise the mood of an NPC/PC</b>	
- When the character knows the NPC/PC <sup>0</sup>	DC 10
- When the character does not know the NPC/PC	DC 15
- When the character has studied the NPC/PC for 1 round <sup>0</sup>	DC 10
<b>Interpret an innuendo</b>	
- When the character is expecting a hidden message in writing <sup>1</sup>	DC 15
- When the character is not expecting a hidden message in writing <sup>2</sup>	DC 20
- When the character is expecting a hidden message in conversation <sup>1</sup>	DC 15
- When the character is not expecting a hidden message in conversation <sup>2</sup>	DC 20
<b>Reveal a disguise</b>	Deception

<sup>0</sup> This check is made at advantage.

<sup>1</sup> Failure means the message is misinterpreted.

<sup>2</sup> Failure means the message is not discovered.

## Intimidation (Charisma)

Use this skill to make threats real or implied to influence the actions of NPC's. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Avoid battle, confrontation, or fighting</b>	
- NPC is friendly to intimidating character	8 + NPC's Hit Dice
- NPC is hostile to intimidating character	15 + NPC's Hit Dice
- NPC is indifferent to intimidating character	10 + NPC's Hit Dice
<b>Demoralize a foe in combat as a move action to make you next attack roll against the foe at advantage</b>	
- Foe is same size as character	10 + NPC's Hit Dice
- Foe is 1 size larger than character	15 + NPC's Hit Dice
- Foe is 2 sizes larger than character	20 + NPC's Hit Dice
- Foe is 3 sizes larger than character	25 + NPC's Hit Dice
- Foe is 1 size smaller than character	10 + NPC's Hit Dice
- Foe is 2 sizes smaller than character	5 + NPC's Hit Dice
- Foe is 3 sizes smaller than character	5 + NPC's Hit Dice
<b>Demoralize a foe in combat as a reaction to make your next attack against the foe at advantage</b>	
- Foe is same size as character	15 + NPC's Hit Dice
- Foe is 1 size larger than character	20 + NPC's Hit Dice
- Foe is 2 sizes larger than character	25 + NPC's Hit Dice
- Foe is 3 sizes larger than character	30 + NPC's Hit Dice
- Foe is 1 size smaller than character	15 + NPC's Hit Dice
- Foe is 2 sizes smaller than character	10 + NPC's Hit Dice
- Foe is 3 sizes smaller than character	10 + NPC's Hit Dice
<b>Gain information</b>	
- NPC is friendly to intimidating character	10 + NPC's Hit Dice
- NPC is hostile to intimidating character	10 + NPC's Hit Dice
- NPC is indifferent to intimidating character	10 + NPC's Hit Dice
<b>Instruct NPC to take a specific action which is dangerous</b>	
- NPC is friendly to intimidating character	15 + NPC's Hit Dice
- NPC is hostile to intimidating character	25 + NPC's Hit Dice
- NPC is indifferent to intimidating character	20 + NPC's Hit Dice
<b>Instruct NPC to take a specific action which is not dangerous</b>	
- NPC is friendly to intimidating character	10 + NPC's Hit Dice
- NPC is hostile to intimidating character	20 + NPC's Hit Dice
- NPC is indifferent to intimidating character	15 + NPC's Hit Dice

## Investigation (Intelligence)

Use this skill to appraise the value of items, decipher manuscripts, gather information, find concealed items, reveal forgeries, and size up enemies. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Appraise the value<sup>0</sup></b>	
- An animal	10
- Artwork	15
- Jewelry	15
- Magic item, common	10
- Magic item, legendary	30
- Magic item, rare	20
- Magic item, uncommon	15
- Magic item, very rare	25
- Precious stone, cut	15
- Precious stone, uncut	20
<b>Decipher a document</b>	
- In a language the character knows	5
- In a language the character does not know	15
- In a language the character does not know and of ancient origin	20
- In a picture language, unknown symbols, or the like	25
<b>Gather information about current events or rumors<sup>1</sup></b>	
- In a large town and about the town	10
- In a large town about distant places	25
- In a large town about local areas	15
- In a small town and about the town	10
- In a small town about distant places	30
- In a small town about local areas	20
- In a large city about the city	10
- In a large city about distant places	20
- In a large city about local areas	10
- In a small city about the city	10
- In a small city about distant places	25
- In a small city about local areas	15
<b>Read lips<sup>2</sup></b>	
- Speaker is less than 10' away in good light	15
- Speaker is less than 10' away in poor light	20
- Speaker is more than 10' away in good light	20
- Speaker is more than 10' away in poor light	25
<b>Reveal concealed items</b>	Contested by Deception
<b>Reveal forged documents</b>	Contested by Deception
<b>Surmise</b>	
- Strength/weakness of an enemy in combat as a move action <sup>3</sup>	10
- Strength/weakness of an enemy in combat as a reaction <sup>3</sup>	15
- Strength/weakness of military forces	10
- Strength/weakness of structures	10

<sup>0</sup> Characters with proficiencies with the tools to craft items they appraise make this check at advantage.

<sup>1</sup> This check is made after a day or night of actively seeking out the information.

<sup>2</sup> The speaker must be speaking in a language the character knows to have any chance of success.

<sup>3</sup> Success at this check reveals general information as a comparison to the character; the foe is stronger in attack than the character or weaker in defense than the character. Failure yields no information.

## Medicine (Wisdom)

Use this skill to diagnose, treat, and cure illness or injury to NPC's or PC's. As a general rule, characters can make multiple attempts at tasks using this skill.

Task	DC
<b>Create a poison for ingestion which kills<sup>0</sup></b>	
- Constitution save DC 10	20
- Constitution save DC 15	25
- Constitution save DC 20	30
- Constitution save DC 25	35
<b>Diagnose and treat an illness</b>	
- Common illness	10
- Magical illness	25
- Rare illness	20
- Uncommon illness	15
<b>Triage an injured creature</b>	
- First aid to provide double healing from a short rest <sup>1</sup>	20
- First aid to provide stabilization from the dying condition <sup>2</sup>	10
- First aid to provide 1 hit point of health <sup>1</sup>	15

<sup>0</sup> Failure on this check results in a non-poisonous substance.

<sup>1</sup> This check requires the use of the healer's kit, in the absence of this kit this check is made at disadvantage.

<sup>2</sup> This check assumes the character is not using the healer's kit.

## Nature (Intelligence)

Use this skill to recall information about animals, plants, terrain, weather, and natural cycles. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Identify animals/plants/terrain features</b>	
- Common animals	5
- Rare animals	15
- Uncommon animals	10
- Common plants	5
- Rare plants	15
- Uncommon plants	10
- Common terrain features	5
- Rare terrain features	15
- Uncommon terrain features	10
<b>Identify evidence of animal activity</b>	
- Interpret evidence of activity by common animals	5
- Interpret evidence of activity by rare animals	15
- Interpret evidence of activity by uncommon animals	10
<b>Predict weather</b>	
- Forecast weather for 1 day	10
- Forecast weather for 2 days	15
- Forecast weather for 1 week	20

## Perception (Wisdom)

Use this skill to hear, spot, or otherwise detect the presence of something. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Hear</b>	
- Conversation from 10' away from the speaker <sup>0</sup>	10
- Conversation from 11'-20' away from the speaker <sup>0</sup>	15
- Conversation from 21'-30' away from the speaker <sup>0</sup>	20
- Creatures using stealth to move at half their normal movement speed	Contested by Stealth
- Creatures using stealth to move their normal movement speed <sup>1</sup>	Contested by Stealth
<b>Notice an inanimate object which is not hidden</b>	
- Object size large	5
- Object size medium	10
- Object size small	15
- Object size tiny	20
<b>Sense an invisible creature's location<sup>2</sup></b>	
- Creature is size gargantuan and within 10' of the character	5
- Creature is size gargantuan and at a distance of 11'-50' of the character	10
- Creature is size huge and within 10' of the character	10
- Creature is size huge and at a distance of 11'-50' of the character	15
- Creature is size large and within 10' of the character	15
- Creature is size large and at a distance of 11'-50' of the character	20
- Creature is size medium and within 10' of the character	20
- Creature is size medium and at a distance of 11'-50' of the character	25
- Creature is size small and within 10' of the character	25
- Creature is size small and at a distance of 11'-50' of the character	30
- Creature is size tiny and within 10' of the character	30
- Creature is size tiny and at a distance of 11'-50' of the character	35
<b>Sense an invisible object's location</b>	
- Object is size large and within 10' of the character	10
- Object is size large and at a distance of 11'-50' of the character	20
- Object is size medium and within 10' of the character	15
- Object is size medium and at a distance of 11'-50' of the character	30
- Object is size small and within 10' of the character	20
- Object is size small and at a distance of 11'-50' of the character	40
- Object is size tiny and within 10' of the character	25
- Object is size tiny and at a distance of 11'-50' of the character	50
<b>Spot</b>	
- A creature hiding in an area of bright light <sup>3</sup>	Contested by Stealth
- A creature hiding in an area of darkness <sup>4</sup>	Contested by Stealth
- A creature hiding in an area of dim light	Contested by Stealth

<sup>0</sup> The conversation must be in a language the listener knows to be understood.

<sup>1</sup> This check is made at advantage.

<sup>2</sup> If the creature is not moving and makes no noise this check is made at disadvantage.

<sup>3</sup> This check is made at advantage.

<sup>4</sup> This check is made at disadvantage.

## Performance (Charisma)

Use this skill to entertain a crowd or audience by acting, dancing, playing an instrument, storytelling or such. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Entertain an audience</b>	
- Audience is a group of Commoners <sup>0</sup>	Special
- Audience is a group of mixed backgrounds <sup>1</sup>	Special
- Audience is a group of royalty <sup>2</sup>	Special

<sup>0</sup>The check result is the amount of cp earned.

<sup>1</sup>The check result is multiplied by 2 for the amount of cp earned.

<sup>2</sup>The check result is multiplied by 3 for the amount of cp earned.

**Special:** This check represents 1 day's performance.

## Persuasion (Charisma)

Use this skill to influence a NPC or group of NPC's with tact, social graces, or good will. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Alter a NPC's attitude towards the character and his group</b>	
- NPC is hostile to the character	Contested by Insight
- NPC is indifferent to the character	Contested by Insight
<b>Divulge</b>	
- Pry a secret from a NPC which known by very few, if anyone else	20 + NPC's Hit Dice
- Pry a secret from a NPC which is known by very few, if anyone else and is dangerous to reveal	25 + NPC's Hit Dice
- Pry a secret from a NPC which known by a small group	10 + NPC's Hit Dice
- Pry a secret from a NPC which is known by a small group and is dangerous to reveal	15 + NPC's Hit Dice
- Pry a secret from a NPC which is known by a large group	5 + NPC's Hit Dice
- Pry a secret from a NPC which is known by a large group and is dangerous to reveal	10 + NPC's Hit Dice
- Pry a secret from a NPC which is known to many	1 + NPC's Hit Dice
- Pry a secret from a NPC which is known to many and is dangerous to reveal	5 + NPC's Hit Dice
<b>Favor<sup>0</sup></b>	
- Receive assistance from a NPC to complete a task that harms no one	1 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that harms no one and is for dangerous to the NPC	10 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that harms few or unknown people	5 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that harms few or unknown people and is dangerous for the NPC	15 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that harms many people	10 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that harms many people and is dangerous for the NPC	20 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that helps no one	15 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that helps no one and is dangerous for the NPC	25 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that helps the character and their group only	10 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that helps the character and their group only and is dangerous for the NPC	20 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that helps few or unknown people	5 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that helps few or unknown people and is dangerous for the NPC	15 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that helps many people	1 + NPC's Hit Dice
- Receive assistance from a NPC to complete a task that helps many people and is dangerous for the NPC	10 + NPC's Hit Dice
<b>Rally</b>	
- Inspire a crowd comprised of the character's race to pacify	15
- Inspire a crowd comprised of the character's race and other races to pacify	20
- Inspire a crowd of any race or races except the character's to pacify	25
- Inspire a crowd comprised of the character's race to riot	10
- Inspire a crowd comprised of the character's race and other races to riot	15
- Inspire a crowd of any race or races except the character's to riot	20
- Inspire a crowd comprised of the character's race to war	20
- Inspire a crowd comprised of the character's race and other races to war	25
- Inspire a crowd of any race or races except the character's to war	30

<sup>0</sup> This DC can modified by the NPC's alignment and attitude to the character and his party. The promise of rewards for help can also lower the DC, especially if the character has a known reserve of wealth or power to make good on any promises.

## Religion (Intelligence)

Use this skill to recall information about deities, holy symbols, prayers and rites, religious practices of cults, and rituals. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Identify Pantheon</b>	
- Recall the hierarchy of the deities in a specific pantheon	10
- Recall the spheres of influence for a deity	15
- Recall the symbols of a deity	15
- Recognize the glyphs of a deity's followers	15
- Recognize the glyphs of a greater deity's cult	10
- Recognize the glyphs of an lesser deity's cult	15
- Recognize the glyphs of a greater deity's hidden sect	20
- Recognize the glyphs of a lesser deity's hidden sect	25
<b>Religious implements</b>	
- Identify the consecrated items used for rituals of a greater deity	10
- Identify the consecrated items used for rituals of a lesser deity	15
- Identify historic relics, tomes, and weapons of a greater deity's followers	20
- Identify historic relics, tomes, and weapons of a lesser deity's followers	25
- Identify magic items of a greater deity's followers	20
- Identify magic items of a lesser deity's followers	25
<b>Religious tradition</b>	
- Recall the rites of a greater deity and assist in their performance	15
- Recall the rites of a lesser deity and assist in their performance	20
- Recall the rites of a greater deity and lead their performance	20
- Recall the rites of a lesser deity and lead their performance	25
<b>Religious warfare</b>	
- Recall greater deities which regard each other as enemies	10
- Recall lesser deities which regard each other as enemies	15
- Recall greater deities which regard lesser deities as enemies	15
- Recall lesser deities which regard greater deities as enemies	20
- Recall lore of greater deity's religious warriors	10
- Recall lore of lesser deity's religious warriors	15
- Recall lore of undead creatures	10



## Sleight of Hand (Dexterity)

Use this skill to manipulate objects to perform or fail to perform as they are intended. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Build a trap</b>	
- Average trap	15
- Complex trap	20
- Simple trap	10
<b>Disable a device<sup>0</sup></b>	
- Disarm an average trap <sup>1</sup>	20
- Disarm a complex trap <sup>1</sup>	25
- Disarm a simple trap <sup>1</sup>	15
- Pick an amazing lock <sup>2</sup>	25
- Pick an average lock <sup>2</sup>	15
- Pick a good lock <sup>2</sup>	20
- Pick a simple lock <sup>2</sup>	10
- Rig a device to break after 1 use <sup>3</sup>	15
- Rig a device to break after 1d4 minutes of use <sup>4</sup>	20
<b>Disarm an enemy</b>	
- Disarm an enemy as an attack action using a melee weapon	Special
- Disarm an enemy as an attack action using a ranged weapon	Special
<b>Hustle</b>	
- Cheat in a game of chance <sup>5</sup>	15
- Stack a deck of cards <sup>6</sup>	15
<b>Knots</b>	
- Bind a creature using chains or ropes <sup>7</sup>	Contested
- Tie a firm knot	10
- Tie a trick knot which will slide, untie with a tug, or similar effect	15
- Tie 2 ropes together	10
<b>Pick Pocket<sup>8</sup></b>	
- Palm a coin sized object	10
- Palm a dagger sized object	15
- Palm a loaf of bread sized object	20
- Plant a coin sized object on an NPC/PC	15
- Plant a dagger sized object on a NPC/PC	20
- Plant a loaf of bread sized object on a NPC/PC	25
- Steal a coin sized object from a NPC/PC	15
- Steal a dagger sized object from a NPC/PC	20
- Steal a loaf of bread sized object from a NPC/PC	25

<sup>0</sup> This task requires the use of thieves' tools.

<sup>1</sup> Success disarms the trap failure by 5 or more sets the trap off.

<sup>2</sup> Success opens the lock, failure by 5 or more breaks the lock and renders it inoperable.

<sup>3</sup> Success means the device will work one time before it breaks, failure by 4 or less means the device will operate normally, failure by 5 or more means the device breaks immediately.

<sup>4</sup> Success means the device will work correctly for 1d4 minutes and then break. Failure by 4 or less means the device will operate normally, failure by 5 or more means the device breaks immediately.

<sup>5</sup> Success means the character successfully cheats at the game, any creature present can make a perception check DC equal to the character's check result to notice the character cheating. Failure means the character does not successfully cheat.

<sup>6</sup> Success means the character successfully stacks the deck, any creature present can make a perception check DC equal to the character's check result to notice the character cheating. Failure by 4 or less means that the character failed to stack the deck, failure by 5 or more means the character stacked the deck in favor of an opponent.

<sup>7</sup> A creature that is bound can make an Athletics or Acrobatics check, their choice, to free themselves the DC is the character's Sleight of Hand check result.

<sup>8</sup> Success means the character accomplishes the task, either planting or stealing an item. Any creature present can make a perception check DC equals the character's check result.

**Special:** As an attack action a character can choose to forego damage to make a Sleight of Hand check and disarm an opponent. The character makes an attack roll, if the attack is successful in lieu of damage the character makes a Sleight of Hand check, the opponent must make a Strength saving throw DC equal to the character's check result or drop whatever they are holding. If the character uses a ranged weapon to disarm an opponent, the character's Sleight of Hand check is at disadvantage and the opponent's Strength saving throw is at advantage.

## Survival (Wisdom)

Use this skill to avoid natural hazards, guide a group through wild lands, identify evidence of animal activity, or predict weather. As a general rule, characters cannot make multiple attempts at tasks using this skill.

Task	DC
<b>Avoid natural hazards</b>	
- Common hazards in a terrain type with which the character is familiar	5
- Common hazards in a terrain type with which the character is unfamiliar	10
- Uncommon hazards in a terrain type with which the character is familiar	10
- Uncommon hazards in a terrain type with which the character is unfamiliar	15
- Rare hazards in a terrain type with which the character is familiar	15
- Rare hazards in a terrain type with which the character is unfamiliar	20
<b>Direction sense</b>	
- Spend 1 minute to discern north	10
- Spend 1 hour to discern north	5
<b>Forage<sup>0</sup></b>	
- Hunt for animals	10
- Search for edible plants	10
- Search for water	5
<b>Guide a group</b>	
- Through familiar areas on a marked trail	5
- Through familiar areas on an unmarked trail	10
- Through unfamiliar areas on a marked trail	10
- Through unfamiliar areas on an unmarked trail	15
<b>Identify evidence of animal activity</b>	
- Interpret evidence of activity by common creatures in terrain type with which the character is familiar	5
- Interpret evidence of activity by uncommon creatures in terrain type with which the character is familiar	10
- Interpret evidence of activity by rare creatures in terrain type with which the character is familiar	15
- Interpret evidence of activity by common creatures in terrain type with which the character is unfamiliar	10
- Interpret evidence of activity by uncommon creatures in terrain type with which the character is unfamiliar	15
- Interpret evidence of activity by rare creatures in terrain type with which the character is unfamiliar	20
<b>Predict weather</b>	
- Forecast weather for 1 day in terrain type with which the character is familiar	10
- Forecast weather for 2 days in terrain type with which the character is familiar	15
- Forecast weather for 1 week in terrain type with which the character is familiar	20
- Forecast weather for 1 day in terrain type with which the character is unfamiliar	15
- Forecast weather for 2 days in terrain type with which the character is unfamiliar	20
- Forecast weather for 1 week in terrain type with which the character is unfamiliar	25

<sup>0</sup> These elements must be present for this check to be successful.

## Shameless Self Promotion

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In the gaming realm there are many more pieces to come; 2 different and completely new monsters, a spell compendium of over 50 new spells for all spell casting classes, and (if I can figure out to scan/download or whatever the hell I need to do to get it on my computer) a fully developed continent with cities, dungeons, towns, and unique features as never before seen in the gaming world. The plans to get more excitement into our game has no limit, I sleepwalk through this world of cold economics, politics, and stagnation dreaming of our world; the gaming world where our dreams come to life and every day is an adventure as beautiful, exotic, and amazing as us.

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Stay Awesome,

Chris

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