

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|---|--------------------------------|-----------------------|-------------------------|---------------------|
| "Push" a domestic animal | Handle Animal | 15 | | Players Handbook |
| < 2 in wide | Balance | 20 | | Players Handbook |
| 2-6 in wide | Balance | 15 | | Players Handbook |
| 7-12 in wide | Balance | 10 | | Players Handbook |
| A battle | Listen | -10 | | Players Handbook |
| A cat stalking | Listen | 19 | | Players Handbook |
| A little hard to believe, or puts target at some risk | Bluff | Sense Motive +5 | | Players Handbook |
| A slope too steep to walk up; knotted rope & wall | Climb | 0 | | Players Handbook |
| Aboveground wilderness | Survival | | | |
| Accelerated Tumbling (full speed avoiding AoOs) | Tumble | | -10 | Players Handbook |
| Acid (flask) | Craft (Alchemy) | 15 | | Players Handbook |
| Act unnoticed while being observed | Sleight of Hand | Observer's Spot check | | Players Handbook |
| Activate blindly | Use Magic Device | 25 | | Players Handbook |
| Add Masterwork to an item | Craft (Common) | 20 | | Players Handbook |
| Affected by Earthquake (or spell with same effect) | Concentration | 20 + spell level | | Players Handbook |
| Aid ballista crew chief in firing | Profession (siege engineer) | 10 | | Heroes of Battle |
| Aid Childbirth | Heal | 15 | | Witch's Handbook |
| Aim Mangonel | Profession (siege engineer) | 15 | | Heroes of Battle |
| Aim Trebuchet | Profession (siege engineer) | 15 | | Heroes of Battle |
| Alchemist's Fire (flask) | Craft (Alchemy) | 20 | | Players Handbook |
| Amazing Lock | Open Lock | 40 | | Players Handbook |
| An owl gliding for the kill | Listen | 30 | | Players Handbook |
| An unarmored person walking at a slow pace (15 ft) trying not to make noise | Listen | 10 | | Players Handbook |
| Analyze church/cult authority structure in a City | Knowledge (religion) | 25 | | Races of Destiny |
| Analyze church/cult authority structure in a Metropolis | Knowledge (religion) | 30 | | Races of Destiny |
| Analyze church/cult authority structure in a single Parish | Knowledge (religion) | 15 | | Races of Destiny |
| Analyze church/cult authority structure in a Town | Knowledge (religion) | 20 | | Races of Destiny |
| Analyze the bureaucracy of a Major noble house | Knowledge (nobility & royalty) | 25 | | Races of Destiny |
| Analyze the bureaucracy of a Minor noble house | Knowledge (nobility & royalty) | 15 | | Races of Destiny |
| Analyze the bureaucracy of an Average noble house | Knowledge (nobility & royalty) | 20 | | Races of Destiny |
| Analyze the bureaucracy of an Empire or vast kingdom | Knowledge (nobility & royalty) | 30 | | Races of Destiny |
| Anchor Chain | Climb | 5 | | Stormwrack |
| Antitoxin (vial) | Craft (Alchemy) | 25 | | Players Handbook |
| Antitrait Grease (vial) | Craft (Alchemy) | 20 | | |
| Armor | Swim | | -2x armor check penalty | Players Handbook |
| Armor Insulation (flask) | Craft (Alchemy) | 25 | | |
| Arsenic | Craft (Poisonmaking) | 15 | | |
| Assess Opponent | Sense Motive | Opposed Bluff | | Complete Adventurer |

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|--|-----------------------|---------------------------------|----------------------|---------------------|
| Assume Hybrid form | Control Shape | 15 | | Monster Manual |
| Atramen Oil (flask) | Craft (Alchemy) | 20 | | |
| Attempt: Move: Half up to full speed | Move Silently | -5 | | Players Handbook |
| Attempt: Move: Run or charge | Move Silently | -20 | | Players Handbook |
| Attempt: Noisy terrain | Move Silently | -2 | | Players Handbook |
| Attempt: Per 10 ft of distance | Spot | | -1 | Players Handbook |
| Attempt: Ranger vs favored enemy | Spot | | +Favored enemy bonus | Players Handbook |
| Attempt: Spotter distracted | Spot | | -5 | Players Handbook |
| Attempt: Spotter Fascinated by Bard ability | Spot | | -4 | Players Handbook |
| Attempt: Spotter has Alertness feat | Spot | | +2 | Players Handbook |
| Attempt: Spotter target of hypnotism spell | Spot | | -4 | Players Handbook |
| Attempt: Very Noisy terrain | Move Silently | -5 | | Players Handbook |
| Autopsy: Detect presence of foreign substance (requires access to 4 ranks of Craft (alchemy)) | Heal | 15 | | Crime & Punishment |
| Autopsy: Examine injury | Heal | 10 | | Crime & Punishment |
| Autopsy: Find time of death (requires access to 0 or 8 ranks of Craft (alchemy)) | Heal | 20 | | Crime & Punishment |
| Autopsy: Identify cause of death | Heal | 10 | | Crime & Punishment |
| Autopsy: Identify nature of foreign substances (required access to 8 ranks of Craft (alchemy)) | Heal | 25 | | Crime & Punishment |
| Autopsy: in a swampy environment DC penalties are doubled | Heal | | | Crime & Punishment |
| Autopsy: in an arid environment, DC penalties are halved | Heal | | | Crime & Punishment |
| Autopsy: per 12 hours elapsed | Heal | +2 | | Crime & Punishment |
| Average 1st level rogue using Move Silently within 10 ft | Listen | 15 | | Players Handbook |
| Average Lock | Open Lock | 25 | | Players Handbook |
| Avoid being bluffed | Sense Motive | Bluff check result | | Players Handbook |
| Avoid getting lost | Survival | 15 | | Players Handbook |
| Avoid natural hazards (such as quicksand) | Survival | 15 | | Players Handbook |
| Bahamut's Breath (flask) | Craft (Alchemy) | 25 | | |
| Base | Disguise | Opposing Spot | | Players Handbook |
| Base | Forgery | Opposing Forgery check | | Players Handbook |
| Believable, and does not affect the target much | Bluff | Sense Motive +0 | | Players Handbook |
| Black Adder venom | Craft (Poisonmaking) | 15 | | |
| Black Lotus extract | Craft (Poisonmaking) | 35 | | |
| Bladefire (flask) | Craft (Alchemy) | 20 | | |
| Blasting Pellets (bag) | Craft (Alchemy) | 25 | | Races of Stone |
| Blend into crowd | Hide | | | Complete Adventurer |
| Blister Oil (vial) | Craft (Alchemy) | 25 | | Races of Stone |
| Bloodroot | Craft (Poisonmaking) | 15 | | |
| Blue Whinnis | Craft (Poisonmaking) | 15 | | |
| Body Brace | Balance | | +5 | Stormwrack |
| Break Code | Decipher Script | Opposing Decipher Script result | | Complete Adventurer |
| Build siege engine | Craft (siege engines) | 20 | | Heroes of Battle |

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| Bullet, acid (1 sling bullet) | Craft (Alchemy) | 15 | | Arms & Equipment Guide |
| Bullet, flame (1 sling bullet) | Craft (Alchemy) | 20 | | Arms & Equipment Guide |
| Burnt Othur Fumes | Craft (Poisonmaking) | 25 | | |
| Calm water | Swim | 10 | | Players Handbook |
| Candle, focusing | Craft (Alchemy) | 25 | | |
| Candle, restful | Craft (Alchemy) | 25 | | |
| Carrion Crawler Brain juice | Craft (Poisonmaking) | 15 | | |
| Cast spell unnoticed | Sleight of Hand | Observer's Spot check | | Players Handbook |
| Caster entangled by animate rope, command plants, control plants, entangle, snare, or tanglefoot bag | Concentration | 15 | | Players Handbook |
| Casting defensively | Concentration | 15 + spell level | | Players Handbook |
| Catching yourself or another while falling in the trees | Climb | + 5 | | Races of the Wild |
| Change attitude | Diplomacy | varies | | Players Handbook |
| Change horses midstream | Ride | 25 | | Stormwrack |
| Change minor details only | Disguise | +5 | | Players Handbook |
| Change others behavior | Intimidate | 10 + Target Hit Dice + Fear save bonuses | | Players Handbook |
| Chimney (can brace against opposite walls) | Climb | DC -10 (cumulative) | | Players Handbook |
| Clearbreath (vial) | Craft (Alchemy) | 25 | | |
| Combat Climb: retain Dex bonus to AC | Climb | normal | -20 | Complete Adventurer |
| Comedic play | Craft (Play) | 15 | | Races of Stone |
| Communicate abstract ideas and metaphors ("The world is an oyster") | Speak Language | 15 | | |
| Communicate advanced theoretical ideas (the theory of spellcasting) | Speak Language | 20 | | |
| Communicate concrete ideas (basic plans and contingencies) | Speak Language | 10 | | |
| Communicate simple ideas ("I am hungry") | Speak Language | 5 | | |
| Construct or Repair Siege engine | Craft (Weaponsmithing) | | -5 | Heroes of Battle |
| Contraceptive (vial) | Craft (Alchemy) | 20 | | Witch's Handbook |
| Control mount in battle | Ride | 20 | | Players Handbook |
| Convince an audience with a Hostile attitude to agree with your position | Perform (oratory) | 40 | | |
| Convince an audience with an Indifferent attitude to agree with your position | Perform (oratory) | 20 | | |
| Convince an audience with an Unfriendly attitude to agree with your position | Perform (oratory) | 30 | | |
| Convince an audience with Friendly attitude to agree with your position | Perform (oratory) | 15 | | |
| Convince an audience with Helpful attitude to agree with your position | Perform (oratory) | 10 | | |
| Coracle | Craft (Boatbuilding) | 10 | | Stormwrack |
| Corner (where can brace against perpendicular walls) | Climb | DC -5 (cumulative) | | Players Handbook |
| Count troops | Spot | 10 | | Heroes of Battle |
| Cover | Ride | 15 | | Players Handbook |
| Create diversion to hide | Bluff | +0 | | Players Handbook |
| Create fake corpses (1d3 minutes) | Disguise | Opposing Spot | | Heroes of Battle |
| Create or Repair Siege Engines | Craft (Blacksmithing) | | -5 | Heroes of Battle |
| Create Trail Signs: Medium Messages (5 to 10 words) | Survival | 15 | | Races of the Wild |

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| Create Trail Signs: Simple Message (4 words or less) | Survival | 10 | | Races of the Wild |
| Create: Autograph from sample | Forgery | +4 | | Players Handbook |
| Create: Public document from sample | Forgery | +8 | | Players Handbook |
| Crude Raft | Craft (Boatbuilding) | 5 | | Stormwrack |
| Damaged by spell | Concentration | 10 + spell level + damage | | Players Handbook |
| Dark Reaver powder | Craft (Poisonmaking) | 25 | | |
| Darkvision powder (vial) | Craft (Alchemy) | 20 | | |
| Deathblade | Craft (Poisonmaking) | 25 | | |
| Decipher a written spell without read magic | Spellcraft | 20 + spell level | | Players Handbook |
| Decipher written spell | Use Magic Device | 25 + spell level | | Players Handbook |
| Defoliator (flask) | Craft (Alchemy) | 20 | | |
| Dehydrated Food (1 meal) | Craft (Alchemy) | 15 | | |
| Demoralize Opponent | Intimidate | 10 + Target Hit Dice + Fear save bonuses | | Players Handbook |
| Detect 1 weakpoint in enemy stronghold from vantage point +1 per 5 points check exceeds minimum | Knowledge (architecture & engineering) | 20 | | Complete Warrior |
| Detect disguised objects | Search | Opposing Disguise check | | Players Handbook |
| Detect: Handwriting intimately known to reader | Forgery | +2 | | Players Handbook |
| Detect: Handwriting not known to reader | Forgery | -2 | | Players Handbook |
| Detect: Handwriting somewhat known to reader | Forgery | +0 | | Players Handbook |
| Detect: Reader only casually reviews document | Forgery | -2 | | Players Handbook |
| Detect: Somewhat known document type | Forgery | +0 | | Players Handbook |
| Detect: Unknown document type | Forgery | -2 | | Players Handbook |
| Detect: Well-known document type | Forgery | +2 | | Players Handbook |
| Determine if a common or daily activity is legal | Knowledge (law) | 10 | | Crime & Punishment |
| Determine if an unusual or rare activity is legal | Knowledge (law) | 15 | | Crime & Punishment |
| determine school of magic using detect magic | Spellcraft | 15 + spell level | | Players Handbook |
| Develop a complete legal system from 2 or 3 basic principles | Knowledge (law) | 35 | | Crime & Punishment |
| Difficult device (2d4 rounds) (Disarm/reset a trap) | Disable Device | 20 | | Players Handbook |
| Discern secret message | Sense Motive | varies | | Players Handbook |
| Disguise Huge or larger object (1d10x20 minutes) | Disguise | Opposing Search | | Complete Adventurer |
| Disguise Small to Large object (1d8x10 minutes) | Disguise | Opposing Search | | Complete Adventurer |
| Disguise Tiny or smaller object (1d6x5 minutes) | Disguise | Opposing Search | | Complete Adventurer |
| Disguised as different Age Category (per Category) | Disguise | | -2 | Players Handbook |
| Disguised as different Race | Disguise | | -2 | Players Handbook |
| Disguised as different Sex | Disguise | | -2 | Players Handbook |
| Disguised as specific Class | Disguise | -2 | | Players Handbook |
| Distracted | Listen | | -5 | Players Handbook |
| Distracted by non-damaging spell | Concentration | Spell's Save DC + spell level | | Players Handbook |
| Dive: 10 ft (min safe depth: 10 ft) | Swim | 15 | | Stormwrack |
| Dive: 20 ft (min safe depth: 10 ft) | Swim | 15 | | Stormwrack |
| Dive: 30 ft (min safe depth: 10 ft) | Swim | 15 | | Stormwrack |
| Dive: 40 ft (min safe depth: 20 ft) | Swim | 15 | | Stormwrack |
| Dive: 50 ft (min safe depth: 20 ft) | Swim | 20 | | Stormwrack |
| Dive: 60 ft (min safe depth: 20 ft) | Swim | 20 | | Stormwrack |
| Dive: 70 ft (min safe depth: 30 ft) | Swim | 20 | | Stormwrack |

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| Dive: 80 ft (min safe depth: 30 ft) | Swim | 20 | | Stormwrack |
| Dive: 90 ft (min safe depth: 30 ft) | Swim | 20 | | Stormwrack |
| Dive: 100 ft (min safe depth: 30 ft) | Swim | 20 | | Stormwrack |
| Dive: 110 ft (min safe depth: 30 ft) | Swim | 25 | | Stormwrack |
| Dive: 120 ft (min safe depth: 30 ft) | Swim | 25 | | Stormwrack |
| Dive: 160 ft (min safe depth: 30 ft) | Swim | 30 | | Stormwrack |
| Dive: 210 ft (min safe depth: 30 ft) | Swim | 35 | | Stormwrack |
| Dive: 240+ ft (min safe depth: 30 ft) | Swim | 35 | | Stormwrack |
| Dive: Water not minimum safe depth | Swim | +5 | | Stormwrack |
| Dragon bile | Craft (Poisonmaking) | 30 | | |
| Dramatic Monologue | Craft (Play) | 15 | | Races of Stone |
| Dramatic play | Craft (Play) | 15 | | Races of Stone |
| Draw diagram to augment Dimensional Anchor (10 minutes) | Spellcraft | 20 | | Players Handbook |
| Drow poison | Craft (Poisonmaking) | 15 | | |
| Duck into hiding while observers distracted | Hide | -10 | | Players Handbook |
| Dugout Canoe | Craft (Boatbuilding) | 8 | | Stormwrack |
| Dwarfblind (1 stone) | Craft (Alchemy) | 25 | | |
| Dwarvencraft (metal or stone only) | Craft (Armorsmithing) | 22 | | Races of Stone |
| Dwarvencraft (metal or stone only) | Craft (Weaponsmithing) | 22 | | Races of Stone |
| Dyes (flask) | Craft (Alchemy) | 15 | | |
| Each hour of swimming, check to avoid 1d6 subdual damage | Swim | 20 | | Players Handbook |
| Emulate ability score | Use Magic Device | special | | Players Handbook |
| Emulate alignment | Use Magic Device | 30 | | Players Handbook |
| Emulate class feature | Use Magic Device | 20 | | Players Handbook |
| Emulate race | Use Magic Device | 25 | | Players Handbook |
| Emulate spell ability | Use Magic Device | 20 | | Players Handbook |
| Encode Complex of very long message | Decipher Script | 30 | | Complete Adventurer |
| Encode Simple message | Decipher Script | 20 | | Complete Adventurer |
| Encode Standard message | Decipher Script | 25 | | Complete Adventurer |
| Enjoyable (earns 1d10 sp /day in prosperous city) | Perform | 15 | | |
| Environment Modifier to understand: Bustling city street corner | Listen | +5 | | Races of Destiny |
| Environment Modifier to understand: Busy Tavern | Listen | +10 | | Races of Destiny |
| Environment Modifier to understand: Crowded marketplace | Listen | +15 | | Races of Destiny |
| Environment Modifier to understand: Next booth in a tavern | Listen | +2 | | Races of Destiny |
| Environment Modifier to understand: Riot | Listen | +20 | | Races of Destiny |
| Epic | Craft (Written composition) | 20 | | Races of Stone |
| Evaluate Common Item within 10% | Appraise | 12 | | Complete Adventurer |
| Evaluate deal/agreement (special requirements) | Appraise | 20 or Opposing Bluff | | Dynasties and Demagogues |
| Evaluate echoes (tell distance) | Listen | 25 | | Races of Stone |
| Evaluate Exotic Item to 70-130 % | Appraise | 20 | | Complete Adventurer |
| Evaluate how others would see a deal (with Evaluate Deal ability) | Appraise | 20 (open roll) | | Dynasties and Demagogues |
| Evaluate how others would see a deal (without Evaluate Deal ability) | Appraise | 30 (secret roll) | | Dynasties and Demagogues |

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| Evaluate Rare Item to 70-130 % | Appraise | 15 | | Complete Adventurer |
| Extended Aid (wake unconscious character in 1 hour) | Heal | 20 | | Heroes of Battle |
| Extra Breath preparation (+4 rounds of holding breath) | Swim | 15 | | Stormwrack |
| Extraordinary (earns 3d6 gp /day in prosperous city) | Perform | 30 | | |
| Farflame oil (flask) | Craft (Alchemy) | 15 | | |
| Fast Appraise | Appraise | +5 | | Complete Adventurer |
| Fast Appraise Common Items | Appraise | 15 | | Complete Adventurer |
| Fast Appraise Exotic Items | Appraise | 25 | | Complete Adventurer |
| Fast Appraise Rare Items | Appraise | 20 | | Complete Adventurer |
| Fast Appraise Unique Items | Appraise | 30 | | Complete Adventurer |
| Fast mount or dismount | Ride | 20 (armor penalty) | | Players Handbook |
| Fight with Warhorse | Ride | 10 | | Players Handbook |
| Find a difficult nonmagic trap not of stone (Rogue only) | Search | 21+ | | Players Handbook |
| Find a footprint | Search | varies | | Players Handbook |
| Find a magic trap (Rogue only) | Search | 25+ | | Players Handbook |
| Find Trail Signs | Survival | 10 | | Races of the Wild |
| Find Trail Signs: Fresh snow cover since made | Survival | +10 | | Races of the Wild |
| Find Trail Signs: Hide | Survival | Opposed Survival check | | Races of the Wild |
| Find Trail Signs: Make them Obvious | Survival | -10 | | Races of the Wild |
| Find Trail Signs: per 1 hour rain since created | Survival | +1 | | Races of the Wild |
| Find Trail Signs: per 24 hours elapsed | Survival | +1 | | Races of the Wild |
| Find Trail Signs: Poor Visibility: Fog or Precipitation | Survival | +3 | | Races of the Wild |
| Find Trail Signs: Poor Visibility: Moonlight | Survival | +3 | | Races of the Wild |
| Find Trail Signs: Poor Visibility: Overcast or Moonless night | Survival | +6 | | Races of the Wild |
| Find Trail Signs: Put in plain sight | Survival | -5 | | Races of the Wild |
| Find/Rig Bypass | Disable Device | normal | -10 | Complete Adventurer |
| First Aid | Heal | 15 | | Players Handbook |
| Fleetfoot (vial) | Craft (Alchemy) | 25 | | |
| Follow Tracks: creatures are Colossal | Survival | +8 | | Players Handbook |
| Follow Tracks: creatures are Diminutive | Survival | +4 | | Players Handbook |
| Follow Tracks: creatures are Fine | Survival | +8 | | Players Handbook |
| Follow Tracks: creatures are Gargantuan | Survival | +4 | | Players Handbook |
| Follow Tracks: creatures are Huge | Survival | +2 | | Players Handbook |
| Follow Tracks: creatures are Large | Survival | +1 | | Players Handbook |
| Follow Tracks: creatures are Medium | Survival | 0 | | Players Handbook |
| Follow Tracks: creatures are Small | Survival | +1 | | Players Handbook |
| Follow Tracks: creatures are Tiny | Survival | +2 | | Players Handbook |
| Follow Tracks: firm ground | Survival | 15 | | Players Handbook |
| Follow Tracks: fresh snowcover since | Survival | +10 | | Players Handbook |
| Follow Tracks: hard ground | Survival | 20 | | Players Handbook |
| Follow Tracks: per 1 hour rain elapsed | Survival | +1 | | Players Handbook |
| Follow Tracks: per 24 hours elapsed | Survival | +1 | | Players Handbook |
| Follow Tracks: per 3 creatures | Survival | -1 | | Players Handbook |
| Follow Tracks: soft ground | Survival | 10 | | Players Handbook |
| Follow Tracks: Tracked party moving 1/2 and hiding trail | Survival | +5 | | Players Handbook |
| Follow Tracks: very soft ground | Survival | 5 | | Players Handbook |
| Follow Tracks: Visibility: Fog or Precipitation | Survival | +3 | | Players Handbook |
| Follow Tracks: Visibility: Moonlight | Survival | +3 | | Players Handbook |
| Follow Tracks: Visibility: Overcast/Moonless night | Survival | +6 | | Players Handbook |

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| Foundering in hurricane or very high surf | Profession (sailor) | 20 | | Stormwrack |
| Foundering in severe winds | Profession (sailor) | 10 | | Stormwrack |
| Foundering in strong winds or light surf | Profession (sailor) | 5 | | Stormwrack |
| Foundering in windstorm/gale or heavy surf | Profession (sailor) | 15 | | Stormwrack |
| Foundering n dire gale | Profession (sailor) | 28 | | Stormwrack |
| Freeze Powder (vial) | Craft (Alchemy) | 25 | | |
| Frostbite salve (jar) | Craft (Alchemy) | 20 | | |
| Gain +2 bonus to resist underground hazards | Survival | 15 | | |
| Gain +2 on Fort save against severe weather | Survival | 15 | | Players Handbook |
| Gain strategic advantage | Knowledge (history) | 20 | | Heroes of Battle |
| Gain strategic advantage from local inhabitants (1d4+1 hours) | Gather Informtion | 20 | | Heroes of Battle |
| Gear | Swim | | -2 x encumbrance penalty | Players Handbook |
| General Purpose: Advanced Fighting | Handle Animal | 20 | | Players Handbook |
| General Purpose: Combat Riding | Handle Animal | 20 | | Players Handbook |
| General Purpose: Fighting | Handle Animal | 20 | | Players Handbook |
| General Purpose: Fishing | Handle Animal | 20 | | Stormwrack |
| General Purpose: Guarding | Handle Animal | 20 | | Players Handbook |
| General Purpose: Heavy Labor | Handle Animal | 15 | | Players Handbook |
| General Purpose: Helpmate | Handle Animal | 20 | | Players Handbook |
| General Purpose: Herding | Handle Animal | 20 | | Players Handbook |
| General Purpose: Hunting | Handle Animal | 20 | | Players Handbook |
| General Purpose: Messenger | Handle Animal | 15 | | Stormwrack |
| General Purpose: Performance | Handle Animal | 15 | | Players Handbook |
| General Purpose: Rescue | Handle Animal | 20 | | Stormwrack |
| General Purpose: Riding | Handle Animal | 15 | | Players Handbook |
| General Purpose: Thievery | Handle Animal | 20 | | Players Handbook |
| General Purpose: Underground Fighting | Handle Animal | 20 | | Players Handbook |
| General Purpose; Rescue | Handle Animal | 15 | | Players Handbook |
| General Puspose: Defensive Guarding | Handle Animal | 20 | | Players Handbook |
| Get along in an urban environment without buying food or services | Survival | 10 | | Races of Destiny |
| Get along in the wild | Survival | 10 | | Players Handbook |
| Get along on the sea without provisions | Survival | 20 | | Stormwrack |
| Ghostoil (flask) | Craft (Alchemy) | 25 | | |
| Giant wasp venom | Craft (Poisonmaking) | 20 | | |
| Good Lock | Open Lock | 30 | | Players Handbook |
| Grappler | Escape Artist | Opposing Grapple check | | Players Handbook |
| Grappling or pinned | Concentration | 20 + spell level | | Players Handbook |
| Gravebane (flask) | Craft (Alchemy) | 25 | | |
| Great (earns 3d10 sp /day in prosperous city) | Perform | 20 | | |
| Greenblood oil | Craft (Poisonmaking) | 15 | | |
| Guide with knees | Ride | 5 | | Players Handbook |
| Haggle | Diplomacy | Friendly attitude DC + opponent's Diplomacy mod | | Dynasties and Demagogues |

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| Hair Growth oil (flask) | Craft (Alchemy) | 20 | | Witch's Handbook |
| Handle domestic animal | Handle Animal | 10 | | Players Handbook |
| Hard to believe or puts target at large risk | Bluff | Sense Motive +10 | | Players Handbook |
| Hawk's Ointment (vial) | Craft (Alchemy) | 25 | | |
| Hearthfire (12 uses) | Craft (Alchemy) | 20 | | Races of Stone |
| Heckling | Bluff | Concentration | | Complete Adventurer |
| Herbal Preparation: Alchemist's Lab | Profession (herbalist) | -2 | | Witch's Handbook |
| Herbal Preparation: Healing (Creates Healer's Kit, 10 uses) | Profession (herbalist) | 10 | | Witch's Handbook |
| Herbal Preparation: Poison | Profession (herbalist) | Poison DC | | Witch's Handbook |
| Herbal Preparation: Remedy (10 uses) | Profession (herbalist) | 5 | | Witch's Handbook |
| High jump 1 ft | Jump | 4 | | Players Handbook |
| High jump 2 ft | Jump | 8 | | Players Handbook |
| High jump 3 ft | Jump | 12 | | Players Handbook |
| High jump 4 ft | Jump | 16 | | Players Handbook |
| High jump 5 ft | Jump | 20 | | Players Handbook |
| High jump 6 ft | Jump | 24 | | Players Handbook |
| High jump 7 ft | Jump | 28 | | Players Handbook |
| High jump 8 ft | Jump | 32 | | Players Handbook |
| High Winds | Balance | +2 | | Stormwrack |
| Hop up onto waist height object | Jump | 10 | | Players Handbook |
| Hunch | Sense Motive | 20 | | Players Handbook |
| Ice Chalk | Craft (Alchemy) | 15 | | Frostburn |
| Icy Deck | Balance | +5 | | Stormwrack |
| Id moss | Craft (Poisonmaking) | 15 | | |
| Identify a symbol using read magic | Spellcraft | 19 | | Players Handbook |
| Identify cause of death (environmental damage) | Heal | 5 | | Complete Adventurer |
| Identify cause of death (poison) | Heal | 15 | | Complete Adventurer |
| Identify cause of death (spell with visible effects) | Heal | 10 | | Complete Adventurer |
| Identify cause of death (spell without visible effects) | Heal | 20 | | Complete Adventurer |
| Identify cause of death (wounds) | Heal | 0 | | Complete Adventurer |
| Identify Disease | Heal | 15 | | Players Handbook |
| Identify Dwarven craftwork | Appraise | 10 | | Races of Stone |
| Identify glyph of warding with read magic | Spellcraft | 13 | | Players Handbook |
| Identify Herbs | Profession (herbalist) | 10 | | Witch's Handbook |
| Identify local military unit or noble's family | Knowledge (local) | 10 | | Complete Warrior |
| Identify materials created or shaped by magic | Spellcraft | 20 + spell level | | Players Handbook |
| Identify name of unit or family owning foreign heraldry | Knowledge (nobility & royalty) | 30 | | Complete Warrior |
| Identify origin of foreign heraldry (down to Province/City) | Knowledge (nobility & royalty) | 25 | | Complete Warrior |
| Identify Poison | Heal | 15 | | Players Handbook |
| Identify potion | Spellcraft | 25 | | Players Handbook |
| Identify properties of known magic item (requires 8 hours + 25 gp materials) | Appraise | 10 + caster level of item | | Complete Adventurer |
| Identify spell after making save | Spellcraft | 25 + spell level | | Players Handbook |

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| Task | SkillName | DC: | Check | ReferenceBoo |
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| Identify spell being cast | Spellcraft | 15 + spell level | | Players Handbook |
| Identify spell in place (if can see/detect) | Spellcraft | 20 + spell level | | Players Handbook |
| Impersonate individual: Close friends | Disguise | +8 | | Players Handbook |
| Impersonate individual: Friends/associates | Disguise | +6 | | Players Handbook |
| Impersonate individual: Intimate | Disguise | +10 | | Players Handbook |
| Impersonate individual: Recognize on sight | Disguise | +4 | | Players Handbook |
| In Water | Jump | -10 | | Stormwrack |
| Information about Animals | Knowledge (nature) | 10+HD | | Players Handbook |
| Information about constructs | Knowledge (arcana) | 10+HD | | Players Handbook |
| Information about dragons | Knowledge (arcana) | 10+HD | | Players Handbook |
| Information about Elementals | Knowledge (the planes) | 10+HD | | Players Handbook |
| Information about Fey | Knowledge (Fey) | 10 + HD | | |
| Information about Fey | Knowledge (nature) | 10+HD | | Players Handbook |
| Information about Giants | Knowledge (nature) | 10+HD | | Players Handbook |
| Information about Humanoids | Knowledge (local) | 10+HD | | Players Handbook |
| Information about magical beasts | Knowledge (arcana) | 10+HD | | Players Handbook |
| Information about Monstrous Humanoids | Knowledge (nature) | 10+HD | | Players Handbook |
| Information about Oozes | Knowledge (dungeoneering) | 10+HD | | Players Handbook |
| Information about Outsiders | Knowledge (the planes) | 10+HD | | Players Handbook |
| Information about Plants | Knowledge (nature) | 10+HD | | Players Handbook |
| Information about Undead | Knowledge (religion) | 10+HD | | Players Handbook |
| Injury or failed save during casting long spell or from readied attack/AoO | Concentration | 10 + spell level + damage | | Players Handbook |
| Insanity Mist | Craft (Poisonmaking) | 20 | | |
| Instant Rope (flask) | Craft (Alchemy) | 15 | | |
| Intricate, very old, or exotic language message | Decipher Script | 30 | | Players Handbook |
| Jump down (reduces fall damage by 10 ft) | Jump | 15 | | Players Handbook |
| Keep from getting lost in confusing streets you are not familiar with | Survival | 15 | | Races of Destiny |
| Know basics of how a particular army is organized | Knowledge (history) | 15 | | Complete Warrior |
| Know there is an invisible creature near you | Spot | 20 | | Players Handbook |
| Land creature underwater | Listen | | -10 | Stormwrack |
| Large Scorpion venom | Craft (Poisonmaking) | 20 | | |
| Launch | Craft (Boatbuilding) | 15 | | Stormwrack |
| Leap | Ride | 15 | | Players Handbook |
| Leap into water | Ride | 15 | | Stormwrack |
| Learn a silent battle signal language: 1-2 skill points | Speak Language | | | Heroes of Battle |
| Learn a spell from a spellbook or scroll (Wizard only) | Spellcraft | 15 + spell level | | Players Handbook |
| Learn broad overview of Exclusive organization | Gather Informtion | 20 | | Races of Destiny |
| Learn broad overview of Private organization | Gather Informtion | 15 | | Races of Destiny |
| Learn broad overview of Public organization | Gather Informtion | 10 | | Races of Destiny |
| Learn broad overview of Secretive organization | Gather Informtion | 25 | | Races of Destiny |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|--|-----------------------------|--------------------------|-------|------------------|
| Learn broad overview of Unknown organization | Gather Informtion | 30 | | Races of Destiny |
| Leave no trace of work | Disable Device | +5 | | Players Handbook |
| Lich dust | Craft (Poisonmaking) | 20 | | |
| Lift a small object from a person | Sleight of Hand | 20 | | Players Handbook |
| Liquid Embers (flask) | Craft (Alchemy) | 25 | | |
| Listener is sleeping (success wakes) | Listen | | -10 | Players Handbook |
| Listener or sound in heavy sea or thundering river | Listen | +15 | | Stormwrack |
| Listener or sound in light sea or moderate river | Listen | +5 | | Stormwrack |
| Listener or sound in light surf, moderate sea, or loud river | Listen | +10 | | Stormwrack |
| Load Mangonel | Profession (siege engineer) | 15 | | Heroes of Battle |
| Load Trebuchet (Fail by 5+ and Trebuchet tips) | Profession (siege engineer) | 15 | | Heroes of Battle |
| Locate a relatively warm and dry place to stay free in an urban environment for 24 hours | Survival | 15 | | Races of Destiny |
| Locate Artillery (this check is not modified for distance) | Spot | 30 | | Heroes of Battle |
| Locate Commander | Spot | 20 | | Heroes of Battle |
| Locate Herbs: Harming (1 hour) | Profession (herbalist) | 10 | | Witch's Handbook |
| Locate Herbs: Healing (1 hour) | Profession (herbalist) | 10 | | Witch's Handbook |
| Locate Herbs: Spell Components (1 hour) | Profession (herbalist) | 10 | | Witch's Handbook |
| Long jumo 25 ft | Jump | 25 | | Players Handbook |
| Long jump 10 ft | Jump | 10 | | Players Handbook |
| Long jump 15 ft | Jump | 15 | | Players Handbook |
| Long jump 20 ft | Jump | 20 | | Players Handbook |
| Long jump 30 ft | Jump | 30 | | Players Handbook |
| Long jump 5 ft | Jump | 5 | | Players Handbook |
| Longbreath (vial) | Craft (Alchemy) | 25 | | |
| Long-term care | Heal | 15 | | Players Handbook |
| Magic Trap | Disable Device | 25 + spell level | | Players Handbook |
| Major news items commonly known and not inappropriate for character to ask | Gather Informtion | 10 | | Players Handbook |
| Make armor/shield | Craft (Armorsmithing) | 10 + AC Bonus | | Players Handbook |
| Make complex or superior item (lock) | Craft (Common) | 20 | | Players Handbook |
| Make Composite longbow/ composite shortbow | Craft (Bowmaking) | 15 | | Players Handbook |
| Make Crossbow | Craft (Weaponsmithing) | 15 | | Players Handbook |
| Make Exotic melee or thrown weapon (weaponsmith) | Craft (Weaponsmithing) | 18 | | Players Handbook |
| Make high-quality item (bell) | Craft (Common) | 15 | | Players Handbook |
| Make Longbow/shortbow | Craft (Bowmaking) | 12 | | Players Handbook |
| Make Martial melee or thrown weapon | Craft (Weaponsmithing) | 15 | | Players Handbook |
| Make Mighty bow | Craft (Bowmaking) | 15 + (2x strength bonus) | | Players Handbook |
| Make Simple melee or thrown weapon (weaponsmith) | Craft (Weaponsmithing) | 12 | | Players Handbook |
| Make typical item (iron pot) | Craft (Common) | 10 | | Players Handbook |
| Make very simple item (wooden spoon) | Craft (Common) | 5 | | Players Handbook |
| Makeshift bandage (instead of first aid) | Heal | 12 | | Heroes of Battle |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|--|---------------------------|--|-------|--------------------------|
| Malys root paste | Craft (Poisonmaking) | 20 | | |
| Manacles | Escape Artist | 30 | | Players Handbook |
| Masterwork | Craft (Weaponsmithing) | 20 | | Players Handbook |
| Masterwork Manacles | Escape Artist | 35 | | Players Handbook |
| Mechanical Trap | Craft (Trapmaking) | varies | | Players Handbook |
| Mediate a dispute (repeat for each side) | Diplomacy | Friendly attitude DC + opponent's Diplomacy mod | | Dynasties and Demagogues |
| Medium Spider venom | Craft (Poisonmaking) | 15 | | |
| Melt powder (vial) | Craft (Alchemy) | 20 | | |
| Memorable (earns 1d6 gp /day in prosperous city) | Perform | 25 | | |
| Misrepresent deal/agreement | Bluff | Opposing Appraise | | Dynasties and Demagogues |
| Modifier: Less than full watch section | Profession (sailor) | +5 | | Stormwrack |
| Modifier: Less than half watch section | Profession (sailor) | +10 | | Stormwrack |
| Modifier: Less than quarter watch section | Profession (sailor) | +15 | | Stormwrack |
| Motelight (flask) | Craft (Alchemy) | 20 | | |
| Move along unstable surface: awning, dune face, or snowdrift | Balance | 15 | | Races of the Wild |
| Move along unstable surface: Ship's deck in a storm, galloping horse, top of a vehicle traveling over rocks, potholes, logs, or rubble | Balance | 25 | | Races of the Wild |
| Move along unstable surface: Top of vehicle on fairly smooth road | Balance | 18 | | Races of the Wild |
| Move along unstable surface: Top of vehicle on poor road, trail, or unimproved surface | Balance | 22 | | Races of the Wild |
| Move along unstable surface: Top of vehicle on rough road | Balance | 20 | | Races of the Wild |
| Move between cover (requires 5+ ranks) | Hide | | | Complete Adventurer |
| Move horizontally along tree limbs: Medium Forest | Balance | 15 | | Races of the Wild |
| Move horizontally along tree limbs: Moss, Fungus, or slightly wet | Balance | +2 | | Races of the Wild |
| Move horizontally along tree limbs: Snow or Ice | Balance | +5 | | Races of the Wild |
| Move horizontally along tree limbs: Sparse Forest | Balance | 25 | | Races of the Wild |
| Move: half to full speed | Hide | -5 | | Players Handbook |
| Move: Running, Charging | Hide | -20 | | Players Handbook |
| Moving through forest in the trees: Climb a tree with few or weak branches | Climb | 10 | | Races of the Wild |
| Moving through forest in the trees: Climb a tree with no branches but a trunk you can hug | Climb | 15 | | Races of the Wild |
| Moving through forest in the trees: Climb a tree with no branches but a trunk you cannot hug | Climb | 20 | | Races of the Wild |
| Moving through forest in the trees: Climb a tree with plenty of sturdy branches | Climb | 5 | | Races of the Wild |
| Moving through forest in the trees: Grasp branches to move along a steep or narrow branch in the forest | Climb | 0 | | Races of the Wild |
| Nature's Draught (vial) | Craft (Alchemy) | 25 | | |
| Net, animate rope spell, command plants, control plants, entangle spell | Escape Artist | 20 | | Players Handbook |
| Nitharit | Craft (Poisonmaking) | 20 | | |
| Notice a well-hidden secret door | Search | 30 | | Players Handbook |
| Notice typical secret door or simple trap | Search | 20 | | Players Handbook |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|--|-----------------------------|------------------|-------|---------------------|
| Novel | Craft (Written composition) | 15 | | Races of Stone |
| Ocathus Knife | Craft (Alchemy) | 25 | | |
| Oil of Taggit | Craft (Poisonmaking) | 15 | | |
| One-hand Brace | Balance | | +7 | Stormwrack |
| Other Planes | Survival | | | |
| Overhang or ceiling with handholds but not footholds | Climb | 25 | | Players Handbook |
| Palm a coin-sized object, make coin disappear | Sleight of Hand | 10 | | Players Handbook |
| Penetrate Disguise | Spot | Disguise Check | | Players Handbook |
| People talking | Listen | 0 | | Players Handbook |
| People whispering | Listen | 15 | | Players Handbook |
| Per 10 feet of distance (not over or under water) | Listen | | -1 | Players Handbook |
| Per 20 feet of distance over water | Listen | | -1 | Stormwrack |
| Per 30 feet of distance underwater | Listen | | -1 | Stormwrack |
| Person in medium armor walking slowly (10 ft / round) trying not to make noise | Listen | 5 | | Players Handbook |
| Piloting: Coast seen once in sight | Knowledge (geography) | 13 | | Stormwrack |
| Piloting: Coast studied carefully in sight | Knowledge (geography) | 8 | | Stormwrack |
| Piloting: One previously missed check | Knowledge (geography) | +2 | | Stormwrack |
| Piloting: Open ocean, clear weather | Knowledge (geography) | 17 | | Stormwrack |
| Piloting: Open ocean, game or hurricane | Knowledge (geography) | 40 | | Stormwrack |
| Piloting: Open ocean, poor visibility | Knowledge (geography) | 25 | | Stormwrack |
| Piloting: Open ocean, stormy weather | Knowledge (geography) | 30 | | Stormwrack |
| Piloting: Two previously missed checks | Knowledge (geography) | +5 | | Stormwrack |
| Piloting: Unknown coast in sight | Knowledge (geography) | 15 | | Stormwrack |
| Piloting: Very familiar coast in sight | Knowledge (geography) | 5 | | Stormwrack |
| Pinnacle | Craft (Boatbuilding) | 20 | | Stormwrack |
| Poem | Craft (Written composition) | 12 | | Races of Stone |
| Polar Skin (flask) | Craft (Alchemy) | 25 | | |
| Predict Weather up to 24 hours in advance | Survival | 15 | | Players Handbook |
| Prepare a spell from a borrowed spellbook | Spellcraft | 15 + spell level | | Players Handbook |
| Pure Element | Craft (Alchemy) | 25 | | |
| Purple Worm poison | Craft (Poisonmaking) | 20 | | |
| Quartet or Quintet composition | Craft (Musical Composition) | 15 | | Races of Stone |
| Quick Craft | Craft (Common) | +10 | | Complete Adventurer |
| Quick Disarm | Disable Device | +20 | | Complete Adventurer |
| Quick Escape | Escape Artist | +10 | | Complete Adventurer |
| Quick Knot Tying | Use Rope | | -10 | Complete Adventurer |
| Quick Lockpick | Open Lock | +20 | | Complete Adventurer |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|---|-----------------------------|-------------------------------|-------|---------------------|
| Ransack a chest full of junk for specific item | Search | 10 | | Players Handbook |
| Rapid Climb: Move at normal speed | Climb | normal | -20 | Complete Adventurer |
| Rappel, any kind of surface (also requires use rope) | Climb | 10 | | Races of Stone |
| Rappel, descend at base speed (single or double move) | Use Rope | 10 | | Races of Stone |
| Rappel, double move descend at double speed | Use Rope | 20 | | Races of Stone |
| Rappel, no surface (also requires use rope) | Climb | 20 | | Races of Stone |
| Rappel: Slippery Surface | Climb | +5 | | Races of Stone |
| Razor Ice powder (vial) | Craft (Alchemy) | 25 | | |
| Read Trail Signs | Survival | Same as Create | | Races of the Wild |
| Rear a Beast (1 year) | Handle Animal | 20 + HD of Beast | | Players Handbook |
| Rear a wild Animal (1 year) | Handle Animal | 15 + HD of Animal | | Players Handbook |
| Recall details of historic battle | Knowledge (history) | 20 | | Complete Warrior |
| Recognize location as suitable for doorway | Knowledge (Fey) | 15 | | |
| Recognize the loopholes in an existing law and know how to exploit them | Knowledge (law) | 25 | | Crime & Punishment |
| Reduce fall: ignore 10 ft per 15 pts of check | Tumble | | | Complete Adventurer |
| Reference Book | Craft (Written composition) | 18 | | Races of Stone |
| Religion is Chaotic | Knowledge (religion) | +5 | | Races of Destiny |
| Religion is Lawful | Knowledge (religion) | -5 | | Races of Destiny |
| Repair siege engine | Craft (siege engines) | 20 | | Heroes of Battle |
| Resist Heckling | Concentration | Bluff | | Complete Adventurer |
| Resist Involuntary Change | Control Shape | 25 | | Monster Manual |
| Resist Trip (requires 10+ ranks) | Balance | Opposing Trip attack | -10 | Complete Adventurer |
| Return to Humanoid form (full moon) | Control Shape | 25 | | Monster Manual |
| Return to Humanoid form (not full moon) | Control Shape | 20 | | Monster Manual |
| Ride an aquatic mount underwater | Ride | +5 | | Stormwrack |
| Rogue moving silently | Listen | Move Silently Check result | | Players Handbook |
| Rope with a wall; Knotted rope; Rope in a Rope Trick spell | Climb | 5 | | Players Handbook |
| Ropes | Escape Artist | Opposing Use Rope +10 | | Players Handbook |
| Rough surface, like natural rock wall or brick wall | Climb | 25 | | Players Handbook |
| Rough water | Swim | 15 | | Players Handbook |
| Routine (earns 1d10 cp /day) | Perform | 10 | | |
| Run or Charge along unstable surface: loose gravel, wobbly bricks or stones | Balance | 10 | | Races of the Wild |
| Run or Charge horizontally along tree limbs: Dense Forest | Balance | 10 | | Races of the Wild |
| Sabotage a siege engine so that it is not noticed (secret check) | Disable Device | +5 | | Heroes of Battle |
| Sabotage magic siege engine (secret check) | Disable Device | 25 | | Heroes of Battle |
| Sabotage Siege Engine (secret check) | Disable Device | 20 | | Heroes of Battle |
| Sail or row in severe winds | Profession (sailor) | 20 | | Stormwrack |
| Sassone leaf residue | Craft (Poisonmaking) | 20 | | |
| Secure a Grappling Hook | Use Rope | 10 + 2 per 10 ft it is thrown | | Players Handbook |
| Send secret message (basic) | Bluff | 15 | | Players Handbook |
| Send secret message (complex) | Bluff | 20 | | Players Handbook |
| Sense Enchantment (charmed) | Sense Motive | 25 | | Players Handbook |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|--|--|-----|-------|------------------|
| Sense Enchantment (Dominated) | Sense Motive | 15 | | Players Handbook |
| Set Course: Close and seen once | Knowledge (geography) | 20 | | Stormwrack |
| Set Course: Close and studied carefully | Knowledge (geography) | 10 | | Stormwrack |
| Set Course: Close and very familiar | Knowledge (geography) | 5 | | Stormwrack |
| Set Course: Close but uncertain | Knowledge (geography) | 25 | | Stormwrack |
| Set Course: Distant and seen once | Knowledge (geography) | 25 | | Stormwrack |
| Set Course: Distant and studied carefully | Knowledge (geography) | 15 | | Stormwrack |
| Set Course: Distant and uncertain | Knowledge (geography) | 30 | | Stormwrack |
| Set Course: Distant and very familiar | Knowledge (geography) | 10 | | Stormwrack |
| Set Course: Excellent chart | Knowledge (geography) | | +2 | Stormwrack |
| Set Course: Extremely poor chart | Knowledge (geography) | | -5 | Stormwrack |
| Set Course: False chart | Knowledge (geography) | | -10 | Stormwrack |
| Set Course: Mythical or Legendary | Knowledge (geography) | 35 | | Stormwrack |
| Set Course: Poor chart | Knowledge (geography) | | -2 | Stormwrack |
| Set Course: Start point completely unknown | Knowledge (geography) | +20 | | Stormwrack |
| Set Course: Start point only guessed at | Knowledge (geography) | +10 | | Stormwrack |
| Set Course: Start point uncertain | Knowledge (geography) | +5 | | Stormwrack |
| Set Course: Start point well known | Knowledge (geography) | +0 | | Stormwrack |
| Severe Motion | Balance | +5 | | Stormwrack |
| Shadow essence | Craft (Poisonmaking) | 20 | | |
| Shipbuilding: Caravel | Knowledge (architecture & engineering) | 15 | | Stormwrack |
| Shipbuilding: Cog | Knowledge (architecture & engineering) | 12 | | Stormwrack |
| Shipbuilding: Dhow | Knowledge (architecture & engineering) | 15 | | Stormwrack |
| Shipbuilding: Dromond | Knowledge (architecture & engineering) | 20 | | Stormwrack |
| Shipbuilding: Elven Wingship | Knowledge (architecture & engineering) | 22 | | Stormwrack |
| Shipbuilding: Galley | Knowledge (architecture & engineering) | 15 | | Stormwrack |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|---|---|-----|-------|------------------|
| Shipbuilding: Greatship | Knowledge (architecture & engineering) | 22 | | Stormwrack |
| Shipbuilding: Ironclad | Knowledge (architecture & engineering) | 25 | | Stormwrack |
| Shipbuilding: Junk | Knowledge (architecture & engineering) | 12 | | Stormwrack |
| Shipbuilding: Knorr | Knowledge (architecture & engineering) | 10 | | Stormwrack |
| Shipbuilding: Longship | Knowledge (architecture & engineering) | 10 | | Stormwrack |
| Shipbuilding: Major magical assistance | Knowledge (architecture & engineering) | | +10 | Stormwrack |
| Shipbuilding: Minor magical assistance | Knowledge (architecture & engineering) | | +5 | Stormwrack |
| Shipbuilding: Poor materials | Knowledge (architecture & engineering) | | -5 | Stormwrack |
| Shipbuilding: Poor Work force | Knowledge (architecture & engineering) | | -2 | Stormwrack |
| Shipbuilding: Rush job (per month) | Knowledge (architecture & engineering) | | -5 | Stormwrack |
| Shipbuilding: Terrible work force | Knowledge (architecture & engineering) | | -5 | Stormwrack |
| Shipbuilding: Theurgeme | Knowledge (architecture & engineering) | 25 | | Stormwrack |
| Shipbuilding: Trireme | Knowledge (architecture & engineering) | 18 | | Stormwrack |
| Ship's Hull | Climb | 20 | | Stormwrack |
| Ship's Rigging | Climb | 5 | | Stormwrack |
| Signal Torch (1 torch) | Craft (Alchemy) | 15 | | |
| Sile or row in windstorm or gale | Profession (sailor) | 30 | | Stormwrack |
| Simple device (requires 1 round) (jam a lock) | Disable Device | 10 | | Players Handbook |
| Simple Lock | Open Lock | 20 | | Players Handbook |
| Simple message | Decipher Script | 20 | | Players Handbook |
| Size: Colossal | Hide | -16 | | Players Handbook |
| Size: Diminutive | Hide | +12 | | Players Handbook |
| Size: Fine | Hide | +16 | | Players Handbook |
| Size: Gargantuan | Hide | -12 | | Players Handbook |
| Size: Huge | Hide | -8 | | Players Handbook |
| Size: Large | Hide | -4 | | Players Handbook |
| Size: Medium | Hide | +0 | | Players Handbook |
| Size: Small | Hide | +4 | | Players Handbook |
| Size: Tiny | Hide | +8 | | Players Handbook |
| Skiff | Craft (Boatbuilding) | 12 | | Stormwrack |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|--|--------------------------------|--|-------|---------------------|
| Small centipede poison | Craft (Poisonmaking) | 15 | | |
| Smokestick | Craft (Alchemy) | 20 | | Players Handbook |
| Snare spell | Escape Artist | 23 | | Players Handbook |
| Soft fall | Ride | 15 | | Players Handbook |
| Song | Craft (Musical Composition) | 12 | | Races of Stone |
| Sparkstone (1 stone) | Craft (Alchemy) | 25 | | |
| Speak as skillfully as a City councilman does | Perform (oratory) | 20 | | |
| Speak as skillfully as a village headman does | Perform (oratory) | 15 | | |
| Speak as skillfully as most national politicians do | Perform (oratory) | 30 | | |
| Speak as well as a City mayor or a general does | Perform (oratory) | 25 | | |
| Speak with the skill and authority of most presidents and emperors | Perform (oratory) | 35 | | |
| Specific rumors or bits of info | Gather Informtion | 15 to 25 or more | | Players Handbook |
| Spiderlily essence | Craft (Alchemy) | 25 | | Races of Stone |
| Splice 2 ropes together (5 minutes) | Use Rope | 15 | | Players Handbook |
| Spot use of Sense Motive (requires 5 ranks of Spot) | Sense Motive | Opponent's Sense Motive | | |
| Spot use of spells in conversation (requires 5 ranks of Spot) | Sense Motive | 20 + Opponent Cha modifier | | |
| Sprinting Balance (run across narrow surface) | Balance | Normal | -20 | Complete Adventurer |
| Sprinting Tumble | Tumble | | -20 | Complete Adventurer |
| Spur mount | Ride | 15 | | Players Handbook |
| Stand as a Free Action instead of a Move action | Tumble | 35 | | Complete Adventurer |
| Standard message | Decipher Script | 25 | | Players Handbook |
| Stay in saddle | Ride | 5 | | Players Handbook |
| Steer in dangerous current | Profession (sailor) | 18 | | Stormwrack |
| Steer in irresistible current | Profession (sailor) | 28 | | Stormwrack |
| Steer in vigorous current | Profession (sailor) | 8 | | Stormwrack |
| Stonebreaker acid (flask) | Craft (Alchemy) | 20 | | |
| Stormy water | Swim | 20 | | Players Handbook |
| Striped toadstool | Craft (Poisonmaking) | 15 | | |
| Suffering continuous damage (acid arrow, etc) | Concentration | 10 + spell level + half last damage dealt | | Players Handbook |
| Sunrod | Craft (Alchemy) | 25 | | Players Handbook |
| surface angled | Balance | +5 (cumulative) | | Players Handbook |
| Surface is slippery | Climb | DC +5 (cumulative) | | Players Handbook |
| surface slippery | Balance | +5 (cumulative) | | Players Handbook |
| Surface with ledges like a very rough wall or ships rigging | Climb | 10 | | Players Handbook |
| Surface with some handholds and footholds, like rough natural rock or tree, rope | Climb | 15 | | Players Handbook |
| Surface: Green Water | Balance | 20 | | Stormwrack |
| Surface: Heeling Deck | Balance | 10 | | Stormwrack |
| Surface: Lightly obstructed | Tumble | +2 | | Players Handbook |
| Surface: Lightly slippery (wet floor) | Tumble | +2 | | Players Handbook |
| Surface: Roll, Heavy | Balance | 15 | | Stormwrack |
| Surface: Sargasso, Heavy Mat | Balance | 10 | | Stormwrack |
| Surface: Sargasso, Light Mat | Balance | 30 | | Stormwrack |
| Surface: Severely obstructed | Tumble | +5 | | Players Handbook |
| Surface: Severely slippery (ice sheet) | Tumble | +5 | | Players Handbook |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|--|-----------------------------|--|-------|---------------------|
| Surface: Sloped or angled | Tumble | +2 | | Players Handbook |
| Surface: Surf, Heavy | Balance | 15 | | Stormwrack |
| Surface: Surf, Light | Balance | 10 | | Stormwrack |
| Surface: Yardarm | Balance | 15 | | Stormwrack |
| Swim a horse | Ride | 10 | | Stormwrack |
| Symphony | Craft (Musical Composition) | 20 | | Races of Stone |
| Tail: Base | Hide | Opposed Spot | | Complete Adventurer |
| Tail: Quarry has no reason to suspect | Hide | -0 | | Complete Adventurer |
| Tail: Quarry is sure nobody is following | Hide | -5 | | Complete Adventurer |
| Tail: Quarry is worried about being followed | Hide | +10 | | Complete Adventurer |
| Tail: Quarry is worried and knows you are enemy | Hide | +20 | | Complete Adventurer |
| Take from a creature | Sleight of Hand | 20, and Spot check to notice the attempt | | Players Handbook |
| Tanglefoot bag | Craft (Alchemy) | 25 | | Players Handbook |
| Target wants to believe | Bluff | Sense Motive -5 | | Players Handbook |
| Teach an animal common tasks (2 months) | Handle Animal | 15 | | Players Handbook |
| Teach an animal unusual tasks (2 months) | Handle Animal | 20 | | Players Handbook |
| Terinay root | Craft (Poisonmaking) | 25 | | |
| Through a door | Listen | +5 | | Players Handbook |
| Through a stone wall | Listen | +15 | | Players Handbook |
| Thunderstone | Craft (Alchemy) | 25 | | Players Handbook |
| Tie a firm knot | Use Rope | 10 | | Players Handbook |
| Tie a rope around oneself one-handed | Use Rope | 15 | | Players Handbook |
| Tie a special knot (slip, slides slowly, tug release) | Use Rope | 15 | | Players Handbook |
| Tie someone up | Use Rope | 10 | | Players Handbook |
| Tight Space | Escape Artist | 30 | | Players Handbook |
| Tindertwig | Craft (Alchemy) | 20 | | Players Handbook |
| To understand overheard conversations | Listen | +10 | | |
| Tooth Care gargle (flask) | Craft (Alchemy) | 15 | | Witch's Handbook |
| Torture (requires 30 minutes) | Heal | Opponent's Fortitude save | | Crime & Punishment |
| Torture (requires 30 minutes) | Intimidate | Opponent's Will save | | |
| Trailblazing: per 3 additional creatures | Survival | | -2 | Complete Adventurer |
| Trailblazing: speed up group | Survival | 15 | | Complete Adventurer |
| Train a Beast (2 months) | Handle Animal | 25 + HD of Beast | | Players Handbook |
| Train a wild Animal (2 months) | Handle Animal | 20 + HD of Animal | | Players Handbook |
| Treat a fall as if 10 ft shorter | Tumble | 15 | | Players Handbook |
| Treat caltrop wound | Heal | 15 | | Players Handbook |
| Treat Disease | Heal | Disease's DC | | Players Handbook |
| Treat minor Ailment | Heal | 15 | | Players Handbook |
| Treat Poison | Heal | Poison's DC | | Players Handbook |
| Trick a foe into thinking your off-hand is empty (required Quick Draw) | Sleight of Hand | Observer's Spot check | | Complete Warrior |
| Trick: Ambush | Handle Animal | 20 | | Players Handbook |
| Trick: Assist Attack | Handle Animal | 20 | | Players Handbook |
| Trick: Assist Defend | Handle Animal | 20 | | Players Handbook |
| Trick: Assist Track | Handle Animal | 20 | | Players Handbook |
| Trick: Attack | Handle Animal | 20 | | Players Handbook |
| Trick: Bull Rush | Handle Animal | 20 | | Players Handbook |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|--|-------------------------|-----|-------|------------------|
| Trick: Come | Handle Animal | 15 | | Players Handbook |
| Trick: Defend | Handle Animal | 20 | | Players Handbook |
| Trick: Disarm | Handle Animal | 20 | | Players Handbook |
| Trick: Dive | Handle Animal | 15 | | Stormwrack |
| Trick: Down | Handle Animal | 15 | | Players Handbook |
| Trick: Fetch | Handle Animal | 15 | | Players Handbook |
| Trick: Guard | Handle Animal | 20 | | Players Handbook |
| Trick: Heel | Handle Animal | 15 | | Players Handbook |
| Trick: Hold | Handle Animal | 20 | | Players Handbook |
| Trick: Home | Handle Animal | 20 | | Players Handbook |
| Trick: Hunt | Handle Animal | 15 | | Players Handbook |
| Trick: Jump | Handle Animal | 15 | | Stormwrack |
| Trick: Mark | Handle Animal | 20 | | Players Handbook |
| Trick: Overrun | Handle Animal | 20 | | Players Handbook |
| Trick: Perform | Handle Animal | 15 | | Players Handbook |
| Trick: Scent Fighting | Handle Animal | 20 | | Races of Stone |
| Trick: Seek | Handle Animal | 15 | | Races of Stone |
| Trick: Special Movement | Handle Animal | 20 | | Players Handbook |
| Trick: Stalk | Handle Animal | 20 | | Players Handbook |
| Trick: Stay | Handle Animal | 15 | | Players Handbook |
| Trick: Steal | Handle Animal | 20 | | Players Handbook |
| Trick: Subdue | Handle Animal | 20 | | Players Handbook |
| Trick: Swim | Handle Animal | 15 | | Stormwrack |
| Trick: Teamwork | Handle Animal | 20 | | Heroes of Battle |
| Trick: Track | Handle Animal | 20 | | Players Handbook |
| Trick: Warn | Handle Animal | 20 | | Players Handbook |
| Trick: Work | Handle Animal | 15 | | Players Handbook |
| Tricky device (1d4 rounds) (sabotage a wagon wheel) | Disable Device | 15 | | Players Handbook |
| Tumble up to half speed avoiding AoOs passing thru enemies | Tumble | 25 | | Players Handbook |
| Tumble up to half speed avoiding Attacks of Opportunity | Tumble | 15 | | Players Handbook |
| Two-hand Brace | Balance | | +10 | Stormwrack |
| Unarmored person walking slowly (15 ft / round) trying not to make noise | Listen | 10 | | Players Handbook |
| Underground | Survival | | | |
| Understand a strange or unique magical effect | Spellcraft | 30+ | | Players Handbook |
| Underwater | Balance | -10 | | Stormwrack |
| Uneven Floor | Balance | 10 | | Players Handbook |
| Uneven surface with narrow handholds, like dungeon wall | Climb | 20 | | Players Handbook |
| Ungol dust | Craft (Poisonmaking) | 20 | | |
| Urban Tracking: Every 24 hours target missing/sought | Gather Informtion | +1 | | Races of Destiny |
| Urban Tracking: every 3 creatures in group | Gather Informtion | -1 | | Races of Destiny |
| Urban Tracking: Metropolis, 2d4+2 checks | Gather Informtion | 20 | | Races of Destiny |
| Urban Tracking: Small or Large City, 2d4 checks | Gather Informtion | 15 | | Races of Destiny |
| Urban Tracking: Small or Large Town, 1d4+1 checks | Gather Informtion | 10 | | Races of Destiny |
| Urban Tracking: Target "lies low" | Gather Informtion | +5 | | Races of Destiny |
| Urban Tracking: Target matches community primary race | Gather Informtion | -2 | | Races of Destiny |
| Urban Tracking: Target not community's primary or secondary race | Gather Informtion | +2 | | Races of Destiny |

Dungeons Dragons v 3.5 Skill Actions by Action

| Task | SkillName | DC: | Check | ReferenceBoo |
|---|--------------------------------|-------------------------------|---------------------------------|--------------------|
| Urban Tracking: Thorp, 1d3 checks | Gather Informtion | 5 | | Races of Destiny |
| Use a Scroll | Use Magic Device | 20 + caster level | | Players Handbook |
| Use a Wand | Use Magic Device | 20 | | Players Handbook |
| Use read magic to identify powers and activation of a rune circle | Spellcraft | 10 + caster level of circle | | Races of Stone |
| Verminbane (flask) | Craft (Alchemy) | 20 | | |
| Vicious Bleeder (flask) | Craft (Alchemy) | 25 | | |
| Vigorous motion (on a moving mount, bouncy wagon, small boat in rough water, belowdecks on rough seas) | Concentration | 10 + spell level | | Players Handbook |
| Violent motion (galloping mount, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship) | Concentration | 15 + spell level | | Players Handbook |
| Voluntary change to Animal form (full moon) | Control Shape | 15 | | Monster Manual |
| Voluntary change to Animal form (not full moon) | Control Shape | 20 | | Monster Manual |
| War Canoe | Craft (Boatbuilding) | 18 | | Stormwrack |
| Way out there | Bluff | Sense Motive +20 | | Players Handbook |
| Weather caused by spell, such as storm of vengeance (same as non-damaging spell) | Concentration | Spell's Save DC + spell level | | Players Handbook |
| Weather is a high wind carrying blinding sleet and rain | Concentration | 5 + spell level | | Players Handbook |
| Weather is wind-driven hail, dust, or debris | Concentration | 10 + spell level | | Players Handbook |
| Well-made Raft | Craft (Boatbuilding) | 10 | | Stormwrack |
| Wet Deck | Balance | +2 | | Stormwrack |
| Whale grease (flask) | Craft (Alchemy) | 25 | | |
| When ordering a lower-ranked soldier | Intimidate | | Difference in Commander ratings | Heroes of Battle |
| Wicked device (2d4 rounds) (Disarm complex trap, clever sabotage clockwork device) | Disable Device | 25 | | Players Handbook |
| Write a competent legal argument that proves a civil or criminal case | Knowledge (law) | 20 | | Crime & Punishment |
| Write a complicated law that takes into account special cases or established standards | Knowledge (law) | 20 | | Crime & Punishment |
| Write a legal theory that proves an existing law should be reinterpreted or overturned | Knowledge (law) | 30 | | Crime & Punishment |
| Write a simple law | Knowledge (law) | 15 | | Crime & Punishment |
| Wyvern poison | Craft (Poisonmaking) | 25 | | |
| You are a member | Knowledge (religion) | -5 | | Races of Destiny |
| You are a member of a noble house | Knowledge (nobility & royalty) | -5 | | Races of Destiny |