

रहस्य उद्घाटन

SKILL CHANGES FROM 3E TO 3E5

Old Skill Name	New Skill Name	Folded Into
Alchemy	Craft (alchemy)	n/a
Animal Empathy	[wild empathy]	n/a
Innuendo	n/a	Bluff
Intuit Direction	n/a	Survival
Perform (type, type, type)	Perform (category)	n/a
Read Lips	n/a	Spot
Ride (mount)	Ride	n/a
Pick Pocket	Sleight of Hand	n/a
Scry	n/a	n/a
Wilderness Lore	Survival	n/a

APPRAISE (INT) (PHB P67)

Object	DC	Range
Common Object	12	within 10% of value
Rare or Exotic object	15-20+	within 30% of value

BALANCE (DEX; AC) (PHB P67)

Surface	DC
7-12 inch wide surface	10
2-6 inch wide surface	15
Less than 2 inch wide surface	20
Uneven Floor	10

Narrow Surface Modifiers

Lightly obstructed	+2 ¹
Severely obstructed	+5 ¹
Lightly slippery	+2 ¹
Severely slippery	+5 ¹
Sloped or angled	+2 ¹

*Cumulative, if both apply

BLUFF (CHA) (PHB P67)

Bluff Type	Sense Motive
Target Wants to believe you	-5
Bluff is believable / doesn't affect Target much	+0
Bluff is a little hard to believe / puts target at some Risk	+5
Bluff is hard to believe / puts target at significant risk	+10
Bluff is Way Out There	+20

CLIMB (STR; AC) (PHB P69)

Example Surface or Activity	DC
A slope too steep to walk up, or a knotted rope with a wall to brace against.	0
A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.	5
A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.	10
Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.	15
An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.	20
A rough surface, such as a natural rock wall or a brick wall.	25
An overhang or ceiling with handholds but no footholds.	25
A perfectly smooth, flat, vertical surface cannot be climbed.	—

Climb DC Modifier¹

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

¹ These modifiers are cumulative; use any that apply.

Skill Difficulty Class (DC) Compilation

CONCENTRATION (CON) (PHB P69)

Distraction	DC ¹
Damaged during the action.	10 + dmg
Taking continuous damage during the damage last dealt action. ³	10 + ½ of continuous
Distracted by non damaging spell.	Spell's save DC
Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, below decks in a storm tossed ship).	10
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).	15
Extraordinarily violent motion (earthquake).	20
Entangled.	15
Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)	20
Weather is a high wind carrying blinding rain or sleet.	5
Weather is wind-driven hail, dust, or debris.	10
Weather caused by a spell, such as storm of vengeance.	Spell's save DC

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

CRAFT (INT) (PHB P70)

Item	Craft Skill	Craft DC
Acid	Alchemy ¹	15
Alchemist's fire, smokestick, or tindertwig	Alchemy ¹	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy ¹	25
Armor or shield	Armorer	10+AC Bonus
Longbow or shortbow	Bowyer	12
Composite longbow or composite shortbow	Bowyer	15
Composite longbow or composite shortbow with high strength rating	Bowyer	15+(2×rtng)
Crossbow	Weaponsmith	15
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18
Mechanical trap	Trapmaking	Varies ²
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

¹ You must be a spellcaster to craft any of these items.

² Traps have their own rules for construction.

DECIPHER SCRIPT (INT; TRAINED) (PHB P71)

Text	DC
Simple Message	20
Standard Texts	25
Intricate or Very Old Writing	30

DISABLE DEVICE (INT; TRAINED) (PHB P72)

Difficulty	Time	DC	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm or reset a trap
Wicked	2d4 rounds	25	Disarm complex trap

*+5 DC if the PC attempts to leave no trace of tampering.

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DISGUISE (CHA) (PHB P72)

Level of Detail	Check Modifier
Minor Details	+5
Disguised as Different Sex, Race or Age Category*	-2
Disguised as Different Class	-2

*All are cumulative

Familiarity Bonus to Spot check

Familiarity	DC Bonus
Recognize on Sight	+4
Friends or Associates	+6
Close Friend	+8
Intimately Known	+10

ESCAPE ARTIST (DEX; AC) (PHB P73)

Binding	DC
Ropes	Binder's Use Rope Check +10
Net, <i>animate rope</i> , <i>command plants</i> , <i>control plants</i> or <i>entangle</i> spell	DC 20
<i>Snare</i> spell	DC 23
Manacles or Tight Space	DC 30
Masterwork Manacles	DC 35
Grapples	Grapplers grapple check

FORGERY (INT) (PHB P74)

Document Type	Reader DC Mod
Type of document is unknown to reader	-2
Type of document is somewhat known to reader	+0
Type of document is well known to reader	+2
Handwriting is unknown to reader	-2
Handwriting is somewhat known to reader	+0
Handwriting is intimately known to reader	+2
Reader only casually reviews document	-2

GATHER INFORMATION (CHA) (PHB P74)

Information Type	DC	Note
General News	10	With small bribe/purchasing few drinks
Specific News	15-25+	

HANDLE ANIMAL (CHA; TRAINED) (PHB P74)

Animal & Activity	Time	DC
Handle domestic animal	Variable time	10
"Push" domestic animal	Variable time	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15+HD
Rear a beast	1 year	20+HD
Train a wild animal	2 months	20+HD
Train a beast	2 months	25+HD

General Purpose	DC	General Purpose	DC
Combat Riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy Labor	15		

HEAL (WIS) (PHB P75)

Healing Type	DC	Result
First Aid	15	Stops HP loss
Long Term Care	15	2x norm healing per day
Treat Caltrop Wound	15	Removes move penalty
Treat Poison	Poison's DC	Use heal result or save
Treat Disease	Disease's DC	Use heal result or save

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HIDE (DEX; AC) (PHB P76)

Activity	Opposed Spot Mod
Move more than 1/2 speed	Spot Mod -5
Running	Spot mod -20

Hide Size Modifiers

Size	DC Mod	Size	DC Mod
Fine	+16	Large	-4
Diminutive	+12	Huge	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16

INTIMIDATE (CHA) (PHB P76)

Difficulty	DC
Normal Check	10+Targets HD

JUMP (STR; AC) (PHB P77)

Long	DC ¹	High ²	DC ³	Creature Size	Vertical Reach
5 feet	5	1 foot	4	Colossal	128 ft.
10 feet	10	2 feet	8	Gargantuan	64 ft.
15 feet	15	3 feet	12	Huge	32 ft.
20 feet	20	4 feet	16	Large	16 ft.
25 feet	25	5 feet	20	Medium	8 ft.
30 feet	30	6 feet	24	Small	4 ft.
		7 feet	28	Tiny	2 ft.
		8 feet	32	Diminutive	1 ft.
				Fine	1/2 ft.

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

2 Not including vertical reach; see below.

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

KNOWLEDGE (INT; TRAINED) (PHB P78)

Question	DC
Easy Question	10
Basic Question	15
Hard Question	20
Really Tough Question	25+

LISTEN (WIS) (PHB P78)

Sound	DC
A battle	-10
People talking ¹	0
A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.	5
An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise	10
A 1st-level rogue using Move Silently to sneak past the listener	15
People whispering ¹	15
A cat stalking	19
An owl gliding in for a kill	30
<i>1 If you beat the DC by 10+, you can make out what's being said.</i>	
Condition	DC Mod
Through a door	+5
Through a stone wall	+15
Per 10 feet of distance	-1
Per 10 feet of distance	-5

MOVE SILENTLY (DEX; AC) (PHB P79)

Surface	DC Mod
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2 penalty
Very noisy (dense undergrowth, deep snow)	-5 penalty

Skill Difficulty Class (DC) Compilation

OPEN LOCK (DEX; TRAINED) (PHB P79)

Lock Type	DC	Lock Type	DC
Very simple Lock	20	Good Lock	30
Average Lock	25	Amazing Lock	40

PERFORM (CHA) (PHB P79)

Performance	Earnings	DC
Routine performance	1d10 cp/day	10
Enjoyable performance	1d10 sp/day	15
Great performance	3d10 sp/day	20
Memorable performance	1d6 gp/day	25
Extraordinary performance	3d6 gp/day	30

RIDE (DEX) (PHB P80)

Ride Activity	DC	Ride Activity	DC
Guide w/knees	5	Soft fall	15
Stay in saddle	5	Leap	15
Fight w/warhorse	10	Control Mount in battle	20
Cover	15	Fast mount or dismount	20

SEARCH (INT) (PHB P81)

Activity	DC
Ransack a chest to find one item	10
Notice a typical secret door or simple trap	20
Find a difficult non-magic trap not of stone	21+
Find a magical trap (rouge only)	25+
Notice a well hidden secret door	30

SENSE MOTIVE (WIS) (PHB P81)

Motive	DC
Hunch	20
Sense enchantment	25

SLEIGHT OF HAND (DEX; TRAINED; AC) (PHB P82)

Task	DC
Palm a coin sized object	10
Lift a sm. Item	20

SPELLCRAFT (INT; TRAINED) (PHB P82)

Activity	DC
When using <i>read magic</i> , identify a <i>glyph of warding</i>	13
Identify a spell being cast (no retry)	15+ spell level
Learn a spell from a spell book (no retry until you gain 1 rank in Spellcraft)	15+ spell level
Prepare a spell from a borrowed spell book (one try per day)	15+ spell level
When casting <i>detect magic</i> , determine school of magic of a single item	15+ spell level
When using <i>read magic</i> , identify a <i>symbol</i>	19
Identify a spell that is already in place and in effect (no retry)	20+ spell level
Identifying materials created or shaped by magic (no retry)	20+ spell level
Decipher a written spell (one try per day)	20 + spell level
Understand a strange or unique magical effect (no retry)	30 or higher

DC Sheet 2

SPOT (WIS) (PHB P83)

Spotter	DC Mod
Per 10 ft. distance	-1 penalty
Spotter distracted	-5 penalty

SURVIVAL (WIS) (PHB P83)

Task	DC
Move up to 1/2 your overland speed while hunting & foraging	10
Gain +2 to Fort saves against weather (while doing above)	15
Gain +4 Fort save against weather when stationary	15
Avoid getting lost or avoid natural hazards.	15
Predict the weather up to 24 hours in advance.	15
Follow tracks (see the Track feat).	Varies

SWIM (STR; AC) (PHB P84)

Water Quality	DC
Calm water	10
Rough water	15
Stormy water	20

TUMBLE (DEX; TRAINED; AC) (PHB P84)

Tumble	DC
Treat a fall as if it were 10 ft. shorter	15
Tumble 20 ft, suffering no AoO	15
Tumble 20 ft, suffering no AoO, but moving through enemies	25

USE MAGIC DEVICE (CHA; TRAINED) (PHB P85)

Device Feature	DC	Device Feature	DC
Decipher a written spell	25+spell lvl	Emulate race	25
Emulate spell ability	20	Emulate alignment	30
Emulate class feature	20	Activate blindly	25
Emulate ability score	25		

USE ROPE (DEX) (PHB P86)

Knot or Binding	DC	Knot or Binding	DC
Tie a firm knot	10	Tie rope around oneself 1-H	15
Tie a special knot	15	Splice two ropes together	15

EXAMPLE OPPOSED SKILLS (PHB P64)

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

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

NOTE: Some skills do not appear in this compilation either because DC's are not listed or because the skill in question has limited use "in the field".