

Appraise						
Task:	DC:	Check:	ReferenceBook:			
				Run or charge on Uneven Flagstone	10	Players Handbook
Fast Appraise Unique Items	30	Complete Adventurer		Surface: Green Water	20	Stormwrack
Evaluate Common Item within 10%	12	Complete Adventurer		Surface: Heeling Deck	10	Stormwrack
Identify Dwarven craftwork	10	Races of Stone		Surface: Roll, Heavy	15	Stormwrack
Fast Appraise Rare Items	20	Complete Adventurer		Surface: Sargasso, Heavy Mat	10	Stormwrack
Fast Appraise Exotic Items	25	Complete Adventurer		Surface: Surf, Heavy	15	Stormwrack
Fast Appraise Common Items	15	Complete Adventurer		Run or charge on Hewn stone floor	10	Players Handbook
Evaluate deal/agreement (special requirements)	20 or Opposing Bluff	Dynasties and Demagogues		Surface: Yardarm	15	Stormwrack
Evaluate Rare Item to 70-130 %	15	Complete Adventurer		Surface: Sargasso, Light Mat	30	Stormwrack
Evaluate how others would see a deal (without roll)	30 (secret roll)	Dynasties and Demagogues		Underwater	-10	Stormwrack
Evaluate Deal ability)				Wet Deck	+2	Stormwrack
Evaluate how others would see a deal (with roll)	20 (open roll)	Dynasties and Demagogues		Surface: Uneven flagstone	10	Players Handbook
Evaluate Deal ability)				Move along unstable surface: Top of vehicle on poor road, trail, or unimproved surface	22	Races of the Wild
Evaluate Exotic Item to 70-130 %	20	Complete Adventurer		Run or Charge horizontally along tree limbs: Dense Forest	10	Races of the Wild
Fast Appraise	+5	Complete Adventurer		Body Brace	+5	Stormwrack
Identify properties of known magic item (requires 8 hours + 25 gp materials)	10 + caster level of item	Complete Adventurer		High Winds	+2	Stormwrack
				Icy Deck	+5	Stormwrack
				Move along unstable surface: awning, dune face, or snowdrift	15	Races of the Wild

Balance						
Task:	DC:	Check:	ReferenceBook:			
Surface is slippery (ice sheet)	+5		Players Handbook	Surface: Surf, Light	10	Stormwrack
Surface is slightly slippery (wet floor)	+2		Players Handbook	Move along unstable surface: Ship's deck in a storm, galloping horse, top of a vehicle traveling over rocks, potholes, logs, or rubble	25	Races of the Wild
Surface is severely obstructed (natural cavern floor, dense rubble)	+5		Players Handbook	Move along unstable surface: Top of vehicle on fairly smooth road	18	Races of the Wild
Surface is lightly obstructed (scree, light rubble)	+2		Players Handbook	Accelerated movement: Move full speed (2 checks)	-5	Players Handbook
Sprinting Balance (run across narrow surface)	Normal	-20	Complete Adventurer	Move along unstable surface: Top of vehicle on rough road	20	Races of the Wild
Severe Motion	+5		Stormwrack	Move horizontally along tree limbs: Medium Forest	15	Races of the Wild
Run or charge on sloped or angled floor	10		Players Handbook			
Surface is sloped or angled	+2		Players Handbook			
Two-hand Brace		+10	Stormwrack			

Move horizontally along tree limbs: Moss, Fungus, or slightly wet	+2		Races of the Wild	Surface with ledges like a very rough wall or ships rigging	10		Players Handbook
Move horizontally along tree limbs: Snow or Ice	+5		Races of the Wild	Rappel, any kind of surface (also requires use rope)	10		Races of Stone
Move horizontally along tree limbs: Sparse Forest	25		Races of the Wild	Rappel, no surface (also requires use rope)	20		Races of Stone
Narrow surface: < 2 in wide	20		Players Handbook	Rappel, slippery surface	+5		Races of Stone
Narrow surface: 2-6 in wide	15		Players Handbook	Rope with a wall; Knotted rope;	5		Players Handbook
Narrow surface: 7-12 in wide	10		Players Handbook	Rope in a Rope Trick spell			
One-hand Brace		+7	Stormwrack	Rough surface, like natural rock wall or brick wall	25		Players Handbook
Resist Trip (requires 10+ ranks)	Opposing Trip attack	-10	Complete Adventurer	Ship's Hull	20		Stormwrack
Run or Charge along unstable surface: loose gravel, wobbly bricks or stones	10		Races of the Wild	Surface is slippery	DC +5 (cumulative)		Players Handbook
Accelerated movement: Charge (1 check per normal movement amount)		-5	Players Handbook	Uneven surface with narrow handholds, like dungeon wall	20		Players Handbook
				Surface with some handholds and footholds, like rough natural rock or tree, rope without knots	15		Players Handbook

Bluff

Task: Misrepresent deal/agreement	DC: Opposing Appraise	Check:	ReferenceBook: Dynasties and Demagogues	Rapid Climb: Move at normal speed	normal	-20	Complete Adventurer
Target wants to believe	Sense Motive -5		Players Handbook	Ship's Rigging	5		Stormwrack
Send secret message (complex)	20		Players Handbook	Chimney (can brace against opposite walls)	DC -10 (cumulative)		Players Handbook
Send secret message (basic)	15		Players Handbook	Anchor Chain	5		Stormwrack
Hard to believe or puts target at large risk	Sense Motive +10		Players Handbook	Catching yourself or another while falling in the trees	DC + 5		Races of the Wild
Create diversion to hide	+0		Players Handbook	Pull yourself up when hanging by your hands	15		Players Handbook
A little hard to believe, or puts target at some risk	Sense Motive +5		Players Handbook	Combat Climb: retain Dex bonus to AC	normal	-20	Complete Adventurer
Way out there	Sense Motive +20		Players Handbook	Corner (where can brace against perpendicular walls)	DC -5 (cumulative)		Players Handbook
Heckling	Concentration		Complete Adventurer	Moving through forest in the trees: Climb a tree with few or weak branches	10		Races of the Wild
Believable, and does not affect the target much	Sense Motive +0		Players Handbook	Moving through forest in the trees: Climb a tree with no branches but a trunk you can hug	15		Races of the Wild

Climb

Task: DC: Check: ReferenceBook:

Moving through forest in the trees: Climb a tree with no branches but a trunk you cannot hug	20	Races of the Wild	Injury or failed save during casting long spell or from readied attack/AoO	10 + spell level + damage	Players Handbook
Moving through forest in the trees: Climb a tree with plenty of sturdy branches	5	Races of the Wild	Affected by Earthquake spell	20 + spell level	Players Handbook
Moving through forest in the trees: Grasp branches to move along a steep or narrow branch in the forest	0	Races of the Wild	Distracted by non-damaging spell	Spell's Save DC + spell level	Players Handbook
Overhang or ceiling with handholds but not footholds	25	Players Handbook	Grappling or pinned	20 + spell level	Players Handbook
A slope too steep to walk up; knotted rope & wall	0	Players Handbook	Casting defensively	15 + spell level	Players Handbook
			Caster entangled by animate rope, command plants, control plants, entangle, snare, or tanglefoot bag	15	Players Handbook

Concentration

Task:	DC:	Check:	ReferenceBook:
Suffering continuous damage (acid arrow, etc)	10 + spell level + half last damage dealt		Players Handbook
Damaged by spell	10 + spell level + damage		Players Handbook
Weather is wind-driven hail, dust, or debris	10 + spell level		Players Handbook
Weather is a high wind carrying blinding sleet and rain	5 + spell level		Players Handbook
Weather caused by spell, such as storm of vengeance (same as non-damaging spell)	Spell's Save DC + spell level		Players Handbook
Violent motion (galloping mount, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship)	15 + spell level		Players Handbook
Vigorous motion (on a moving mount, bouncy wagon, small boat in rough water, belowdecks on rough seas)	10 + spell level		Players Handbook

Resist Heckling	Bluff	Complete Adventurer
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Control Shape

Task:	DC:	Check:	ReferenceBook:
Voluntary change to Animal form (full moon)	15		Monster Manual
Voluntary change to Animal form (not full moon)	20		Monster Manual
Return to Humanoid form (not full moon)	20		Monster Manual
Return to Humanoid form (full moon)	25		Monster Manual
Resist Involuntary Change	25		Monster Manual
Assume Hybrid form	15		Monster Manual

Craft (Alchemy)

Task:	DC:	Check:	ReferenceBook:
Tanglefoot bag	25		Players Handbook
Razor Ice powder (vial)	25		
Ice Chalk	15		Frostburn
Instant Rope (flask)	15		
Longbreath (vial)	25		
Hawk's Ointment (vial)	25		
Motelight (flask)	20		
Nature's Draught (vial)	25		
Ocanthus Knife	25		
Polar Skin (flask)	25		
Pure Element	25		

Hearthfire (12 uses)	20	Races of Stone
Signal Torch (1 torch)	15	
Smokestick	20	
Sparkstone (1 stone)	25	
Spiderlily essence	25	Races of Stone
Hair Growth oil (flask)	20	
Sunrod	25	Players Handbook
Liquid Embers (flask)	25	
Thunderstone	25	Players Handbook
Tindertwig	20	Players Handbook
Tooth Care gargle (flask)	15	
Verminbane (flask)	20	
Vicious Bleeder (flask)	25	
Whale grease (flask)	25	
Stonebreaker acid (flask)	20	
Alchemist's Fire (flask)	20	Players Handbook
Melt powder (vial)	20	
Acid (flask)	15	Players Handbook
Gravebane (flask)	25	
Antitoxin (vial)	25	
Antitrait Grease (vial)	20	
Armor Insulation (flask)	25	
Atramen Oil (flask)	20	
Bahamut's Breath (flask)	25	
Bladefire (flask)	20	
Blasting Pellets (bag)	25	Races of Stone
Blister Oil (vial)	25	Races of Stone
Bullet, acid (1 sling bullet)	15	
Bullet, flame (1 sling bullet)	20	
Farflame oil (flask)	15	
Candle, focusing	25	
Ghostoil (flask)	25	
Frostbite salve (jar)	20	
Fleetfoot (vial)	25	
Dyes (flask)	15	
Dwarfblind (1 stone)	25	
Dehydrated Food (1 meal)	15	
Defoliator (flask)	20	
Darkvision powder (vial)	20	
Contraceptive (vial)	20	
Clearbreath (vial)	25	
Candle, restful	25	
Freeze Powder (vial)	25	

Craft (Armorsmithing)

Task:	DC:	Check:	ReferenceBook:
Dwarvencraft (metal or stone only)	22		Races of Stone
Make armor/shield	10 + AC Bonus		Players Handbook

Craft (Blacksmithing)

Task:	DC:	Check:	ReferenceBook:
Create or Repair Siege Engines		-5	Heroes of Battle

Craft (Boatbuilding)

Task:	DC:	Check:	ReferenceBook:
Crude Raft	5		Stormwrack
Skiff	12		Stormwrack
Well-made Raft	10		Stormwrack
War Canoe	18		Stormwrack
Dugout Canoe	8		Stormwrack
Coracle	10		Stormwrack
Pinnacle	20		Stormwrack
Launch	15		Stormwrack

Craft (Bowmaking)

Task:	DC:	Check:	ReferenceBook:
Make Composite longbow/composite shortbow	15		Players Handbook
Make Longbow/shortbow	12		Players Handbook
Make Mighty bow	15 + (2x strengt h bonus)		Players Handbook

Craft (Common)

Task:	DC:	Check:	ReferenceBook:
Add Masterwork to an item	20		Players Handbook
Quick Craft	+10		Complete Adventurer
Make very simple item (wooden spoon)	5		Players Handbook
Make typical item (iron pot)	10		Players Handbook
Make complex or superior item (lock)	20		Players Handbook
Add Dwarvencraft to an item (metal or stone only)	22		Races of Stone
Make high-quality item (bell)	15		Players Handbook

Craft (Musical Composition)

Task:	DC:	Check:	ReferenceBook:
Symphony	20		Races of Stone
Quartet or Quintet composition	15		Races of Stone
Song	12		Races of Stone

Craft (Play)

Task:	DC:	Check:	ReferenceBook:
Dramatic play	15		Races of Stone
Comedic play	15		Races of Stone
Dramatic Monologue	15		Races of Stone

Craft (Poisonmaking)

Task:	DC:	Check:	ReferenceBook:
Small centipede poison	15		
Large Scorpion venom	20		
Lich dust	20		
Malyss root paste	20		
Medium Spider venom	15		
Nitharit	20		
Insanity Mist	20		
Sassone leaf residue	20		
Purple Worm poison	20		
Striped toadstool	15		
Terinay root	25		
Ungol dust	20		
Wyvern poison	25		
Oil of Taggit	15		
Arsenic	15		
Black Adder venom	15		
Black Lotus extract	35		
Bloodroot	15		
Blue Whinnis	15		
Burnt Othur Fumes	25		
Id moss	15		
Carrion Crawler Brain juice	15		
Dark Reaver powder	25		
Deathblade	25		
Dragon bile	30		
Drow poison	15		
Giant wasp venom	20		
Greenblood oil	15		
Shadow essence	20		

Craft (siege engines)

Task:	DC:	Check:	ReferenceBook:
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Build siege engine	20		Heroes of Battle
Repair siege engine	20		Heroes of Battle

Craft (Trapmaking)

Task:	DC:	Check:	ReferenceBook:
Mechanical Trap	varies		Players Handbook

Craft (Weaponsmithing)

Task:	DC:	Check:	ReferenceBook:
Make Simple melee or thrown weapon (weaponsmith)	12		Players Handbook
Add Dwarvencraft (metal or stone only)	22		Races of Stone
Construct or Repair Siege engine		-5	Heroes of Battle
Make Crossbow	15		Players Handbook
Make Exotic melee or thrown weapon (weaponsmith)	18		Players Handbook
Make Martial melee or thrown weapon	15		Players Handbook

Craft (Written composition)

Task:	DC:	Check:	ReferenceBook:
Reference Book	18		Races of Stone
Poem	12		Races of Stone
Epic	20		Races of Stone
Novel	15		Races of Stone

Decipher Script

Task:	DC:	Check:	ReferenceBook:
Intricate, very old, or exotic language message	30		Players Handbook
Break Code	Opposing Decipher Script result		Complete Adventurer
Standard message	25		Players Handbook
Simple message	20		Players Handbook
Encode Simple message	20		Complete Adventurer
Encode Complex of very long message	30		Complete Adventurer
Encode Standard message	25		Complete Adventurer

Diplomacy

Task:	DC:	Check:	ReferenceBook:
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Change attitude	varies		Players Handbook	Impersonate individual: Intimate	+10		Players Handbook
Haggle	Friendly attitude DC + opponent's Diplomacy mod		Dynasties and Demagogues	Impersonate individual: Friends/associates	+6		Players Handbook
				Impersonate individual: Close friends	+8		Players Handbook
				Disguised as specific Class	-2		Players Handbook
Mediate a dispute (repeat for each side)	Friendly attitude DC + opponent's Diplomacy mod		Dynasties and Demagogues	Impersonate individual: Recognize on sight	+4		Players Handbook
				Disguised as different Age Category (per Category)		-2	Players Handbook
				Disguise Small to Large object (1d8x10 minutes)		Opposing Search	Complete Adventurer
				Create fake corpses (1d3 minutes)		Opposing Spot	Heroes of Battle
				Change minor details only	+5		Players Handbook
				Base		Opposing Spot	Players Handbook
				Disguised as different Race		-2	Players Handbook
				Disguise Tiny or smaller object (1d6x5 minutes)		Opposing Search	Complete Adventurer

Disable Device

Task:	DC:	Check:	ReferenceBook:				
Sabotage a siege engine so that it is not noticed (secret check)	+5		Heroes of Battle	Change minor details only	+5		Players Handbook
Wicked device (2d4 rounds) (Disarm complex trap, clever sabotage clockwork device)	25		Players Handbook	Base		Opposing Spot	Players Handbook
Tricky device (1d4 rounds) (sabotage a wagon wheel)	15		Players Handbook	Disguised as different Race		-2	Players Handbook
Simple device (requires 1 round) (jam a lock)	10		Players Handbook	Disguise Tiny or smaller object (1d6x5 minutes)		Opposing Search	Complete Adventurer
Sabotage magic siege engine (secret check)	25		Heroes of Battle				
Quick Disarm	+20		Complete Adventurer				
Magic Trap	25 + spell level		Players Handbook				
Leave no trace of work	+5		Players Handbook				
Find/Rig Bypass	normal	-10	Complete Adventurer	Quick Escape	+10		Complete Adventurer
Difficult device (2d4 rounds) (Disarm/reset a trap)	20		Players Handbook	Masterwork Manacles	35		Players Handbook
Sabotage Siege Engine (secret check)	20		Heroes of Battle	Grappler		Opposing Grapple check	Players Handbook
				Net, animate rope spell, command plants, control plants, entangle spell		20	Players Handbook

Disguise

Task:	DC:	Check:	ReferenceBook:
Disguise Huge or larger object (1d10x20 minutes)	Opposing Search		Complete Adventurer
Disguised as different Sex		-2	Players Handbook

Escape Artist

Task:	DC:	Check:	ReferenceBook:
Manacles	30		Players Handbook
Tight Space	30		Players Handbook
Snare spell	23		Players Handbook
Ropes		Opposing Use Rope +10	Players Handbook
Quick Escape	+10		Complete Adventurer
Masterwork Manacles	35		Players Handbook
Grappler		Opposing Grapple check	Players Handbook
Net, animate rope spell, command plants, control plants, entangle spell		20	Players Handbook

Forgery

Task:	DC:	Check:	ReferenceBook:
Detect: Handwriting somewhat known to reader	+0		Players Handbook

Detect: Well-known document type	+2	Players Handbook	Learn broad overview of Unknown organization	30	Races of Destiny
Detect: Reader only casually reviews document	-2	Players Handbook	Learn broad overview of Secretive organization	25	Races of Destiny
Detect: Somewhat known document type	+0	Players Handbook	Learn broad overview of Public organization	10	Races of Destiny
Detect: Handwriting intimately known to reader	+2	Players Handbook	Learn broad overview of Private organization	15	Races of Destiny
Detect: Unknown document type	-2	Players Handbook	Learn broad overview of Exclusive organization	20	Races of Destiny
Create: Public document from sample	+8	Players Handbook	Specific rumors or bits of info	15 to 25 or more	Players Handbook
Create: Autograph from sample	+4	Players Handbook	Urban Tracking: Target "lies low"	+5	Races of Destiny
Base	Opposing Forgery check	Players Handbook			
Detect: Handwriting not known to reader	-2	Players Handbook			

Handle Animal

Gather Information

Task:	DC:	Check:	ReferenceBook:
Urban Tracking: Small or Large City, 2d4 checks	15		Races of Destiny
Urban Tracking: Thorp, 1d3 checks	5		Races of Destiny
Urban Tracking: Target not community's primary or secondary race	+2		Races of Destiny
Urban Tracking: Target matches community primary race	-2		Races of Destiny
Urban Tracking: Small or Large Town, 1d4+1 checks	10		Races of Destiny
Urban Tracking: Metropolis, 2d4+2 checks	20		Races of Destiny
Urban Tracking: every 3 creatures in group	-1		Races of Destiny
Urban Tracking: Every 24 hours target missing/sought	+1		Races of Destiny
Gain strategic advantage from local inhabitants (1d4+1 hours)	20		Heroes of Battle
Major news items commonly known and not inappropriate for character to ask	10		Players Handbook

Task:	DC:	Check:	ReferenceBook:
Trick: Hunt	15		Players Handbook
Trick: Home	20		Players Handbook
Trick: Hold	20		Players Handbook
Trick: Heel	15		Players Handbook
Trick: Guard	20		Players Handbook
Trick: Fetch	15		Players Handbook
Trick: Down	15		Players Handbook
Trick: Dive	15		Stormwrack
Trick: Defend	20		Players Handbook
Trick: Come	15		Players Handbook
Trick: Jump	15		Stormwrack
Trick: Teamwork	20		Heroes of Battle
Trick: Disarm	20		Players Handbook
Trick: Stay	15		Players Handbook
Trick: Work	15		Players Handbook
Trick: Warn	20		Players Handbook
Trick: Track	20		Players Handbook
Trick: Ambush	20		Players Handbook
Trick: Swim	15		Stormwrack
Trick: Subdue	20		Players Handbook
Trick: Steal	20		Players Handbook
Trick: Mark	20		Players Handbook
Trick: Stalk	20		Players Handbook
Trick: Special Movement	20		Players Handbook
Trick: Seek	15		Races of Stone
Trick: Scent Fighting	20		Races of Stone
Trick: Perform	15		Players Handbook
Trick: Overrun	20		Players Handbook
Trick: Bull Rush	20		Players Handbook
General Purpose: Guarding	20		Players Handbook

"Push" a domestic animal	15	Players Handbook	Identify cause of death	5	Complete Adventurer
General Purpose: Advanced Fighting	20	Players Handbook	(environmental damage)		
General Purpose: Combat Riding	20	Players Handbook	Identify cause of death (poison)	15	Complete Adventurer
Trick: Assist Defend	20	Players Handbook	Identify cause of death (spell with visible effects)	10	Complete Adventurer
General Purpose: Fishing	20	Stormwrack	Identify Poison	15	Players Handbook
Trick: Attack	20	Players Handbook	Extended Aid (wake unconscious character in 1 hour)	20	Heroes of Battle
General Purpose: Heavy Labor	15	Players Handbook			
General Purpose: Helpmate	20	Players Handbook	Aid Childbirth	15	Witch's Handbook
General Purpose: Herding	20	Players Handbook	Identify cause of death (spell without visible effects)	20	Complete Adventurer
General Purpose: Hunting	20	Players Handbook			
General Purpose: Messenger	15	Stormwrack	Autopsy: per 12 hours elapsed	+2	Crime & Punishment
General Purpose: Performance	15	Players Handbook	Autopsy: in an arid environment, DC penalties are halved		Crime & Punishment
General Purpose: Rescue	20	Stormwrack			
Train a Beast (2 months)	25 + HD of Beast	Players Handbook	Autopsy: in a swampy environment DC penalties are doubled		Crime & Punishment
General Purpose: Fighting	20	Players Handbook			
General Purpose: Riding	15	Players Handbook	Autopsy: Identify nature of foreign substances (required access to 8 ranks of Craft (alchemy))	25	Crime & Punishment
Trick: Assist Track	20	Players Handbook			
Train a wild Animal (2 months)	20 + HD of Animal	Players Handbook	Autopsy: Identify cause of death	10	Crime & Punishment
Teach an animal unusual tasks (2 months)	20	Players Handbook	Autopsy: Find time of death (requires access to 0 or 8 ranks of Craft (alchemy))	20	Crime & Punishment
Teach an animal common tasks (2 months)	15	Players Handbook			
General Purpose: Underground Fighting	20	Players Handbook	Autopsy: Detect presence of foreign substance (requires access to 4 ranks of Craft (alchemy))	15	Crime & Punishment
Rear a Beast (1 year)	20 + HD of Beast	Players Handbook			
Handle domestic animal	10	Players Handbook	Identify Disease	15	Players Handbook
General Purpose: Defensive Guarding	20	Players Handbook	Autopsy: Examine injury	10	Crime & Punishment
General Purpose: Rescue	15	Players Handbook	Treat Poison	Poison's DC	Players Handbook
Rear a wild Animal (1 year)	15 + HD of Animal	Players Handbook	Identify cause of death (wounds)	0	Complete Adventurer
Trick: Assist Attack	20	Players Handbook	Treat minor Ailment	15	Players Handbook
General Purpose: Thievery	20	Players Handbook	Treat Disease	Disease's DC	Players Handbook
			Treat caltrop wound	15	Players Handbook
			Torture (requires 30 minutes)	Opponent's Fortitude save	Crime & Punishment

Heal

Task:	DC:	Check:	ReferenceBook:
First Aid	15		Players Handbook

Makeshift bandage (instead of first aid)	12	Heroes of Battle
Long-term care	15	Players Handbook

Hide

Task:	DC:	Check:	ReferenceBook:
Size: Large	-4		Players Handbook
Size: Huge	-8		Players Handbook
Tail: Quarry is worried about being followed	+10		Complete Adventurer
Tail: Quarry is sure nobody is following	-5		Complete Adventurer
Tail: Quarry has no reason to suspect	-0		Complete Adventurer
Tail: Base	Opposed Spot		Complete Adventurer
Size: Tiny	+8		Players Handbook
Size: Medium	+0		Players Handbook
Tail: Quarry is worried and knows you are enemy	+20		Complete Adventurer
Duck into hiding while observers distracted	-10		Players Handbook
Blend into crowd			Complete Adventurer
Size: Fine	+16		Players Handbook
Size: Diminutive	+12		Players Handbook
Size: Colossal	-16		Players Handbook
Move: Running, Charging	-20		Players Handbook
Move: half to full speed	-5		Players Handbook
Move between cover (requires 5+ ranks)			Complete Adventurer
Size: Gargantuan	-12		Players Handbook
Size: Small	+4		Players Handbook

Intimidate

Task:	DC:	Check:	ReferenceBook:
When ordering a lower-ranked soldier		Difference in Commander ratings	Heroes of Battle
Change others behavior	10 + Target Hit Dice + Fear save bonuses		Players Handbook
Torture (requires 30 minutes)	Opponent's Will save		Crime & Punishment

Jump

Task:	DC:	Check:	ReferenceBook:
In Water	-10		Stormwrack
Long jump 10 ft	10		Players Handbook
Without 20 ft running start	x2		Players Handbook
Long jump 5 ft	5		Players Handbook
Long jump 30 ft	30		Players Handbook
Long jump 15 ft	15		Players Handbook
Long jump 25 ft	25		Players Handbook
Jump down (reduces fall damage by 10 ft)	15		Players Handbook
High jump 8 ft	32		Players Handbook
High jump 7 ft	28		Players Handbook
High jump 6 ft	24		Players Handbook
High jump 1 ft	4		Players Handbook
High jump 5 ft	20		Players Handbook
Long jump 20 ft	20		Players Handbook
High jump 4 ft	16		Players Handbook
High jump 3 ft	12		Players Handbook
High jump 2 ft	8		Players Handbook
Hop up onto waist height object	10		Players Handbook

Knowledge (arcana)

Task:	DC:	Check:	ReferenceBook:
Information about constructs	10+HD		Players Handbook
Information about dragons	10+HD		Players Handbook
Information about magical beasts	10+HD		Players Handbook

Knowledge (architecture & engineering)

Task:	DC:	Check:	ReferenceBook:
Shipbuilding: Knorr	10		Stormwrack
Shipbuilding: Theurgeme	25		Stormwrack
Shipbuilding: Terrible work force		-5	Stormwrack
Shipbuilding: Rush job (per month)		-5	Stormwrack
Shipbuilding: Poor Work force		-2	Stormwrack
Shipbuilding: Poor materials		-5	Stormwrack
Shipbuilding: Minor magical assistance		+5	Stormwrack
Shipbuilding: Trireme	18		Stormwrack
Shipbuilding: Longship	10		Stormwrack
Shipbuilding: Ironclad	25		Stormwrack
Shipbuilding: Greatship	22		Stormwrack
Shipbuilding: Galley	15		Stormwrack

Shipbuilding: Elven Wingship	22		Stormwrack	Set Course: Distant and studied carefully	15		Stormwrack
Shipbuilding: Dromond	20		Stormwrack	Set Course: Distant and seen once	25		Stormwrack
Shipbuilding: Dhow	15		Stormwrack	Set Course: Start point well known	+0		Stormwrack
Shipbuilding: Cog	12		Stormwrack	Piloting: Coast seen once in sight	13		Stormwrack
Shipbuilding: Caravel	15		Stormwrack	Set Course: Close and studied carefully	10		Stormwrack
Detect 1 weakpoint in enemy stronghold from vantage point +1 per 5 points check exceeds minimum	20		Complete Warrior	Set Course: Close and seen once	20		Stormwrack
Shipbuilding: Major magical assistance		+10	Stormwrack	Piloting: Very familiar coast in sight	5		Stormwrack
Shipbuilding: Junk	12		Stormwrack	Piloting: Unknown coast in sight	15		Stormwrack

Knowledge (dungeoneering)

Task: Information about Oozes	DC: 10+HD	Check:	ReferenceBook: Players Handbook	Piloting: Open ocean, stormy weather	30		Stormwrack
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Knowledge (Fey)

Task: Information about Fey	DC: 10 + HD	Check:	ReferenceBook: Faeries	Set Course: Poor chart	-2		Stormwrack
Recognize location as suitable for doorway	15		Faeries	Piloting: Open ocean, poor visibility	25		Stormwrack

Knowledge (geography)

Task: Set Course: Close but uncertain	DC: 25	Check:	ReferenceBook: Stormwrack	Piloting: Open ocean, game or hurricane	40		Stormwrack
Set Course: Start point uncertain	+5		Stormwrack	Piloting: Open ocean, clear weather	17		Stormwrack
Set Course: Start point only guessed at	+10		Stormwrack	Piloting: One previously missed check	+2		Stormwrack
Set Course: Start point completely unknown	+20		Stormwrack	Piloting: Coast studied carefully in sight	8		Stormwrack
Set Course: False chart		-10	Stormwrack	Set Course: Close and very familiar	5		Stormwrack
Set Course: Mythical or Legendary	35		Stormwrack				
Set Course: Extremely poor chart		-5	Stormwrack				
Set Course: Excellent chart		+2	Stormwrack				
Set Course: Distant and very familiar	10		Stormwrack				
Set Course: Distant and uncertain	30		Stormwrack				

Knowledge (history)

Task: Recall details of historic battle	DC: 20	Check:	ReferenceBook: Complete Warrior
Gain strategic advantage	20		Heroes of Battle
Know basics of how a particular army is organized	15		Complete Warrior

Knowledge (law)

Task: Determine if a common or daily activity is legal	DC: 10	Check:	ReferenceBook: Crime & Punishment
Determine if an unusual or rare activity is legal	15		Crime & Punishment

Develop a complete legal system from 2 or 3 basic principles	35	Crime & Punishment	Analyze the bureaucracy of an Empire or vast kingdom	30	Races of Destiny
Recognize the loopholes in an existing law and know how to exploit them	25	Crime & Punishment	Identify name of unit or family owning foreign heraldry	30	Complete Warrior
Write a competent legal argument that proves a civil or criminal case	20	Crime & Punishment	Identify origin of foreign heraldry (down to Province/City)	25	Complete Warrior
Write a complicated law that takes into account special cases or established standards	20	Crime & Punishment	You are a member of a noble house	-5	Races of Destiny

Knowledge (religion)

Task:	DC:	Check:	ReferenceBook:
Religion is Lawful	-5		Races of Destiny
You are a member Religion is Chaotic	-5		Races of Destiny
Information about Undead	+5		Races of Destiny
Analyze church/cult authority structure in a single Parish	10+HD		Players Handbook
Analyze church/cult authority structure in a Metropolis	15		Races of Destiny
Analyze church/cult authority structure in a City	30		Races of Destiny
Analyze church/cult authority structure in a Town	25		Races of Destiny
Analyze church/cult authority structure in a Town	20		Races of Destiny

Knowledge (local)

Task:	DC:	Check:	ReferenceBook:
Identify local military unit or noble's family	10		Complete Warrior
Information about Humanoids	10+HD		Players Handbook

Knowledge (nature)

Task:	DC:	Check:	ReferenceBook:
Information about Plants	10+HD		Players Handbook
Information about Monstrous Humanoids	10+HD		Players Handbook
Information about Animals	10+HD		Players Handbook
Information about Fey	10+HD		Players Handbook
Information about Giants	10+HD		Players Handbook

Knowledge (nobility & royalty)

Task:	DC:	Check:	ReferenceBook:
Analyze the bureaucracy of a Major noble house	25		Races of Destiny
Analyze the bureaucracy of a Minor noble house	15		Races of Destiny
Analyze the bureaucracy of an Average noble house	20		Races of Destiny

Knowledge (the planes)

Task:	DC:	Check:	ReferenceBook:
Information about Outsiders	10+HD		Players Handbook
Information about Elementals	10+HD		Players Handbook

Listen

Task:	DC:	Check:	ReferenceBook:
Through a door	+5		Players Handbook
Listener or sound in light surf, moderate sea, or loud river	+10		Stormwrack
People talking	0		Players Handbook
People whispering	15		Players Handbook
Per 10 feet of distance (not over or under water)		-1	Players Handbook
Per 20 feet of distance over water		-1	Stormwrack
Per 30 feet of distance underwater		-1	Stormwrack

Person in medium armor walking slowly (10 ft / round) trying not to make noise	5	Players Handbook	Attempt: Move: Half up to full speed	-5	Players Handbook
Unarmored person walking slowly (15 ft / round) trying not to make noise	10	Players Handbook	Attempt: Move: Run or charge	-20	Players Handbook
An owl gliding for the kill	30	Players Handbook	Attempt: Noisy terrain	-2	Players Handbook
Through a stone wall	+15	Players Handbook	Attempt: Very Noisy terrain	-5	Players Handbook
To understand overheard conversations	+10	Players Handbook	Task: Good Lock	DC: 30	Check: ReferenceBook: Players Handbook
Listener or sound in light sea or moderate river	+5	Stormwrack	Quick Lockpick	+20	Players Handbook
Rogue moving silently	Move Silently Check result	Players Handbook	Amazing Lock	40	Players Handbook
			Average Lock	25	Players Handbook
			Simple Lock	20	Players Handbook

Open Lock

Perform

Distracted	+5	Players Handbook	Task: Enjoyable (earns 1d10 sp /day in prosperous city)	DC: 15	Check: ReferenceBook: Players Handbook
Average 1st level rogue using Move Silently within 10 ft	15	Players Handbook	Extraordinary (earns 3d6 gp /day in prosperous city)	30	Players Handbook
A battle	-10	Players Handbook	Great (earns 3d10 sp /day in prosperous city)	20	Players Handbook
Listener or sound in heavy sea or thundering river	+15	Stormwrack	Memorable (earns 1d6 gp /day in prosperous city)	25	Players Handbook
An unarmored person walking at a slow pace (15 ft) trying not to make noise	10	Players Handbook	Routine (earns 1d10 cp /day)	10	Players Handbook
Environment Modifier to understand: Bustling city street corner	+5	Races of Destiny			

Perform (oratory)

Environment Modifier to understand: Busy Tavern	+10	Races of Destiny	Task: Convince an audience with an unfriendly attitude to agree with your position	DC: 30	Check: ReferenceBook: Dynasties & Demagogues
Environment Modifier to understand: Crowded marketplace	+15	Races of Destiny	Speak with the skill and authority of most presidents and emperors	35	Dynasties & Demagogues
Environment Modifier to understand: Next booth in a tavern	+2	Races of Destiny	Speak as well as a City mayor or a general does	25	Dynasties & Demagogues
Environment Modifier to understand: Riot	+20	Races of Destiny	Speak as skillfully as most national politicians do	30	Dynasties & Demagogues
Evaluate echoes (tell distance)	25	Races of Stone	Speak as skillfully as a village headman does	15	Dynasties & Demagogues
Land creature underwater	-10	Stormwrack	Speak as skillfully as a City councilman does	20	Dynasties & Demagogues
A cat stalking	19	Players Handbook	Convince an audience with a friendly attitude to agree with your position	15	Dynasties & Demagogues

Move Silently

Task: DC: Check: ReferenceBook:

Convince an audience with an Indifferent attitude to agree with your position	20	Dynasties & Demagogues	Foundering in strong winds or light surf	5	Stormwrack
Convince an audience with a Hostile attitude to agree with your position	40	Dynasties & Demagogues	Foundering in severe winds	10	Stormwrack
Convince an audience with Helpful attitude to agree with your position	10	Dynasties & Demagogues	Steer in irresistible current	28	Stormwrack
			Modifier: Less than full watch section	+5	Stormwrack

Profession (siege engineer)

Profession (herbalist)

Task:	DC:	Check:	ReferenceBook:
Herbal Preparation: Healing (Creates Healer's Kit, 10 uses)	10		Witch's Handbook
Locate Herbs: Spell Components (1 hour)	10		Witch's Handbook
Locate Herbs: Healing (1 hour)	10		Witch's Handbook
Locate Herbs: Harming (1 hour)	10		Witch's Handbook
Herbal Preparation: Poison	Poison DC		Witch's Handbook
Herbal Preparation: Remedy (10 uses)	5		Witch's Handbook
Herbal Preparation: Alchemist's Lab	-2		Witch's Handbook
Identify Herbs	10		Witch's Handbook

Profession (sailor)

Task:	DC:	Check:	ReferenceBook:
Sile or row in windstorm or gale	30		Stormwrack
Steer in vigorous current	8		Stormwrack
Steer in dangerous current	18		Stormwrack
Sail or row in severe winds	20		Stormwrack
Modifier: Less than quarter watch section	+15		Stormwrack
Modifier: Less than half watch section	+10		Stormwrack
Foundering n dire gale	28		Stormwrack
Foundering in windstorm/gale or heavy surf	15		Stormwrack
Foundering in hurricane or very high surf	20		Stormwrack

Task:	DC:	Check:	ReferenceBook:
Aim Mangonel	15		Heroes of Battle
Load Trebuchet (Fail by 5+ and Trebuchet tips)	15		Heroes of Battle
Aim Trebuchet	15		Heroes of Battle
Aid ballista crew chief in firing	10		Heroes of Battle
Load Mangonel	15		Heroes of Battle

Ride

Task:	DC:	Check:	ReferenceBook:
Leap into water	15		Stormwrack
Fast mount or dismount	20 (armor penalty)		Players Handbook
Swim a horse	10		Stormwrack
Stay in saddle	5		Players Handbook
Spur mount	15		Players Handbook
Soft fall	15		Players Handbook
Ride an aquatic mount underwater	+5		Stormwrack
Change horses midstream	25		Stormwrack
Fight with Warhorse	10		Players Handbook
Guide with knees	5		Players Handbook
Cover	15		Players Handbook
Control mount in battle	20		Players Handbook
Leap	15		Players Handbook

Search

Task:	DC:	Check:	ReferenceBook:
Notice typical secret door or simple trap	20		Players Handbook
Ransack a chest full of junk for specific item	10		Players Handbook
Notice a well-hidden secret door	30		Players Handbook
Find a magic trap (Rogue only)	25+		Players Handbook
Find a footprint	varies		Players Handbook

Find a difficult nonmagic trap not of stone (Rogue only)	21+	Players Handbook	Cast spell unnoticed	Observer's Spot check	Players Handbook
Detect disguised objects	Opposing Disguise check	Players Handbook	Lift a small object from a person	20	Players Handbook

Speak Language

Task:	DC:	Check:	ReferenceBook:	Task:	DC:	Check:	ReferenceBook:
Avoid being bluffed	Bluff check result		Players Handbook	Communicate simple ideas ("I am hungry")	5		
Discern secret message	varies		Players Handbook	Learn a silent battle signal language: 1-2 skill points			Heroes of Battle
Hunch	20		Players Handbook	Communicate concrete ideas (basic plans and contingencies)	10		
Sense Enchantment (charmed)	25		Players Handbook	Communicate advanced theoretical ideas (the theory of spellcasting)	20		
Sense Enchantment (Dominated)	15		Players Handbook	Communicate abstract ideas and metaphors ("The world is an oyster")	15		
Spot use of Sense Motive (requires 5 ranks of Spot)	Opponent's Sense Motive						
Spot use of spells in conversation (requires 5 ranks of Spot)	20 + Opponent Char modifier						
Assess Opponent	Opposed Bluff		Complete Adventurer	Identify glyph of warding with read magic	13		Players Handbook

Spellcraft

Task:	DC:	Check:	ReferenceBook:	Task:	DC:	Check:	ReferenceBook:
Take from a creature	20, and Spot check to notice the attempt		Players Handbook	Understand a strange or unique magical effect	30+		Players Handbook
Palm a coin-sized object, make coin disappear	10		Players Handbook	Prepare a spell from a borrowed spellbook	15 + spell level		Players Handbook
Trick a foe into thinking your off-hand is empty (required Quick Draw)	Observer's Spot check		Complete Warrior	Learn a spell from a spellbook or scroll (Wizard only)	15 + spell level		Players Handbook
Conceal spellcasting	Observer's Spot check		Races of Stone	Identify spell in place (if can see/detect)	20 + spell level		Players Handbook
Act unnoticed while being observed	Observer's Spot check		Players Handbook	Identify spell being cast	15 + spell level		Players Handbook
				Use read magic to identify powers and activation of a rune circle	10 + caster level of circle		Races of Stone
				Identify spell after making save	25 + spell level		Players Handbook
				Identify materials created or shaped by magic	20 + spell level		Players Handbook
				Identify a symbol using read magic	19		Players Handbook

Sense Motive

Sleight of Hand

Draw diagram to augment Dimensional Anchor (10 minutes)	20		Players Handbook	Underground		Players Handbook
determine school of magic using detect magic	15 + spell level		Players Handbook	Follow Tracks: per 24 hours elapsed	+1	Players Handbook
Decipher a written spell without read magic	20 + spell level		Players Handbook	Follow Tracks: per 1 hour rain elapsed	+1	Players Handbook
Identify potion	25		Players Handbook	Follow Tracks: hard ground	20	Players Handbook
				Follow Tracks: Tracked party moving 1/2 and hiding trail	+5	Players Handbook
				Gain +2 on Fort save against severe weather	15	Players Handbook

Spot

Task:	DC:	Check:	ReferenceBook:	Get along in an urban environment without buying food or services		Races of Destiny
Attempt: Spotter target of hypnotism spell		-4	Players Handbook	Get along on the sea without provisions	20	Stormwrack
Locate Commander	20		Heroes of Battle	Keep from getting lost in confusing streets you are not familiar with	15	Races of Destiny
Locate Artillery (this check is not modified for distance)	30		Heroes of Battle	Find Trail Signs: Fresh snow cover since made	+10	Races of the Wild
Penetrate Disguise	Disguise Check		Players Handbook	Locate a relatively warm and dry place to stay free in an urban environment for 24 hours	15	Races of Destiny
Count troops	10		Heroes of Battle	Other Planes		Players Handbook
Attempt: Spotter Fascinated by Bard ability		-4	Players Handbook	Predict Weather up to 24 hours in advance	15	Players Handbook
Attempt: Spotter distracted		-5	Players Handbook	Read Trail Signs	Same as Create	Races of the Wild
Attempt: Ranger vs favored enemy		+Favored enemy bonus	Players Handbook	Trailblazing: per 3 additional creatures		-2 Races of the Wild
Attempt: Per 10 ft of distance		-1	Players Handbook	Trailblazing: speed up group	15	Races of the Wild
Know there is an invisible creature near you	20		Players Handbook	Follow Tracks: fresh snowcover since	+10	Players Handbook
Attempt: Spotter has Alertness feat		+2	Players Handbook	Get along in the wild	10	Players Handbook

Survival

Task:	DC:	Check:	ReferenceBook:	Find Trail Signs: Hide	Opposed Survival check	Races of the Wild
Follow Tracks: per 3 creatures	-1		Players Handbook	Follow Tracks: firm ground	15	Players Handbook
Follow Tracks: Visibility: Overcast/Moonless night	+6		Players Handbook	Find Trail Signs: Make them Obvious	-10	Races of the Wild
Follow Tracks: Visibility: Moonlight	+3		Players Handbook	Aboveground wilderness		Players Handbook
Follow Tracks: Visibility: Fog or Precipitation	+3		Players Handbook	Avoid getting lost	15	Players Handbook
Follow Tracks: very soft ground	5		Players Handbook	Avoid natural hazards (such as quicksand)	15	Players Handbook
Gain +2 bonus to resist underground hazards	15		Players Handbook			
Follow Tracks: soft ground	10		Players Handbook			

Create Trail Signs: Medium Messages (5 to 10 words)	15	Races of the Wild	Extra Breath preparation (+4 rounds of holding breath)	15	Stormwrack
Find Trail Signs	10	Races of the Wild	Gear	Roll - (2 x encumbrance penalty)	Players Handbook
Find Trail Signs: per 1 hour rain since created	+1	Races of the Wild			
Find Trail Signs: per 24 hours elapsed	+1	Races of the Wild			
Find Trail Signs: Poor Visibility: Fog or Precipitation	+3	Races of the Wild	Stormy water	20	Players Handbook
Find Trail Signs: Poor Visibility: Moonlight	+3	Races of the Wild	Dive: 100 ft (min safe depth: 30 ft)	20	Stormwrack
Follow Tracks: creatures are Gargantuan	+4	Players Handbook	Dive: 120 ft (min safe depth: 30 ft)	25	Stormwrack
Follow Tracks: creatures are Small	+1	Players Handbook	Rough water	15	Players Handbook
Create Trail Signs: Simple Message (4 words or less)	10	Races of the Wild	Dive: 20 ft (min safe depth: 10 ft)	15	Stormwrack
Find Trail Signs: Poor Visibility: Overcast or Moonless night	+6	Races of the Wild	Dive: 90 ft (min safe depth: 30 ft)	20	Stormwrack
Follow Tracks: creatures are Huge	+2	Players Handbook	Dive: 210 ft (min safe depth: 30 ft)	35	Stormwrack
Follow Tracks: creatures are Medium	0	Players Handbook	Armor	Roll - (2 x armor check)	Players Handbook
Follow Tracks: creatures are Tiny	+2	Players Handbook	Dive: 10 ft (min safe depth: 10 ft)	15	Stormwrack
Follow Tracks: creatures are Fine	+8	Players Handbook	Dive: 30 ft (min safe depth: 10 ft)	15	Stormwrack
Follow Tracks: creatures are Diminutive	+4	Players Handbook	Dive: 40 ft (min safe depth: 20 ft)	15	Stormwrack
Follow Tracks: creatures are Colossal	+8	Players Handbook	Dive: 50 ft (min safe depth: 20 ft)	20	Stormwrack
Find Trail Signs: Put in plain sight	-5	Races of the Wild	Dive: 60 ft (min safe depth: 20 ft)	20	Stormwrack
Follow Tracks: creatures are Large	+1	Players Handbook	Dive: 70 ft (min safe depth: 30 ft)	20	Stormwrack
			Dive: 80 ft (min safe depth: 30 ft)	20	Stormwrack
			Calm water	10	Players Handbook

Tumble

Task:	DC:	Check:	ReferenceBook:		
Dive: 110 ft (min safe depth: 30 ft)	25		Stormwrack	+2	Players Handbook
Dive: Water not minimum safe depth	+5		Stormwrack	+5	Players Handbook
Dive: 160 ft (min safe depth: 30 ft)	30		Stormwrack	+2	Players Handbook
Dive: 240+ ft (min safe depth: 30 ft)	35		Stormwrack	35	Players Handbook
Each hour of swimming, check to avoid 1d6 subdual damage	20		Players Handbook	-20	Complete Adventurer
			Task:	DC:	Check:
			Surface: Sloped or angled	+2	ReferenceBook: Players Handbook
			Surface: Severely obstructed	+5	Players Handbook
			Tumble up to half speed avoiding Attacks of Opportunity	15	Players Handbook
			Treat a fall as if 10 ft shorter	15	Players Handbook
			Surface: Severely slippery (ice sheet)	+5	Players Handbook
			Surface: Lightly obstructed	+2	Players Handbook
			Stand as a Free Action instead of a Move action	35	Players Handbook
			Sprinting Tumble		
			Reduce fall: ignore 10 ft per 15 pts of check		

Swim

Tumble up to half speed avoiding AoOs passing thru enemies	25	Players Handbook
Surface: Lightly slippery (wet floor)	+2	Players Handbook

Use Magic Device

Task:	DC:	Check:	ReferenceBook:
Emulate race	25		Players Handbook
Use a Wand	20		Players Handbook
Emulate spell ability	20		Players Handbook
Emulate class feature	20		Players Handbook
Emulate alignment	30		Players Handbook
Emulate ability score	special		Players Handbook
Decipher written spell	25 + spell level		Players Handbook
Activate blindly	25		Players Handbook
Use a Scroll	20 + caster level		Players Handbook

Use Rope

Task:	DC:	Check:	ReferenceBook:
Tie someone up	10		Players Handbook
Quick Knot Tying		-10	Complete Adventurer
Rappel, descend at base speed (single or double move)	10		Races of Stone
Rappel, double move descend at double speed	20		Races of Stone
Secure a Grappling Hook	10 + 2 per 10 ft it is thrown		Players Handbook
Splice 2 ropes together (5 minutes)	15		Players Handbook
Tie a firm knot	10		Players Handbook
Tie a rope around oneself one-handed	15		Players Handbook
Tie a special knot (slip, slides slowly, tug release)	15		Players Handbook