

Skills Summary

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point.

Your maximum rank in a class skill is your character level + 3.

Your maximum rank in a cross-class skill is one-half of this number (do not round up or down).

Using Skills: To make a skill check, roll: 1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers)

This roll works just like an attack roll or a saving throw—the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an *untrained* skill check.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats, among others.

Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a cross-class skill gets your character 1/2 rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two 1/2 ranks make 1 rank.) You can't save skill points to spend later. The maximum rank in a class skill is the character's level + 3. If it's a cross-class skill, the maximum rank is half of that number (do not round up or down). Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class skill for any of your classes, your maximum rank equals your total character level + 3.

Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus) or what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Table: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight and nibbling on your big toe(Spot)
Easy (5)	Climb a knotted rope (Perform Task-Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wagon wheel to fall off (Bypass Device-mechanical, simple) Disarm an explosive (Bypass Device-Demolitions)
Challenging (20)	Swim in stormy water (Perform Task-Swim)
Formidable (25)	Open an average lock (Bypass Device) Break into a secure computer system (Perform Task-Computer Hacking)
Heroic (30)	Leap across a 30-foot chasm (Perform Task-Jump)
Superheroic (35)	Convince the guards that even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Bluff)
Nearly Impossible (40)	Track a trained commando through the forests of Brazil on a moonless night after 12 days of rainfall (Survival)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Table: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha) and/or Bluff (Cha)	Spot (Wis) and/or Bluff (Cha)
Create a false map	Perform Task-Forgery (Int)	Perform Task-Forgery (Int)
Hide from someone	Perform Task-Hide (Dex)	Spot (Wis)
Make a bully back down	Bluff-Intimidate (Cha)	Special ¹
Sneak up on someone	Perform Task-Move Silently (Dex)	Listen (Wis)
Steal a coin pouch	Perform Task-Sleight of Hand (Dex)	Spot (Wis)
Tie a prisoner securely	Use Object-Use Rope (Dex)	Perform Task-Escape (Dex)

¹ An Bluff-Intimidate check is opposed by the target's level check, not a skill check. See the Bluff-Intimidate skill description for more information.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Many skills can be used only by someone who is trained in them.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier.

Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action.

These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take. Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

Ability Checks and Invoker Level Checks: The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to mutation invocation level checks.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events

Often, several characters attempt some action and each succeeds or fails independently. The result of one character's Climb check does not influence the results of other characters Climb check.

Aid Another

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features or feats.

Ability Checks

Sometimes a character tries to do something to which no specific skill applies. In these cases, the character may occasionally use the Perform Task skill or more often make an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

Example Ability Check

Forcing open a jammed or locked door
Threading a needle
Holding one's breath
Navigating a maze
Recognize a stranger you've seen before
Getting yourself noticed in a crowd

Key Ability

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

Modifier Types and Stacking

A modifier provides a bonus (a positive modifier) or a penalty (a negative modifier) to a die roll. Bonuses with specific descriptors, such as "equipment bonus," generally don't stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing

circumstances; if two circumstance bonuses caused by similar circumstances apply, they don't stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armor, and size.

If the game setting includes magic or other supernatural effects, there can also be deflection, enhancement, enlargement, haste, inherent, insight, luck, profane, resistance, and sacred bonus descriptors. None of these bonuses stack.

Any bonus without a descriptor (such as simply a "+1 bonus") stacks with other bonuses. All penalties stack, regardless of their descriptors, unless specified.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here.

Here is the format for skill descriptions.

SKILL NAME

The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. *Exception:* Speak Language has "None" as its key ability because the use of this skill does not require a check. This will be stated in parenthesis along with the Trained Only or Untrained Ok statement.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Untrained section (see below).

Untrained OK: If this notation is included in the skill name line, you may use the skill untrained or without any applied skill ranks. Specific restrictions may apply covered in the Untrained section.

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character ("you" in the skill description) can do with a successful skill check and the check's DC.

Action: The type of action using the skill requires, or the amount of time required for a check.

Retry: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task more than once, or if failure carries an inherent penalty (such as with the Climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Special: Any extra facts that apply to the skill, such as special effects deriving from its use or bonuses that certain characters receive because of class, feat choices, or race.

Synergy: Some skills grant a bonus to the use of one or more other skills because of a synergistic effect. This entry, when present, indicates what bonuses this skill may grant or receive because of such synergies. See the Skills Synergy Table for a complete list of bonuses granted by synergy between skills (or between a skill and a class feature).

Restriction: The full utility of certain skills is restricted to characters of certain classes or characters who possess certain feats. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained) or that an untrained character can't attempt checks with this skill (for skills that are designated as "Trained Only").

The Skills, Old and New

APPRAISE (INT; Untrained Ok)

Check: You can appraise common or well-known objects with a DC 12 *Appraise* check. Failure means that you estimate the value at 50% to 150% (2d6+3 times 10%,) of its actual value.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher. If the check is successful, you estimate the value correctly; failure means you cannot estimate the item's value.

A magnifying glass gives you a +2 circumstance bonus on *Appraise* checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives you a +2 circumstance bonus on *Appraise* checks involving any items that are valued by weight, including anything made of precious metals.

These bonuses stack.

Action: Appraising an item takes 1 minute (ten consecutive full-round actions).

Retry: No. You cannot try again on the same object, regardless of success.

Special: A character with the *Meticulous* feat may gain a +2 bonus on *Appraise* checks.

Synergy: For every 5 ranks in any related *Knowledge* or *Profession* skill, you gain a +2 bonus on *Appraise* checks related to subjects or items related to that specific *Knowledge* or *Profession* skill.

Untrained: For common items, failure on an untrained check means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

BLUFF (CHA; Untrained ok)

Check: A *Bluff* check is opposed by the target's *Sense Motive* check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's *Sense Motive* check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its *Sense Motive* check because the bluff demands something risky, and the *Sense Motive* check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful *Bluff* check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. *Bluff*, however, is not a 'suggestion' mutation or ability.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Feinting in Combat: You can also use *Bluff* to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a *Bluff* check opposed by your target's *Sense Motive* check, but in this case, the target may add its base attack bonus to the roll along with any other applicable modifiers.

If your *Bluff* check result exceeds this special *Sense Motive* check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a non-humanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your *Bluff* check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a non-intelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity.

Creating a Diversion to Hide: You can use the *Bluff* skill to help you hide. A successful *Bluff* check gives you the momentary diversion you need to attempt a *Perform Task-Hide* check while people are aware of you. This usage does not provoke an attack of opportunity.

Innuendo or Secret Message: You know how to send hidden or unobvious messages using tone of voice and body language that can affect those around you. It is a basic form of manipulation, typically mastered by female humans.

Check: You can get a message across to another character with the *Bluff-Innuendo* skill, often without others noticing. The DC for a basic message is 10. The DC is 15 or 20 for complex messages. Any message has +5 DC if you are deliberately attempting to disguise your attempts from anyone other than the intended target or targets. To catch someone attempting an Innuendo attempt is a function of the *Sense Motive* skill and is considered an opposed roll. To understand that message the character rolls against the DC of which is the skill check of the character using *Bluff-Innuendo*, using his or her *Deduction* skill. Usually, the GM makes the checks so the results are secret, this way, if the check fails by 5 or more the GM may impart false information without the player necessarily knowing it.

Retry: Generally, retries are allowed when trying to send a message, but not when intercepting one.

Intimidate: You may attempt to stare down or otherwise intimidate someone into doing something you desire.

Check: You can change another's behavior with a successful check. Your *Bluff-Intimidate* check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the *Diplomacy* skill for additional details.)

The effect lasts as long as the target remains in your presence, and for 1d6x10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use *Bluff-Intimidate* to weaken an opponent's resolve in combat. To do so, make a *Bluff-Intimidate* check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a -2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile. Retries are attempted at -4 penalty.

Special: You gain a +4 bonus on your intimidate check for every size category that you are larger than your target. Conversely, you take a -4 penalty on your intimidate check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can non-intelligent creatures.

If you have the *Persuasive* feat, you get a +2 bonus on intimidate checks.

Action: Varies. A *Bluff* check made as part of general interaction always takes at least 1 round (and is at typically a full-round action), but it can take much longer if you try something elaborate. A *Bluff* check made to feint in combat or create a diversion to hide is a standard action. A *Bluff* check made to deliver a secret message doesn't take an action; it is part of normal communication.

Retry: Varies. Generally, a failed *Bluff* check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on *Bluff* checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

Each retry carries the same chance of miscommunication.

Special: If you have the *Persuasive* feat, you get a +2 bonus on *Bluff* checks.

Synergy: If you have 5 or more ranks in *Bluff*, you get a +2 bonus on *Diplomacy*, as well as on *Disguise* checks made when you know you're being observed and you try to act in character.

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

BUILD (Var-usually Dex or Int; Trained Only)

Build is actually a number of separate skills, usually enabled by specific feat selections. Even so, the player only need assign ranks in the single, primary Build skill alone, not in each and every specific type of feat enabled Build skill.

The *Build* skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a *Profession* skill and may very well anyway. A *Profession* skill or craftsman who's primary trade is one where something is produced, whether an object or structure or anything else, would use the build skill to achieve that process, not his *Profession* skill check. The *Profession* skill check would determine if and by how much a person was making a basic living in his or her chosen profession as well as other basic tasks unrelated to the fabrication of items.

Check: The basic function of the *Build* skill is to allow you to make an item of the appropriate type. The DC depends on the complexity rating of the item to be created. The DC, your check results determine how long it takes to make a particular item. Your GM determines the finished price including the cost of raw materials or special materials. For the purposes of this check an items complexity rating is synonymous with it's DC rating, they are one and the same. Most Build functions are only accessible by selecting appropriate Build feats from the Build Feats Group as detailed below. Without selecting specific feats, which enable characters to build more complex systems and items, a character may only build the following (for purposes of a skill check these are to be considered an Untrained skill use unless the feats are actually purchased):

Mechanical-Simple: ropes, pulleys, basic gears, levers and fulcrum, crude axle and wheels, skids and similar simple mechanical systems

Structural-Primitive: Tee-Pees, crude tents, lean-tos, branch and sod covered hole in the ground and similar simple structures

Any other type or group of objects or systems require the associated feat found in the Build Feats Group of the Feats Chapter.

Most *Build* tasks require tools or facilities or both to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork tools and/or exceptionally well endowed facilities provide a +2 circumstance bonus on the check or more at GM discretion.

When you use the *Build* skill to make a particular sort of item, the DC for checks involving the creation of that item are stated in the Default Tech Levels table to the right and as described in the Relics Technology chapter. Individual objects may or may not have a specific complexity rating/DC associated with their manufacture. Consult you GM when you are unsure.

Default Tech Level Complexity / DC Ratings	
Tech Level	Complexity / DC Rating
Tech I	12
Tech II	16
Tech III	20
Tech IV	24

The following table lists some specific exceptions or examples of *Build* DC's. GM determines other specific exceptions.

Item	Tech Level	Build Feat	Build DC
Low strength acid or poison 2	II	Chemical – Simple	DC15 =16
Matches, firesticks, flash powder, medium strength acid or poison 2	II	Chemical – Complex	DC16 =20
Modern gunpowder, explosives, complex chemicals	III	Chemical – Complex	DC18+
Primitive or holistic medical remedy	III	Pharmacology - Simple	DC15 =16
Modern medical remedy	IV	Pharmacology - Complex	DC16 =20
Primitive Armor or shield	I	Armor – Simple	10 + DF bonus
Basic Armor or shield	II	Armor – Simple	12 + DF bonus
Modern Armor, kevlar, composite body armor, etc.	III	Armor – Complex	16 + DF bonus
Ultra-Modern Armor, enhanced suits, power armor	IV	Armor – Complex	18 + DF bonus
Spear or muscle powered primitive ranged weapon	I	Weapons – Ranged, Simple	12
Longbow, shortbow or crossbow	II	Weapons – Ranged, Simple	16
Composite longbow, composite shortbow or composite crossbow	III	Weapons – Ranged, Complex	20
Simple melee or thrown weapon	I	Weapons – Melee, Simple	12
Martial melee or thrown weapon	II	Weapons – Melee, Simple	14
Exotic melee or thrown weapon	II	Weapons – Melee, Simple	18
Powered or High-tech melee weapon	IV	Weapons – Melee, Complex	22
Muzzle Loaded firearms	III	Weapons – Ranged, Complex	20
Pistols, longguns, machine guns...	III	Weapons – Ranged, Complex	22
Laser Pistol, fusion rifles, stun guns...	IV	Weapons – Ranged, Complex	26
Mechanical trap 3	II	Mechanical – Simple	Varies ¹
Explosive trap	III	Demolitions	Varies
Very simple misc. item (wooden spoon)	I	General – Simple	8
Typical misc. item (iron pot)	II	General – Simple	12
High-quality misc. item (bell)	II	General – Simple	14
Misc. craft item (baskets, pottery, stone tools, etc)	I or II	General – Simple	14
Complex or superior primitive misc. item (lock)	II	Mechanical - Simple	20
Complex or superior misc. items (clock)	III	Mechanical – Complex	22
Capture electricity in a jar, or generate a static charge	II	Electrical – Simple	14
Run an electrical wire to power or connect a system	III	Electrical – Simple	16
Build a simple computer system	III	Electrical – Complex	20
Build a complex electrical device	IV	Electrical – Complex	24
Tee-Pee, lean-to or other primitive shelter	I	Structural – Primitive	12
Basic wooden structure, house or shed	II	Structural - Wood	16
Stone mansion and garden shed	II	Structural – Stone	18
Multi-story modern building	III	Structural – Modern	22
Build a man or animal powered vehicle	I or II	Vehicle – Primitive	14

¹ Traps have their own rules for construction, refer to the Traps chapter

² Poisons may be made using the Pharmacology feats as well

³ Traps with a structural component would use the appropriate structural build feat instead or in conjunction with the other appropriate Build skill

Action: Does not apply. *Build* checks are made once at the end of the specified build period and could be anywhere from minutes to days or weeks.

Try Again: Yes, but each time you miss your time and expense increase according the rules in the Technology chapter. Typically, the project must be begun again and takes the same amount of time and ½ the cost in new materials (assuming some of the old materials could be salvaged and reused).

Special: You may voluntarily add +10 to the indicated DC to fabricate an item. This allows you to create the item more quickly. You must decide whether to increase the DC before you make your final *Build* check. A successful check cuts the build time by half.

This skill encompasses several specific groups or categories of *Build* abilities, each of them treated as a separate skill:

These groups are generally accessed via feat selections from the Build Feats Group. The following is a list of feats from the Build Feat Group that a character may select from. The time to build any specific device is detailed in the Technology chapter and is dependant upon the specific complexity or DC rating of the object, device or substance.

Building primitive mechanical devices or structures may be attempted as an Untrained skill check. All others require ranks in the specific Build skill to accomplish.

Synergy: If you have at least 5 ranks in a particular Build feat group skill, you get a +2 bonus on Appraise checks related to items made with that Build feat group skill.

Available Build Feat Groups	
Feat Group	Feat Group
Mechanical-Complex	Mechanical-Simple
Electrical-Complex	Electrical-Simple
Weapons, Ranged-Complex	Weapons, Ranged-Simple
Weapons, Melee-Complex	Weapons, Melee-Simple
Armor-Complex	Armor, Simple
Structural-Primitive	Structural-Wood
Structural-Stone	Structural-Modern
Vehicle-Primitive	Vehicle-Land
Vehicle-Air	Vehicle-Sea
Vehicle-Space	Chemical-Simple
Chemical-Complex	Pharmacology-Simple
Pharmacology-Complex	General-Simple
General-Complex	Demolitions
Genegener	

Bypass Device (Dex or Int; Trained Only with exceptions)

Armor penalties apply

This skill allows a character to defeat some types of mechanisms. This is useful if a character needs to disable an alarm, or defeat a trap, unlock a locked door, or even pass through a force field barrier. Except for the most basic of tasks, each specific task requires a separate feat selection. Specifics are detailed under each task heading below. This skill is treated as a single skill for point allocation, even though it is basically several skills. Most of the associated abilities of this skill are enabled by feats and require those feats to accomplish those tasks.

Check: (for more details on traps refer to the Traps chapter)

TRAPS: All listed DC's are modified by the values in the Trap Modifiers table below.

Mechanical Traps(Dex): Having ranks in *Build* or *Repair, Mechanical* – Simple gives a +2 synergy bonus.

Time	Tech Level	DC	Task 2
1d4+1 rounds	I	12	Disarm a basic mechanical trap 1 3
+1 round	II	16	Disarm an advanced basic mechanical trap 1 3
1d4+2 minutes	III	20	Disarm a complex mechanical trap 1
+2 minutes	IV	24	Disarm an advanced complex mechanical trap 1
1 If you attempt to leave behind no trace or physical clues of your tampering, add 5 to the DC. 2 add +4 DC if attempting to re-arm or arm a mechanical trap (Repair skill is normally used for this task) 3 may be attempted Untrained			

Electrical Traps(Int): Having ranks in *Build* or *Repair, Electrical* – Simple gives a +2 synergy bonus.

Time	Tech Level	DC	Task 2
1d4+1 rounds	I	12	Disarm a basic electrical trap 1
+1 round	II	16	Disarm an advanced basic electrical trap 1
2d4+2 rounds	III	20	Disarm a complex electrical trap 1
+2 rounds	IV	24	Disarm an advanced complex electrical trap 1
1 If you attempt to leave behind no trace or physical clues of your tampering, add 5 to the DC. 2 add +4 DC if attempting to re-arm or arm an electrical trap (Repair skill is normally used for this task)			

Electro-Mechanical Traps(Dex or Int): Traps that have both electrical and mechanical properties. GM's may opt to use the specific type of trigger, whether mechanical or electrical in nature, as the basis for deciding if the device is electrical or mechanical and use those tables instead. Having ranks in *Build* or *Repair, Electrical* or *Mechanical*– Simple gives a +2 synergy bonus.

Time	Tech Level	DC	Task 2
1d4+1 rounds	I	12	Disarm a basic electro-mechanical trap 1
+2 round	II	16	Disarm an advanced basic electro-mechanical trap 1
1d4+2 minutes	III	20	Disarm a complex electro-mechanical trap 1
+2 minutes	IV	24	Disarm an advanced complex electro-mechanical trap 1
1 If you attempt to leave behind no trace or physical clues of your tampering, add 5 to the DC. 2 add +4 DC if attempting to re-arm or arm an electro-mechanical trap (Repair skill is normally used for this task)			

Explosive Traps(Int): Having ranks in *Build* or *Repair, Demolitions* gives a +2 synergy bonus

Time	Tech Level	DC	Task 2
2d4+1 minutes	I	12	Disarm a basic explosive trap 1
+4 minutes	II	16	Disarm an advanced basic explosive trap 1
2d6+1 minutes	III	20	Disarm a complex explosive trap 1
+5 minutes	IV	24	Disarm an advanced complex explosive trap 1
1 If you attempt to leave behind no trace or physical clues of your tampering, add 5 to the DC. 2 add +4 DC if attempting to re-arm or arm an electrical trap (Repair skill is normally used for this task)			

Modifiers for traps. Add to the base DC of the disarm attempt for all features that apply.

Table: Trap Modifiers	
Feature	Modifier
Chemical	+4 DC
Explosive	+4 DC
Gas	+4 DC
Liquid	-
Multiple Target	+1 DC per additional target if not area effect
Poison	+4 DC
Spikes	-
Ranged	+2 DC
Melee	-
Simple	-2 DC
Very Complex	+2 DC

LOCKS:

Mechanical Locks: Having ranks in *Build* or *Repair, Mechanical* – Simple gives a +2 synergy bonus.

Time	Tech Level	DC	Task
1d4+1 rounds	I	12	Disarm a basic mechanical lock 1 2
+2 rounds	II	16	Disarm an advanced basic mechanical lock 1 2
1d6+1 minutes	III	20	Disarm a complex mechanical lock 1
+4 minutes	IV	24	Disarm an advanced complex mechanical lock 1
1 If you attempt to leave behind no trace or physical clues of your tampering, add 5 to the DC. 2 may be attempted Untrained			

Electrical Locks: Having ranks in *Build* or *Repair, Electrical* – Simple gives a +2 synergy bonus.

Time	Tech Level	DC	Task
1d4+1 rounds	I	12	Disarm a basic electrical lock 1
+2 rounds	II	16	Disarm an advanced basic electrical lock 1
1d6+1 minutes	III	20	Disarm a complex electrical lock 1
+4 minutes	IV	24	Disarm an advanced complex electrical lock 1
1 If you attempt to leave behind no trace or physical clues of your tampering, add 5 to the DC.			

Electro-Mechanical Locks: Having ranks in *Build* or *Repair, Electrical* or *Mechanical*– Simple gives a +2 synergy bonus.

Time	Tech Level	DC	Task
1d4+1 rounds	I	12	Disarm a basic mechanical lock 1 2
+2 rounds	II	16	Disarm an advanced basic mechanical lock 1 2
1d6+1 minutes	III	20	Disarm a complex mechanical lock 1
+4 minutes	IV	24	Disarm an advanced complex mechanical lock 1
1 If you attempt to leave behind no trace or physical clues of your tampering, add 5 to the DC. 2 may be attempted Untrained			

Modifiers for locks. Add to the base DC of the bypass attempt.

Table: Lock Modifiers	
Difficulty	Modifier
Very Simple	-2
Very Complex	+2

Sabotage: *Sabotage* is the poor man's method of bypassing a device. When a character attempts to bypass a device by sabotaging he is basically making an attack vs the DC of the device (based on it's tech level). Any failed checks that miss by 5 or more results in activating any special affects, or in the case of devices without special affects, it unfavorably breaks. That is, if the character is attempting to sabotage a mechanical lock in order to prevent a bad guy from entering a room but misses his sabotage roll by 5 or more, the lock still breaks, but is stuck in the 'open' position, which means the lock can not be locked and the bad guy will have no trouble getting into the room. The act of sabotage breaks the device in whatever desired state the character was trying for on a successful attempt. If a character was trying to sabotage a security system camera, the camera can no longer 'see or spot' a character. If the character was trying to sabotage a computer so that it no longer controls the facility in which it is in charge, the computer no longer controls any of those functions. If a character is trying to cut a brake line so that a vehicle crashes, the break line is cut. An unsuccessful attempt simply means the sabotage attempt failed and the device is fully functional. A catastrophic failure (attempts that miss by 5 or more) result in the previously described conditions or any the GM desires. 5 or more ranks in an appropriate *Build* or *Repair* skill grants a +2 synergy bonus.

Sabotage attempts may be used untrained, that is, the character does not possess the *Sabotage* feat. naturally, this means the character does not receive the benefits of any skill levels in the *Bypass Device* skill.

Simply add or subtract the following modifiers to the DC of the *Sabotage* attempt if the device meets the conditions.

Table: Sabotage Modifiers	
Difficulty	Modifier
Very Simple	-2
Very Complex	+2

Security Systems: (additional information can be found in the Traps chapter)

Security systems are special alarms that notify other systems or personnel of an unauthorized action or entry. They themselves do not usually cause harm or hinder a character in any way. There are times when a character may attempt to bypass a security system for his or her own reasons. This usually means that the sensor system in use is rendered unusable or ineffective in some way. Cameras may be blocked, infrared sensors bypassed, audio microphones muffled, etc. A successful attempt means the device is overcome. Simply roll against the devices DC rating established by its technology level and any modifiers from the Security System or Sensors section of the Traps chapter. Bypassing a security system is no easy task. A character attempting to bypass them must first approach the system without being detected. All security systems have a sensor or some sort associated with it. These sensors have either a 'spot' or 'listen' check that must be overcome before the character may attempt to bypass it.

Action: Most skill uses take the indicated time in the above tables, but individually, on a round to round basis, each action is a full round action and requires the complete concentration of the character attempting the action. Sabotage is an attack action.

Retry: Yes; some traps, or devices may break or activate precluding second or more attempts.

Synergy: A character may have a maximum of +4 synergy bonus.

Restrictions: All the device types require the selection of a feat to receive the full benefit of the Bypass Device skill, a few may be used untrained. Only basic (tech level I and II) versions of the allowed devices may be bypassed, more complicated versions (tech level III and IV) require the selection of the associated feat. The following chart details those specific types of devices that may be interacted with Untrained.

Bypass Device	Feat	Untrained	Associated Ability
-Mechanical Traps	Yes	Yes	Dexterity
-Electrical Traps	Yes	No	Intelligence
-Explosive Traps	Yes	No	Intelligence
-Mechanical Locks	Yes	Yes	Dexterity
-Electrical Locks	Yes	No	Intelligence
-Sabotage	Yes	Yes	Intelligence
-Security Systems	Yes	No	Intelligence

Untrained: Characters may only attempt to defeat Mechanical Traps and Locks or use the Sabotage functions of the Bypass Device skill Untrained. All others may not be successfully attempted without the appropriate feat selections.

CONCENTRATION (WIS; Untrained Ok)

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include invoking a mutation, concentrating on an active mutation, directing a mutation, using a mutation-like ability, specific actions that invoke attacks of opportunity or using a skill that would provoke an attack of opportunity. In general, if an action wouldn't normally provoke an attack of opportunity, you need not make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of invoking a mutation, the mutation is not lost. If you were concentrating on an active mutation, the mutation ends as if you had ceased concentrating on it. If you were directing a mutation, the direction fails but the mutation may remain active. If you were using a mutation-like ability, that use of the ability is lost, but may be attempted again. A skill use also fails, and in some cases a failed skill check may have other ramifications as well.

The table below summarizes various types of distractions that cause you to make a Concentration check. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Concentration DC	Distraction
10 + damage dealt	Damaged during the action. ¹
10 + half of continuous	Taking continuous damage during the damage last dealt action.
Distracting mutations save DC	Distracted by non-damaging mutation or ability. ²
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned.
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.

¹ Such as during the invoking of a mutation with a invocation time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the mutation being invoked (for mutations with an invocation time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

² If the mutation allows no save, use the save DC it would have if it did allow a save.

Action: None. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, though a success doesn't cancel the effect of a previous failure, such as the disruption of a mutation you were concentrating on.

Special: You can use Concentration to invoke a mutation, use a mutation-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity.

The DC of the check is 18. If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Invocation feat gets a +4 bonus on Concentration checks made to invoke a mutation or use a mutation-like ability while on the defensive or while grappling or pinned.

Deduction (INT; Untrained Ok)

Check:

Investigative Reasoning: The ability of the PC to reason out clues in the form of objects found with the *Search* skill or evidence gathered with the *Investigation* skill or through interaction with the environment, objects or npc's in some way.

Situational Clues	DC
Single Clue	DC18
Two Clues	DC16
Three Clues	DC14
Four Clues	DC12
Handed on a silver platter by a GM	DC10
Putting Two and Two Together	DC16
Two or more clues seemingly completely unrelated	DC20

Identify Object: A character would also use this skill to determine what something might be if they have not encountered it before. Normally this skill will be used when characters discover technology of the ancients and want to know what it might be and what it might be used for. This does not necessarily give enough information on how to use, build or repair the object, which may require specific feat selections.

Tech Level of Object	Complexity Rating Or DC of Item	Identify Time
Tech I	12	10 min
Tech II	16	20 min
Tech III	20	30 min
Tech IV	24	40 min

If your campaign uses character community tech levels (ie. Your character is from a stone-age village, tech I) then add any positive differences between the characters tech level and the objects tech level. (ie. Character has a Tech I background and is attempting to figure out what a laser pistol is, Tech IV. The difference is 3 tech levels, so this would be added to the DC attempt making it, in this case, DC 27). This process is described in the Technology chapter.

Discern Secret Message: You may use *Deduction* to detect that a hidden message is being transmitted via the Bluff skill. In this case, your *Deduction* check is opposed by the *Bluff* check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a -2 penalty on your *Deduction* check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

Action: *Investigative Reasoning:* None- Making a Deduction requires no action be taken, it is a free action and is typically reactive to the clues presented. *Identify Objects:* Require the item be handled in most cases, and typically for a minimum of 10 minutes. The act of attempting to figure out what an object does or is has the potential for catastrophic failure as described in the Technology chapter. Refer to that source for specifics.

Try Again: *Investigative Reasoning:* Yes-but only if new clues or evidence is presented concerning the same matter. *Object Identification:* Yes-but only when the character attempting the object identification reaches the next level. Once a character is unable to figure out an item, he requires more experience to make another attempt. *Discern Message:*No

Special: *Investigative Reasoning:* This skill is a reactive skill and a free action, which does not provoke an attack of opportunity. *Identify Object and Discern Secret Message:* These skills take complete concentration for the duration

and do provoke attacks of opportunity. *Concentration* checks may apply. If you have the *Investigator* feat you gain +2 on all *Deduction* – Investigative Reasoning checks only.

DIPLOMACY (CHA; Untrained Ok)

Check: You can change the attitudes of others (non-player characters) with a successful *Diplomacy* check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed *Diplomacy* checks, and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with *Diplomacy* generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed *Diplomacy* check can be made as a full-round action, but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial *Diplomacy* check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: If you have the *Negotiator* feat, you get a +2 bonus on *Diplomacy* checks.

Synergy: If you have 5 or more ranks in *Bluff*, *Knowledge* (Politics), or *Sense Motive*, you get a +2 bonus on *Diplomacy* checks.

Influencing NPC Attitudes

Use the table below to determine the effectiveness of *Diplomacy* checks (or Charisma checks) made to influence the attitude of a non-player character, or wild empathy checks made to influence the attitude of an animal or mutated beast.

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	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	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Bribery and Diplomacy: Offering money or another form of favor can, in the right situation, improve a character's chances with a *Diplomacy* skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a character's *Diplomacy* check automatically fails if a bribe isn't attached to it. If a bribe isn't required, an explorer can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the explorer to the proper authorities.

To bribe a character, makes a success check. Typical DCs are shown on below, but the GM may modify the DC as he or she sees fit. If the character succeeds in the check, he or she gains a +2 bonus on the *Diplomacy* check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Interrogation: Characters also use the *Diplomacy* skill check when attempting to pump others for information or when interrogating. This check is made vs a GM assigned DC based on the Attitude Table and any perceived variables.

Bribe Target	Success DC
Bouncer	8
Bum	6
Bureaucrat	10
Citizen	14
Informant	6
Police Officer	12
Judge	14
Judge Dread	40
Religious Zealot	20

DISGUISE (CHA; Untrained Ok)

Check: Your *Disguise* check result determines how good the disguise is, and it is opposed by others' *Spot* check results. If you don't draw any attention to yourself, others do not get to make *Spot* checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their *Spot* checks. You get only one *Disguise* check per use of the skill, even if several people are making *Spot* checks against it. The *Disguise* check is made secretly, so that you can't be sure how good the result is. The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Disguise	Disguise Check Modifier
Minor details only	+5
Disguised as different gender ¹	-2
Disguised as different race ¹	-2
Disguised as different age category ¹	-2 ²
¹ These modifiers are cumulative; use any that apply.	
² Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.	

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their *Spot* checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a *Spot* check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average *Spot* modifier for the group.

Action: Creating a disguise requires 2d3x10 minutes of work.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special: Special mutations or abilities that alter your form, grant you a +10 bonus on *Disguise* checks (see the individual mutation or ability descriptions).

If you have the *Deceptive* feat, you get a +2 bonus on *Disguise* checks.

Synergy: If you have 5 or more ranks in *Bluff*, you get a +2 bonus on *Disguise* checks when you know that you're being observed and you try to act in character. *Disguise* generally requires the use of a Disguise kit. Any attempts without the use of this kit incurs a +4 DC on the *Disguise* attempt check.

Instruction (INT; Untrained Ok)

The ability to pass knowledge on to another being.

Check: The GM sets a duration for instruction and at the end of the duration, the student makes an Instruction roll vs DC14 - the student's Intelligence Modifier. This skill is used when GM's run a campaign where skills must be taught.

Special: For every 5 ranks in *Instruction* possessed by the instructor, the student is granted a +2 bonus to his *Instruction* roll.

Investigation (CHA or INT; Untrained Ok)

Check: An evening's time, a few coins for buying drinks and making friends, and a DC 10 *Investigation* check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical Investigation check takes 1d4+1 hours.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Special: If you have the Investigator feat, you get a +2 bonus on Investigation checks.

Synergy: If you have 5 or more ranks in Knowledge (Streetwise), you get a +2 bonus on *Investigation* checks.

Check: A character generally uses *Search* or *Investigation* to discover clues and *Deduction* to analyze them. If the character has access to a crime lab or Investigators kit, the character uses the *Investigate* skill to collect and prepare samples for the lab. The result of the *Investigate* check provides bonuses or penalties to the lab workers. If a character is rifling through a drawer with a false bottom, the *Search* skill would be used.

Analyze Clue: The character can make an *Investigate* check to apply forensics knowledge (*Knowledge: Earth and Life Sciences-Forensics*) to a clue. This function of the *Investigate* skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found, which they could then attempt to *Deduce*.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: The character can collect and prepare evidentiary material for legal proceedings. This use of the *Investigate* skill requires an evidence kit.

To collect a piece of evidence, make an *Investigate* check (DC 15). If the character succeeds, the evidence is suitable to be used in legal proceedings. If the character fails, the evidence gathered is incomplete or partially unusable, and the prosecuting authority takes a -5 penalty on any necessary checks. If the character fails by 5 or more, the evidence gathered is completely unusable. On the other hand, if the character succeeds by 10 or more, the prosecuting authority gains a +2 circumstance bonus on its checks to prosecute an individual or defending party based on the gathered evidence. This particular bonus would stack for each individual evidentiary clue that qualifies.

Try Again: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

Special: A character can take 10 when making an *Investigate* check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all *Investigate* checks.

Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

Knowledge (INT; Trained Only)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of *Knowledge* categories is kept purposely finite. When trying to determine what *Knowledge* skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

The fourteen *Knowledge* categories, and the topics each one encompasses, are as follows.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Behavioral Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Earth and Life Sciences: Biology, botany, genetics, geology, paleontology, zoology, meteorology, city planning, forensics and medical fields.

High Tech Sciences: Cyborg technology, computer sciences, advanced genetic manipulation, androids, robots, ray guns, power generation, remote control, etc...

History: Events, personalities, and cultures of the past. Archaeology and antiquities, ancient lore.

Lore: The occult, magic and the supernatural, astrology, numerology, myths, UFO's and similar topics.

Military: Techniques and strategies for disposing and maneuvering forces in combat, armaments systems, demolitions, base locations, structure and rankings, logistics, jargon and lingo.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering of all types.

Politics: Bureaucratic procedures and how to navigate them. Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Streetwise: Street and urban culture, local underworld personalities and events.

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained *Knowledge* check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject. A character can take 10 when making a Knowledge check, but can't take 20. A character with the Educated feat gets a +2 bonus on any single type of *Knowledge* checks. The GM may or may not opt to use specific knowledge skill classifications (i.e. Military-logistics).

Synergy: The GM may decide that for every 5 ranks in a specific *Knowledge* skill a character is granted a +2 synergy bonus when making a related skill check. Time: A *Knowledge* check can be a reaction, but otherwise requires a full-round action.

LANGUAGE (None; Trained Only)

Imparts the ability to read and write a language. The character is only able to speak the language in which he was born with, unless skill points have been allocated to this skill. Any skill levels assigned imparts the ability to read and write in his native tongue. The more skill ranks a character has, the more proficient he can be presumed to be in that language. Some documents may have a DC value associated with them because of the advanced or technical terms used. A player would have to roll against the documents DC rating using the Language skill to see if he understands the information the document is attempting to impart. Apply any differences in the reader's community tech level and book tech level as bonuses or penalties.

If the player desires to speak, read and write a regional or species language outside of the area for which the character has experience, specify the language by selecting a Language feat. For example, if a player would like his character to speak the Trade Tongue, the semi-universal language of the campaign area used by traders, merchants and travelers in the civilized regions, he must select the Language, Trade Tongue feat. If a character would like to be able to speak, read and write the language of the ancients, he would have to select that language feat from the list of available Language feats. Refer to the Feats chapter for specific language feats.

For players who desire a little more detail when selecting the Ancient language feat, the following list is offered.

Language Groups(optional)

There are thousands of languages to choose from when a character buys ranks in an Ancient language. A few ancient languages are listed here, sorted into their general language groups.

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic*, Middle Egyptian*.

Indic: Hindi, Punjabi, Sanskrit*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

Action: Not applicable.

Try Again: No, You either understand or you do not.

Exceptions: The Language skill doesn't work like other skills. Languages work as follows.

- You start at 1st level knowing one language(based on your character origins), though this does not grant an automatic ability to read and write that language.
- You can purchase additional Languages just like any other feat, but instead of buying a rank in it, you choose a new language feat that you can speak and use the existing Language skill score.
- You only occasionally make Language checks. Typically this is required only when a documents level of difficulty is unfamiliar to the character, such as technical documents or manuals, but may include great literary works as well. These documents will always have a tech level and or DC rating associated with them.
- A literate character can read and write any language she speaks, so long as they have allocated at least one point into the Language skill. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.
- A character's tech level either subtracts or adds to the DC or complexity rating of the tech level of the book just as in the Build, Repair, Bypass Device or Use Object skills.

LISTEN (WIS; Untrained Ok)

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's *Perform Task-Move Silently* check.

Listen DC	Sound
-10	A battle
-2	Normal non-conversational background noise of active people
0	People talking ¹
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A character using <i>Move Silently</i> to sneak past the listener
15	People whispering ¹
19	A cat stalking
30	An owl gliding in for a kill

¹ If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

Listen DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
+1	Per 10 feet of distance
+5	Listener distracted

In the case of people trying to be quiet, the DCs given on the table could be replaced by *Perform Task-Move Silently* checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a *Listen* check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

Special: When several characters are listening to the same thing, a single 1d20 roll can be used for all the individuals' *Listen* checks. Simply average the *Listen* skills of each participant and give a +1 to the die roll for each participant.

An enamored, controlled or dominated creature takes a -4 penalty on *Listen* checks made as reactions.

If you have the *Alertness* feat, you get a +2 bonus on *Listen* checks.

A sleeping character may make *Listen* checks at a -10 penalty. A successful check awakens the sleeper.

Medical (WIS, Untrained Ok with exceptions)

Check: The DC and effect depend on the task you attempt.

Medical Skill Task	DC	Feat
First Aid	14	-
Long-term Care	14	<i>Long Term Care</i>
Treat Poison	Poison's save DC	<i>Treat Poison</i>
Treat Disease 1	Disease's save DC	<i>Treat Disease</i>
Revive 2	14	-
Primitive Surgery	DC18+	<i>Primitive Surgery</i>
Modern Surgery 3	DC18(14)	<i>Modern Surgery</i>

1 Refer to Diseases and Remedies chapter
2 Requires a personal or professional medic kit
3 Requires the use of modern medical facilities or a medical surgery medic kit

First Aid: You usually use first aid to save or stabilize a dying character. If a character has negative hit points and is losing hit points (at the rate of 1 per round, 1 per hour, or 1 per day), you can make him or her stable. A stable character regains no hit points but stops losing them. This ability, Revive and Long-Term Care are the only medical tasks of the previously listed that may be accomplished Untrained and without a prerequisite feat.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more and is typically used when a character is recovering from wounds or a disease that has debilitated him in some way. If your *Medical* check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest. A failed check means the patient gains no medical care benefits and recovers at normal rates or at the rate detailed by the specific condition.

If your using this skill trained you can tend as many patients as you have skill levels in the Medical Skill. Untrained you may only treat one(1) individual. In either case you need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. If you use this function Untrained you receive no Medical ranks to your *Medical-Long term Care* check. To use this function Trained requires the selection of the *Long-Term Care* feat.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character makes a saving throw against the poison, you make a *Medical-Treat Poison* check. The poisoned character uses your check result or his or her saving throw, whichever is higher. To use this specific skill requires the *Treat Poison* feat.

Treat Disease: To treat a disease means to tend a single diseased character. Every time he or she makes a saving throw against disease effect, you make a *Medical-Treat Disease* check. The diseased character uses your check result or his or her saving throw, whichever is higher. To use this specific skill requires the *Treat Disease* feat.

Revive: A character with a personal or professional medic kit may attempt to remove the Dazed, Stunned, in Shock or Unconscious condition from an affected character. If using this skill Untrained, a Use Object check is required.

Primitive Surgery: Some critical hits have the result of causing critical wounds that continue to cause damage after the initial strike. These wounds usually require Surgery to stop this continuing damage. Primitive Surgery is emergency surgery without the modern conveniences. You may have a saw, a sharp knife, some rags or a few bandages and a bottle of whiskey to sterilize the instruments and deaden the patient, but not much else in the way of modern conveniences. This is not the preferred method, but can save a characters life in an emergency. This skill is what a healer uses when he does not have the facilities or required surgical medic kit available to him or her and also requires that basic surgical procedures be known through the use of the feat *Primitive Surgery*.

A character who undergoes surgery is fatigued for 48 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Modern Surgery: Allows the use of modern or relic technology to enhance the surgical process, whether it's at a true medical facility or with a surgical field kit. The patient stands a much better chance at being treated successfully. Requires the selection of the *Modern Surgery* feat.

A character who undergoes surgery is fatigued for 48 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Action: Providing first aid, treating a wound, or treating poison is a standard action. Treating a disease takes 10 minutes of work. Providing long-term care requires 8 hours of light activity.

Try Again: Yes, for restoring hit points(so long as there are charges left in the medic kit), reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery.

Special: A character can use the *Medical* skill on his or herself only to administer first aid, treat disease, or treat poison. The character takes a -6 penalty on this check any time he or she treats his or herself. A character with the *Medic* feat gets a +2 bonus on all *Medical* checks. A character with the *Self-Sufficient* feat gets a +2 bonus on *Medical* checks only when treating him or herself.

Medical Kits: A personal medic kit gives you a +2 circumstance bonus on non-surgical *Medical* checks and a professional medic kit provides a +4 circumstance bonus to all *Medical* treatment checks except *Medical-Modern Surgical*. A surgical medic kit provides the means to perform modern surgical tasks and grants a +4 bonus to *Medical-Modern Surgical* skill checks. Critical wounds or injuries that affect the spinal chord require a spinal injury medic kit and also grant a +4 bonus to the *Medical-Modern Surgical* skill check. Critical injuries that affect other bones require the bone injury medic kit and provide a +4 bonus to the *Medical-Modern Surgical* skill check. A first aid kit grants a +2 bonus to *Medical-First Aid* skill checks only. Bonuses from different or multiple kits do not stack. Another function of the standard personal and professional medical kits, are if a character has lost hit points, these items can restore some or all of them. A successful *Medical* check, as a full-round action, restores d10+10 hit points if using a personal medic kit or d20+20 if using a professional medic kit. The number restored can never exceed the character's full normal total of hit points. A failed attempt means only half the rolled number of hit points are restored.

Revive Dazed, Stunned, or Unconscious Character: With a first aid kit, a personal or professional medic kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is considered a standard action. To do this Untrained requires a successful Use Object check for the specific medic kit. A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.

Stabilize Dying Character: With a first-aid, personal or professional medical kit, a character can tend to a character who is dying. As a standard action, and a successful *Medical-First Aid* check at +4 bonus, the injured character stabilizes and no longer loses hit points. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character unless specifically stated in a previous skill description.

Time: *Medical* checks take different amounts of time based on the task at hand, as described above.

PERFORM (CHA; Untrained OK)

Like *Build*, *Knowledge*, and *Profession*, *Perform* is actually a number of separate skills.

You could have several *Perform* skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the *Perform* skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

Check: You can impress audiences with your talent and skill.

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d20 p/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d12 s/day.
20	Great performance. In a prosperous city, you can earn 3d12 s/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d10 g/day. In time, you may come to the attention of patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d10 g/day. In time, you may draw attention from distant potential patrons.

p = penç s = silvç g = golden, those using the SRD money source would use copper, silver and gold pieces

A masterwork musical instrument gives you a +2 circumstance bonus on *Perform* checks that involve its use.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

Special: In addition to using the *Perform* skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and other abilities (especially illusions).

Perform Task (Varies; Varies)

This skill is a generic replacement for any task the GM determines would require a die roll because of some difficulty or complication, but does not have a specific skill already associated with it. Often, this replaces physical feats such as jumping, bending bars, lifting heavy objects, and the old SRD/OGC skills *Balance*, *Climb*, *Forgery*, *Gamble*, *Hide*, *Handle Beast*, *Move Silently*, *Read Lips*, *Sleight of Hand*, *Swim and Tumble* or tasks that would normally use ability scores and ability score modifiers for die rolls but still require some amount of skill or expertise. A player may choose instead to use this skill if the character had more ranks and it would benefit the character to do so. To do so requires the use of a tool, or special knowledge that enhances the chances of success when performing a physical task, such as breaking a door down using a crowbar or axe. This would be considered an 'assisted' ability check and thus would qualify as a *Perform Task*. Otherwise this same task without the aid of tools would be a simple Strength ability check. Some specific tasks require the selection of an appropriate feat in the Tasks group, such as *Read Lips* or in other feat groups like *Move Silent* in the Thievery feats group. Without these feats, a character may not perform those specific actions or do so as Untrained skill checks, but may incur other penalties at GM discretion.

Check: You can make a check for any physical action that does not have a skill already associated with it at GM or player discretion. Most *Perform Task* actions are those that nearly anyone may be able to do whether trained or not. They are basic physical tasks. Some have more skill or natural ability than others, and this is reflected in the associated feat selections.

Action: Varies, but usually a move action or standard action. Some tasks require a full round or more depending on GM judgment.

Try Again: Varies, but in most cases the character may attempt as many times as they like with the appropriate consequences.

Special: *Perform Task* has the key ability of the most appropriate ability for the task in which he is attempting. Breaking down a door would use the character's Strength bonus as a die modifier for the *Perform Task* attempt. Any character may attempt to move silently or swim, but they are likely to fail if they do not have those associated feats (they make the attempt as an Untrained skill). The *Perform Task* skill is still used for those specific tasks, the feats merely allow a higher level of ability due to training, thus a person with the feats of *Move Silent* and *Swim* would not incur the penalties associated with not having been trained in that task. In order to gain the use and benefits of the *Perform Task* skill a character must use a tool or knowledge in conjunction with the task. This is in essence an assisted ability check. Otherwise, the task is merely an ability check as normal and the character is unable to use the potentially superior *Perform Task* skill.

Untrained: In most cases, actions that have an associated feat may still be attempted Untrained. If a task requires a feat, then it is likely to incur the Untrained penalty if the character does not possess that particular feat.

A character that does not possess ranks in the *Perform Task* skill may perform those actions with a No in the Feats column and a Yes in the Untrained column as a simple Untrained skill check, such as *Jump* or *Balance*.

If a character has ranks in the *Perform Task* skill, but does not have a pre-requisite feat, then they may perform actions with a Yes in the Untrained column ONLY as Untrained skills. Their ranks in *Perform Task* do not count and cannot be added to the *Perform Task* roll, such as *Climb* or *Move Silent* checks. Any *Perform Task* check that requires a feat but has No in the Untrained column may not be performed by the character without the pre-requisite feat, no matter how hard they try.

Perform Task Table:

Task or Action	*Feat	*Untrained	Ability Modifier
Misc. Physical Task	No	Yes	Most Appropriate
Balance	No	Yes	Dexterity
Climb	Yes	Yes	Strength or Dexterity
Forgery	Yes	No	Intelligence
Gamble	No	Yes	Wisdom
Handle Beast	Yes	No	Charisma
Hide	Yes	Yes	Dexterity or Intelligence
Jump	No	Yes	Strength
Move Silently	Yes	Yes	Dexterity
Read Lips	Yes	No	Intelligence
Swim	Yes	Yes	Strength
-Below Surface	Yes -same	No	Constitution
Sleight of Hand	Yes	No	Dexterity
Tumble	Yes	No	Dexterity

Misc. Physical Task(varies): Armor penalties may apply

Any task where the primary attributes or combinations of attributes are used and that the GM determines would require a check for success or failure and where a certain amount of skill is involved. The *Perform Task*-Misc.Physical would replace the normal attribute roll at the discretion of the GM or player depending on the specific situation. Examples might include, breaking down a locked door, which might cause injury if not done properly, or hitting the bell at the top of Strong-Man's hammer game, which requires some finesse in where to hit. Feats of

endurance requiring some knowledge or skill, or a physical ability or skill not covered by existing skill or feat descriptions are particularly suited for this category.

Balance (Dex): Armor penalty applies

The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7–12 in. wide	10	Uneven or angled	10
2–6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has a Dexterity of 13 or greater. If the character takes damage, he or she must make a *Perform Task*-Balance check again to remain standing.

Accelerated Movement: The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her *Perform Task*-Balance check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one *Perform Task*-Balance check at a –5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Special: A character can take 10 when making a *Perform Task*-Balance check, but can't take 20.

A character with the Focused feat gets a +2 bonus on all *Perform Task*-Balance checks.

Time: Balancing while moving one-half the character's speed is a move action. Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.

Climb (Str or Dex whichever is greater): Armor penalty applies

With each successful *Perform Task*-Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed *Perform Task*-Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5. Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense).

Any time the character takes damage while climbing, make a *Perform Task*-Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.

Accelerated Climbing: A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a –5 penalty on his or her *Perform Task*-Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

Making Handholds and Footholds: A character can make handholds and footholds by carving them or pounding pitons into a wall. Doing so takes 1 minute per piton or for handholds made in ice and 5 minutes for those made in soft or stone, and one piton or hand hold is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

Catching Yourself When Falling: It's practically impossible for a character to catch him or herself on a wall while falling. Make a *Perform Task*-Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.

A character can take 10 while climbing, but can't take 20.

A character without climbing gear takes a –4 penalty on *Perform Task*-Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

A character with the Athletic feat gets a +2 bonus on all *Perform Task*-Climb checks.

DC Example Wall or Surface or Task

0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.

- 20 An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
- 25 A rough surface with no real handholds or footholds, such as a brick wall.
- 25 Overhang or ceiling with handholds but no footholds.
- A perfectly smooth, flat, vertical surface can't be climbed.
- 10* Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
- 5* Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
- +5* Surface is slippery (increases normal DC by 5).

*These modifiers are cumulative; use any that apply.

Time: Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action. Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

Forgery (Int):

Check: *Perform Task*-Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the *Perform Task*-Forgery check, as shown below.

Factor	Check Modifier	Time
Document Type		
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	-2	20 min.
Complex (stock certificate, driver's license)	-4	1 hr.
Difficult (passport)	-8	4 hr.
Extreme (military/law enforcement ID)	-16	24 hr.

Familiarity

Unfamiliar (seen once for less than a minute)	-4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	-4

Some documents require electronic or manual security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is. Electronic forgeries of any sort require the use of a electronic forgery kit to digitally mark the documents.

The *Perform Task*-Forgery skill is also used to detect someone else's forgery. The result of the original *Perform Task*-Forgery check that created the document is opposed by a *Perform Task*-Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original *Perform Task*-Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	-4
Type of document somewhat known to examiner	-2
Type of document well known to examiner	+0
Document is put through additional tests ¹	+4
Examiner only casually reviews the document ¹	-2

¹ Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed *Perform Task*-Forgery check).

Retry: No, since the forger isn't sure of the quality of the original forgery and thinks it was right the first attempt.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

A character can take 10 when making a *Perform Task*-Forgery check, but can't take 20.

A character without a forgery kit takes a -4 penalty on *Perform Task*-Forgery checks.

Time: Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

Gamble (Wis):

To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante to astronomical as

determined by the GM. If the stake is within the character's means, the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her. If the stake is higher than the character's wealth capability the character gets a +2 to the payout roll for every 5 ranks in the *Perform Task* skill.

The character's Gamble check is opposed by the *Perform Task-Gamble* checks of all other participants in the game. (If playing at a casino, assume the house has a *Perform Task-Gamble* skill modifier equal to the dealer or game controller, the house gets a bonus on its *Perform Task-Gamble* check of +4 if it cheats (the house dealer or game controller would use his or her *Perform Task-Sleight of Hand* or *Gamble* skill, but with a successful *Spot* check this bonus can either be negated or caught at the discretion of the *Spotting* character.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest *Gamble* skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, he or she wins and gains an increase to his or her wealth according to the Payout table. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result	Payout (add the indicated amount to the ante or bet)
0-1	You loose and someone tries to turn you out (mug you for the rest of your \$)
2-5	You loose your stake or bet
6-10	+50%
11-15	+100%
16-25	+150%
26-35	+200%
36 or more	+300%

Try Again: No, unless the character wants to put up another stake.

Special: A character can't take 10 or take 20 when making a *Perform Task-Gamble* check.

A character with the *Confident* feat gets a +2 bonus on all *Perform Task-Gamble* checks.

Time: A *Perform Task-Gamble* check requires 30 minutes.

Handle Beast (Cha):

Check: The time required to get an effect and the DC depend on what the character is trying to do. Animal and beast are synonymous in this text and can be assumed to mean the same thing.

Task	Time	DC
Handle an beast	Move action	10
"Push" an beast	Full-round action	25
Teach an beast a trick	1 week	See text
Train an beast for a purpose	See text	See text

Handle a Beast: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.

"Push" an Beast: To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the beast performs the task or trick on its next action.

Teach an Beast a Trick: The character can teach an beast a specific trick, such as "attack" or "stay," with one week of work and a successful *Perform Task-Handle Beast* check. A beast with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a -10 penalty on his or her *Perform Task-Handle Beast* check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as mutant beasts or undead aberrations if they exist in your campaign) counts as two tricks.

Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down.

Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn't go.

Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.

Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the beast must make an Intelligence check (DC 10).

Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The beast tracks the scent presented to it.

Work (DC 15): The beast pulls or pushes a medium or heavy load.

Train an Animal: Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a pre-selected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a *Perform Task-Handle Beast* check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.

Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.

Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Retry: Yes.

Special: A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals. A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all *Perform Task-Handle Beast* checks.

Time: See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

Hide (Dex or Int whichever is greater) Armor penalty applies

Check: A character's *Perform Task-Hide* check is opposed by the *Spot* check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging.

The hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	-4
Diminutive	+12	Huge	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16
Medium-size	+0		

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to *Perform Task-Hide* checks, as shown below. Note that a character can't hide if he or she has less than one-half cover or concealment.

Cover or Concealment Circumstance Bonus

Three-quarters +5

Nine-tenths +10

Creating a Diversion to Hide: A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a *Perform Task-Hide* check while people are aware of the character. While the others turn their attention from the character, he or she can make a *Perform Task-Hide* check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a -10 penalty because the character has to move fast.

Tailing: A character can use *Perform Task-Hide* to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a *Spot* check (opposed by the character's *Perform Task-Hide* check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a *Spot* check after an hour of tailing.

Special: A character can take 10 when making a *Perform Task*-Hide check, but can't take 20.

A character with the *Stealthy* feat gets a +2 bonus on all *Perform Task*-Hide checks.

Time: A *Perform Task*-Hide check is an attack action.

Jump (Str): Armor penalty applies

Check: The DC and the distance the character can cover vary according to the type of jump the character is attempting.

The character's *Perform Task*-Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of -6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the *Perform Task*-Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a *Perform Task*-Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more.

Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC ¹	Long Jump Distance	DC ¹
5 feet	10	20 feet	25
10 feet	15	25 feet	30
15 feet	20	30 feet	35

¹ Requires a 20-foot move. Without a 20-foot move, double the DC.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a *Perform Task*-Climb check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is 2 + the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.

All *Perform Task*-Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC ¹	High Jump Distance	DC ¹
1 foot	6	5 feet	22
2 feet	10	6 feet	26
3 feet	14	7 feet	30
4 feet	18	8 feet	34

¹ Requires a 20-foot move. Without a running start, double the DC.

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a *Perform Task*-Climb check (DC 15). If the character fails the *Perform Task*-Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall, treat it as one size category smaller.

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

Hop Up: The character can jump up onto an object as tall as his or her waist with a *Perform Task*-Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed. A character can take 10 when making a *Perform Task-Jump* check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all *Perform Task-Jump* checks. A character with the Run feat gains a +2 competence bonus on *Perform Task-Jump* checks preceded by a 20-foot move. Tumble can provide a +2 synergy bonus on *Perform Task-Jump* checks (see Skill Synergy).

Time: Using the *Perform Task-Jump* skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Move Silent (Dex): Armor penalty applies

Check: A character's *Perform Task-Move Silently* check is opposed by the *Listen* check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a -5 penalty. It's practically impossible (-20 penalty) to move silently while attacking, running, or charging.

Special: A character can take 10 when making a *Perform Task-Move Silently* check, but can't take 20. A character with the Stealthy feat gets a +2 bonus on all *Perform Task-Move Silently* checks.

Time: *Perform Task-Move Silently* is a move action.

Read Lips (Int):

You can understand what others are saying merely by watching their lips move.

Check: You must be within 30' of the speaker and be able to see them speak. You must be able to understand the speaker's language. The base DC is 15, and it is higher for complex speech or an inarticulate speaker. You have to concentrate on reading lips for at least half the conversation period to get the gist of what was said (+2 to the check) or the entire period to get all the details. During this time you cannot perform any other actions, except that you can move at half speed and you must maintain a line of sight to the lips being read. If the check succeeds, you can understand what was said given the previous restrictions. If the check fails, you failed to maintain line of sight or the speech was too difficult to follow correctly. If the check fails by 5 or more, you draw an incorrect conclusion from what you think you saw. This roll is made by the GM in secret.

Retry: No

Swim (Str or Con): Armor penalties apply

Check: A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater. If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Fortitude check (DC 15) every round to continue holding his or her breath. Each round, the DC of the check increases by 2. If the character fails the check, the character begins to drown. The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

Retry: A new check is allowed the round after a check is failed.

Underwater Clarification: A character may not swim underwater without the selection of the *Swim* feat, not even as an Untrained skill check. A character with the *Swim* feat may swim underwater for an amount of time in rounds equal to their Constitution score. After that they may only extend their time by making a Fortitude check each round thereafter with a successive and additive check of -2. A failure means the character is subjected to the Drowning condition.

This differs from merely holding one's breath underwater, which requires no special ability or feat.

Special: A character takes a penalty of -1 for every 5 pounds of gear he or she carries, including armor and weapons. A character can take 10 when making a *Swim* check, but can't take 20. A character with the Athletic feat gets a +2 bonus on all *Swim* checks.

Time: A Swim check is either a move action or a full-round action, as described above.

Sleight of Hand (Dex): Armor penalties apply

Check: A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's *Spot* check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a *Spot* check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body.

Retry: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

Escaping Bonds: A character may use Sleight of Hand to slip bonds or manacles.

Check: It requires 1 minute of work to escape most bonds. Escaping from a net is a full round action.

Restraint	DC
Ropes	Binder's level+d10
Net or Entanglement	20
Manacles	23

Retry: You can retry as many times as you like, and if time permits and your unopposed you may even take 20.

Special: A character can take 10 when making a *Sleight of Hand* check, but can't take 20, except when escaping bonds.

A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all *Sleight of Hand* checks.

Time: A Sleight of Hand check is an attack action.

Tumble (Dex): Armor penalties apply

Check: A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

Land Softly: The character can make a *Tumble* check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble past Opponents: With a successful *Tumble* check (DC 20), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Tumble through Opponents: With a successful *Tumble* check (DC 20), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Retry: No.

Special: A character with 5 or more ranks in *Tumble* gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense.

A character can take 10 when making a *Tumble* check, but can't take 20.

A character with the *Acrobatic* feat and at least 1 rank in this skill gets a +2 bonus on all *Tumble* checks.

Time: A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.

PROFESSION (WIS; Trained Only)

Like *Build*, *Knowledge*, and *Perform*, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a *Build* skill represents ability in creating or making an item, a *Profession* skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

Check: You can practice your trade and make a decent living, earning about half your *Profession* check result in gold pieces per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

Action: Not applicable. A single check generally represents a week of work.

Try Again: Varies. An attempt to use a *Profession* skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

Untrained: Untrained laborers and assistants (that is, characters without any ranks in *Profession*) earn an average of 1 silver piece per day. Otherwise, to gain full benefits of the profession one must be trained.

Repair (INT; Trained Only)

Like *Knowledge*, *Perform*, and *Profession*, *Repair* is actually a number of separate skills, usually enabled by specific feat selections.

The *Repair* skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a *Profession* skill and may very well anyway. A *Profession* skill or craftsman who's primary trade is one where something is produced, whether an object or structure or anything else, would use the *Repair* skill to achieve that process, not his *Profession* skill check. The *Profession* skill check would determine if and by how much a person was making a basic living in his or her chosen profession as well as other basic tasks unrelated to the fabrication of items.

Check: The basic function of the *Repair* skill is to allow you to make an item of the appropriate type. The DC depends on the complexity rating of the item to be created. The DC, your check results determine how long it takes to make a particular item. Your GM determines the finished price including the cost of raw materials or special materials. For the purposes of this check an items complexity rating is synonymous with it's DC rating, they are one and the same.

Most *Repair* functions are only accessible by selecting appropriate *Repair* feats from the *Repair Feats* Group as detailed below. Without selecting specific feats, which enable characters to *Repair* more complex systems and items a character may only *Repair* the following as an 'untrained' skill check:

Mechanical-Simple: ropes, pulleys, basic gears, levers and fulcrum, crude axle and wheels, skids and similar simple mechanical systems

Structural-Primitive: Tee-Pees, crude tents, lean-tos, branch and sod covered hole in the ground and similar simple structures

Any other type or group of objects or systems require the associated feat found in the *Repair Feats* Group of the *Feats* Chapter.

Jury Rigging: A character may instead opt to *Jury Rig* an item, which increases the DC by +4, but halves the usual repair times and does not require any special parts or tools (unless the GM rules that it simply can't be done without certain parts or tools). Other restrictions include, the item is barely functional and each use or period of use (round, minute or hour, etc) incurs a break check at the items complexity rating. If the item fails it's save, it breaks again.

Retry: Yes, so long as the item that breaks is not classified as 'irreparable'.

Most *Repair* tasks require tools or facilities or both to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance penalty. On the other hand, masterwork tools and/or exceptionally well endowed facilities provide a +2 circumstance bonus on the check or more at GM discretion.

When you use the *Repair* skill to make a particular sort of item, the DC for checks involving the creation of that item are stated in the Default Tech Levels table to the right and as described in the *Relics Technology* chapter. Individual objects may or may not have a specific complexity rating/DC associated with their manufacture. Consult you GM when you are unsure.

Default Tech Level Complexity / DC Ratings	
Tech Level	Complexity / DC Rating
Tech I	12
Tech II	16
Tech III	20
Tech IV	24

The following table lists some specific exceptions or examples of *Repair* DC's. GM determines other specific exceptions.

Item	Tech Level	Repair Feat	Repair DC
Low strength acid or poison 2	II	Chemical – Simple	DC15 =16
Matches, firesticks, flash powder, medium strenght h acid or poison 2	II	Chemical – Complex	DC16 =20
Modern gunpowder, explosives, complex chemicals	III	Chemical – Complex	DC18+
Primitive or holistic medical remedy	III	Pharmacology - Simple	DC15 =16
Modern medical remedy	IV	Pharmacology - Complex	DC16 =20
Primitive Armor or shield	I	Armor – Simple	10 + DF bonus
Basic Armor or shield	II	Armor – Simple	12 + DF bonus
Modern Armor, kevlar, composite body armor, etc.	III	Armor – Complex	16 + DF bonus
Ultra-Modern Armor, enhanced suits, power armor	IV	Armor – Complex	18 + DF bonus
Spear or muscle powered primitive ranged weapon	I	Weapons – Ranged, Simple	12
Longbow, shortbow or crossbow	II	Weapons – Ranged, Simple	16
Composite longbow, composite shortbow or composite crossbow	III	Weapons – Ranged, Complex	20

Simple melee or thrown weapon	I	Weapons – Melee, Simple	12
Martial melee or thrown weapon	II	Weapons – Melee, Simple	14
Exotic melee or thrown weapon	II	Weapons – Melee, Simple	18
Powered or High-tech melee weapon	IV	Weapons – Melee, Complex	22
Muzzle Loaded firearms	III	Weapons – Ranged, Complex	20
Pistols, longguns, machine guns...	III	Weapons – Ranged, Complex	22
Laser Pistol, fusion rifles, stun guns...	IV	Weapons – Ranged, Complex	26
Mechanical trap 3	II	Mechanical – Simple	Varies ¹
Explosive trap	III	Demolitions	Varies
Very simple misc. item (wooden spoon)	I	General – Simple	8
Typical misc. item (iron pot)	II	General – Simple	12
High-quality misc. item (bell)	II	General – Simple	14
Misc. craft item (baskets, pottery, stone tools, etc)	I or II	General – Simple	14
Complex or superior primitive misc. item (lock)	II	Mechanical - Simple	20
Complex or superior misc. items (clock)	III	Mechanical – Complex	22
Capture electricity in a jar, or generate a static charge	II	Electrical – Simple	14
Run an electrical wire to power or connect a system	III	Electrical – Simple	16
Repair a simple computer system	III	Electrical – Complex	20
Repair a complex electrical device	IV	Electrical – Complex	24
Tee-Pee, lean-to or other primitive shelter	I	Structural – Primitive	12
Basic wooden structure, house or shed	II	Structural - Wood	16
Stone mansion and garden shed	II	Structural – Stone	18
Multi-story modern building	III	Structural – Modern	22
Repair a man or animal powered vehicle	I or II	Vehicle – Primitive	14

¹ Traps have their own rules for construction, refer to the Traps chapter

² Poisons may be made using the Pharmacology feats as well

³ Traps with a structural component would use the appropriate structural Repair feat instead or in conjunction with the other appropriate Repair skill

Action: Does not apply. *Repair* checks are made once at the end of the specified *Repair* period and could be anywhere from minutes to days or weeks.

Try Again: Yes, but each time you miss your time and expense increase according the rules in the Technology chapter. Typically, the project must be begun again and takes the same amount of time and ½ the cost in new materials (assuming some of the old materials could be salvaged and reused).

Special: You may voluntarily add +4 to the indicated DC to repair an item. This allows you to repair the item more quickly. You must decide whether to increase the DC before you make your final *Repair* check. A successful check cuts the *Repair* time by half. This differs from the Jury Rig function only in that you still use and require the proper materials and tools to effectively do the job.

This skill encompasses several specific groups or categories of *Repair* abilities, each of them treated as a separate skill:

These groups are generally accessed via feat selections from the *Repair* Feats Group. The following is a list of feats from the *Repair* Feat Group that a character may select from. The time to *Repair* any specific device is detailed in the Technology chapter and is dependant upon the specific complexity or DC rating of the object, device or substance.

Synergy: If you have at least 5 ranks in a particular *Repair* feat group skill, you get a +2 bonus on *Appraise* checks related to items made with that *Repair* feat group skill.

Available Repair Feat Groups	
Feat Group	Feat Group
Mechanical-Complex	Mechanical-Simple
Electrical-Complex	Electrical-Simple
Weapons, Ranged-Complex	Weapons, Ranged-Simple
Weapons, Melee-Complex	Weapons, Melee-Simple
Armor-Complex	Armor, Simple
Structural-Wood	Structural-Primitive
Structural-Modern	Structural-Stone
Vehicle-Land	Vehicle-Primitive
Vehicle-Air	Vehicle-Sea
Vehicle-Space	Chemical-Simple
Chemical-Complex	Pharmacology-Simple
Pharmacology-Complex	General-Simple
General-Complex	Demolitions
Genegener	

Ride Beast (DEX; Untrained Ok)

Animals or wild beasts ill suited as mounts provide a -2 penalty on their rider's *Ride Beast* check.

Check: Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount a riding beast without a problem. Mounting or dismounting a beast is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the beast to perform an unusual technique also requires a check. Extraordinary beasts that are not typically used as mounts may require a check for basic actions at GM discretion.

Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the *Perform Task-Handle Animal* skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

Cover (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

Leap (DC 15): The character can get his or her mount to leap obstacles as part of its movement. Use the character's *Ride Beast* modifier or the mount's *Perform Task-Jump* modifier (whichever is lower) when the mount makes its *Perform Task-Jump* check. The character makes a *Ride* check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

Special: If the character is riding bareback, he or she takes a -5 penalty on *Ride Beast* checks.

A character can take 10 when making a *Ride Beast* check, but can't take 20.

A character with the *Animal Affinity* feat gets a +2 bonus on all *Ride Beast* checks. MODS-[speed <30' = +DC / flying = +DC]

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

SEARCH (INT; Untrained Ok)

Only encompasses investigative, immediate area searches. In other words, does not apply to the functions of basic survival, such as hunting, gathering and finding shelter in an outdoor setting, which is handled by the *Survival* skills. If you were looking for objects, secret doors, a hidden safe or clues this would be the skill to use. If you were looking for something to eat or drink in an adventuring or outdoor setting, you would use the *Survival* skills.

Check: You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the *Search* skill.

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap or find an ancient artifact in a large ruined city	20
Find a difficult trap	21 or higher
Find an extremely difficult trap or find an ancient artifact in a large ruins in the wilderness	25
Notice a well-hidden secret door	30
Find an ancient artifact in the wilderness	35
Find a footprint	Varies ¹

1 A successful *Search* check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the *Survival-Track* feat for the appropriate DC.

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

Special: If you have the *Investigator* feat, you get a +2 bonus on *Search* checks.

Synergy: If you have 5 or more ranks in *Search*, you get a +2 bonus on *Survival-Track* checks to find or follow tracks.

If you have 5 or more ranks in *Knowledge* (Physical Sciences-architecture and engineering), you get a +2 bonus on *Search* checks to find secret doors or hidden compartments.

Restriction: While anyone can use *Search* to find anything whose DC is 20 or lower, only a trained individual can use *Search* to locate things with higher DCs.

Untrained: Yes, see restrictions.

SENSE MOTIVE (WIS; Untrained Ok)

Check: A successful check lets you avoid being bluffed (see the *Bluff* skill). You can also use this skill to determine when “something is up” (that is, something odd is going on) or to assess someone’s trustworthiness.

Task	Sense Motive DC
Hunch	20
Sense domination	25

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another’s behavior that something is wrong, such as when you’re talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Domination: You can tell that someone’s behavior is being influenced by another being or unnatural effect (by definition, a mind-affecting effect), even if that person isn’t aware of it.

Action: Trying to gain information with *Sense Motive* generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a *Sense Motive* check for each *Bluff* check made against you.

Special: If you have the *Negotiator* feat, you get a +2 bonus on *Sense Motive* checks.

Synergy: If you have 5 or more ranks in *Sense Motive*, you get a +2 bonus on *Diplomacy* checks.

SPOT (WIS; Untrained Ok)

Check: The *Spot* skill is used primarily to detect characters or creatures who are hiding. Typically, your *Spot* check is opposed by the *Hide* check of the creature trying not to be seen. Sometimes a creature isn’t intentionally hiding but is still difficult to see, so a successful *Spot* check is necessary to notice it.

A *Spot* check result higher than 20 generally lets you become aware of an invisible creature near you, though you can’t actually see it.

Spot is also used to detect someone in disguise (see the *Disguise* skill).

Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the *Spot* check is distracted (not concentrating on being observant).

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Action: Varies. Every time you have a chance to spot something in a reactive manner you can make a *Spot* check without using an action. Trying to spot something you failed to see previously is a move action.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty.

Special: A dominated or controlled creature takes a -4 penalty on *Spot* checks made as reactions.

If you have the *Alertness* feat, you get a +2 bonus on *Spot* checks.

SURVIVAL (WIS; Untrained Ok)

This comes in two flavors, *Survival, Rural* and *Survival, Urban*. The survival skill in general is used for basic survival needs in the chosen environment. Finding food and water, where to find shelter to avoid weather hazards, or in the case of survival, urban, where the likeliest place to find a seafood chowder is in any given town. Also allows the identification of natural flora and fauna unchanged from before the ancient days

and all navigation checks when traveling outdoors or on confusing city streets. A character must choose one, or both *Survival* skills to gain the benefits of their use. Each specific *Survival* skill is treated as a separate skill for usage and point allocation.

Check: You can keep yourself and others safe and fed in the wild or avoid trouble and find certain types of information in urban settings. The table below gives the DCs for various tasks that require *Survival* checks.

Survival does not allow you to follow difficult tracks (DC 10 and above) unless you have the *Track* feat (see the Restriction section below).

Survival DC	Example Tasks
12	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 12. Or if you want more realism or role playing opportunities the GM can 'play out' the survival functions. Refer to the Environmental Adventures chapter for water and food finding details.
12	To figure out where the most likely location of a business might be in any given community.
Varies	Save vs the affects of terrain movement hampering or hazards, and weather hazards. (refer to the Environmental Adventures chapter).
15	Keep from getting lost on city streets or in the wilderness.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your <i>Survival</i> check result exceeds 15, you can predict the weather for one additional day in advance. At GM option this also allows for special weather hazards to be predicted.
15	By observing the locals, get a basic understanding of a communities unwritten rules (+4 to Deduction checks), thereby lessoning the chances of starting trouble in strange communities.
10	Follow tracks up to DC10 (see the <i>Track</i> feat).

Action: Varies. A single *Survival* check may represent activity over the course of minutes, hours, a single period(8 hours), or a full day. A *Survival* check made to find tracks is at least a full-round action, and it may take even longer.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a *Survival* check once every period (8 hours). The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a *Survival* check whenever the situation calls for one. To avoid the effects of movement hampering terrain also requires a Fortitude save vs the DC of the terrain in which the character/s are moving. Retries to avoid getting lost in a specific situation, hampering terrain or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes(indoors) of searching.

Restriction: While anyone can use *Survival* to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a trained (a character with the *Track* feat) can use *Survival* to follow tracks when the task has a higher DC.

Special: If you have 5 or more ranks in *Survival*, you can automatically determine where true north lies in relation to yourself.

If you have the *Self-Sufficient* feat, you get a +2 bonus on *Survival* checks.

Additional Survival Zone Feats: (optional)

For those who require a bit more realism and don't desire to use the broad categories suggested (Urban, Rural) simply provide the following examples as selectable feats for players. They all merely allow the use of the basic *Survival* skill in those specific environments. Feel free to add or delete as desired.

Table: Example Feats	
Temperate Wetlands	Equatorial Scrub
Temperate Woodlands	Equatorial Grasslands
Temperate Grassland	Equatorial Hills
Temperate Hills	Equatorial Urban
Temperate Urban	Equatorial Jungle
Arid, Cold Scrub	Equatorial Wetlands
Arid, Cold Woodlands	Arctic Woodlands
Arid, Cold Grasslands	Arctic Hills
Arid, Cold Hills	Arctic Tundra/Grasslands
Arid, Cold Urban	High Mountains

Synergy: If you have 5 or more ranks in *Survival*, you get a +2 bonus on *Knowledge* (Earth and Life Sciences-nature) checks.

If you have 5 or more ranks in *Knowledge* (Physical Sciences-caving), you get a +2 bonus on *Survival* checks made while underground.

If you have 5 or more ranks in *Knowledge* (Earth and Life Sciences-nature), you get a +2 bonus on *Survival* checks in aboveground natural environments (aquatic, desert, forest, hill, marsh, mountains, and plains).

If you have 5 or more ranks in *Knowledge* (Earth and Life Sciences-geography), you get a +2 bonus on *Survival* checks made to keep from getting lost or to avoid natural hazards.

If you have 5 or more ranks in *Knowledge* (Earth and Life Sciences-strange environments), you get a +2 bonus on *Survival* checks made while in or on irradiated or toxic environments.

If you have 5 or more ranks in *Search*, you get a +2 bonus on *Survival* checks to find or follow tracks.

Navigate (Int; Untrained Ok)

Check: Make a *Survival-Navigate* check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a *Survival-Navigate* check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second *Survival-Navigate* check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a *Survival-Navigate* check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of *Survival-Navigate* to find a path to a site if the character has no idea where the site is located. The GM may choose to make the *Survival-Navigate* check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use *Survival-Navigate* to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a *Survival-Navigate* check. A character can take 20 only when determining his or her location, not when traveling.

A character with the *Guide* feat gets a +2 bonus on all *Navigate* checks.

Time: A *Survival-Navigate* check is a full-round action.

Finding the Basics: Characters who desire to find basic survival needs, such as food, water and shelter do not use the Search skill. Use the appropriate Survival skill for the environment against the terrains or GM assigned DC to find shelter. To find food or water roll a D10 and consult the food and water finding tables found in the Finding the Basics section of the MOTE Environmental Adventures chapter.

Time: Finding food and water takes 1 hour per search attempt, finding shelter takes 10 minutes per attempt.

USE OBJECT (INT or DEX or STR; Untrained Ok)

Characters attempting to use any misc. non-weapon or armor relic items without the prerequisite feats and tech level rating use this skill when determining if they have successfully used the item.

Check: a character who does not have a prerequisite item feat must roll for a success based on the complexity of the item. In addition, a character who does not possess the same level of technological knowledge as the item, must make a roll against the items modified complexity rating (DC). If successful the character uses the item or device correctly. Those who possess the prerequisite feat and tech level, are not required to make a Use Object check.

Default Difficulty Check

Technology Level	DC
Tech I	12
Tech II	16
Tech III	20
Tech IV	24

Modifiers

Circumstance	Check Mod
Character has used the same exact item before	+8
Character has used a similar but not exact item before	+4
The item is considered simple even for its tech level	+4
The character possesses a technology level equal to the items TL	+2
The character possesses a TL greater than the items TL rating by 1	+4
The character possesses a TL greater than the items TL rating by 2	+6
The character possesses a TL greater than the items TL rating by 3	+8
The character possesses the proper feat but a lower TL rating	+2
The item is considered complex even for its tech level	-4
The item is constructed to purposefully hide it's function in some way	-8

Action: Typically an object use is an attack action, move action or full action as determined by the object and the GM's discretion.

Retry: Unless the object was disabled by its previous use, yes.

Restrictions: The ability to use an object is subject to feat selections in broad categories similar to the *Repair* and *Build* skills previously shown. A character who desires to use objects from a particular technology group incurs no penalties or usage checks when using those items, unless he does not possess the associated feat, or he has a TL

rating lower than the objects TL rating. In this case the character must make a *Use Object* check each and every time the character attempts to use the object for which he has no associated feat or for objects of a greater TL rating than his own.

Character Technology Levels: Characters are born into communities in the MOTE setting that are rated according to technology level. A community that is TLI (tech level 1) is basically a stone age community, full of hunter gatherers, using stone, bone and wooden implements. This character will forever have the TL rating of his community, unless he purchases Tech Level advancement feats, which allow him greater knowledge of higher technological objects and functions than he was able to learn in his own community. So, that same TLI character could later purchase the feat, Technology Level II, and would no longer incur the *Use Object* penalties when using any object of TLI or TLII. He would still be required to make a *Use Object* check for any TLIII or TLIV objects he desired to use, until he purchased or selected the greater technology feats.

Weapon Use: Weapons are a special category of object and require their own feat selections for usage. A character may not use a weapon without the pre-requisite feat.

Armor Use: Armor use is handled similarly to Weapon use in that it also requires selection of specific feats for proper usage. A character may not use armor without the pre-requisite feat.

Vehicle Operation: Characters who desire to operate vehicles must select the associated feats for the vehicle types he or she desires to operate. Selection of these feats, allow the operation of the particular vehicle type that the PC has purchased feats for. Characters may not operate vehicles without the pre-requisite feat. Refer to the Vehicles chapter.

Medical Object Use: Just as any other technological wonder, medical devices and remedies require a certain level of knowledge to properly use or apply. Any character possessing at least 1+ level in the Medical skill use that skill in place of the Use Object skill check when using ANY medical device. The actual use of that object is automatic and is included in the standard Medical check to treat any patients. Otherwise, the treating character must make a standard Use Object check to use the medical object successfully and THEN roll for a successful Medical skill check to actually treat the patient in question. Refer to the Physicians Handbook chapter for details.

Associated Object Feats:

Available Use Object Feat Groups	
Feat Group	Feat Group
Mechanical-Simple	Mechanical-Complex
Electrical-Simple	Electrical-Complex
Technology Level II	Technology Level III
Technology Level IV	Vehicle-Primitive
Vehicle-Land	Vehicle-Sea
Vehicle-Air	Vehicle-Space
Chemical-Simple	Chemical-Complex
Pharmaceutical-Simple	Pharmaceutical-Complex
General-Simple	General-Complex

Special: Critical failure of

Use Object rolls (a 1 on the die roll) may indicate a problem of some sort, usually it means the item has been damaged in some way. Refer to the Technology chapter in the critical failures section.

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