

SKILL DC COMPILATION

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ALCHEMY (PH pg. 63)

Identify Substance or Potion	DC 25	Costs 1 GP per attempt (20 GP if you Take 20)
Make Acid	DC 15	See Craft Skill (PH pg 65)
Identify Poison (After casting <i>detect poison</i>)	DC 20	See <i>detect poison</i> (PH pg. 193)
Make Alchemists Fire, Smokestick or Tindertwig	DC 20	See Craft Skill (PH pg 65)
Make Antitoxin, Sunrod, Tanglefoot bag, or Thunderstone	DC 25	See Craft Skill (PH pg 65)

APPRAISE (PH pg. 63)

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

BALANCE (PH pg. 63)

7-12 inch wide surface	DC 10
2-6 inch wide surface	DC 15
Less than 2 inch wide surface	DC 20
Uneven Floor	DC 10
Surface is Angled	DC +5*
Surface is Slippery	DC +5*

*Cumulative, if both apply

BLUFF (PH pg. 64)

Target Wants to believe you	Sense Motive Check -5
Bluff is believable & doesn't affect Target much	Sense Motive Check +0
Bluff is hard to believe or puts Target at some Risk	Sense Motive Check +5
Bluff is hard to believe & entails a large amount or Risk for Target	Sense Motive Check +10
Bluff is Way Out There	Sense Motive Check +20

CLIMB (PH pg. 64)

A slope too steep to walk up. A knotted rope with a wall to brace against.	DC 0
A rope with a wall to brace against, or a knotted rope, or a rope affected by the <i>rope trick</i> spell.	DC 5
A surface with ledges to hold on to and stand on, such as a very rough surface.	DC 10
Any surface with adequate handholds and footholds (natural or artificial). An unknotted rope.	DC 15
An uneven surface with some narrow handholds and footholds, such as a typical dungeon wall or ruins.	DC 20
A rough surface, such as a natural rock wall of a brick wall.	DC 25
Overhang or ceiling with handholds, but no footholds.	DC 25
Climbing a chimney or other location where one can brace against two opposite walls.	-10*
Climbing a corner where you can brace against perpendicular walls.	-5*
Surface is slippery.	-5*

* Modifiers are cumulative, use any that apply

CONCENTRATION (PH pg. 65)

Injury or failed saving throw during spell casting	10 + damage dealt + spell level
Suffering from continuous damage.	10 + half cont.dmg last dealt + spell level
Distracted by non-damaging spell.	Distracting spells save DC + spell level
Grappling or pinned.	20 + spell level
Vigorous motion	10 + spell level
Violent motion.	15 + spell level

DECIPHER SCRIPT (PH pg. 66)

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

DISABLE DEVICE (PH pg. 67)

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

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

DISGUISE (PH pg. 67)

Minor Details	Spot +5
Disguised as Different Sex, Race or Age Category*	Spot -2
Disguised as Different Class	Spot -2

*All are cumulative

Familiarity Bonus to Spot check

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

ESCAPE ARTIST (PH pg. 67)

Ropes	Binders 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 (PH pg. 68)

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

GATHER INFORMATION (PH pg. 68)

General News	DC 10	With a small bribe or purchase of a few drinks
Specific News	DC 15-25+	

HANDLE ANIMAL (PH pg. 68)

Handle domestic animal	Variable time	DC 10
“Push” domestic animal	Variable time	DC 15
Teach an animal tasks	2 months	DC 15
Teach an animal unusual tasks	2 months	DC 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

HEAL (PH pg. 69)

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

HIDE (PH pg. 69)

Move more than 1/2spd	Spot Mod -5
Running	Spot mod -20

Hide Size Mods

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

INUENDO (PH pg. 70)

Basic Message	DC 10
Complex Message	DC 15-20

INTIMIDATE (PH pg. 70)

Normal Check	DC 10+Targets HD
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INTUIT DIRECTION (PH pg. 70)

Normal Check	DC 15
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KNOWLEDGE (PH pg. 70)

Easy/Basic/Tough	DC 10/15/20-30
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JUMP (PH pg. 70)

	Minimum Distance	Additional Distant	Maximum Height
Running Jump	5 feet	+ 1 ft./1 point above 10	Height X 6
Standing Jump	3 feet	+ 1 ft./2 points above 10	Height X 2
Running High Jump	2 feet	+ 1 ft./4 points above 10	Height x 1 1/2
Standing High Jump	2 feet	+ 1 ft./8 points above 10	Height
Jump Back	1 foot	+ 1 ft./8 points above 10	Height

KNOWLEDGE (PH pg. 70)

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

PICK POCKETS (PH pg. 72)

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

OPEN LOCK (PH pg. 71)

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

RIDE (PH pg. 72)

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

SPELLCRAFT (PH pg. 74)

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

TUMBLE (PH pg. 75)

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

USE ROPE (PH pg. 76)

Tie a firm knot	DC 10
Tie a special knot	DC 15
Tie a rope around oneself one-handed	DC 15
Splice two ropes together (takes 5 min)	DC 15

LISTEN (PH pg. 71)

People Talking	DC 0
A person in med. armor walking slowly, trying to keep quiet	DC 5
An unarmored person walking slowly, trying to keep quiet	DC 10
A 1 st level Rouge using Move Silently within 10 ft. of Listener	DC 15
A cat stalking	DC 25
Per 10 ft. from listener	+1 DC
Through a door	+5 DC
Through a stone wall	+15 DC

PERFORM (PH pg. 71)

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

SEARCH (PH pg. 73)

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

SENSE MOTIVE (PH pg. 73)

Hunch	DC 20
Sense enchantment	DC 25

SPOT (PH pg. 74)

Per 10 ft. distance	-1 pen.
Spotter distracted	-5 pen.

SWIM (PH pg. 74)

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

USE MAGIC DEVICE (PH pg. 75)

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

WILDERNESS LORE (PH pg. 76)

Move up to 1/2 your overland speed while hunting & foraging	DC 10
Gain +2 to Fort saves against weather (while doing ^)	DC 15
Gain +4 Fort save against weather when stationary	DC 15
Avoid getting lost or avoid natural hazards	DC 15

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".