Skills

Appraise (Int): It takes 1 minute to check the value of an object.
Dwarves can determine if an object is of dwarven make or not with a successful DC 10 Appraise check. Gnomes are able to evaluate nontangible works of art such as music, drama, a performance or writing with a successful Appraise check. You are able to quickly appraise an item, in 1 round, but at +5 to the DC. Failing the check means you can't estimate the item's value at all (Races of Stone).
You can appraise an item quickly, but the DC is higher. Failing the check means that you can't estimate the item's value.

Item (Examples)	DC
Common: Trade goods (spices, food stuffs, raw materials, etc.), mundane items, livestock	15
Rare: Fine clothing, precious metals (unworked), gems, artwork	20
Exotic: Unusual gems (strange colorings, unusual to the region, unusually large or pure), spell components, jewelry, obscure religious items	25
Unique: Masterpiece artwork, royal jewels, crowns, or other adornments	30+

Appraising an item quickly takes 1 round. You can try to appraise an item normally (takes 1 minute), but you can't try to appraise the item quickly again. You can try to appraise the item normally whether or not you successfully appraise the item quickly. The Appraise Magic Value feat enables you to use the Appraise skill to determine a magic item's properties (Complete Adventurer).

Autohypnosis (Wis): from Psionic Handbook, self hypnosis to gain mastery of your body.
Special Uses:

Task	DC	Task	DC
Ignore Caltrop Wound	18	Resist fear	Fear effect DC
Memorize	15	Tolerate Poison	Poison's DC
Resist Dying	20	Willpower	20

Ignore Caltrop Wound: If you step on a caltrop and are wounded you speed is reduce to 1/2 normal. A successful Autohypnosis check removes this penalty, the wound doesn't go away--it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams or sigils (even if you don't recognize their meaning). If a document is longer than 1 page you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

R*esist Dying:* You can attempt to subconsciously prevent yourself from dying. If you have negative hit points are losing hit points (at 1/round, 1/hour), you can substitute a DC 15 Autohypnosis check for your D% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of this check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by feat. If your autohypnosis check meets of beats the DC for the fear effect, you shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action while at 0 hit points without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty--you can choose not to be take the strenuous action and thus avoid the hit point loss, if you do so anyway, you drop to -1 hit points, as normal when disabled.

Making an Autohypnosis check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). You may not try again for memorize and willpower uses though a success doesn't cancel the effects of a previous failure. Not possible for the other uses. If you have 5+ ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks. If you have 5+ ranks in Concentration, you get a +2 bonus on Autohypnosis checks (Complete Psionics).

Balance (Dex): to avoid falling when walking a ledge, rope or other thin walkway. Helpful when working on a boat.

Wet decks and icy decks are treated just as lightly slippery and severely slippery surfaces, as described in the PHB. Characters can reduce their odds of losing their footing by bracing themselves with their hands or body; gaining a +10 bonus on the Balance check.

Narrow or Difficult Surface	DC	Narrow or Difficult Surface	DC
Heeling Deck	10	Surf, heavy	15
Sargasso, heavy mat	10	Yardarm	15
Surf, light	10	Green water	20
Roll, heavy	15	Sargasso, light mat	30
Difficulty Modifiers			
Wet deck	DC +2	Severe motion	DC +5
High Winds	DC +2	Underwater	DC -10
Icy deck	DC +5	(Stormwreck)	

Balance (Dex: Armor check penalty): Life in the wild often obliges elves and raptorans to perch in or move through the tops of trees, Haflings too, often find themselves precariously balanced somewhere.

Moving through Trees: Use Balance checks to move horizontally along a branch or tree trunk leaning over at an angle of up to 60^0. To move vertically in a tree, or to move along a branch or trunk with an angle of greater than 60^0, use the Climb Skill.

Balance DC	Forest Type
10*	Dense Forest: Trees older with strong branches and are close together, including many massive trees. That are lots of branches to choose from, letting the character select the widest, flattest branches with the most support or hand holds.
15	Medium Forest: Trees are slightly farther apart or not as old and the selection of branches is not as great, forcing the character to use some narrow branches or branches without support.
25	Sparse Forest: Trees are further apart and not very old. The character has to use a lot of narrow branches without support or hand holds. The character is often moving across branches that are barely wide enough to move on.

NOTE: *Only when running or charging. Failure by 4 or less means the character can't run or charge but may otherwise act normally. The character is not considered balancing when not moving.

Condition	DC Modifier	Condition	DC Modifier
Moss, fungi or slightly wet	+2	Snow or Ice	+5

Moving along an Unstable Surface: Use Balance to walk or crawl along a pitching or heaving surface, such as the top of a moving wagon, the backs of animals while they pull a vehicle or bouncy tarp or tent top.

Balance DC	Example Surface
10*	Loose gravel, or wobbly bricks or stones
15	Awning, dune face or snowdrift
18	Top of a vehicle traveling over a fairly smooth road
20	Top of a vehicle traveling over a rough road
22	Top of a vehicle traveling over a poor road, trail, or unimproved surface
25	Ship's deck in a storm, galloping horse or top of a vehicle traveling over rocks, potholes, logs or rubble

NOTE: *Only when running or charging. Failure by 4 or less means the character can't run or charge but may otherwise act normally. The character is not considered balancing when not moving (Races of the Wild).

Resist Trip: If you have 10+ ranks in Balance, you can make a Balance check in place of a Str or Dex check to avoid being tripped by an opponent. You take a -10 penalty on your Balance check. If you succeed on this check, you are not tripped. When you succeed on a Balance check to resist being tripped, you may not attempt to trip your opponent. You can try to run across a narrow surface by accepting a -20 penalty on your Balance check (Complete Adventurer).

Bluff (Cha): to pass a lie.

Delivering a Secret Message: You can substitute Dex for Cha when making Bluff checks to deliver a secret message, if you and the recipient are both fluent in Drow Sign Language (Drow of the Underdark).

Heckling: involves making a Bluff check opposed by the target's Concentration check. More than one person can heckle, using the Aid another action. by passing a DC 10 Bluff check. If you succeed the performer is distracted and must make an immediate Perform check with a -2 penalty. For every 5 points your Bluff check exceeds the performer's Concentration check the penalty worsens by an additional 2. The new Perform check is required even if the performer has already made one or more successful checks during the same performance. The result of the new Perform check replaces the previous result. If the Bluff check is not successful then the audience sides with the performer giving them a +2 circumstance on their Perform checks for the remainder of the performance. Even if you succeed on the heckle attempt, a chance exists that the performer's new Perform check is better than his previous result. In such an instance, the crowd responds just as if you had failed your Bluff check to heckle (Races of Stone).

Bolster the Troops: Your successful Bluff check opposed by your troop's Sense Motive check (a group of new recruits have Sense Motive +1, veteran troops have a Sense Motive +6) provides the affected targets a +2 bonus on their next morale check. However those same troops have a -2 penalty on every subsequent moral check in that battle. The -2 penalty remains if the same commander is left in charge of the unit. This ability affects up to 10 characters/1 rank in Bluff. Characters of your level or higher are immune to this effect (Heroes of Battle).

Circumstance	Sense Motive Modifier
The target wants to believe you	-5
The bluff is believable	+0
The bluff is a little hard to believe	+5
The bluff is hard to believe	+10

Seduction: You can use Bluff to convince members of the opposite sex to believe that your romantic intentions are sincere, persuading him or her to do you a small, temporary favor (such as looking the other way as you climb up the wall and into the window, or giving you the password that allows you to pass safely by the guards). This action can't be used during combat (Sword and Fist).

Climb (Str): To move up a steep or vertical surface.

Combat Climb: You can move freely enough to avoid blows while climbing. By accepting a -20 penalty on your Climb check, you can retain your Dex bonus to AC while climbing.

You can use a rope and climbing gear to descend over a precipice or down a sheer cliff. You must have a rope and at least 1 rank in either Climb or Use Rope. You must declare the distance you intend to cover and them make a successful Climb check and a successful Use Rope check. *Climb:* while you are rappelling the DC to climb down a wall of any texture becomes DC 10. Add 5 to the DC if the surface is slippery, or 10 if you are rappelling with no surface to brace against. *Use Rope:* While rappelling you can descend at your base land speed with a DC 10 Use Rope check, or you can take a full-round action to move twice your speed. If you make a DC 20 Use Rope check you can take a full-round action to descend at four times your base speed. If you fail either your Climb check or your Use Rope check, you still descend your declared distance but may go into an uncontrolled fall. To prevent this you can attempt another Use Rope check with a +5 to the previous DC. ON a success, you take 1d6 points of damage but halt your movement; on a failure, you fall. If you don't hit bottom by the start of your next turn, you can try to arrest your descent with another Use Rope check (DC equal to the previous check +10). Success means you take 3d6 points of damage, failure means you continue to fall (Races of Stone).

Climbing Surface	DC (Stormwreck)
Anchor Chain	5
Ship's Rigging	5
Ship's Hull	20

Climb (Str: Armor Check Penalty): Sometimes the best way to move around a treetop or other are that offers good handholds but unsteady footing is to climb. You can use the Climb skill to move horizontally or vertically. Climbing always requires you to use both hands; if you decide to swing along using only your hands (like an ape), you use the Climb skill to do so. Very strong characters may find climbing safer than balancing, if slower.

A successful Climb check allows you to move up down, or across a forest canopy at 1/2 your normal speed. Typically DCs are:

Climb DC	Example Activity
0	Grasping nearby branches to move along a branch too narrow or too steeply angled for normal walking
5	Climbing a tree with plenty of sturdy branches for handholds and footholds
10	Climbing a tree with few or fairly weak branches
15	Climbing a tree trunk with no branches but small enough to clasp with the arms
20	Climbing a tree trunk with no branches and too large to clasp with the arms.

Catching Characters Falling out of Trees: If you fall when climbing, you can try to catch yourself on the way down; you also can try to catch another character who falls. It's much easier to catch yourself or another falling character up in a tree's canopy, where there are plenty of branches to grab, than when climbing a wall of sheer cliff, so the Climb check to stop the fall is slightly easier (DC equal to the tree's or branch's DC +5) (Races of the Wild).

Rapid Climb: You can climb more quickly that normal, by accepting a -20 penalty on your Climb check, you can move your speed (instead of 1/4 your speed) (Complete Adventurer).

Concentrate (Con): to maintain an action while under fire or stress.

To resist heckling, you make a Concentration check opposed by the heckler's Bluff check. If you succeed, you can ignore the heckler and proceed with your performance, generally garnering respect from your audience because you kept your composure. If you fail, you must make another immediate Perform check with a -2 penalty. The result of this check replaces your previous check result. For every 5 points by which the heckler's Bluff check exceeds your Concentration check, the penalty on your new Perform check increases by 2. If your Concentration check is successful, you gain the respect of the crowd and a +2 bonus on Perform checks with this group for the remainder of your performance. All further heckling attempts are made with a -5 penalty (If you have 5 or more ranks in any Perform skill, you get a +2 bonus on Concentration checks to resist heckling) (Races of Stone).

Avoiding distraction: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather and so on) while engaged in some action that requires your full attention. Such actions include manifesting a psionic power, concentrating on an active psionic power, directing a psionic power, or using a psi-like ability. If the Concentration check succeeds you can continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a psionic power, the power points are lost, if you were concentrating on an active psionic power the power ends as if you had ceased concentrating on it. If you were directing a power, the direction fails but psionic remains active. If you were using as psi-like ability, that use of he ability is lost.

Concentration DC[1]	Distraction
10+damage dealt	Damaged during the action[2]
10+1/2 of continuous damage last dealt	Taking continuous damage during the action[3]
15+Power Level	Attempting to manifest as power without the display
15	Entangled
Distracting power's save DC	Distracted by nondamaging power4
20	Gain Psionic focus
20	Grappling or pinned. (You can manifest powers normally unless you fail your Concentration check
Distracting Power's save DC	Weather caused by power such as control air.

NOTE: 1. If you are trying to manifest, concentrate on, or direct a power when the distraction occurs, add the level of the power to the indicated DC.
2. Such as during the manifestation of a power with a manifesting time of 1+ rounds. Also from an attack of opportunity or readied attack made in response to the power being manifested (for powers with a manifesting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).
3. Such as from standing in natural fire or lava.
4. If the power allows no save, use the save DC it would have if it did allow a save.

Gain Psionic Focus: Merely holding a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost--they can become psionically focused as a special use of the Concentration skill. If you have 1 or more power points available, you can mediate to attempt to become psionically focused. The DC to become psionically focused is 20. meditating is a full-round action that provokes attacks of opportunity. When you are psionically focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration modifier is treated as if you rolled a 15. It's like taking 10 except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a psionic feat--many psionic feats are activated in this way. Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance), or until your power point reserve drops to 0. Usually making a Concentration check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain psionic focus is a full-round action. You may try again, though a success doesn't cancel the effects of a previous failure, such as the loss of the power points for a power being manifested or the disruption of a power being concentrated on. You can use Concentration to manifest a power or a psi-like ability defensively, so as to avoid attacks of opportunity altogether. The DC of the check is 15 +the power's level. If the Concentration check succeeds, you can manifest normally without provoking any attacks of opportunity. If the Concentration check fails, the power also automatically fails the power points are wasted, just as if you r concentration had been disrupted by a distraction. A character with the Combat Manifestation feat gets a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability

while on the defensive or while grappling or pinned. If you have 5+ ranks in Concentration you get a +2 bonus on Autohypnosis checks (Complete Psionic).

Craft (Int): to create an item, must specialize in a type of item. You can voluntarily increase the DC of crafting an item by any multiple of 10. This tactic allows you to create an item more quickly (since you'll be multiplying this higher DC by your check result to determine progress). You must decide the increase before you make the check (Complete Adventurer).

Craft (Alchemy)

Koblold Material	Craft (Alchemy) DC	Item	Craft (Alchemy) DC
Bitterleaf oil	15	Ditherbomb, wyrm	25'
Ditherbomb, weak	15*	Fire beetle lamp	10
Ditherbomb, strong	20*	Sundar goggles	15
Drow Material			
Bile droppings	15 (50 gp)	Spelunker's oil	20 (15 gp)
Darkvision powder	20 (10 gp)	Stoneburn acid	22 (10 gp)
Dwarfbllind stone	25 (50 gp)	Vilegrip	25 (50 gp)
Shedden	20 (75 gp)		
Poison			
Darklight brew	28 (1,500 gp)	Psychotripic Rot	17 (125 gp)
Fish glue	18 (100 gp)	Roach paste	15 (50 gp)
Illithid mindscorch	27 (1,000 gp)	Underdark blight	20 (100 gp)
Magic Infused Poison			
The Calling	28 (2,000 gp)	Slowswarming	21 (1,200 gp)
Creeping nullscourge	25 (1,000 gp)	Swarming spiderbite	26 (1,800 gp)
Slow taint	18 (300 gp)		

NOTE: * You can't take 10 on a Craft (Alchemy) check made to create a ditherbomb (Races of the Dragon) and (Drow of the Underdark).

If you fail to create a ditherbom by 5+ the partially created ditherbomb explodes, dealing damage as if it were a completed ditherbomb. The explosion destroys the alchemical lab being used for the ditherbomb's creation (Races of the Dragon).

Craft (Boatbuilding) lets you build canoes, rafts and skiffs, ketch or launch any boat or ship of Huge size or less (a ship is a vessel that carries subcraft; boats, boats don't carry any subcraft).

Craft (Shipwright) is used to build larger ships.

Type of Vessel	DC	Type of Vessel	DC
Crude Raft	5	Skiff	12
Dugout canoe	8	Launch	15
Coracle	10	War Canoe	18
Well-made Raft	10	Pinnace	20

(Stormwreck)

Craft (Composition): The only raw materials required for a written composition are pen, ink and parchment. In 1 week you spend about 2 gp on material. Use this cost rather than the cost of the normal materials (a total of 1/3 of the item's price). If you are making checks by the day, you spend about 3 sp per day (Races of Stone).

Craft (Poisonmaking): The fine art of refining raw materials into effective poisons requires both patience and care (not to mention discretion, in areas where poisons are outlawed). Making poisons with the Craft (Poisonmaking) skill follows the rules in the PHB for all Craft skills (Complete Adventurer).

Craft (Siege Engine): Catapults, siege towers and battering rams can be constructed by a skilled siege engineer. You can use Craft (Blacksmithing) or Craft (Weaponsmithing) to construct or repair siege weapons with a -5 penalty (Heroes of Battle.).

Composition Type	Value	Craft DC	Composition Type	Value	Craft DC
Poem	5sp-2gp	12	Symphony	1 gp-5gp	20
Novel	5gp-15 gp	15	Dramatic Monologue	1gp-5gp	15
Reference Book	25gp-100gp	18	Comedic Play	10gp-30gp	15
Epic	50gp-500gp	20	Dramatic Play	15gp-50gp	15
Song	5sp-5gp	12	Quartet or Quintet	5gp-15gp	15

Craft (Stonecarving): pertains to statues, decorative architectural elements, stone weapons , and holy symbols (Defenders of Faith).

Craft (Woodworking) pertains to masks, combs, furniture, holy symbols, and figureheads (Defenders of Faith).

Decipher Script (Int): decode writing.

You can create a secret code that befuddles the reader. The DC is 20 for the simplest of messages, 25 for a standard text, and 30 or higher for extremely lengthy or complex writings. The DC for someone using the Decipher Script skill to decode the text is equal to your check result. Anyone with a key to your code can read the text normally, although a separate Decipher Script check may be necessary if the original text was confusing and esoteric in the first place. Failure to decode the text has the same effects as for other uses of the Decipher Script skill, as described in the PHB. Deciphering the equivalent of a single page of coded script takes 1 hour and you can't try again (Races of Destiny).

Creating a cipher takes a week of uninterrupted work. The first attempt to decipher a code system created by the Decipher Script skill requires a day of uninterrupted work, and subsequent retries each take a week's time. You can attempt to decipher a private cipher more than once, but you must spend a great deal of time on each retry attempt. Each attempt to decipher a code beyond your first attempt takes a week's worth of uninterrupted work. The first attempt to decipher a code system requires only 1 day's work (Complete Adventurer).

Diplomacy (Cha): ability to deal with or persuade potentially hostile or uneasy people.

If you have 5 or more ranks in Diplomacy, you gain a +2 bonus on rally checks (Heroes of Battle).

Haggle: You can use the Diplomacy skill to barging for goods or services, including those of a magical nature. When discussing the sale of an item or service, you can attempt to lower the asking price with a Diplomacy check made to influence NPC attitudes. If you manage to adjust the vendor's attitude to helpful (most begin as indifferent), the vendor lowers the asking price by 10%. Add the vendor's Diplomacy check modifier to the DC needed to achieve the result. The DM is the final arbiter of any sale of goods or services and should discourage abuse of this option if it is slowing the game down. Haggling requires at least 1 full minute, as normal for a Diplomacy check. You can't retry a Diplomacy check to haggle (Complete Adventurer).

Know how to address someone: Even the most skilled dragon slayer can't afford to antagonize those individuals who occupy positions of power and authority. Nobles and other dignitaries usually expect to be addressed correctly. Knowing when to call a wealthy patron "Your grace" rather than "Your ladyship" can help make the scale of reactions tip in your favor (Sword and Fist).

Mediate: to mediate a disagreement, you must succeed in adjusting each group's attitude to friendly or better toward the other party in the negotiation. Make a Diplomacy check as normal for influencing NPC attitudes, but add the group leader's Diplomacy check modifier to the DC needed to achiever the result. Meditation is a long process and can't be rushed successfully. Each check requires a full day of game time. You can take a -10 penalty on the check if you wish to attempt a mediation in an hour instead of a day. As long as both sides aren't hostile (that is as long as at least one side remains unfriendly or better), you can retry a Diplomacy check

made to mediate a disagreement. If both parties become hostile at any time after the first check is made, you can't retry the check (Complete Adventurer).

Disable Device (Int): prevent a trap or clockwork device from operating.

Bypass Trap: You can try to incorporate a bypass element enabling you to avoid a trap's effects if you encounter it again later. Doing this imposes a -10 penalty on your Disable Device check. If you succeed, you can not only bypass a trap without disarming it (just as if you had beat the trap's DC by 10+) but also add a bypass element allowing you or your companions to avoid triggering the trap again later (Complete Adventurer).

Quick Disable: You can try to disable a device more quickly than normal. To reduce the time required to disable any device to a full-round action, add +20 to the DC.

Normal siege engines have a DC 20 to disable. Magic siege engines have a DC 25 to disable. You can try to sabotage a siege engine so it appears functional at a -5 to the check. Sabotaging a siege engine takes 2d4 rounds (Heroes of Battle).

Disguise (Cha): to pass yourself off as someone else.

Camouflage an Object: You can use this skill to temporarily change the appearance of an object, so that it is not immediately evident what function the object actually serves. This use of the skill requires time and some additional material to "dress-up" the object.

Size of Object	Time Required	Size of Object	Time Required
Tiny or Smaller	1d6 x5 minutes	Huge or Larger	1d10 x20 minutes
Small to Large	1d8 x10 minutes		

The object's disguise can include an apparent change of height or weight of no more than 1/10 the original unless specially crafted accessories are utilized (possibly requiring a separate Craft check). Your Disguise check result is opposed by the Search checks of anyone looking at the item, or otherwise searching in the are in question. You may not try again if you fail to hide the object. The DM makes the Disguise check for you secretly, so that you're not sure how well the object's disguise holds up to close examination (Races of Destiny).

Creating Fake Corpses: You can disguise yourself and others to appear to be dead bodies. You can't use this skill while being observed, and you can't move when using it. Your Disguise check is opposed by your opponents Spot check. Blending in with a group of bodies is easier, if the disguised characters are outnumbered by 3:1 or more you gain a +2 bonus on the Disguise check. This sort of disguise only needs some splashes of blood (or a similarly colored substance), grime, soot and similar stains. It takes 1d3 minutes of work to successfully pull this disguise off (Heroes of Battle).

Escape Artist (Dex): To escape being tied up, grapple or other wise bound.

Quick Escape: Making a Quick Escape Artist check increases the required DC by 10. Escaping from rope bindings, manacles or other restraints (except a grappler) takes only 5 rounds of work. Escaping from a net or an *animate rope, command plants, control plants* or *entangle spell* with the quick escape option is a standard action. Escaping from a grapple or pin with the quick escape option is a move action. Squeezing through a tight space takes half the time that it normally would (DM's discretion, at least 5 rounds) (Complete Adventurer).

Forgery (Int): to create a phony document of signature. Ships can need various licenses, letters and documents, a skilled forger can be a valuable asset especially for a captain or a crew who wish to pass off a stolen vessel as their own.

Some common documents used with ships are:

Bill of Sale: a note that says you own the item.

False Chart: Allows you to lead ships to dangerous waters or to hide something. A navigator using a false chart checks their Knowledge (Geography) vs. the forger's Forgery skill. If the check fails they take the chart as real and use it to navigate with.

Letter of Marque: a document issued by a government that gives the bearer permission to attack ships of the government's enemy and to confiscate their property. It is often a thin veneer legalizing piracy.

Manifest: A document that lists your cargo, most customs inspectors start with the ship's manifest.

Owner's Papers: Most civilized kingdoms require a ship to carry papers naming its owner, home port, or licenses for special trades (if any). A convincing set of documents may convince someone that they are not their enemy and could save you time when dealing with the authorities (Stormwreck).

Official documents can provide an excellent means of proving yourself and reinforcing your point. With properly forged documents--creates with a normal use of the Forgery skill and opposed by the viewer's Forgery check (or an Int check for those without ranks in Forgery)--you can gain special bonuses to certain skills due to synergy. At the DM's discretion you can forge documents that grant a +2 circumstance bonus on a specific Bluff, Diplomacy, or Intimidate check. These false credentials become, in effect, the perfect tool for the job and provide a bonus much like the bonuses provided to other skills by masterwork tools. Unlike other bonuses, these apply only when you present the documents and the creature you are interacting with doesn't detect the forgery. If you present forged documents and they are detected as a forgery, the check you were attempting to use the documents for automatically fails. The DM is also free to rule that there are other repercussions in such situations (Complete Adventurer).

Gather Information (Cha): to collect data, information on an area, person or people.

Find out who is Really in charge: You need help form the Temple of the Four Winds; but do not know who to ask. Should you approach the Grand Master himself or should you ask one of his many underlings for aid? Proper use of this skill can help you find out who makes important decisions (Sword and Fist).

Organization Breakdown: You can learn a broad overview of the command structure of an organization: who the officers or leaders are; how many layers of command exist between the highest level officers and the average foot solider. (or entry-level operative); how to identify ranks within the organization; and what kind of authority the various members have. Discovering the names of specific members of the organization adds 10 to the DC of the Gather Information check, and knowing their location adds another 5. The more secretive the organization, the more difficult this information is to obtain this information if someone in the community actually knows it. At the DM's discretion, members of the local community ignorant of an organization operating in their area. The table shows the various DCs and examples of what sort of groups they represent.

Organization	DC	Examples
Public	10	Local government, local guild
Private	15	Private club, military
Exclusive	20	Invitation only club, local criminals
Secretive	25	Espionage group, criminal cartel
Unknown	30	Shadow government, underground cult

Strategic Information: If a battle is to be fought in or near an inhabited area a DC 20 Gather Information check provides a strategic advantage to your force (see Strategic Advantage Heroes of Battle 70). Making such a Gather Information check takes 1d4+1 hours (Heroes of Battle).

Who's who: Wily adventurers always know whom they deal with before committing to an agreement. Was the cloaked stranger who just hired your adventuring party really the duke's steward, and if so, does he really have his master's trust? (Sword and Fist)

Handle Animal (Cha): to control an animal, must specialize in the animal. You can raise, handle and train dragons, but since they are magical beasts you have a -4 to your chance.

Advanced Fighting (DC 20): An animal trained for advanced fighting know the tricks assist attack, attack, down, hold, stay and subdue. Training an animal for advanced fighting takes 5 weeks. You can also "upgrade" an animal tried for fighting to on trained or advanced fighting by spending 2 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew (Complete Adventurer).

Ambush (DC 20): The animal hides, using the Hide skill to the best of its ability. It then stays hidden and attacks the first foe to come close enough for the animal to attack after a single move. The animal must know the attack trick to learn this trick and it will attack only those kinds of creatures it has been trained to attack and that it recognizes as foes. The animal will not attack creatures that are familiar to it (such as members of its owner's party) or harmless creatures that it would not otherwise attack (such as birds or squirrels). You can specify a kind of creature to attack each time you command an animal to perform the ambush trick. Doing this requires a DC 20 Handle Animal check and you must convey your desire to the animal somehow. If the animal has the scent ability you can supply the animal with the scent. You also can also show the animal the kind of creature you want ambushed (by pointing to the creature in the distance or showing the animal a captive creature). A speak with animals spell can be handy for designating a kind of creature to ambush. You can specify a location for the ambush instead of the kind of creature. Doing this also requires a DC 20 Handle Animal check. The place you designate must be a place the animal can reach by taking a single move action, and the animal must be able to see it when you give the ambush command (Races of the Wild).

Armor: The animal is willing to accept the burden of armor (Masters of the Wild).

Assist Attack (DC 20): The animal aids your attack or that of another creature as a standard action. You must designate both the recipient of the aid and a specific opponent when commanding the animal to perform the task. The animal uses the aid another combat action, attempting to grant a bonus on the recipient's next attack roll against the designated opponent. It also flanks the designated opponent, if it can do so without provoking attacks of opportunity. An animal must know the attack trick before it can learn this trick (Complete Adventurer).

Assist Defend (DC 20): The animal aids your defense or that of another creature as a standard action. You must designate both the recipient of the aid and a specific opponent when commanding the animal to perform the task. The animal uses the aid another combat action attempting to grant a bonus on the recipient's AC against the designated opponent's next attack. An animal must know the defend trick before it can learn this trick (Complete Scoundrel).

Assist Track (DC 20): The animal aids your attempt to track. The animal must be present as your attempt a Survival check to track another creatures; if the animal succeeds on a DC 10 Survival check you gain a +2 circumstance bonus on your Survival check made to track. An animal must have the scent ability and know the track trick before it can learn this trick (Complete Scoundrel).

Bull Rush (DC 20): The animal attempts to bull rush a designated creature. The animal must know the attack trick to learn this trick, and it will bull rush only those kinds of creatures it has been trained to attack. This trick otherwise works just like the attack trick (Races of the Wild).

Calm: This trick lets an animal deal with dungeon environments. it becomes willing to move through or rest quietly in darkness, to skirt ledges around pits, and to climb up slanted passages and staircases. When the situation requires it, the animal even allows itself to be harnessed for travel over vertical surfaces (Masters of the Wild).

Come or Heel: an animal that knows either of these tricks will move through a tight space if commanded to do so (Stormwreck).

Defensive Guarding (DC 20): An animal trained for defensive guarding know the tricks defend, down, guard, hold, subdue and warn. Training an animal for defensive guarding takes 6 weeks. You can also "upgrade" an animal trained for guarding by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replaces the animal's previous purpose and tricks completely replace the animal's previous purpose and any tricks it once knew (Complete Adventurer).

Disarm (DC 20): The animal attempts to disarm a designated creature. The animal must know the attack trick to learn this trick, and it will disarm only those kinds of creatures it has been trained to attack. You designate some item the subject holds or carries, and the animal will try to seize that item. If given no other instructions, the animal attempts to make the subject drop any weapon it holds. If the animal uses a bit attack (or some other natural weapon that allows it to grasp an object), it winds up holding the target item in its mouth (or grasp) after a successful disarm (Stormwreck).

Dive (DC 15): The animal dives into water as you direct, possibly from heights far above what it would normally attempt. The animal can also swim underwater even if it normally would not do so (Stormwreck)

Fishing (DC 20): A trained animal knows the following tricks; attack, come, dive, down, fetch and seek. Diving birds are excellent fishers (Stormwreck).

Helpmate (DC 20): An animal helpmate serves you or a creature you designate, acting as a companion, guard and assistant. It knows the tricks come, down, fetch, guard, heel, and stay. Training an animal to be a helpmate takes 6 weeks (Races of the Wild).

Herding (DC 20): The animal knows how to drive groups of other animals from place to place and how to keep individuals from wandering away from the herd. It knows the tricks come, down, guard, heel, mark and seek. Training a herding animal takes 6 weeks (Races of the Wild).

Hold (DC 20): The animal initiatives a grapple attack and attempts to hold a designated enemy in its arms, claw or teeth. An animal with the improved grab ability uses that ability in the attempt; otherwise, the attack provokes attacks of opportunity. An animal must know the attack trick before it can learn this trick (Complete Adventurer).

Home (DC 20): The animal returns to the location where it was trained to perform this trick, traveling overland as required (Complete Adventurer).

Hunt (DC 20): The animal attempts to hunt and forage for food for you using its Survival skill. While an animal automatically knows how to hunt and forage for its own needs, this trick causes it to return with food rather than simply eating its fill of what it finds (Complete Adventurer).

Jump (DC 15): The animal performs a jump as you direct--either a long jump or a high jump. Swimming animals perform these jumps in water, while landbound animals perform these jumps on land (Stormwreck).

Mark (DC 20): The animal moves toward a creature you designate and endeavors to stay near the creature no matter what it does or how it moves. The animal generally stays within 10' of the creature but keeps out of its reach. While performing this trick, the creature makes noise to help mark the foe's location. If the animal also knows the seek trick, you can designate an area or direction for the animal to seek your foes that are attacking you. To identify a foe, the animal must see the creature attack you or use a spell or other magical effect with a visible manifestation in your direction. Otherwise the animal marks the first creature it encounters (Races of the Wild).

Messenger (DC 15): an animal trained as a messenger knows the following tricks; come, fetch, seek and track (Stormwreck).

Overrun (DC 20): The animal attempts to overrun a designated creature, provided the animal is big enough to do so. If the animal has the trample special ability, it uses that ability against the creature if the animal is big enough to do so (Stormwreck).

Rescue (DC 20): an animal trained for rescue knows the following tricks; come, defend, dive, fetch, seek and work. Strong swimmers such as porpoises can be trained to aid humanoids in water (Stormwreck).

Rescue (DC 15): The animal knows how to find and retrieve hurt or incapacitated creatures. It knows the tricks fetch, mark, seek, track, and work. Training a rescue animal takes 5 weeks (Races of the Wild).

Scent Fighting (DC 20): The animal is trained to help its rider or handler fight against invisible creatures. Each round the creature takes a move action to locate the direction of the scent and then travels in that direction stopping when it is within 5' of the source of the scent (or at the limit of its movement) and indicates the location of the origin of the scent (an animal must have the scent ability to be taught this trick) (Races of Stone).

Seek: Animals with the scent ability use that ability when it seeks. The scent fighting trick expands this ability so that the animal will point its handler to an invisible creature it can detect with scent (Races of Stone).

Special Movement (DC 20): The animal will use one specific special movement mode it doesn't normally posses if a spell or other effect grants is that movement mode; flying, burrowing, climbing, or swimming. An animal trained to fly will also *air walk* (Races of Stone).

Stalk (DC 20): The animal follows a designated target, doing its best to remain undetected, until the target is wounded or resting, and then attacks. An animal must know the attack trick. before it can learn this trick (Complete Adventurer).

Steal (DC 20): The animal grabs an object in the possession of a target creature, wrests it away, and brings it to you. If multiple objects are available, the animal attempts to steal a random one. An animal must know the fetch trick before it can learn this trick (Complete Adventurer).

Subdue (DC 20): The animal attacks a designated target creature to deal nonlethal damage, taking a -4 penalty on its attack roll. The animal stops its attack when the target creature lapses into unconsciousness. An animal must know the attack trick before it can learn this trick (Complete Adventurer).

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. The following general purpose expands upon the list presented in the PHB.

Teach an Animal a Trick: You can teach a specific trick with 1 week of work and a successful Handle Animal check against the indicated DC (Races of the Wild).

Teamwork Trick: Trains animals to work together in a team (H. of B. 115), it is a DC 20 Handle Animal check to teach an animal Teamwork.

Thievery (DC 20): An animal trained for thievery knows the tricks fetch, heel, home, seek, steal, and work. Training an animal for thievery takes 6 weeks (Complete Adventurer).

Train Vermin: Vermin are vital to the drow, as expression of Loth and with training as guardians, soldiers, or steeds. Since vermin are mindless creatures, they don't learn as other animals do. Instead, they must be "programmed" by a trainer, who encodes a desired pattern of behavior that the creature reproduces under a specific set of circumstances. This technique is beyond the capabilities of most animals, and only characters with the Vermin Trainer feat or with access to a similar ability--such as that granted by the vermin keeper prestige class can train vermin. Even with the required feat, handling and training mindless creatures has associated challenges. The larger the vermin, for example the hard it is to control--thus, when making a Handle Animal check to handle or train a vermin, apply the creature's special size modifier to the check DC.

Vermin Size	Handle Animal DC	Vermin Size	Handle Animal DC
Medium or smaller	+0	Gargantuan	+10
Large	+2	Colossal	+15
Huge	+5		

Vermin can learn up to 3 tricks or 1 general purpose that encompasses no more than 3 tricks. Some vermin have a special quality that enables, them to learn more than others of their type ordinarily could. It is impossible to push a vermin. Additionally, vermin are never deemed "wild animals" and thus can't be reared. In addition to the tricks in the PHB the following tricks could be trained:

   Ambush (DC 20): The vermin makes a Hide check and waits for a creature to come near it. When a target passes beneath it or comes within 10' the vermin attacks (Drow of the Underdark).

   Bestow Venom (DC 15): By succeeding on a DC 15 Handle Animal check to handle a vermin that has a poison special attack, you can compel the vermin to give up some of its venom. The creature deposits its poison into a container your indicate, providing a single dose. A Handle Animal check to extract venom takes 1 minute. You can then attempt a DC 15 Craft (Poisonmaking) check to refine this venom into a poison you can use (Drow of the Underdark).

   Web (DC 15): On command, a web-spinning vermin shoots a web at the closest hostile creature (Drow of the Underdark).

Underground Fighting (DC20): An animal trained to engage in combat underground, where scent is typically as important as vision in a fight, knows the tricks attack, defend, down, scent fighting, seek and heel. Training an animal for underground fighting takes 6 weeks. (Races of Stone).

Warn (DC 20): The animal reacts to new creatures regardless of whether the animal sees the newcomer, or hears it, or detects the creature with scent. The exact warning sound given (hiss, growl, squawk, bark) varies depending on the animal type and the training; this sound is chosen at the time of training and can't be changed. If the newcomer doesn't stop after this warning, the animal attacks. As part of the training, the animal can be trained to ignore specific creatures (such as the trainer's allies). An animal must know the guard trick before it can learn this trick (Complete Adventurer).

Heal (Wis): to repair damage done to a person.

Makeshift Bandage: With a DC 12 Heal check, you can assist a fallen creature and automatically stabilize them in 2 rounds. If you fail the check by 5 or more the target loses 1 hit point. Doing this requires a standard action (Heroes of Battle).

Extended Aid: With a DC 20 Heal check, you can help an unconscious creature return to consciousness quicker. If the check succeeds, the unconscious creature in your care wakens in 1 hour. Doing this requires 1 hour of light activity (Heroes of Battle).

You can use the Heal skill to determine what killed a dead creature. The difficulty of this task depends on the nature of the death itself.

Cause of Death	DC
Physical wounds	0
Environmental (fire, suffocation etc.)	5
Spell with visible effects	10
Poison	15
Spell with no visible effects	20

Each day that passes between the time of the creature's death and the time the examination is made increases the DC of the Heal check to determine the cause of death by 5. Making a Heal check to determine the cause of a creature's death takes 10 minutes. You can try again, but it takes 10 more minutes for each check. (Complete Adventurer).

Heal Animal (Wis): to repair damage done to an animal

Hide (Dex): to remain undetected.

Blend into the Crowd: You can use the Hide skill to blend into a crowd, but doing so conceals you only from someone scanning the area to find you. You remain visible to everyone around you, and if they happened to be hostile they're likely to point you out (Complete Adventurer).

Camouflage: Using camo netting (Heroes of Battle 95) allows a character to attempt a Hide check in a particular kind of terrain without having either cover or concealment, as long as the character remains stationary. It also allows characters to hide objects (Heroes of Battle).

M*ove Between Cover*: If you're already hidings (thanks to cover or concealment) and you have at least 5 ranks in Hide, you can make a Hide check (with a penalty) to try to move across an area that doesn't offer cover or concealment without revealing yourself. For every 5 ranks in Hide you possess, you can move up to 5' between one hiding place and another. For every 5' of open space you must cross between hiding places, you take a -5 penalty on your Hide check. If you move at more than 1/2 your speed you also take the normal penalty on Hide checks when moving quickly (-10 for moving faster than normal speed, or -5 for moving between half speed and normal speed). You can also use this option to sneak up on someone from a hiding place. For every 5' of open space between you and the target, you take a -5 penalty your Hide check. If your Hide check succeeds, your target doesn't notice you until you attack or make some other a attention grabbing action. Such a target is treated as being flat-footed with respect to you (Complete Adventurer).

Tail Someone: You can try to follow someone while remaining unseen. If you stay at least 60' away from your quarry, you must succeed on a Hide check (opposed by your quarry's Spot check) once every 10 minutes. At a distance of less than 60', you must make a Hide check each round. Extraordinary actions on your part (such as spellcasting or attacking) may disrupt this attempt even if you do not fail a check. Tailing someone still requires cover or concealment, as normal for attempting a Hide check. A moderately crowded street provides sufficient cover and concealment to accomplish this goal. Alternatively, you can duck between areas of cover or concealment, as described in Move Between Cover. Even if you fail a Hide check while tailing someone or you are spotted while moving too great a distance between hiding places, you can attempt a Bluff check opposed by your quarry's Sense Motive check to look innocuous. Success means your quarry sees you but doesn't realize you're tailing him; failure alerts him that you're actually following. A modifier may apply to the Sense Motive check, depending on how suspicious your quarry is. The table provides Sense Motive modifiers for each situation.

Sense Motive: Your Quarry…	DC Modifier
Is sure nobody is following	-5
Has no reason to suspect anybody is following	+0
Is worried about being followed	+10
Is worried about being followed and knows you're an enemy	+20

Intimidate (Cha): to force someone to cooperate with you.

When using Intimidate against a lower-ranking character, you can add the difference in commander ratings to your Intimidate check (Heroes of Battle 75). If you have 5 or more ranks in Intimidate, you gain a +2 bonus on rally checks (Heroes of Battle).

Jump (Str): to hurl yourself across a gap or distance.

Creatures in water with swim speed gain a +4 bonus/10' of speed over 30'. If their swim speed is less than 30' they suffer a -6/10' below 30'.

High Jump: as noted in the PHB, but there is a -10 penalty for executing this jump in water.

Launch into the air: With a successful high jump that gets you entirely clear of the water (a result of 0' or higher) you can begin flying at an elevation of 5'(if you have a fly speed).

Knowledge (Arcane) (Int): knowledge about magic

Knowledge (Architecture and engineering) (Int): knowledge about construction.

The skill also encompasses the science of naval architecture, ship design, and construction techniques for large vessels. Building ships of Gargantuan or Colossal size requires a shipwright, not a boatbuilder, and Knowledge (Architecture and Engineering) is the signature skill of a shipwright. Large vessels will require multiple skill checks in several skills, Knowledge (Architecture and Engineering) skill checks are required to successfully design and oversee the building of a large vessel. The DC of your shipbuiliding check varies with the ship

you're trying to build and the craftsman and materials you have on hand. The materials required to build a ship are equal to half the ship's indicated price; in addition you must pay the shipyard workers an amount equal to 1/4 of the ship's indicated price.

Shipbuilidng DCs

Ship	DC	Yard Size	Build Time	Ship	DC	Yard Size	Build Time
Longship	10	Small	2 months	Tireme	18	Medium	8 months
Knorr	10	Small	3 months	Dromond	20	Medium	6 months
Cog	12	Small	3 months	Elven Wingship	22	Medium	8 months
Junk	12	Small	3 months	Greatship	22	Large	15 months
Caravel	15	Small	3 months	Ironclad	25	Large	18 months
Dhow	15	Medium	4 months	Theurgeme	25	Medium	8 months
Galley	15	Medium	4 months				

Check Modifiers		**Check Modifiers**	
Poor Work Force	-2	Rush Job	-5/month
Terrible Work Force	-5	Minor Magical Assistance	+5
Poor Materials	-5	Major Magical Assistance	+10

NOTES: If you chose to take 20 on the check double the time. No vessel's build time can be reduced to less than 1/3 the normal time. Magical Assistance means access to 4th+ level spells or monsters of CR 7+.

On a successful check, the ship is ready in the appropriate time. If you miss the check by 5 or less, you fail to complete the vessel on the anticipated schedule. Add 1 month to the construction time, and check again at the end of that month; if you fail by 5 or less again you have hit another delay. If you miss your check by 10+ the ship is poorly built, and its inherent modifier to Profession (Sailor) checks is -5 worse than the norm for a ship of that type. Fixing a poorly made ship requires rebuilding it, but the build time is reduced by half. If you fail your shipbuilding check to rebuild a poorly made ship, you can't fix it; it will always be poorly made.

Knowledge (Geography) (Int): knowledge about the land of an area (Stormwreck).

The required skill to navigate a ship. The difficulty of setting an accurate course depends on the quality of information you have about where your going. The DM makes this check for you since you don't know exactly what is required.

Course Setting	DC	Course Setting	DC
Close and very familiar	5	Distant and seen once	25
Distant and very familiar	10	Close but uncertain	25
Close and studied carefully	10	Distant and uncertain	30
Distant and studied carefully	15	Close but uncertain	25
Close and seen once	20	Distant and uncertain	30
Mythical or legendary	35		

DC Modifiers		**Check Modifiers**	
Start point well known	+0	Excellent chart	+2
Start point uncertain	+5	Poor chart	-2
Start point only guessed at	+10	Extremely poor chart	-5
Start point completely unknown	+20	False chart	-10

A check is made when you begin the voyage and anytime you realize that you have gotten lost and need to determine a new course to follow to reach your destination. If you fail your course setting check by 5 or less, you arrive in the vicinity of your destination; for close voyages, you miss by 5d10 miles; for voyages to distant points, you miss by 5d100 miles. If you fail your course setting check by 5+ you are wildly off course. On a close voyage, you miss by 10d10 miles; on a long voyage you miss by 10d100 miles (Stormwreck).

*Piloting***;** the art of not getting lost and determining where you are in relation to your intended course, so that you can make corrections as necessary. Piloting actually involves a variety of related techniques; celestial navigation, dead reckoning, and true piloting--using landmarks on

shore to establish your position. You must make course checks daily, with the check depending on the methods available to you on open ocean with cloudy skies, you have no landmarks and no celestial bodies to observe.

Condition	DC	Condition	DC
Very familiar coast in sight	5	Open ocean, clear weather	17
Coast studied carefully in sight	8	Open ocean, poor visibility	25
Coast seen once in sight	13	Open ocean stormy weather	30
Unknown coast in sight	15	Open ocean, gale or hurricane	40

Failing your piloting check once is not a problem; you simply failed to establish your location for the day. You can go back to your previous day's established position and estimate your current position given the course and speed you think you've followed since. You don't become lost until you fail your piloting check on 3 consecutive days (Stormwreck).

Knowledge (History) (Int): knowledge about the history of an area.

A DC 20 Knowledge check enables you to provide a strategic advantage to your side in a battle (Heroes of Battle 70). This requires 1 hour of planning (Heroes of Battle).

Knowledge (Local) (Int): knowledge known to local people in an area

Knowledge (Nature) (Int): knowledge of plants and animals, must specialize for a wide area. Useful in helping to predict the weather--something any mariner's life might depend on. While predicting the weather is an aspect of the Survival skill, ranks in Knowledge (Nature) provides a synergy bonus to Survival checks (Stormwreck).

Knowledge (Nobility and Royalty) (Int): Knowledge about the intricacies of the noble and royal courts also gives insight into the bureaucracy that helps support them. This skill lets you know the easiest ways to bypass the multiple layers of assistants, majordomos and chamberlains to meet with the person in charge. You can use this skill to discover the levels of bureaucracy within a royal household, government, or other large body of authority. If you make a check (DC 15 +organization size modifier) you gain a +2 circumstance, bonus on Bluff, Diplomacy and Gather Information checks pertaining to that particular organization for 1 week. However, failure by 5+ means you make a false assessment of the situation, imposing a -2 penalty on the use of those skills for 1 week instead (The DM should make this check in secret, and apply the appropriate modifier when required). The size and complexity of the organization may provide a bonus or a penalty on this check:

Organization	DC Modifier	Organization	DC Modifier
Minor noble house	+0	Empire, vast kingdom	+15
Average noble house	+5	Member of noble house	-5
Major noble house	+10		

Knowledge (Psionics) (Int): from the Psionic Handbook, knowledge of psionics. Covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities. If you have 5+ ranks in Knowledge (Psionics) you get a +2 bonus on Psicraft checks. If you have 5+ ranks in Autohypnosis, you get a +2 bonus on Knowledge (Psionics) checks. An untrained Knowledge (Psionics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower) (Complete Psionics).

Knowledge (Religion) (Int): You can use this skill to understand the structure of authority within a church, cult, or other religious organization. If you make a check (DC 15 +organization size modifier) you gain a +2 bonus on Bluff, Diplomacy and Gather Information checks made during the next week that pertain to that particular organization. However, failure by 5+ means you make a false assessment of the situation, imposing a -2 penalty on the use of those skills for 1 week instead. The size and complexity of the organization may provide a bonus or a penalty on this check:

Organization	DC Modifier	Organization	DC Modifier
Single Parish	+0	Chaotic Religion	+5
Town-sized territory	+5	Lawful Religion	-5
City-sized territory	+10	Member of the Church	-5
Metropolis-sized territory	+15 (Races of Destiny)		

Knowledge (the Planes) (Int): info on extraordinary places and realms including astral and ethereal. Includes information about infernal beings such as devils, demons and lower-planar critters, as well as divine beings such as celestials, archons, and denizens of higher planes.

Knowledge (War): includes topics of siege engines, sapping, siege tactics and strategy.

Listen (Wis): chance to hear a faint noise.

With a successful DC 25 Listen check, you can listen to echoing sounds and determine how far away the individuals making them are, within 10% of the distance between you and those individuals (Races of Stone).

Water is a better conductor of sound than air. Background Noise: There is a lot of background noise in water. Sounds that pass over or through such conditions are also affected.

Check Modifier; Sound carries through water extremely well; penalize the listener's Listen check by -1 per 30' instead of -1 per 10' for sounds transmitted through water. Sound also carries well over water; penalize the Listen check by -1 for 20' instead of the normal -1 per 10'.

For this list, a land creature doesn't have a swim speed (Stormwreck).

	Condition
+5	Listener or sound in light sea or moderate river
+10	Listener or sound in light surf, moderate sea, or loud river
+15	Listener or sound in heavy surf, or thundering river.
-1	Per 30' of distance underwater
-1	Per 20' of distance over water
-10	Land creature underwater

Clarify Conversations: The DCs given in the PHB are based simply on hearing someone moving or talking. To understand any conversation that is being spoken near to you (but not directly at you), your Listen check must exceed the DC by 10.

Environment	DC Modifier	Environment	DC Modifier
Next booth in a tavern	+2	Crowded market place	+15
Bustling city street corner	+5	Riot	+20
Busy tavern	+10		

Each check takes a full round of listening, you may not try again (Races of Destiny).

Move Silently (Dex): ability to move quietly

Open Lock (Dex): ability to open a lock, only rogues can try to open magical locks.

Q*uick Lockpick:* You can try to open a lock more quickly than normal. To reduce the time required to open any lock to a move action, add 20 to the DC.

Although normal locks require only 1 Open Lock check the DM is free to include locks or a series of locks that requires a complex check to open. (He can also rule that each casting of a *knock* spell counts s 6 successes toward opening a complex lock.) Particulars for complex locks are given in this table.

Lock Quality	DC	Successes	Price	Lock Quality	DC	Successes	Price
Very Simple	20	2	25 gp	Good	30	7	100 gp
Very Simple	20	3	30 gp	Good	30	8	120 gp
Average	25	4	50 gp	Good	30	9	140 gp
Average	25	5	60 gp	Amazing	40	10	200 gp
Average	25	6	70 gp (Unearthed Arcana)				

Perform (Cha): ability to sing, dance or play an instrument

Profession (Wis): the skill to do a job.

Profession (Astrologer): encompasses knowledge of astronomy, horoscopes, and birth charts. Particularly useful for those who frequently use divination magic.

Profession (Miner): is used to indicate the progress of mining or digging operations. Excavation is represented as a fixed number of 5' cubes per minute, based on the Profession (Miner) check result of the lead worker (but not of the overseer). Even a pair of unskilled miners can remove a 5' cube of stone with 8 hours of labor, while reasonably talented workers can remove twice or even three times as much. This table assumes that the miners are digging through sedimentary rock (limestone, sandstone, shale).

Check Result	Daily Progress	Check Result	Daily Progress
10	1/2	20	2
15	1	+5	+1

NOTE: * 5' cubes; Double this value for each size category above Medium, halve it for each size category below Medium.

Two Medium miners can work together on a single 5' cube, with one using the aid another action to assist the other's check. Only a single Large or larger miner can work on any given 5' cube. Up to 4 Small or smaller miners can work together on the same 5' cube, with as many as 3 miners using the aid another action to assist the lead miner's check. Kobolds are an exception to this rule; mining more efficiently than other Small creatures. Treat them as Medium creatures for determining their daily progress, but as Small creatures when determining how many kobolds can work on a given 5' cube.

Substance	Check Modifier	Substance	Check Modifier
Gravel or Stone	+10	Dirt, packed or frozen	+2
Dirt, lose	+5	Igneous rock (granite, pumice, obsidian)	-5
Clay or Slit	+2	Metamorphic Rock (marble, quartz, slate)	-10

A weak ditherbomb used in conjunction with a Profession (Miner) check grants a +2 alchemical bonus on the check. A strong ditherbomb grants a +4 alchemical bonus on the check, while a wyrm ditherbomb grants a +6 bonus. Using more than 1 ditherbomb doesn't add to this bonus.

Profession (Siege Engineer) is used to aim indirect fire weapons like catapults, trebuchet, scorpions or mangonels (Heroes of Battle). An artillerist is an expert with 2-4 ranks in this profession, usually only 1-2 members of a weapon crew are artillerists, the others simply help. An artillerist can also be called a bombardier, cannoneer, or gunner's mate (Stormwreck).

Profession (Sailor): With 1-2 ranks characters are simple deckhands--competent to work as part of a crew and handle jobs such as reefing sails, manning the helm, under the direction of a commander, and generally make themselves useful. Characters with 3-7 ranks are expert shiphandlers. They know how sails should be set for current winds. They can handle tricky tasks of piloting, such as crossing a river bar. And they are skilled at tactical maneuvers in battle such as executing or avoiding a ramming attack. Bringing a ship alongside for boarding and using the weather gauge ability to remain at range, rank an enemy's bow or stern, or fall away from action.

Profession (Sailor): Steering a ship in good weather conditions with sufficient crew requires no skill check. However, adverse conditions might require you to make skill checks every round, minute, or hour to keep your ship on course and out of danger. Any Profession (Sailor) checks you make to control or navigate a vessel require a full watch or complement of able-bodied crew. If your ship is undermanned, modify the DC's given below:

Less than full watch section: DC +5
Less than half watch section: DC +10
Less than quarter water section: DC +15

Foundering: Your vessel is at risk of foundering when you are in high winds, heavy seas, or rough surf. Check for foundering once per day, or once per hour in high winds or storms, or once per minute in heavy surf. Add your vessel's seaworthiness modifier to foundering checks.

Foundering in strong winds or light surf;   DC 5
Founding in severe winds: DC 10
Foundering in windstorm/gale or heavy surf: DC 15
Foundering in hurricane or very heavy surf: DC 20
Foundering in dire gale: DC 28

If you fail a founding check your ship begins to sink.

Sailing in High Winds: requires a check to maintain control, add your vessel's seaworthiness modifier to your check. If you fail your Profession (Sailor) check in dangerous winds, your ship is driven before the wind but you can retry your checks in 1 hour or when the wind drops.

Sail or row in severe winds: DC 20
Sail or row in windstorm or gale: DC 30

Steering in Fast Currents: Handling a vessel in fast-moving waters requires a Profession (Sailor) check modified by your vessel's shiphandling modifier. Check 1/round, if you fail to steer a vessel through rough waters or vigorous currents, your speed falls to 0 and you are simply swept along with the current, unable to turn or avoid obstacles until you regain control.

Steer in vigorous current: DC 8
Steer in dangerous current: DC 18
Steer in irresistible current: DC 28

Rivers with fast-moving water also create surflike conditions, that might swamp or overturn your vessel, even if you are steering successfully. A vigorous current is treated like light surf; a dangerous current is equal to heavy surf; and an irresistible current is equal to very heavy surf (Stormwreck).

Boatswain: an experienced sailor who supervises the deckhands. He is also skilled in deck rigging and handling cargo. A boatswain is usually as commoner or expert with at least several ranks in Climb or Use Rope, however some barbarians from seafaring societies make excellent boatswains.

Captain: usually an experienced sailor, navigator and commander. There is a good deal of overlap between captain and master; generally, a master is someone who owns the ship, while a captain is someone who doesn't, yet commands the ship. A ship might sail with both a master and a captain, the master lets the captain command the boat only interceding if they feel the vessel is at risk. A Captain is usually and expert (or multiclass expert), bard fighter, paladin or rogue with a least 7-10 ranks in Profession (Sailor), 4-7 ranks in Knowledge (Geography), 2-4 ranks in Knowledge (Nature) or Survival, and 2-4 ranks in and interaction skill such as Bluff, Diplomacy, or Intimidate.

Deckhand: able-bodied seamen who handle ship's sails, lines, small boats, and deck maintenance as directed by the officers or boatswain. Deckhands generally have 1-3 ranks in Profession (Sailor) and 1-2 ranks in Climb and Use Rope.

Helmsman: usually a dedicated steersmen/helmsman is not carried, instead deckhands who are on watch handle helm as directed by the conning officer. Skill checks for the handling of the ship are generally made by the person commanding the helmsman.

Mage: any vessel with a crew of 12+ is likely to carry a ship's mage--an arcane spellcaster who can help defend the ship from various natural or unnatural hazards, ranging from pirate attack to doldrums. Usually they are 3rd-6th level; warships with large crews could easily carry as many as half a dozen mages and apprentices.

Master: The actual owner of the ship, typically the captain. A master is usually an expert (or multiclass expert) or rouge with 7-10 ranks in Profession (Sailor), 4-7 ranks in Knowledge (Geography), 2-4 ranks in an interaction skill such as Bluff, Diplomacy, or Intimidate and 2-4 ranks in Profession (Merchant).

Mater-at-Arms: the petty officer charged with keeping order among the crew and supervising the ship's armory. If a ship carries soldiers than the officers and sergeants among the soldier fulfill these functions. A master-at-arms is usually a warrior, barbarian, or fighter with a rank or two in skills useful to the job such as Bluff, Diplomacy, Intimidate or Sense Motive.

Officer: supervise the crew, navigate and function as an extension of the captain. Small merchant ships might have no officers at all--only a master, a pilot, and a chief bosun. Larger ships and most warships have officers who stand watch in the captain's stead, making sure that the ship keeps its course and avoids various hazards. The first officer is the ship's second in command; large ships might even have a second or even third officer, and very large ships could have more than that. An officer is usually an expert (or multiclass expert) with 4-7 ranks in Profession (Sailor) , 2-5 ranks in Knowledge (Geography), 1-3 ranks in Knowledge (Nature) or Survival and 1-3 ranks in an interaction skill such as Bluff, Diplomacy, or Intimidate. A cleric or ranger can also server as an officer.

Pilot: The ship's officer in charge of navigation. On smaller vessels the ship's captain or master serves as the pilot, but on larger ships the pilot is one of the officers who performs her duties under the captain's supervision. A pilot is usually an expert or wizard with 4-7 ranks in Profession (Sailor) and 4-7 ranks in Knowledge (Geography). It's quite common for knowledge of navigation to be a secret deliberately held only by a ship's captain and officers (without the ability to find their way home across the seas, crews are much less likely to mount a successful mutiny).

Prelate: or ship's chaplain or priest is a divine caster who advises the captain, lends his healing skills to the crew, and uses divine magic to protect the ship from hazards and assist in battle. Prelates are normally carried only on ships of moderate or greater size; small ships might have a speaker or acolyte who represents the most prevalent faith on board, Warships often carry more prelates because of their usefulness in battle. A typical prelate is a cleric of 2nd to 5th level.

Surgeon: the officer who treats injuries and wounds. Small ships rarely carry a surgeon, but even a small crew has at least one or two members who have a couple of ranks in the Heal skill. A ship's surgeon is usually an expert with 4-7 ranks in Heal, but it's not uncommon for clerics, favored souls, healers or even druids to fill this billet.

Windsinger: in some seafaring societies a ship's crew is not complete without a windsinger--a character whose spells can soothe or command the winds. A windsinger is usually a bard or a druid, but sorceress and wizards can fill this job as well, provided they know the right spells. The windsinger's duties are generally not as militant or officious as a ship's mage or ship's prelate; few ships carry all three. Windsingers help ships avoid battles, not win them, and they often serve as spokesman for the crew. A windsinger is usually a bard or druid of 3rd to 6th level with several ranks in Profession (Sailor) and Knowledge (Nature) (Stormwreck).

Psicraft (Int): ability to identify manifesting powers.

You can identify powers and psionic effects. The DCs for Psicraft checks are below:

Psicraft DC	Task
15+power level	Identify a power being manifested. (You must sense the power's display, or see some visible effects to identify a power.) No action required. No retry
15+power level	When manifesting detect psionics, determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect the DC is 15 +1/2 manifester level.) No action required.
15+power level	Address a power stone to figure our what power or powers it contains
20+power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20+power level	Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.
25+power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.
20	Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The DM makes this check.
30+	Understand a strange or unique psionic effect, such as the effects of an outcrop effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

Additionally, certain powers allow you to gain information about psionic effects, provided that you make a successful Psicraft check as detailed in the power description. A psion gains a +2 bonus on Psicraf checks when dealing with a power or effect from his discipline. If you have the Psionic Affinity feat, you get a +2 bonus on Psicraft checks. If you have 5+ ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to power stones. If you have 5+ ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

Ride (Dex): ability to travel on an animal, must be developed for each type of animal.

Aquatic races (and occasionally land bound races) sometimes make use of aquatic mounts; sharks, porpoises, or hippocampi. In general the rules apply to riding as normal, but it is tougher to stay on an aquatic mount because of the resistance of the water.

Swim a Horse	DC 10
Leap into water	DC 15
Change horses in mid-stream	DC 25
Ride aquatic mount underwater	DC +5

Swim a Horse: You ride your horse into the water and stay mounted while the horse swims. If you fail the check, you are no longer mounted; you and the horse are just in the water. If you fail your check by 5+, the horse refuses to enter the water (but you can try again in the next round). This usage of the Ride skill doesn't take an action, it's simply part of the mount's movement.

Le*ap into Water:* You and your mount leap into water from a place where the animal can't just wade in. If you fail the check, you fall off as your mount enters the water; you are no longer mounted. If you fail the check by 5+ your mount balks at the edge and remains ashore while you fall into the water without it.

Ride Aquatic Mount Underwater: Staying on a fast-swimming mount underwater is difficult, because the water resistance tends to push a rider off. Add +5 to the DC of any Ride check made underwater (Stormwreck).

Search (Int): ability to find or locate an interesting item like a secret door or treasure

Sense Motive (Wis): ability to defeat a bluff or otherwise determine someone's goals from their actions.

Assess Opponent: As a standard action, you can use Sense Motive to ascertain how tough a challenge an opponent poses for you, based on your level and your opponents CR. This skill check is opposed by the opponent's Bluff check. To attempt this task, your opponent must be visible to you and within 30'. If you have seen, the opponent in combat, you gain a +2 circumstance bonus on the check. The accuracy of the assessment depends on the amount by which your Sense Motive check result exceeds the opposed Bluff check result. On a successful Sense Motive opposed check, you gain the following information:

Opponent's CR	Assess Opponent Result
4 or more less than your level/HD	A push over
1,2 or 3 less than your level/HD	Easy
Equal to your level/HD	A fair fight
Equal to your level/HD plus 1, 2 or 3	A tough challenge
Exceeds your level/HD by 4 or more	A dire threat

A successful assessment reveals that your foe belongs in one of two adjacent categories. If you Sense Motive check result exceeds the opposed Bluff check result by 10+, you can narrow the result down to a single category. By contrast, if the target's Bluff check result equals or slightly exceeds your Sense Motive check result, you gain no useful information. If the target's Bluff check result exceeds your Sense Motive checks result by 5+, you may (at the DM's option) gain a false impression, believing your opponent to be much stronger or weaker than he really is (equal chance of either). If the target's Bluff check result exceeds your Sense Motive check result by 10+, your assessment is off by a least 2 categories. The Combat Intuition feat grants a +4 bonus on Sense Motive checks made to assess opponents. It also enables you to narrow your assessment of your opponent's combat capabilities to a single category. Finally, it allows you to accomplish this task as a free action. An opponent that is particularly vulnerable to your typical attack routine registers as 1 category less challenging; one who is resistant to your typical attack routine registers as 1 category more challenging. You can use this skill on a different opponent each round (Complete Adventurer).

Combat prediction: You get a good through general idea of an opponent's combat skill. The use of this skill requires you to spend a minimum of 3 rounds observing an opponent who is engaged in combat. You can take no other actions in that time other than moving your normal movement rate. You must keep your subject in view at all times. The DC is 20 +1/EXP level of your foe. If successful, you gain a +4 bonus on your first attack roll against the observed opponent. This attack must come within 24 hours of the observation or the bonus is lost. You can't gain this bonus against the same opponent twice unless the character's level has changed since you last observed him (Sword and Fist).

Decipher Strategy: You assess a combat situation and determine its true purpose. You must observe the combat for a minimum of 3 rounds before making the skill check. The DC is 15 +1/Foe you face. If successful, you determine your opponents' true motive (cut you to pieces, lure you away from or drive you toward a particular spot, rescue a captive and so on) (Sword and Fist).

Sleight of Hand (Dex): ability to perform stage magic and to pick pockets. This skill can be used to pick someone's pockets, but it can't be used untrained. It can also be used to hide a weapon.

Pick Pocket

Modifier	Condition
-4	For each size category of the weapon greater than Small
+4	Tiny Weapon
+2	You're wearing a cloak, coat or other heavy clothing
+4	You have a concealed scabbard or other pockets/straps that aid in concealment
+6	The weapon is concealed inside something specially designed for this purpose
+0	You want to be able to draw the weapon normally as a standard action
-2	You want to be able to draw the weapon as a move-equivalent action or as part of a move-equivalent action
-4	You want to be able to draw the weapon as a free action with the Quick Draw feat

Spot/Search

Modifier	Condition
-1	Per 10' of distance between observer and observed
-5	Spotter distracted (Song and Silence)

Palming a Dagger: you need a dagger, the Quick Draw feat and you must be holding nothing in your off hand. You must fight the save foe for at least 2 consecutive rounds to get your opponent used to the idea that you have nothing in your off hand. At the beginning of your turn in the 3rd round, make a Sleight of Hand check opposed by your opponent's Spot check. If you succeed, your foe is considered flat-footed for the next single attack you make with the dagger. It's a free action to put a dagger in your hand, you may not try again if you fail at this skill check. If you have the Deft Hands feat you get a +2 bonus on Sleight of Hand checks. If you have 5+ ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

Secret Spell Casting: when casting a spell you may make a Sleight of Hand check to make your verbal and somatic components less obtrusive, muttering magical words under your breath and making magic gestures within your sleeves. Your Sleight of Hand check is opposed by any observer's Spot check. The observer's success doesn't prevent you from casting the spell, just from doing it unnoticed (Races of Stone).

Speak Language (Int): ability to converse in a specific tongue.

Battle Signals: A relatively simple form of sign language allowing rapid and silent communication on the battlefield. Learning this skill takes 1 or 2 skill points. Sending a communication via battle signals requires a least 1 free hand. Most orders can be communicated using battle signals are relatively straightforward. An intended target of the signal must be within 120' and able to see the character using battle signals in order to understand them, which requires a DC 15 Int check to understand any simple command (of up to 3 words). Battle signals have no alphabet or written form, and requires vaguely humanoid creatures to use it. There is also a semaphore version of battle signals that uses flags or banners to communicate up to 1,200' away (double that if a spyglass is used). Semaphore is a separate language from Battle Signals and can be learned as a class skill by fighters (Heroes of Battle).

Drow Sign Language: A language that is unlike any other language; a complex harmony of gestures, facial expression, and body language it is all but impossible to comprehend by those not fluent in the "tongue." Though it lacks a vocal component, Drow Sign Language is otherwise like any other language, with a robust vocabulary and even a written form. This script, however is as unusual as the "spoken" form of the language. Consisting of symbols that illustrate the proper hand motions with emphasis marks to indicate other physical gestures, it might be overlooked by those unfamiliar with the tongue, and interpreted as just more of the whorls and patterns that decorate Drow settlements. Drow Sign Language can't be used as part

of a spell's verbal component, the gestures are similar so an arcane spellcaster who is fluent in Drow Sign Language gain a +2 bonus on Spellcraft checks made to identify a spell being cast (it it has somatic components), and increases by 2 the Spellcraft DC to identify any of her spells as she casts them (whether or not those spells have somatic components).

Dancing Lights: Drow Sign Language relies on sight to transmit messages--and is usually used when underground--so it is largely ineffectual when directed at those out of darkvision range. To compensate for the challenges imposed by their native environment, the drow have learned to manipulate their innate ability to use *dancing lights* to communicate over longer distances. To use this ability a drow must use dancing lights and make a successful DC 15 Spellcraft check (or DC 20 for complex messages). As with Bluff, if the Spellcraft check fails by 4 or less the drow can't get the message across. Failure by 5+ indicates that false information is communicated.

Spellcraft (Int): ability to identify a spell or magical device.

When using *read magic*, you can identify the effects of a rune circle. The base DC is 10 +the caster level of the rune circle. You must first know that a magic rune circle is present, usually through the use of *detect magic*. If the check is successful you know the powers of the circle and how to activate it. If the check is successful, you know the powers of the circle and how to activate it; doing so takes 1 minute. If you have 5 or more ranks in Decipher Script you get a +2 bonus on Spellcraft checks to identify the effects of a rune circle (Races of Stone).

Spot (Wis): ability to notice something, each 10' of distance adds a -1 penalty to Spot checks.

Count Troops: With a DC 10 Spot check you can make a rough estimate of the number of creatures in a formation. If the group contains 250 or less individuals you can guess the numbers to the nearest 10. If the group has 250
 individuals you can estimate their numbers to the nearest 100. You can't estimate the size of a formation of 1,000 or more troops (Heroes of Battle).

Locate Commander: You can pick out an officer or commander with a DC 20 Spot check (Heroes of Battle).

Locate Artillery: A DC 25 Spot check gives you the approximate range (within 30') to any sort of artillery firing into the battlefield, whether the source is a siege engine or a spellcaster. The DC of this Spot check is not modified by distance (Heroes of Battle).

At sea, spotting another ship without being spotted yourself gives you a great advantage--you can decide whether to seek out or avoid meeting the other vessel.

Swimming: The observer is swimming on the surface.

Deck Height: The observer is on a small boat such as a rowboat or small sailboat, standing on the deck of a larger ship or hovering about 5'-10' above the water.

Masthead Height: The observer is in a large ship's rigging or crow's nest, or otherwise suspended about 200'-100' above the water surface.

Spotting Distances at Sea

Height of Eye	In Water	Object Observed		
		Small Boat	Sailing Ship	Hilltop or Peak
Swimming	3d6 x20'	0.5 miles	1 mile	6 miles
Deck	0.5 mile	2 miles	6 miles	12 miles
Masthead	1 mile	6 miles	12 miles	25-50 miles
Flying	1 mile	12 miles	25 miles	100 miles

The DC to spot a vessel or object at the base distance is 20. The best lookout on watch makes the check; if no specific lookout is on watch, the character with the best Spot check makes the check. If the lookout fails to spot the target vessel at the base distance, the other vessel is automatically spotted once it closes within half the distance given (assuming no magical concealment is involved). A swimmer encountering another swimmer or low-lying object has an encounter distance of 3d6x20' (Stormwreck).

Survival (Wis): ability to live in a specific type of terrain, you must specialize in the type. You can, with a successful DC 15 Survival check, gain a +2 bonus on all Fort saves against natural hazards off the underground (such as trapped gases, heat form lava, or other volcanic features) while moving up to 1/2 your overland speed you gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every point by which your Survival check result exceeds 15 (Races of Stone).

The open ocean is one of the most hostile environments in the world. Food and drinking water are extremely hard to come by, drinking seawater simply increases the rate at which dehydration kills anyone unfortunate enough to be caught out at sea without fresh water to drink, and mid-ocean waters can be surprisingly barren of fish to catch and eat. For nonaquatic creatures surviving in the open ocean without stores of food and water requires ingenuity and more than a little luck.

DC	Task
20	Get along on the sea without provisions. Provide food and water for 1 other person for every 2 points by which your check result exceeds 20 (Stormwreck).

Create Trail Sign: You can leave brief messages for anyone following you or using your route after you pass by. To create a message, you make marks in the ground, pile up rocks or twigs, bend plants into unusual shapes, or perform some other fairly subtle alteration of the landscape. Haflings makes use of simple drawings, which they scratch into the ground or on some object with a sharp implement or draw with a piece of chalk or charcoal. Very simple messages, such as "Go, this way" or "Don't go this way." are fairly easy to convey (DC 10). More complex messages, such as "Walk west 3 days, then turn left at the bluff," have a DC 15. In general, a message that could be written in 4 words or less had a DC of 10, and messages of 5-10 words have a DC of 15. Failure by 4 or less means the signs you leave don't get the message across. Failure by 5+ means that the signs convey some false information.

Finding Trail Sign: Once trail signs are in place, anyone passing through the area where you left them can make them easier or more difficult to find. Making the signs big or putting them in an obvious place sets the DC lower (DC 5 or DC 0). Similarly, you can make the signs difficult to find by hiding them. In this case make a Survival check to set the DC for finding the signs, but the minimum DC remains 10. Older signs are harder to find, and poor visibility can make trail signs more difficult to locate, as indicated below.

Survival Condition	DC Modifier
Every 24 hours since the signs were made	+1
Every hour of rain since the sings were made	+1
Fresh snow cover since the signs were made	+10
Poor Visibility*	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3

NOTE: *Apply only the largest modifier from this category.

Reading Trail Signs: If the character who placed trail signs created them correctly, the Survival check DC to read them is the same as that it took to create them. If the check fails by 4 or less, the reader can't make any sense of the signs. If the check fails by 5+ the reader perceives an incorrect message. If the character who placed trail signs failed his or her check and created meaningless signs, you can still try to read them. The DC is the same as the DC to create the signs; if you succeed, you know the signs are meaningless. If you fail by 4 or less, you can't make sense of the signs. If you fail by 5+ you perceive an incorrect message. Creating trails signs requires a full-round action that provokes attacks of opportunity. Locating trails signs usually is reactive; when you have a chance to notice trail signs, you can make a Survival or Spot check to without using an action. However, if you know or suspect someone has left trail signs in a certain area, you can use a full-round action to search a 5' by 5' area; this requires you to use

the Search skill, with the same DC as the Survival DC to locate the signs. Reading trail signs requires a standard action that doesn't provoke attacks of opportunity. If you fail to create or read trail signs, you can't try again. If you fail a reactive check to find trail signs someone else has left, you can't try again (you simply pass by the signs). When using the Search skill to locate signs that you know or suspect are present, you can try again (Races of the Wild).

Urban Survival: You can keep yourself and others safe and fed in urban settings. The table gives the DCs for various tasks that require Survival checks.

DC	Task
10	Get along in urban setting without paying for food or services. You can provide relatively clean water and fresh food for 1 other person for every 2 points by which your check results exceeds 10.
15	Locate a relatively warm and dry place to stay in for a 24-hour period. You must reroll this check every day.
15	Keep from getting lost in confusing streets with which you are not familiar.
Varies	Follow tracks (see Tracking in PHB for modifiers). Most streets in urban settings are a mix of soft (mud) and hard (cobblestones) surfaces.

A single Survival check may represent activity over the course of hours or a full day. For getting along in urban settings or finding a warm and dry place, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. If you have 5+ ranks in Knowledge (Local) you gain a +2 bonus on Survival checks within urban areas covered by your expertise in that skill (Races of Destiny)..

Trailblazing: When traveling in poor conditions or difficult terrain, you can attempt a Survival check to hasten your group's progress. On a check result of 15+, you increase the movement modifier for overland movement by 1/2, to a maximum of x1. For trackless jungle form 1x/4 to 1x/2 your normal overland movement rate. With a result of 25 or higher, you can increase the movement modifier by 1/2 (and thus could travel through trackless jungle at x3/4 your normal rate). In either case the x1 maximum still applies--that is, you can improve up to but not exceed your normal movement rate by this means. You can guide a group of up to 4 individuals (including yourself) at no penalty. However, for each 3 additional people (rounded up) in the group being guided apply a -2 penalty, a group of 8-10 a -4 penalty and so forth. This ability apples only to long distance overland movement--it has no effect on tactical movement (Complete Adventurer).

Swim (Str): ability to hold your breath and move in water.

Accelerated Swimming: You can try to swim more quickly than normal. By accepting a -10 penalty on your Swim check, you can swim at up to your speed as a full-round action rather than 1/2 your speed at half your speed as a move action (rather than one-quarter).

The DM might rule that a complex Swim check allows a character to successfully swim for a longer period of time than 1 round. The amount of time each successful complex skill check allows the character to swim, along with the required number of successes and the DC (Unearthed Arcana).

Water Condition	Successes	Time	DC
Calm water	2	1 hour	12
Rough water	4	30 minutes	18
Stormy water	8	10 minutes	25
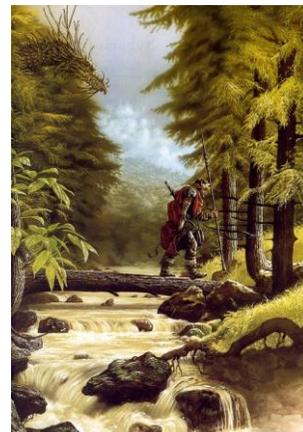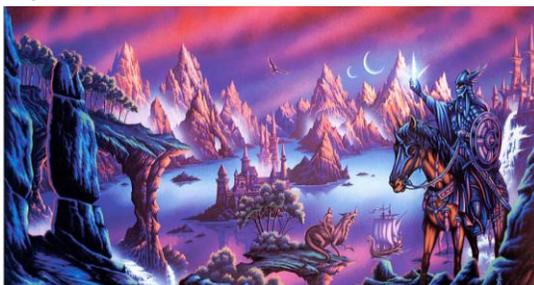
Diving: Characters who dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10' deep for every 30' fallen. Water 30' deep is sufficient for a dive from any height. However the DC of the check increases by 5'/50' of dive.

Dive Height	Min. Safe Depth	DC	Damage for Failed Dive
10'	10'	15	None
20'	10'	15	None
30'	10'	15	1d3 nonlethal
40'	20'	15	2d3 nonlethal
50'	20'	20	2d3 nonlethal+ 1d6
60'	20'	20	2d3 nonlethal + 2d6
70'	30'	20	2d3 nonlethal + 3d6
80'	30'	20	2d3 nonlethal + 4d6
90'	30'	20	2d3 nonlethal + 5d6
100'	30'	20	2d3 nonlethal + 6d6
110'	30'	25	2d3 nonlethal + 7d6
120'	30'	25	2d3 nonlethal + 8d6
160'	30'	30	2d3 nonlethal + 8d6
210'	30'	35	2d3 nonlethal + 12d6
240'	30'	35	2d3 nonlethal + 20d6

NOTE: max falling damage is 20d6.

If the water is not deep enough for a safe dive add 5 to the DC and treat your dive or fall as 30' higher than its actual height on the table (Stormwreck).

Extra Breath: As a move action, you can prepare yourself for a long submergence with some careful breathing. ON a successful DC 15 Swim check, you can add 4 to the number of rounds, you could otherwise hold your breath, provided you start to hold your breath immediately after making the check (Stormwreck).

Tumble (Dex): ability to perform or to reduce damage from a fall.

Free Stand: With a DC 35 Tumble check result, you can stand up from prone as a free action. (instead of as a move action). This use of the skill provokes attacks of opportunity as normal (Complete Adventurer).

Ignore Falling Damage: For every 15 points of your Tumble check result, you can treat a fall is if it were 10' shorter than it really is when determining damage. A check result of 15-29 treats a fall as 10' shorter, and so forth (Complete Adventurer).

Sprinting Tumble: You can try to tumble past or through an opponent's space while running by accepting a -20 penalty on your Tumble check (Complete Adventurer).

Tumbling under Special Conditions: Conditions like bad lighting, uneven ground can make the tumble roll more difficult, but the base roll is still DC 15.

Circumstance	Penalty
Bad lighting (torches or similar light sources)	-2
Dusty or uneven floor	-2
Light debris (occasional pebbles or trash)	-2
Wet floor	-4
Crumbling floor	-4
Moderate debris (strewn across floor)	-4
Tumble begins or ends in darkness	-4
Unworked stone/natural cavern	-6
Standing water/deep puddles	-6
Heavy debris (trash pit)	-6
Pitch Black	-6

Circumstances stack as long as they represent different circumstances, so add any applicable entries from the list together.

Use Magic Device (Cha): ability to utilize a magic item properly

Use Psionic Device (Cha): from the Psionic Handbook, ability to utilize a psionic item properly

Use Rope (Dex): ability to utilize rope properly; to tie knots, hook a grappling hook etc.

Rappel; see the climb skill (Races of Stone).

Quick Knot-Tying: You can try to tie a knot, a special knot or a rope around yourself more quickly than normal. By accepting a -10 penalty on your Use Rope check, you can accomplish any one of these tasks as a move action (rather than a full-round action) (Complete Adventurer).

Skill Tricks (Complete Scoundrel): Costs 2 skill points to learn.

Acrobatic Backstab	Pre: Tumble +12
	B: If you make your Tumble check to move through an enemy's space you can treat them as flat-footed against the next melee attack you make against it on your current turn. Your enemy must be standing on the ground or floor to use this trick.
Assume Quirk	Pre: Disguise +5
	B: When impersonating a particular individual, you can eliminate the normal Spot bonus granted to viewer familiar with that individual. This effect extends to all viewers. Using this trick requires no special bonus action, but you can maintain the deception for only 1 hour.
Back on Your Feet	Pre: Tumble +12
	B: If you fall prone for any reason, you can stand as an immediate action without provoking attacks of opportunity.
Clarity of Vision	Pre: Spot +12
	B: As a swift action, you can attempt a DC 20 Spot check, if successful, you focus your vision so you can pinpoint the location of invisible creatures within 30', this lasts until the end of your turn.
Clever Improviser	Pre: Disable Device +5, Open Locks +5
	B: When making a Disable Device or Open Lock check without using theives' tools you ignore the usual -2 penalty. You can use this trick any number of times per day, until you fail in which case you need to rest 8 hours before you can use this ability again.
Collector of Stories	Pre: Knowledge (Any) +5
	B: When you attempt a trained Knowledge check to identify a creature or learn its powers or vulnerabilities, you gain a +5 competence bonus on the check.
Conceal Spellcasting	Pre: Concentration +1, Sleight of Hand +5
	B: You can cast a spell without revealing that you are doing so with a Sleight of Hand check made as part of the action used to cast the spell, opposed by the Spot checks of onlookers. If you are successful, an observer can't make an attack of opportunity against you for casting the spell, nor can it attempt to counter your spell.

Corner Perch	Pre: Climb +8
	B: If you make a Climb check or ascend or descend either a "chimney," where you can brace against opposite walls, or a corner where you can brace against perpendicular walls, you can suspend yourself momentarily. Until the end of your next turn, you can use your hands freely for any other purposes (including attacking) without risk of falling. At the end of your next turn, you fall from the wall unless you succeed on a Climb check against the normal DC +5 (made as a move action) or you have succeeded on another Climb check to move up or down the wall as normal.
Dismount Attack	Pre: Ride +5
	B: If you mount has moved at least 10' in this round and you succeed on a fast dismount you can use a standard action to attack an adjacent opponent as if you had charged that opponent.
Easy Escape	Pre: Medium or smaller size, Escape Artist +8
	B: If you foe is larger than Medium, you gain a circumstance bonus on your Escape Artist check to escape a grapple or pin. The size of the bonus depends on your foe's size.

Opponents Size	Bonus	Opponents Size	Bonus
Large	+4	Gargantuan	+12
Huge	+8	Colossal	+16

Escape Attack	Pre: Escape Artist +8
	B: When you escape a grapple, you can make a single melee attack with a light weapon as a swift action against the opponent that was grappling you. The opponent is considered flat-footed against this attack. You must have the weapon in hand at the beginning of your turn in order to use this trick.
Extreme Leap	Pre: Jump +5
	B: If you make a horizontal jump of at least 10' during your turn, you can spend a swift action to move an additional 10' on that turn.
False Theurgy	Pre: Bluff or Sleight of Hand +8, Spellcraft +8
	B: As a swift action when casting a spell, you can adjust the spell's verbal and somatic components to mimic those of another spell of your choice of the same level. Any creature using Spellcraft or any other means to identify the spell you're casing believes it to be the other spell instead. This trick renders your spell immune to the normal method of counterspelling, though *dispel magic* or a similar effect still works normally. Of course, once the spell takes effect, it can be identified and dealt with normally (a *fireball* still looks and feels like a *fireball* once you've cast it).
Group Fake-Out	Pre: Bluff +8
	B: You can use Bluff to feint in combat against more than 1 foe. Make 1 Bluff check opposed by separate Sense Motive checks for each opponent. For each opponent after the first that you wish to affect, you take a cumulative -2 penalty on your Bluff check.
Healing Hands	Pre: Heal +5
	B: If you succeed on a Heal check made to stabilize a dying character, that character also heals 1d6 points of damage.

Hidden Blade	Pre: Sleight of Hand +5, Quick Draw
	B: After you have used the Sleight of Hand skill to successfully conceal a weapon you can draw that weapon as a move action instead of a standard action. An opponent that was unaware of the concealed weapon is treated as flat-footed against the first attack you make in that turn.
Leaping Climber	Pre: Climb +5, Jump +5
	B: If you begin a climb by making a Jump check as a swift action, you can add the vertical distance of your jump to the distance climbed in that round. Treat the Jump check as being made with a running start even if you didn't move at least 20'.
Listen to This	Pre: Listen +5
	B: Whenever you make a successful Listen check to hear a noise, you can describe that sound any time up to 1 hour later with such clarity that any individual s hearing the description are treated as if they had heard the sound themselves. This trick is particularly useful if you overhear a conversation but don't understand the language spoken, since it allows you to repeat it verbatim to an ally who might be able to translate.
Magical Appraisal	Pre: Appraise +5, Knowledge (Arcana) +5, Spellcraft +12
	B: When you succeed by 5 or more on a Spellcraft check to determine the school of magic of the aura surrounding a magic item (by casting *detect magic*), you can then spend 1 minute concentrating to also learn the properties of the item, as if you cast *identify*. You can use this skill trick once per day.
Mosquito's Bite	Pre: Sleight of Hand +12
	B: If you use a light weapon to hit a flat-footed opponent, you can choose to have the opponent not realize that it has been hit until the start of your next turn. Instead, that opponent reacts as if you had attacked and missed. Using this skill trick doesn't require an action on your part. This trick doesn't allow the opponent to ignore any of the other effects of your attack. such as ability damage from poison on your blade or falling unconscious when reduced to fewer than 0 hit points.
Never Outnumbered	Pre: Intimidate +8
	B: When you use Intimidate to demoralize an opponent, you can affect all enemies within 10' that can see you, rather than only a single enemy you threaten. Each enemy rolls a separate modified level check to oppose your Intimidate check, but the skill check otherwise works as normal.
Nimble Charge	Pre: Balance +5
	B: You can run or charge across a difficult surface without needing to make a Balance check.
Nimble Stand	Pre: Tumble +8
	B: You can stand up from prone without provoking attacks of opportunity.

Opening Tap	Pre: Open Lock +12
	B: As a swift action you can make an Open Lock check with a -10 penalty by tapping a lock with a hard blunt object such as the pommel of a weapon. You don't take any additional penalty for making the check without theives' tools. You can use this trick any number of timer per day until you fail an Open Lock check. After a failure, you can't use Opening Tap again until after you have rested for 8 hours.
Point it Out	Pre: Spot +8
	B: When you make a successful Spot check, you can spend an immediate action to grant a single ally a free Spot check to see the same thing (with a +2 circumstance bonus). Your ally must be within 30' of you and be able to see or hear you to benefit from this effect.
Quick Escape	Pre: Escape Artist +12
	B: This trick has 2 options, either of which can be used once per encounter. You can make an Escape Artist check to escape from a grapple or pin as a swift action. You can use this trick even if you have already used a standard action on your current turn to attempt the same escape. Alternatively, you can make any Escape Artist check that would normally require a full-round action, as a move action. You can't use this option, more than once per day against the same kind of restraint.
Quick Swimmer	Pre: Swim +5
	B: If you succeed on a Swim check to move at least 10', you can move an extra 10' as part of that action.
Second Impression	Pre: Bluff +5, Disguise +5
	B: If an observer sees through your disguise with a successful Spot check, you can (as an immediate action) attempt a Bluff check to convince him that he's mistaken. Use the observer's Spot check result as the DC for your Bluff check, if you succeed, the observer ignores the evidence of his own senses in favor of what your disguise attempts to show. You must be aware of the observer's discovery in order to use this trick. When in doubt the DM should allow a character to use this trick if she has any reason to fear that her cover has been blown. You can use this trick only once per day, but its effects extends to all viewers within 30' of you. This trick doesn't let you maintain a disguise that has been defeated by other means.
Shrouded Dance	Pre: Hide +8, Perform (Dance) +5
	B: As a move action, you can attempt a DC 20 Hide check. If you succeed, you have concealment until the start of your next turn.
Social Recovery	Pre: Bluff +8, Diplomacy +5
	B: If your Diplomacy check to influence an NPC's attitude fails, you can spend another full round talking to the NPC, then make a Bluff check with a -10 penalty. Use the result of this check in place of the Diplomacy check result, except that it can't improve the NPC's attitude by more than 1 step. Once you use this skill trick (successfully or not), you can't use it against the same target again for 24 hours.

Slipping Past	Pre: Escape Artist +5, Tumble +5
	B: As a swift action, you can ignore the additional movement cost and penalty on attack rolls and to AC when squeezing through a narrow space. The benefit lasts until the start of your next turn.
Speedy Ascent	Pre: Climb +5
	B: If you succeed on a Climb check to move at least 10', you can move an extra 10' as part of that action.
Spot the Weak Point	Pre: Spot +12
	B: As a standard action, you can attempt a Spot check to find a weakness in your opponent's defenses. The DC of this check equals the opponents AC. If the check succeeds, your next attack against that opponent (which must be made no later than your next turn) is treated as a touch attack. If you use a ranged weapon to deliver the attack, your opponent must be within 30' of you in order for you to benefit from the trick.
Sudden Draw	Pre: Sleight of Hand +8, Quick Draw
	B: If an opponent provokes an attack of opportunity from you, you can draw a weapon that you have successfully concealed using Sleight of Hand as an immediate action to deliver the attack of opportunity with that weapon. That opponent is treated as flat-footed against the attack with the concealed weapon.
Swift Concentration	Pre: Concentration +12
	B: You can maintain concentration on a spell or similar effect as a swift action.
Timely Misdirection	Pre: Bluff +8
	B: If you succeed on a Bluff check to feint in combat your foe can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.
Tumbling Crawl	Pre: Tumble +5
	B: By succeeding on a DC 15 Tumble check, you can crawl 5' as a move action without provoking attacks of opportunity. Crawling normally provokes attacks of opportunity from any attackers who threaten you at any point during your crawl.
Twisted Charge	Pre: Balance +5, Tumble +5
	B: When you charge you can make one turn of up to 90^0 during your movement. You can't move more than your speed as part of this charge. All other restrictions on charges still apply, and you must have line of sight to the opponent at the start of your turn.
Up the Hill	Pre: Balance +5, Jump +5
	B: You can move up a steep slope or stairs at your normal speed instead of at half speed. This effect lasts for 1 round.
Walk the Walls	Pre: Climb +12, Tumble +5
	B: You can move up a wall without making a Climb check. Each 5' of vertical movement costs you 4 squares of movement, and you must begin and end your turn on a horizontal surface.
Wall Jumper	Pre: Climb +5, Jump +5
	B: If you have succeeded on a Climb check to ascend or descend a wall during this or your previous turn, you can leap horizontally from that wall as if you had a running start.

| Whip Climber | Pre: Use Rope +5, proficiency with the whip |
| | B: You can use a whip as a makeshift grappling hook, lashing it around a protrusion or other firm, weight-bearing object in order to climb a wall or swing across a chasm. You make Climb checks using the whip as if it were a normal rope. Using this feat requires a Use Rope check as normal for securing a grappling hook but takes only a move action. |