

# SKILL REFERENCE SHEET

## Legend

<sup>1</sup> = Try again next encounter

<sup>2</sup> = Try again after extended rest

▪ = Trained use only

SA, MA, Mn = Standard, Move & Minor Actions

SC = Skill Challenge

UXONT = Until Start or End of your next turn

## KNOWLEDGE SKILLS

Common	DC 10
Expert	DC 20
Master	DC 25
Paragon Tier	+5
Epic Tier	+10

## MONSTER KNOWLEDGE

Name, type, keywords	DC 15
Powers	DC 20
Resistance & vulnerability	DC 25
Paragon creature	+5
Epic creature	+10

## ARCANA (INT) pg 181

Magic-related lore and magic effects, also

Elemental Chaos, Feywild, Shadowfell

\*Far Realm but min DC 25

### \*DETECT MAGIC

Identify:

Mn Conjuration or Zone <sup>1</sup>	DC 25+½ lvl
SA Ritual <sup>2</sup>	DC 20+½ lvl
SA Magical Effect <sup>2</sup>	DC 20+½ lvl
Sense Presence of Magic:	
1m Area 5+lvl sq rad	DC 20+½ lvl

## DUNGEONEERING (WIS) pg 183

Underground creatures & hazards

\*Underground aberrant creatures

### FORAGE

1h 1 person x 1d	DC 15±5
1h Up to 5 people x 1d	DC 25±5

## HISTORY (INT) pg 185

Historical fact or clue

## NATURE (WIS) pg 186

Natural creatures & hazards

Handle Animal Varies, SC

### FORAGE

1h 1 person x 1d	DC 15±5
1h Up to 5 people x 1d	DC 25±5

## RELIGION (WIS) pg 187

Religious lore or clue, also Astral Sea & Undead

## ACROBATICS (DEX) pg 180, Armor penalty

STUNT (SA or MA)

Variable DC 15±

BALANCE (with MA, ½ speed, grant CA)

Narrow or unstable	DC 20
Very narrow (<6")	+5
Narrow and unstable	+5
Fail by <= 4	Hold
Fail by 5+	Fall
Take damage	Same DC

### ESCAPE

SA Opposed Check	Ref defense
5m Variable	DC 20±
SA Fast Escape	+10

### \*REDUCE FALLING DAMAGE (FA)

Reduce fall dmg by ½ check

## ATHLETICS (STR) pg 182, Armor penalty

CLIMB (with MA, ½ speed, grant CA)

Climber's kit	+2 bonus
Brace between 2 surfaces	+5 bonus
Ladder	DC 0
Rope	DC 10
Uneven surface	DC 15
Rough surface	DC 20
Slippery surface	DC +5
Unusually smooth surface	DC +5
Take damage	Same DC
Take damage → bloodied	DC +5
Fail by <= 4	Hold
Fail by 5+	Fall
Catch Hold	DC +5
Catch Hold (bloodied)	DC +5

### ESCAPE FROM GRAB (MA)

Opposed Check vs Fort defense

### JUMP (with MA)

Standing High Jump clearance	Check/10 feet
Running HJ clearance (2+ sq)	Check/5 feet
Add Height x1.33 to determine highest reach. Must land or fall at end of Move but can hang in mid-air if you double move.	
Standing Long Jump distance	Check/10 sq
Running LJ distance (2+ sq)	Check/5 sq
Vertical clearance is ¼ distance jumped in feet.	

### SWIM (with MA, ½ speed)

Calm	DC 10
Rough	DC 15
Stormy	DC 20
Fail by <= 4	Hold
Fail by 5+	Sink 1 sq

## BLUFF (CHA) pg 183

Opposed Check vs Insight or SC

SA Feint for CA UEONT	1/Enc
SA Diversion to hide	1/Enc

## DIPLOMACY (CHA) pg 183

Influence others DMG 42

## ENDURANCE (CON) pg 184, Armor penalty

Endure extreme weather	DC 15±
Resist disease	Varies
Ignore Hunger after 3w	DC 20+5/day
Ignore Thirst after 3d	DC 20+5/day
Hold breath after 3m	DC 20+5/rnd
Hold breath with dmg	DC 20
Swim or tread water after 1hr	DC 15+2/h

## HEAL (WIS) pg 185

### FIRST AID

SA Use Second Wind	DC 10
SA Stabilize the Dying	DC 15
SA Grant a Saving Throw	DC 15

### TREAT DISEASE

Extended Rest Replace Endurance check

## INSIGHT (WIS) pg 185

Counter Bluff = No action, Mn in combat, or SC;

Requires interaction

Sense motives, attitudes	DC 10+½ lvl
Sense outside influence	DC 25+½ effect lvl
Recognize illusion	DC 15+½ effect lvl

## INTIMIDATE (CHA) pg 186

SA or SC, if multiple enemies need separate checks, target usually made hostile regardless

Opposed Check vs Will or DMG 42

No common language	-5 penalty
Enemy is Unfriendly	+5 Will defense
Enemy is Hostile	+10 Will defense

## PERCEPTION (WIS) pg 186

No action required for Passive checks, Active = Mn or spend 1m listening/searching

### LISTEN

Battle	DC 0
Normal conversation	DC 10
Whispers	DC 20
Through a door	DC +5
Through a wall	DC +10
More than 10 sq away	DC +2
Asleep	-5 penalty

### SPOT

Spot stealthy creature vs Stealth

Barely hidden	DC 10
Well hidden	DC 25
More than 10 sq away	DC +2

### FIND TRACKS

Soft ground (snow, mud)	DC 15
Hard ground (wood, stone)	DC 25
Rain or snow since tracks made	DC +10
Each day since tracks made	DC +2
Quarry obscured trail	DC +5
Huge or larger creature	DC -5
Group of 10+	DC -5

## STEALTH (DEX) pg 188, Armor penalty

With MA, if multiple enemies your check opposes each of them. Can only check if have superior cover, total concealment or outside enemy LOS.

Outside combat enemy could be distracted instead. Need some degree of cover or concealment to remain hidden. If successful you are silent and invisible to the enemy.

Opposed Check vs Perception or DMG 42

Move 2+ sq	-5 penalty
Run	-10 penalty

Attacking, shouting or being seen breaks stealth at the end of that action.

## STREETWISE (CHA) pg 188

1h or SC

Typical settlement	DC 15
Hostile settlement	DC 20
Totally alien settlement	DC 30
Information common	DC -2
Information hard to come by	DC +5
Information secret/guarded	DC +10

## THIEVERY (DEX) pg 188 Armor penalty

### DISABLE TRAP (SA)

Thieves' tools	+2 bonus
Delay UEONT, not disable	+5 bonus
Heroic Tier	DC 20
Paragon Tier	DC 30
Epic Tier	DC 35
Fail by <= 4	No effect
Fail by 5+	Trigger the trap

### OPEN LOCK (SA)

Same DCs as Disable Traps above

### PICK POCKET (SA)

Lift small object	DC 20+½ target's lvl
While in combat	-10 penalty
Fail by <= 4	Action unnoticed
Fail by 5+	Noticed

### SLEIGHT OF HAND (SA)

Palm unattended small object DC 15 or DMG 42  
Failure = you can still pick object up but are spotted doing so or onlookers are not fooled

# ACTIONS IN COMBAT

## STANDARD ACTIONS

Action	pg#	Description
Administer a potion		Help an unconscious creature consume a potion
Aid another	287	Improve an ally's attack roll, defense, skill check or ability check by +2; beat a 10
Basic attack	287	Make a basic attack
Bull rush	287	Push a target (<= +1 sz) 1 sq, Str vs Fort, & shift into the vacated space
Charge	287	Move >= 2 sq to nearest sq & make a melee basic attack/bull rush with +1 bonus
Coup de grace	288	Make a critical hit (using any attack or power you have) against a helpless enemy
Equip or stow a shield		Use a shield or put it away
Grab	290	Grab a melee target (<= +1 sz), need a free hand, Str vs Refl, target immobilized
Ready an action	291	Ready an action to perform when a specified trigger occurs
Second wind	291	Spend a healing surge & gain a +2 bonus to defenses USONT (1/Enc)
Total defense	292	Gain a +2 bonus to all defenses USONT

## MOVE ACTIONS

Only Shift avoids OAs

Action	pg#	Description
Crawl	288	While prone, move up to ½ speed
Escape	288	Escape a grab (Acrobatics vs Refl or Athletics vs Fort) & shift
Run	291	Move up to your speed +2; -5 to attacks, grant CA
Shift	292	Move 1 sq without provoking OAs, can't enter difficult terrain or use skill checks
Squeeze	292	If sz >= Lg reduce your space by 1, move up to ½ speed, -5 to attacks, grant CA
Stand up	292	Stand up from prone
Walk	292	Move up to your speed

## MINOR ACTIONS

Action	pg#	Description
Draw or sheathe a weapon		Ready a weapon on your person or put it away
Drink a potion		Consume a potion
Drop prone		Drop down so you are lying on the ground
Load a crossbow		Load a crossbow so you can fire it
Open or close a door		Open or close a door or container that isn't locked or stuck
Pick up an item		Pick up an object in your space or in an unoccupied sq within reach
Retrieve or stow an item		Retrieve or stow an item on your person

## FREE ACTIONS

Action	pg#	Description
Drop held items		Drop any items you currently hold
End a grab		Let go of an enemy
Spend an action point		Take an extra action (1/Enc, not in a surprise round)
Talk		Speak a few sentences

## IMMEDIATE ACTIONS

Action	pg#	Description
Readied action	291	Take your readied action when its trigger occurs as an immediate reaction, reset your initiative to directly before the triggering event

## OPPORTUNITY ACTIONS

Action	pg#	Description
Opportunity attack	290	Make a melee basic attack against a provoking enemy (moves out of an adjacent square, uses a ranged/area power), only 1/enemy, must be able to see enemy & make a basic attack within threatened reach, interrupts target's action

## NO ACTION

Action	pg#	Description
Delay	288	Put off your entire turn until later in the initiative order, reset initiative accordingly

# CONDITIONS & COMBAT MODIFIERS

## BLINDED

- ♦ Grant CA
- ♦ Can't see, targets have total *CONCEALMENT*
- ♦ Take a -10 penalty to Perception checks
- ♦ Can't flank an enemy

## COMBAT ADVANTAGE

- ♦ Gain +2 bonus on attack rolls
- ♦ Must be able to see target
- ♦ Actions that grant CA listed on 280

## CONCEALMENT

- ♦ Take a -2 penalty on attack rolls for targets adjacent in heavily obscured sq or if lightly obscured at range
- ♦ Total Concealment if you can't see the target because they're invisible, in a totally obscured sq, or in a heavily obscured sq & not adjacent to you, -5 penalty on attack rolls
- ♦ Only affects melee and ranged attacks

## COVER

- ♦ Take a -2 penalty on attack rolls for targets around a corner or protected by terrain
- ♦ Superior Cover if target is protected by a significant terrain advantage
- ♦ For area & close attacks target only has cover if there is an obstruction between origin sq & the target, not between you & the target
- ♦ Reach attacks thru cover terrain grant cover
- ♦ For ranged attacks enemies can grant cover to your target, allies never grant cover to enemies and no creatures grant cover to melee, close or area attacks

## DAZED

- ♦ Grant CA
- ♦ May take one of either SA, MA or Mn action
- ♦ Can't take IAs or OAs
- ♦ Can't flank an enemy

## DEAFENED

- ♦ Can't hear anything
- ♦ Take a -10 penalty to Perception checks

## DOMINATED

- ♦ You're *DAZED*
- ♦ Your action is chosen by the dominating creature but only At-Will powers can be used

## DYING

- ♦ You're *UNCONSCIOUS*
- ♦ You're at 0 or negative HP
- ♦ Make a death save every round, see 295
  - ♦ <10 three times = dead
  - ♦ 10-19 = no change
  - ♦ 20+ = spend a healing surge from 0
  - ♦ If HP ever reach -Bloodied you die

## FLANKING

- ♦ Have CA vs the enemy you flank
- ♦ You & ally must be on opposite sides
- ♦ You & ally must be able to attack the enemy

## HELPLESS

- ♦ Grant CA
- ♦ Can be Coup de Grace target

## IMMOBILIZED

- ♦ Can't move from current space, although you can teleport or be forcefully moved

## INVISIBLE

- ♦ Can't be seen by normal forms of vision
- ♦ Have CA vs any enemy that can't see you
- ♦ Don't provoke OAs if they can't see you

## MARKED

- ♦ Take a -2 penalty to attack rolls for any attack that doesn't target the marking creature

## PETRIFIED

- ♦ You have been turned to stone
- ♦ Can't take actions
- ♦ Gain resist 20 to all dmg
- ♦ Unaware of surroundings
- ♦ Don't age

## PRONE

- ♦ Grant CA to enemies making melee attacks
- ♦ Gain +2 bonus to all defenses vs ranged attacks from nonadjacent enemies
- ♦ You're lying on the ground; if flying you safely descend distance = fly speed before falling
- ♦ Can only crawl, teleport or be moved forcefully
- ♦ Take a -2 penalty to all attack rolls
- ♦ Can drop prone as a Mn

## RESTRAINED

- ♦ Grant CA
- ♦ You're *IMMOBILIZED*
- ♦ Can't be forcefully moved
- ♦ Take a -2 penalty to all attack rolls

## SLOWED

- ♦ Speed = 2 (if higher) for all movement, if affected while moving 2+ sq then stop

## STUNNED

- ♦ Grant CA
- ♦ Can't take actions
- ♦ Can't flank an enemy

## SURPRISED

- ♦ Grant CA
- ♦ Can't take actions, other than free actions
- ♦ Can't flank an enemy

## UNCONSCIOUS

- ♦ You're *HELPLESS*
- ♦ Take a -5 penalty to all defenses
- ♦ Can't take actions
- ♦ You fall *PRONE*, if possible
- ♦ Can't flank an enemy

## WEAKENED

- ♦ Your attacks only deal ½ dmg, ongoing fine