Chapter 4 - Skills

Appraise

Intelligence

Use this skill to tell an antique from old junk, a sword that's old and fancy from a Goron heirloom, and high-quality jewelry from cheap stuff made to look good.

Check: You can appraise common or well-known objects with a DC 12 Appraise check. Failure means that you estimate the value at 50% to 150% of its actual value. The GM secretly rolls 2d6+3, multiplies the result by 10%, multiplies the actual value by that percentage, and then tells you the resulting value for the item. (For a common or well-known item, your chance of estimating the value within 10% is fairly high even if you fail the check – in such a case, you made a lucky guess.)

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

Quick Appraise: You may accept a -10 penalty to your Appraise check to complete the action in a full-round.

Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again: No. You cannot try again on the same item, regardless of success.

Synergy: For every five ranks you have in any Craft skill, you gain a +2 synergy bonus on Appraise checks relating to that Craft skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Balance

Dexterity; Armor Check Penalty

You can keep your balance while walking on a tightrope, a narrow beam, a slippery ledge, or an uneven floor.

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface.

Being Attacked while Balancing: You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to Defense (if any). If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage while balancing, you must make another Balance check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a -5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

Action: None. A Balance check doesn't require an action; it is made as part of another action or as a reaction to a situation.

Synergy: For every 5 ranks you have in Tumble, you get a +2 synergy bonus to Balance checks.

Table 4-1: Balance DCs and Modifiers

Narrow Surface	Balance DC[1]	Difficult Surface	Balance DC[1]
7 – 12 inches wide	10	Uneven flagstone	10[2]
2 – 6 inches wide	15	Hewn stone floor	10[2]
Less than 2 inches wide	20	Sloped or angled floor	10[2]

[1] Add modifiers from narrow Surface Modifiers, below, as appropriate.

[2] Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

Narrow Surface Modifiers

Surface	DC Modifier[1]
Lightly obstructed (scree, light rubble)	+2
Severely obstructed (natural cavern floor, dense rubble)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

[1] Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

Table 4-2: Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	-5
"These emeralds aren't stolen. I'm just desperate for rupees right now, so I'm offering them to you cheap."	
The bluff is believable and doesn't affect the target much.	+0
"I don't know what you're talking about, sir. I'm just a simple peasant girl here for the fair."	
The bluff is a little hard to believe or puts the target at some risk.	+5
"You moblins want to fight? I'll take you all on myself. I don't need my friends' help. Just don't get your blood all over my new tunic."	
The bluff is hard to believe or puts the target at significant risk.	+10
"This brooch doesn't belong to the princess. It just looks like hers. Trust me; I wouldn't sell you jewelry that would get you hanged, would I?"	
The bluff is way out there, almost too incredible to consider.	+20
"You might find this hard to believe, but I'm actually a Rito polymorphed into Deku form by an evil wizzrobe. You know we Rito are trustworthy, so you can believe me."	

Bluff

Charisma

You can make the outrageous or the untrue seem plausible, or use doublespeak or innuendo to deliver a secret message to another character. The skill encompasses acting, conning, fast talking, misdirection, prevarication, and misleading body language. Use a bluff to sow temporary confusion, get someone to turn and look where you point, or simply look innocuous.

Check: A Bluff check is opposed by the target's Sense Motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Sense Motive check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks for too much of the target. For instance, if the target gets a +10 bonus on its Sense Motive check because the bluff demands something risky, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go through with it. A target that succeeds by 11 or more has seen through the bluff (and would have done so even if that bluff had not entailed any demand).

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually one round or less) or believes something that you want it to believe. Bluff, however, is not a *suggestion* spell. For example, you could use a bluff to put a shopkeeper off guard by saying that his shoes are untied. At best, such a bluff would make the shopkeeper glance down at his shoes. It would not cause him to ignore you and fiddle with his shoes.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers. If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to Defense (if any) for the next melee attack you make against it. This attack must be on or before your next turn.

Feinting in this way against a non-humanoid is difficult because it is harder to read a strange creature's body language. You take a -4 penalty on your Bluff check. Against a creature of animal intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a non-intelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message across to another character without others understanding it. Two grifters, for example, might seem to be talking about bakery goods when they're really planning how to break into the evil wizard's laboratory. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you make to transmit in order to intercept the message.

Action: Varies. A Bluff check made as part of general interaction always takes at least 1 round (and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff check made to feint or create a diversion to hide is a standard action. A Bluff check made to deliver a secret message doesn't take an action; it is part of normal communication. However, the GM may limit the amount of information you can convey in a single round.

Try Again: Varies. Generally, a failed bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat. Retries are also allowed when trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Synergy: For every 5 ranks you have in Bluff, you get a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks, as well as on Disguise checks made when you know you're being observed and you try to remain in character.

Climb

Strength; Armor Check Penalty

Use this skill to scale a cliff, to get to the window on the second story of a wizard's tower, or to climb out of a pit after falling through a trapdoor.

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

The DC of the checks depends upon the conditions of the climb. Compare the task with those on the table to determine an appropriate DC.

You need both hands three to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to Defense (if any). You also can't use a shield while climbing.

Any time you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Accelerated Climbing: You try to climb more quickly than normal. By accepting a -5 penalty, you can move half your speed (instead of one-quarter speed).

Table 4.3: Climb DCs and Modifiers

Climb DC	Example Surface or Activity
0	A slope too steep to walk up or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the *rope trick* spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
-	A perfectly smooth, flat, vertical surface cannot be climbed.

Climb DC Modifier[1]	Example Surface or Activity
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls.
-5	Climbing a corner where you can brace between two perpendicular walls.
+5	Surface is slippery.

[1] These modifiers are cumulative; use any that apply.

Making Your own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20). It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Catching a Falling Character While Climbing: if someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to Defense if desired). If you hit, you must

Table 4-4: Concentration DCs

Distraction	Concentration DC[1]
Damaged during the action.[2]	10 + damage dealt
Taking continuous damage during the action.[3]	10 + half of continuous damage last dealt
Distracted by non-damaging spell.[4]	Distracting spell's save DC
Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, below decks in a storm-tossed ship).	10
Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).	15
Extraordinarily violent motion (earthquake).	20
Entangled.	15
Grappled or pinned. (You may cast only spells without somatic components for which you have any required material components in hand).	20
Weather is a high wind carrying blinding rain or sleet.	5
Weather is wind-driven hail, dust, or debris.	10
Weather caused by a spell, such as *storm of vengeance.*[4]	Distracting spell's save DC
Gain magical focus.	20

[1] If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

[2] Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

[3] Such as with *acid arrow.*

[4] if the spell allows no save, us the save DC it would have if it did allow a save.

immediately attempt a Climb check (DC = Wall's DC + 10). Success indicates that you catch the falling character, but his total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

Synergy: For every 5 ranks you have in Use Rope, you get at +2 synergy bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

Concentration

Constitution

You are particularly good at focusing your mind.

Check: 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 casting a spell, concentrating on an active spell (such as *detect magic*), directing a spell (such as *spiritual weapon*), using a spell-like ability, or using a skill that would provoke an attack of opportunity (such as Disable Device, Heal, Open Lock, and Use Rope, among others). In general, if an action wouldn't normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the MP is lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, the use of that ability is lost. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Gain Magical Focus: Merely having a pool of MP available gives characters a special energy. Such characters can put that energy to work without

Table 4-5: Construction DCs and Modifiers

Construction	**Cost**	**DC**
Routine (simple plank bridge across a pit or stream)	5 rp	5
Simple (simple ramp or ladder)	20 rp	10
Average (clearing a landslide or cave in)	100 rp	15
Difficult (simple shelter)	400 rp	20
Complex (building a catapult)	1,600 rp	25
Amazing (digging a tunnel)	4,000 rp	30

Condition	**Modifier**[1]
Construction is long-term (1d4 weeks)[2]	+5
Construction is permanent[2]	+10
Construction is Demolition-proof	+10
Construction is rushed	-5[3]
Construction is done without materials	-5[3]

[1] Use all that apply.
[2] Use the highest penalty.
[3] Apply to the check result rather than the DC.

actually paying a MP cost – they can become magically focused as a special use of the concentration skill.

If you have 1 or more MP available, you can meditate to attempt to become magically focused in an MP pool of your choice (aspect or latent). The DC to become magically focused is 20. Meditating is a full-round action that provokes attacks of opportunity.

When you are magically focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check 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 an imbued feat – many imbued feats are activated in this way.

Once you are magically focused, you remain focused until you expend your focus, become unconscious, go to sleep, or your MP for the relevant pool drops to 0. You may only be magically focused in one MP pool (aspect or latent) at any one time. You must drop your current magical focus and make another Concentration check in order to change your magical focus to a different MP pool. Dropping or expending your magical focus is a free action that may be required as part of another action.

Action: Usually none. In most cases, making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain magical focus is a full-round action.

Try Again: Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

Special: You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity (such as movement or loading a crossbow). The DC of the check is 15 (plus the spell's level, if casting a spell or using a spell-like ability defensively). If the Concentration check succeeds, you may attempt the action normally without provoking an attack of opportunity. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the MP is wasted, just as if your concentration had been disrupted by a distraction.

Synergy: For every 5 ranks you have in Concentration, you gain a +2 synergy bonus on Heroism and Valor checks.

Construction

Intelligence; Trained Only

You are capable of building or repairing a range of constructions such as simple shelters, bridges, ramps, ladders, elevators, railroads, or supports.

Check: You may make Construction checks to build simple constructions like bridges, ramps, and shelters. The DC for such projects is set by the GM, depending upon the complexity of the structure, starting at DC 5. Success means the construction is complete. Failure by 4 or less means you fail to build the construction. Failure by 5 or more means that your construction is unsafe, and will fall apart during serious use, with applicable consequences. The GM may make this roll in secret, so that you don't know whether your construction is safe or liable to collapse.

Most constructions are temporary, lasting only 1d4 days after completion, after which they become unsafe, with the same consequences as if the builder had failed his check by 5 or more. However, you may opt to add +5 to the DC of the construction to make the construction last for 1d4 weeks before becoming unsafe, or to add +10 to the DC to make the structure permanent.

Table 4-6: Craft DCs		
Task	**Craft Skill**	**DC**
Earn money	Craft (any)	Varies
Craft item	Craft (any)	Varies
Craft masterwork component	Craft (any)	20
Repair item	Craft (any)	Varies
Identify potion	Craft (alchemy)	25
Improve armor	Craft (armorsmithing)	Varies
Improve bows	Craft (bowmaking)	Varies
Improve steed	Craft (blacksmithing)	20
Improve footwear	Craft (cobbling)	Varies
Improve gems	Craft (gemcutting)	20
Improve mobility	Craft (leatherworking)	Varies
Improve boats	Craft (shipmaking)	20
Set Trap	Craft (trapmaking)	Varies
Improve weapons	Craft (weaponsmithing)	Varies
Improve clothing	Craft (weaving)	Varies

The Construction DC of a structure is also the Demolition DC required to render it unusable. You may opt to add +10 to the Construction DC in order to make it harder for anyone to disable it with a Demolition check.

Construction checks take a day of work, but you may accept a -5 penalty to your roll to attempt to complete the job in an hour.

Construction checks require an amount of materials depending upon their complexity, but you may accept a -5 penalty to your roll to complete the construction without this cost by using materials on hand.

Action: Not applicable. Construction checks take a full day of work, but can be reduced to 1 hour by taking a -5 penalty to your roll.

Try Again: Yes, but you have to know that your Construction check has failed.

Synergy: For every five ranks you have in Construction, you gain a +2 synergy bonus to Demolition checks.

For every five ranks you have in Craft (carpentry), you get a +2 synergy bonus to Construction checks.

For every five ranks you have in Demolition, you get a +2 synergy bonus to Construction checks.

For every five ranks you have in Knowledge (architecture and engineering), you gain a +2 synergy bonus to Construction checks.

For every five ranks you have in Use Technological Device, you gain a +2 synergy bonus to Construction checks.

Untrained: Untrained Construction checks are Intelligence checks. Without any training in Construction, you may only attempt to build structures with a DC of 10 or less.

Craft

Intelligence

You are trained in a craft, trade, or art.

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. For instance, you could have the skill Craft (carpentry). Your ranks in that skill don't affect any Craft (pottery) or Craft (leatherworking) checks you might make. You could have several Craft skills, each with its own ranks, each of which is classed as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

Check: You can practice your trade and make a decent living earning about half your check in rupees per week of dedicated work. You know how to use the tools of your trade, how to perform the crafts daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 rupee a week).

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends upon the complexity of the items to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and the Craft DC are used to determine how long it takes to make the item and the cost of the raw materials.)

All craft's require artisan's tools to give the base chance of success. If improvised tools are used, the check is made with a -1 circumstance penalty.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price in rupees, which is given with the item or set by the GM. Multiply this value by 10 to determine its Craft value, so an item costing 15 rp has a Craft value of 150 and an item costing 1,600 rp has a Craft value of 16,000.
2. Find the item's Craft DC, which is given with each item or set by the GM.
3. Pay one-third of the item's price for the cost of raw materials.

4. Make an appropriate Craft check representing one week's work.

If the check succeeds, multiply your check result by the DC. If the result × the DC equals the Craft value, then you have completed the item. (if the result × the DC equals double or triple the Craft value of the item, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result × the DC doesn't equal the Craft value of the item, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the Craft value of the item.

If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again (one-sixth of the item's price).

Progress by the Day: You can make checks by the day instead of by the week. In this case your progress each day (check result × DC) is divided by 10 before being compared to the Craft value of an item.

Creating Masterwork Items: You can make a masterwork item – a weapon, suit of armor, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own prince (300 rp fro a weapon or 150 rp for a suit of armor or a shield) and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. *Note:* The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

Repairing Items: Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

Identify Potions (alchemy): You may make a DC 25 Craft (alchemy) check to identify a potion. This requires 1 minute.

Improve Armor (armorsmithing): You may make a Craft (armorsmithing) check against the original DC of a suit of armor or shield to improve that item. Success increases the DR of the armor by 1/-, with an additional 1/- for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the armor is ruined. Each item may only be improved once, in addition to being made masterwork. Improving an item takes 1 week.

Improve Bows (bowmaking): You may make a Craft (bowmaking) check against the original DC of a bow to improve that item. Success increases the range increment of the armor by 5 ft, with an additional 5 ft. for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the bow is ruined. Each item may only be improved once, in addition to being made masterwork. Improving an item takes 1 week.

Improve Steed (blacksmithing): You may make a DC 20 Craft (blacksmithing) check to improve the speed of a steed. Success increases the base speed of a steed by 5 ft., with an additional 5 ft. for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the steed is hobbled, and has their speed permanently reduced by half. Each steed may only be improved once. Improving a steed takes 1 week.

Improve Footwear (cobbling): You may make a Craft (cobbling) check against the original DC of a set of footwear to improve that item. Success increases the base speed of anyone wearing the footwear by 5 ft., with an additional 5 ft. for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the footwear is ruined, and anyone wearing it has their speed reduced by half. Each item may only be improved once. Improving an item takes 1 week.

Improve Gems (gemcutting): You may make a DC 20 Craft (gemcutting) check to improve the value of a gem or piece of jewelry. Success increases the value of the gem by 25%, with an additional 25% for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the gem is ruined. Each item may only be improved once. Improving an item takes 1 week.

Improve Mobility (leatherworking): You may make a Craft (leatherworking) check against the original DC of a suit of armor or shield to improve that item. Success decreases the armor check penalty of the armor by 5, with an additional 5 for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the armor is ruined. Each item may only be improved once, in addition to being made masterwork. Improving an item takes 1 week.

Improve Boats (shipmaking): You may make a DC 20 Craft (shipmaking) check to improve the speed of a ship or boat. Success increases the sailing speed of the vessel by 10 ft., with an additional 10 ft. for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the vessel is crippled, and only moves at half speed. Each item may only be improved once, in addition to being made masterwork. Improving an item takes 1 week.

Set Trap (trapmaking): You may make a Craft (trapmaking) check to setup a trap kit you

possess. The check result becomes the DC to find or disable the trap. Alternatively, you may take a -10 penalty to your roll to set a simple trap that causes 1d6 damage to anybody who triggers it without needing a trap kit. Setting up a trap takes 1 minute.

Improve Weapons (weaponsmithing): You may make a Craft (weaponsmithing) check against the original DC of a weapon to improve that item. Success increases the damage of the weapon by +1, with an additional +1 for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the weapon is ruined. Each item may only be improved once, in addition to being made masterwork. Improving an item takes 1 week.

Improve Clothing (weaving): You may make a Craft (weaving) check against the original DC of a suit of clothing to improve that item. Success grants a +2 bonus to all diplomacy checks while wearing those clothes in the appropriate social situation, with an additional +2 for every five points by which you beat the DC. Failure by 4 or less means there is no improvement. Failure by 5 or more means that the clothing is ruined. Each item may only be improved once, in addition to being made masterwork. Improving an item takes 1 week.

Action: Varies. Craft checks to make or repair items are made by the day or week. Craft (alchemy) checks to identify potions or setting up traps take 1 minute. Craft checks to improve items or steeds takes 1 week. Construction checks take at least 1 day.

Try Again: Varies. Yes when making or repairing items, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again (one-sixth of the item's price). Yes for construction checks, but only if you are aware of your failure. No when making a Craft (alchemy) check to identify potions, when improving items or steeds, or when setting up traps.

Special: You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft check result to determine progress). You must decide whether to increase the DC before you make your weekly or daily check.

Synergy: For every 5 ranks you have in a Craft skill, you get a +2 synergy bonus on Appraise checks related to items made with that Craft skill.

For every five ranks you have in Craft (basketweaving), you get a +2 synergy bonus on Use Rope checks.

For every five ranks you have in Craft (bookbinding), you get a +2 synergy bonus on Decipher Script checks when deciphering books or tomes.

For every five ranks you have in Craft (calligraphy), you get a +2 synergy bonus on Survival checks when using maps.

For every five ranks you have in Craft (carpentry), you get a +2 synergy bonus on Construction checks.

For every five ranks you have in Craft (gunpowder), you get a +2 synergy bonus on Demolition checks.

For every five ranks you have in Craft (herbalism), you get a +2 synergy bonus on Heal checks.

For every five ranks you have in Craft (locksmithing), you get a +2 synergy bonus to Open Lock checks.

For every five ranks you have in Craft (painting), you get a +2 synergy bonus on Forgery checks.

For every five ranks you have in Craft (pottery), you get a +2 synergy bonus on checks to find improvised weapons.

For every five ranks you have in Craft (sculpting), you get a +2 synergy bonus on Search checks to find secret compartments.

For every five ranks you have in Craft (stonemasonry), you get a +2 synergy bonus on Search checks to find unusual stonework.

For every five ranks you have in Craft (technology), you get a +2 synergy bonus on Use Technological Device checks.

Decipher Script

Intelligence; Trained Only

Use this skill to piece together the meaning of ancient runes carved into the wall of an abandoned temple, to get the gist of an intercepted letter written in Ancient Hylian, to follow the directions on a treasure map written in a forgotten alphabet, or to interpret the mysterious glyphs painted on a cave wall.

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, or 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, the DM makes a DC 5 Wisdom check for you to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Action: Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Try Again: No.

Synergy: For every 5 ranks you have in Decipher Script, you get a +2 synergy bonus on Use Magic Device checks involving scrolls.

Demolition

Intelligence; Trained Only

You are capable of disabling or destroying a range of constructions such as simple shelters,

Table 4-7: Demolition DCs and Modifiers

Demolition	**Cost**	**DC**
Routine (disabling a plank bridge across a pit or stream)	5 rp	5
Simple (disabling a simple ramp or ladder)	20 rp	10
Average (causing a landslide or cave in)	100 rp	15
Difficult (disabling a simple shelter)	400 rp	20
Complex (disabling a catapult)	1,600 rp	25
Amazing (collapsing an entire tunnel)	4,000 rp	30

Condition	**Modifier**[1]
Construction is long-term (1d4 weeks)[2]	+5
Construction is permanent[2]	+10
Construction is Demolition-proof	+10
Demolition is rushed	-5[3]
Demolition is done without materials	-5[3]

[1] Use all that apply.
[2] Use the highest penalty.
[3] Apply to the check result rather than the DC.

bridges, ramps, ladders, elevators, railroads, or supports.

Check: You may make Demolition checks to disable simple constructions like bridges, ramps, and shelters. The DC for such projects is the same DC as the Construction DC used to build it. Success means the construction is disabled. Failure by 4 or less means you fail to disable the construction. Failure by 5 or more means that your Demolition attempt has either appeared to succeed when it has failed or has an unwanted side effect such as creating a landslide or causing you 2d6 damage. The GM may make this roll in secret, so that you don't know whether your Demolition has worked or not.

The builder may have opted to add to the DC of the construction to make it last longer, permanent, or harder to demolish. These options also add to the Demolitions DC required to disable the

Demolition checks take a day of work, but you may accept a -5 penalty to your roll to attempt to complete the job in an hour.

Demolition checks require an amount of materials depending upon their complexity, but you may accept a -5 penalty to your roll to complete the Demolition without this cost by using materials on hand.

Action: Not applicable. Demolition checks take a full day of work, but can be reduced to 1 hour by taking a -5 penalty to your roll.

Try Again: Yes, but you have to know that your Demolition check has failed.

Synergy: For every five ranks you have in Demolition, you gain a +2 synergy bonus to Construction checks.

For every five ranks you have in Craft (gunpowder), you get a +2 synergy bonus to Demolition checks.

For every five ranks you have in Construction, you get a +2 synergy bonus to Demolition checks.

For every five ranks you have in Knowledge (science), you gain a +2 synergy bonus to Demolition checks.

For every five ranks you have in Disable Device, you gain a +2 synergy bonus to Demolition checks.

Untrained: Untrained Demolition checks are Intelligence checks. Without any training in Demolition, you may only attempt to disable structures with a DC of 10 or less.

Diplomacy

Charisma

Use this skill to persuade the chamberlain to let you see the king, to negotiate peace between feuding barbarian tribes, or to convince the lizalfos that have captured you that they should ransom you back to your friends instead of twisting your limbs off one by one. Diplomacy involved etiquette, social grace, tact, subtlety, and a way with words. A skilled character knows the formal and informal rules of conduct, social expectations, proper forms of address, and so on. This skill represents the ability to give others the right impression of yourself, to negotiate effectively, and to influence others.

Check: You can change the attitudes of others (non-player characters) with a successful Diplomacy check; see the Influencing NPC Attitudes sidebar for basic DCs. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with Diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Diplomacy check (such as an attempt to head off a fight between two angry warriors) can be made as a full-round action, but you take a -10 penalty on the check.

Try Again: optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Synergy: For every 5 ranks you have in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on your Diplomacy checks.

Disable Device

Intelligence; Trained Only

Use this skill to disarm a trap, jam a lock (in either the open or closed position), or rig a wagon wheel to fall off. You can examine a fairly simple or fairly small mechanical device and disable it. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, or the like).

Check: Your GM makes the Disable Device check for you secretly, so that you don't necessarily know whether you've succeeded. The DC depends upon how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally.

You can also rig simple devices such as saddles or wagon wheels to work normally for a while and the fail or fall off some time later (usually after 1d4 rounds or minutes of use).

A character who beat's a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with his companions) without disarming it.

Characters can also disarm magic traps. A magic trap generally has a DC of 25 + the spell level of the magic used to create it. For instance, disarming a trap set by the casting of *explosive runes* has a DC of 28 because *explosive runes* is a 3rd-level spell.

The spells *fire trap, glyph of warding, symbol,* and *teleportation circle* also create traps that a character can disarm with a successful Disable Device check.

Action: The amount of time needed to make a

Other Ways to Beat a Trap

It's possible to ruin many traps without making a Disable Device check.

Ranged Attack Traps: Once a trap's location is known, the obvious way to ruin it is to smash the mechanism – assuming the mechanism can be accessed. Failing that, it's possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

Melee Attack Traps: These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its attacks if it is triggered again within the next minute.

Pits: Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labour, not the Disable Device skill. Characters could neutralize any spikes at the bottom of the pit by attacking them – they break just as daggers do.

Magic Traps: *Dispel magic* helps here. Someone who succeeds on a caster level check against the level of the trap's creator suppresses the trap for 1d4 rounds. This only works with a targeted *dispel magic*, not the area version.

Table 4.8: Influencing NPC Attitudes

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	**Unfriendly**	**Indifferent**	**Friendly**	**Helpful**
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20
Helpful	-	-	-	Less than 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Table 4.9: Disable Device DCs

Device	Time	DC[1]	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

[1] If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Disable Device check depends upon the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

Disguise

Charisma

Use this skill to change your own appearance or someone else's. The effort requires at least a few props, some makeup, and some time. A disguise can include an apparent change of height or weight amounting to no more than one-tenth of the original.

You can also use Disguise to impersonate people, either individuals or types. For example, you might, with little or no actual disguise, make yourself seem like a traveler even if you are a local.

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. If you don't draw attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the GM can assume that such observers are taking 10 in their Spot checks.

You only get one Disguise check per use of the skill, even if several people are making Spot checks against it. Your GM makes your Disguise check secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Usually, an individual makes a Spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or per hour, using an average Spot modifier for the group. For example, if you are trying to pass for a merchant at a bazaar, the GM can make one Spot check per hour for the people you encounter, using a +1 bonus on the Spot check to represent the average for the crows (most people with no Spot ranks and a few with good spot modifiers).

Action: Creating a disguise takes 1d3x10 minutes work.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Synergy: For every 5 ranks you have in Bluff, you get a +2 synergy bonus on Disguise checks when you know that you're being observed and try to act in character.

Escape Artist

Dexterity; Armor Check Penalty

Use this skill to slip out of bonds or manacles, wriggle through tight spaces, or escape the grip of a monster that grapples you.

Check: The table gives the DCs to escape various forms of restraints.

Ropes: Your Escape Artist check is opposed by the binder's Use Ropes check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his check.

Table 4-10: Disguise and Spot DC Modifiers

Disguise	Disguise DC Modifier
Minor details only	+5
Disguised as different gender[1]	-2
Disguised as different type (or race)[1]	-5
Disguised as different age category[1]	-2[2]

[1] These modifiers are cumulative: use any that apply.

[2] Per step difference between your actual age category and your disguised category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

Familiarity	Viewer's Spot DC Modifier
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Table 4-11: Escape Artist DCs	
Restraint	**Escape Artist DC**
Ropes	Binder's Use Rope check at +10
Net, *animate rope* spell, *command plants* spell, *control plants* spell, or *entangle* spell	20
Snare spell	23
Manacles	30
Tight Space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

Manacles: The DC for manacles is set by their construction.

Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long, such as a chimney, the GM may call for multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make an Escape Artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so you are only grappling).

Action: Making an Escape Artist check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or an *animate rope, command plants, control plants,* or *entangle* spell is a full-round action. Escaping from a grapple or pin is a full round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

Synergy: For every 5 ranks you have in Escape Artist, you get a +2 synergy bonus on Use Rope checks to bind someone.

For every 5 ranks you have in Use Rope, you get a +2 bonus on Escape Artist checks when escaping from rope bonds.

Forgery

Intelligence

Use this skill to fake a written order from Princess Zelda instructing a jailer to release prisoners, to create an authentic-looking treasure map, or to detect forgeries that others try to pass off.

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see what you're writing, wax for seals (if appropriate), and some time. To forge a document on which handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus to the check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

Your GM makes your Forgery check secretly, so that you're not sure how good your forgery is. As with Disguise, you don't even need to make a check until someone examines the work. Your Forgery check is opposed by the Forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table exist.

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document might fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then

Table 4-12: Forgery DC Modifiers	
Condition	**Forgery DC Modifier**
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

the reader can't try using his own skill again, even if he's suspicious about the document.
Restriction: Forgery is language-dependant; thus, to forge documents and detect forgeries, you must be able to read and write the language in question.

Gather Information

Charisma
Use this skill for making contacts in an area, finding out local gossip, rumor mongering, and collecting general information.
Check: An evening's time, a few rupees for buying drinks and making friends, and a DC 10 Gather Information check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. (Such reasons might include racial enmity – if you are a moblin in a kokiri settlement, for example – or your inability to speak the local language.) The higher your check result, the better the information.
If you want to find out about a specific rumor ("Which way to the ruined Temple of Seasons?") or a specific item ("What can you tell me about that pretty sword the captain of the guard walks around with?", or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.
Action: A typical Gather Information check takes 1d4+1 hours.
Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Handle Animal

Charisma; Trained Only
Use this skill to drive a team of horses pulling a wagon over rough terrain, to teach a dog to guard, or to teach a dodongo to "speak" on your command.
Check: The DC depends on what you are trying to do.
Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. For instance, to command a trained attack dog to attack a foe requires a DC 10 Handle Animal check. If the animal is wounded or has taken any non-lethal damage or ability score damage, the DC increases by 2. If the check succeeds, the animal performs the task or trick on its next action.
"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any non-lethal damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.
Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 (such as a rope) can learn a maximum of three tricks, while an animal with an intelligence score of 2 (such as a dog or a horse) can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessary limited to, the following:

- *Attack (DC 20):* The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.
- *Come (DC 15):* The animal comes to you, even if it would normally not do so (following you onto a boat, for example).
- *Defend (DC 20):* The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.
- *Down (DC 15):* The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a feat effect, or the like) or its opponent is defeated.
- *Fetch (DC 15):* The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.
- *Guard (DC 20):* The animal stays in place and prevents others from approaching.
- *Heel (DC 15):* The animal follows you closely, even to places where it normally wouldn't go.
- *Perform (DC 15):* The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.
- *Seek (DC 15):* The animal moves into an area and looks around for anything that is obviously alive or animate.
- *Stay (DC 15):* The animal stays in place, waiting for you to return. It does not challenge any other creatures that come by, though it still defends itself if it needs to.
- *Track (DC 20):* The animal tracks the scent presented to it. (This requires the animal to have the scent ability).
- *Work (DC 15):* The animal pulls or pushes a medium or heavy load.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially,

Table 4-13: Handle Animal DCs

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20[1]
Train an animal for a general purpose	15 or 20[1]
Rear a wild animal	15 + HD of animal

[1] See the specific trick or purpose.

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy Labor	15		

an animal's purpose represents a pre-selected set of tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time. At your GM's option, you may be able to train an animal for a purpose that isn't mentioned here.

- *Combat Riding (DC 20):* An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also "upgrade" an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animals check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.
- *Fighting (DC 20):* An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.
- *Guarding (DC 20):* An animal trained to engage in combat knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.
- *Heavy Labor (DC 15):* An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.
- *Hunting (DC 20):* An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.
- *Performance (DC 15):* An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.
- *Riding (DC 15):* An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

Rear a Wild Animal: To rear a wild animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once. A successfully domesticated animal can be taught tricks at the same time it's being trained, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. For tasks with specific time frames noted above, you must spend half of this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, read, or train the animal fails, and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Special: You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

Synergy: For every 5 ranks you have in Handle Animal, you get a +2 synergy bonus on Ride checks and Wild Empathy checks.

Untrained: if you have no ranks in Handle Animal, you can use a Charisma check to handle and push domesticated animals, but you cannot teach, rear, or train animals.

Heal

Wisdom

Table 4-14: Heal DCs	
Task	**Heal DC**
First aid	15
Long-term care	15
Treat wound from caltrop, *spike growth,* or *spike stones*	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

Use this skill to keep a badly wounded friend from dying, to help others recover faster from wounds, to keep your friend from succumbing to a poison sting, or to treat disease.

Check: The DC and effect depends on the task you attempt.

First Aid: You usually use first aid to save a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your Heal check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for full complete day of rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for a full complete day of rest. You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to find in settled lands.

Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Treat Wound from Caltrop, Spike Growth, or Spike Stones: A creature wounded by stepping on a caltrop moves at one-half normal speed. A successful Heal check removes this movement penalty.

A creature wounded by a *spike growth* or *spike stones* spell must succeed on a Reflex save or take injuries that reduce his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding on a Heal check against the spell's save DC.

Treat Poison: To treat poison means to tend to a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a Heal check. The poisoned character uses your check result or his saving throw, whichever is higher.

Treat Disease: To treat disease means to tend to a single diseased character. Every time he makes a saving throw against disease effects, you make a Heal check. The diseased character uses your check result or his saving throw, whichever is higher.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease or tending a creature wounded by *spike growth* or *spike stones* takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Varies. Generally speaking, you can't try a Heal check again without proof of the original check's failure. For instance, until a poisoned character makes a saving throw against the poisoned wound you've treated, you can't know whether your Heal check was successful or not, so you can't retry the check. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

Heroism

Wisdom; Trained Only

You have trained yourself to continue the fight in the direst of circumstances.

Check: The DC and the effect of a successful check depends upon the task you attempt.

Ignore Caltrop Wound: if you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Heroism check removes this movement penalty. The wound doesn't go away – it is just ignored through self-persuasion.

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

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

Action: None. Making a Heroism check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: No.

Synergy: For every 5 ranks you have in

Table 4-15: Heroism DCs	
Task	**DC**
Ignore caltrop wound	18
Resist dying	20
Tolerate poison	Poison's DC

Heroism, you gain a +2 synergy bonus to Concentration checks.

Hide

Dexterity; Armor Check Penalty

Use this skill to sink back into the shadows and proceed unseen, to approach a wizard's tower under cover of brush, or to tail someone through a busy street without being noticed.

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half but less than your normal speed, you take a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging.

For example, Link has a speed of 20 feet. If he doesn't want to take a penalty on he Hide check, he can move only 15 feet as a move action (up to a maximum of 30 feet per round).

A creature larger or smaller than medium takes a size bonus or penalty on Hide checks depending on it's size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge – 8, Gargantuan -12, Colossal -16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (such as by a Bluff check), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind (As a guideline, the hiding place has to be within 1 foot per rank you have in Hide.) This check, however, is made at a -10 penalty because you have to move so fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Action: Usually none. Normally, you make a Hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack is a move action.

Special: If you are invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you are moving.

Intimidate

Charisma

Use this skill to get a bully to back down, to frighten an opponent, or to make a prisoner give you the information you want. Intimidation includes verbal threats and body language.

Check: You can change another's behavior with a successful check. Your Intimidate check is opposed by your target's modified level check (1d20 + character level or Hit Dice + targets Wisdom bonus [if any] + target's modifiers on saves versus fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimated). The effect lasts as long as the target remains in your presence, and for 1d6 x 10 minutes afterward. After this time, the target's default attitude towards you shifts to unfriendly (or if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate check opposed by the target's modified level check. If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: You gains a +4 bonus on your intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your intimidate check for every size category you are smaller than your target.

Characters immune to fear can't be intimidated, not can non-intelligent creatures.

Synergy: For every 5 ranks you have in Bluff, you get a +2 synergy bonus on Intimidate checks.

Jump

Strength; Armor Check Penalty

Use this skill to leap over pits, vault low fences, or reach a tree's lowest branches.

Check: The DC and the distance you can cover vary according to the type of jump you are attempting.

Your Jump check is modified by your speed. If your speed is 30 feed (the speed of an unarmored hylian), then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a penalty of -6 for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet. For instance, if you have a speed of 20 feet, you take a -6 penalty on your Jump checks. If, on the other hand, you have a speed of 50 feet, you gain a +8 bonus.

All Jump DCs given here assume you have a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round. For example, Link has a speed of 40 feet. If he moves 30 feet, then jumps across a 10-foot-wide chasm, he's then moved 40 feet total, so that's his move action.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). For example, a 10-foot-wide pit requires a DC 10 Jump check to cross.

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Climb check.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead, such as a tree limb. The DC is equal to 4 times the distance to be cleared. For example, the DC for a high jump to land atop a 3-foot ledge is 12 (3 x 4).

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a move action and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given sis is shown on the table. (As a medium creature, a typical human can reach 8 feet without jumping.) Quadrupedal creatures (such as horses) don't have the same vertical height as a bipedal creature; treat them as being one size category smaller.

Table 4-16: Jump DCs and Modifiers

Long Jump Distance	**Jump DC[1]**
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

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

High Jump Distance[1]	**Jump DC[2]**
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

[1] Not including vertical reach.

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

Creature Size	**Vertical Reach**
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	½ ft.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not need to get a running start to jump down, so the DC is not doubled if you if not get a running start.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. This, if you jump down from a height of just 10 feet, you take no damage. If you jump down from a height of 20 feet, you take damage as if you had fallen 10 feet.

Action: None. A jump check is included in your movement, so it is part of a move action. If you

run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.
Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.
Synergy: For every 5 ranks you have in Tumble, you get a +2 synergy bonus on Jump checks.
For every 5 ranks you have in Jump, you get a +2 synergy bonus on Tumble checks.

Knowledge

Intelligence; Trained Only

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of stuffy. With your GM's approval, you can invent new areas of knowledge.

- Animagus (culture, royalty, history, personality, religion, physiology).
- Arcadia (legends, personalities, laws, customs, traditions, places of interest).
- Architecture and engineering (buildings, aqueducts, bridges, fortifications).
- Bokomoblin (culture, royalty, history, personality, religion, physiology).
- Calatia (legends, personalities, laws, customs, traditions, places of interest).
- Deku (culture, royalty, history, personality, religion, physiology).
- Dungeoneering (aberrations, caverns, oozes, spelunking).
- Fairy (culture, royalty, history, personality, religion, physiology).
- Gamelon (legends, personalities, laws, customs, traditions, places of interest).
- Gero (culture, royalty, history, personality, religion, physiology).
- Geography (terrain, climates, natural science).
- Gerudo (culture, royalty, history, personality, religion, physiology).
- Ghini (culture, royalty, history, personality, religion, physiology).
- Gibdo (culture, royalty, history, personality, religion, physiology).
- Golden Realm (legends, personalities, laws, customs, traditions, places of interest).
- Goriya (culture, royalty, history, personality, religion, physiology).
- Goron (culture, royalty, history, personality, religion, physiology).
- Great Sea (legends, personalities, laws, customs, traditions, places of interest).
- History (wars, colonies, migrations, founding of cities).
- Holodrum (legends, personalities, laws, customs, traditions, places of interest).

Player Knowledge versus Character Knowledge

It's pretty simple to measure a character's knowledge of things the player doesn't know. That's what a Knowledge skill check represents – for instance, the player of a character with many ranks in Knowledge (geography) isn't required to memorize all the geographical data about the campaign world to use his character's skill ranks.
The opposite case, however, is harder to adjudicate cleanly. What happens when a player knows something that his or her character does not have any reason to know? For instance, while most veteran players know that most dragons breathe fire, it's entirely likely that most inexperienced characters don't know that fact.
Generally speaking, it's impossible to separate completely your personal knowledge (also called player knowledge) from your character's knowledge. Ultimately, the decision on how (or if) to divide player knowledge from character knowledge must be made between the players and the GM. Some GMs encourage knowledgeable players to use their experience to help their characters succeed. Others prefer that characters display only the knowledge represented by their skill ranks and other game statistics. Most fall somewhere between these two extremes.
If in doubt, ask your GM how he prefers to handle such situations.

- Hylian (culture, royalty, history, personality, religion, physiology).
- Ikanna (legends, personalities, laws, customs, traditions, places of interest).
- Keaton (culture, royalty, history, personality, religion, physiology).
- Kiki (culture, royalty, history, personality, religion, physiology).
- Kingdom of Hyrule (legends, personalities, laws, customs, traditions, places of interest).
- Koholint Island (legends, personalities, laws, customs, traditions, places of interest).
- Kokiri (culture, royalty, history, personality, religion, physiology).
- Koridai (legends, personalities, laws, customs, traditions, places of interest).
- Korok (culture, royalty, history, personality, religion, physiology).
- Labrynna (legends, personalities, laws, customs, traditions, places of interest).
- Lizalfo (culture, royalty, history, personality, religion, physiology).
- Lynel (culture, royalty, history, personality, religion, physiology).
- Minish (culture, royalty, history, personality, religion, physiology).

- Moblin (culture, royalty, history, personality, religion, physiology).
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin).
- Navel of the Winds (legends, personalities, laws, customs, traditions, places of interest).
- North Hyrule (legends, personalities, laws, customs, traditions, places of interest).
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities).
- Rito (culture, royalty, history, personality, religion, physiology).
- Sea of Storms (legends, personalities, laws, customs, traditions, places of interest).
- Science (chemistry, physics, technology).
- Stalfo (culture, royalty, history, personality, religion, physiology).
- Subrosian (culture, royalty, history, personality, religion, physiology).
- Termina (legends, personalities, laws, customs, traditions, places of interest).
- Tolemac (legends, personalities, laws, customs, traditions, places of interest).
- Tokay (culture, royalty, history, personality, religion, physiology).
- Triforce (magic traditions, arcane symbols, dragons, magical beasts, outsiders, elementals, undead).
- Underworld (legends, personalities, laws, customs, traditions, places of interest).
- Wind Tribe (culture, royalty, history, personality, religion, physiology).
- Zola (culture, royalty, history, personality, religion, physiology).
- Zora (culture, royalty, history, personality, religion, physiology).
- Zuna (culture, royalty, history, personality, religion, physiology).

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information. For every 5 points by which your check result exceeds the DC, the GM can give another piece of useful information.

Action: Usually none. In most cases, making a knowledge check doesn't take an action – you either know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy: For every five ranks you have in Knowledge (Triforce), you get a +2 synergy bonus on Spellcraft checks.

For every five ranks you have in Knowledge (architecture and engineering), you get a +2 synergy bonus on Search checks to find secret doors or hidden compartments.

For every five ranks you have in Knowledge (geography), you get a +2 synergy bonus on Survival checks made to avoid natural hazards.

For every five ranks you have in Knowledge (nature), you get a +2 synergy bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, or planes).

For every five ranks you have in Knowledge (nobility and royalty), you get a +2 synergy bonus on Diplomacy checks.

For every five ranks you have in Knowledge (dungeoneering), you get a +2 synergy bonus on Survival checks made whilst underground.

For every five ranks you have in Knowledge (science), you get a +2 synergy bonus to Use Technological Device checks.

For every five ranks you have in Knowledge (Arcadia, Calatia, Gamelon, Great Sea, Golden Realm, Holodrum, Ikanna, Kingdom of Hyrule, Koholint Island, Koridai, Labrynna, Navel of the Winds, North Hyrule, Sea of Storms, Termina, Tolemac, or Underworld) you get a +2 synergy bonus to Gather Information checks made in that region.

Or every five ranks you have in Knowledge (animagus, bokomoblin, deku, fairy, garo, gerudo, ghini, gibdo, goriya, goron, hylian, Keaton, kiki, kokiri, korok, lizalfos, lynel, minish, moblin, rito, stalfo, subrosian, tokay, wind tribe, zola, zora, or zuna), you get a +2 synergy bonus to checks when dealing with that race.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Table 4-17: Move Silently DC Modifiers	
Surface	**Check Modifier**
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

Listen

Wisdom

Use this skill to hear approaching enemies, to detect someone sneaking up on you from behind, or to eavesdrop on someone else's conversation.

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check.

You GM may decide to make the Listen check for you, so that you do not know whether not hearing anything means that nothing is there, or that you failed your check.

In the case of people trying to be quiet, the DCs given on the table could be replaced by Move Silently checks, in which case the indicated DC would be their average check result (or close to it). For instance, the DC 19 noted on the table for a cat stalking means that an average cat has a +9 bonus on Move Silently checks. Assuming an average roll of 10 on a 1d20, its Move Silently check result would be 19.

Action: Varies. Every time you have a chance to hear something in a reactive manner 9such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several character are listening to the same thing, the DM can make a single 1d20 roll and use it for all the individuals' Listen checks.

A fascinated creature takes a -4 penalty on listen checks made as reactions.

A sleeping character may make Listen checks at a -10 penalty. A successful check awakens the sleeper.

Move Silently

Dexterity; Armor Check Penalty

You can use this skill to sneak up behind an enemy or to slink away without being noticed.

Table 4-18: Open Lock DCs			
Lock	**DC**	**Lock**	**DC**
Very simple lock	20	Good lock	30
Average lock	25	Amazing lock	40

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check as indicated below.

Action: None. A Move Silently check is included in your movement or other activity, so it is part of another action.

Open Locks

Dexterity; Trained Only

You can pick padlocks, finesse combination locks, and solve puzzle locks. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, or the like). Attempting an Open Lock check without a set of tools imposes a -2 circumstance penalty on the check, even if a simple too is employed.

Check: The DC for opening the lock varies from 20 to 40, depending on the quality of the lock, as given on the table.

Action: Opening a lock is a full-round action.

Untrained: You cannot pick locks untrained, but you might successfully force them open.

Perform

Charisma

You are skilled in a type of artistic expression, which may encompass a variety of specific methods, and you know how to put on a show.

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. For instance, you could have the skill Perform (act). Your ranks

Table 4-19: Perform DCs	
Performance	**DC**
Routine performance. Trying to earn money in public is essentially begging. You can earn 1 rp per week.	10
Enjoyable performance. In a prosperous city, you can earn 1d4 rp per week.	15
Great performance. In a prosperous city, you can earn 3d4 rp per week. In time, you may be invited to join a professional troupe and may develop a regional reputation.	20
Memorable performance. In a prosperous city, you can earn 4d6 rp per week. In time, you may come to the attention of noble patrons and develop a national reputation.	25
Extraordinary performance. In a prosperous city, you can earn 6d12 rp per week. In time, you may draw the attention from distant potential patrons, or even extraplanar beings.	30

in that skill don't affect any checks you happen to make for Perform (oratory) or Perform (string instruments). You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill include a variety of methods, instruments, or techniques, a small list of which is provided for each category. The GM is free to expand any of these categories with additional methods, instruments, or techniques, as appropriate for his campaign.

- Act (comedy, drama, mime).
- Comedy (buffoonery, limericks, joke-telling).
- Dance (ballet, waltz, jig).
- Keyboard instruments (harpsichord, piano, pipe organ).
- Oratory (epic, ode, storytelling).
- Percussion instruments (bells, chimes, drums, gong).
- String instruments (fiddle, harp, lute, mandolin).
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet).
- Sing (ballad, chant, melody).

Check: You can impress audiences with your talent and skill.

Action: Varies. Trying to earn money by playing in public requires a full week's worth of performances.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that had been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Profession

Wisdom; Trained Only

You are trained in a livelihood or a professional role.

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. For instance, you could have the skill Profession (cook). Your ranks in that skill don't affect any Profession (miller) or Profession (miner) checks you might make. You could have several Profession skills, each with its own ranks, each purchased as a separate skill.

While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader ranger of less specific knowledge. To draw a modern analogy, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: You can practice your trade and make a decent living, earning about half your Profession check result in rupees per week of dedicated work. You know how to use the tools of your trade, how to perform the professional's daily tasks, how to supervise helpers, and how to handle common problems. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The GM sets DCs for specialized tasks.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a Profession skill to earn income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Synergy: For every five ranks you have in Profession (adventurer), you get a +1 synergy bonus on saving throws.

For every five ranks you have in Profession (apothecary), you get a +2 synergy bonus on Craft (alchemy) and Craft (gunpowder) checks.

For every five ranks you have in Profession (archer), you get a +1 synergy bonus on ranged attack rolls.

For every five ranks you have in Profession (armorer), you get a +2 synergy bonus to Craft (armorsmithing) and Craft (blacksmithing) checks.

For every five ranks you have in Profession (assassin), you get a +2 synergy bonus on Hide and Move Silently checks.

For every five ranks you have in Profession (athlete), you get a +2 synergy bonus on Climb and Swim checks.

For every five ranks you have in Profession (boater), you get a +2 synergy bonus on Craft (shipmaking) and Swim checks.

For every five ranks you have in Profession (bookkeeper), you get a +2 synergy bonus on Craft (bookbinding) and Research checks.

For every five ranks you have in Profession (brewer), you get a +4 synergy bonus on saves against alcohol.

For every five ranks you have in Profession (cook), you get a +4 synergy bonus on saves against poison.

For every five ranks you have in Profession (dancer), you get a +2 synergy bonus on Balance and Perform (dance) checks.

For every five ranks you have in Profession (driver), you get a +2 synergy bonus on handle Animal and Ride checks.

For every five ranks you have in Profession (entertainer), you get a +2 synergy bonus on Bluff and Perform checks.

For every five ranks you have in Profession (farmer), you get a +2 synergy bonus on Craft (herbalism) and Knowledge (nature) checks.

For every five ranks you have in Profession (fisher), you get a +2 synergy bonus on Survival and Swim checks.

For every five ranks you have in Profession (foreman), you get a +1 synergy bonus on checks when aiding another.

For every five ranks you have in Profession (gravedigger), you get a +4 synergy bonus saves against disease.
For every five ranks you have in Profession (guide), you get a +2 synergy bonus on Knowledge (Arcadia, Calatia, Gamelon, Great Sea, Golden Realm, Holodrum, Ikanna, Kingdom of Hyrule, Koholint Island, Koridai, Labrynna, Navel of the Winds, North Hyrule, Sea of Storms, Termina, Tolemac, or Underworld) and Survival checks.
For every five ranks you have in Profession (herbalist), you get a +2 synergy bonus on Craft (herbalism) and Heal checks.
For every five ranks you have in Profession (herder), you get a +2 synergy bonus on handle Animal and Wild Empathy checks.
For every five ranks you have in Profession (hero), you get a +2 synergy bonus on Heroism and Valor checks.
For every five ranks you have in Profession (hunter), you get a +2 synergy bonus on Search and Survival checks.
For every five ranks you have in Profession (innkeeper), you get a +2 synergy bonus on Gather Information and Sense Motive checks.
For every five ranks you have in Profession (inventor), you get a +2 synergy bonus on Craft (technology) and Use Technological Device checks.
For every five ranks you have in Profession (jailor), you get a +2 synergy bonus on Intimidate and Sense Motive checks.
For every five ranks you have in Profession (lumberjack), you get a +1 synergy bonus to melee damage.
For every five ranks you have in Profession (mayor), you get a +2 synergy bonus on Diplomacy and Knowledge (nobility and royalty) checks.
For every five ranks you have in Profession (mercenary), you get a +1 synergy bonus to Defense.
For every five ranks you have in Profession (merchant), you get a +2 synergy bonus on Appraise and Diplomacy checks.
For every five ranks you have in Profession (miller), you get a +2 synergy bonus on Concentration and Use Technological Device checks.
For every five ranks you have in Profession (miner), you get a +2 synergy bonus on Fortitude saves.
For every five ranks you have in Profession (monk), you get a +2 synergy bonus on Concentration and Sense Motive checks.
For every five ranks you have in Profession (porter), you get a +10 synergy bonus to your carrying capacity.
For every five ranks you have in Profession (postman), you get a +5 synergy bonus on your base speed.
For every five ranks you have in Profession (rancher), you get a +2 synergy bonus on Handle Animal and Knowledge (nature) checks.
For every five ranks you have in Profession (sailor), you get a +5 synergy bonus on oversea movement rates.
For every five ranks you have in Profession (scribe), you get a +2 synergy bonus on Craft (calligraphy) and Forgery checks.
For every five ranks you have in Profession (siege engineer), you get a +2 synergy bonus on Knowledge (architecture and engineering) and Use Technological Device checks.
For every five ranks you have in Profession (smith), you get a +2 synergy bonus on Craft (blacksmithing) and Craft (locksmithing) checks.
For every five ranks you have in Profession (spy), you get a +2 synergy bonus on Sense Motive and Spot checks.
For every five ranks you have in Profession (stablehand), you get a +2 synergy bonus on Craft (blacksmithing) and Handle Animal checks.
For every five ranks you have in Profession (storyteller), you get a +2 synergy bonus on Knowledge (history) and Perform (oratory) checks.
For every five ranks you have in Profession (tanner), you get a +2 synergy bonus on Will saves.
For every five ranks you have in Profession (teamster), you get a +5 synergy bonus on overland movement rates.
For every five ranks you have in Profession (thug), you get a +1 synergy bonus on attacks when flanking.
For every five ranks you have in Profession (tomb robber), you get a +2 synergy bonus on Reflex saves.
For every five ranks you have in Profession (urchin), you get a +4 synergy bonus on initiative checks.
For every five ranks you have in Profession (watchman), you get a +2 synergy bonus on Listen and Spot checks.
For every five ranks you have in Profession (witch hunter), you get a +4 synergy bonus on saves against fear.
For every five ranks you have in Profession (wizard), you get a +2 synergy bonus on Knowledge (Triforce) and Spellcraft checks.
For every five ranks you have in Profession (woodcutter), you get a +1 synergy bonus on melee attack rolls.
Untrained: Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of 1 rupee per week.

Table 4-20: Ride DCs			
Task	**Ride DC**	**Task**	**Ride DC**
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with warhorse	10	Control mount in battle	20
Cover	15	Fast mount or dismount	20[1]
Soft fall	15		

[1] Armor check penalty applies.

Research

Intelligence

Use this skill to find a book you require in a vast library, a lost clue written in a secret journal, or information in official archives.

Check: A day and a DC 10 Research check get you a general idea of the contents of a library or archive.

If you want to find out specific information ("Who owns the House by the Bay?"), or find a copy of a book, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical Research check takes 1d8+2 hours.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Synergy: For every 5 ranks you have in Research, you gain a +2 synergy bonus to Knowledge checks.

For every 5 ranks you have in Gather Information, you gain a +2 synergy bonus to Research checks when looking for information.

For every 5 ranks you have in Search, you gain a +2 synergy bonus to Research checks when finding books.

Ride

Dexterity

You can ride a mount, be it a horse, riding dog, griffon, dragon, or some other kind of creature suited for riding. If you attempt to ride a creature that is ill suited as a mount (such as most bipedal creatures), you take a -5 penalty on your Ride checks.

Check: Typical riding actions don't require checks. You can saddle, mount, and dismount from a mount without a problem. The following tasks do require checks.

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need the other to control your mount.

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears on bolts unexpectedly or when you take damage. This usage does not take an action.

Fight with Warhorse: if you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally this round. This usage is a free action.

Cover: You can react instantly to drop down beside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage does not take an action.

Soft Fall: You can react immediately to try and take no damage when you fall off a mount – when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take and action.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

Spur Mount: You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability ever round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

Control Mount in Battle: As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat while riding in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorse or warponies.

Fast Mount or Dismount: You can attempt to mount or dismount from a mount up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

Action: Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted.

Special: If you are riding bareback, you take a -5 penalty on your Ride checks.

Table 4-21: Search DCs	
Task	**Search DC**
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult non-magical trap	21 or higher
Find a magic trap	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies[1]

[1] A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail.

Synergy: For every 5 ranks you have in Handle Animal, you get a +2 synergy bonus on Ride checks.

Search

Intelligence

You can find secret doors, hidden traps, concealed compartments, and other details not readily apparent. The Spot skill lets you notice something, such as a hiding grifter. The Search skill lets a character discern some small detail or irregularity through active effort.

Check: You generally must be within 10 feet of the object or surface to be searched. The table gives DCs for typical tasks involving the Search skill.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Special: The spells *explosive runes, fire trap, glyph of warding, symbol,* and *teleportation circle* create magic traps that can be found by making a successful Search check, which can then be disarmed by using Disable Device. Identifying the location of a *snare* spell is DC 23. *Spike growth* and *spike stones* create spells which can be found using search, but against which Disable Device checks do not succeed.

Active abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give you a +4 bonus on Search checks to locate such abjuration spells.

Synergy: For every 5 ranks you have in Search, you get a +2 synergy bonus on Survival checks to follow tracks.

For every 5 ranks you have in Knowledge (architecture and engineering), you get a +2 synergy bonus to find secret doors or hidden compartments.

Sense Motive

Wisdom

Use this skill to tell when someone is bluffing you, to discern hidden messages in conversations, or to sense when someone is being magically influenced. This skill represents sensitivity to the body language, speech habits, and mannerisms of others.

Check: A successful check lets you avoid being bluffed. You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness. Your GM may decide to make your Sense Motive check secretly, so that you don't necessarily know whether you were successful.

Table 4-22: Sense Motive DCs	
Task	**Sense Motive DC**
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), such as *charm person,* even if that person isn't aware of it. The usual DC is 25, but if the target is dominated, the DC is only 15 because of the limited range of the target's activities.

Discern Secret Message: You may use Sense Motive to detect a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message you are missing, you take a -2 penalty on your Sense Motive check. For example, if you eavesdrop on people planning to assassinate a visiting diplomat, you take a -2 penalty on your check if you don't know about the diplomat. If you succeed by 4 or less, you know something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 for more, you infer some false information.

Action: Trying to gain information with Sense Motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you make a Sense Motive check for each Bluff check made against you.

Table 4-23: Sleight of Hand DCs	
Task	**Sleight of Hand DC**
Palm a coin-sized object, make a coin disappear	10
Lift a small object from a person	20

Sleight of Hand

Dexterity; Trained Only; Armor Check Penalty

You can cut or lift a purse and hide it on your person, palm an unattended object, hide a light weapon in your clothing, or perform some feat of legerdemain with an object no larger than a hat or a loaf of bread.

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where an item went.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon, such as a hand axe, or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to finds such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small item, such as a coin, shuriken, or ring, grants you a +4 bonus on the check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check. Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

Action: Any Sleight of Hand check normally is a standard action. However, you may perform a Sleight of Hand check as a free action by taking a -20 penalty on the check,

Try Again: Yes, but after an initial failure, a second Sleight of hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Synergy: For every 5 ranks you have in Bluff, you get a +2 synergy bonus on Sleight of Hand checks.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except hiding an object on your body.

Speak Language

None; Trained Only.

Common languages and their alphabets are summarized on the table.

The Speak Language skill doesn't work like other skills. Languages work as follows:

- You start at 1st level knowing one or two

Table 4-24: Languages and Alphabets			
Language	**Typical Speakers**	**Alphabet**	**D&D Equivalent**
Aquan	Water-based creatures, zora	Zoran	Aquan
Auran	Air-based creatures, wind tribe	Rito	Auran
Classical	Wizzrobes, minish	Classical	Abyssal, Celestial, Druidic, Infernal
Deku	Plant-based creatures, deku	Sylvan	None
Draconic	Dragons, lizalfos	Draconic	Draconic
Goron	Goron	Goron	Dwarven, Giant
Hylian	Gerudo, hylians	Hylian	Common
Ignan	Fire-based creatures, subrosians	Draconic	Ignan
Kokiri	Kokiri	Hylian	Halfling, Gnome
Lynel	Lynels	Hylian	Gnoll
Moblin	Moblins	Goron	Orc, Goblin
Rito	Rito	Rito	None
Sylvan	Forest-based creatures, fairies	Sylvan	Sylvan
Terran	Earth-based creatures, goron	Goron	Terran
Tokay	Tokay	Zoran	None
Underworld	Gibdos	Underworld	Undercommon
Zoran	Zora	Zora	Elven

Table 4-25: Spellcraft DCs

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

languages (based on your race), plus an additional number of languages equal to your starting Intelligence bonus.

- You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose a new language you can speak.
- You don't make Speak Language checks. You either know a language or you don't.
- A character can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

Action: Not applicable.

Try Again: Not applicable. There are no Speak Language checks to fail.

Spellcraft

Intelligence; Trained Only

Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table.

Action: Varies

Try Again: See table.

Synergy: For every 5 ranks you have in Knowledge (triforce) you get a +2 synergy bonus on Spellcraft checks.

For every 5 ranks you have in Use Magic Device, you get a +2 synergy bonus of Spellcraft checks to decipher spells on scrolls.

For every 5 ranks you have in Spellcraft, you get a +2 synergy bonus on Use Magic Device checks related to scrolls.

Additionally, certain spells allow you to gain information about magic, provided that you make a successful Spellcraft check as detailed in the spell description. (For example, see the *detect magic* spell.)

Spot

Wisdom

Use this skill to notice bandits waiting in ambush, to see a rogue lurking in the alley, to see through a disguise, to read lips, or to see the monstrous centipede in the pile of trash.

Check: The Spot skill is used primarily to detect characters or creatures that are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you don't actually see it.

Spot is also used to detect someone in disguise, and to read lips when you can't hear or understand what someone is saying.

The Game Master may call for Spot checks to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him speak, and understand the speaker's language (this use

Table 4-26: Spot DC Penalties

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Table 4-27: Survival DCs

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

of the skill is language-dependant). The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. Your GM rolls your check secretly in this case, so that you don't know whether you succeeded or missed by 5.

Action: Varies. Every time you have a chance to spot something in a reactive manner (for example, when someone tries to sneak past you while hidden, or you move into a new area), you can make a Spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a Spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something you failed to see previously at no penalty. You can attempt to read lips once per minute.

Special: A fascinated creature takes a -4 penalty on Spot checks made as a reaction.

Survival

Wisdom

Use this skill to follow tracks, hunt wild game, guide a party safely through frozen wastelands, identify signs that dodongos live nearby, predict the weather, or avoid quicksand and other natural hazards.

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

Survival does not allow you to follow difficult tracks unless you have the Track feat.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer at the GM's discretion.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table, you make a Survival check every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Restriction: While anyone can use the Survival skill to find tracks (regardless of the DC), or follow tracks when the DC for the task is 10 or lower, only a character with the Track feat can use Survival to follow tracks when the task has a higher DC.

Special: If you have five or more ranks in Survival, you can automatically determine where true north lies in relation to yourself.

Synergy: For every 5 ranks you have in Survival, you get a +2 synergy bonus on Knowledge (nature) checks.

For every 5 ranks you have in Knowledge (dungeoneering), you get a +2 synergy bonus on Survival checks made while underground.

For every 5 ranks you have in Knowledge (nature), you get a +2 synergy bonus on Survival checks made in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

For every 5 ranks you have in Knowledge (geography), you get a +2 synergy bonus on Survival checks made to keep from getting lost or to avoid natural hazards.

For every 5 ranks you have in Search, you get a +2 synergy bonus on Survival checks to find or follow tracks.

Swim

Strength; Armor Check Penalty

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Check: Make a Swim check once per round while you are in the water. Success means you may swim up to one-half your speed (as a full-round action) or one-quarter speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because of a failed Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown.

The DC for the Swim check depends on the water, as given on the table.

Each hour that you swim, you must make a DC 20 Swim check or take 1d6 points of non-lethal damage from fatigue.

Action: A successful Swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

Special: Swim checks are subject to double the normal armor check penalty and encumbrance penalty. For instance, full plate incurs a -12 penalty on Swim checks instead of -6.

Table 4-28: Swim DCs

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20[1]

[1] You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Tumble

Dexterity; Trained Only; Armor Check Penalty

You can dive, roll, somersault, flip, and so on. You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain and audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble through such a square is modified as indicated.

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a -10 penalty on your Tumble checks, you can move at your full speed instead of half speed.

Action: Not applicable. Tumbling is part of movement, so a Tumble check is part of a move action.

Try Again: Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances. You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: For every five ranks you have in Tumble, you gain an additional +1 dodge bonus to Defense when fighting defensively in addition to the usual +2 dodge bonus to Defense.

For every five ranks you have in Tumble, you gain an additional +2 dodge bonus to Defense when executing the total defense standard action in addition to the usual +4 dodge bonus to Defense.

Synergy: For every five ranks you have in Tumble, you get a +2 synergy bonus on Balance and Jump checks.

For every five ranks you have in Jump, you get a +2 synergy bonus on Tumble checks.

Table 4-29: Tumble DCs and Modifiers

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

Surface is...	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog[1], undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

[1] Tumbling is impossible in a deep bog.

Use Magic Device

Charisma; Trained Only

Use this skill to activate magic devices, including scrolls and wands, which you could not otherwise activate.

Check: You can use this skill to read a spell or to activate a magic item. Use Magic Device lets you use a magic item as if you had the spell ability or class features of another class, or as if you were a different race.

You make a Use Magic Device check each time you activate a device such as a wand. If you are using the check to emulate some other quality in an on-going manner, you need to make the relevant Use Magic Device check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Device check got that purpose. The DCs for various tasks involving Use Magic Device checks are summarized on the table.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a +2 bonus on your Use Magic Device check if you've activated the item in question at least once before.

If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but doesn't do as you wanted it to do. The GM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong person or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

Decipher a Written Spell: This usage works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

Emulate an Ability Score: To cast a spell from a scroll, you need a high score in the appropriate ability. Your effective ability score (appropriate to the aspect you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If you already have a high enough ability, you don't need to make this check.

Emulate a Class Feature: Sometimes you need to emulate a class feature to activate a magic item. In this case, your effective level in the chosen class equals your Use Magical Device check result minus 20.

Table 4-30: Use Magic Device DCs

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

This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature.

Emulate a Race: Some magic items work only for members of certain races, or work better for members of those races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Emulate an Aspect: Some magic items require MP from a specific aspect before they can be used. If you are successful, you may treat MP from your latent pool as if it was in the relevant aspect pool(s) for this activation. You may increase the DC by 5 to temporarily treat MP from any aspect pool as if it was in the relevant aspect pool(s) for this activation. For every pool after the first you wish to temporarily treat as belonging to the relevant aspect pool(s), add +2 to the DC.

Fir example, Ganon has MP in his latent, fire, and shadow aspect pools, but wishes to try to activate a magic item requiring MP from the light aspect. He may attempt to treat MP from his latent pool as light MP if he scores 25 or higher, or to treat MP from his shadow pool as light MP if he scores 30 or higher. He may even attempt to treat the MP from his latent, shadow, and fire pools as light MP if he scores 34 or higher.

Use a Scroll: If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your aspect spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. For instance, to cat *web* (a 2nd-level forest spell) from a scroll, you would need a Use Magic Device check result of 23 or better, since the minimum caster level for *web* is 3rd level.

In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate that ability score with a separate Use Magic Device check.

This use of the skill also applies to other spell completion magic items.

Use a Wand: Normally, to use a wand, you must have the wand's spell on your aspect spell list. This use of the skill allows you to use a wand as if you had a particular spell on your aspect spell list.

Table 4-31: Use Rope DCs	
Task	**Use Rope DC**
Tie a firm knot	10
Secure a grappling hook	10[1]
Tie a special knot, such as one that slips, slides slowly, or loosens with a tug	15
Tie a rope around yourself one-handed	15
Splice two ropes together	15
Bind a character	Varies

[1] Add 2 to the DC for every 10 feet the hook is thrown.

This use of the skill also applies to other spell trigger magic items, such as staffs.

Action: None. The Use Magic Device check is made as part of the action (if any) required to activate the magic item.

Try Again: Yes, but if you every roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours.

Special: You cannot take 10 with this skill.

You can't aid another on Use Magic Device checks. Only the user of the item may attempt such a check.

Synergy: For every five ranks you have in Spellcraft, you get a +2 synergy bonus on Use Magic Device checks related to scrolls.

For every five ranks you have in Decipher Script, you get a +2 synergy bonus on Use Magic Device checks related to scrolls.

For every five ranks you have in Use Magic Device, you get a +2 synergy bonus on Spellcraft checks made to decipher spells on scrolls.

Use Rope

Dexterity

With this skill, you can make firm knots, undo tricky knots, and bind prisoners with ropes.

Check: Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table.

Secure a Grappling Hook: Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failing by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the hook initially holds, but comes lose after 1d4 rounds of supporting weight. Your GM should make this check secretly, so that you don't know whether the rope will hold your weight.

Bind a Character: When you bind a character with a rope, any Escape Artist check that the bound character makes is opposed by your Use Rope check. You get a +10 bonus because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

Action: Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

Synergy: For every five ranks you have in Use Rope, you get a +2 synergy bonus on Climb checks made to climb a rope, a knotted rope, or a rope-and-wall combination.

For every five ranks you have in Use Rope, you get a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

For every five ranks you have in Escape Artist, you get a +2 synergy bonus on Use Rope checks made to bind someone.

Use Technological Device

Intelligence; Trained Only

Use this skill to activate or repair technological devices, including complex gadgets or ancient mechanisms.

Check: You can use this skill to activate, work our, or repair a technological item.

You make a Use Technological Device check each time you activate a technological device, such as a gadget.

The DCs for various tasks involving Use Magic Device checks are summarized on the table.

Activate Blindly: Some technological items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise

Table 4-32: Use Technological Device DCs	
Task	**Use Technological Device DC**
Activate blindly	25
Work out device, simple (hookshot)	15
Work out device, complex (bombchu)	20
Work out device, amazing (magnetic glove)	25
Repair device, simple (hookshot)	20
Repair device, complex (bombchu)	25
Repair device, amazing (magnetic glove)	30

attempt to get it to activate. You get a +2 bonus on your Use Technological Device check if you've activated the item in question at least once before.

If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that the device works but doesn't do as you wanted it to do. The GM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong person or that the device goes wild, dealing 2d6 points of damage to you.

Work Out Device: To work out a device, you must make a Use Technological Device check as a full-round action. Success means that you can determine the use of a specific technological device. If you fail by 4 or less, you cannot figure out the use of the technological item. Failure by 5 or more means that you infer a false use of the device, and gain a -5 penalty to all checks relating to this device in the future. The GM may choose to make this check for you, so that you don't know whether you have successfully worked out the device or inferred a false use.

Repair technological Device: To repair a device, you must spend 1d4+1 hours trying to repair the device, and then make a Use technological Device check. If you succeed, you manage to fix the device. Failure by 4 or less means that you cannot fix the device. Failure by 5 or more means that you think you've fixed the device, but it instead causes a mishap when next used. Your GM may choose to make this check for you, so that you don't know whether you've fixed the device or it is prone to a mishap.

You may accept a -10 penalty to your check in order to fix a broken technological device in 1d4+1 rounds.

Action: Usually none. In most cases, the Use technological Device check is made as part of the action (if any) required to activate the device. Working out a device is a full round action, and repairing a device takes 1d4+1 hours or 1d4+1 rounds.

Try Again: Yes when activating a device blindly, but if you every roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate that item again for 24 hours. Yes when repairing a device, but you have to be aware that you have failed. No for working out a device.

Special: You cannot take 10 with this skill to activate a technological device blindly.

Synergy: For every five ranks you have in Use Technological Device, you gain a +2 synergy bonus to Disable Device checks against non-magical traps.

For every five ranks you have in Craft (technology), you gain a +2 synergy bonus to Use Technological Device checks dealing with gadgets.

For every five ranks you have in Disable Device, you gains a +2 synergy bonus to Use Technological Device checks dealing with non-magical traps.

For every 5 ranks you have in Knowledge (science), you gain a +2 synergy bonus to Use Technological Device checks.

Table 4-33: Valor DCs

Task	DC
Memorize	15
Resist fear	Fear effect DC
Willpower	20

Valor

Wisdom; Trained Only

You have a great sense of valor, and have trained your mind to ignore distractions like pain and fear.

Check: The DC and the effect of a successful check depends upon the task you attempt.

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 one page, you can make additional checks for each additional page. You always retain this information; however you can only recall it with another successful Valor check.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make a Valor check on your next round even while overcome with fear. If your Valor check meets or 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 feat effect.

Willpower: If reduced to 0 hit points (disabled), you can make a Valor 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 take. A failed Valor check in this circumstance carries no direct penalty – you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit point, as normal when disabled.

Action: None. Making a Valor check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though success doesn't cancel the effects of a previous failure. No for the other uses.

Synergy: For every 5 ranks you have in Valor, you get a +2 synergy bonus to Concentration checks.

For every 5 ranks you have in Concentration, you get a +2 synergy bonus to Valor checks.

Table 4-34: Influencing Animals' Attitudes

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	**Unfriendly**	**Indifferent**	**Friendly**	**Helpful**
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20
Helpful	-	-	-	Less than 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, flee
Unfriendly	Wishes you ill	Avoid, watch suspiciously
Indifferent	Doesn't much care	Expected interaction
Friendly	Wishes you well	Follow, nuzzle.
Helpful	Will take risks to help you	Protect.

Wild Empathy

Charisma; Trained Only

This skill uses body language, vocalization, and demeanor to improve the attitude of an animal (such as a wolfos or rope).

Check: You can change the attitudes of animals with a successful Wild Empathy check; see the Influencing Animals sidebar for basic DCs. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Action: Changing an animal's attitude with Wild Empathy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed Wild Empathy check (such as an attempt to head off a wolfos while fleeing from guards) can be made as a full-round action, but you take a -10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Wild Empathy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: You may also use this skill to influence a magical beast with an Intelligence of 1 or 2, but you take a -4 penalty on the check.

Synergy: For every 5 ranks you have in Handle Animal or Knowledge (nature), you get a +2 bonus on your Wild Empathy checks.