

Balance	DC
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Uneven flagstone	10
Hewn stone floor	10
Sloped/angled floor	10
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

Bluff	DC
The target wants to believe you.	+5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	-5
The bluff is hard to believe or puts the target at significant risk.	-10
The bluff is way out there, almost too incredible to consider.	-20

Climb	DC
A slope too steep to walk up, or a knotted rope with a wall to brace against.	0
A rope with a wall to brace against, or a knotted rope, or a rope affected by the <i>rope trick</i> spell.	5
A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.	10
Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.	15
An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.	20
A rough surface, such as a natural rock wall or a brick wall.	25
An overhang or ceiling with handholds but no footholds.	25
A perfectly smooth, flat, vertical surface cannot be climbed.	-
Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls.	-10
Climbing a corner where you can brace against perpendicular walls.	-5
Surface is slippery.	+5

Concentration	DC
Damaged during the action. ²	10 + damage dealt
Taking continuous damage during the damage last dealt action. ³	10 + half of continuous
Distracted by nondamaging spell. ⁴	Distracting spell's save DC
Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).	10
Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).	15
Extraordinarily violent motion (earthquake).	20
Entangled.	15
Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)	20
Weather is a high wind carrying blinding rain or sleet.	5
Weather is wind-driven hail, dust, or debris.	10
Weather caused by a spell, such as <i>storm of vengeance</i> . ⁴	Distracting spell's save DC

Diplomacy	Host	Unfrnd	Indiff	Frnd	Help
Host	Less than 20	20	25	35	50
Unfrnd	Less than 5	5	15	25	40
Indiff	-	Less than 1	1	15	30
Frnd	-	-	Less than 1	1	20

Disguise	DC
Minor details only	+5
Disguised as different gender	-2
Disguised as different race	-2
Disguised as different age category	-2
Recognizes on sight	-4
Friends or associates	-6
Close friends	-8
Intimate	-10

Disable Device	Time	DC	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device
If you attempt to leave behind no trace of your tampering, add 5 to the DC.			

Escape Artist	DC
Ropes, Binders	Use Rope check at +10
Net, <i>animate rope</i> spell, <i>command plants</i> spell, <i>control plants</i> spell, or <i>entangle</i> spell	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

Handle Animal	DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	
Attack	20
Come	15
Defend	20
Down	15
Fetch	15
Guard	20
Heel	15
Perform	15
Seek	15
Stay	15
Track	20
Work	15
Train an animal for a general purpose	
Combat riding	20
Fighting	20
Guarding	20
Heavy Labor	15
Hunting	20
Performance	15
Riding	15
Rear a wild animal	15 + HD of animal

Heal	DC
First aid	15
Long-term care	15
Treat wound from caltrop, <i>spike growth</i> , or <i>spike stones</i>	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

Jump - Long	DC	High	DC
5 feet	5	1 foot	4
10 feet	10	2 feet	8
15 feet	15	3 feet	12
20 feet	20	4 feet	16
25 feet	25	5 feet	20
30 feet	30	6 feet	24
		7 feet	28
		8 feet	32

Requires a 20-foot running start. Without a running start, double the DC.

Listen	DC
A battle	-10
People talking ¹	0
A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.	5
An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise	10
A 1st-level rogue using <i>Move Silently</i> to sneak past the listener	15
People whispering ¹	15
A cat stalking	19
An owl gliding in for a kill	30
Through a door	+5
Through a stone wall	+15
Per 10 feet of distance	-1
Listener distracted	-5

Move Silently	DC
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

Open Lock	DC	DC
Very simple lock	20	Good lock
Average lock	25	Amazing lock
		40

Performance	DC
Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.	10
Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.	15
Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.	20
Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.	25
Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.	30

Ride	DC		DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with warhorse	10	Control mount in battle	20
Cover	15	Fast mount or dismount	20
Soft fall	15		

Search	DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (rogue only) ¹	21 or higher
Find a magic trap (rogue only) ¹	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies

Sense Motive	DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

Sleight of Hand	DC
Palm a coin-sized object, make a coin disappear	10
Lift a small object from a person	20

Spellcraft	DC
When using <i>read magic</i> , identify a <i>glyph of warding</i> . No action required.	13
Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.	15 + spell level
Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires 8 hours.	15 + spell level
Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.	15 + spell level
When casting <i>detect magic</i> , determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.	15 + spell level
When using <i>read magic</i> , identify a <i>symbol</i> . No action required.	19
Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.	20 + spell level
Identify materials created or shaped by magic, such as noting that an iron wall is the result of a <i>wall of iron</i> spell. No action required. No retry.	20 + spell level
Decipher a written spell (such as a scroll) without using <i>read magic</i> . One try per day. Requires a full-round action.	20 + spell level
After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.	25 + spell level
Identify a potion. Requires 1 minute. No retry.	25
Draw a diagram to allow <i>dimensional anchor</i> to be cast on a <i>magic circle</i> spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.	20
Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.	30 or higher

Spot	DC/Distance
Per 10 feet of distance	-1
Spotter distracted	-5
Smoke or heavy fog	2d4 x 5 ft
Jungle or dense forest	2d4 x 10 ft
Light forest	3d6 x 10 ft
Scrub, brush or bush	6d6 x 10 ft
Grassland, little cover	6d6 x 20 ft
Total darkness	Limit of vision
Indoors	Line of sight

Survival	DC
Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.	10
Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.	15
Keep from getting lost or avoid natural hazards, such as quicksand.	15
Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.	15
Follow tracks (see the Track feat).	Varies

Swim	DC
Calm water	10
Rough water	15
Stormy water	20 ¹
¹ You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.	

Tracking	DC
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

Tumble	DC
Treat a fall as if it were 10 feet shorter than it really is when determining damage.	15
Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.	15
Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.	25
Lightly obstructed (scree, light rubble, shallow bog, undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

Use Magic Device	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

Use Rope	DC
Tie a firm knot	10
Secure a grappling hook	10*
Tie a special knot, such as one that slips, slides slowly, or loosens with a tug	15
Tie a rope around yourself one-handed	15
Splice two ropes together	15
Bind a character	Varies
* Add 2 to the DC for every 10 feet the hook is thrown	

Action	Type	AoO
5-foot step	-	No
Activate a magic item other than a potion or oil	Std	No
Aid another	Std	Maybe
Attack (melee)	Std	No
Attack (ranged)	Std	Yes
Attack (unarmed)	Std	Yes
Bull rush	Std	No
Cast a quickened spell	Free	No
Cast a spell	Std	Yes
Cast defensively	Std	No
Cease concentration on a spell	Free	No
Charge	Full/	No
Concentrate on an active spell	Std	No
Control a frightened mount	Move	Yes
Delay	-	No
Deliver coup de grace	Full	Yes
Direct or redirect an active spell	Move	No
Disarm	Var	Yes
Dismiss a spell	Std	No
Draw a hidden weapon (SoH)	Std	No
Draw a weapon	Move	No
Drink a potion or apply an oil	Std	Yes
Drop an item	Free	No
Drop to prone	Free	No
Escape a grapple	Std	No
Escape from entanglement	Full	Yes
Extinguish flames	Full	No
Feint	Std	No
Fight defensively	Free	No
Full attack (melee)	Full	No
Full attack (ranged)	Full	Yes
Full attack (unarmed)	Full	Yes
Grapple	Var	Var
Light a torch w/ flint & steel	Full	Yes
Light a torch w/ tindertwig	Std	Yes
Load a hand or light crossbow	Move	Yes
Load a heavy or repeating crossbow	Full	Yes
Lock or unlock weapon in locked gauntlet	Full	Yes
Lower spell resistance	Std	No
Stabilize a dying creature	Std	Yes
Mount a horse or dismount	Move	No
Move more than 5 feet	Move	Yes
Move a heavy object	Move	Yes
Open or close a door	Move	No
Overrun	Std	No
Pick up an item	Move	Yes
Prepare spell components	Free	No
Prepare to throw splash weapon	Full	Yes
Quick draw a weapon	Free	No
Quick draw hidden weapon	Move	No
Read a scroll	Std	Yes
Ready standard action	Std	No
Ready or loose a shield	Move	No
Retrieve a stored item	Move	Yes
Run	Full	Yes
Sheathe a weapon	Move	Yes
Speak	Free	No
Stand up from prone	Move	Yes
Sunder a weapon (attack)	Std	Yes
Sunder an object (attack)	Std	Maybe
Total defense	Std	No
Trip an opponent	Var	No
Turn or rebuke undead	Std	No
Use extraordinary ability	Var	No
Use feat	Var	Var
Use skill that takes 1 action	Std	Usually
Use skill that takes 1 round	Full	Usually
Use spell-like ability	Std	Yes
Use supernatural ability	Std	No
Use touch spell on up to six friends	Full	Yes
Withdraw	-	No

Attacker is	Melee	Ranged
Dazzled	-1	-1
Entangled	-2	-2
Flanking defender	+2	-
Invisible	+2	+2
On higher ground	+1	+0
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

Defender is	Melee	Ranged
Behind cover	+4	+4
Blinded	-2	-2
Cowering	-2	-2
Entangled	+0	+0
Flat-footed (such as surprised, balancing, climbing)	+0	+0
Grappling (but attacker is not)	+0	+0
Helpless (such as paralyzed, sleeping, or bound)	-4	+0
Kneeling or sitting	-2	+2
Pinned	-4	+0
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2	-2

Movement and Distance				
	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour				
Walk	1-1/2 mi.	2 mi.	3 mi.	4 mi.
Hustle	3 mi.	4 mi.	6 mi.	8 mi.
Run	-	-	-	-
One Day				
Walk	12 mi.	16 mi.	24 mi.	32 mi.
Hustle	-	-	-	-
Run	-	-	-	-

Hampered Movement	
Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle	x2
Poor visibility	x2
Impassable	-

Terrain and Overland Movement			
Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Mounts and Vehicles		
Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151-450 lb.) ¹	4 miles	32 miles
Light warhorse (231-690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201-600 lb.) ¹	3-1/2 miles	28 miles
Heavy warhorse (301-900 lb.) ¹	3-1/2 miles	28 miles
Pony or war pony	4 miles	32 miles
Pony (76-225 lb.) ¹	3 miles	24 miles
War pony (101-300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51-150 lb.) ¹	2 miles	16 miles
Mule (231-690 lb.) ¹	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101-300 lb.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

Skills	Un	Arm	AoO	Opp
Appraise (Int)	Yes	No	No	
Balance (Dex)	Yes	Yes	No	
Bluff (Cha)	Yes	No	No	Sense Motive
Climb (Str)	Yes	Yes	Maybe	
Concentration (Con)	Yes	No	No	
Craft (Int)	Yes	No	No	
Decipher Script (Int)	No	No	No	
Diplomacy (Cha)	Yes	No	No	Diplomacy
Disable Device (Dex)	Yes	Yes	Yes	
Disguise (Cha)	Yes	No	No	Spot
Escape Artist (Dex)	Yes	Yes	No	Use Rope
Forgery (Int)	Yes	No	No	Forgery
Gather Information (Cha)	Yes	No	-	
Handle Animal (Cha)	No	No	No	
Heal (Wis)	Yes	No	No	
Hide (Dex)	Yes	Yes	No	Spot
Intimidate (Cha)	Yes	No	No	Level Check
Jump (Str)	Yes	Yes	Maybe	
Knowledge (Int)	No	No	No	
Listen (Wis)	Yes	No	No	Move Silently
Move Silently (Dex)	Yes	Yes	Maybe	Listen
Open Lock (Dex)	No	Yes	Yes	
Perform (Cha)	Yes	No	No	
Profession (Wis)	No	No	-	
Ride (Dex)	Yes	No	No	
Search (Int)	Yes	No	Yes	
Sense Motive (Wis)	Yes	No	No	Bluff
Sleight of Hand (Dex)	Yes	No	No	Spot
Speak Language (None)	No	No	-	
Spot (Wis)	Yes	No	No	Hide, Disguise
Survival (Wis)	Yes	No	No	
Swim (Str)	Yes	X2	Maybe	
Tumble (Dex)	No	Yes	Maybe	
Use Magic Device (Cha)	No	No	No	
Use Rope (Dex)	Yes	No	No	Escape Artist

Lorebook Checks	DC
Common, known by at least a substantial minority of the population	10
Uncommon, but available, known by only a few people in the area	20
Obscure, known by few, hard to come by	25
Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge	30

Force of Personality Checks	DC
Inspire Courage	10
Instill Doubt	10
Inspire Competence	15
Countercharm	Var
Intimidate Foes	20
Inspire Greatness	25

Whispering World Checks	DC
Basic Impressions	10
Current Information	20
Specific Information	25

Shadow Contacts Favors	DC
Minor	20
Major	25
Incredible	30

Time and Costs to Learn Spells	Time/lvl	Gold/lvl	XP/lvl
Teacher	1 day	50 gp	50 XP
Book/scroll	2 days	25 gp	50 XP
Spontaneous	2 days	50 gp	100 XP

Black Mirrors	1 mile	10 miles	100 miles	200 miles
Pale	2/10 th lvl	1/5 th lvl	-	-
Red	3/15 th lvl	2/10 th lvl	1/5 th lvl	-
Grand	4/20 th lvl	3/15 th lvl	2/10 th lvl	1/5 th lvl

Black Mirrors	Damage	DC	Range
Pale	5d6	15	1 mile
Red	10d6	20	5 miles
Grand	20d6	30	10 miles

Chance of Astrax Detection	DC	Range
Spell	+1/lvl	1 mile/lvl
Minor Magic Item	+2*	1 mile
Medium Magic Item	+4*	3 miles
Major Magic Item	+6*	5 miles
Hamlet or Major Road	+1**	
Village	+2**	
Small Town	+3**	
Large Town	+4**	
Small City	+6**	
Large City	+10**	
Metropolis	+15**	
In Kaladrun Mountains	-5	
10+ miles inside Erethor	-10	
20+ miles from settlement/road	-4	

* All spells/items after the first stack at ½ value

** Settlement bonuses stack

(Adapted from Tome of Sorrows)

Starvation / Dehydration	DC	Con Dam
Dehydration after 1 day+Con Mod hours	10/hourly	1
Starvation after 3 days	12/daily	1d2

Hunting / Fishing (Survival)	DC
Hunting	25
Plains	+1
Scrub, rough	+2
Forest	+0
Jungle	-1
Swamp	+1
Hills	+1
Mountains	+2
Sandy Desert	+5
Along heavily traveled roads/trails	+2
Move Silently (5+ ranks)	-2
Hide (5+ ranks)	-2
Knowledge:Nature (5+ ranks)	-2
Spot (5+ ranks)	-2
Search (5+ ranks)	-2
Listen (5+ ranks)	-2
Fishing	3d10