

## KNOWLEDGE

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
Resist & Vulnerability	DC 25
Paragon creature	+5
Epic creature	+10

### ARCANA (INT)

None- Elemental, fey, shadow knowledge	
None-Far Realm (trained)	DC 25
MI-Ident. Zone or Conjure. <sup>1</sup>	DC 25+1/2 lvl
SA-Ident. Ritual <sup>2</sup>	DC 20+1/2 lvl
SA-Ident. Magic Effect <sup>2</sup>	DC 20+1/2 lvl
1min - Detect Magic (train)	DC 20+1/2 lvl
All within 5 sq., ignore barriers	

### DUNGEONEERING (WIS)

Far Realm/aberrant (under ground)(trained)	
Know direction underground	DC 10
Recognize hazard	DC 20-25
Recognize new construction	DC 20
1hr-Forge (self)	DC 15 +/- 5
1hr-Forge (up to 5)	DC 25 +/- 5

### HISTORY (INT)

None-remember historical fact or clue	
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### NATURE (WIS)

Monster knowledge – natural	
1hr-Forge (self)	DC 15 +/- 5
1hr-Forge (up to 5)	DC 25 +/- 5
Varies-Handle Animal	Skill Challenge
Knowledge-direction, terrain, climate, weather, plants, season, clue, find a path	

### RELIGION(WIS)

Monster Knowledge – undead	
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<sup>1</sup> = try again next encounter

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

## ATHLETICS (STR) *Armor check penalty*

<u>CLIMB</u> (part of move action, ½ speed, grant combat advantage)	
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 (not bloodied)	same DC
Take damage (bloodied)	DC +5
Climber's Kit	+2 check
Brace between 2 surfaces	+5 check
Fail by less than 4	no movement
Fail by 5 or more	fall
Catch Hold	DC +5
Catch Hold (bloodied)	DC +5 + dam.

### ESCAPE FROM GRAB (move action)

Athletics check vs Fortitude	
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### JUMP (part of move)

High Jump- check/10 in feet high or /5 if move 2 before jump. Add 1/3 character's height + height to determine highest reach.	
Long Jump – check/10 in squares or /5 if move 2 before jump. Vertical clearance is ¼ distance jumped in feet.	
Count distance travelled against speed	

### SWIM (part of move action, ½ speed)

Calm	DC 10
Rough	DC 15
Stormy	DC 20
Fail by 4	no movement
Fail by 5 or more	sink 1 sq

## BLUFF (CHA)

Bluff check vs Insight	
(maybe part of skill challenge)	
SA – Feint for CA until end of next turn is	
Bluff vs Insight	
SA - Diversion to hide Bluff vs Insight, then stealth to hide.	

## DIPLOMACY (CHA)

Influence others	DMG 42
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## ENDURANCE (CON) *Armor check penalty*

Endure extreme weather	Base DC 15
Resist disease	varies
Ignore Hunger (after 3 weeks)	DC 20 +5/day
Ignore Thirst (after 3 days)	DC 20 +5/day
Hold breath (after 5r)	DC 10 +1/round
Hold breath while taking dam.	DC 20
Swim or tread water (after 1hr)	DC 15 +2/hour

## HEAL (WIS)

<u>FIRST AID</u> (standard action)	
Use Second Wind	DC 10
Stabilize the Dying	DC 15
Grant a Saving Throw	DC 15
Treat Disease	Replace Endurance check

## INSIGHT (WIS)

(no action or minor in combat)	
Sense motives, attitudes	DC 10 +1/2 lvl
Sense outside influence	DC 25 + ½ effect lvl
Recognize illusion	DC 15 + ½ effect lvl

## INTIMIDATE (CHA)

(standard action or skill challenge, target becomes hostile regardless of success or failure. Roll against each enemy separately)	
Target enemy's Will defense or DMG 42	
Force bloodied target surrender	Will def
Enemy is Hostile	Will def +10
Unfriendly	Will def +5
Cannot speak opponent's lang.	check -5

## PERCEPTION (WIS)

(no action, minor action if active, up to 1+ min )	
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### LISTEN

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

### SPOT

Spot stealthy creature	vs Stealth
Barely hidden	DC 10
Well hidden	DC 25
More than 10 squares away	DC +2

### FIND TRACKS

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

## STEALTH (DEX)

<i>Armor check penalty</i>	
(as part of move action. Must have superior cover, total concealment, or enemy distracted. Unbroken line-of-sight cancels stealth. If you have total concealment or cover and enemy beats your stealth by 10 or more he knows your precise location until your next turn. Attacking or shouting breaks stealth. You have combat advantage while stealthed.)	
Stealth	vs P.Perception
Speak	breaks stealth
Move 2 squares or more	-5 check
Run	-10 check
Carry light source	auto failure

## STREETWISE (CHA)

(1 hour or part of skill challenge)	
Typical settlement	DC 15
Hostile settlement	DC 20
Totally alien settlement	DC 30
Information common	DC -2
Info hard to come by	DC +5
Info secret	DC +10

## THIEVERY (DEX) *Armor check penalty*

### DISABLE TRAP (standard action)

Heroic Tier	DC 20
Paragon Tier	DC 30
Epic Tier	DC 35
Use thieves' tools	check +2
Delay instead of disable	check +5
Until end of your next turn	
Fail by 4 (can try again)	no effect
Fail by 5 or more	trigger trap

### OPEN LOCK (standard action)

Same DCs as Disable Traps above	
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### PICK POCKET (standard action)

Lift small object	DC 20 + ½ target's lvl
While in combat	check -10
Fail by 4 or less	not noticed
Fail by 5 or more	noticed

### SLEIGHT OF HAND (standard action)

Palm unattended small object	DC 15 or pg42
Failure = you are seen but you still get object.	