

Primary Skills

Successes	
	
Needed	Achieved

Secondary Skills

Failures		
		

Level of Challenge	Easy DC	Moderate DC	Hard DC
1st - 3rd	5	10	15
4th - 6th	7	12	17
7th - 9th	8	14	19
10th - 12th	10	16	21
13th - 15th	11	18	23
16th - 18th	13	20	25
19th - 21st	14	22	27
22nd - 24th	16	24	29
25th - 27th	17	26	31
28th - 30th	19	28	33

Complexity	Successes	Failures
1	4	3
2	6	3
3	8	3
4	10	3
5	12	3

Skill	Standard Uses
Acrobatics (Dex)	Acrobatic Stunt, Balance, Escape from a Grab, Escape from Restraints, <i>Reduce Falling Damage</i>
Arcana (Int)	Arcana Knowledge, Monster Knowledge [elemental, fey, shadow], <i>Detect Magic</i>
Athletics (Str)	Climb, Escape from a Grab, Jump, Swim
Bluff (Cha)	
Diplomacy (Cha)	
Dungeoneering (Wis)	Dungeoneering Knowledge, Forage, Monster Knowledge [aberrant]
Endurance (Con)	Endure Extreme Weather, Resist Disease, Ignore Hunger, Ignore Thirst, Hold Breath, Tread Water
Heal (Wis)	First Aid, Treat Disease
History (Int)	History Knowledge
Insight (Wis)	Sense Motives & Attitudes
Intimidate (Cha)	
Nature (Wis)	Forage, Handle Animal, Nature Knowledge, Monster Knowledge [natural]
Perception (Wis)	Listen, Spot, Search, Find Tracks
Religion (Int)	Religion Knowledge, Monster Knowledge [immortal, undead]
Stealth (Dex)	
Streetwise (Cha)	
Thievery (Dex)	Disable Trap, Open Lock, Pick Pocket