

- 12-23-2015

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Skills

Skill rules are almost unchanged in *Phoenix* from standard d20 rules. We have consolidated some of the skills to streamline the system, and we have removed the skill feats (i.e., +2 to two related skills) and replaced them with a Skill Aptitude feat tree. Finally, we have altered how some of the skills work so that they're more compatible with a superhero game.

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Skills Table

Skills

	Adv	Cmp	MA	Mst	Sdk	Sth	Snk	ScI	Sld	Thk	Wrr	Ability
Appraise	C					C	C	C				Int
Autopsy			C							C		Wis*
Bluff	C			C		C	C	C				Cha
Climb	C		C		C		C		C		C	Str
Computers				C	C	C	C			C		Int
Craft												
Chemical				C			C			C		Int*
Electronics					C		C			C		Int*
Mechanics	C		C	C			C				C	Int*
Pharmaceutical				C			C			C		Int*
Structural							C			C		Int*
Visual Arts	C	C						C		C		Wis
Writing		C				C		C		C		Wis
Diplomacy	C	C	MA	Mst	Sdk	Sth	Snk	ScI	Sld	Thk	Wrr	Ability
	C	C		C		C	C	C				Cha

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Disable					C	C	C				C		Int*
Device													
Disguise						C	C						Cha
Drive	C				C		C	C	C			C	Dex
Escape	C				C		C						Dex
Artist													
Fly	C	C					C						Dex
Handle		C		C						C			Cha*
Animal													
Intimidate		C		C		C		C			C		Cha
Jump	C	C	C		C		C	C	C		C		Str
Knowledge	C			C		C		C			C		Int
Linguistics	C								C	C	C		Wis*
Perception	C	C	C	C	C	C	C	C	C	C	C	C	Wis
Performance		C						C					Cha
Pilot	C	C		C				C				C	Dex*
Powercraft	Adv	Cmp	MA	Mst	Sdk	Sth	Snk	ScI	Sld	Thk	Wrr	Ability	Int*
Profession				C		C	C						Wis
Psicraft													Int*
Research						C				C			Int
Ride	C	C						C			C		Dex
Sense				C		C	C	C		C			Wis
Motive													
Sleight of Hand				C	C	C	C						Dex*
Spellcraft													Int*
Stealth	C		C		C	C	C						Dex
Survival	C								C				Wis
Swim	C						C				C		Str
Heal	C	C			C	C					C		Int
Tumble			C		C		C				C		Dex*
Use Device	C			C			C			C			Cha*
	Adv	Cmp	MA	Mst	Sdk	Sth	Snk	ScI	Sld	Thk	Wrr	Ability	

Italicized skills have been altered, have been imported from *d20 Modern*, or are new for *Phoenix*.

An ability in **bold face** indicates that the skill requires an Armour Check Penalty

* Skills with asterisks indicate that you cannot use them untrained.

New/Altered Skill Rules

Separations and Consolidations

We have separated Acrobatics into [Tumble](#) and [Jump](#) because it's a staple of the superhero genre that a high strength grants the ability to make huge leaps. We have also combined all the abilities associated with Use Magic Device and Use Psionic Device into the single skill [Use Device](#), which also includes supertech devices.

Class Skills

Points per Level

Class	Skill Points at First Level	PointsPer Level
Adventurer	(6 + Int modifier) x 4	6 + Int modifier
Champion	(4 + Int modifier) x 4	4 + Int modifier
Martial Artist	(6 + Int modifier) x 4	6 + Int modifier
Mastermind	(6 + Int modifier) x 4	6 + Int modifier
Sidekick	(5 + Int modifier) x 4	5 + Int modifier
Sleuth	(8 + Int modifier) x 4	8 + Int modifier
Sneak	(10 + Int modifier) x 4	10 + Int modifier
Socialite	(6 + Int modifier) x 4	6 + Int modifier
Soldier	(6 + Int modifier) x 4	6 + Int modifier
Thinker	(10 + Int modifier) x 4	10 + Int modifier
Warrior	(4 + Int modifier) x 4	4 + Int modifier

Note that you can buy the [Skill Points Ad](#) (which grants four skill points), and you can take the [Skill Aptitude](#) feat (which raises your Max Ranks by +3).

Aid Skill

To Aid someone else's skill roll, you **roll against DC 10**, and **if you succeed, you grant Circumstance +2, and an additional +2 for every 5 points by which you succeed**. GMs reserve the right to rule that some skills just can't be performed by two people. In most cases, you have to Aid a skill at the same time and in the same space as the person who's performing the skill, but you could conceivably Aid someone remotely (i.e., over the phone, via video feed, telepathically, etc.).

Synergy Bonus

In *Phoenix* you get **Synergy +2 to a secondary skill for every 5 ranks you have in a primary skill**, with the exception of [Profession](#). The synergy bonus from Research applies only if you have access to a stocked library or the internet. However, **Synergy Bonuses do not stack**. For example, if you have Rank 10 in Behavioural Sciences (+4 synergy bonus to Intimidate) as well as Rank 15 in Bluff (+6 synergy bonus to Intimidate), then you get +6 to Intimidate, not +10.

- **Bluff:** Diplomacy, Intimidate, Sleight of Hand
- **Computer Use:** Disable Device (electronics)
- **Craft**
 - **Chemical:** Appraise (chemicals)
 - **Electronic:** Appraise (electronics), Computers, Disable Device (electronic)
 - **Mechanical:** Appraise (machines), Disable Device (mechanical), Drive or Pilot (mechanical vehicles)
 - **Pharmaceutical:** Appraise (drugs), Heal
 - **Structural:** Appraise (structures)

- **Visual Art:** Appraise (visual art)
- **Writing:** Appraise (writing), Linguistics (create/detect forgeries)
- **Disable Device:** Craft (mechanical) or Craft (electronic) (for locks, security devices, etc.)
- **Handle Animal:** Ride (animals)
- **Intimidate:** Diplomacy (to gather information)
- **Jump:** Tumble
- **Knowledge**
 - **Behavioural Sciences:** Bluff, Diplomacy, Intimidate
 - **Earth/Life Sciences:** Heal, Craft (chemical)
 - **Physical Sciences:** Craft (mechanical), Craft (structural)
 - **Pop Culture:** Diplomacy (to gather information)
 - **Technology:** Craft (electronics), Powercraft (supertech), Craft (electronics) (to repair), Use Device (supertech)
 - **Theology/Philosophy:** Turn Undead (turning checks)
- **Linguistics:** Use Device (scrolls)
- **Perform:** Bluff, Diplomacy
- **Profession:** Reputation checks (only if applicable)
- **Pilot:** Drive
- **Powercraft:** Craft (electronics) (to repair), Use Device (supertech)
- **Psicraft:** Use Device (psionic)
- **Research:** Craft (any), Knowledge (any) (see text)
- **Search:** Survival (tracking)
- **Sense Motive:** Diplomacy
- **Spellcraft:** Use Device (mystic)
- **Survival:** Knowledge (earth/life sciences)
- **Tumble:** Jump, Ride
- **Use Device:** Spellcraft (mystic items), Psicraft (psionic items), Powercraft (supertech items)

Super Skills

Any time you use a skill that is based on a Super ability score, you have effectively activated a power for the purposes of determining how that power might interact with metapowers. For example, [Power Detection](#) would sense a super-strength Jump.

Epic Skills

You can use Epic skills from the SRDs if you have sufficiently high bonuses to achieve them. In many cases, **epic skills can outright replace certain powers**, such as Climb instead of [Surface Adhesion](#). This is a staple of superhero comics. You can also take the [Skill Aptitude](#) feat tree to increase or even eliminate your maximum ranks in a skill. You can thus potentially create a character with no actual powers but many equivalent abilities by ramping your skills up to omega proportions.

Synergy Roll

Instead of the synergy bonus, you can make a Synergy Roll that can potentially apply a fluid bonus to your primary roll. **The Synergy Roll is, in effect, an Aid Another check** except that you are Aiding yourself. You roll a secondary skill in order to Aid a primary skill. There are no set synergy matches in this system. You (the player) bring it up in the moment, and it's subject to the GM's approval; GMs are *entirely* within their rights to say "no," especially if you pour all your resources into just one skill and then argue that it helps with *everything* else. In this system, you don't have to keep track of synergy on your character sheet, and it's a little more flexible.

The **DC for the Aid Self check** is 10, which grants a +2 Synergy bonus. For every 5 points by which you exceed that DC, you get another +2. This roll could result in a lower bonus than you would receive under the standard rules, but it could also be a lot higher.

For example, if you want to use your superior Tumbling skills to help with a Jump check, you would roll your Jump check and an Aid Another check using your Tumbling bonus (to save time, roll them both at once). If your Tumble check were 23, you would get a +6 to your Jump check (i.e., you exceeded the DC by 13 points, which would yield an additional +2 on top of the +2 for meeting the DC).

Synergy Roll

Aid Self	Bonus
10	+2
15	+4
20	+6
25	+8
etc.	etc.

Practiced Skills

This optional system removes Ranks. Instead, you either are or are not Practiced with a particular skill.

When you're not practiced, you roll using the following formula:

$$d20 + \frac{1}{2} \text{ Character Level} + \text{ Ability Mod.} + \text{ Misc.}$$

"Misc." includes all other bonuses you might have to a given skill, including but not limited to competence, enhancements, circumstances, equipment, and the like.

When you are practiced, your formula is:

$$d20 + \text{ Character Level} + \text{ Ability Mod.} + \text{ Misc.}$$

Your class and Intelligence score determine how many practiced skills you get at character creation (see table, below). You get a base number of practiced skills plus or minus your Intelligence modifier. At every subsequent level, you get 1 practiced skill for every 4 you received at character creation (i.e., **divide by 4 and round down**). Regardless of the math, you always get at least 1 practiced skill at character creation and at least 1 every time you level up. When you select practiced skills, you can **choose only from your Class skills**.

Practiced Skills

Class	First Level	Per Level
Adventurer	6	2
Champion	4	1
Martial Artist	6	2
Mastermind	6	2
Sidekick	4	1
Sleuth	8	3
Sneak	10	4
Socialite	6	2
Soldier	6	2
Thinker	10	4

Warrior

4

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Feats and Advantages

Remove the Skill Points advantage and the Skill Aptitude feat, and add the following Advantages:

Advantage: Class Skill

Cost: 2cp

You can change one cross-class skill into a class skill. You can take this ad multiple times. It applies to a new skill each time.

Advantage: Practiced Skill

Cost : 2cp

You can upgrade one skill to a Practiced skill. You can take this ad multiple times. It applies to a new skill each time.

Advantage: Expert Skill

Cost: 3cp

One of your Practiced skills receives a Competence bonus +5. You can take this enhancement multiple times. It applies to a new skill each time or to one skill multiple times.

Appraise

(Int, Use Untrained)

You can evaluate the monetary value of an object.

Check: A DC 20 Appraise check determines the value of a common item. If you succeed by 5 or more, you also determine if the item is super in some way, but this success does not grant knowledge of the item's abilities. If your fail the check by less than 5, you determine the price of that item to within 20% of its actual value. If you fail this check by 5 or more, the price is wildly inaccurate, subject to GM discretion. Particularly rare or exotic items might increase the DC of this check by 5 or more.

You can also use this check to determine the most valuable item visible in a pile of items. The DC of this check is generally 20 but can increase to as high as 30 for a particularly large hoard.

A magnifying glass or similar device grants an equipment bonus +2 if the item is small enough that seeing details would reasonably grant more information. A scale grants an equipment bonus +4 for an item whose value can be determined by

weight, such as precious metals. These bonuses can stack.

Synergy: Craft, by subtype only; e.g., Craft: visual art for a painting.

Action: Appraising an item takes 1 standard action. Determining the most valuable object in a pile takes 1 full-round action.

Try Again: Additional attempts to Appraise an item reveal the same result.

Autohypnosis

(Wis; Trained Only)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Action: Typically none. Making an Autohypnosis check usually doesn't require an action; it is either a free action (when you attempt it reactively) or part of another action (when you attempt it actively).

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

Synergy: Autohypnosis grants a synergy bonus to Psicraft checks.

Task	DC
Memorize	15
Resist fear	Fear effect DC
Tolerate poison	Poison's DC
Willpower	20

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 recall it only with another successful Autohypnosis check.

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 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the Constitution check in later rounds if you are initially unsuccessful.

Resist Fear

In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your Autohypnosis check meets or beats the DC for the fear effect, you may make an additional Will save with a +4 competence bonus to shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison

You can attempt to resist the effect of any standard poison. Every time you make a saving throw against the poison, you make an Autohypnosis check. If your Autohypnosis check exceeds the DC of the poison, you receive a +4 competence bonus on your saving throw against the poison. This skill has no effect on the initial saving throw against poison.

Willpower

If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a standard action while at 0 hit points without taking 1 point of damage (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell). You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points, as normal when disabled.

Bluff

(Cha, Use Untrained)

You know how to tell a lie.

Check: A Bluff check is always an opposed test against your subject's Sense Motive check. With a successful check you convince your subject that what you are saying is true. Bluff checks are modified depending on the believability of the lie. The modifiers below apply to your Bluff check. Note that some lies are so improbable that it is impossible to convince anyone that they are true (subject to GM discretion).

Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

Create a Diversion: You can use the Bluff skill to help you hide, by yelling "What's *that*?!" and pointing emphatically, or the ever-popular "Smoke bomb!" A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are distracted. This use does not provoke an attack of opportunity. You can attempt to create a diversion in combat, but the attempt takes a -20.

Emote Sincerity: Sometimes, people don't believe you even if you'retelling the truth. For example, there might be circumstantial evidence that's not in your favour, or the truth might be genuinely implausible. In cases such as these, you can use Bluff to actively emote your sincerity, to really *sell* your truth. This is an Aid Skill check to your listener's Sense Motive. The standard modifiers apply. The listener's Sense Motive DC is 10, plus or minus any appropriate modifiers.

Feint: You can use Bluff to feint in combat, which causes your opponent to lose Dexterity bonus to Defence against your next attack. The DC is **10 + your opponent's base attack bonus + your opponent's Wisdom modifier**. If your opponent has

ranks in Sense Motive, the DC is **10 + their Sense Motive bonus**, if higher.

Secret Messages: You can use Bluff to pass hidden messages along to another character without others understanding your true meaning by using innuendo to cloak your actual message. The DC of this check is 15 for simple messages and 20 for complex messages. If you are successful, the target automatically understands you, assuming you are communicating in a language that it understands. If your check fails by 5 or more, you deliver the wrong message. Other creatures that receive the message can decipher it by succeeding at an opposed Sense Motive check against your Bluff result.

Action: Attempting to deceive someone or emoting sincerity take at least 1 round, but can possibly take longer if the lie is elaborate (as determined by the GM on a case-by-case basis).

In combat, creating a diversion and feinting are both standard actions.

Using Bluff to deliver a secret message takes twice as long as the message would otherwise take to relay.

Try Again: If you fail to deceive someone, further attempts to deceive them take a -10 penalty and may be impossible at GM's discretion.

You can attempt to feint against someone again if you fail.

Secret messages can be relayed again if the first attempt fails.

Synergy: Bluff grants synergy bonuses to Diplomacy, Intimidate, Sleight of Hands, and Disguise (to act in character).

Climb

(Str, Use Untrained, Armour Check)

You are skilled at scaling vertical surfaces, from smooth concrete walls to rocky cliffs.

Check: With a successful Climb check, you can advance up, down, or across a slope, wall, or other steep incline (or even across a ceiling, provided it has handholds) at **one-quarter** your normal speed. A slope is 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 check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

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.
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 narrow handholds and footholds, such as a typical wall in a dungeon.

Climb DC	Example Surface or Activity
25	A rough surface, such as a natural rock wall or a brick wall.
30	An overhang or ceiling with handholds only.
—	A perfectly smooth, flat vertical (or inverted) surface cannot be climbed.
Climb DC Modifier*	Example Surface or Activity
-10	A location where you can brace against two opposite walls (e.g., inside a chimney).
-5	Climbing a corner where you can brace against perpendicular walls.
+5	Surface is slippery.

* These modifiers are cumulative; use all that apply.

You need both hands free to climb, but you may cling to a wall with one hand while you take an action that requires only one hand. While climbing, it's more difficult to move to avoid a blow, so you take a circumstance penalty -5 to Dexterity bonus to Defence (to a minimum of zero). You also can't use a shield while climbing. Anytime 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 your speed).

Make Your Own Handholds/Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and you need one piton for every 5 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.

Catch Yourself When You Fall: On a wall, you need to roll a Climb check DC equal to the wall's DC +20, but on a slope, you need only the DC +10.

Catch a Falling Climber: If someone climbing above you or adjacent to you falls, you can attempt to catch them if they're within your reach. Doing so requires a successful melee touch attack against the falling character, but they can forego any Dexterity bonus to Defence if they want to. If you hit, you then make a Climb check (DC = wall's DC + 10). If you succeed, you catch the falling character. If their total weight, including equipment, exceeds your heavy load limit, you instantly lose your grip and they 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, but then both of you start falling.

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.

Anything with a natural climb speed has a racial bonus +8 to Climb checks, but they can take 10 even if they're rushed or threatened (i.e., in combat). Their accelerated climb is twice their climb speed (or land speed, whichever is slower), and they make a single check at a -5 circumstance penalty. They also retain their Dexterity bonus to Defence while they climb, and opponents get no special bonus to their attacks against them. They cannot use the run action while they climb.

Computers

(Int, Trained Only)

Check: Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching. Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal Computer	10	1 round
Small Office Network	15	2 rounds
Large Office Network	20	1 minute
Massive Corporate Network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimal	20
Average	25
Exceptional	35
Maximal	40

Computer Hacking

Breaking into a secure computer or network is often called hacking. When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a -5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash Computer	10	1 minute
Destroy Programming	15	10 minutes
Damage Programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it +5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Alteration	DC	Time
Shut Down Passive Remote (including cameras and door locks)	20	1 round per remote
Shut Down Active Remote (including motion detectors and alarms)	25	1 round per remote
Reset Parameters	30	1 minute per remote
Change Passcodes	25	1 minute
Hide Evidence of Alteration	+10	1 minute
Minimum Security	-5	-
Exceptional Security	+10	-
Maximum Security	+15	-

Action: Each individual check requires at least a full-round action, unless otherwise noted above. The GM can also assert that some actions take longer than a full-round action, at her discretion.

Synergy: Computers grants a synergy bonus to Disable Device if the device is electronic. Craft (electronic) and Knowledge (technology) grant synergy bonuses to Computers.

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

Craft

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, you must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what you are trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if you can get the raw materials. If you succeed at that check, make the Craft check against the given DC for the object in question. If you fail the check, you do not make the object, but you do consume the raw materials (if any).

Generally, you can Take 10 on Craft checks to construct objects, but you can't Take 20 because doing so represents multiple attempts, and you use up the raw materials after the first attempt). The exception is Craft (writing); you can take 20 because you do not use up any raw materials, which is why you don't need to make a Wealth check for that skill.

Synergy: All Craft skills grant a synergy bonus to Appraise and/or Repair items that fall into their subtype, for example appraising a proper cost of a particular machine (mechanical) or judging the quality of a photograph (visual art).

Craft (chemical)

(Int, Trained Only)

This skill allows you to mix chemicals to create acids, bases, explosives, and poisonous substances.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Acid	Purchase DC	Craft DCs		Time
		Acid	Base	
Mild (1d6/1d10) ¹	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

¹ The dice rolls in parentheses are typical contact damage/immersion damage caused per round immersion

Explosives: Building an explosive from scratch is dangerous. If the check fails, you've wasted the raw materials. If the check fails by 5 or more, the explosive compound detonates as you're building it, dealing half of its intended damage to you and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a demolitions check as described in Craft (structural). Scratch built explosives deal concussion damage.

Type of Scratch-Build Explosive	Purchase DC	Craft DC	Reflex DC (save for half damage)	Time
Improvised (1d6/5 feet) ¹	6	10	10	1 round
Simple (2d6/5 feet)	12	15	12	10 min.
Moderate (4d6/10 feet)	16	20	12	1 hr.
Complex (6d6/15 feet)	20	25	15	3 hr.
Powerful (8d6/20 feet)	25	30	15	12 hr.
Devastating (10d6/25 feet)	30	35	18	24 hr.

¹ The figures in parentheses are typical damage/burst radius for each type of explosive.

Poisonous Substances (DC varies) Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons:

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When you release it, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Synergy: Craft (chemical) grants a synergy bonus to Craft (structural) checks you make to demolish a building using chemical explosives.

Special: Without a chemical kit, you take a -4 penalty on Craft (chemical) checks.

Table: Poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr
Chloroform ¹	Inhaled	17	Unconsciousness 1d3 hours	-	9	Res (+2)	24	4 hr
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	14	1 hr
DDT	Inhaled	17	1d2 Str	2d4 Str	9	Lic (+1)	26	4 hr
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr
Lead arsenate (gas)	Inhaled	15	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake Venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 tr	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr
Tear gas	Inhaled	15	Nauseated 1d6	-	9	Res (+2)	21	4 hr

rounds

VX nerve gas Inhaled 22 1d6 Con 2d6 Con 21 Illegal (+4) 42 48 h

1 Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Craft (electronic)

(Int, Trained Only)

This skill allows you to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When you build an electronic device from scratch, you describe the kind of device you want to construct. Then, the GM decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Synergy: Craft (electronic) grants a synergy bonus to Computers.

Special: Without an electrical tool kit, you take a -4 penalty on Craft (electronic) checks.

Type of Scratch-Built Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Craft (mechanical)

(Int, Trained Only)

This skill allows you to build mechanical devices from scratch, including engines and engine parts, weapons, armour, and other gadgets. When you build a mechanical device from scratch, you describe the kind of device you want to construct. Then, the GM decides if the device is simple, moderate, complex, or advanced compared to current technology.

Special: Without a mechanical tool kit, you take a -4 penalty on Craft (mechanical) checks.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr.
Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

Craft (pharmaceutical)

(Int, Trained Only)

This skill allows you to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2

circumstance bonus on Fortitude saves to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease you're trying to counter as measured by the DC of the Fortitude save needed to resist it.

Synergy: Craft (pharma) grants a synergy bonus to Heal.

Special: Without a pharmacist kit, you take a -4 penalty on Craft (pharmaceutical) checks.

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15-18	10	20	3 hr.
19-22	15	25	6 hr.
23 or higher	20	30	12 hr.

Craft (structural)

(Int, Use Untrained)

This skill allows you to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handy skills as plumbing, house painting, drywall, laying cement, and building cabinets. It also includes demolishing those structures, most commonly using explosives.

When you build a structure from scratch, you describe the kind of structure you want to construct; the GM decides if the structure is simple, moderate, complex, or advanced to determine the DC.

Synergy: Craft (structural) grants a synergy bonus to Perception to search for secret doors and compartments.

Special: A character without a mechanical tool kit takes a -4 penalty on Craft (structural) checks.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

Demolitions: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator (DC 10): Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a check. Failure means that the explosive doesn't go off as planned. Failure by 10 or more means the explosive goes off as you're installing the detonator.

You can also make an explosive more difficult to disarm. To do so, you choose the disarm DC before you make the check to set the detonator (it must be higher than 10). Your DC to set the detonator is equal to the disarm DC. If you fail, the detonator requires only a DC 10 to disarm.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that you don't know exactly how well you have done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Special: You can Take 10 with demolitions, but you can't Take 20.

Without a demolitions kit, you take a -4 penalty for demolitions.

Making an explosive requires the Craft (chemical) skill. See above for details.

Action: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Craft (visual art)

(Wis, Use Untrained)

This skill allows you to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art. When you attempt to create a work of visual art, make a Craft (visual art) check. The result determines the quality of the work. Unless the effort is particularly elaborate or you must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Action: It depends entirely on the project. If you have a still camera loaded and ready, taking a picture is a full-round action, but producing a feature-length film can take years.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10-19	Talented amateur
20-24	Professional
25-30	Expert
31 or higher	Master

Craft (writing)

(Wis, Use Untrained)

This skill allows you to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing. When you create a work of writing, make a Craft (writing) check. The result determines the quality of the work.

Action: It depends entirely on the project. A tweet or text message can a full-round action, but anything complex, such as a poem or a newspaper article, takes at least hours, and some projects require months or years of research.

Synergy: Craft (writing) grants a synergy bonus to Linguistics to recognize or create forged documents.

Skill Check Result	Effort Achieved
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9 or lower	Untalented amateur
10-19	Talented amateur
20-24	Professional
25-30	Expert
31 or higher	Master

NB: The Craft (visual art) and Craft (writing) skills have been changed to wisdom instead of intelligence to maintain the motif in *Phoenix* that intelligence covers hard logic and memory while wisdom covers intuition and creativity.

Diplomacy

(Cha, Use Untrained)

Use this skill to propose a deal or negotiate with people.

Check: When you make an offer or propose a deal with an NPC, and only an NPC, you **roll your Diplomacy against that subject's Sense Motive check**. If you win the check, then she accepts the deal. If you lose, she rejects the deal.

If you **lose by more than 5 points**, then she will detect any lies, half-truths, or deceptions that you might have used to make your deal look good, and the GM will role-play her particular reaction. If you **win by more than 5 points**, then she's particularly happy with the deal in addition to not noticing any of your lies, half-truths, or deceptions.

When you **negotiate with a group**, you speak primarily to one subject, and the rest of the group can Aid Skill on her Sense Motive check.

GMs should be fairly liberal with **situational modifiers** on Diplomacy. If the subject has no reason to trust or distrust the you, then there should be no modifier. If the subject already has reason to distrust you, then anything from a +4 (the subject knows that the PC is trying to sell them something) to a +30 (the subject just watched the PC stab someone to death) might be appropriate.

When the narrative demands it, GMs should add *large* bonuses to the Sense Motive checks or even overrule them entirely. Villains who are currently trying their damndest to kill, humiliate, or otherwise defeat the heroes should be very hard to fool. **An entire game should never be resolved by a single Diplomacy check.**

Other factors to keep in mind are **risk vs. reward**, on the part of the NPCs, the **PC's actions** just before the attempt at Diplomacy, the **PC's appearance** and presence, and the surrounding **situation** in which the deal takes place. A high-risk deal tends to be less attractive. It will sound fishy if a PC who *just* tried to kill an NPC is now ostensibly offering to help them. Alternatively, if a bunch of Big Damn Heroes walk up and ask someone to use their car to save the world, they're more likely to say yes.

Gather Information (varies): You can also use Diplomacy to gather information about a specific topic or individual. To do this, you must spend at least 1d4 hours canvassing people at local bars, streets, or gathering places. For commonly known facts or rumours, DC 10; for obscure or secrete knowledge, DC 20 or higher. The GM is free to rule that some things are simply unknown on the street.

Action: Generally speaking, Diplomacy takes **a minute or two** to resolve, but GMs should be flexible. Some deals can take hours or days. You can attempt a **full-round Diplomacy** check in combat, but you take a **-20 circumstance penalty**.

Try Again: You can try again only if you **alter the parameters** of the deal (or at least give the impression of altering it). This is called "haggling." You do not get a second Diplomacy roll just for offering the same deal again.

Disable Device

(Int, Trained Only)

Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.

Open Lock: You can pick conventional locks, finesse combination locks, and bypass electronic locks. You must have a lock pick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (Home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Traps and Sabotage: Disabling (e.g., rigging or jamming) a simple mechanical device is DC 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, you disable the device. If the check fails by 4 or less, you failed but can try again. If you fail by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally. If it's something else, GMs are encouraged to be creative. You can also rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Action: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

Try again?: Yes, though you must be aware that you've failed in order to try again.

Synergy: Disable Device grants a synergy bonus to Repairing locks or traps. Craft (mechanical) and Craft (electronic) grant synergy bonuses to Disable mechanical and electronic devices, respectively. Knowledge (technology) grants a synergy bonus to Disable Device.

Special: You can take 10 when you make a Disable Device check. You can take 20 to open a lock or to disable a security device, unless you are trying to tamper with the device covertly, while someone is (or could be) watching you.

Possessing the proper tools gives you the best chance of succeeding on a Disable Device check. Opening a lock requires a lock pick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic toll kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check. A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.

Disguise

(Cha, Use Untrained)

You are skilled at changing your appearance.

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Perception check results. If you don't draw any attention to yourself, others do not get to make Perception 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), it can be assumed that such

observers are taking 10 on their Perception checks.

You get only one Disguise check per use of the skill, even if several people make Perception checks against it. The Disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends on how much you're changing your appearance. Disguise can be used to make yourself appear like a creature that is one size category larger or smaller than your actual size. This does not change your actual size or reach, should you enter combat while wearing such a disguise.

Disguise	Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-2 ²
Disguised as different size category ¹	-10

¹ These modifiers are cumulative; use all that apply.

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

Familiarity	Viewer's Perception Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

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

An individual makes a Perception check to see through your disguise immediately upon meeting you and again every hour thereafter. If you casually meet a large number of different creatures, each for a short time, check once per day or hour, using an average Perception modifier for the group.

Action: Creating a disguise requires 1d3 × 10 minutes of work. Using magic (such as the *disguise self* spell) reduces this action to the time required to cast the spell or trigger the effect.

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:

Special: Powers that alters your form, such as [Animal Form](#) or [Metaphorph](#), grant a +10 bonus on Disguise checks.

Check: A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.

If the character doesn't draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.)

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2 ¹
1 Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old or venerable)	

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Try again?: No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

Special: A character can take 10 or take 20 when establishing a disguise.

A character without a disguise kit takes a -4 penalty on Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

Time: A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

Drive

(Dex, Use Untrained)

Check: Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

Try again: Most driving checks have consequences for failure that make trying again impossible.

Special: A character can take 10 when driving, but can't take 20.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

Time: A Drive check is a move action.

Escape Artist

(Dex, Use Untrained, Equipment Penalty)

Your training allows you to slip out of bonds and escape from grapples.

Check: The table below gives the DCs you need to escape various kinds of restraints.

Ropes: The DC of your Escape Artist check is equal to the binder's Combat Manoeuvre Bonus +20.

Manacles: The DC for manacles is set by their construction (see the table below).

Tight Space: The DC noted is for getting through a space through which your head fits but your shoulders don't. If the space is long, you may need to make multiple checks. You can't squeeze through a space that your head does not fit through.

Grappler: You can make an Escape Artist check in place of a combat manoeuvre check to escape a grapple or a pin.

Restraint	Escape Artist DC
Rope/bindings	Binder's CMB +20
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's CMD

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 is a full-round action. Escaping from a grapple or pin is a standard 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. If the DC to escape from rope or bindings is higher than 20 + your Escape Artist skill bonus, you cannot escape from the bonds using Escape Artist.

Fly

(Dex, Equipment Penalty)

You are skilled at flying, either through the use of wings or magic, and you can perform daring or complex manoeuvres while

airborne. Note that this skill does not give you the ability to fly.

NB: You cannot take this skill without a natural means of flight or gliding, such as the [Flight](#) power.

Check: You generally need to make a Fly check only when you are attempting a complex manoeuvre. Without making a check, a flying creature can remain flying at the end of its turn so long as it moves a distance greater than half its speed. It can also turn up to 45 degrees by sacrificing 5 feet of movement, can rise at half speed at an angle of 45 degrees, and can descend at any angle at normal speed. Note that these restrictions apply only to movement taken during your current turn. At the beginning of the next turn, you can move in a different direction than you did the previous turn without making a check. Taking any action that violates these rules requires a Fly check. The difficulty of these manoeuvres varies depending on the manoeuvre you are attempting, as noted on the following chart.

Table: Flying Manoeuvre DCs

Flying Manoeuvre	Fly DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 feet of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at a greater than 45° angle	20

Fly Speed: Creatures with a fly speed treat the Fly skill as a class skill. A creature with a natural fly speed receives a bonus (or penalty) on Fly skill checks depending on its manoeuvrability:

- Clumsy -8
- Poor -4
- Average +0
- Good +4
- Perfect +8

Creatures without a manoeuvrability rating are assumed to have average manoeuvrability and take no penalty on Fly checks.

Size: A creature larger or smaller than Medium takes a size bonus or penalty on Fly checks depending on its size category:

- Fine +8
- Diminutive +6
- Tiny +4
- Small +2
- Large -2
- Huge -4
- Gargantuan -6
- Colossal -8

Attacked While Flying: You are not considered flat-footed while flying. If you are flying using wings and you take damage while flying, you must make a DC 10 Fly check to avoid losing 10 feet of altitude. This descent does not provoke an attack of opportunity and does not count against a creature's movement.

Collision While Flying

If you are using wings to fly and you collide with an object equal to your size or larger, you must immediately make a DC 25 Fly check to avoid plummeting to the ground, taking the appropriate falling damage.

Avoid Falling Damage: If you are falling and have the ability to fly, you can make a DC 10 Fly check to negate the damage. You cannot make this check if you are falling due to a failed Fly check or a collision. See Falling Damage if you fail this check.

High Wind Speeds

Flying in high winds adds penalties on your Fly checks as noted on the Wind Effects table.

“Checked” means that creatures of that size or smaller must succeed on a DC 20 Fly check to move at all so long as the wind persists.

“Blown away” means that creatures of that size or smaller must succeed on a DC 25 Fly check or be blown back 2d6×10 feet and take 2d6 points of nonlethal damage. This check must be made every round the creature remains airborne. A creature that is blown away must still make a DC 20 Fly check to move due to also being checked.

Table: Wind Effects on Flying

Wind Force	Wind Speed	Checked Size	Blown Away Size	Fly Penalty
Light	0–10 mph	—	—	—
Moderate	11–20 mph	—	—	—
Strong	21–30 mph	Tiny	—	–2
Severe	31–50 mph	Small	Tiny	–4
Windstorm	51–74 mph	Medium	Small	–8
Hurricane	75–174 mph	Large	Medium	–12
Tornado	175+ mph	Huge	Large	–16

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

Try Again: Varies. You can attempt a Fly check to perform the same manoeuvre on subsequent rounds. If you are using wings and you fail a Fly check by 5 or more, you plummet to the ground, taking the appropriate falling damage.

Synergy: Tumbling grants a synergy bonus to Fly. Fly grants a synergy bonus to Pilot.

Handle Animal

(Cha, Trained Only)

You are trained at working with animals, and can teach them tricks, get them to follow your simple commands, or even domesticate them.

Check: The DC depends on what you are trying to do.

Task	Handle Animal DC
Handle an animal	10
“Push” an animal	25
Teach an animal a trick	15 or 20*
Train an animal for a general purpose	15 or 20*
Rear a wild animal	15 + HD of animal

* See the specific trick or purpose below.

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your 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 nonlethal damage or ability score 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 1 week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily 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 normally would not do so.
- **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 another specific 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 fear 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 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 General Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known 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 or higher.

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.

- **Combat Training (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 6 weeks. You may also “upgrade” an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.
- **Fighting (DC 20):** An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes 3 weeks.
- **Guarding (DC 20):** An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes 4 weeks.
- **Heavy Labor (DC 15):** An animal trained for heavy labor knows the tricks come and work. Training an animal

for heavy labor takes 2 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 6 weeks.
- **Performance (DC 15):** An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes 5 weeks.
- **Riding (DC 15):** An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes 3 weeks.

Rear a Wild Animal: To rear an 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 raised, 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. (A druid or ranger can handle an animal companion as a free action or push it as a move action.) For tasks with specific time frames noted above, you must spend half 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, rear, 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.

Synergy: Handle Animal grants a synergy bonus to Riding an animal mount.

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.

Untrained: If you have no ranks in Handle Animal, you can use a Charisma check to handle and push domestic animals, but you can't teach, rear, or train animals.

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

Handle an Animal: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, 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. If the check is successful, the animal performs the task or trick on its next action.

Teach an Animal a Trick: The character can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a -10 penalty on his or her Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down.

Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn't go.

Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.

Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge 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.

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal: Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal 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.

Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.

Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

Laboring (DC 15, 2 weeks): An animal trained for heavy labour knows Come and Work.

Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Try Again?: Yes

Special: A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.

Time: See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

Intimidate

(Cha, Use Untrained)

You can use this skill to frighten an opponent or to get them to act in a way that benefits you. This skill includes verbal threats and displays of prowess.

Check: You can use Intimidate to force an opponent to act friendly toward you for $1d6 \times 10$ minutes with a successful check. The DC of this check is equal to $10 + \text{the target's Hit Dice} + \text{the target's Wisdom modifier}$. If successful, the target gives you the information you desire, takes actions that do not endanger it, or otherwise offers limited assistance. After the Intimidate expires, the target treats you as unfriendly and may report you to local authorities. If you fail this check by 5 or more, the target attempts to deceive you or otherwise hinder your activities.

Demoralize: You can use this skill to cause an opponent to become shaken for a number of rounds. The DC of this check is equal to $10 + \text{the target's Hit Dice} + \text{the target's Wisdom modifier}$. If you are successful, the target is shaken for 1 round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten an opponent in this way if they are within 30 feet and can clearly see and hear you. Using demoralize on the same creature only extends the duration; it does not create a stronger fear condition.

Action: Using Intimidate to change an opponent's attitude requires 1 minute of conversation. Demoralizing an opponent is a standard action.

Try Again: You can attempt to Intimidate an opponent again, but each additional check increases the DC by +5. This increase resets after 1 hour has passed.

Synergy: Intimidate grants a synergy bonus to Diplomacy checks. Bluff and Knowledge (behavioural science) grant synergy bonuses to Intimidate.

Special: You also gain a +4 bonus on Intimidate checks if you are larger than your target and a -4 penalty on Intimidate checks if you are smaller than your target.

If you have the [Persuasive](#) feat, you get a bonus on Intimidate checks (see [Feats](#)).

A half-orc gets a +2 bonus on Intimidate checks.

Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.)

Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do.

The character can't force someone to obey his or her every command or do something that endangers that person's life.

If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special: A character can take 10 when making an Intimidate check, but can't take 20.

A character immune to fear effects can't be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a -2 penalty to his or her check for every size category the character is smaller than his or her target.

Time: An Intimidate check is a full-round action.

Jump

(Str, Use Untrained, Equipment Penalty)

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

Your Jump check is modified by your speed. If your speed is 30 feet then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a -6 penalty 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.

All Jump DCs given here assume that you get 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 doubles.

If your Jump distance is less than your maximum movement for a round, then you can use the rest of your movement in any other manner that you're capable of: walk, fly, swim, etc. If your Jump distance exceeds your maximum movement for a round, then your Jump takes a Move Action, and it ends where you land.

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 (DC varies): A long jump is a horizontal jump that you make across a gap such as the space between two buildings or a chasm. The DC for the jump equals the distance that you're attempting to cover. Alternatively, if you are simply trying to jump as far as possible, the result of your Jump check equals the distance in feet; e.g., if your Jump check result is 27, then you jumped 27 feet.

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 or gap, then getting up requires a move action and a DC 15 Climb check.

Long Jump Distance	Jump DC
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

All Jumps require a 20-ft. running start. Without one, double the DC.

High Jump (DC varies): A high jump is a vertical leap that you make in order to reach a ledge or grasp something overhead. The DC equals to 4 times the height. Alternatively, divide your check by 4 (rounding down) to determine how high you jumped; e.g., if your roll were 27, you would have jumped 6 feet.

If you jump up to grab something, a successful check indicates that you reach the desired height. If you want 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 doubles if you do not get a running start of at least 20 feet.

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

All Jumps require a 20-ft. running start. Without one, double the DC. High Jumps do not include vertical reach (see below).

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 size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

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	1/2 ft.

Hop Up (DC 10): You can jump up onto an object as tall as your waist, such as a table or small boulder. 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 (DC 15): If you intentionally jump from a height, you take less damage than you would if you just fell. You do not have to get a running start to jump down, so the DC is not doubled if you do 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.

Action: If your Jump is less than your movement, then it part of your Move action. If your Jump distance is greater than your movement (e.g., 30 ft. for a Medium-sized person), then it counts as a single Move action, and that action ends where you land.

Special: Effects that increase your movement also increase your jumping distance, since your check is modified by your speed.

If you have the Run feat, you get a +4 bonus on Jump checks for any jumps that you make after a running start.

Synergy: If you have 5 or more ranks in Tumble, you get a +2 bonus on Jump checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Tumble checks.

Knowledge

(Int, Trained Only)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails

by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

Arcane Lore: The occult, magic and the supernatural, astrology, numerology, and similar topics.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Behavioural Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

History: Events, personalities, and cultures of the past. Archaeology and antiquities.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and manoeuvring forces in combat.

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a synergy bonus when making a related skill check.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

Knowledge (pop culture)

(Int, Use Untrained)

With this skill, you can identify famous figures such as performers (actors, musicians, models), athletes, or politicians. Answering a question that could be answered through **general knowledge is DC 10** (i.e., watching the news, surfing the web, hearing stories from people you know, etc.); a more specialised but still fairly **basic question is DC 15** (i.e., looking something up on purpose, paying specific attention to the news); and for extremely difficult or **obscure questions are DC 20 to 30** (i.e., you'd need access to specific information sources in the news, academic research, or the scientific community).

Identifying Supers

Locale	DC
Local	10
Non-Local	15
Foreign	20
Intercontinental	25
Extra-Terrestrial	30

You can also identify superheroes and supervillains and gain insight into their powers and personalities. The DCs are listed in the table (right). A **Local** subject lives in the same city. A **Non-Local** subject lives outside of your city but in your country/state/province. A **Foreign** subject is not from your country or from a remote/distant part of your country. An **Intercontinental** subject is from a different continent. Finally, an **Extra-Terrestrial** subject is not from Earth (i.e., either they're from space, or another dimension, or etc.). However, a hero who is nationally, continentally, or globally renowned is "local" to that whole area (e.g., everyone knows about a hero who fights for the whole planet). You also **add the target's Reputation** bonus to your roll.

Meeting the DC means that you know the character's name based on appearance or would be able to describe their appearance based on their name. You can also name the general theme to their powers (i.e., ice-based, dog-based, power armoured, etc.). **For every 5 points by which you exceed the DC**, you know another power/weakness. If you ask for a weakness and there isn't one, then you know of one of their powers instead and vice-versa.

Power Strength	CR Range
Low	1 – 40CR
Medium	41 – 60CR
High	61 – 100CR
Very High	100 – 150CR
Run!	151+CR

Knowledge of a power includes **which power** it is (the GM will name it), and an abstract sense of the **strength of that power**, measured in Character Points. The GM, alternatively, can provide flavour-text explanations for an NPC's power levels. Instead of "medium," she could say "can punch through concrete" or "fly as nimbly as a hummingbird and as fast as a jet." If you plan to use this skill a lot, you should talk with your GM about what kind of description the two of you would prefer.

Perception

(Wis, Use Untrained)

Your senses allow you to notice fine details and alert you to danger. Perception covers all five senses: sight, hearing, touch, taste, and smell.

Check: Perception has a number of uses, the most common of which is an opposed check versus an opponent's Stealth check to notice the opponent and avoid being surprised. If you are successful, you notice the opponent and can react accordingly. If you fail, your opponent can take a variety of actions, including sneaking past you and attacking you.

Perception is also used to notice fine details in the environment. The DC to notice such details varies depending upon distance,

the environment, and how noticeable the detail is. The following table gives a number of guidelines.

Detail	Perception DC
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Hear a gun being cocked	25
Sense a burrowing creature underneath you	25
Notice a pickpocket	Opposed by Sleight of Hand
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap
Identify the powers of a potion through taste	15 + the potion's caster level
Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/foot of thickness
Favourable conditions ¹	-2
Unfavourable conditions ¹	+2
Terrible conditions ²	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20

1 Favourable and unfavourable conditions depend upon the sense being used to make the check. For example, bright light might decrease the DC of checks involving sight, while torchlight or moonlight might increase the DC. Background noise might increase a DC involving hearing, while competing odours might increase the DC of a check involving scent.

2 As for unfavourable conditions, but more extreme. For example, candlelight for DCs involving sight, a roaring dragon for DCs involving hearing, and an overpowering stench covering the area for DCs involving scent.

Action: Most Perception checks are reactive; you make them in response to observable stimuli. Intentionally searching for stimuli is a move action.

Try Again: Yes. You can try to sense something you missed the first time, so long as the stimulus is still present.

Perform

(Cha, Use Untrained)

You are skilled at one form of entertainment, from singing to acting to playing an instrument. Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small sample of which is provided for each category below.

- Act (comedy, drama, pantomime)
- Comedy (stand-up, clowning)

- Dance (ballroom, club, square dance)
- Keyboard instruments (piano, keytar, pipe organ)
- Oratory (storytelling, lecturing, hosting)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (violin, harp, xylophone)
- Wind instruments (flute, recorder, trumpet)
- Sing (opera, choral, rap)

Check: You can impress audiences with your talent and skill in your chosen performance type. A masterwork musical instrument grants its bonus to Perform checks.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Performing for Money: When you perform, you earn a fee. Someone *buys* your performance at a particular PDC, which might raise your Wealth if it is sufficiently high. A street performance can earn PDC 5 for a day's work. It's just not that lucrative an activity.

For a live performance or a recording contract, however, you must negotiate your fee. If you audition, your Performance check Aids your Diplomacy check (or your representative's check) to bargain with whomever is in a position to pay you: a club owner, a record executive, a casting agent, etc. If you don't audition, but you have a reputation as a performer, then you Aid your Diplomacy as if you had Taken 10 on the audition (i.e., it's the average of your previous performances).

Your industry standard fee equals your ranks in the skill; i.e., if you have Perform 10, then you would earn PDC 10. In negotiation, for every 5 points above that standard you ask for, your Diplomacy check takes a circumstance penalty -2. Inversely, for every 5 points you undercut yourself, you get a circumstance bonus +2.

Action: Varies depending on performance. A live show might take four hours in an evening or afternoon. A day on set for a television show or film might take 16 hours.

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

Synergy: Perform (act, comedy, oratory) grant a synergy bonus to Bluff and Diplomacy.

Pilot

(Dex, Trained Only)

Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a manoeuvre modifier that applies to Pilot checks made by the operator of the vehicle

Special: A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Pilot checks.

Time: A Pilot check is a move action.

Powercraft

(Int, Trained Only)

Use this skill to identify powers that you observe being activated and to determine your knowledge of how they work. Identifying a power requires a standard action and a skill check (**DC = 10 + the Base Cost of the power**). You can identify powers either at the time they are activated or while they're being sustained. If you have the power [Supertech Invention](#), you can also identify powers that are loaded into [Super Gear](#) (Doohickies, Superchemicals, Ray Guns, and Gizmos).

You can also just rummage around inside your head for the answers to questions about powers and how they work. Answering a question that could be answered through **general knowledge is DC 10** (i.e., watching the news, surfing the web, hearing stories from people you know, etc.), a more specialized but still fairly **basic question is DC 15** (i.e., looking something up on purpose, paying specific attention to the news), and for extremely difficult or **obscure questions are DC 20 to 30** (i.e., you'd need access to specific information sources in the news, academic research, or the scientific community).

Finally, you must roll a **Powercraft check in order to build Supertech devices**. The DC varies based on what kind of Device you attempt to build (see the [Invent feats](#)).

Profession

(Wis, Use Untrained)

You use this skill to determine how much, if at all, your Wealth score increases when you level up. This happens in two steps. Note, though, that you allocate your Skill points for having just gained a level *before* you perform these two checks, so you can potentially increase your Profession bonus just before you roll it.

First, you roll a Profession check, and the DC equals your Wealth score. **If you meet the DC, you get a +1 to your Wealth. You get another +1 for every 5 points by which you exceed the DC.**

Second, increase your Wealth score if you have ranks in Profession: **+1 Wealth for 1 rank, and an another +1 for every 5 ranks.**

Wealth Check	Wealth Increase
DC	+1
DC +5	+2
DC +10	+3
DC +15	+4
DC +20	+5
DC +25	+6
etc.	etc.

Ranks in Profession	Wealth Increase
1	+1
5	+2

10	+3
15	+4
20	+5
25	+6
etc.	etc.

Repair

(Int, Trained Only)

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Repair Test (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Research

(Int, Use Untrained)

Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: A character can take 10 or take 20 on a Research check.

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

Time: A Research check takes 1d4 hours.

Ride

(Dex, Use Untrained)

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Animals ill suited as mounts inflict a -2 penalty to Ride checks.

Guide with Knees (DC 5): You can react instantly to guide his or her mount with your knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Stay in Saddle (DC 5): You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you takes damage.

Fight while Mounted (DC 20): While in combat, you can attempt to control a mount that is not trained in combat riding (see [Handle Animal](#)). If you succeed, you use only a move action, and you can use your attack action to do something else. If you fail, you can do nothing else that round. If you fail by more than 5, you lose control of the animal. For animals trained in combat riding, you do not need to make this check. Instead, you can use his or her move action to have the animal perform a trick (commonly, to attack). You can use your attack action normally.

Cover (DC 15): You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Soft Fall (DC 15): You react instantly when you fall off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 points of falling damage.

Leap (DC 15): You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier (if any, whichever is lower) when the mount makes its Jump check (see the Jump skill). You make a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armour penalty applies): You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Synergy: Handle Animal grants a synergy bonus to Riding an animal.

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

You can take 10 when making a Ride check, but can't take 20.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Sense Motive

(Wis, Use Untrained)

You are skilled at detecting falsehoods and true intentions.

Check: A successful check lets you avoid being bluffed (see the Bluff skill). 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.

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 behaviour that something is wrong, such as when you're talking to an imposter. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone's behaviour is being influenced by any kind of super effects: powers, psionics, spells, etc. The base DC is 20, but GMs can apply circumstance modifiers if the subject's behaviour is particularly out of character or unusual.

Discern Secret Message: You may use Sense Motive to detect that 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 that you are missing, you take a -2 penalty on your Sense Motive check. If you succeed by 4 or less, you know that 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 or more, you might infer 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 may make a Sense Motive check for each Bluff check made against you.

Synergy: Sense Motive grants a synergy bonus to Diplomacy.

Check: A successful check allows the character to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behaviour that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

Try Again?: No, though the character may make a Sense Motive check for each bluff made on the character.

Special: A character can take 10 when making a Sense Motive check, but can't take 20.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

Time: A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand

(Dex, Trained Only, Equipment Penalty)

Your training allows you to pick pockets, draw hidden weapons, and take a variety of actions without being noticed.

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 the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Perception 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 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 Perception check of anyone observing you or of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Perception check, since it's generally easier to find 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 object, such as a coin or ring, grants you a +4 bonus on your Sleight of Hand 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 a creature (i.e., pick their pockets) you must make a DC 20 Sleight of Hand check. The opponent makes a Perception check to detect the attempt, opposed by the Sleight of Hand check 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 cannot use this skill to take an object from another creature during combat if the creature is aware of your presence.

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.

Sleight of Hand DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Action: Any Sleight of Hand check is normally a standard action. However, you may perform a Sleight of Hand check as a move 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.

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 for hiding an object on your body.

Synergy: Bluff grants a synergy bonus to Sleight of Hand.

Spellcraft

(Int; Trained Only)

You are skilled at the art of casting spells, identifying magic items, crafting magic items, and identifying spells as they are being cast.

Check: Use spellcraft whenever your knowledge and skill of the technical art of casting a spell or crafting a magic item comes into question. This skill is also used to identify the properties of magic items in your possession through the use of spells such as *detect magic* and *identify*. The DC of this check varies depending upon the task at hand.

Action: Identifying a spell as it is being cast requires no action, but you must be able to clearly see the spell as it is being cast, and this incurs the same penalties as a Perception skill check due to distance, poor conditions, and other factors. Learning a spell from a spellbook takes 1 hour per level of the spell (0-level spells take 30 minutes). Preparing a spell from a borrowed spellbook does not add any time to your spell preparation. Making a Spellcraft check to craft a magic item is made as part of the creation process. Attempting to ascertain the properties of a magic item takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.

Retry: You cannot retry checks made to identify a spell. If you fail to learn a spell from a spellbook or scroll, you must wait at least 1 week before you can try again. If you fail to prepare a spell from a borrowed spellbook, you cannot try again until the next day. When using *detect magic* or *identify* to learn the properties of magic items, you can only attempt to ascertain the properties of an individual item once per day. Additional attempts reveal the same results.

Special: If you are a specialist wizard, you get a +2 bonus on Spellcraft checks made to identify, learn, and prepare spells from your chosen school. Similarly, you take a -5 penalty on similar checks made concerning spells from your opposition schools.

An elf gets a +2 racial bonus on Spellcraft checks to identify the properties of magic items.

Table: Spellcraft DCsTask

	Spellcraft DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll (requires Mystic Spellcasting)	15 + spell level
Prepare a spell from a borrowed spellbook (requires Mystic Spellcasting)	15 + spell level
Identify the properties of a magic item using <i>detect magic</i>	15 + item's caster level
Decipher a scroll	20 + spell level
Craft a magic item	Varies by item

Stealth

(Dex, Use Untrained, Equipment Check)

You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position. This skill covers hiding and moving silently.

Check: Your Stealth check is opposed by the Perception check of anyone who might notice you. Creatures that fail to beat your Stealth check are not aware of you and treat you as if you had concealment. You can move up to half your normal speed and use Stealth at no penalty. When moving at a speed greater than half but less than your normal speed, you take a -5 penalty. It's impossible to use Stealth while attacking, running, or charging.

Creatures gain a bonus or penalty on Stealth checks based on their size: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing you using any of their senses (but typically sight), you can't use Stealth. Against most creatures, finding cover or concealment allows you to use Stealth. If your observers are momentarily distracted (such as by a Bluff check), you can attempt to use Stealth. While the others turn their attention from you, you can attempt a Stealth check if you can get to an unobserved place of some kind. This check, however, is made at a -10 penalty because you have to move fast.

Breaking Stealth: When you start your turn using Stealth, you can leave cover or concealment and remain unobserved as long as you succeed at a Stealth check and end your turn in cover or concealment. Your Stealth immediately ends after you make and attack roll, whether or not the attack is successful (except when sniping as noted below).

Sniping: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack and then immediately use Stealth again. You take a -20 penalty on your Stealth check to maintain your obscured location.

Diversion: You can use Bluff to create a diversion and hide. (See [Bluff](#).)

Action: Usually none. Normally, you make a Stealth check as part of movement, so it doesn't take a separate action. However, using Stealth immediately after a ranged attack (see Sniping, above) is a move action.

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

Survival

(Wis, Use Untrained)

You are skilled at surviving in the wild and at navigating in the wilderness. You also excel at following trails and tracks left by others.

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

Survival DC	Task
10	Get along in the wild. Move up to 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.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to 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.

Survival DC 15	Task 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.
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Follow Tracks: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow. If you are not trained in this skill, you can make untrained checks to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Perception skill to find a footprint or similar sign of a creature's passage using the same DCs, but you can't use Perception to follow tracks, even if someone else has already found them.

You move at half your normal speed while following tracks (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table.

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3

Condition	Survival DC Modifier
Tracked party hides trail (and moves at half speed)	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category.	
2 Apply only the largest modifier from this category.	

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.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the first table above, you make a Survival check once 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.

Special: If you are trained in Survival, you can automatically determine where true north lies in relation to yourself.

Synergy: Survival grants a synergy bonus to Knowledge (earth/life sciences). Perception grants a synergy bonus to Survival when you're tracking.

Swim

(Str, Use Untrained, Equipment Penalty)

You know how to swim and can do so even in stormy water.

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

If you are underwater, either because you failed a 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 twice 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 below.

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20*

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

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

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

Special: A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a

+8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Treat Injury

(Wis, Use Untrained)

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

First Aid (DC 15): With a medical kit, you can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes the patient. It does not grant HPs, but they stop losing them. You must have a medical kit to stabilize a dying character.

Action: Standard. **Equipment:** Medical Kit. **Try Again?** Yes.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, you can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the patient's full normal total of hit points.

Action: Full-Round. **Equipment:** Medical Kit. **Try Again?** Yes.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate: 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 each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest. Make a new check every day. On a failed check, the patient recovers HPs at the normal rate.

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 come by in settled lands. Giving long-term is a light activity. You cannot give long-term care to yourself.

Action: 8 hours. **Equipment:** Medical Kit. **Try Again?** No.

Treat Disease/Poison (special): You can tend to a character infected with a treatable disease or suffering with the effects of a poison. Once the patient is in your care, every time they saving against the disease/poison, you Aid their roll using the Treat Injury skill as per the [Aid Skill rules](#).

Action: Standard. **Equipment:** Medical Kit. **Try Again?** Yes.

Revive Dazed, Stunned, or Unconscious Characters (DC 15): You can remove the dazed, stunned, or unconscious condition from a character with a successful check. You can't revive an unconscious character who is at -1 hit points or lower without first stabilizing that character.

Action: Attack. **Equipment:** First-Aid Kit or Medical Kit. **Try Again?** Yes.

Surgery (DC 20): You can conduct field surgery. You take a -4 penalty unless you have the Surgery feat. Surgery requires 1d4 hours plus 1 hour for every hit point the patient is below zero.

Surgery restores 1d6 HPs for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves, to a minimum of 6 hours.

Action: Special. **Equipment:** Surgery Kit. **Try Again?** Yes.

Special: The Surgery feat grants the ability to perform surgery.

Without the appropriate kit, you take a -4 penalty on your Treat Injury checks.

You can Take 10 on all Treat Injury checks. You can Take 20 only to restore hit points or attempt to revive dazed, stunned, or unconscious characters.

You can use the Treat Injury skill on yourself to restore hit points, treat disease/poison, but with a -4 penalty.

Tumble

(Dex, Trained Only, Equipment Penalty)

Check: You can land softly when you fall, tumble past opponents in combat, or tumble through opponents.

Land Softly (DC 15): Treat any fall as if it were 10 feet shorter when you determine damage.

Tumble past Opponents (DC 15): You can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means you move as planned but provoke attacks of opportunity as normal.

Tumble through Opponents (DC 25): You can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means you move as planned but provoke attacks of opportunity as normal.

Fast Fall (DC varies): You can assume an aerodynamic position, as if you were diving, and thus increase your [falling speed](#). The exact increase depends on how fast you're already falling. The DC starts at 12 for +40 ft., and for every additional +2, add another +40 ft. The maximum you can increase your speed is to double it (i.e., DC 20), and note that your falling speed doubles every round (because of physics), so the increase doubles as well:

- Round 1: +40 ft. per +2
- Round 2: +80 ft. per +2
- Round 3: +120 ft. per +2
- Round 4: +160 ft. per +2
- Round 5: +200 ft. per +2

Slow Fall: You can assume an anti-aerodynamic position, like a belly flop, and thus decrease your [falling speed](#); DC 12 for -40 ft, and DC 14 for -80 ft.. You cannot decrease your speed more than 80 ft. because gravity don't work like that.

Try Again?: No.

Special: If you have 5 or more ranks in Tumble, you get a dodge bonus +3 to Defence (instead of the normal +2) when you fight defensively, and a dodge bonus +6 (instead of the normal +4) when you are in total defence.

You can take 10 when you make a Tumble check, but can't take 20. Obviously, you can't Take 10 in combat because it would require ten rounds.

Time: You can try to reduce damage from a fall as a free action once per fall. You can attempt to tumble around or through opponents as part of a move action.

Use Device

(Cha, Trained Only)

This skill allows you to activate devices of all kinds, including scrolls, gizmos, psi-stones, ray guns, wands, and dorjes, even though you don't actually have the feats, powers, or other pertinent abilities that would normally allow you to do so.

Check: You make a Use Device check each time you activate an item with an Origin. To use a continuous effect, you must make a skill check once per hour or when the GM decides it's dramatically appropriate.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate (e.g., spell-casting, a high Charisma score, the Powercraft skill, etc.) when you roll a Use Device check. The DCs for various tasks involving Use Device checks are summarised on the table to the right.

Emulate a Class Feature: Sometimes you need to use a class feature to activate an item. Your effective level in the emulated class equals your **check result minus 20**. This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

Mystical

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 if you don't know it. You do have to perform some equivalent activity in order to make the check. This might simply involve waving the item around while screaming "WORK DAMN YOU!!!" You get a +2 bonus on your Use Device check if you've activated the item in question at least once before. If you fail your check, the item doesn't activate. If you fail by 10 or more, you suffer a mishap. A mishap means that the item or device does release some energy, but it doesn't do what it was supposed to. The item can, for example, strike the wrong target, inflict 1d4 points of damage per level of spell or psi-power upon the user, or cause the user 1 point of damage per CP cost of a power (including enhancements, not including limitations or discounts, etc.). GMs can feel free to get creative with mishaps, but they can also just stick with basic damage.

Decipher a Written Spell: This 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 Wisdom: To cast a spell from a scroll, you need a high Wisdom score in the appropriate ability. Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Device check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

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 class spell list; Use Device allows you to avoid this prerequisite. Casting a spell from a scroll requires a minimum Wisdom score (10 + spell level). If you don't have a sufficient score, you must emulate it with a separate Use Device check (see above). This skill also applies to other spell-completion magic items.

Use a Spell-Trigger Item: Normally, to use a wand, staff, or other spell-trigger device, you must have that spell on your caster list, but this skill allows you to activate such a device as if you had that spell, even if you can't cast spells at all.

Psionic

Address a Power Stone: Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

Use a Power Stone: Normally, to manifest a psi-power from a power stone, you must have the power stone's psi-power on your class power list. This skill allows you to use a power stone without this prerequisite.

Before you use a power stone, you must first address it to determine what powers it contains (see above). In addition,

manifesting a psi-power from a power stone requires a minimum Charisma score (10 + the psi-power's level). If you don't have a high enough score, you must emulate the ability score with a separate check (see above). This use of the skill applies to other power completion psionic items.

Use a Psi-Power Trigger Item: Normally, to use a dorje, psicrown, or other psi-power-triggered device, you must be have that psi-power on your manifest list, but this skill allows you to activate such a device as if you had that psi-power, even if you can't manifest psi-powers at all.

Supertech

Fiddle With The Knobs: To determine the power of a [Supertech Invention](#) (Superchemical, Doohicky, Ray Gun, or Gizmo), you need to study it for a full minute. The DC to determine the power is 10 plus the cost of the most expensive *base* power in the device (i.e., 5 points higher than normal).

Make it Go (Boom!): Once you have successfully Fiddled With The Knobs, you can activate the item by rolling a Use Device check, the DC equalling the base cost of the most expensive power in the item.

Action: Use-Activated. You roll a Use Device check as part of the action (if any) required to activate the item.

Try Again: Yes, but if you ever 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.

Task	Use Device DC
Activate Blindly	25
Decipher Written Spell	25 + spell level
Address Power Stone	25 + psi-power level
Activate Gizmo	15 + CP cost of power
Activate Dorje or Psicrown	20
Activate Power Stone	20 + effective caster level
Activate Ray Gun	20
Activate Scroll	20 + caster level
Activate Wand or Staff	20
Emulate Ability Score	see text
Emulate Class Feature	20

- 12-23-2015

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