

Standard Skill Use Quick Reference Chart!

Verily, thy combat actions art in **red**!

Acrobatics(DEX)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Balance (half action/free action)	Table 2.4(p. 69)	½ speed move	Character doesn't move*	Full speed move	Freeze(vs. Resolve)/Random movement (deviation)
Break Fall (free action)	DC 20	½ damage (minimum 1 per 10 ft.)	Full fall damage	¼ damage (minimum 1 per 10 ft.)	+1 damage/10 ft.
Mount/Dismount (full action)	DC 15 with movement, otherwise no check required	Character assumes control of mount/vehicle (use grapple vs. unfriendly)	Character doesn't assume control of mount	N/A	N/A
Running Horizontal Jump (half action)	Desired distance	Check + 5 ft.	N/A	Maximum allowed jump distance	Sprawled at end of jump
Standing Horizontal Jump (half action)	Desired distance	½(Check + 5 ft.)	N/A	Maximum allowed jump distance	Sprawled at end of jump
Standing Vertical Jump (Half action)	Desired distance	½(Check + 5 ft.)	N/A	Maximum allowed jump distance	Sprawled at end of jump
Trip (half action)	Opponent's Acrobatics check, modified by size	Opponent is <i>sprawled</i>	Character becomes <i>flat-footed</i>	N/A	N/A
Tumble(empty squares only) (half action)	DC 10 +5/foe	Full speed move	Flat-footed adjacent to 1 st foe	1 free attack per action die (maximum 1/foe)	Sprawled adjacent to 1 st foe
Tumble (including occupied squares) (half action)	DC 20 +5/foe	Full speed move	Flat-footed adjacent to 1 st foe	1 free attack per action die (maximum 1/foe)	Sprawled adjacent to 1 st foe

Athletics(STR)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Bull Rush (full action)	Opponent's Athletics check, modified by size	Opponent pushed back 5 ft. + 5 ft. per 4 margin of success and <i>sprawled</i>	Character becomes <i>sprawled</i>	N/A	N/A
Climb (half action)	Table 2.5 (p. 70), Fortitude (DC 10 + 5 x hours) each hour or 1d6 subdual damage	¼ speed move (1/2 speed move with climber's gear) rounded up	Character doesn't progress*	Double climbing speed	Freeze(vs. Resolve)/Random Fall (vs. Climb)
Push Limit (free action)	DC 20, each push limit check does 1d6 subdual damage per interval	+5 ft. to speed for 1 minute/+1 MPH travel for an hour/+2 to encumbrance for 1 minute	No benefit*	Double benefits of success, half damage each time interval	1d6 subdual and lethal damage (no benefit)
Swim (half action)	Table 2.6 (p. 70), Fortitude (DC 10 + 5 x hours) each hour or 1d6 subdual damage	¼ speed move rounded up	Character treads water*	Double swim speed	Freeze (vs. Resolve)/Submerge and hold breath
Grapple (full action)	Opponent's Athletics check, modified by size	The opponent is <i>held</i> , grapplers occupy same square	Character becomes <i>flat-footed</i> in original square	N/A	N/A
Grappling Action (full round)	Opponent's Athletics check, modified by size	Winner gains 1 grappling benefit (p. 219)	Character loses control of grapple	N/A	N/A

Blend(CHA)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Stealth (free action)	Observer's Notice or Search	<i>Hidden</i> from observers (or remains hidden)	Observers become <i>aware</i> of character	Error range of Search and Notice increase by 2 per action die spent	All observers notice/find the target, likely at an inopportune moment

Bluff(CHA)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Lie (full action)	Sense Motive, modified by Table 2.8 (p. 72) & Disposition, no shared language increases error range +4	The falsehood is believed	The falsehood is not believed	Error ranges of Sense Motive increase by 2 per action die spent	Observer disbelieves and disables character's ability to lie (to them) for the scene
Distract (half action)(Uses DEX modifier)	Opponent's Sense Motive	Opponent's Initiative drops by 2d6 this round	Character becomes <i>flat-footed</i>	N/A ^o	N/A ^o

Crafting(INT)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Build/Improve Object (Downtime)	Table 2.9 (p. 73), Crafting + Career level at least equal to Complexity (D, W, M)	Progress in Silver or Reputation (D, W, M)	No progress	Additional 50% to success value (rounded up)	50% crafting value (rounded down)
Counterfeit (Downtime)	When completed, observer's Notice/Search	DC 10 + total crafting bonus to detect counterfeit	As Build/Improve Object	As Build/Improve Object	As Build/Improve Object

Dismantle (Complexity/5 hours, round up)	Item's complexity	Materials equal to ½ item's market value	Item is not destroyed but nothing is salvaged*	Materials equal to 100% of items market value	Object is destroyed and no materials gained
Improvise (full action)	Item's Complexity (5D or 7D only)	Improvise version that functions as untrained until scene/damaged	Item is not improvise but retries are possible*	Untrained limitation is lifted	Character until to improvise same item until end of scene
Repair (Downtime)	Table 2.9 (p. 73), costs 1.2 price to repair an item (D, W, M)	Progress in Silver or Reputation (D, W, M)	No progress	Additional 50% to success value (rounded up)	50% crafting value (rounded down)
Scavenge, Table 7.19 (p. 356)	No check	Table 7.19 (p.356)	N/A	N/A	N/A

Disguise(CHA)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Mask, Table 2.10 (73)	Observer's Notice and Search when attention is drawn	Disguise remains intact	Disguise is revealed as fake	Error Ranges to detect increase by 2 per action die spent	All potential observers notice/find the disguise

Haggle(WIS)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Bargain (1 minute)	Buyer's/Seller's Haggle and Disposition	Table 2.11 (p. 74)	Table 2.11 (p. 74)	Item price is 25% of base value	Item price is 300% of base value
Gear Availability Check, Table 4.4 (p. 155)	Highest item's complexity (modified by location)	Item is found available for sale	Item is unavailable for sale	N/A ¹	N/A ¹

Impress (CHA)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Influence (1 minute, once per character per scene)	Target's Resolve & Disposition, no shared language increases error range +4	Disposition of target changes by ½ margin of success	Target's Disposition remains the same*	Target's Attitude can be adjusted twice this scene	Target cannot be Influenced for remainder of the scene
Persuade (1 minute)	Target's Resolve, modified by Table 2.12 (p. 75) and Disposition	Target performs/supports one action on behalf of character (PC's and villains may spend an action die to ignore)	Target is not forced to support or perform an action*	Standard character supports PC for the scene, PC or villain performs/supports one action or spends 3 action dice to ignore	Target cannot be Persuaded for the remainder of the scene and may contact authorities

Intimidate (WIS)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Browbeat (full action, once per character per scene)	Target's Resolve, Attitude is reduced by 1 at end of scene	Disposition of target changes by ¼ margin of success	Target's disposition remains the same*	Target's Attitude can be adjusted twice this scene	Target cannot be Browbeaten for the remainder of the scene
Coercion (full action)	Target's Resolve, modified by Table 2.12 (p.75) and Disposition, Attitude is reduced by 1 at end of scene	Target performs/supports one action on behalf of character (PCs and villains may spend an action die to ignore)	Target is not forced to support or perform an action*	Standard character supports PC for a scene, PC or villain performs/supports one action/spends 3 action dice to ignore	Target cannot be Coerced for the remainder of the scene and may contact authorities

Threaten (half action)	Opponent's Resolve	Opponent suffers 1d6 Stress damage	Opponent gains a +1 on next attack against character	N/A ²	N/A ²
Investigate(WIS)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Canvass, Table 2.13 (p. 76)	Table 2.13 (p. 76), modified by Disposition	One clue is gathered	No clues are gathered, but retries are possible*	Clue is gathered in ½ the time	Residents close off and cannot be Canvassed for remainder of the scene
Decipher, Table 2.14 (p. 76)	Puzzle DC, Table 2.14 (p. 76)	Solution attained (Failure increases error range in future by 2 per GM action die)	Puzzle is unsolved but retries are possible*	Puzzle is solved in ½ of normal time (rounded down)	Character cannot re- attempt this puzzle for the remainder of the scene
Identify (One minute/complexity, OR one hour/reputation value, whichever is greater)	DC = Complexity or Reputation Cost of item	Item statistics revealed (Failure increases error range in future by 2 per GM action die)	Item is unidentified but retries are possible*	Item identified in ½ of normal time (rounded down)	Character cannot re- attempt to Identify for the remainder of the scene
Research, Table 2.15 (p. 77)	DC based on information type/available data, Table 2.15 (p. 77)	One clue is gathered (Failure increases error range in future by 2 per GM action die)	No clues are gathered but retries are possible*	Research conducted in ½ time (rounded down)	Character cannot re- attempt to research the same topic for the remainder of the scene

Medicine(INT)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Awaken (Gm's Discretion)	DC 10	Unconscious character wakes up	Unconscious character remains unconscious*	N/A	N/A
Calm (1 minute)	DC 15, limit once per character per day	Heals 2d6 stress damage on target	Target does not heal	Heals 4d6 stress damage on target	Deals 1d6 stress damage to target
Mend (1 minute)	DC 15, limit once per character per day, stable characters only	Heals 2d6 damage on target, divided evenly between vitality, wounds and subdual	Target does not heal	Heals 4d6 damage on target, divided evenly between vitality, wounds and subdual damage	Deals 1d6 lethal damage to target
Stabilize dying character (full action)	DC 15	Dying character becomes unconscious and has 0 wounds	Dying character remains dying*	Dying character regains consciousness and 1d6 wounds	The dying character dies
Stabilize poisoned character	Poison Save DC, 12+, Table 4.12 (p. 166)	Freezes one character's Incubation by 2 hours	Poison progresses as normal	Incubation freezes for 4 hours	Poison takes effect immediately
Speed up natural healing (Downtime)	DC 15	Natural healing rate doubles for one character	Natural healing rate is normal*	Natural healing rate triples for one character	Character suffers 1d6 lethal damage
Treat attribute impairment (Downtime)	DC 15 + 5 per point of impairment, character is sickened for 1d6 days afterwards	Character is healed for 1d4 points temporary impairment or 1 point permanent impairment	Character's impairment is left unhealed*	Character is healed for all temporary impairment or 1d4 points of permanent impairment	Character suffers an additional point of permanent impairment

Treat critical injury (Downtime)	DC 20, character is sickened for 1d6 days afterwards OR DC 40 for grave wound	Character's critical injury recovery time is reduced by one month	Character's critical injury recovers normally*	Character's critical injury recovery time is reduced by two months	Character's critical injury recovery time is increased by two months
Notice (WIS)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Awareness (free action)	Subject's Blend, Disguise, Prestidigitation or Sneak	Character becomes aware of subject	Subject remains <i>hidden</i>	Character remains aware of subject until situation changes	Subject is in character's <i>blind spot</i> until mentioned
Prestidigitation (DEX)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Conceal action (free action)	Observer's Notice or Search, items must be smaller by two sizes	Action is <i>hidden</i> from observer	Observer is <i>aware</i> of the action	Error ranges to detect the action increase by 2 per action die spent	Every observer who could become aware of the action does
Disable (full actions equal to item's complexity/10, rounded up)	Item's complexity, sometimes a Complex Action, Table 4.8 (p. 161), Table 7.6 (p. 339)	Item must be rearmed to be used and portable items may be dismantled	Locks remain, traps do not trigger and may be retried*	The item is disabled in half the time	Trap is triggered (DC 15 Reflex Save) and cannot be disabled for the remainder of the scene
Escape Bondage (1 minute)	DC 20(Hemp Rope), DC 25 (Silk Rope or Chain)	Bonds are untied and character may escape	Bonds remain but character can retry escape*	N/A	N/A
Feint	Opponent's Notice	Opponent is <i>flat-footed</i>	Character becomes <i>flat-footed</i>	N/A³	N/A³

Stash (half action)	Observer's Notice or Search, modified by Table 2.7 (p. 71)	Item is hidden to observers	Observers are <i>aware</i> of the object	Error ranges to detect the item increase by 2 per action die spent	Every observer who would notice the item does
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Resolve(CON)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Concentrate (free action)	DC 10, modified by Table 2.16 (p. 79)	Actions continue unhindered, but can be interrupted again	Action is interrupted, must be restarted	Action cannot be interrupted again until completed	Action cannot be reattempted until away from distraction for one minute
Relax (Downtime)	DC 15	Character's stress damage heals at double speed	Character's stress damage heals normally*	Character's stress damage heals at triple speed	Character suffers 1d6 stress damage
Remove Condition (free action, 1/round)	DC 20	Character is no longer <i>enraged</i> , <i>fixated</i> or <i>frightened</i>	Character remains <i>enraged</i> , <i>fixated</i> or <i>frightened</i> *	N/A	N/A
Tire (half action)	Opponent's Resolve	Opponent suffers 1d6 subdual damage	Character becomes <i>flat-footed</i>	N/A ⁴	N/A ⁴

Ride(DEX)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Maneuver (half action)	Athletics or Acrobatics, modified by Table 2.17 (p. 81)	Mount or vehicle performs the action as intended	Rider loses control and must control with a DC 20 Ride maneuver	Same as Athletics or Acrobatics check	Same as original skill check/Crash for 2 GM action dice (1d6 lethal damage per 10 feet of speed)

Search(INT)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Perception (full action)	Subject's Blend, Disguise, Prestidigitation or Sneak	Character becomes aware of subject	Subject is <i>hidden</i> from observer	Character remains aware of subject until situation changes	Subject is in character's <i>blind spot</i> until mentioned

Sense Motive(WIS)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Anticipate (half action)	DC 10 + target's base attack bonus	Character gains bonus to defense vs. the target equal to Wisdom modifier for 1 full round	Character receives no bonus to defense*	N/A ⁵	N/A ⁵
Detect Lies (free action)	Subject's Bluff	Character becomes aware of the lie	The lie is believed	Character automatically detects lies until situation changes	Subject's lies are in character's <i>blind spot</i> until mentioned
Taunt (half action)	Opponent's Sense Motive	Opponent must attack character with his next attack	Opponent receives a +1 bonus on next attack against character	N/A ⁶	N/A ⁶

Sneak(DEX)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Hide (full action)	Observer's Notice or Search, modified by Table 2.7 (p. 71)	Character is <i>hidden</i> from observers	Observer is <i>aware</i> of character	Error ranges to detect the character increase by 2 per action die spent	Every observer who would notice the character does

Spellcasting (INT)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Cast Spell(Varies)	DC 13 + (Spell level x 3)	The spell is cast normally and spell points are spent	The spell fails and spell points are lost	Spell succeeds and its spell points are refunded	-5 on Spellcasting checks until success on a Spellcasting check
Use Scroll(at least 1 full action)	As Cast Spell, can be a spell of any level	As Cast Spell, scroll is used	Spell fails but scroll is unused	N/A*	Spell failure and scroll is destroyed

Survival (WIS)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Breed Animal (Downtime)	DC 20, Survival skill + Career level at least animal's breeding value, Table 4.15 (p.170)	The parents couple and yield standard offspring	The parents fail to couple, but retries are possible*	The parents couple and yield a special NPC offspring	Complications prevent that pair from attempting to breed again
Forage (4 hours)	DCs based on Table 2.18 (p. 82)	Food, drink and shelter are found for the party, enough for a day	Food drink and shelter are not found*	Food, drink and shelter are found for the party, enough for a week	No food or water, natural healing is halved (round down) and no foraging for a week in current location
Resist Extreme Heat/Cold (once every hour or 4 hours)	DC 20, automatic failure when hit by fire/cold damage	Character takes 1d6 Subdual damage per four hours	Character takes 1d6 subdual damage per hour	N/A	N/A
Track (one check per mile, or 100 feet if indoors)	Target's Blend or Sneak, modified by Table 2.19 (p. 82)	Character remains on the target's trail	Character does not progress but may try again*	Double distance covered by the check	The character permanently loses the trail

Train Animal (Downtime, one month)	DC 20, combined survival skill + career level at least equal to Training Value	A trained animal may be ridden, accept commands and receive training (below)	Animal may is not trained but retries are possible*	Animal is trained and automatically receives a training benefit	Animal turns against tamer and training cannot be re- attempted this year
Advanced Training (Downtime, one month)	DC 20, combined survival skill + career level at least equal to Training Value	Animal gains one training benefit	Animal does not gain a benefit after a month*	Animal gains two training benefits	Animal cannot be re-trained for the current year

Tactics(INT)	Roll Versus	Success	Failure	Critical Success	Critical Failure
Ambush(one minute)	Observer's Notice, Search or sense motive	Party gains a surprise round against opponents.	All forces enter combat <i>aware of</i> their opponents*	Party gains Sneak Attack dice equal to action dice spent during the surprise round	Your party suffers a -2 to initiative per GM action die spent
Outmaneuver (one minute), once per character per scene	Target's Tactics	Target's error ranges increase by 2 on all opposed checks until the end of the scene	Target's error ranges remain the same*	Target's error increases by an additional 1 per action die spent	Character's error range increases by one per GM action die spent

*- any failure is not explicitly stated in the rulebook, but the effect is intuitive. Retries are only possible if the GM warrants.

Footnotes: I thought a few more rolls could use critical success or failure rolls, so disregard these if you think there's too many already. These are simply my house-rule suggestions..you could add your own into the file quite easily!

⁰- A critical success makes the target lose a half action next turn, a critical failure means the target cannot be distracted for the remainder of the scene.

¹- On a critical success, the sought-after item is sold at a 50% discount (Possibly hot or cursed?) and at 600% normal price if critically failed. (Possibly rare or prized?) I think this is particularly fitting for less population-dense locations, since alternative buyers/sellers are less likely to exist, as well as items that are plot-essential.

²- A critical success deals double stress damage, while a critical failure does stress damage to the character.

³- A critical success means the target remains flat-footed after one instance of taking damage, the same applies to the character on a critical failure. This makes those free attacks vs. flat-footed characters even more useful.

⁴- A critical success deals double subdual damage, while a critical failure does subdual damage to the character.

⁵- A critical success doubles the amount of bonus defense given, while a critical failure grants the opponent his Wisdom modifier in bonus defense against the character.

⁶- A critical success makes the opponent attack the character and adds 2 error range on his next attack per action die spent, while a critical failure makes the character flat-footed.