Balance					DC
7-12 inche 2-6 inches	eswide				10 15
Less than	2 inches wi	de			20
Uneven Fla	agstone				10
Hewn Stone	e Floor gled Floor				10 10
Lightly of	ostructed				+2
Severely of Lightly sl	obstructed				+5
Lightly sl	ippery				+2 +5
Severely s Sloped or	angled				+3
	8				
Bluff		· .			DÇ
The bluff	is believal	elleve you	sn't affect	the	+5
target mu	ch.				+0
The bluff	is a little	e hard to b	elieve or pu	ts the	- 5
The bluff	is hard to	believe or	puts the ta	rget	10
at signifi	cant risk.				- 10
to conside	is way out	there, alm	ost too incr	edi bi e	- 20
co const a					
Climb					DC
with a wal	1 to brace	againet	r a knotted		0
A rope wit	th a wall to	brace aga	inst, or a k rope trick n to and sta ship's riggi olds and foo	notted	5
rope, or a	a rope affec	ted by the	rope trick	spell.	3
A surface	with ledges	s to noid o wall or a	n to and sta shin's riggi	nd on,	10
Any surfac	e with adeq	uate handh	olds and foo	tholds	
(natural o	or artificia	l), such a	s a very rou	igh ttod	15
rope. or i	ock surrace oulling your	or a tree, self up wh	s a very rou or an unkno en dangling	bv	15
your hands	5.				
			row handhold		20
ruins.	such as a	cypical wa	ll in a dung		20
A rough su	irface, sucl	n as a natu	ral rock wal	l or a	25
brick wall		o with han	dholds but n	0	
footholds.	ig of certifi	ig with han	unorus but n	10	25
A perfectl		lat, verti	cal surface	cannot	_
be climbed Climbing a		rtificial	or natural)	or	
other loca	ation where	you can br	ace against	two	-10
opposite v	valls.		hungan again	at	
perpendi cu	ilar walls.	ere you can	brace again	ist	-5
	s slippery.				+5
Concentratio	n			D	
Concentration		tion. <sup>2</sup>		10 + dama	
Damaged du	uring the ac	tion.² mage during	the	10 + dama 10 + h	uge dealt alf of
Damaged du Taking con damage las	uring the ac ntinuous dan st dealt act	nage during tion. <sup>3</sup>		10 + dama 10 + h conti	nge dealt alf of nuous
Damaged du Taking con damage las Distracted	nring the ac ntinuous dan st dealt act l by nondama	nage during zion.³ ging spell	. 4	10 + dama 10 + h conti Distra	nge dealt alf of nuous acting
Damaged du Taking con damage las Distracted Vigorous r	uring the ac ntinuous dan st dealt act d by nondama notion (on a	mage during tion. <sup>3</sup> ging spell tomoving mo	.4 unt,	10 + dama 10 + h conti	nge dealt alf of nuous acting
Damaged du Taking con damage las Distracted Vigorous r taking a b	nring the ac ntinuous dan st dealt act d by nondama notion (on a pouncy wagor	mage during tion. <sup>3</sup> ging spell tomoving mo toride, in	.4 ount, a small	10 + dama 10 + h conti Distra	nge dealt alf of nuous acting save DC
Damaged du Taking con damage las Distracted Vigorous r taking a h boat in re stormtosse	uring the ac ntinuous dan st dealt act d by nondama notion (on a bouncy wagor bugh water, ed ship).	mage during ion. <sup>3</sup> ging spell moving mo iride, in belowdecks	.4 ount, a small ; in a	10 + dama 10 + h conti Distra spell's	nge dealt alf of nuous acting save DC
Damaged du Taking con damage las Distracted Vigorous r taking a t boat in rc stormtosse Violent m	nring the ac ntinuous dan st dealt act by nondama motion (on a bouncy wagor bugh water, ed ship). btion (on a	mage during ion. <sup>3</sup> ging spell moving mo ride, in belowdecks galloping	.4 ount, a small ;in a horse,	10 + dama 10 + h conti Distra spell's	nge dealt alf of nuous acting save DC
Damaged du Taking con damage las Distracted Vigorous r taking a l boat in ro stormtosse Violent mu taking a v	uring the ac ntinuous dan st dealt act d by nondama motion (on a oouncy wagor ough water, ed ship). otion (on a very rough w	mage during ion. <sup>3</sup> ging spell noving mo iride, in belowdecks galloping agon ride,	.4 a small ; in a horse, in a	10 + dama 10 + h conti Distra spell's	nge dealt alf of nuous Acting save DC 0
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Damaged du Taking con damage las Distracted Vigorous r taking a l boat in ro stormtosse Violent m taking a v small boat storm-toss Extraordin (earthqual Entangled. Grappling	ring the ac ntinuous dan st dealt act l by nondama motion (on a oouncy wagor ough water, ed ship). stion (on a very rough w in rapids, sed ship). narily viole (e). or pinned.	mage during cion. <sup>3</sup> ging spell i moving mo i ride, in belowdecks galloping agon ride, on the de ent motion (You can c	4 ount, a small in a horse, in a ck of a ast only	10 + dama 10 + h conti Distra spell's 1 1 2	ge dealt alf of nuous acting save DC 0 5 0
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Disable Device Simple	Time 1 round	DC <sup>1</sup> 10	Jam a loo	Example	
Tricky	1d4 rounds	15	Sabotage	a wagon wagon w	wheel
Di ffi cul t	2d4 rounds	20	trap	trap, res	set a
Wicked	2d4 rounds	25		complex t sabotage	
1If you attem add 5 to the	ot to leave beh DC.	ind no t	race of you	ur tamper	i ng,
Escape Artist				DC	
Ropes, Binder	s		Us	e Rope ch +10	neck at
spell, <i>contro</i>	rope spell, com l plants spell,	nnand pla or enta	ants angl e	20	
spell Snare spell				23	
Manacles Tight space				30 30	
Masterwork mai	nacles			35	
Grappl er			Gra	appler's check re	grappi e sul t
Handle Animal				DC	
Handle an ani: "Push" an ani:	mal mal			10 25	
Teach an anim	al a trick				
Attack Come				20 15	
Defend				20	
Down Fetch				15 15	
Guard Heel				20 15	
Perform				15	
Seek Stay				15 15	
Track				20	
Work Train an anim	al for a genera	l nurnos	20	15	
Combat ridi	ng	ii pui po:	se	20	
Fi ghti ng Guardi ng				20 20	
	,			15	
meary Labor					
Heavy Labor Hunting Performance				20	
Hunti ng Performance Ri di ng				20 15 15	
Performance	•		15 -	15	ni mal
Performance Riding Rear a wild a Heal	•		15 -	15 15 + HD of an DC	ni mal
Performance Riding Rear a wild a Heal First aid	ni mal		15 -	15 15 + HD of a	ni mal
Performance Riding Rear a wild a Heal First aid Long-term care Treat wound fi	nimal 9 rom caltrop, <i>sp</i>	oike grov		15 15 + HD of an DC 15	ni mal
Performance Riding Rear a wild a Heal First aid Long-term care Treat wound fi or spike stone	nimal 9 rom caltrop, <i>sp</i>	oike grou	wth,	15 15 + HD of an DC 15 15	
Performance Riding Rear a wild a Heal First aid Long-term care Treat wound fo or spike stone Treat poison	nimal 9 rom caltrop, <i>sp</i>	oike grou	wth, Pe	15 15 + HD of an DC 15 15 15	ave DC
Performance Riding Rear a wild a Heal First aid Long-term car Treat wound fi or spike stom Treat pison Treat disease Jump - Long	nimal e rom caltrop, <i>sp</i> es DC	High	wth, Pe Di	15 15 + HD of an DC 15 15 15 0 i son's s	ave DC ave DC DC
Performance Riding Rear a wild a Heal First aid Long-term cart Treat wound fi or spike stom Treat poison Treat disease JUMP - Long 5 feet 10 feet	nimal om caltrop, <i>sp</i> 25 DC 5 10	High 1 f 2 f	wth, Pa Di oot eet	15 15 + HD of an DC 15 15 15 0 i son's s	ave DC ave DC DC 4 8
Performance Riding Rear a wild a Heal First aid Long-term care Treat wound fi or spike stom Treat disease Jump - Long 5 feet 10 feet 15 feet	e nimal eom caltrop, <i>sp</i> es DC 5 10 15	High 1 f 2 f 3 f	wth, Po Di oot eet eet	15 15 + HD of an DC 15 15 15 0 i son's s	ave DC ave DC DC 4 8 12
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat disease Jump - Long 5 feet 10 feet 15 feet 20 feet 25 feet	e nimal eom caltrop, <i>sp</i> es <u>DC</u> 5 10 15 20 25	High 1 f 2 f 3 f 4 f 5 f	wth, Pi Di oot eet eet eet eet eet	15 15 + HD of an DC 15 15 15 0 i son's s	ave DC bave DC 4 8 12 16 20
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat disease Jump - Long 5 feet 10 feet 15 feet 20 feet	e om caltrop, sp 225 DC 5 10 15 20	Higi 1 f 2 f 3 f 4 f 5 f 6 f	wth, Di oot eet eet eet eet eet eet	15 15 + HD of an DC 15 15 15 0 i son's s	ave DC ave DC DC 4 8 12 16 20 24
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat disease Jump - Long 5 feet 10 feet 15 feet 20 feet 25 feet	e nimal eom caltrop, <i>sp</i> es <u>DC</u> 5 10 15 20 25	Higi 1 f 2 f 3 f 4 f 5 f 6 f	wth, Pi Di oot eet eet eet eet eet eet	15 15 + HD of an DC 15 15 15 0 i son's s	ave DC bave DC 4 8 12 16 20
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat disease Jump - Long 5 feet 10 feet 15 feet 20 feet 30 feet	e nimal com caltrop, sp es De 5 10 15 20 25 30 -foot running s	Higi 1 f 2 f 3 f 4 f 5 f 6 f 7 f 8 f	wth, Di Doot eet eet eet eet eet eet eet eet eet	15 15 + HD of an DC 15 15 15 0 ison's s sease's s	ave DC ave DC 4 8 12 16 20 24 28 32
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat pison Treat disease Jump - Long 5 feet 10 feet 20 feet 20 feet 30 feet 30 feet Requires a 20 double the DC	e nimal com caltrop, sp es De 5 10 15 20 25 30 -foot running s	Higi 1 f 2 f 3 f 4 f 5 f 6 f 7 f 8 f	wth, Di Doot eet eet eet eet eet eet eet eet eet	15 15 + HD of an DC 15 15 15 0 ison's s sease's s	ave DC ave DC 4 8 12 16 20 24 28 32 rt,
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease JUMP - Long 5 feet 10 feet 15 feet 20 feet 20 feet 20 feet 30 feet 8 feet 30 feet 25 feet 30 feet 25 feet 30 feet 25 feet 30 feet	ni mal som caltrop, sp 25 DG 5 10 15 20 25 30 -foot running s	Higi 1 f 2 f 3 f 4 f 5 f 6 f 7 f 8 f	wth, Di Doot eet eet eet eet eet eet eet eet eet	15 15 + HD of an DC 15 15 15 0 ison's s sease's s	ave DC ave DC 4 8 12 12 20 24 28 32 21 rt, DC -10
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease Jump - Long 5 feet 10 feet 15 feet 20 feet 20 feet 20 feet 30 feet 8 double the DC Listen A battle People talkin A person in m	e ni mal com caltrop, sp 25 DC 5 10 15 20 25 30 - foot runni ng s edium armor wal	Higj 1 f 2 f 3 f 4 f 5 f 6 f 7 f 8 f 8 f start. W	wth, Pr Di oot eet eet eet eet eet eet ithout a ru a slow pac	15 15 HD of an DC 15 15 15 oison's s. sease's s	ave DC ave DC 4 8 12 16 20 24 28 32 rt, DC
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease Jump - Long 5 feet 10 feet 15 feet 20 feet 20 feet 30 feet Requires a 20 double the DC LISTEN A battle People talkin A person in m ft. /round) tr	e ni mal eom caltrop, <i>sp</i> es <u>DC</u> 5 10 15 20 25 30 - foot runni ng s edi um armor wal ying not to mar	Higi 1 f 2 f 3 f 4 f 6 f 7 f 8 f 8 f 8 f 8 t 8 t start. W	wth, Pa Di oot eet eet eet eet eet ithout a ru a slow pac oise. w pace (15	15 15 15 15 15 15 15 oi son's s sease's s	ave DC ave DC 4 8 12 16 20 24 28 32 rt. DC -10 0 5
Performance Riding Rear a wild a Hall First aid Long-term carr Freat wound fr or spike stom Treat disease Jump Long 5 feet 10 feet 20 feet 20 feet 20 feet 30 feet 25 feet 30 feet 26 feet 30 feet 27 feet 30 feet 27 feet 30 feet 28 feet 30 feet 29 feet 30 feet 20	e ni mal com caltrop, sp 25 DG 5 10 15 20 25 30 -foot runni ng s - edi um armor wal yi ng not to mak person wal ki ng yi ng not to mak	Higi 1 f 2 f 3 f 3 f 4 f 5 f 6 f 7 f 6 f 7 f 8 f 8 f 8 f 8 t at a sl te any n at a sl te any n	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pace jise. ww pace (15 jise	15 15 15 15 15 15 15 15 15 15	ave DC ave DC 4 8 12 16 20 24 24 22 32 32 rt, DC -10 0 5 10
Performance Riding Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat disease Jump - Long 5 feet 10 feet 10 feet 10 feet 20 feet 20 feet 20 feet 30 feet 20 feet 20 feet 10 feet 115 feet 30 feet 20 feet 20 feet 20 feet 10 feet 115 feet 30 feet 20 feet 20 feet 20 feet 20 feet 20 feet 20 feet 10 feet 115 feet 30 feet 20 fee	e ni mal com caltrop, sp 25 DC 5 10 15 20 25 30 - foot running s control runni contr	Higi 1 f 2 f 3 f 3 f 4 f 5 f 6 f 7 f 6 f 7 f 8 f 8 f 8 f 8 t at a sl te any n at a sl te any n	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pace jise. ww pace (15 jise	15 15 15 15 15 15 15 15 15 15	ave DC ave DC 4 8 12 16 20 24 28 32 32 rt, DC -10 0 5 10 15
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease Jump - Long 5 feet 10 feet 15 feet 20 feet 20 feet 30 feet 8 could be the DC Listen A battle People talkin A person in m ft. /round) tr A 1st-level r the listener	e ni mal eom caltrop, sp 25 DC 5 10 15 20 25 30 -foot runni ng s edi um armor wal ving not to mak ogue usi ng Move ri ne <sup>4</sup>	Higi 1 f 3 f 3 f 4 f 5 f 6 f 7 f 7 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 9 f 9 f 9 f 9 f 1 f 1 f 1 f 2 f 2 f 2 f 3 f 2 f 3 f 1 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 3 f 3 f 3 f 5 f 3 f 5 f 3 f 6 f 7 f 6 f 7 f 6 f 7 f 8	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pace jise. ww pace (15 jise	15 15 15 15 15 15 15 15 15 15	ave DC ave DC 4 8 12 16 20 24 28 32 rrt, DC -10 0 5 10 15 15
Performance Riding Rear a wild a Hall First aid Long-term carr Freat wound fr or spike stom Treat disease Jump - Long 5 feet 10 feet 20 feet 20 feet 20 feet 20 feet 30 feet 25 feet 30 feet 4 battle People talkin A battle People talkin A person in m ft./round) tr An unarmored j tstener People whispe A cat stalkin n owl gilding	e nimal rom caltrop, sp 25	Higi 1 f 3 f 3 f 4 f 5 f 6 f 7 f 7 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 9 f 9 f 9 f 9 f 1 f 1 f 1 f 2 f 2 f 2 f 3 f 2 f 3 f 1 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 3 f 3 f 3 f 5 f 3 f 5 f 3 f 6 f 7 f 6 f 7 f 6 f 7 f 8	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pace jise. ww pace (15 jise	15 15 15 15 15 15 15 15 15 15	ave DC ave DC 4 12 16 20 24 28 32 rrt, DC -10 0 5 10 15 15 19 30
Performance Rear a wild a Heal First aid Long-term carr Freat wound fi pr spike stom Freat poison Freat disease Jump - Long 5 feet 10 feet 15 feet 20 feet 20 feet 30 feet 30 feet Requires a 20 double the DC Listen A battle People talkin A person in m ft. /round) tr the listener People whispe A cat stalkin A now glidin A double a doo	e nimal eom caltrop, sp es <u>DC</u> 5 10 15 20 25 30 -foot running s clium armor wal ving not to mak ogue using More ging not to mak ogue using More ging not to mak ogue using More ging not to mak	Higi 1 f 3 f 3 f 4 f 5 f 6 f 7 f 7 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 9 f 9 f 9 f 9 f 1 f 1 f 1 f 2 f 2 f 2 f 3 f 2 f 3 f 1 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 3 f 3 f 3 f 5 f 3 f 5 f 3 f 6 f 7 f 6 f 7 f 6 f 7 f 8	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pace jise. ww pace (15 jise	15 15 15 15 15 15 15 15 15 15	ave DC ave DC 4 8 12 16 20 24 28 32 rt, DC -10 0 5 10 15 15 19 30 0 +5
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease JUMP - Long 5 feet 10 feet 20 feet 20 feet 20 feet 30 feet 30 feet 8 battle People talkin A battle People talkin A battle People talkin A tottlevel r the listener People whispe A cat stalkin An owl gliding Through a stoo	e nimal e com caltrop, sp es <u>DC</u> 5 10 15 20 25 30 -foot running s edium armor wal ying not to mak person walking ying not to mak person walking gi n for a kill r f distance	Higi 1 f 3 f 3 f 4 f 5 f 6 f 7 f 7 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 9 f 9 f 9 f 9 f 1 f 1 f 1 f 2 f 2 f 2 f 3 f 2 f 3 f 1 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 3 f 3 f 3 f 5 f 3 f 5 f 3 f 6 f 7 f 6 f 7 f 6 f 7 f 8	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pace jise. ww pace (15 jise	15 15 15 15 15 15 15 15 15 15	ave DC ave DC 4 8 12 16 20 24 28 32 rrt, DC -10 0 5 10 15 15 19 30 +5 +15 -1
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease JUMP - Long 5 feet 10 feet 20 feet 20 feet 20 feet 30 feet 30 feet 8 battle People talkin A battle People talkin A battle People talkin A tottlevel r the listener People whispe A cat stalkin An owl gliding Through a stoo	e nimal e com caltrop, sp es <u>DC</u> 5 10 15 20 25 30 -foot running s edium armor wal ying not to mak person walking ying not to mak person walking gi n for a kill r f distance	Higi 1 f 3 f 3 f 4 f 5 f 6 f 7 f 7 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 8 f 9 f 9 f 9 f 9 f 1 f 1 f 1 f 2 f 2 f 2 f 3 f 2 f 3 f 1 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 2 f 3 f 3 f 3 f 3 f 5 f 3 f 5 f 3 f 6 f 7 f 6 f 7 f 6 f 7 f 8	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pace jise. ww pace (15 jise	15 15 15 15 15 15 15 15 15 15	ave DC ave DC 4 8 12 20 24 28 32 rrt, DC -10 0 5 10 15 15 15 19 30 +55 +15
Performance Riding Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease Jump - Long 5 feet 10 feet 10 feet 20 feet 20 feet 20 feet 20 feet 30 feet 30 feet Requires a 20 double the DC LISIEN A battle People talkin A person in m ft./round) tr the listener People whispe A cat stalkin An cat	e nimal com caltrop, sp es be be com caltrop, sp es com caltrop, sp com caltrop a com com com com com com com com com com	Higi 1 f 3 f 3 f 4 f 5 f 6 f 7 f 8	wth, Di Do oot eet eet eet eet ithout a ru a slow pac oise. joise. joise ly to sneak	15 15 15 15 15 15 15 oison's s. sease's s sease' s s e (10 2 past	ave DC ave DC 4 8 12 16 20 24 28 32 rrt, DC -10 0 5 10 15 15 19 30 +5 +15 -1
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat disease JUMP - Long 5 feet 10 feet 10 feet 15 feet 20 feet 20 feet 20 feet 30 feet 30 feet Requires a 20 double the DC Listen A battle People talkin ft. /round) tr A st-level r the listener People whispe Cat stalkin An owl glidin Through a stoo Per 10 feet o Listener dist	e nimal e com caltrop, sp es <u>DC</u> 5 10 15 20 25 30 -foot running s edium armor wal ying not to mak person walking ying not to mak person walking gi n for a kill r f distance	Higi 1 f 3 f 3 f 4 f 5 f 6 f 7 f 8	wth, Di Do oot eet eet eet eet ithout a ru a slow pac oise. joise. joise ly to sneak	15 15 15 15 15 15 15 oison's s. sease's s sease' s s e (10 2 past	ave DC ave DC 4 12 16 20 24 28 32 rrt, DC -10 0 5 10 15 15 19 30 +55 +15 -1 -5
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease Jump - Long 5 feet 10 feet 20 feet 20 feet 20 feet 30 feet 30 feet 8 feet 30 feet 15 feet 30 feet 25 feet 30 feet 15 feet 30 feet 15 feet 4 battle People talkin A battle People talkin A last-level r the listener People whispe A cat stalkin An owl gliding Through a stoo Listener dist Move Silently Noisy (scree, rubble)	e nimal com caltrop, sp es be be com caltrop, sp es com caltrop, sp com caltrop a com com com com com com com com com com	Higi 1 f 2 f 3 f 4 f 5 f 6 f 7 f f 8 f 8 f start. Wi king at e any no e silentl	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pac ow pace (15 oise y to sneak	15 15 15 15 15 15 15 oison's s. sease's s sease' s s e (10 2 past	ave DC ave DC 4 8 12 16 20 24 28 32 rrt. DC 5 10 15 15 19 30 +5 +15 -1 -5 DC
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease JUMP Long 5 feet 10 feet 20 feet 20 feet 20 feet 20 feet 20 feet 30 feet 25 feet 30 feet 26 feet 30 feet 27 feet 30 feet 28 feet 30 feet 29 feet 30 feet 20 feet 20 feet 20 feet 20 feet 20 feet 20 feet 20 feet 20 feet 20 feet 30 feet 30 feet 4 battle People talkin A person in m ft. /round) tr A last-level r the listener People whispe A cat stalkin An owl gliding Through a doo Der 10 feet o Listener dist Move Silently Noisy (carr	e nimal com caltrop, sp 25 <u>DC</u> 5 10 15 20 25 30 -foot running s - - dium armor wal ying not to mak person walking ying not to mak person walking ging not to mak person walking ging not to mak person walking for a kill r ne wall f distance racted shallow or dee ense undergrowt	Higj 1 f 2 f 3 f 3 f 4 f 5 f 6 f 7 f 8 f 8 f 8 tart. We king at te any ne at a sle te any ne at a sle te any ne at a sle te any ne te a	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pac ow pace (15 oise y to sneak	15 15 15 15 15 15 15 oison's s. sease's s sease' s s e (10 2 past	ave DC ave DC 4 12 16 20 24 28 32 rrt, DC -10 0 5 10 15 15 15 19 30 +55 +15 -1 -5 DC -2 -5
Performance Rear a wild a Heal First aid Long-term carr Treat wound fi or spike stom Treat poison Treat disease Jump - Long 5 feet 10 feet 20 feet 20 feet 20 feet 30 feet 30 feet 8 feet 30 feet 15 feet 30 feet 25 feet 30 feet 15 feet 30 feet 15 feet 4 battle People talkin A battle People talkin A last-level r the listener People whispe A cat stalkin An owl gliding Through a stoo Listener dist Move Silently Noisy (scree, rubble)	e nimal com caltrop, sp 25 5 10 15 20 25 30 foot running s control runni control runni control runni control running s c	Higi 1 f 2 f 3 f 4 f 5 f 6 f 7 f f 8 f 8 f start. Wi king at te any no e silentl 9 bog, u th, deep DC	wth, Pu Do oot eet eet eet eet eet eet ithout a ru a slow pac ow pace (15 oise y to sneak	15 15 15 15 15 15 15 oison's s. sease's s sease' s s e (10 2 past	ave DC ave DC 4 8 12 16 20 24 28 32 rrt, DC -10 0 5 10 15 15 19 30 +5 +15 -1 -5 DC -2

	1000		
Performance			DC
Routine performance. ' in public is essential	Frying to earn	money by playing ou can earn 1d10	10
cp/day.	0000		15
Enjoyable performance. earn 1d10 sp/day. Great performance. In 3d10 sp/day. In time,	a prosperous	city, you can earn	
professional troupe an reputation.	nd may develop	a regional	20
Memorable performance. earn 1d6 gp/day. In ti attention of noble pat reputation.	me, you may controns and devel	ome to the lop a national	25
Extraordinary perform can earn 3d6 gp/day. 1 from distant potential extraplanar beings.	ance. In a pro In time, you m patrons, or o	sperous city, you ay draw attention even from	30
Ride	DC		DC
Guide with knees Stay in saddle		mount	15 15
Fight with warhorse Cover		rol mount in batt mount or dismount	
Soft fall	15	moune of dismoun	
Search		DC	
Ransack a chest full o a certain item	-	1 10	
Notice a typical secret simple trap Find a difficult nonma	et door or a	20	
(rogue only) <sup>1</sup>	agical trap	21 or hi	-
Find a magic trap (rog		25 + level o used to crea	
Notice a well-hidden s Find a footprint	secret door	30 Vari e	s
Sense Motive			DC
Hunch Sense enchantment			20 25 or 15
Discern secret message	е		Varies
Sleight of Hand Palm a coin-sized obje Lift a small object fr	ect, make a co rom a person	in disappear	DC 10 20
Spellcraft			DC
When using read magic, No action required.			13
Identify a spell being the spell's verbal or action required. No re	etry.		15 + spell level
Learn a spell from a s only). No retry for the least 1 rank in Spell	spellbook or so nat spell until craft (even if	croll (wizard l you gain at you find	15 + spell
another source to try Requires 8 hours.	to learn the s	spell from).	level
Prepare a spell from a only). One try per day	7. No extra tii	ne required.	15 + spell level
When casting detect m magic involved in the creature you can see. effect, the DC is 15 +	agic, determin aura of a sin	e the school of gle item or	15 +
action required.			spell level
When using read magic, required.			19 20 +
Identify a spell that' effect. You must be al effects of the spell.	ble to see or No action req	detect the uired. No retry.	spell level
Idontify materials on	nated on change	d by magic such	20 + spell
as noting that an iron of iron spell. No acti Decipher a written spu using read magic. One round action.	on required. I ell (such as a	No retry. scroll) without	l evel
round action. After rolling a saving	try per day.	kequires a fuil-	spell level 25 +
targeted on you, deter action required. No re Identify a potion. Rec	rmine what that	t spell was. No	spell level
Identify a potion. Ree Draw a diagram to all	quires 1 minut	e. No retry. anchor to be	25
cast on a magic circle No retry. This check i know the result.	e spell. Requin is made secret	res 10 minutes. ly so you do not	20
Understand a strange of as the effects of a may varies. No retry.	or unique magic agic stream. Ti	cal effect, such me required	30 or higher
Spot Per 10 feet of distan	C0	DC/Dista -1	ance
Spotter distracted Smoke or heavy fog		$-1 \\ -5 \\ 2d4 \times 5$	ft
Jungle or dense forest	t	2d4 x 10	) ft
Light forest Scrub, brush or bush		3d6 x 10 6d6 x 10	) ft
Grassland, little cove Total darkness	er	6d6 x 20 Limit of v	) ft /ision
Indoors		Line of s	si ght

(2)

Survival	DC
Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.	10
Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.	15
Keep from getting lost or avoid natural hazards, such as quicksand.	15
Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.	15
Follow tracks (see the Track feat).	Vari es

## Swin Stormy DC Calm water 10 Rough water 15 Stormy water 201 1 You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Tracking	DC
Every three creatures in the group being trac	
Size of creature or creatures being tracked:	incu i
Fine	+8
Di mi nuti ve	+4
Ti ny	+2
Smal 1	+1
Medium-size	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 cover since the trail was made	+10
Poor visibility: Overcast or moonless night	+6
Moonlight	+0
Fog or precipitation	+3
Tracked party hides trail (and moves at half	
fracked parcy macs craff (and moves at harr	specu) to
Tumble	DC
Treat a fall as if it were 10 feet shorter the	han it
really is when determining damage.	15
Tumble at one-half speed as part of normal m	ovement
provoking no attacks of opportunity while do	
Failure means you provoke attacks of opportu	
normally. Check separately for each opponent	VOU
move past, in the order in which you pass the	
(player's choice of order in case of a tie).	em
Each additional enemy after the first adds +	2 to the
Tumble DC.	s co che
Tumble at one-half speed through an area occu	unied by
an enemy (over, under, or around the opponent	t) as
part of normal movement, provoking no attacks	
opportunity while doing so. Failure means you	u ston
before entering the enemy-occupied area and	
an attack of opportunity from that enemy.	provone
Check separately for each opponent. Each addi	itional
Check separately for each opponent. Each add enemy after the first adds +2 to the Tumble 1	DC.
Lightly obstructed (scree, light rubble, shall	low
bog, undergrowth)	+2
Severely obstructed (natural cavern floor, de	ense
rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2
-	
Use Magic Device	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20

	Decipher a written spell	25 + spell level
I	Use a scroll	20 + caster level
	Use a wand	20
I	Emulate a class feature	20
	Emulate an ability score	See text
I	Emulate a race	25
	Emulate an alignment	30
	-	
I	Use Rope	DC
I	Tie a firm knot	10
	Secure a grappling hook Tie a special knot, such as one that	10*
I	Tie a special knot, such as one that	
	slips, slides slowly, or loosens with a	15
	tug	
	Tie a rope around yourself one-handed	15
I	Splice two ropes together	15
		¥7 •

Bind a character Varies \* Add 2 to the DC for every 10 feet the hook is thrown

A-1006 Step	Action 5-foot step	Туре	A0O
oil       Jun       J		-	No
Attack (maned)       Std       No         Attack (unarmed)       Std       Yes         Attack (unarmed)       Std       No         Cast a quickened spell       Free       No         Cast deforsively       Std       No         Cast deforsively       Std       No         Concentrate on an active spell       Std       No         Concentrate on an active spell       Std       No         Concentrate on an active spell       No       No         Solder Oregaze       Full / Ves       No         Direct or redirect an active spell       Move       No         Disarm       Var       Yes         Direct or redirect an active spell       Std       No         Direct or redirect an active spell       Move       No         Direct or redirect an active spell       Move       No         Direct or redirect an active spell       Std       No         Direct or redirect an active spell       Std       No         Escape a graph       Std       No         Escape a graph       Std       No         Fight dtrick vely       Free       No         Fight dtrick vely       Free       No         Fight dtrick	oil		
Attack (ranged)StdYesBul rushStdYesBul rushStdNoCast a quickened spellFreeNoCast a quickened spellFreeNoCast a quickened spellStdYesCast a quickened spellStdNoChargeStdNoConcentrate on an active spellStdNoControl a frightened mountMoveYesDelay-NoDelay-NoDelay-NoDisarmStdNoDisarmStdNoDisars a spellStdNoDraw a wagonMoveNoDrop an itemFreeNoDrop an itemFreeNoDrop an itemFreeNoDrop an itemFreeNoDrop an itemFreeNoDrop an itemFreeNoDrop an itemFreeNoScape from entanglementFullNoFild defensivelyFreeNoFull attack (marmed)WurYesLight a torch w/ tindretwigStdYesLoad a hand or light crossbowMoveYesLoad a hand or light crossbow <td></td> <td></td> <td></td>			
Attack (unarmed) Stid Yes Rail rush Stid Ves Cast a quickened spell Free No Cast a quickened spell Stid Yes Cast defensively Stid Yes Cast defensively Stid Ves Cast a spell Stid No Charge Stid No Concentration on a spell Fruit/No Charge Stid No Concentrate on an active spell Stid No Control a frightened mount Wove Yes Delay - No Deliver coup de grace Full Yes Dirac an idden weapon (Solb Stid No Draw a biden weapon (Solb Stid No Draw a weapon Solb Stid No Draw a biden weapon Solb Stid No Draw a biden weapon Solb Stid No Draw a biden weapon (Solb Stid No Draw a biden weapon (Solb Stid No Draw a biden weapon Solb Stid No Prop to prone Free No Scape from entanglement Full Yes Extingtish flames Hull Yes Full attack (manged) Full No Full attack (ranged) Full No Full attack (ranged) Full No Full attack (ranged) Full Yes Stad Yes Noad a heavy or impecting crossbow Hull Yes Stabilize a dying creature Stid No Stabilize a dying creature Stid No Nove No Nove No Prepare spell resistance Stid No Stabilize a dying creature Stid No Stabilize a dying creature Stid No Nove No Stabilize a dying creature Stid No Stabilize A dying creature Stid No Stabilize A dying creature Stid No Nove No Stad Yes Sunder an object (attack) Stid Nove No Nove No Nove No Stad Yes Sunder an object (attack) Stid Nove No Nove No Stad Yes Sunder a weapon Free No Stad Yes Sunder a weapon Still Yes Stad Yes Sunder a weapon Still Yes Stad Yes Sunder a veapon (attack) Stid Nov	Attack (melee)		
Bull rush Stid No Cast a quickened spell Free No Cast a spell Stid Yes Cast defensively Stid Yes Cast concentration on a spell Free No Cease concentration on a spell Free No Concrol af rightened mount Wove Yes Delay Free No Delay Free No District or redirect an active spell Mile Yes District or redirect an active spell Mile Yes District or redirect an active spell Wile No Draw a wapon Stid No Draw a wapon Stid No Draw a wapon Stid No Drop an item Free No Drop A the free No Fill attack (maled) Fruil No Full attack (maled) Fruil No Full attack (unarmed) Fruil No Full attack (unarmed) Fruil No Full attack (unarmed) Fruil No Full attack (unarmed) Fruil Yes Load a hand or light crossbow Move Yes Stabilize a dying creature Stid Nos Prepare to throw yliash wapon Fruil Yes Mowe a heavy object Move Yes Stabilize a dying creature Stid Nos Yes Trepare to throw splash wapon Fruil Yes Mowe A heavy object Move Yes Stabilize A dying creature Stid Nose Yes Stabilize A dying creature Nove Yes Stabilize A dying creature Nove Yes Stabilize A	Attack (unarmed)		
Cast a spell Stid Yes Cast defensively Stid No Cease concentration on a spell Free No Charge No Charge No Concrol a frightened mount Nove Stid No Concentrate on an active spell Stid No Concrol a frightened mount Nove Yes Delay - No Disara Nidden weapon (Soli) Stid Nove No Disara Nidden weapon (Soli) Stid Nove No Disara Nidden weapon (Soli) Stid No Draw a hidden weapon (Soli) Stid No Draw a hidden weapon (Soli) Stid No Praw a hidden weapon (Soli) Stid No Drop an tree or opply an oil Nod No Drop an tree or opply an oil Nod No Escape a grapte Stid No Escape from entanglement Full No Feint Stid No Fight defensively Free No Full attack (maleed) Full No Full attack (maleed) Full No Full attack (maleed) Full No Full attack (maleed) Full No Escape a grapte Stid No Full attack (maleed) Full No Full attack (maleed) Full No Full attack (maleed) Full No Escape a grapte Stid Yes Ladd a hand or light crossbow Move Yes Ladd a heavy or repeating crossbow Full Yes Ladd a heavy or repeating crossbow Full Yes Loade a heavy on tereature Stid No Poverrun Steat Nove No Vever no than 5 feet Move Yes Deen or close a door Move No Vever No Veverno Steat No Prepare spell components Free No Prepare spell components Free No Rady standed action Stid No Ready standed action Stid No Nove No	Bull rush		
Cast defensivelyStdNoChargeFull /NoChargeFull /NoConcentration on a spellStdNoConcentration on a cive spellStdNoControl a frightened mountMoveYesDelay-NoNoDelay-NoNoDisarisaSpellStdNoDisarisaSpellStdNoDisarisaSpellStdNoDraw a wagonMoveNoNoDraw a wagonMoveNoNoDrop to increeFreeNoSescape from entanglementFullNoExcipe from entanglementFullNoExtinguish flamesFullNoFeintStdNoFight defensivelyFreeNoFull attack (unarmed)FullNoFull attack (unarmed)FullNoCada hand or light crossbowMoveNoLower spell resistanceStdNoStabilize a dying creatureMoveNoMount a horse or dismountMoveNoMove a heavy objectMoveNoMount a horse or dismountMoveNoMove a heavy objectMoveNoStabilize a dying creatureStdNoMove a heavy objectMoveNoMount a horse or dismountMoveNoMove a heavy objectMoveNoStabilize a dying creatureMoveN	Cast a quickened spell		
Cease concentration on a spell       Free       No         Charge       Std       No         Concentrate on an active spell       Std       No         Concentrate on an active spell       Std       No         Delay       Full       No       No         Delay       Full       No       No         Delay       Full       No       No         Delay       Full       No       No         Dismas       Std       No       No         Dismas       Std       No       No         Dismas       Std       No       No         Draw a hidden weapon       Move       No       No         Escape from entanglement       Full       Yes       No         Escape from entanglement       Full       Yes       No         Full attack (renged)       Full       Yes       No         Full attack (ranged)       Full       Yes       No         Full attack (ranged)       Full Yes       No       Yes         Load a hand or light crossbow       Move       Yes       No         Load a hand or light crossbow       Move       Yes       No         Load a hand or light crossbow <td>Cast a spell</td> <td></td> <td>Yes</td>	Cast a spell		Yes
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Deliver coup de grace     Full     Yes       Direct or redirect an active spell     Move     No       Disamisa sa spell     Std     No       Draw a wapon     Move     No       Drop an item     Free     No       Drop an item     Free     No       Drop an item     Free     No       Drop item     Free     No       Drop an item     Fue     No       Drop an item     Fue     No       Decarge from entanglement     Full     Yes       Extinguish flames     Full     No       Feint     Std     No       Full attack (manged)     Full     Yes       Grapple     Var     Var       Light a torch w/ flint & steel     Full     Yes       Load a hand or light crossbow     Move     Yes       Load a hand or light crossbow     Move     Yes       Load a nor kay opin in locked gauntlet     Full     Yes       Mowe are than 5 feet     Move     Nove       Nove are associal door     Move     Nove       Opernor close a door     Move     No       Overrum     Std     No       Prepare spell components     Free     No       Prepare spell components     Freee     No		Move	
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Ready a scroll       Std       Yes         Ready standard action       Std       No         Ready standard action       Std       No         Ready standard action       Std       No         Ready standard action       Move       No         Retrieve a stored item       Move       Yes         Sheathe a weapon       Move       Yes         Sheath a weapon (attack)       Std       Yes         Sunder a weapon (attack)       Std       Wave         Sunder an object (attack)       Std       Maybe         Total defense       Std       No         Turn or prebuke undead       Std       No         Use extraordinary ability       Var       No         Use skill that takes 1 action       Std       No         Dazzled       -1       -1         Dazzled	Quick draw a weapon		
Ready standard action       Std       No         Ready or loose a shield       Move       No         Retrieve a stored item       Move       Yes         Run       Full       Yes         Sheathe a weapon       Move       Yes         Speak       Free       No         Stand up from prone       Move       Yes         Sunder a weapon (attack)       Std       No         Total defense       Std       No         Turn or rebuke undead       Std       No         Use extraordinary ability       Var       No         Use skill that takes 1 action       Std       Usually         Use skill that takes 1 round       Full       Usually         Use supernatural ability       Std       No         Use spell-like ability       Std       No         Mazzled       -1       -1         Entangled       -2       -2         Dazzled       -1       -1         Prone       -4       -2         Shaken or fright	Quick draw hidden weapon		
Ready or loose a shield       Move       No         Retrieve a stored item       Move Yes         Run       Full Yes         Sheathe a weapon       Move Yes         Sunder a weapon (attack)       Std         Stand up from prone       Move Yes         Sunder an weapon (attack)       Std         Stand up from prone       Move Yes         Sunder an object (attack)       Std         Trip an opponent       Var         Var       No         Turn or rebuke undead       Std         Use extraordinary ability       Var         Use skill that takes 1 action       Std         Use skill that takes 1 action       Std         Use skill that takes 1 action       Std         Use supernatural ability       Std         Use supernatural ability       Std         Use supernatural ability       Std         Dazzled       -1         -1       -1         Entangled       -2         Prone       -4         Shaken or frightened       -2         Squeezing through a space       -4         Differed       -2         Squeezing through a space       -4         Cowering       <	Read a scroll		Yes
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Use feat       Var       No         Use feat       Var       Var         Use feat       Var       Var         Use skill that takes 1 action       Std       Usually         Use skill that takes 1 round       Full       Usually         Use stouch spell on up to six friends       Full       Yes         Withdraw       No       No         Attecker is       Molec       Ranged         Dazzled       -1       -1         Entangled       -2       -2         In tigher ground       +1       +0         Prone       -4       -3         Shaken or frightened       -2       -2         Squeezing through a space       -4       -4         Défender is       Molec       Ranged         Behind cover       +4       +4         Blinded       -2       -2         Cowering       -2       -2         Flat-footed (such as surprised, balancing, climbing)       +0       +0         Grap	Turn or rebuke undead	Std	No
Use skill that takes 1 action       Std       Usually         Use skill that takes 1 round       Full       Usually         Use skill that takes 1 round       Full       Usually         Use spell-like ability       Std       Yes         Use supernatural ability       Std       No         Use touch spell on up to six friends       Full       Yes         Withdraw       No       No         Attacker Is       Molee       Ranged         Dazzl ed       -1       -1         Entangled       -2       -2         Flanking defender       +2       -2         Invisible       +2       -2         On higher ground       +1       +0         Prone       -4       -3         Shaken or frightened       -2       -2         Squeezing through a space       -4       -4         Dagender Is       Molee       Ranged         Behind cover       +4       +4         Blinded       -2       -2         Cowering       -2       -2         Entangled       +0       +0         Flat-footed (such as surprised, balancing, club attacker is not)       +0       +0         Belples	Use extraordinary ability		
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Use touch spell on up to six friendsFullYes NoAttacker isMelceRangedDazzl ed $-1$ $-1$ Entangled $-2$ $-2$ Flanking defender $+2$ $+2$ Invisible $+2$ $+2$ On higher ground $+1$ $+0$ Prone $-4$ $-3$ Shaken or frightened $-2$ $-2$ Squeezing through a space $-4$ $-4$ Defender ing $-2$ $-2$ Covering $-2$ $-2$ Entangled $-2$ $-2$ Entangled $+0$ $+0$ Flanking $-2$ $-2$ Squeezing through a space $+0$ $+0$ Covering $-2$ $-2$ Entangled $+0$ $+0$ Flat-footed (such as surprised, balancing, climbing) $+0$ Grappling (but attacker is not) $+0$ $+0$ Kneeling or sitting $-2$ $+2$ Prinned $-4$ $+0$ Suquezing through a space $-4$ $+4$	Use supernatural ability		
Withdraw       No         Attacker is       Melee       Ranged         Dazzl ed       -1       -1         Entangled       -2       -2         Flanking defender       +2       -2         Invisible       +2       +2         On higher ground       +1       +0         Prone       -4       -3         Shaken or frightened       -2       -2         Squeezing through a space       -4       -4         Defender is       Melee       Ranged         Behind cover       +4       +4         Blinded       -2       -2         Cowering       -2       -2         Entangled       +0       +0         Flat-footed (such as surprised, balancing, climbing)       +0       +0         Grappling (but attacker is not)       +0       +0         Helpless (such as paralyzed, sleeping, or       -4       +0         Nound)       -2       +2       +2         Pinned       -4       +0         Prone       -4       +0         Squeezing through a space       -4       +4	Use touch spell on up to six friends		Yes
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$\begin{array}{c ccccccccccccccccccccccccccccccccccc$		+2	
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Shaken or frightened $-2$ $-2$ $-2$ Squeezing through a space $-4$ $-4$ Defender isMeleeRangedBehind cover $+4$ $+4$ Blinded $-2$ $-2$ Cowering $-2$ $-2$ Entangled $+0$ $+0$ Flat-footed (such as surprised, balancing, climbing) $+0$ $+0$ Grappling (but attacker is not) $+0$ $+0$ Helpless (such as paralyzed, sleeping, or $-4$ $+0$ Kneeling or sitting $-2$ $+2$ Prone $-4$ $+0$ Squeezing through a space $-4$ $-4$	Prone	-4	_3
Defender isMeleeRangedDefinder isBehind cover $+4$ $+4$ Blinded $-2$ $-2$ Cowering $-2$ $-2$ Entangled $+0$ $+0$ Flat-footed (such as surprised, balancing, climbing) $+0$ $+0$ Grappling (but attacker is not) $+0$ $+0$ Helpless (such as paralyzed, sleeping, or bound) $-4$ $+0$ Kneeling or sitting $-2$ $+2$ Prone $-4$ $+0$ Squeezing through a space $-4$ $-4$			
Behind cover $+4$ $+4$ Blinded $-2$ $-2$ Cowering $-2$ $-2$ Entangled $+0$ $+0$ Flat-Footed (such as surprised, balancing, climbing) $+0$ $+0$ Grappling (but attacker is not) $+0$ $+0$ Helpless (such as paralyzed, sleeping, or bound) $-4$ $+0$ Kneeling or sitting $-2$ $+2$ Pinned $-4$ $+0$ Prone $-4$ $+4$ Squeezing through a space $-4$ $-4$	squeezing unrough a space	-4	-4
Behind cover $+4$ $+4$ Blinded $-2$ $-2$ Cowering $-2$ $-2$ Entangled $+0$ $+0$ Flat-Footed (such as surprised, balancing, climbing) $+0$ $+0$ Grappling (but attacker is not) $+0$ $+0$ Helpless (such as paralyzed, sleeping, or bound) $-4$ $+0$ Kneeling or sitting $-2$ $+2$ Pinned $-4$ $+0$ Prone $-4$ $+4$ Squeezing through a space $-4$ $-4$	Defender is	Malaa	Ranged
Blinded $-2$ $-2$ $-2$ Cowering $-2$ $-2$ Entangled $+0$ $+0$ Flat-footed (such as surprised, balancing, climbing) $+0$ $+0$ Grappling (but attacker is not) $+0$ $+0$ Helpless (such as paralyzed, sleeping, or bound) $-4$ $+0$ Kneeling or sitting $-2$ $+2$ Prone $-4$ $+0$ Squeezing through a space $-4$ $-4$			
Cowering $-2$ $-2$ $-2$ Entangled $+0$ $+0$ Flat-footed (such as surprised, balancing, climbing) $+0$ $+0$ Grappling (but attacker is not) $+0$ $+0$ Helpless (such as paralyzed, sleeping, or bound) $-4$ $+0$ Kneeling or sitting $-2$ $+2$ Pinned $-4$ $+0$ Prone $-4$ $+4$ Squeezing through a space $-4$ $-4$	John Hu Corter		
$ \begin{array}{llllllllllllllllllllllllllllllllllll$	Blinded		
Flat-footed (such as surprised, balancing, climbing) $+0$ $+0$ Grappling (but attacker is not) $+0$ $+0$ Helpless (such as paralyzed, sleeping, or bound) $-4$ $+0$ Kneeling or sitting $-2$ $+2$ Pinned $-4$ $+0$ Prone $-4$ $+4$ Squeezing through a space $-4$ $-4$			
$\begin{array}{llllllllllllllllllllllllllllllllllll$	Cowering Entangled	+0	•
bound)         -         -           Kneeling or sitting         -2         +2           Pinned         -4         +0           Prone         -4         +4           Squeezing through a space         -4         -4	Cowering Entangled Flat-footed (such as surprised, balancing,		+0
bound)         -         -           Kneeling or sitting         -2         +2           Pinned         -4         +0           Prone         -4         +4           Squeezing through a space         -4         -4	Cowering Entangled Flat-footed (such as surprised, balancing, climbing)	+0	
Kneeling or sitting $-2$ $+2$ Pinned $-4$ $+0$ Prone $-4$ $+4$ Squeezing through a space $-4$ $-4$	Cowering Entangled Flat-footed (such as surprised, balancing, climbing)	+0 +0	+0
Pinned $-4$ +0 Prone $-4$ +4 Squeezing through a space $-4$ -4	Cowering Entangled Flat-footed (such as surprised, balancing, climbing) Grappling (but attacker is not) Helpless (such as paralyzed, sleeping, or	+0 +0	+0
Prone -4 +4 Squeezing through a space -4 -4	Cowering Entangled Flat-footed (such as surprised, balancing, climbing) Grappling (but attacker is not) Helpless (such as paralyzed, sleeping, or bound)	+0 +0 -4	+0 +0
	Cowering Entangled Flat-footed (such as surprised, balancing, climbing) Grappling (but attacker is not) Helpless (such as paralyzed, sleeping, or bound) Kneeling or sitting Pinned	+0 +0 -4 -2 -4	+0 +0 +2 +0
	Cowering Entangled Flat-footed (such as surprised, balancing, climbing) Grappling (but attacker is not) Helpless (such as paralyzed, sleeping, or bound) Kneeling or sitting Pinned Prone	+0 +0 -4 -2 -4 -4	+0 +0 +2 +0 +4

Movement and Distar	nce				
	15 feet	20	<b>S</b> ] feet	peed 30 fee	et 40 feet
One Round	15 ft.			30 ft	
Walk Hustle	15 ft. 30 ft.		ft. ft.	30 ft 60 ft	
Run (x3) Run (x4)	45 ft.	60	ft.	90 ft	. 120 ft.
One Minute	60 ft.	80	ft.	120 ft	. 160 ft.
Walk	150 ft.		ft.	300 ft	
Hustle Run (x3)	300 ft. 450 ft.		ft. ft.	600 ft 900 ft	. 800 ft. . 1,200 ft.
Run (x4)	600 ft.		ft.	1, 200 f	
One Hour Walk 1	l-1∕2 mi.	2	mi.	3 mi.	4 mi.
Hustle	3 mi.		mi.	6 mi.	8 mi.
Run One Day	-		-	-	-
Walk	12 mi.	16	mi.	24 mi	. 32 mi.
Hustle Run	-		-	-	-
Hampered Movement					
Condi ti on			Addi t		vement Cost
Difficult terrain Obstacle				x2 x2	
Poor visibility				x2	
Impassabl e				-	
Terrain and Overland Terrain	Movement <b>Hi ghwa</b>	V	Read	or Tuail	Trackless
Desert, sandy	x1	3	wau	or Trail x1/2	x1/2
Forest	x1			x1	x1/2
Hills Jungle	x1 x1			x3/4 x3/4	x1/2 x1/4
Moor	x1			x1	x3/4
Mountai ns Pl ai ns	x3/4 x1		2	x3/4 x1	x1/2 x3/4
Swamp	x1			x3/4	x1/2
Tundra, frozen	x1		1	x3/4	x3/4
Mounts and Vehicles Mount/Vehicle			Por	Hour	Per Day
Mount (carrying l Light horse or li	oad)		161	noui	, i i i i i i i i i i i i i i i i i i i
Light horse or li Light horse (151–	ght warhor	se		niles niles	48 miles 32 miles
Light warhorse (2		) 1		niles	32 miles
Heavy horse or he	avy warhor			niles Smiles	40 miles
Heavy horse (201- Heavy warhorse (3	01–900 lb.	) 1		2 miles 2 miles	28 miles 28 miles
Pony or war pony Pony (76-225 lb.)		<b>`</b>	4 n	miles	32 miles
Pony (76–225 Ib.) War pony (101–300	1 1h)1			niles niles	24 miles 24 miles
Donkey or mule			3 n	miles	24 miles
Donkey (51–150 lb Mule (231–690 lb.	.)1			niles niles	16 miles 16 miles
Dog, riding				niles	32 miles
Dog, riding (101-	300 1b.) <sup>1</sup>			niles niles	24 miles 16 miles
Cart or wagon Ship			~ 1	mies –	10 miles
Raft or barge (po towed) <sup>2</sup>	led or		1/2	mile	5 miles
Keelboat (rowed) <sup>2</sup>				mile	10 miles
Rowboat (rowed) <sup>2</sup> Sailing ship (sai	l od)			2 miles niles	15 miles 48 miles
Warship (sailed a	nd rowed)			2 miles	60 miles
Longship (sailed Galley (rowed and	and rowed)			niles niles	72 miles 96 miles
	Saireu)				50 miles
Skills Appraise (Int)		Un Yes	Arm No	AoO No	Орр
Appraise (Int) Balance (Dex)		Yes	Yes	No	
Bluff (Cha) Climb (Str)		Yes Yes	No Yes	No Maybe	Sense Motive
Concentration (Co	n)	Yes	No	No	
Craft (Int) Decipher Script (		Yes No	No No	No No	
Diplomacy (Cha)	inc)	Yes	No	No	Di pl omacy
Diplomacy (Cha) Disable Device (De Disguise (Cha)	ex)	Yes	Yes	Yes	
Disguise (Cha) Escape Artist (De	x)	Yes Yes	No Yes	No No	Spot Use Rope
Forgery (Int) Gather Informatio Handle Animal (Ch	n (Cha)	Yes	No	No	Forgery
Handle Animal (Ch	a)	Yes No	No No	No	
Heal (Wis)		Yes	No	No	Frat
Hide (Dex) Intimidate (Cha)		Yes Yes	Yes No	No No	Spot Level Check
Jump (Str) Knowledge (Int)		Yes	Yes	Maybe	
Listen (Wis)		No Yes	No No	No No	Move Silently
Listen (Wis) Move Silently (De Open Lock (Dex)	x)	Yes	Yes	Maybe	Listen
Open Lock (Dex) Perform (Cha)		No Yes	Yes No	Yes No	
Profession (Wis)		No	No	-	
Ride (Dex) Search (Int)		Yes Yes	No No	No Yes	
Sense Motive (Wis Sleight of Hand (	)	Yes	No	No	Bluff
Sleight of Hand (	Dex) one)	Yes No	No No	No	Spot
Speak Language (N Spot (Wis)	one)	Yes	No	No	Hi de, Di sgui se
Survival (Wis)		Yes	No X2	No Maybo	0
Swim (Str) Tumble (Dex)		Yes No	Yes	Maybe Maybe	
Use Magic Device	(Cha)	No	No	No No	Escano Anti at
Use Rope (Dex)		Yes	No	NO	Escape Artist

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And the second second second		100 march 100	
Lorebook Checks Common, known by at least	a substantial		DC
minority of the population			10
minority of the population Uncommon, but available, l few people in the area	known by only a	;	20
few people in the area	ed to come by		25
Obscure, known by few, hat Extremely obscure, known i possibly forgotten by most it, possibly known only by understand the significant	y very few,		20
possibly forgotten by most	who once knew		
it, possibly known only by understand the significant	those who don't		30
knowl edge	te of the		
Force of Personality Checks			DC 10
Inspire Courage Instill Doubt Inspire Competence			10
Inspire Competence			15
Countercharm Intimidate Foes			/ar 20
Inspire Greatness			25
Whispering World Checks			DC 10
Basic Impressions Current Information			20
Specific Information			25
Shadayy Cantasta Fayers			DC.
Shadow Contacts Favors Minor			20
Major		:	25
Incredi bl e			30
Time and Costs to Learn Spells	Time/I∨I	Gold/IvI	XP/IvI
Teacher	1 day	50 m	50 XP 50 XP
Book/scroll	2 days	25 gp	50 XP
Spontaneous	2 days	50 gp	100 XP
Black Mirrors 1 mile	10 miles	100 miles	200 miles
Pale $2/10^{\text{th}}$ lvl	1/5 <sup>th</sup> lvl	-	-
Red         3/15 <sup>th</sup> l vl           Grand         4/20 <sup>th</sup> l vl	$2/10^{\text{th}}$ lvl 1 $3/15^{\text{th}}$ lvl 2	/5 <sup>th</sup> lvl /10 <sup>th</sup> lvl	1/5 <sup>th</sup> lvl
uranu 4720 IVI	5/15 111 2	10 111	1/5 111
Black Mirrors	Damage DC		Range
Pale	5d6 15	5 1	mile
Black Mirrors Pale Red Grand	Damage         DC           5d6         15           10d6         20           20d6         30	1	mile miles
Pal e Red Grand	5d6         15           10d6         20           20d6         30	1 5 10	mile miles miles
Pale Red Grand Chance of Astirax Detection	5d6         15           10d6         20           20d6         30	1 5 10	mile miles miles Range
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item	5d6 15 10d6 20 20d6 30 +1/1vl +2*	1 5 10	mile miles miles Range mile/lvl
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4*	1 5 10	mile miles miles Range mile/lvl 1 mile 3 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Major Magic Item	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6*	1 5 10	mile miles miles Range mile/lvl 1 mile
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Major Magic Item	$\begin{array}{c} 5d6 & 15\\ 10d6 & 20\\ 20d6 & 30\\ & \\ +1/1v1\\ +2^*\\ +4^*\\ +6^*\\ +1^{**}\\ +2^{**}\\ +2^{**}\\ \end{array}$	1 5 10	mile miles miles Range mile/lvl 1 mile 3 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Major Magic Item	$\begin{array}{cccc} 5d6 & 15\\ 10d6 & 20\\ 20d6 & 30\\ & & \\ & & \\ & +1/1 vl \\ & +2^* \\ & +4^* \\ & +6^* \\ & +1^{**} \\ & +2^{**} \\ & +3^{**} \end{array}$	1 5 10	mile miles miles Range mile/lvl 1 mile 3 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Major Magic Item	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +2** +3** +3**	1 5 10	mile miles miles Range mile/lvl 1 mile 3 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Madium Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City	$\begin{array}{cccc} 5d6 & 15\\ 10d6 & 20\\ 20d6 & 30\\ & & \\ & +1/1 vl \\ +2^* \\ +4^* \\ +6^* \\ +1^{**} \\ +2^{**} \\ +3^{**} \\ +6^{*} \\ +6^{*} \\ +10^{**} \end{array}$	1 5 10	mile miles miles Range mile/lvl 1 mile 3 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Major Magic Item Mamlet or Major Road Village Small Town Large Town Small City Large City Metropolis	$\begin{array}{cccc} 5d6 & 15\\ 10d6 & 20\\ 20d6 & 30\\ & & \\ & +1/1vl\\ & +2^*\\ & +4^*\\ & +6^*\\ & +1^{**}\\ & +2^{**}\\ & +3^{**}\\ & +4^{**}\\ & +6^{**}\\ & +10^{**}\\ & +10^{**}\\ & +15^{**}\\ \end{array}$	1 5 10	mile miles miles Range mile/lvl 1 mile 3 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Major Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City Large City In Kaladrun Mountains	$\begin{array}{cccc} 5d6 & 15\\ 10d6 & 20\\ 20d6 & 30\\ & & \\ & +1/1vl\\ +2^*\\ +4^*\\ +6^*\\ +1^{**}\\ +2^{**}\\ +3^{**}\\ +4^{**}\\ +6^{**}\\ +10^{**}\\ +15^{**}\\ -5 \end{array}$	1 5 10	mile miles miles Range mile/lvl 1 mile 3 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Madium Magic Item Hamlet or Major Road Village Small Town Large Town Small Town Large City Large City Large City In Kaladrun Mountains 10+ miles from sottlement.	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	i 1 5 10 1	mile miles miles Range mile/lvl 1 mile 3 miles 5 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Madium Magic Item Hamlet or Major Road Village Small Town Large Town Small Town Large City Large City Large City In Kaladrun Mountains 10+ miles from sottlement.	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	i 1 5 10 1	mile miles miles Range mile/lvl 1 mile 3 miles 5 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Madium Magic Item Hamlet or Major Road Village Small Town Large Town Small Town Large City Large City Large City In Kaladrun Mountains 10+ miles from sottlement.	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	i 1 5 10 1	mile miles miles Range mile/lvl 1 mile 3 miles 5 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement. * All spells/items a ** Settl. (Adapted f	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	tack at ½ v: ack ows)	miles miles miles Range mile/lvl 1 mile 3 miles 5 miles 5 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Major Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City Metropolis In Kaladrun Mountains 10+ miles from settlement. * All spells/items a * Settl (Adapted f	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ement bonuses st rom Tome of Sorr	tack at ½ v. ack ows)	mile miles miles Range mile/lvl 1 mile 3 miles 5 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement. * All spells/items a ** Settl. (Adapted f	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ement bonuses st rom Tome of Sorr	tack at ½ v: ack ows)	miles miles miles Range mile/lvl 1 mile 3 miles 5 miles 5 miles
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Major Magic Item Hamlet or Major Road Village Small Town Large Town Small Town Large City Large City Large City Large City Metropolis In Kaladrun Mountains 10+ miles from settlement, * All spells/items a ** Settle (Adapted Starvation / Dehydration Dehydration after 1 day+Co Starvation after 1 day+Co	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ement bonuses st rom Tome of Sorr	tack at ½ v. ack ows)	miles miles miles Range mile/lvl 1 mile 3 miles 5 miles 5 miles 2 miles 1 mile 3 miles 1 mile 1 mile 2 miles 1 miles 1 mile 2 miles 1 m
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Major Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement. * All spells/items a ** Settl. (Adapted for Starvation / Dehydration Dehydration after 1 day+Cc Starvation after 3 days	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ement bonuses st rom Tome of Sorr	tack at ½ vi tack at ½ vi ack rows) DC 10/hourly 12/daily	miles miles miles Mile/lvl 1 mile 3 miles 5 miles 5 miles 2 miles 1 miles 1 miles 1 miles 1 miles 1 miles 1 miles 2 miles 3 miles 2 miles 3 mi
Pale Red Grand Chance of Astirax Detection Spel1 Minor Magic Item Medium Magic Item Hamlet or Major Road Village Small Town Large Town Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement, * All spells/items a ** Settl. (Adapted for Starvation / Dehydration Dehydration after 1 day+Cc Starvation after 3 days Hunting Plains	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ment bonuses st rom Tome of Sorr	tack at ½ vi tack at ½ vi ck rows) DC 10/hourl y 12/dail y	miles miles miles Mile/lvl 1 mile 3 miles 5 miles 5 miles 1 dz 0C 25 +1
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Major Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement. * All spells/items a ** Settle (Adapted for Starvation after 1 day+Cc Starvation after 3 days Hunting Plains Scrub, rough	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ment bonuses st rom Tome of Sorr	tack at ½ vi tack at ½ vi ack ows) DC 10/hourly 12/daily	miles miles miles mile/lvl 1 mile 3 miles 5 miles 5 miles 1 miles 1 miles 2 mi
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Madium Magic Item Hamlet or Major Road Village Small Town Large Town Small Town Large Town Small City Large City Large City Metropolis In Kaladrun Mountains 10+ miles from settlement. * All spells/items a ** Settle (Adapted Starvation / Dehydration Dehydration after 1 day+Co Starvation after 1 day+Co Starvation after 1 day+Co Starvation after 3 days Hunting / Fishing (Survival) Hunting Plains Scrub, rough Forest	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ment bonuses st rom Tome of Sorr	tack at ½ v. ack ows) DC 10/hourly 12/daily	miles miles miles miles mile/lvl alue con Dam 1d2 con 25 +1 +2 +0
Pale Red Red Grand Chance of Astirax Detection Spell Minor Magic Item Major Magic Item Small Town Large Town Small City Large City Metropolis In Kaladrun Mountains 10+ miles from settlement. * All spells/items a * Settlin (Adapted f Starvation / Dehydration Dehydration after 1 day+Co Starvation after 1 day+Co Starvation after 3 days Hunting / Hishing (Surviva) Hunting Plains Scrub, rough Forest Jungle	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ment bonuses st rom Tome of Sorr	tack at ½ vi tack at ½ vi ack ows) DC 10/hourl y 12/daily	miles miles miles mile/lvl 1 mile 3 miles 5 miles 5 miles 2 mi
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement. * All spells/items a ** Settl. (Adapted for Starvation / Dehydration Dehydration after I day+CC Starvation after I day+S Starvation after I day+S Hunting Plains Scrub, rough Forest Jungle Swamp Hills	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +3** +3** +4** +6* +10** +10** +10** +10** +10** +15** -5 -10 fter the first st ment bonuses st rom Tome of Sorr	tack at ½ vi tack at ½ vi ack rows) DC 10/hourl y 12/dail y	miles miles miles miles mile/lvl alue con Dam 1 1d2 DC 25 +1 +2 +0 +1 +1 +1
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Hamlet or Major Road Village Small Town Large Town Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement, * All spells/items a ** Settl. (Adapted for Starvation / Dehydration Dehydration after 1 day+Cc Starvation after 3 days Hunting Plains Scrub, rough Forest Jungle Swamp Hills Mountains Sandy Desert	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +2** +3** +3** +10** +10** +10** +10** +10** +15** -5 -5 -10 /road -4 fter the first si ement bonuses st. rom Tome of Sorr	tack at ½ vi ack ows) DC 10/hourly 12/daily	miles miles miles miles mile/lvl 1 mile 3 miles 5 miles 5 miles 2 mile
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Hamlet or Major Road Village Small Town Large Town Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement, * All spells/items a ** Settl. (Adapted for Starvation / Dehydration Dehydration after 1 day+Cc Starvation after 3 days Hunting Plains Scrub, rough Forest Jungle Swamp Hills Mountains Sandy Desert	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +2** +3** +3** +10** +10** +10** +10** +10** +15** -5 -5 -10 /road -4 fter the first si ement bonuses st. rom Tome of Sorr	tack at ½ vi tack at ½ vi ack ows) DC 10/hourly 12/daily	miles miles miles miles mile/lvl 1 mile 3 miles 5 miles 5 miles 2 mile
Pale Red Grand Chance of Astirax Detection Spell Minor Magic Item Medium Magic Item Major Magic Item Hamlet or Major Road Village Small Town Large Town Small City Large City Metropolis In Kaladrun Mountains 10+ miles inside Erethor 20+ miles from settlement. * All spells/items a ** Settlement. (Adapted for Starvation / Dehydration Dehydration after 1 day+Co Starvation after 1 day+Co Starvation after 3 days Hunting Plains Scrub, rough Forest Jungle Swamp Hills Mountains	5d6 15 10d6 20 20d6 30 +1/1vl +2* +4* +6* +1** +2** +3** +3** +10** +10** +10** +10** +10** +15** -5 -5 -10 /road -4 fter the first si ement bonuses st. rom Tome of Sorr	tack at ½ v. 10 1 tack at ½ v. ack ows) 10/hourl y 12/dail y	miles miles

VS AWS AN

Mountains Sandy Desert Along heavily traveled roads/trails Move Silently (5+ ranks) Hide (5+ ranks) Knowledge: Nature (5+ ranks) Spot (5+ ranks) Search (5+ ranks) Listen (5+ ranks) Fishing

- 2 - 2 - 2 - 2 - 2 3d10

6