









ACROBATICS	
Moving Across a Narrow Surface	ACROBATICS DC
Greater than 3 feet wide	0 ¹
1–3 feet wide	5 ¹
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Move Through a Threatened Area	ACROBATICS DC ²
Move through a threatened area	Opponent's CMD
Move through an enemy's space	5 + opponent's CMD
Long Jump	ACROBATICS DC
5 feet	5
10 feet	10
15 feet	15
Greater than 10 feet	+5 per 5 feet
High Jump	ACROBATICS DC
1 foot	4
2 feet	8
3 feet	12
Greater than 3 feet	+4 per foot
ACROBATICS MODIFIERS	DC MODIFIER
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45°)	+2
Severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10
Move at full speed on narrow or uneven surfaces	+5 ³

1 No check needed unless modifiers increase the DC to 10 or higher.

2 Increase the DC by 2 for each additional opp. avoided in 1 round.

3 This does not apply to checks made to jump.

AUTOHYPNOSIS	
Task	AUTOHYPNOSIS DC
Ignore caltrop wound	18
Memorize	15
Resist dying	15
Resist fear	Fear effect DC
Tolerate poison	Poison's DC
Willpower	20

BLUFF (OPPOSED BY SENSE MOTIVE)	
Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	Up to +10

CLIMB	
Example Surface or Activity	Climb DC
A steep slope, or a knotted rope next to a wall	0
A rope next to a wall or a knotted rope	5
A surface with ledges, rough wall, or ship rigging	10
Any surface with handholds, a tree, or an unknotted rope	15
An uneven surface with narrow handholds	20
A rough surface, such as a rock or brick wall	25
An overhang or ceiling with handholds only	30
A perfectly smooth, vertical (or inverted) surface cannot be climbed.	
Climb Modifiers	DC Modifier
Brace against two opposite walls	-10
Brace against two perpendicular walls	-5
Surface is slippery	+5

DIPLOMACY	
Starting Attitude	DIPLOMACY DC
Hostile	25 + Cha modifier
Unfriendly	20 + Cha modifier
Indifferent	15 + Cha modifier
Friendly	10 + Cha modifier
Helpful	0 + Cha modifier
Request DC Modifier	DC Modifier
Give simple advice or directions	-5
Give detailed advice or simple aid	+0
Reveal an unimportant secret or give complicated aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that could result in punishment	+15 or more

DISABLE DEVICE		
Device	Time	Disable Device DC ¹
Simple (jam a lock)	1 round	10
Tricky (sabotage a wagon)	1d4 rounds	15
Difficult (disarm or reset a trap)	2d4 rounds	20
Extreme (disarm a complex trap)	2d4 rounds	25
1 If you attempt to leave behind no trace of your tampering, add 5 to the DC.		
Attempting to open a lock is a full-round action.		

ESCAPE ARTIST	
Restraint	Escape Artist DC
Rope/bindings	Binder's CMD +20
Net, <i>animate rope</i> , <i>command plants</i> , <i>control plants</i> , or <i>entangle</i>	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork Manacles	33
Grappler	Grappler's CMD

HEAL	
Task	Heal DC
First aid	15
Long-term care	15
Treat wounds from caltrops, spike growth, or spike stones	15
Treat deadly wounds ¹	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC
1 Treating deadly wounds heals 1 hit point per level of the creature. Add your Wisdom modifier if DC exceeded by 5. Expend 2 uses of a healer's kit or suffer-2 penalty for each use you lack.	

WIND EFFECTS ON FLIGHT					
Wind Force	Wind Speed	Checked Size	Blown Away Size	Fly Pen-alty	
Light	0-10 mph	—	—	—	
Moderate	11–20 mph	—	—	—	
Strong	21–30 mph	Tiny	—	-2	
Severe	31–50 mph	Small	Tiny	-4	
Windstorm	51–74 mph	Medium	Small	-8	
Hurricane	75–174 mph	Large	Medium	-12	
Tornado	175+ mph	Huge	Large	-16	

FLY	
Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 ft. of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at greater than 45° angle	20
Maneuverability	Bonus / Penalty
Clumsy	-8
Poor	-4
Average	+0
Good	+4
Perfect	+8

Knowledge	
Task	Knowledge DC
Easy question	10
Basic question	15
Hard question	20+
Identify auras using <i>detect magic</i> (Arcana)	15 + spell level
Identify a spell effect that is in place (Arcana)	20 + spell level
Identify underground hazard (Dungeoneering)	15 + hazard's CR
Identify dangerous construction (Engineering)	10
Recognize regional terrain features (Geography)	15
Know obscure or anicent event (History)	20
Know local laws, rulers, and popular locations (Local)	10
Identify a common plant or animal (Nature)	10
Know proper etiquette (Nobility)	15
Identify a creature's planar origin (Planes)	20
Determine discipline of a single item or creature while using <i>detect psionics</i> (Psionics)	15 + power level
Identify a power already in place and in effect (Psionics)	20 + power level
Recognize a common deity's symol or clergy (Religion)	10
Know a monster's abilities or weaknesses (varies)	10 + monster's CR

Ride	
Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in combat	20
Fast mount or dismount	20

Psionic-Magic Transparency	
Psionic Ability	Equivalent Magic Ability
Psi-like ability	Spell-like ability
Power Resistance	Spell resistance
DR X/psionic	DR X/magic
Dispel psionics	Dispel magic
Detect psionics	Detect magic
Dead psionic area	Dead magic area
Psionic Discipline	School of Magic
Clairsentience Discipline	Divination
Metacreativity	Conjuration
Psychokinesis	Evocation
Psychometabolism	Transmutation
Psychoportation	None
Telepathy	Enchantment

Perception	
Detail	Perception DC
Hear the sound of battle	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Sense a burrowing creature underneath you	25
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap
Identify the powers of a potion through taste	15 + the potion's CL
Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/ft. of wall
Favorable conditions ¹	-2
Unfavorable conditions ¹	+2
Terrible conditions ²	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20
1 Favorable and unfavorable conditions depend upon the sense being used to make the check.	
2 As for unfavorable conditions, but more extreme.	

Spellcraft	
Task	Spellcraft DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll	15 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Identify magic item powers using detect magic	15 + item's caster level
Deciper a scroll	20 + spell level
Identify a power being manifested	15 + power level
Address a power stone	15 + power level
Identify materials created or shaped by psionics	20 + power level
Determine a power used on you after rolling a saving throw. No retry.	25 + power level
Identify a psionic tattoo	25
Understand a strange or unique psionic effect	30+

Survival	
Track Creatures Over Listed Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20
Tracking Modifiers	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked. ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+2
Every hour of rain since the trail was made	+2
Fresh snow since the trail was made	+20
Poor visibility. ¹	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

Swim	
Water Condition	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	

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

PSIONIC RULES

PSIONIC FOCUS

Gain Psionic Focus: Full-round action that provokes attacks of opportunity.
Gain Psionic Focus with Psionic Meditation feat: Move action that provokes attacks of opportunity.
Expend Psionic Focus: Take 15 on a single concentration check or power a feat, class feature, or other ability that requires expending psionic focus.
Expend your psionic focus to power a feat, class feature, or any other ability only powers a single effect. You cannot gain the benefit of multiple abilities that require expending focus by expending your psionic focus once; each effect requires its own instance of expending psionic focus.
You may still gain psionic focus even if you have depleted all of your power points.
Maintain Psionic Focus: Once you have psionic focus, you are considered to be maintaining psionic focus. No action is required to maintain psionic focus.
Number of Psionic Foci: You can only have one psionic focus at any time. Exceptions to this rule include the Psicrystal Containment and Deep Focus feats.

MANIFESTING POWERS

Manifester Level Cap: You may not spend more power points manifesting a power than your manifester level.
Metapsionic Effects: The power point cost for metapsionic feats does not count as augmentation, but counts toward the manifester level cap.
Multiclass Manifesting: The manifester level of the class that learned the power is used to determine effects and manifester level cap.
Wild Surge and Metapsionics: The increased manifester level and power points from wild surging can be used to pay for metapsionic effects.

POWER POINTS

Multiclass Characters: Add all power points gained from each class into a single power point pool. Calculate bonus power points for each class separately and add to power point pool.
Power Point Pool: Equal to base power points gained from class, bonus power points from a high key ability score, and any additional bonus power points from sources such as character race and feat selections.
Stored Power Points: A psionic character may not pay the power’s cost with power points from more than one source (e.g. power point pool and *cognizance crystal*.)

PSI-LIKE ABILITIES

Action: Unless otherwise specified, using a psi-like ability is a standard action that does not provoke attacks of opportunity.
Augment: Psi-like abilities are automatically augmented up to the manifester level of the ability.

PSICRYSTAL GENERAL RULES

Saving Throws: Use owner’s base saving throw bonus + owner’s ability modifiers.
Abilities: When self-propulsion is not activated, psicrystal has no Strength or Dexterity score
Skills: Use owner’s skill ranks (minimum 4 ranks in Perception and Stealth), use psicrystal’s ability modifiers.

PSICRYSTAL ABILITY RANGES

Alertness: Alertness only applies when the psicrystal is within arm’s reach of the owner.
Channel Power: This ability can be used when the psicrystal is within 1 mile of the owner.
Deliver Touch Powers: Psicrystal and owner must be touching when the power is manifested to use this ability.
Personality: The bonus from the psicrystal personality only applies when the psicrystal is within 1 mile of the owner.
Share Powers: This ability can only be used when the psicrystal is within 5 ft. of the owner.
Sighted: 40 ft. range from psicrystal.
Telepathic Link: This ability can be used when the psicrystal is within 1 mile of the owner.
Telepathic Speech: 30 ft. range from the psicrystal, psicrystal must be within 1 mile of the owner.

COLLECTIVES

Add a Member: Standard action that does not provoke attacks of opportunity. Must have line of sight to the member.
Drop a Member: Free action by collective owner. Automatically occurs if member’s Wisdom drops to 0 or moves out of range.
Manifest Powers Over Collective: Allowed on powers from class list with a range greater than personal on willing creatures (or harmless power). Non-class powers with range greater than touch are also allowed on willing creatures (or harmless powers or spells).
Member Death: Member is removed from the collective and collective owner must make DC 15 Fortitude save or lose 1 power point for every Hit Die of the fallen member and be sickened an equal number of rounds.
Range: Medium (100 ft. + 10 ft. per class level). Limitless (same plane) at 15th level. Across planes at 19th level.

BASE POWER POINT COST FOR POWER LEVEL

Power Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Power Point Cost	1	3	5	7	9	11	13	15	17

DETECT PSIONICS AURA STRENGTH

Power or Item	Aura Strength			
	Faint	Moderate	Strong	Overwhelming
Functioning power (power level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Psionic item or creature (manifester level)*	5th or lower	6th-11th	12th-20th	21st+ (artifact)

* For creatures without a manifester level, use the creature’s CR or hit die, whichever is lower

MINIMUM MANIFESTER LEVEL FOR POWER LEVEL

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Cryptic	1	4	7	10	13	16	-	-	-
Dread	1	4	7	10	13	16	-	-	-
Gifted Blade¹	1	5	9	13	-	-	-	-	-
Marksman	1	5	9	13	-	-	-	-	-
Psion	1	3	5	7	9	11	13	15	17
Psychic Warrior	1	4	7	10	13	16	-	-	-
Tactician	1	3	5	7	9	11	13	15	17
Vitalist	1	3	5	7	9	11	13	15	17
Wilder	1	4	6	8	10	12	14	16	18

¹ The gifted blade’s manifester level is his soulknife level - 2.

ACTIONS IN COMBAT

STANDARD ACTION	ATTACK OF OPPORTUNITY
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe
Cast a spell (1 standard action casting time)	Yes
Manifest a power (1 standard action manifesting time)	Yes
Channel energy	No
Concentration to maintain an active spell / power	No
Dismiss a spell / power	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion, apply an oil, or tap a psionic tattoo	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell / power resistance	No
Read a scroll or activate a power stone	Yes
Ready (triggers a standard action)	No
Stabilize a dying friend (see Heal skill)	Yes
Total defense	No
Use extraordinary skill	No
Use skill that takes 1 action	Usually
Use spell-like or psi-like ability	Yes
User supernatural ability	No
MOVE ACTION	ATTACK OF OPPORTUNITY
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount/dismount a steed	No

MOVE ACTION	ATTACK OF OPPORTUNITY
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or drop a shield	No
Retrieve a stored item	Yes
FULL-ROUND ACTION	ATTACK OF OPPORTUNITY
Full attack	No
Charge	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Gain psionic focus	Yes
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use a touch spell or power on up to six allies	Yes
Withdraw	No
FREE ACTION	ATTACK OF OPPORTUNITY
Cease concentration on a spell or power	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell	No
Speak	No
SWIFT ACTION	ATTACK OF OPPORTUNITY
Cast a quickened spell	No
Manifest a quickened power	No
IMMEDIATE ACTION	ATTACK OF OPPORTUNITY
Cast an immediate action spell	No
Manifest an immediate action power	No
NO ACTION	ATTACK OF OPPORTUNITY
Delay	No
5-foot step	No

PSICRYSTAL SPECIAL ABILITIES

OWNER LEVEL	NAT. ARMOR		SPECIAL
	ADJ.	INT ADJ.	
1st-2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd-4th	+1	+1	Deliver touch powers
5th-6th	+2	+2	Telepathic speech
7th-8th	+3	+3	-
9th-10th	+4	+4	Flight
11th-12th	+5	+5	Power resistance
13th-14th	+6	+6	Sight link
15th-16th	+7	+7	Channel power
17th-18th	+8	+8	-
19th-20th	+9	+9	-

COMMON CONDITIONS

Blinded: Creature takes a –2 penalty to AC, loses Dex bonus to AC, and takes a –4 penalty on most Str- and Dex-based skill checks and on opposed Perception skill checks. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Creatures must make a DC 10 Acrobatics skill check to move faster than half speed or fall prone.

Broken: Weapons suffer a –2 penalty on attack and damage rolls and only score a critical hit on a natural 20 and only deal ×2 damage. Armor and shields grant half AC bonus and double armor check penalty. Broken wands or staves use twice as many charges.

Confused: 01–25: Act normally, 26–50: Babble for one round, 51–75: Deal 1d8 + Str damage to self, 76–100: Attack nearest creature.

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls and sight-based Perception checks.

Deafened: A deafened character cannot hear. He takes a –4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a –4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Entangled: No movement if bonds are anchored, otherwise move at half speed. Creature takes a –2 penalty on all attack rolls and a –4 penalty to Dex. Must make concentration check to cast spells.

Exhausted: Creature moves at half speed. –6 penalty to Str and Dex. Rest 1 hour to become fatigued.

Fatigued: Creature cannot run or charge. –2 penalty to Str and Dex. Rest 8 hours to remove.

Frightened: As shaken, except creature must flee from source.

Grappled: Creature cannot move or take action that requires 2 hands. –4 penalty to Dex. –2 penalty to attacks and combat maneuvers (except checks made to escape). Must make concentration check to cast spells. Cannot take attacks of opportunity.

Nauseated: Creature can only take a move action and cannot attack, cast spells, or concentrate.

Panicked: As Frightened, except creature drops held items.

Paralyzed: Creature's Str and Dex reduced to 0. Fliers using wings fall. Creature is helpless.

Pinned: As grappled, except creature is flat-footed, takes a –4 penalty to AC, and can only take verbal or mental actions (except checks made to escape).

Shaken: Creature takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Sickened: Creature takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Staggered: Creature can only take a move action or standard action (plus swift and immediate).

Stunned: Creature cannot take actions, drops everything held, takes a –2 penalty to AC, and loses its Dex bonus to AC (if any).