QUICK REFERENCE

Start of Turn

Take Ongoing Damage: If you're suffering ongoing damage (p.278), you take the damage now.

Regenerate: If you have regeneration (p.293), you regain hit points now.

Deal Other Effects: Deal with any other effects that occur at the start of your turn.

End Effects: Some effects end automatically at the start of your turn.

No Actions: You can't take any actions at the start of your turn.

Actions on Your Turn

In any order, take up to:

- ✦ One standard action (or substitute one move action or one minor action)
- ✦ One move action (or substitute one minor action)
- ✦ One minor action
- ✦ Any number of free actions.

Extra Action: Once per encounter, you may spend an action point to gain an extra action.

End of Turn

Saving Throws: You now make a saving throw (p.279) against any effect on you that a save can end.

Check Actions Spent: Some powers and effects can be sustained for multiple turns (Durations, p.278). Check that you spent the action required to sustain a power or an effect during your turn. If you didn't spend the action, the power or effect ends now.

End Effects: Some effects end automatically at the end of your turn.

No Actions: You can't take any actions at the end of your turn.

Actions on Other Turns

Opportunity Actions: You can take one opportunity action on each other combatant's turn. An opportunity action must be triggered by an enemy's action.

Immediate Actions: You can take one immediate action per round, either an immediate interrupt or an immediate reaction. An immediate action must be triggered by an event or an action on another combatant's turn.

Free Actions: You can take any number of free actions on other combatants' turns.

Attack Modifiers

Attack Modifiers	
Combat Advantage	+2
Attacker prone	-2
Attacker is restrained	-2
Charging (melee only)	+1
Long range (weapon only)	-2
Target has cover	-2
...superior cover	-5
Target is concealed (melee & ranged only)	-2
...total concealment	-5

Conditions

Blinded: Grant combat advantage; targets have total concealment; -10 penalty to perception checks; can't flank enemies

Deafened: Can't hear anything; -10 penalty to perception checks

Dazed: Grant combat advantage; can only take one action per turn (in addition to free actions); can't take immediate or opportunity actions; can't flank enemies

> **Dominated:** Dazed; dominating creature chooses your action (at-will powers only)

Helpless: Grant combat advantage; can be target of coup de grace

> **Unconscious:** Helpless; -5 to all defenses; can't take actions; fall prone (if possible); can't flank enemies

>> **Dying:** Unconscious; at 0 or negative hit points; make death saving throw every round

Immobilized: Can't move from your space, except through teleporting and forced movement

> **Restrained:** Immobilized; grant combat advantage; not subject to forced movement; -2 penalty to attack rolls

Marked: -2 penalty to attack rolls for any attack that doesn't target the creature that marked you

Petrified: Turned to stone; can't take actions; resist 20 to all damage; unaware of surroundings; don't age

Prone: Grant combat advantage to melee attacks; +2 bonus to defenses for ranged attacks; lying on the ground; -2 penalty to attack rolls; dropping prone is a minor action

Slowed: Speed becomes 2; does not apply to teleportation or forced movement

Stunned: Grant combat advantage; can't take actions; can't flank enemies

Surprised: Grant combat advantage; can't take actions (except free actions); can't flank enemies

Weakened: Attacks deal half damage (doesn't affect ongoing damage)

Combat Advantage

You grant combat advantage when you are:

- ✦ Balancing
- ✦ Blinded
- ✦ Climbing
- ✦ Dazed
- ✦ Flanked
- ✦ Helpless
- ✦ Prone (melee only)
- ✦ Restrained
- ✦ Running
- ✦ Squeezing
- ✦ Stunned
- ✦ Surprised
- ✦ Unable to see attacker
- ✦ Unaware of attacker
- ✦ Unconscious

QUICK REFERENCE

Standard Actions

Acrobatic Stunt** *(Acrobatics):* Any stunt you can imagine

Administer a potion: Help someone unconscious drink a potion

Aid another*: Improve an ally's roll

Basic attack*: A normal attack

Bluff*: Feint, create a diversion, or make falsehoods appear true

Bull rush*: Push a target 1 square and shift

Charge*: Move and then make an attack or bull rush

Coup de grace*: Critical hit against a helpless enemy

Disable Trap** *(Stealth):* Prevent a trap from triggering

Escape from Restraints** *(Acrobatics):* Slip free of restraints

Equip or stow a shield: Use a shield or put it away

First Aid** *(Heal):* Help someone recover from wounds or conditions

Grab*: Grab an enemy

Identify Magical Effect** *(Arcana):* Identify a magical effect

Identify Ritual** *(Arcana):* Identify a magical effect

Intimidate*: Influence others through hostile actions and threats

Open Lock** *(Thievery):* Pick a lock

Pick Pocket** *(Thievery):* Lift a small object from a creature

Ready an action*: Perform action upon trigger

Second wind*: Spend a healing surge, gain +2 to all defenses

Sleight of Hand** *(Thievery):* Palm an unattended object

Total defense*: Temporarily gain +2 to all defenses

Move Actions

Acrobatic Stunt** *(Acrobatics):* Any stunt you can imagine

Balance** *(Acrobatics):* Move across an unstable or narrow surface

Climb** *(Athletics):* Climb up or down a surface

Crawl*: While prone, move up to half your speed

Escape*: Escape a grab and shift

High Jump** *(Athletics):* Jump vertically

Long Jump** *(Athletics):* Jump horizontally

Reduce Falling Damage** *(Acrobatics)*

Run*: Move up to your speed + 2, but take penalties

Shift*: Move one square without provoking opportunity attacks

Squeeze*: Move through a constrained space, but take penalties

Stand up*: Stand up from prone

Swim** *(Athletics):* Swim or tread water

Walk*: Move up to your speed, but provoke opportunity attacks

Minor Actions

Draw or sheathe a weapon: You can draw or sheathe a weapon

Drink a potion: Consume a potion

Drop prone: Drop down so that you are lying on the ground

Identify Conjuration or Zone** *(Arcana):* Identify a magical effect

Insight*: Discern intent and decipher body language

Load a crossbow: Load a crossbow so that you can fire it

Open or close a door: ...that isn't locked or stuck

Perception*: Notice clues, secret doors, and hidden objects

Pick up an item: Pick up an object within reach

Retrieve or stow an item: Retrieve or stow an item on your person

Stealth*: Conceal yourself from your enemies

Free Actions

Knowledge** *(Arcana, Dungeoneering, History, Nature, Religion)*

Drop held items: Drop any items you currently hold

End a grab: Let go of an enemy

Monster Knowledge** *(Arcana, Dungeoneering, Nature, Religion)*

Reduce Falling Damage** *(Acrobatics)*

Spend an action point*: Take an extra action

Talk: Speak a few sentences

Other Actions

Diplomacy**: Influence others with tact, subtlety, and social grace

Endurance**: Stave off ill effects and push yourself beyond physical limits

Escape from Restraints** *(Acrobatics):* Slip free of restraints

Forage** *(Dungeoneering, Nature):* Gather food and water

Handle Animal** *(Nature):* Handle a natural beast

Perception*: Notice clues, secret doors, and hidden objects

Sense the Presence of Magic** *(Arcana)*

Streetwise**: Learn what's happening and where to get things

Treat Disease** *(Heal):* Treat a character suffering from disease

Use a Power: Use one of your powers.

*See *Combat Action Reference* **for details**

See *Skill Reference* **for details

COMBAT ACTION REFERENCE

Basic Attack (Melee)
Basic Attack

You resort to the simple attack you learned when you first picked up a melee weapon.

At-Will ✦ Weapon

Standard Action　　**Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Increase damage to 2[W] + Strength modifier at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Basic Attack (Ranged)
Basic Attack

You resort to the simple attack you learned when you first picked up a ranged weapon.

At-Will ✦ Weapon

Standard Action　　**Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage

Increase damage to 2[W] + Strength modifier at 21st level.

Special: Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls.

Special: Warlocks can use *eldritch blast* as a ranged basic attack, and wizards can use *magic missile* as a ranged basic attack.

Action Points
Combat Action

You take an extra action during your turn.

Free Action

Spend an Action Point
- ✦ **During Your Turn:** You can spend an action point only during your turn, but never during a surprise round.
- ✦ **Gain an Extra Action:** You gain an extra action this turn. You decide if the action is a standard action, a move action, or a minor action.
- ✦ **Once per Encounter:** After you spend an action point, you must take a short rest (page 263) before you can spend another.

Earning Action Points
- ✦ You start with 1 action point.
- ✦ You gain 1 action point when you reach a milestone (page 259).
- ✦ After you take an extended rest (page 263), you lose any unspent action points, but you start fresh with 1 action point.

Aid Another
Combat Action

You use your action to aid another character.

Standard Action

- ✦ **Attack Roll:** Choose a target within your melee reach and make a melee basic attack vs. AC 10. If you succeed, deal no damage, but choose one ally. That ally gets a +2 bonus to his or her next attack roll against the target or to all defenses against the target's next attack. This bonus ends if not used by the end of your next turn.
- ✦ **Skill or Ability Check:** You can instead aid a skill check or an ability check made by an adjacent ally. Make a DC 10 skill check or ability check. If you succeed, you give a +2 bonus to your ally's next check using the same skill or ability. This bonus ends if not used by the end of the ally's next turn.

Bull Rush
Combat Action

You try to push an enemy away.

Standard Action

- ✦ **Target:** You can bull rush a target adjacent to you that is smaller than you, the same size category as you, or one category larger than you.
- ✦ **Strength Attack:** Make a Strength attack vs. Fortitude defense. Do not add any modifiers for the weapon you use.
    Hit: Push the target 1 square, and shift into the vacated space.
- ✦ **Impossible Push:** If there's no square you can push the target into, your bull rush has no effect.
- ✦ **Catching Yourself (p.284):** If the target is forced over a precipice or a pit, the target can immediately make a saving throw to avoid going over the edge. This saving throw works just like a normal saving throw, except the target makes it as soon as it reaches the edge.
    Lower than 10: Failure. The target falls over the edge.
    10 or higher: Success. The target falls prone at the edge.

Charge
Combat Action

You throw yourself into the fight, dashing forward and launching an attack.

Standard Action

- ✦ **Move and Attack:** Move your speed as part of the charge and make a melee basic attack or bull rush at the end of your move.
- ✦ **+1 Bonus to the Attack Roll:** You gain a +1 bonus to the attack roll of your basic attack or bull rush.
- ✦ **Movement Requirements:** You must move at least 2 squares from your starting position, and you must move directly to the nearest square from which you can attack the enemy. You can't charge if the nearest square is occupied. Moving over difficult terrain costs extra squares of movement as normal.
- ✦ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.
- ✦ **No Further Actions:** After you resolve the charge attack, you can't take any further actions this turn, unless you spend an action point to take an extra action.

Coup de Grace
Combat Action

An unchivalrous but viciously effective attack against a foe who is completely defenseless.

Standard Action

- ✦ **Helpless Target:** You can deliver a coup de grace against a helpless enemy adjacent to you. Use any attack power you could normally use against the enemy, including a basic attack.
    Hit: You score a critical hit.
- ✦ **Slaying the Target Outright:** If you deal damage greater than or equal to the target's bloodied value, the target dies.

Crawl
Combat Action

When you are prone, you can crawl.

Move Action

- ✦ **Prone:** You must be prone to crawl.
- ✦ **Movement:** Move up to half your speed.
- ✦ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

COMBAT ACTION REFERENCE

Delay
Combat Action

You can choose to wait to take your turn until later in the round.

No Action

✦ **Delay Entire Turn:** You must delay your entire turn, so you can't delay if you've already taken an action on your turn. You also can't delay if you're dazed or if you're unable to take actions.

✦ **Coming Back into the Initiative Order:** After any other combatant has completed a turn, you can step back into the initiative order. Perform your action as desired and adjust your initiative to your new position in the order.

✦ **Losing a Delayed Turn:** If you don't take your delayed turn before your initiative comes up, you lose the delayed turn and your initiative remains where it was.

✦ **Start of Your Turn:** At the moment you delay, carry out the start of your turn normally.

✦ **End of Your Turn:** You don't have a normal end of your turn (page 269). Instead, the things you do at the end of your turn happen at two separate times.

  ▸ *End Beneficial Effects when You Delay:* At the moment you delay, end effects that last until the end of your turn and that are beneficial to you or your allies. For example, if on your previous turn you stunned an enemy until the end of your next turn, the stunned condition ends. You can't prolong a beneficial effect by delaying.

  ▸ *End Sustained Effects when You Delay:* You can't sustain a power if you delay. At the moment you delay your action, the "check actions spent" part of the end of your turn occurs. Because you haven't spent an action to sustain any active powers, sustainable effects end.

  ▸ *End Harmful Effects after You Act:* After you return to the initiative order and take your actions, end effects that last until the end of your turn and that are harmful to you. For example, if an enemy stunned you until the end of your next turn, the stunned condition ends. You can't avoid a harmful effect by delaying.

  ▸ *Make Saving Throws after You Act:* After you return to the initiative order and take your actions, you make saving throws against effects on you.

Escape
Combat Action

You attempt to escape from an enemy who has grabbed you.

Move Action

✦ **Acrobatics or Athletics:** Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilized you.

✦ **Check:** Resolve your check.
  Success: You end the grab and can shift as part of this move action.
  Failure: You're still grabbed.

Grab
Combat Action

You seize a creature bodily and keep it from moving.

Standard Action

✦ **Target:** You can attempt to grab a creature that is smaller than you, the same size category as you, or one category larger than you. The creature must be within your melee reach (don't count extra reach from a weapon).

✦ **Strength Attack:** Make a Strength attack vs. Reflex. Do not add any weapon modifiers. You must have at least one hand free to make a grab attempt.
  Hit: The enemy is immobilized until it escapes or you end the grab. Your enemy can attempt to escape on its turn.

✦ **Sustaining a Grab:** You sustain a grab as a minor action. You can end the grab as a free action.

✦ **Effects that End a Grab:** If you are affected by a condition that prevents you from taking opportunity actions (such as dazed, stunned, surprised, or unconscious), you immediately let go of a grabbed enemy. If you move away from the creature you're grabbing, you let go and the grab ends. If a pull, a push, or a slide moves you or the creature you're grabbing out of your reach, the grab ends.

Move a Grabbed Target
Combat Action

Standard Action

✦ **Strength Attack:** Make a Strength attack vs. Fortitude. Do not add any weapon modifiers.
  Hit: Move up to half your speed and pull the grabbed target with you.

✦ **Opportunity Attacks:** If you pull the target, you and the target do not provoke opportunity attacks from each other, and the target doesn't provoke opportunity attacks from adjacent enemies. However, if you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

✦ **Helpless Allies:** Helpless allies are treated as objects; you just pick them up and move them.

Opportunity Attack
Combat Action

Combatants constantly watch for their enemies to drop their guard.

Opportunity Action

✦ **Melee Basic Attack:** An opportunity attack is a melee basic attack (page 287).

✦ **Moving Provokes:** If an enemy leaves a square adjacent to you, you can make an opportunity attack against that enemy. However, you can't make on if the enemy shifts or teleports or is forced to move away by a push, a pull, or a slide.

✦ **Ranged and Area Powers Provoke:** If an enemy adjacent to you uses a ranged power or an area power, you can make an opportunity attack against that enemy.

✦ **One per Combatant's Turn:** You can take only one opportunity action during another combatant's turn, but you can take any number during a round.

✦ **Able to Attack:** You can't make an opportunity attack unless you are able to make a melee basic attack and you can see your enemy.

✦ **Interrupts Target's Action:** An opportunity action takes place before the target finishes its action. After the opportunity attack, the creature resumes its action. If the target is reduced to 0 hit points or fewer by the opportunity attack, it can't finish its action because it's dead or dying.

✦ **Threatening Reach:** Some creatures have an ability called threatening reach. This lets them make opportunity attacks against nonadjacent enemies. If an enemy leaves a square that's within the creature's reach, or if an enemy anywhere within the creature's reach makes a ranged attack or an area attack, the creature can make an opportunity attack against that enemy.

Ready an Action
Combat Action

You prepare to react to a creature's action or event.

Standard Action

✦ **Choose Action to Ready:** Choose the specific action you are readying (what attack you plan to use, for example) as well as your intended target. You can ready a standard action, a move action, or a minor action. Whichever action you choose, the act of readying it is a standard action.

✦ **Choose Trigger:** Choose the action that will trigger your readied action. When that action occurs, you can use your readied action. If the trigger doesn't occur or you choose to ignore it, you can't use your readied action, and you take your next turn as normal.

✦ **Immediate Reaction:** A readied action is an immediate reaction. It takes place after your enemy completes the action that triggers it.

✦ **Interrupting an Enemy:** If you want to use a readied action to attack before an enemy attacks, you should ready your action in response to the enemy's movement. That way your attack will be triggered by a portion of the enemy's move, and you will interrupt it and attack first. If you ready an action to be triggered by an enemy attack, your readied action will occur as a reaction to that attack, so you'll attack after the enemy.
  Note that an enemy might use a power that lets it move and then attack. If you readied an action to attack in response to that enemy's movement, your readied action interrupts the movement, and you can attack before the enemy does.

✦ **Reset Initiative:** After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.

COMBAT ACTION REFERENCE

Run
Combat Action

You use an all-out sprint to cover ground fast.

Move Action

✦ **Speed +2:** Move up to your speed + 2. For example, if your speed is normally 6, you can move up to 8 squares when you run.
✦ **-5 Penalty to Attack Rolls:** You have a -5 penalty to attack rolls until the start of your next turn.
✦ **Grant Combat Advantage:** As soon as you begin running, you grant combat advantage to all enemies until the start of your next turn.
✦ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

Second Wind
Combat Action

You dig into your resolve and endurance to find an extra burst of vitality.

Standard Action

✦ **Spend a Healing Surge:** Spend a healing surge to regain hit points (see "Healing," page 293.
✦ **+2 Bonus to All Defenses:** You gain a +2 bonus to all defenses until the start of your next turn.
✦ **Once per Encounter:** You can use your second wind once per encounter and can use it again after you take a short rest or an extended rest.

Shift
Combat Action

Move safely when enemies are nearby.

Move Action

✦ **Movement:** Move 1 square.
✦ **No Opportunity Attacks:** If you shift out of a square adjacent to an enemy, you don't provoke an opportunity attack.
✦ **Difficult Terrain:** Because each square of difficult terrain costs 1 extra square to enter, you can't normally shift into a square of difficult terrain, unless you're able to shift multiple squares or you're able to ignore the effects of difficult terrain.
✦ **Special Movement Modes:** You can't shift when using a form of movement that requires a skill check. For example, if you're climbing or swimming, you can't shift if you would need to make an Athletics check to use that kind of movement.

Squeeze
Combat Action

You squeeze through an area that isn't as wide as the space you normally take up.

Move Action

✦ **Smaller Space:** A Large, Huge, or Gargantuan creature reduces its space by 1. When a Medium or smaller creature squeezes, the DM decides how narrow a space the creature can occupy. If an effect prevents a creature from leaving a square in order to squeeze, the creature cannot squeeze.
✦ **Half Speed:** As part of the same move action, move up to half your speed.
✦ **-5 Penalty to Attack Rolls:** You have a -5 penalty to attack rolls until you return to your normal space.
✦ **Grant Combat Advantage:** You grant combat advantage to all enemies until you return to your normal space.
✦ **Provoke Opportunity Attacks:** If squeezing causes any part of your space to leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.
✦ **Ending a Squeeze:** You can end a squeeze as a free action. You return to your normal space. You have to occupy a space that includes the space you occupied when you stopped squeezing.

Stand Up
Combat Action

You get back on your feet.

Move Action

✦ **Unoccupied Space:** If your space is not occupied by another creature, you stand up where you are.
✦ **Occupied Square:** If your space is occupied by another creature, you can shift 1 square, as part of this move action, to stand up in an adjacent unoccupied space. If your space and all adjacent squares are occupied by other creatures, you can't stand up.

Total Defense
Combat Action

You focus your attention on defense.

Standard Action

✦ **+2 Bonus to All Defenses:** You gain a +2 bonus to all defenses until the start of your next turn.

Walk
Combat Action

Walking is safe only when there are no enemies nearby.

Move Action

✦ **Movement:** Move a number of squares up to your speed.
✦ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

SKILL REFERENCE

Acrobatics (Dex)

Acrobatic Stunt
Acrobatics

Swing from a chandelier, somersault over an opponent, slide down a staircase on your shield, or attempt any other acrobatic stunt that you can imagine.

Standard Action or **Move Action**, depending on the stunt.

- ✦ **DC:** Base DC 15.
- ✦ **Success:** You perform an acrobatic stunt.
- ✦ **Failure:** You fail to pull off the stunt and might fall or suffer some other consequence. Falling prone is the most common result of failure.

Balance
Acrobatics

Move across a surface less than 1 foot wide (such as a ledge or a tightrope) or across an unstable surface (such as a wind-tossed rope bridge or a rocking log)

Part of **Move Action**

- ✦ **DC:** See the table.
- ✦ **Success:** You can move one-half your speed across a narrow or unstable surface.
- ✦ **Fail by 4 or Less:** You stay in the square you started in and lose the rest of your move action, but you don't fall. You can try again as part of a move action.
- ✦ **Fail by 5 or More:** You fall off the surface (see "Falling," page 284) and lose the rest of your move action. If you are trying to move across an unstable surface that isn't narrow, you instead fall prone in the square you started in. You can try again as part of a move action if you're still on the surface.
- ✦ **Grant Combat Advantage:** While you are balancing, enemies have combat advantage against you.
- ✦ **Taking Damage:** If you take damage, you must make a new Acrobatics check to remain standing.

Surface	Acrobatics DC
Narrow or unstable	20
Very narrow (less than 6 inches)	+5
Narrow and unstable	+5

Escape from a Grab
Acrobatics

Escape from an enemy who has grabbed you.

Move Action

- ✦ **Acrobatics or Athletics:** Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilized you.
- ✦ **Check:** Resolve your check.
  Success: You end the grab and can shift as part of this move action.
  Failure: You're still grabbed.

Escape from Restraints
Acrobatics

Slip free of restraints.

5 minutes or **Standard Action**

- ✦ **DC:** Base DC 20. The DC is determined by the type of restraint and its quality, as set by the DM.
- ✦ **Fast Escape:** You can make an escape attempt as a standard action, but the DC increases by 10.
- ✦ **Success:** You slip free of a physical restraint.
- ✦ **Failure:** You can try again only if someone else aids you.

Reduce Falling Damage
Acrobatics (Trained Only)

Reduce the amount of damage you take from falling or jumping down from a height.

Free Action if you fall or **Move Action** if you jump down.

- ✦ **Damage Reduced:** Make an Acrobatics check, and reduce the amount of falling damage you take by one-half your check result (round down).

Arcana (Int)

Arcane Knowledge
Arcana

Recall a useful bit of magic-related knowledge or recognize a magic-related clue.

No Action

You must be trained in Arcana to remember information about the Far Realm, which requires master knowledge (DC 25) at least.

- ✦ **DC:** See the table.
- ✦ **Success:** You recall a useful bit of information in your field of knowledge or recognize a clue related to it.
- ✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.
- ✦ **Common Knowledge:** This includes the kind of general information that is generally known about a given topic.
- ✦ **Expert Knowledge:** This includes the kind of specialized information that only an expert in the field of study could possibly know.
- ✦ **Master Knowledge:** This includes the kind of esoteric information that only a master in the field of study could possibly know.

Level of Knowledge	DC
Common	15
Expert	20
Master	25
Paragon Tier	+5
Epic Tier	+10

Arcane Monster Knowledge
Arcana

Identify a creature that has the elemental, the fey, or the shadow origin (a creature of the Elemental Chaos, the Feywild, or the Shadowfell), or is a construct.

No Action

- ✦ **DC:** See the table.
- ✦ **Success:** You identify a creature as well as its type, typical temperament, and keywords. Higher results give you information about the creature's powers, resistances, and vulnerabilities.
- ✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.

Level of Knowledge	DC
Name, type, and keywords	15
Powers	20
Resistances and vulnerabilities	25
Paragon tier creature	+5
Epic tier creature	+10

Identify Conjuration or Zone
Arcana (Trained Only)

Identify a conjuration or zone.

Minor Action

- ✦ **DC:** DC 15 + one-half the power's level. You must be able to see the effect of the conjuration or zone.
- ✦ **Success:** You identify the power used to create the effect and its power source and keywords.
- ✦ **Failure:** You can't try to identify the effect again during this encounter.

Identify Ritual
Arcana (Trained Only)

Identify a ritual.

Standard Action

- ✦ **DC:** DC 20 + one-half the ritual's level. You must be able to see or otherwise detect the ritual's effects.
- ✦ **Success:** You identify the ritual and its category.
- ✦ **Failure:** You can't try to identify the ritual again until after an extended rest.

SKILL REFERENCE

Sense the Presence of Magic — Arcana (Trained Only)

Sense the presence of magic.

1 minute

- ✦ **DC:** DC 20 + one-half the level of a magic item, power (conjuration or zone), ritual, or magical phenomenon within range.
- ✦ **Area of Detection:** You can detect magic within a number of squares equal to 5 + your level in every direction, and you can ignore any sources of magical energy you're already aware of. Ignore all barriers; you can detect magic through walls, doors, and such.
- ✦ **Success:** You detect each source of magical energy whose DC you meet. You learn the magic's power source, if any. If the source of magical energy is within line of sight, you pinpoint its location. If it's not within line of sight, you know the direction from which the magical energy emanates, but you don't know the distance to it.
- ✦ **Failure:** Either you detected nothing or there was nothing in range to detect. You can't try again in this area until after an extended rest.

Athletics (Str)

Climb — Athletics

Climb up or down a surface.

Part of a Move Action

- ✦ **DC:** See the table. If you use a climber's kit, you get a +2 bonus to your Athletics check. If you can brace yourself between two surfaces, you get a +5 bonus to your check.
- ✦ **Success:** You climb at one-half your speed. When you climb to reach the top of a surface, such as when you climb out of a pit, the distance to reach the top includes allowing you to arrive in the square adjacent to the surface. The last square of movement places you on that square.
- ✦ **Fail by 4 or Less:** You stay where you started and lose the rest of your move action, but you don't fall. You can try again as part of a move action.
- ✦ **Fail by 5 or More:** You fall (see "Falling," page 284) and lose the rest of your move action.
- ✦ **Grant Combat Advantage:** While you are climbing, all enemies have combat advantage against you.
- ✦ **Uses Movement:** Count the number of squares you climb as part of your move.
- ✦ **Taking Damage:** If you take damage while climbing, you must make a Climb check using the DC for the surface you're climbing. If that damage makes you bloodied, increase the DC by 5. If you fail the check, you fall from your current height. If you try to catch hold while you fall, add the damage you take to the damage you take to the DC to catch yourself.
- ✦ **Catch Hold:** If you fall while climbing, you can make an Athletics check as a free action to catch hold of something to stop your fall. The base DC to catch hold of something is the DC of the surface you were climbing plus 5, modified by some circumstances. You can make one check to catch hold. If you fail, you can't try again unless the DM rules otherwise.
- ✦ **Climb Speed:** While climbing, creatures that have a climb speed (such as monstrous spiders) use that speed, ignore difficult terrain, do not grant combat advantage because of climbing, and do not make Athletics checks to climb.

Surface	Athletics DC
Ladder	0
Rope	10
Uneven surface (cave wall)	15
Rough surface (brick wall)	20
Slippery surface	+5
Unusually smooth surface	+5

Escape from a Grab — Athletics

Escape from an enemy who has grabbed you.

Move Action

- ✦ **Acrobatics or Athletics:** Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilized you.
- ✦ **Check:** Resolve your check.
  Success: You end the grab and can shift as part of this move action.
  Failure: You're still grabbed.

High Jump — Athletics

Jump vertically to reach a dangling rope or a high ledge.

Part of a Move Action

- ✦ **Distance Jumped Vertically:** Make an Athletics check and divide your check result by 10 (round down). This is the number of feet you can leap up. The result determines the height that your feet clear with a jump. To determine if you can reach something while leaping, add your character's height plus one-third rounded down (a 6-foot-tall character would add 8 feet to the final distance, and a 4-foot tall character would add 5 feet).
- ✦ **Running Start:** If you move at least 2 squares before making the jump, divide your check result by 5, not 10.
- ✦ **Uses Movement:** Count the number of squares you jump as part of your move. If you run out of movement, you fall. You can end your first move in midair if you double move (page 284).

Long Jump — Athletics

Jump horizontally to leap across a pit, a patch of difficult terrain, a low wall, or some other obstacle.

Part of a Move Action

- ✦ **Distance Jumped Horizontally:** Make an Athletics check and divide your result by 10 (don't round the result). This is the number of squares you can leap across. You land in the square determined by your result. If you end up over a pit or a chasm, you fall and lose the rest of your move action.
- ✦ **Distance Cleared Vertically:** The vertical distance you clear is equal to one-quarter of the distance you jumped horizontally. If you could not clear the vertical distance of an obstacle along the way, you hit the obstacle, fall prone, and lose the rest of your move action.
- ✦ **Running Start:** If you move at least 2 squares before making the jump, divide your check result by 5, not 10.
- ✦ **Uses Movement:** Count the number of squares you jump as part of your move. If you run out of movement, you fall. You can end your first move in midair if you double move (page 284).

Swim — Athletics

Swim or tread water.

Part of a Move Action

- ✦ **DC:** See the table.
- ✦ **Success:** You swim at one-half your speed, or you stay afloat and tread water.
- ✦ **Fail by 4 or Less:** Stay where you are and lose the rest of your move action. You can try again as part of a move action.
- ✦ **Fail by 5 or More:** Sink 1 square and risk suffocation by drowning (details are in Chapter 9 of the *Dungeon Master's Guide*).
- ✦ **Uses Movement:** Count the number of squares you swim as part of your move.
- ✦ **Swim Speed:** While swimming, creatures that have a swim speed (such as sahuagin) use that speed and do not make Athletics checks to swim.

See the Endurance skill for information on swimming or treading water for an hour or more.

Water	Athletics DC
Calm	10
Rough	15
Stormy	20

SKILL REFERENCE

Bluff (Cha)

Bluff
Bluff

Make what's false appear to be true, what's outrageous seem plausible, and what's suspicious seem ordinary. Fast-talk a guard, con a merchant, gamble, pass off a disguise or fake documentation, and otherwise tell lies.

Standard Action

✦ **Opposed Check:** Bluff vs. Insight
✦ **Gain Combat Advantage:** Once per combat encounter, you can try to gain combat advantage against an adjacent enemy by feinting. As a standard action, make a Bluff check opposed by the enemy's Insight check. If you succeed, you gain combat advantage against the enemy until the end of your next turn.
✦ **Create a Diversion to Hide:** Once per combat encounter, you can create a diversion to hide. As a standard action, make a Bluff check opposed by the passive Insight check of an enemy that can see you. If you succeed, make a Stealth check opposed by the passive Perception check of any enemy present. If the Stealth check succeeds against an enemy, you are hidden from that enemy until the end of your turn or until you attack.

Diplomacy (Cha)

Influence
Diplomacy

Influence others with your tact, subtlety, and social grace.

Varies

✦ **Honest Influence:** Make a Diplomacy check to change opinions, to inspire good will, to haggle with a patron, to demonstrate proper etiquette and decorum, or to negotiate a deal in good faith.
✦ **DC:** Set by the DM. The target's general attitude toward you (friendly or unfriendly, peaceful or hostile) and other conditional modifiers (such as what you might be seeking to accomplish or what you're asking for) might apply to the DC.
✦ **Skill Challenges:** Diplomacy is usually used in a skill challenge that requires a number of successes, but the DM might call for a Diplomacy check in other situations.

Dungeoneeering (Wis)

Aberrant Monster Knowledge
Dungeoneering

Identify a creature that has the aberrant origin (a creature of the Far Realm).

No Action

✦ **DC:** See the table.
✦ **Success:** You identify a creature as well as its type, typical temperament, and keywords. Higher results give you information about the creature's powers, resistances, and vulnerabilities.
✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.

Level of Knowledge	DC
Name, type, and keywords	15
Powers	20
Resistances and vulnerabilities	25
Paragon tier creature	+5
Epic tier creature	+10

Dungeoneering Knowledge
Dungeoneering

Remember a useful bit of knowledge about an underground environment or to recognize an underground hazard or clue.

No Action

Examples of dungeoneering knowledge include determining cardinal directions while underground (common), recognizing a dangerous underground plant (expert), or spotting new construction or noticing a change in depth while exploring an area (expert).

✦ **DC:** See the table.
✦ **Success:** You recall a useful bit of information in your field of knowledge or recognize a clue related to it.
✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.
✦ **Common Knowledge:** This includes the kind of general information that is generally known about a given topic.
✦ **Expert Knowledge:** This includes the kind of specialized information that only an expert in the field of study could possibly know.
✦ **Master Knowledge:** This includes the kind of esoteric information that only a master in the field of study could possibly know.

Level of Knowledge	DC
Common	15
Expert	20
Master	25
Paragon Tier	+5
Epic Tier	+10

Forage Underground
Dungeoneering

Locate and gather enough food and water to last for 24 hours.

1 hour

You can use this skill only in underground environments that approximate outdoor wilderness—caverns or underground complexes containing pools of water, edible fungus or lichen, small vermin, and the like.

✦ **DC:** DC 15 to find food and water for one person, DC 25 for up to five people. The DM might adjust the DC in different environments (5 lower in a cultivated environment or 5 higher in a barren one)
✦ **Success:** You find enough food and water for 24 hours.
✦ **Failure:** You find no food and water. You can forage again but in a different area.

Endurance (Con)

Endurance
Endurance

Stave off ill effects and push yourself beyond normal physical limits.

No Action

Chapter 3 of the *Dungeon Master's Guide* contains rules for enduring extreme weather, disease, and hunger and thirst.

✦ **DC:** See the table. The check DC varies based on the situation and the level of a hazard.
✦ **Success:** You endure a particular situation.
✦ **Failure:** You can't try again until circumstances change or a certain amount of time has elapsed.

Task	Endurance DC
Endure extreme weather	Base 15
Resist disease	Varies
Ignore hunger (after 3 weeks)	20 + 5 per day
Ignore thirst (after 3 days)	20 + 5 per day
Hold breath (each round after 3 min)	20 + 5 per round
Hold breath (maintain in a round you take damage)	20
Swim or tread water (after 1 hour)	15 + 2 per hour

SKILL REFERENCE

Heal (Wis)

First Aid | Heal

Help someone recover from wounds or debilitating conditions.

Standard Action

✦ **DC:** Varies depending on the task you're attempting.
✦ **Use Second Wind:** Make a DC 10 Heal check to allow an adjacent character to use his or her second wind (page 291) without the character having to spend an action. The character doesn't gain the defense bonuses normally granted by second wind.
✦ **Stabilize the Dying:** Make a DC 15 Heal check to stabilize an adjacent dying character. If you succeed, the character can stop making death saving throws until he or she takes damage. The character's current hit point total doesn't change as a result of being stabilized.
✦ **Grant a Saving Throw:** Make a DC 15 Heal check. If you succeed, an adjacent ally can immediately make a saving throw, or the ally gets a +2 bonus to a saving throw at the end of his or her next turn.

Treat Disease | Heal (Wis)

Treat a character suffering from a disease.

Part of the diseased character's **extended rest**. You must attend the character periodically throughout the extended rest, and you make your Heal check when the rest ends.

Chapter 3 of the *Dungeon Master's Guide* has more information about disease.

✦ **Replaces Endurance:** Your Heal check result determines the disease's effects if the result is higher than the diseased character's Endurance check result.

History (Int)

Historical Knowledge | History

Remember a useful bit of historical knowledge.

No Action

You have picked up knowledge related to the history of a region and beyond, including the chronological record of significant events and an explanation of their causes. This includes information pertaining to royalty and other leaders, wars, legends, significant personalities, laws, customs, traditions, and memorable events.

✦ **DC:** See the table.
✦ **Success:** You recall a useful bit of information in your field of knowledge or recognize a clue related to it.
✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.
✦ **Common Knowledge:** This includes the kind of general information that is generally known about a given topic.
✦ **Expert Knowledge:** This includes the kind of specialized information that only an expert in the field of study could possibly know.
✦ **Master Knowledge:** This includes the kind of esoteric information that only a master in the field of study could possibly know.

Level of Knowledge	DC
Common	15
Expert	20
Master	25
Paragon Tier	+5
Epic Tier	+10

Insight (Wis)

Insight | Insight

Discern intent and decipher body language during social interactions. Comprehend motives, read between the lines, get a sense of moods and attitudes, and determine how truthful someone is being. Gain clues, figure out how well you might be doing in a social situation, and determine if someone is under the influence of an outside force.

No Action required when countering a Bluff check, **Minor Action** in combat, or part of a skill challenge. Requires some amount of interaction to get a read on a target.

✦ **DC:** See the table. If you're trying to see through a bluff, this is an opposed check against your opponent's Bluff check.
✦ **Success:** You counter a Bluff check, gain a clue about a social situation, sense an outside influence on someone, or recognize an effect as illusory.
✦ **Failure:** You can't try again until circumstances change.
✦ **Recognizing an Effect as Illusory:** The DM might use your passive Insight check to determine if you notice the telltale signs of an illusion effect. Noticing such an effect doesn't break the illusion, but you recognize the effect as illusory.

Whenever you use Insight, you're making a best guess as to what you think a motive or attitude is or how truthful a target is being. Insight is not an exact science or a supernatural power; it represents your ability to get a sense of how a person is behaving.

Task	Insight DC
Sense motives, attitudes	10 + ½ creature's level
Sense outside influence	25 + ½ effect's level
Recognize effect as illusory	15 + ½ effect's level

Intimidate (Cha)

Intimidate | Intimidate

Influence others through hostile actions, overt threats, and deadly persuasion.

Standard Action

✦ **Opposed Check:** Intimidate vs. Will (see the table for modifier's to your target's defense). If you can't speak a language your target understands, you take a -5 penalty to your check. If you attempt to intimidate multiple enemies at once, make a separate Intimidate check against each enemy's Will defense. Each target must be able to hear and see you.
✦ **Success:** You force a bloodied target to surrender, get a target to reveal secrets against its will, or cow a target into taking some other action.
✦ **Failure:** If you attempted to intimidate the target during combat, you can't try again against that target during this encounter.
✦ **Target Becomes Hostile:** Using Intimidate usually makes a target hostile toward you, even if you don't succeed on the check.

Enemy is...	Will Defense Modifier
Hostile	+10
Unfriendly	+5

Nature (Wis)

Forage | Nature

Locate and gather enough food and water to last for 24 hours.

1 hour

✦ **DC:** DC 15 to find food and water for one person, DC 25 for up to five people. The DM might adjust the DC in different environments (5 lower in a cultivated environment or 5 higher in a barren one)
✦ **Success:** You find enough food and water for 24 hours.
✦ **Failure:** You find no food and water. You can forage again but in a different area.

SKILL REFERENCE

Handle Animal
Nature

Calm down a natural beast, teach a natural beast some tricks, or otherwise handle a natural beast.

Handling a natural beast is usually part of a skill challenge that requires a number of successes.

Natural Monster Knowledge
Nature

Identify a creature that has the natural origin (a creature of the natural world).

No Action

- ✦ **DC:** See the table.
- ✦ **Success:** You identify a creature as well as its type, typical temperament, and keywords. Higher results give you information about the creature's powers, resistances, and vulnerabilities.
- ✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.

Level of Knowledge	DC
Name, type, and keywords	15
Powers	20
Resistances and vulnerabilities	25
Paragon tier creature	+5
Epic tier creature	+10

Nature Knowledge
Dungeoneering

Remember a useful bit of knowledge about the natural world—about terrain, climate, weather, plants, and seasons—or to recognize a nature-related clue.

No Action

Examples of nature knowledge include determining cardinal directions (common), recognizing a dangerous plan or another natural hazard (master), or predicting a coming change in the weather (expert).

- ✦ **DC:** See the table.
- ✦ **Success:** You recall a useful bit of information in your field of knowledge or recognize a clue related to it.
- ✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.
- ✦ **Common Knowledge:** This includes the kind of general information that is generally known about a given topic.
- ✦ **Expert Knowledge:** This includes the kind of specialized information that only an expert in the field of study could possibly know.
- ✦ **Master Knowledge:** This includes the kind of esoteric information that only a master in the field of study could possibly know.

Level of Knowledge	DC
Common	15
Expert	20
Master	25
Paragon Tier	+5
Epic Tier	+10

Perception (Wis)

Perception
Perception

Notice clues, detect secret doors, spot imminent dangers, find traps, follow tracks, listen for sounds behind a closed door, or locate hidden objects.

No Action—you either notice something or you don't. If you want to use the skill actively, you need to take a **Minor Action** or spend **1 minute** listening or searching, depending on the task.

- ✦ **Opposed Check:** Perception vs. Stealth when trying to spot or hear a creature using Stealth. Your check might be modified by distance or if you're listening through a door or a wall (see the table).
- ✦ **DC:** See the table for DCs when you're trying to hear or spot something, searching an area, or looking for tracks.
- ✦ **Searching:** When actively searching an area or looking for something specific, assume you're searching each adjacent square. The DM might allow you to do this as a standard action, but usually searching requires at least 1 minute.

Listen	Perception DC
Battle	0
Normal conversation	10
Whispers	20
Through a door	+5
Through a wall	+10
More than 10 squares away	+2

Spot or Search	Perception DC
Barely hidden	10
Well hidden	25
More than 10 squares away	+2

Find Tracks	Perception DC
Soft ground (snow, loose dirt, mud)	15
Hard ground (wood or stone)	25
Rain or snow since tracks were made	+10
Each day since tracks were made	+2
Quarry obscured its tracks	+5
Huge or larger creature	-5
Group of ten or more	-5

SKILL REFERENCE

Religion (Int)

Religious Knowledge — Religion

Remember a useful bit of historical knowledge.

No Action

You have picked up knowledge about gods, religious traditions and ceremonies, divine effects, holy symbols, and theology. This knowledge extends to information about the undead and the Astral Sea, including the creatures of that plane.

✦ **DC:** See the table.
✦ **Success:** You recall a useful bit of information in your field of knowledge or recognize a clue related to it.
✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.
✦ **Common Knowledge:** This includes the kind of general information that is generally known about a given topic.
✦ **Expert Knowledge:** This includes the kind of specialized information that only an expert in the field of study could possibly know.
✦ **Master Knowledge:** This includes the kind of esoteric information that only a master in the field of study could possibly know.

Level of Knowledge	DC
Common	15
Expert	20
Master	25
Paragon Tier	+5
Epic Tier	+10

Religious Monster Knowledge — Religion

Identify a creature that has the immortal origin (a creature of the Astral Sea) or the undead keyword.

No Action

✦ **DC:** See the table.
✦ **Success:** You identify a creature as well as its type, typical temperament, and keywords. Higher results give you information about the creature's powers, resistances, and vulnerabilities.
✦ **Failure:** You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.

Level of Knowledge	DC
Name, type, and keywords	15
Powers	20
Resistances and vulnerabilities	25
Paragon tier creature	+5
Epic tier creature	+10

Stealth (Dex)

Stealth — Stealth

Conceal yourself from enemies, slink past guards, slip away without being noticed, and sneak up on people without being seen or heard.

At the end of a **Move Action.**

✦ **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy's passive Perception check. If you move more than 2 squares during the move action, you take a -5 penalty to the Stealth check. If you run, the penalty is -10.
✦ **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.
✦ **Success:** You're hidden, which means you are silent and invisible to the enemy (see "Concealment" and "Targeting What You Can't See," page 281).
✦ **Failure:** You can try again at the end of another move action.
✦ **Remaining Hidden:** You remain hidden as long as you meet these requirements.
  ▸ *Keep Out of Sight:* If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.
  ▸ *Keep Quiet:* If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.
  ▸ *Keep Still:* If you move more than 2 squares during an action, you must make a new Stealth check with a -5 penalty. If you run, the penalty is -10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.
  ▸ *Don't Attack:* If you attack, you don't remain hidden.
✦ **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.
✦ **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

Streetwise (Cha)

Streetwise — Streetwise

Find out what's going on, who the movers and shakers are, where to get what you need (and how to get there), and where not to go.

1 hour

✦ **DC:** See the table.
✦ **Success:** You collect a useful bit of information, gather rumors, find out about available jobs, or locate the best deal.
✦ **Failure:** You can try again, but you might draw attention to yourself if you keep chasing after the same information.

Settlement and Information	Streetwise DC
Typical settlement	15
Hostile settlement	20
Totally alien settlement	30
Information is readily available	-2
Information is hard to come by	+5
Information is secret or closely guarded	+10

SKILL REFERENCE

Thievery (Dex)

Disable Trap   Thievery

Prevent a trap from triggering.

Standard Action

You need to be aware of a trap to try to disable it. Make a Perception check to find a hidden trap.

- ✦ **DC:** See the table. You get a +2 bonus to the check if you use thieves' tools.
- ✦ **Delay Trap:** You get a +5 bonus to the check if you try to delay a trap, rather than disable it.
- ✦ **Success:** You disable or delay the trap. Disabling a trap makes it harmless until it resets. Delaying a trap makes the trapped area safe for passage until the end of your next turn.
- ✦ **Fail by 4 or Less:** Nothing happens. You can try again as a new action.
- ✦ **Fail by 5 or More:** You trigger the trap.

Trap	Thievery DC
Heroic Tier	20
Paragon Tier	30
Epic Tier	35

Open Lock   Thievery

Pick a lock.

Standard Action

- ✦ **DC:** See the table. You get a +2 bonus to the check if you use thieves' tools.
- ✦ **Delay Trap:** You get a +5 bonus to the check if you try to delay a trap, rather than disable it.
- ✦ **Success:** You pick the lock.
- ✦ **Failure:** You can try again as a new action.

Lock	Thievery DC
Heroic Tier	20
Paragon Tier	30
Epic Tier	35

Pick Pocket   Thievery

Lift a small object (such as a purse or an amulet) from a creature without that creature being aware of the theft.

Standard Action

The creature must not be holding the object to be taken.

- ✦ **DC:** DC 20 + one-half your target's level. If in combat, you take a -10 penalty to your check.
- ✦ **Success:** You lift a small object from the target without the target noticing.
- ✦ **Fail by 4 or Less:** You don't get the object, but the target didn't notice. You can try again as a new action.
- ✦ **Fail by 5 or More:** You don't get the object, and the target notices your failed attempt.

Sleight of Hand   Thievery

Palm an unattended object small enough to fit in your hand (such as a coin or a ring) or perform an act of legerdemain.

Standard Action

- ✦ **DC:** Base DC 15.
- ✦ **Success:** You palm an unattended, small object or perform an act of legerdemain.
- ✦ **Failure:** You can still pick up the object, but onlookers see you pick it up, or they see through your act of legerdemain.