SKILLS

Acrobatics (page 87)

Moving Across a Narrow Surface	Acrobatics DC
Greater than 3 feet wide	0[1]
1–3 feet wide	5[1]
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

Move Through a Threatened Area	Acrobatics DC[2]
Move through a threatened area	Opponent's CMD
Move through an enemy's space	5 + opponent's CMD

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
Greater than 10 feet	+5 per 5 feet

High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
Greater than 3 feet	+4 per foot

Acrobatics Modifiers	DC Modifier
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45°)	+2
Severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10
Move at full speed on narrow or uneven surfaces	+5[3]

1 No check needed unless modifiers increase the DC to 10 or higher.

2 Increase the DC by 2 for each additional opp. avoided in 1 round.

3 This does not apply to checks made to jump.

Bluff (opposed by Sense Motive, page 90)

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

Climb (page 90)

Example Surface or Activity	Climb DC
A steep slope, or a knotted rope next to a wall	0
A rope next to a wall or a knotted rope	5
A surface with ledges, rough wall, or ship rigging	10
Any surface with handholds, a tree, or an unknotted rope	15
An uneven surface with narrow handholds	20
A rough surface, such as a rock or brick wall	25
An overhang or ceiling with handholds only	30
A perfectly smooth vertical (or inverted) surface cannot be climbed.	

Climb Modifiers	DC Modifier
Brace against two opposite walls	−10
Brace against two perpendicular walls	−5
Surface is slippery	+5

Diplomacy (page 93)

Starting Attitude	Diplomacy DC
Hostile	25 + Cha modifier
Unfriendly	20 + Cha modifier
Indifferent	15 + Cha modifier
Friendly	10 + Cha modifier
Helpful	0 + Cha modifier

Request	DC Modifier
Give simple advice or directions	−5
Give detailed advice or simple aid	+0
Reveal an unimportant secret or give complicated aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that could result in punishment	+15 or more

Disable Device (page 94)

Device	Time	Disable Device DC
Simple (jam a lock)	1 round	10
Tricky (sabotage a wagon)	1d4 rounds	15
Difficult (disarm or reset a trap)	2d4 rounds	20
Extreme (disarm a complex trap)	2d4 rounds	25

Fly (page 96)

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

Wind Effects on Flight (page 96)

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

SKILLS

Heal (page 98)

Task	Heal DC
First aid	15
Long-term care	15
Treat wounds from caltrops, *spike growth*, or *spike stones*	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

Knowledge (page 99)

Task	Knowledge DC
Easy question	10
Basic question	15
Hard question	20+
Identify auras using *detect magic* (arcana)	15 + spell level
Identify a spell effect that is in place (arcana)	20 + spell level
Identify underground hazard (dungeoneering)	15 + hazard's CR
Identify dangerous construction (engineering)	10
Recognize regional terrain features (geography)	15
Know obscure or ancient event (history)	20
Know local laws, rulers, and popular locations (local)	10
Identify a common plant or animal (nature)	10
Know proper etiquette (nobility)	15
Identify a creature's planar origin (planes)	20
Recognize a common deity's symbol or clergy (religion)	10
Know a monster's abilities or weaknesses (varies)	10 + monster's CR

Perception (page 102)

Detail	Perception DC
Hear the sound of battle	−10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Sense a burrowing creature underneath you	25
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap
Identify the powers of a potion through taste	15 + the potion's CL

Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/foot of wall
Favorable conditions[1]	−2
Unfavorable conditions[1]	+2
Terrible conditions[2]	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20

1 Favorable and unfavorable conditions depend upon the sense being used to make the check.

2 As for unfavorable conditions, but more extreme.

Ride (page 103)

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Leap	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

Spellcraft (page 106)

Task	Spellcraft DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll	15 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Identify magic item powers using *detect magic*	15 + item's caster level
Decipher a scroll	20 + spell level

Survival (page 107)

Track Creatures Over Listed Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Tracking Modifiers	DC Modifier
Every three creatures in the group being tracked	−1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	−1
Huge	−2
Gargantuan	−4
Colossal	−8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow since the trail was made	+10
Poor visibility:[1]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

1 Apply only the largest modifier from this category.

Swim (move at quarter speed, page 108)

Water Condition	Swim DC
Calm water	10
Rough water	15
Stormy water	20[1]

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

COMBAT

Attack Roll Modifiers (page 195)

Attacker is...	Melee	Ranged
Dazzled	−1	−1
Entangled	−2[1]	−2[1]
Flanking defender	+2	—
Invisible	+2[2]	+2[2]
On higher ground	+1	+0
Prone	−4	—[3]
Shaken or frightened	−2	−2
Squeezing through a space	−4	−4

1 An entangled character also takes a −4 penalty to Dex.
2 The defender loses any Dex bonus to AC.
3 Most ranged weapons can't be used while the attacker is prone.

Armor Class Modifiers (page 195)

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	−2[1]	−2[1]
Concealed or invisible	see page 196	
Cowering	−2[1]	−2[1]
Entangled	+0[2]	+0[2]
Flat-footed	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1]
Helpless	−4[3]	+0[3]
Kneeling or sitting	−2	+2
Pinned	−4[3]	+0[3]
Prone	−4	+4
Squeezing through a space	−4	−4
Stunned	−2[1]	−2[1]

1 The defender loses any Dex bonus to AC.
2 An entangled character takes a −4 penalty to Dex.
3 The defender is flat-footed and cannot add his Dex bonus to AC.

Combat Maneuvers (page 198)

CMB = BAB + Str modifier + special size modifier

CMD = BAB + Str modifier + Dex modifier + special size modifier +10

Bull Rush Push target 5 ft., +5 ft. for every 5 by which check exceeds CMD

Disarm Target drops 1 item or 2 items if check exceeds CMD by 10

Grapple Both target and attacker gain grappled condition

Overrun Move through target, knocked prone if check exceeds CMD by 5

Sunder Deal damage to item held or worn by target

Trip Knock target prone, attacker knocked prone if check fails by 10 or more

Two-Weapon Fighting Penalties (page 202)

Circumstances	Primary Hand	Off Hand
Normal penalties	−6	−10
Off-hand weapon is light	−4	−8
Two-Weapon Fighting feat	−4	−4
Off-hand weapon is light and Two-Weapon Fighting feat	−2	−2

Concentration Checks (page 206)

Situation	Concentration DC
Cast defensively	15 + double spell level
Injured while casting	10 + damage dealt + spell level
Continuous damage while casting	10 + 1/2 damage dealt + spell level
Affected by a non-damaging spell	DC of the spell + spell level
Grappled or pinned while casting	10 + grappler's CMB
Vigorous motion while casting	10 + spell level
Violent motion while casting	15 + spell level
Extremely violent motion while casting	20 + spell level
Wind with rain or sleet while casting	5 + spell level
Wind with hail and debris while casting	10 + spell level
Weather caused by spell	see spell
Entangled while casting	15 + spell level

Common Conditions (page 565)

Blinded: Creature takes a −2 penalty to AC, loses Dex bonus to AC, and takes a −4 penalty on most Str- and Dex-based skill checks and on opposed Perception skill checks. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Creatures must make a DC 10 Acrobatics skill check to move faster than half speed or fall prone.

Broken: Weapons suffer a −2 penalty on attack and damage rolls and only score a critical hit on a natural 20 and only deal ×2 damage. Armor and shields grant half AC bonus and double armor check penalty. Broken wands or staves use twice as many charges.

Confused: 01–25: Act normally, 26–50: Babble for one round, 51–75: Deal 1d8 + Str damage to self, 76–100: Attack nearest creature.

Entangled: No movement if bonds are anchored, otherwise move at half speed. Creature takes a −2 penalty on all attack rolls and a −4 penalty to Dex. Must make concentration check to cast spells.

Exhausted: Creature moves at half speed. −6 penalty to Str and Dex. Rest 1 hour to become fatigued.

Fatigued: Creature cannot run or charge. −2 penalty to Str and Dex. Rest 8 hours to remove.

Frightened: As shaken, except creature must flee from source.

Grappled: Creature cannot move or take action that requires 2 hands. −4 penalty to Dex. −2 penalty to attacks and combat maneuvers (except checks made to escape). Must make concentration check to cast spells. Cannot take attacks of opportunity.

Nauseated: Creature can only take a move action and cannot attack, cast spells, or concentrate.

Panicked: As frightened, except creature drops held items.

Paralyzed: Creature's Str and Dex reduced to 0. Fliers using wings fall. Creature is helpless.

Pinned: As grappled, except creature is flat-footed, takes a −4 penalty to AC, and can only take verbal or mental actions (except checks made to escape).

Shaken: Creature takes a −2 penalty on all attack rolls, saving throws, skill checks, and ability checks.

Sickened: Creature takes a −2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Staggered: Creature can only take a move action or standard action (plus swift and immediate).

Stunned: Creature cannot take actions, drops everything held, takes a −2 penalty to AC, and loses its Dex bonus to AC (if any).

MISCELLANEOUS

Armor and Weapon Hardness and Hit Points (page 173)

Weapon or Shield	Hardness[1]	Hit Points[2, 3]
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special[4]	armor bonus × 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 Add +2 for each +1 enhancement bonus of magic items.
2 Divide by 2 for each size category smaller than Medium, or multiply it by 2 for each size category larger than Medium.
3 Add 10 hp for each +1 enhancement bonus of magic items.
4 Varies by material.

Substance Hardness and Hit Points (page 173)

Substance	Hardness	Hit Points
Glass	1	1/in. of thickness
Paper or cloth	0	2/in. of thickness
Rope	0	2/in. of thickness
Ice	0	3/in. of thickness
Leather or hide	2	5/in. of thickness
Wood	5	10/in. of thickness
Stone	8	15/in. of thickness
Iron or steel	10	30/in. of thickness
Mithral	15	30/in. of thickness
Adamantine	20	40/in. of thickness

Common Object Hardness and Hit Points (page 173)

Object	Hardness	Hit Points	Break DC
Rope (1 in. diameter)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Wooden portcullis	5	30	25[1]
Stone door	8	60	28
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron portcullis	10	60	25[1]
Iron door (2 in. thick)	10	60	28

1 DC to lift the portcullis, use the door entry to break.

Experience Point Awards (page 399)

CR	Total XP	1–3 PCs	4–5 PCs	6+ PCs
1/8	50	15	15	10
1/6	65	20	15	10
1/4	100	35	25	15
1/3	135	45	35	25
1/2	200	65	50	35
1	400	135	100	65
2	600	200	150	100
3	800	265	200	135
4	1,200	400	300	200
5	1,600	535	400	265
6	2,400	800	600	400
7	3,200	1,070	800	535
8	4,800	1,600	1,200	800
9	6,400	2,130	1,600	1,070
10	9,600	3,200	2,400	1,600
11	12,800	4,270	3,200	2,130
12	19,200	6,400	4,800	3,200
13	25,600	8,530	6,400	4,270
14	38,400	12,800	9,600	6,400
15	51,200	17,100	12,800	8,530
16	76,800	25,600	19,200	12,800
17	102,400	34,100	25,600	17,100
18	153,600	51,200	38,400	25,600
19	204,800	68,300	51,200	34,100
20	307,200	102,000	76,800	51,200
21	409,600	137,000	102,400	68,300
22	614,400	205,000	153,600	102,400
23	819,200	273,000	204,800	137,000
24	1,228,800	410,000	307,200	204,800
25	1,638,400	546,000	409,600	273,000

Treasure Values per Encounter (page 399)

Average Level	Slow	Medium	Fast
1	170 gp	260 gp	400 gp
2	350 gp	550 gp	800 gp
3	550 gp	800 gp	1,200 gp
4	750 gp	1,150 gp	1,700 gp
5	1,000 gp	1,550 gp	2,300 gp
6	1,350 gp	2,000 gp	3,000 gp
7	1,750 gp	2,600 gp	3,900 gp
8	2,200 gp	3,350 gp	5,000 gp
9	2,850 gp	4,250 gp	6,400 gp
10	3,650 gp	5,450 gp	8,200 gp
11	4,650 gp	7,000 gp	10,500 gp
12	6,000 gp	9,000 gp	13,500 gp
13	7,750 gp	11,600 gp	17,500 gp
14	10,000 gp	15,000 gp	22,000 gp
15	13,000 gp	19,500 gp	29,000 gp
16	16,500 gp	25,000 gp	38,000 gp
17	22,000 gp	32,000 gp	48,000 gp
18	28,000 gp	41,000 gp	62,000 gp
19	35,000 gp	53,000 gp	79,000 gp
20	44,000 gp	67,000 gp	100,000 gp