

Skill	Attribute	Skill Use	Challenge	Difficulty Notes	Page
Acrobatics	Dex	Balancing		*	T20 30
Acrobatics	Dex	Avoid Being Tripped		*	T20 30
Acrobatics	Dex	Instant Up		Diff 20/ Free Action	T20 30
Acrobatics	Dex	Performance		*	T20 30
Acrobatics	Dex		Accelerated Acrobatics	Diff +5	T20 30
Acrobatics	Dex		Perfect Balance	Diff +5	T20 30
Acrobatics	Dex		Perilous Balance	Diff +5	T20 30
Acrobatics	Dex	Acrobatic Mobility		DC 15 +5 per 5ft	EHB 15-16
Acrobatics	Dex	Diving		*	EHB 15-16
Acrobatics	Dex	Jumping Out		*	EHB 15-16
Acrobatics	Dex	Swinging		*	EHB 15-16
Acrobatics	Dex		Accelerated Diving	Diff +5	EHB 15-16
Acrobatics	Dex		Accelerated Swinging	Diff +5	EHB 15-16
Acrobatics	Dex		Carefully Balancing	Check -5	EHB 15-16
Acrobatics	Dex		Diving Charge	Check -5	EHB 15-16
Acrobatics	Dex		Perfect Swing	Diff +5	EHB 15-16
Acrobatics	Dex		Swinging Charge	Check -5	EHB 15-16
Bluff	Cha	Diversion		*	T20 30
Bluff	Cha	Feint		*	T20 30
Bluff	Cha	Innuendo		*	T20 30
Bluff	Cha	Seduction		*	T20 30
Bluff	Cha		Conversation Paralysis	Check -5	T20 30
Bluff	Cha		Durable Lie	Check -5	T20 31
Bluff	Cha	Create Alias		*	EHB 17
Bluff	Cha	Spinning Yarn		*	EHB 17
Bluff	Cha		Quick Alias	Diff +5/Diff +10	EHB 17
Climb	Str	Fighting While Climbling		*	T20 31
Climb	Str		Accelerated Climb	Diff +5	T20 31
Climb	Str		Fighting Climb	Diff +5	T20 31
Climb	Str		Secured Climb	Diff +5	T20 31
Climb	Str	Running Up Walls		*	EHB 17
Climb	Str		Accelerated Run	Diff +5	EHB 17
Climb	Str		Careful Climbing	Check -5	EHB 17
Climb	Str		Up Slope Charge	Check -5	EHB 17
Computers	Int	Find File		*	T20 32
Computers	Int	Defeat Computer Security		*	T20 32
Computers	Int	Defend Security		*	T20 32
Computers	Int	Degrade Programming		*	T20 32
Computers	Int	Write Program		*	T20 32
Computers	Int	Covering Tracks		*	EHB 18
Computers	Int	Operate Remote Device		*	EHB 18
Computers	Int		Improved Cover	Diff +5/+10	EHB 18
Computers	Int		False Tracks	Diff +5	EHB 18
Computers	Int		Write Masterwork Prgm.	Diff +5	EHB 18
Concentration	Wis	Concentrating on Powers		*	T20 32
Concentration	Wis	Focused Determination		*	EHB 18-19
Concentration	Wis	Lessen Daze		*	EHB 18-19
Concentration	Wis	Lessen Stunned		*	EHB 18-19
Concentration	Wis	Remain Staggered		*	EHB 18-19
Concentration	Wis	Remain Disabled		*	EHB 18-19
Concentration	Wis		Ignore Daze	Diff +5	EHB 18-19
Concentration	Wis		Ignore Stunned	Diff +5	EHB 18-19
Concentration	Wis		Prolonged Determination	Check -5	EHB 18-19
Craft	Int	Making Items		*	T20 32
Craft	Int	Repairing Items		*	T20 33
Craft	Int	Forgery		*	T20 33
Craft	Int		Fast Craft	Diff +5/Diff +10	T20 33
Craft	Int		Masterwork	Diff +5/Cost +5	T20 33
Craft	Int	Appraise		*	EHB 19-20
Craft	Int	Find Weak Point		*	EHB 19-20
Craft	Int	Jury-rigged Items		*	EHB 19-20

Craft	Int		Advanced Rig	Diff +10	EHB 19-20
Craft	Int		Careful Crafting	Check -5	EHB 19-20
Craft	Int		Complex Rig	Diff +5	EHB 19-20
Craft	Int		Durable Rig	Diff +5	EHB 19-20
Craft	Int		Durable Item	Check -5	EHB 19-20
Craft	Int		Far Spot	Check -5	EHB 19-20
Craft (chemicals)	Int	Acids & Bases		*	EHB 20-21
Craft (chemicals)	Int	Alchemical items		*	EHB 20-21
Craft (chemicals)	Int	Explosives		optional	EHB 20-21
Craft (chemicals)	Int	Poisons			EHB 20-21
Craft (chemicals)	Int		Carefully Crafted Explosives	Check -5	EHB 20-21
Craft (chemicals)	Int		Exotic Poisons	Diff +5	EHB 20-21
Craft (chemicals)	Int		Permanent Poisons	Checks -4	EHB 20-21
Craft (demolitions)	Int	Set Detonator		DC 10	EHB 21-22
Craft (demolitions)	Int	Place Explosive Device		*	EHB 21-22
Craft (demolitions)	Int	Disarm Explosive Device		DC 10*	EHB 21-22
Craft (demolitions)	Int		Anti-personnel Explosive	Check -10	EHB 21-22
Craft (demolitions)	Int		Careful Disarm	Check -5	EHB 21-22
Craft (electronics)	Int	Build Electronics		*	EHB 22
Craft (electronics)	Int	Rewire		*	EHB 22
Craft (electronics)	Int		Harden Electronics	Check -4	EHB 22
Craft (forgery)	Int				EHB 22-23
Craft (mechanics)	Int				EHB 23
Craft (pharm.)	Int		Improved Medical Drugs	Diff/Cost +5	EHB 23
Craft (trap making)	Int				EHB 23
Craft (structural)	Int	Building Structures		*	EHB 23
Craft (structural)	Int	Find Weak Point		*	EHB 23
Craft (visual art)	Int				EHB 23
Craft (writing)	Int				EHB 24
Diplomacy	Cha		Combat Diplomacy	Diff +10	T20 33
Diplomacy	Cha	Acquaint Person		*	EHB 24
Diplomacy	Cha	Compliment		*	EHB 24
Diplomacy	Cha	Mediate		*	EHB 24
Diplomacy	Cha		Acquaint Others	Diff +5	EHB 24
Diplomacy	Cha		Endearing Compliment	Check -5	EHB 25
Diplomacy	Cha		Midnight Hour Mediation	Diff +10	EHB 25
Diplomacy	Cha	Let the Superior Answer		DC 15	WHB 12
Disable Device	Int	Traps/Sabotage		*	T20 33
Disable Device	Int	Disable Security Device	Hide Tampering	Diff +5	T20 33
Disable Device	Int			*	EHB 25
Disable Device	Int		Rig Complicated Device	Check -5	EHB 25
Disable Device	Int		Unnoticed Tampering	Diff +10	EHB 25
Disguise	Cha		Face in the Crowd	Check -5	T20 34
Disguise	Cha		Quick Change	Check -5	T20 34
Disguise	Cha	Blend In		*	EHB 25
Disguise	Cha	Disguise Item		*	EHB 25
Disguise	Cha		Blend into Mob	Check -5	EHB 25
Disguise	Cha		Change Minor Details	Check -5	EHB 25
Drive	Dex		One hand on the wheel	Diff +5	T20 34
Drive	Dex	Driving Bluff		*	EHB 26
Drive	Dex	Improved Cover		DC 15	EHB 26
Drive	Dex	Jump		*	EHB 26
Drive	Dex	Lessen Collision		DC 20	EHB 26
Drive	Dex	Ram		*	EHB 26
Drive	Dex	Redirect		*	EHB 26
Drive	Dex		Actively Dodging	Check -5	EHB 26
Drive	Dex		Drive in Reverse	Check -5	EHB 27
Drive	Dex		Minimize Collision	Check -5	EHB 27
Drive	Dex		Shake Off	Check -5	EHB 27
Drive	Dex	Force Stop		*	WHB 12
Escape Artist	Dex	Tight Spaces		*	T20 35
Escape Artist	Dex	Escaping Grapples		*	T20 35

Escape Artist	Dex		Conceal Efforts	Diff +5	T20 35
Escape Artist	Dex	Binding Other, Helpless		DC 20	EHB 27
Escape Artist	Dex	Binding Other, Resist		*	EHB 27
Escape Artist	Dex	Use Rope		*	EHB 27
Escape Artist	Dex		Dexterous Grapple	Check -5	EHB 27
Escape Artist	Dex		Improved Bind	Check -5	EHB 27
Escape Artist	Dex		Reverse Bind	Check -10	EHB 27
Escape Artist	Dex		Reverse Pin	Check -10	EHB 27
Gather Information	Cha		Disgression	Diff +5	T20 35
Gather Information	Cha	Interviewing		*	EHB 27
Gather Information	Cha	Send Message		*	EHB 27
Gather Information	Cha	Urban Tracking		*	EHB 28
Gather Information	Cha		Far-off Information	Check -5	EHB 28
Gather Information	Cha		Plant Rumors	Check -10	EHB 28
Gather Information	Cha		Second-hand Interviewing	Check -5	EHB 28
Handle Animal	Cha	Handle an Animal		*	T20 35
Handle Animal	Cha	"Push" an Animal		*	T20 35
Handle Animal	Cha	Teach an Animal		*	T20 35
Handle Animal	Cha	Train an Animal		*	T20 35
Handle Animal	Cha	Rear a Supernatural Beast		*	EHB 28
Handle Animal	Cha		Herding	Check -5	EHB 28
Handle Animal	Cha		Obey Master Only	Diff +5	EHB 28
Handle Animal	Cha		Retrain Animal	Check -5	EHB 28
Intimidate	Cha	Demoralizing		*	T20 36
Intimidate	Cha		Mass Intimidate	Check -2	T20 36
Intimidate	Cha		Power Intimidate	Check -5	T20 36
Intimidate	Cha	Fluster		*	EHB 28
Intimidate	Cha	Provoke		*	EHB 28
Intimidate	Cha	Torture		*	EHB 28
Intimidate	Cha		Targeted Provocation	Check -5	EHB 28
Intimidate	Cha		Swift Torture	Check -5/-10	EHB 28
Intimidate	Cha	Foreful Command		*	WHB 12
Jump	Str	Long Jump		*	T20 36
Jump	Str	High Jump		*	T20 36
Jump	Str	Hop Up		*	T20 36
Jump	Str	Flip Over		DC 15*	EHB 29
Jump	Str	Timed Leap		*	EHB 29
Jump	Str	Vertical Strike		*	EHB 29
Jump	Str		Carefully Timed jump	Check -5	EHB 29
Jump	Str		Leaping Charge	Check -5	EHB 29
Jump	Str		Series of Timed Leaps	Diff +5	EHB 29
Knowledge	Int				T20 36
Knowledge	Int	Appraise		DC 10	EHB 29
Knowledge	Int	Applied Knowledge		DC 10	EHB 29
Knowledge	Int	Creature Lore			EHB 30
Knowledge	Int		Uncover Weakness	Diff +5	EHB 30
Knowledge (Linguistics)	Int	Encoding a Message			EHB 31
Knowledge (Linguistics)	Int	Decipher Script		DC 20	EHB 31
Knowledge (Linguistics)	Int	Decipher Conversation		Check -5	EHB 31
Knowledge (Life Sciences)	Int	Analyze Clue		DC 15*	EHB 31
Knowledge (Life Sciences)	Int	Collect Clues		DC 15*	EHB 31
Knowledge (Astrology)	Int	Predict Natural Events		DC 15*	AHB 16
Knowledge (Astrology)	Int	Determine Inception		*	AHB 16
Knowledge (Herbalism)	Int	Infusion		*	AHB 16-17
Knowledge (Herbalism)	Int	Maceration		*	AHB 16-17
Knowledge (Herbalism)	Int	Decoction		*	AHB 16-17
Knowledge (History)	Int	Historical Battle		DC 10	WHB 12
Knowledge (Tactics)	Int	Gain the High Ground		*	WHB 12
Knowledge (Tactics)	Int	Influence Initiative		DC 10	WHB 12
Language	-	Literacy		*	T20 37
Medicine	Wis	Diagnosis		DC 10	T20 37
Medicine	Wis	Provide Care		DC 15	T20 37

Medicine	Wis	Revive		DC 15	T20 37
Medicine	Wis	Stabilize		DC 15	T20 37
Medicine	Wis	Treat Disease		DC 15	T20 37
Medicine	Wis	Treat Poison		DC 15	T20 37
Medicine	Wis		Heal Thyself	Check -5	T20 37
Medicine	Wis	Autopsy		*	EHB 32
Medicine	Wis	Conceal Homicide		Check -15	EHB 32
Medicine	Wis	Resuscitate		DC 25 +*	EHB 32
Medicine	Wis	Temporary Care		DC 20*	EHB 32
Medicine	Wis	Quick Autopsy		Check -5	EHB 32
Medicine	Wis	Partial Autopsy		Check -5	EHB 32
Medicine	Wis	Temporary Bindings		Check -5	EHB 33
Notice	Wis	Listening		*	T20 37
Notice	Wis	Spotting		*	T20 37
Notice	Wis	Other Sense		*	T20 37
Notice	Wis		Locate Noise	Check -5	T20 37
Notice	Wis	Read Lips		DC 15+*	EHB 33
Notice	Wis	Imprint Sense Memory		*	EHB 33
Notice	Wis	Recall Sense Memory		*	EHB 33
Notice	Wis		Focus Reading	Diff +5	EHB 33
Notice	Wis		Far Seeing	Diff +5	EHB 33
Perform	Cha				T20 38
Perform	Cha	Countersong		*	EHB 33
Perform	Cha	Dazzling Dance		*	EHB 33
Perform	Cha	Provoke		*	EHB 33
Perform	Cha	Sway the Masses		*	EHB 33
Perform	Cha		Targeted Countersong	Check -5	EHB 34
Perform	Cha		Entangling Dance	Check -5	EHB 34
Perform	Cha		Targeted Provocation	Check -5	EHB 34
Perform	Cha		Targeted Performance	Check -5	EHB 34
Pilot	Dex		One Hand on the Wheel	Diff +5	T20 38
Pilot	Dex	Eject		DC 20	EHB 34
Pilot	Dex	Lessen Collision		DC 20	EHB 34
Pilot	Dex	Piloting Bluff		*	EHB 34
Pilot	Dex	Ram		*	EHB 34
Pilot	Dex		Actively Dodging	Check -5	EHB 35
Pilot	Dex		Minimize Collision	Check -5	EHB 35
Pilot	Dex		Shake Off	Check -5/-10	EHB 35
Prophecy	Wis				AHB 17
Ride	Dex				T20 38
Ride	Dex	Assist Skill Check		*	EHB 35
Ride	Dex	Gain Control		*	EHB 35
Ride	Dex	Riding Bluff		*	EHB 35
Ride	Dex	Snatch into the Saddle		DC 25 *	EHB 35
Ride	Dex	Stand		DC 25	EHB 35
Ride	Dex	Swing into Saddle		DC 20	EHB 35
Ride	Dex	Fistful of Reigns		Check -5	EHB 35
Ride	Dex	Stand on Two Mounts		Check -5	EHB 35
Search	Int	Finding Conceal Objects		*	T20 39
Search	Int	Conceal Clue/Item/Trap		*	EHB 35
Search	Int	Discover Clue		DC 10*	EHB 36
Search	Int		Sharp Eyes	Check -5	EHB 36
Search	Int		Widen Search	Check -10	EHB 36
Search	Int	Full Alert		*	WHB 12
Sense Motive	Wis	Evaluate		*	T20 39
Sense Motive	Wis	Notice Influence		*	T20 39
Sense Motive	Wis	Notice Innuendo		*	T20 39
Sense Motive	Wis	Resist Interaction		*	T20 39
Sense Motive	Wis		Read Situation	Diff +5/1 fact	T20 39
Sense Motive	Wis	Combat Sense		*	EHB 36
Sense Motive	Wis	Predict Behavior		DC 10+*	EHB 36
Sense Motive	Wis	Profile Target		DC 10+*	EHB 36

Sense Motive	Wis	Read a Person		*	EHB 36
Sense Motive	Wis		Combat Clarity	Check -5	EHB 37
Sense Motive	Wis		Limited Interaction	Check -5	EHB 37
Sense Motive	Wis		Precise Prediction	Check -10	EHB 37
Sense Motive	Wis	Anticipate Action		*	WHB 12
Sleight of Hand	Dex	Thievery		*	T20 39
Sleight of Hand	Dex	Planting		*	T20 39
Sleight of Hand	Dex	Concealment		*	T20 39
Sleight of Hand	Dex		Quicker Than the Eye	*	T20 39
Sleight of Hand	Dex	Juggling		DC 10	EHB 37
Sleight of Hand	Dex	Misdirection		*	EHB 37
Sleight of Hand	Dex	Snatch Object		DC 10*	EHB 37
Sleight of Hand	Dex		Juggling Flash	Check + 10	EHB 37
Sleight of Hand	Dex		Juggling Stunt	Check -5	EHB 37
Sleight of Hand	Dex		Larger Legerdemain	Check -5	EHB 37
Sleight of Hand	Dex		Mass Misdirection	Check -5	EHB 37
Sleight of Hand	Dex		One Handed Juggling	Check -5	EHB 37
Sleight of Hand	Dex		Prestidigitary Disarm	Check -5	EHB 37
Stealth	Dex	Size Modifiers		*	T20 40
Stealth	Dex	Hiding		*	T20 40
Stealth	Dex	Creating a Diversion to Hide		*	T20 40
Stealth	Dex	Tailing		*	T20 40
Stealth	Dex		Accelerate Stealth	Check -5/-20	T20 40
Stealth	Dex		Slip Between Cover	Check -5/ 5ft	T20 40
Stealth	Dex		Vanishing	Check -5	T20 40
Stealth	Dex	Evade Extraordinary Sense/Devices		*	EHB 37
Stealth	Dex	Sniping/Ambushing		*	EHB 37
Stealth	Dex		Blend into Background	Check -5	EHB 38
Stealth	Dex		Hide Another	Check -5	EHB 38
Stealth	Dex		Snatch and Grab	Check -10	EHB 38
Stealth	Dex	Reconnaissance		*	WHB 12-13
Stealth	Dex	Sniping		*	WHB 12-13
Stealth	Dex	Tailing		*	WHB 12-13
Survival	Wis				T20 40
Survival	Wis	Create Trail Signs		DC 10/15/20*	EHB 38
Survival	Wis	Find Trail Signs		*	EHB 38
Survival	Wis	Reading Trail Signs		*	EHB 38
Survival	Wis	Navigate		*	EHB 38
Survival	Wis	Trailblazing		*	EHB 39
Survival	Wis		Ciphered Signs	Diff +5	EHB 39
Survival	Wis		Combat Trailblazing	Check -5	EHB 39
Survival	Wis		Hidden Signs	Diff +5	EHB 39
Survival	Wis		Mass Trailblazing	Check -5	EHB 39
Survival	Wis	Blend into Surroundings		DC 10	WHB 13
Swim	Str		Accelerate Swim	Diff +5	T20 40
Swim	Str		Rescuing	Diff +5	T20 40
Swim	Str	Body Control		DC 20	EHB 40
Swim	Str	Breath Control		DC 20	EHB 40
Swim	Str	Underwater Acrobatics		*	EHB 40
Swim	Str	Underwater Performance		*	EHB 40
Swim	Str	Orient		*	EHB 40
Swim	Str	Stealth Swimming		*	EHB 40
Swim	Str		Deep Breath	Check -5	EHB 40
Swim	Str		Underwater Action	Diff +5	EHB 40