



I HAVE JOURNEYED THROUGH ZAMORA, VENDHYA, STYGIA AND THE HAUNTED JUNGLES OF KHITAI. I HAVE READ THE IRON BOUND BOOKS OF SKELDS, AND CONVERSED WITH UNSEEN CREATURES AND FACELESS SHAPES IN THE DEEPEST AND DARKEST PLACES OF THE WORLD.

I GAINED GLIMPSES OF FORBIDDEN KNOWLEDGE IN THE DEMON-HAUNTED CRYPTS BENEATH THE BLACK TEMPLES OF SET AND HAVE LEARNED THE VERY SECRETS OF LIFE AND HER SISTER, DEATH. FROM DESICCATED CORPSES AND MOULDERING MANUSCRIPTS HAVE I GAINED POWER UNIMAGINED.

THEN, THESE PAST YEARS HENCE, I HAVE SOUGHT YOU OUT AND, THOUGH SECRETED AS YOU ARE, I STAND BEFORE YOU TO DELIVER IT.

Including a full-colour, poster-size map of the world of Hyboria, this Games Master's Screen is packed with information and tables from Conan the Roleplaying Game, all collated into one easy to use screen, helping you to preside over your own Conan adventures quickly and efficiently.













		S	peed ——	
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)*				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1.5 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	_	_	_	_
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	_	_	_	_
Run	_	_	_	_
* Tactical movement is oft square = 5 feet) rather than		in squares o	n the battle §	grid (1

Camel, Pack (401-1200 lb.) 1 3 ½ miles 35 miles Camel, Racing 5 miles 50 miles Camel, Racing (201-600 lb.) 1 3 ½ miles 35 miles Camel, Racing (201-600 lb.) 1 3 ½ miles 35 miles Camel, Riding 5 miles 50 miles Camel, Riding (301-900 lb.) 1 3 ½ miles 35 miles Light horse or light warhorse 6 miles 48 miles Light horse (151-450 lb.) 1 4 miles 32 miles Light warhorse (231-690 lb.) 1 4 miles 32 miles Heavy horse or heavy warhorse 5 miles 40 miles Heavy horse (201-600 lb.) 1 3-1/2 miles 28 miles Cart or wagon 2 miles 16 miles Carack (rowed) 2 miles 20 miles Galley, Corsair (rowed) 4 miles 40 miles Galley, Corsair (rowed) 2 miles 40 miles Galley, Corsair (sailed) 3 miles 72 miles Galley, Stygian (rowed) 3 miles 30 miles Galley, Stygian (sailed) 3 miles 72 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (rowed) 2 ½ miles 60 miles Galley, Trading (sailed) 1 ½ miles 36 miles Gondola, Stygian (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Mount/Vehicle	Per Hour	Per Day
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Camel, Racing (201-600 lb.) ¹ 3 ½ miles 35 miles Camel, Riding 5 miles 50 miles Camel, Riding (301-900 lb.) ¹ 3 ½ miles 35 miles Light horse or light warhorse 6 miles 48 miles Light horse (151-450 lb.) ¹ 4 miles 32 miles Light warhorse (231-690 lb.) ¹ 4 miles 32 miles Heavy horse or heavy warhorse 5 miles 40 miles Heavy horse (201-600 lb.) ¹ 3-1/2 miles 28 miles Heavy warhorse (301-900 lb.) ¹ 3-1/2 miles 28 miles Cart or wagon 2 miles 16 miles Ship Carack (rowed) 2 miles 20 miles Carack (sailed) 3 miles 72 miles Galley, Corsair (rowed) 4 miles 40 miles Galley, Corsair (rowed) 2 miles 30 miles Galley, Stygian (rowed) 3 miles 30 miles Galley, Stygian (rowed) 3 miles 72 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (rowed) 2 ½ miles 60 miles Gondola, Stygian (sailed) 1 ½ miles 36 miles	Camel, Pack (401-1200 lb.) 1	3 ½ miles	35 miles
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Camel, Riding (301-900 lb.) 1 3 ½ miles 35 miles Light horse or light warhorse 6 miles 48 miles Light horse (151-450 lb.) 1 4 miles 32 miles Light warhorse (231-690 lb.) 1 4 miles 32 miles Heavy horse or heavy warhorse 5 miles 40 miles Heavy horse (201-600 lb.) 1 3-1/2 miles 28 miles Heavy warhorse (301-900 lb.) 1 3-1/2 miles 28 miles Cart or wagon 2 miles 16 miles Ship Carack (rowed) 2 miles 20 miles Carack (sailed) 3 miles 72 miles Galley, Corsair (rowed) 4 miles 40 miles Galley, Corsair (sailed) 2 miles 30 miles Galley, Stygian (rowed) 3 miles 30 miles Galley, Stygian (sailed) 3 miles 72 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Camel, Racing (201-600 lb.) 1	3 ½ miles	35 miles
Light horse or light warhorse Light horse (151–450 lb.)¹ Light warhorse (231–690 lb.)¹ Heavy horse or heavy warhorse Heavy horse (201–600 lb.)¹ Heavy warhorse (301–900 lb.)¹ Ja-1/2 miles Heavy warhorse (201–600 lb.)¹ Ja-1/2 miles Heavy horse (201–600 lb.)¹ Ja-1/2 miles Ja-1/2 miles Ja-1/2 miles Ja-1/2 miles Ja-1/2 miles Ja-1/2 m	Camel, Riding	5 miles	50 miles
Light horse (151–450 lb.)¹ 4 miles 32 miles Light warhorse (231–690 lb.)¹ 4 miles 32 miles Heavy horse or heavy warhorse 5 miles 40 miles Heavy horse (201–600 lb.)¹ 3-1/2 miles 28 miles Heavy warhorse (301–900 lb.)¹ 3-1/2 miles 28 miles Cart or wagon 2 miles 16 miles Ship Carack (rowed) 2 miles 20 miles Carack (sailed) 3 miles 72 miles Galley, Corsair (rowed) 4 miles 40 miles Galley, Corsair (sailed) 2 miles 30 miles Galley, Stygian (rowed) 3 miles 30 miles Galley, Stygian (rowed) 3 miles 72 miles Galley, Trading (rowed) 3 miles 72 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (sailed) 2 ½ miles 60 miles Galley, Trading (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Camel, Riding (301-900 lb.) ¹	3 ½ miles	35 miles
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Heavy horse or heavy warhorse 5 miles 40 miles Heavy horse (201–600 lb.)¹ 3-1/2 miles 28 miles Heavy warhorse (301–900 lb.)¹ 3-1/2 miles 28 miles Cart or wagon 2 miles 16 miles Ship Carack (rowed) 2 miles 20 miles Carack (sailed) 3 miles 72 miles Galley, Corsair (rowed) 4 miles 40 miles Galley, Corsair (sailed) 2 miles 48 miles Galley, Stygian (rowed) 3 miles 30 miles Galley, Stygian (sailed) 3 miles 72 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (sailed) 2 ½ miles 36 miles Gondola, Stygian (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Light horse (151–450 lb.) ¹	4 miles	32 miles
Heavy horse (201–600 lb.)¹ 3-1/2 miles 28 miles Heavy warhorse (301–900 lb.)¹ 3-1/2 miles 28 miles Cart or wagon 2 miles 16 miles Ship Carack (rowed) 2 miles 20 miles Carack (sailed) 3 miles 72 miles Galley, Corsair (rowed) 4 miles 40 miles Galley, Corsair (sailed) 2 miles 48 miles Galley, Stygian (rowed) 3 miles 30 miles Galley, Stygian (sailed) 3 miles 72 miles Galley, Trading (rowed) 3 miles 72 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (sailed) 2 ½ miles 25 miles Galley, Trading (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Light warhorse (231–690 lb.) ¹	4 miles	32 miles
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Cart or wagon 2 miles 16 miles Ship Carack (rowed) 2 miles 20 miles Carack (sailed) 3 miles 72 miles Galley, Corsair (rowed) 4 miles 40 miles Galley, Corsair (sailed) 2 miles 48 miles Galley, Stygian (rowed) 3 miles 30 miles Galley, Stygian (sailed) 3 miles 72 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (rowed) 2 ½ miles 25 miles Galley, Trading (sailed) 2 ½ miles 60 miles Gondola, Stygian (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Heavy horse (201–600 lb.)1	3-1/2 miles	28 miles
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Carack (rowed) Carack (sailed) Carack (rowed) Carack (sailed) Ca	Cart or wagon	2 miles	16 miles
Carack (sailed) Galley, Corsair (rowed) Galley, Corsair (sailed) Galley, Corsair (sailed) Galley, Stygian (rowed) Galley, Stygian (rowed) Galley, Stygian (sailed) Galley, Trading (rowed) Galley, Trading (rowed) Galley, Trading (sailed) Carack (sailed) Smiles Smiles Smiles Smiles Carack (sailed) Smiles Smiles Smiles Smiles Carack (sailed) Smiles Smiles Smiles Smiles Smiles Comdola, Stygian (sailed) Smiles Sm	Ship		
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Galley, Corsair (sailed) Galley, Stygian (rowed) Galley, Stygian (sailed) Galley, Stygian (sailed) Galley, Stygian (sailed) Galley, Trading (rowed) Galley, Trading (sailed) Galley, Trading (sailed) Gondola, Stygian (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Carack (sailed)	3 miles	72 miles
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Galley, Trading (rowed) Galley, Trading (sailed) Galley, Trading (sailed) Gondola, Stygian (sailed) Rowboat (rowed) 2 ½ miles 60 miles 36 miles 1 ½ miles 15 miles	Galley, Stygian (rowed)	3 miles	30 miles
Galley, Trading (sailed) 2 ½ miles 60 miles Gondola, Stygian (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Galley, Stygian (sailed)	3 miles	72 miles
Gondola, Stygian (sailed) 1 ½ miles 36 miles Rowboat (rowed) 1 ½ miles 15 miles	Galley, Trading (rowed)	2 ½ miles	25 miles
Rowboat (rowed) 1 ½ miles 15 miles	Galley, Trading (sailed)	2 ½ miles	60 miles
	Gondola, Stygian (sailed)	1 ½ miles	36 miles
	Rowboat (rowed)	1 ½ miles	15 miles

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Carrying Canacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–100 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	101–130 lb. 117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–200 lb.
17	86 lb. or less	87–173 lb.	174–250 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	101–200 lb. 117–233 lb.	201–300 lb.
20	133 lb. or less	11/–255 lb. 134–266 lb.	267–400 lb.
21	153 lb. or less	154–266 lb. 154–306 lb.	307–460 lb.
		174–346 lb.	
22	173 lb. or less 200 lb. or less	201–400 lb.	347–520 lb. 401–600 lb.
23			
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Carrying Loads

		Check		— Speed —	
Load	Max Dex	Penalty	(30 ft.)	(20 ft.)	Run
Medium	+3	-3	20 ft.	15 ft.	x4
Heavy	+1	-6	20 ft.	15 ft.	x3

Terrain And Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Hampered Movement

	Condition	Additional Movement Co
	Difficult terrain	x2
T	Obstacle (may require a skill check)	x2
s	Poor visibility	x2
g	Impassable	_

tions In Combat			
tandard Action	Attack of Opportunity ¹	Full-Round Action	Attack of Opportunity ¹
ttack (melee)	No	Light a torch with flint and tinder	Yes
ttack (ranged)	Yes	Load a crossbow	Yes
ttack (unarmed)	Yes	Prepare to throw splash weapon	Yes
id another	Maybe ²	Run	Yes
ull rush	Yes	Use skill that takes 1 round	Usually
ast a spell (1 standard action casting time)	Yes	Use touch spell on up to six friends	Yes
oncentrate to maintain an active spell	No	Withdraw ⁵	Maybe
Pismiss a spell	No	Free Action	Attack of Opportunity ¹
raw a hidden weapon	No	Cease concentration on a spell	No
ee Sleight of Hand skill)		Drop an item	No
scape a grapple	No	Drop to the floor	No
eint	No	Prepare spell components to cast a spell ⁶	No
ight a torch from a burning taper	Yes	Speak	No
fake a dying friend stable (see Heal skill)	Yes	No Action	Attack of Opportunity ¹
verrun	No	Delay	No
eady (triggers a standard action)	No	5-foot step	Maybe ⁷
under a weapon (attack)	Yes	Action Type Varies	Attack of Opportunity ¹
under an object (attack)	Maybe ³	Disarm ⁸	Yes
otal defence	No	Grapple ⁸	Yes
se extraordinary ability	No	Trip an opponent8	Yes
se skill that takes 1 action	Usually	Use feat ⁹	Varies
se supernatural ability	No		.1
Iove Action	Attack of Opportunity ¹	¹ Regardless of the action, if you move out of a threatened square, you us provoke an attack of opportunity. This column indicates whether the a	
love	Yes	itself, not moving, provokes an attack of opportunity.	
ontrol a frightened mount	Yes	² If you aid someone performing an action th	
Firect or redirect an active spell	No	attack of opportunity, then the act of aiding	
oraw a weapon ⁴	No	opportunity as well.	1

Attack of Opportunity

³ If the object is being held, carried or worn by a creature, yes. If not, no. ⁴ If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would

⁵ May be taken as a standard action if you are limited to taking only a single action in a round.

Unless the component is an extremely large or awkward item.

A five-foot step provokes an attack of opportunity if it is made as part of (or combined with) an action that would do so, such as using the Full Attack action with a bow. Otherwise, it does not.

These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

Defence Modifiers

Open or close a door

Move a heavy object

Pick up an item

Sheathe a weapon

Stand up from prone

Ready or loose a shield⁴

Retrieve a stored item

Full-Round Action

Deliver coup de grace

Escape from a net

Extinguish flames

Full attack

Charge⁵

Mount a horse or dismour

Defender is	Melee	Ranged
Behind cover	+4	+4
Blinded	-2^{1}	-2^{1}
Concealed or invisible	— See Concea	alment —
Entangled	+02	+02
Flat-footed (such as when surprised)	+01	+01
Grappling (but attacker is not)	+01	$+0^{1,3}$
Helpless (such as paralysed, sleeping, or bound)	-4^{4}	+04
Kneeling or sitting	-2	+2
Pinned	-4^{4}	$+0^{4}$
Prone	-4	+4

Squeezing through a space

¹ The defender cannot dodge or parry.

⁹ The description of a feat defines its effect.

normally take you to draw one.

² An entangled character takes a –4 penalty to Dexterity. Characters who are entangled from above, such as by a thrown net, take a –4 penalty to Parry Defence when parrying with weapons larger than daggers; characters who are entangled from below, such as by walking into a web, can still parry at no penalty.

³ Roll randomly to see which grappling combatant you strike. That defender can neither dodge nor parry.

⁴ Treat the defender's Dexterity as 0 (–5 modifier to Defence). Sneak attacks can be made against helpless or pinned defenders.

Ability Modifiers

Score	Modifier	Score	Modifier
1	-5	28-29	+9
2–3	_4	30-31	+10
4–5	-3	32-33	+11
6–7	-2	34-35	+12
8–9	-1	36-37	+13
10-11	0	38-39	+14
12-13	+1	40-41	+15
14–15	+2	42-43	+16
16–17	+3	44-45	+17
18-19	+4	46-47	+18
20-21	+5	4849	+19
22-23	+6	50-51	+20
24–25	+7	52-53	+21
26-27	+8	etc	

Attack Rolls

Melee Attack Roll = 1d20 + Base Attack Bonus + Strength Modifier + Size Modifier Melee Attack Roll for Finesse Fighters = 1d20 + Base Attack

Bonus + Dexterity Modifier + Size Modifier

Ranged Attack Roll = 1d20 + Base Attack Bonus + Dexterity Modifier + Size Modifier + Range Penalty Magic Attack Roll = 1d20 + Magic Attack Bonus + Charisma

Common Formulae and Rolls

Defence Value = 10 + Size Modifier + either Pasrry Bonus or Dodge

Saving Throw = Base Save Bonus (Fortitude, Reflex or Will) + Ability Modifier (Constitution, Dexterity or Wisdom respectively)

Initiative Check = 1d20 + Base Reflex Save Bonus + Dexterity Modifier + any relevant feats or bonuses (Improved Inintiative, etc.)

Skill Check = 1d20 + relevant Skill Modifier (Skill Ranks + Ability Modifier + any relevant penalties or bonuses (Racial, Armour Check, etc.)

Natural Healing & A Flagon of Wine

Characters recover (3 + Constitution modifier + 1 per character level) hit points (minimum 1) per day of rest. Undergoing complete bed rest for an entire day recovers (6 + double Constitution modifier + 2 per character level) hit points (minimum 2).

A character who is disabled (on exactly 0 hp) may be restored to 1 hp by drinking at least a pint of strong wine or other powerful liquor.

Size and Base		DCs To	
Defence of Objects		Break or Burst Iten	18
	Base Defence	Strength Check to:	DC
Size	Modifier	Break down simple	13
Colossal	-8	door	
Gargantuan	-4	Break down good door	18
Huge	-2	Break down strong	23
Large	-1	door	
Medium	+0	Burst rope bonds	23
		Bend iron bars	24
Small	+1	Break down barred	25
Tiny	+2	door	
Diminutive	+4	Burst chain bonds	26
Fine	+8	Break down iron door	28

Examples of Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false map	Forgery (Int)	Forgery (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha)	Special ¹
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Rope (Dex)	Escape Artist (Dex)
¹ An Intimidate check is opp Intimidate skill description i	posed by the target's level check for more information.	k, not by a skill check. See the
D100 1 01 E	•	
Difficulty Class Exam	ples	
Difficulty (DC)	Example (Skill Used)	

y Easy (0)	Notice something large in plain sight (Spot)
y (5)	Climb a knotted rope (Climb)
rage (10)	Hear an approaching guard (Listen)
gh (15)	Rig a wagon wheel to fall off (Disable Device)
allenging (20)	Swim in stormy water (Swim)
midable (25)	Open an average lock (Open Lock)
roic (30)	Leap across a 30-foot chasm (Jump)
arly Impossible (40)	Track a squad of nomads across hard ground after 24 hours of

Substance Hardness and Hit Points

rainfall (Survival)

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

Object Hardness and Hit Points

- to F - ()	-	_		
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	
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 door (2 in. thick)	10	60	28	

Light Courses And Illumination

Light Sources And Illumination			
Object	Bright	Shadowy	Duration
Candle	n/a¹	5 ft.	1 hour
Lantern, oil	30 ft.	60 ft.	6 hr./pint
Torch	20 ft.	40 ft.	1 hr.
¹ A candle does not provide bright illumination, only shadowy illumination.			

Scholar's Knowledge is Power Ability

DC	Type of Knowledge	
10	Common, known by at least a substantial minority of the local population.	Ini Ho
20	Uncommon but available, known by only a few people in the area.	Un
25	Obscure, known by few, hard to come by.	Inc Fri
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly	
	known only by those who do not understand the	Atı
	significance of the knowledge.	Но

Average Reputation Scores

Liample	Score
A young, inexperienced thief	1
A newly recruited guardsman	2
A bookish but well-though-of scholar	3
A priest who has worked among the people of the area	4-5
A person known to be a thief or thug	6-7
An old soldier in local lord's retinue	8-9
A scarred and battle-tested mercenary	10-15
A sorcerer-for-hire	16-25
A person who averted a major disaster	26-35
A gifted assassin	36-55
A priest renowned for his successful and active opposition to the worshippers of Set	56-75
A nomad chieftain at the head of a powerful horde that has plundered several settlements	76-90
An evil wizard who has returned from the dead to topple kingdoms and slay the living	90+

Bluff Examples

Example Circumstances	Modifier	
The target wants to believe you.	-5	
The bluff is believable and does not affect	+0	
the target much.		
The bluff is a little hard to believe or puts	+5	
the target at some risk.		
The bluff is hard to believe or puts the target	+10	
at significant risk.		
The bluff is way out there, almost too	+20	J
incredible to consider.		

Sense Motive

Climb Checks

Climb DC		
Modifier ¹	Example Surface or Activity	
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).	
- 5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).	H
+5	Surface is slippery (increases DC by 5).	

These modifiers are cumulative; use any that apply.



Diplomacy Checks

Initial Attitude	Hostile	Unfriendly	y Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	_	Less than 1	1	15	30
Friendly	_	_	Less than 1	1	20
Helpful	_	_	_	Less than 1	1
Attitude 1	Means		Possible Actions	s	
Hostile	Will take risks to	hurt you	Attack, interfere	, berate, flee	
Unfriendly	Wishes you ill		Mislead, gossip,	avoid, insult	
Indifferent I	Does not much ca	are	Socially expected	linteraction	
Friendly	Wishes you well		Chat, advise, off	er limited help	advocate
Helpful	Will take risks to	help you	Protect, back up	, heal, aid	

New Attitude (DC to achieve)—

Concentration Checks

Concentration Cl	necks
Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous	Taking continuous damage during the action. ³
Distracting spell's save DC	Distracted by non-damaging spell. ⁴
10	Vigorous motion, such as on a moving mount.
15	Violent motion, such as on a galloping horse.
20	Extraordinarily violent motion, such as an earthquake.
15	Entangled.
20	Grappling or pinned. You can cast only spells without somatic components for which you have any required material component in hand.
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell.
1.40	1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1

¹ If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the PP cost of the spell to the indicated DC.

² Such as during the casting of a spell with a casting time of 1 round or more, the execution of an activity that takes more than a single full-round action, damage from an AoO or readied attacks in response to the above conditions.

³ Such as from a puncture wound caused by a sabre-tooth. ⁴ If the spell allows no saving throw, use the save DC it would have if it did allow a

Disable Device Checks

	Device	Time	Disable Device DC1	Example
	Simple	1 round	10	Jam a lock
	Tricky	1d4 rounds	15	Sabotage a wagon wheel
	Difficult	2d4 rounds	20	Disarm a trap, reset a trap
	Wicked	2d4 rounds	25	Disarm a complex trap, c
)				sabotage a clockwork dev

¹If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Handle Animal Checks Heal Check DCs

Task	DC	Task	Handle Animal D
Tr 1	1.5	Handle an animal	10
First aid	15	'Push' an animal	25
Long-term care	15	Teach an animal a trick	15 or 201
Short-term care	15	Train an animal for a	15 or 201
Treat poison	Poison's DC	general purpose	
Treat disease	Disease's DC	Rear a wild animal See the specific trick or pur	15 + HD of anima pose below.

