

Raza	Vaciar bolsillos	Abrir cerraduras	Hallar/retirar trampas	Moverse en silencio	Ocultarse en las sombras	Detectar ruidos	Escalar paredes	Leer lenguajes
Aarakocra	—	-10%	—	-5%	—	15%	—	-5%
Beastman	—	-5%	-5%	5%	5%	—	5%	-5%
Bugbear	-5%	-5%	—	10%	10%	5%	-5%	-10%
Bullywug, Advanced	—	-5%	—	—	5%	—	—	-5%
Centaur	—	—	—	-10%	-5%	—	NA	-5%
Dwarf, Deep	5%	—	10%	—	5%	—	-10%	-15%
Dwarf, Duergar	5%	—	10%	10%	5%	10%	-10%	-15%
Dwarf, Gully	10%	-5%	5%	—	-5%	—	-5%	-25%
Dwarf, Hill	—	10%	15%	—	—	—	-10%	-5%
Dwarf, Mountain	—	10%	15%	—	—	—	-10%	-5%
Dwarf, Sundered	—	5%	10%	5%	5%	—	—	-10%
Elf	5%	-5%	—	5%	10%	5%	—	—
Elf, Half-	10%	—	—	—	5%	—	—	—
Fremlin	10%	—	—	—	10%	—	—	—
Giant-kin, Voadkyn	-5%	-5%	—	—	5%	5%	—	—
Giff	—	5%	10%	-5%	-5%	—	-20%**	5%
Gnoll	-5%	-5%	—	—	5%	5%	—	-10%
Gnoll, Flind	—	—	—	—	—	—	—	-5%
Gnome	—	5%	10%	5%	5%	10%	-15%	—
Goblin	5%	—	10%	5%	5%	—	-10%	-10%
Grommam	10%	-5%	-5%	—	—	—	25%	-5%
Hadozee	5%	5%	5%	-5%	—	—	20%	-5%
Halfling	5%	5%	5%	10%	15%	5%	-15%	-5%
Hobgoblin	—	5%	5%	—	—	—	—	-10%
Hurwaet	—	5%	5%	5%	-5%	—	-10%	5%
Kobold	5%	—	—	5%	10%	10%	-15%	-10%
Lizard Man	-5%	-5%	—	5%	5%	5%	-5%	-5%
Lizard Man, Spelljamming	-5%	-5%	—	5%	5%	5%	-5%	-5%
Minotaur	-5%	-5%	—	—	5%	5%	-15%	-5%
Mongrelman#	5%	—	—	5%	5%	5%	-5%	-5%
Ogre Mage	-5%	—	—	—	—	—	-15%	5%
Orc	-5%	—	—	—	5%	5%	5%	-10%
Orc, Half-	-5%	5%	5%	—	—	5%	5%	-10%
Pixie	5%	-10%	—	5%	10%	5%	—	—
Rastipede	-5%	10%	10%	-5%	-5%	5%	-30%*	10%
Satyr	5%	-5%	—	5%	5%	—	-10%	-5%
Saurial, Bladeback	—	5%	5%	5%	-5%	—	-15%	—
Saurial, Finhead	—	—	—	—	—	—	5%	—
Saurial, Flyer	5%	—	—	—	10%	5%	5%	—
Saurial, Hornhead	-5%	—	—	-10%	-5%	5%	-20%	10%
Scro	5%	—	5%	—	10%	-5%	-5%	-10%

Xixchil	5%	5%	10%	-5%	-5%	5%	-10%	-5%
# = Add a 5% bonus to any one thief ability.								
Dwarf, Gray	5%	—	10%	10%	5%	10%	-10%	-15%
Dwarf, Gold	—	10%	15%	—	—	—	-10%	-5%
Dwarf, Half-	10%	-5%	5%	—	-5%	—	-5%	-25%
Dwarf, Shield	—	10%	15%	—	—	—	-10%	-5%
Dwarf, Wild	—	5%	10%	5%	5%	—	—	-10%
Bronze	5%	—	-5%	10%	10%	—	—	—
Deep	-5%	-5%	5%	10%	10%	—	5%	-10%
Gold	-5%	5%	—	-10%	—	10%	-10%	5%
Greyhawk	5%	-5%	-5%	—	—	5%	—	15%
Iron	-5%	5%	5%	—	—	—	-10%	—
Silver	—	-5%	5%	—	5%	-5%	-5%	—
Silver, Krynnish	*	*	*	*	*	*	*	*
Steel	5%	-5%	-5%	—	—	5%	—	15%
* = Use racial adjustments for mother's race (human, elf, or half-elf).								
Dray, 1st Generation	-10%	-15%	-5%	15%	10%	5%	—	-5%
Dray, 2nd Generation	-5%	-5%	—	—	5%	—	-10%	—
Dwarf	—	10%	15%	—	—	—	-10%	-5%
Elf	5%	-5%	—	5%	10%	5%	—	—
Elf, Half-	10%	—	—	—	5%	—	—	—
Halfling	5%	5%	5%	10%	15%	5%	-15%	-5%
Mul	—	-5%	—	5%	—	—	5%	-5%
Aasimar	—	—	10%	5%	10%	5%	—	—
Elf, Half-	10%	—	—	—	5%	—	—	—
Genasi, Water	—	—	—	5%	10%	—	—	—
Githyanki	—	—	—	—	—	—	—	—
Githzerai	—	—	—	—	—	—	—	—
Human	—	—	—	—	—	—	—	—
Tiefling	—	—	5%	10%	10%	—	—	5%