

General Rules for Ability Checks		
Basic Rules		
There are no fumbles or critical successes on ability checks.		
It does not matter how much you make an ability check by in the end you get the same result: a success.		
Helping with Ability Checks		
If two or more players are proficient in an ability, they may work together on it. Doing so gives the player with the highest total bonus advantage on their ability check.		
Group Ability Checks		
If the entire group needs or wants to make an ability check everyone must roll against the required DC. If at least half of the party succeed, then the whole party succeeds. Otherwise, the party fails.		
Tied Contested Checks		
In the event a contested check ends in a tie there is no change in the current status.		
Determining the DC of an Ability Check		
Ability	DC	Example
Automatic	-	Actions that are so simple they are impossible to fail do not require a roll to be made.
Simple	5	Most children would be able to complete a simple skill successfully <b>You should be given automatic successes when attempting a simple ability even if not proficient.</b>
Moderate	10	Untrained people would be able to do this ability roughly half of the time. <b>If you are proficient in a skill, you should be given automatic successes on moderate ability checks.</b>
Challenging	15	An ability that requires people to have formal training or knowledge in a specialized area or trade to complete.
Difficult	20	People who have had years of training or study in an area would be able to complete or understand a difficult level ability check.
Hard	25	Sages, masters, experts, and professors would generally be the only ones proficient enough in a hard leveled ability to be successful in it with any regularity.
Insane	30	There are only a few highly specialized and expertly trained people in a field who would attempt a feat this insane and expect any degree of success with it.
Impossible	-	Some ability checks are so difficult they are impossible to do regardless of your ability or the number you roll.

Strength Checks		
Athletics – Climb		
Ability	DC	Example
Simple	5	Climb up an unstable rope ladder or a rope with a wall to brace against. Climb a steep rocky slope.
Moderate	10	Climb a rope with no wall to brace against. Scale a cliff with many handholds.
Challenging	15	Climb a rough stone wall.
Difficult	20	Climb a sheer surface with few handholds.
Hard	25	Over vertical freeclimb.
Insane	30	Climb an oiled rope.
Impossible	-	A perfectly smooth, flat, vertical surface cannot be climbed.
Athletics – Jump		
Long Jump	-	1ft. per STR with 10ft. run-up or ½ from standing  DC 10: Jump over a low wall/hedge or crash into it  DC 10 DEX: Land in difficult terrain or fall prone
High Jump	-	3 + STR Mod. In ft. with 10ft. run-up or ½ from standing  DC 10: Reach out to Increase height by 50% of your height
Athletics – Swim		
Swimming	-	Move ½ your movement speed  For each hour you are swimming roll a CON DC 10 check or gain one level of exhaustion
Moderate	10	Tread water in rough conditions
Difficult	20	Swim in stormy waters
Insane	30	Swim free of a vortex
STR Check – Various		
Moderate	10	Force open a stuck wooden door Tip over a man sized statue
Challenging	15	Force open a stuck heavy door Push through an earthen tunnel that is too small 17 Burst a rope
Difficult	20	Bend iron bars Burst chain or manacles Hang on to a wagon while being dragged behind it Tip over a large statue
Hard	25	Lift a closed portcullis Keep a boulder from rolling
Insane	30	Break down a solid iron or stone door

Dexterity Checks		
Acrobatics – Balance		
Ability	DC	Example
Moderate	10	Walk across an icy surface Balance on an unstable platform with traction
Challenging	15	Walk along a narrow ledge Balance on a flat stone platform
Difficult	20	Walk across a tightrope in stable conditions Balance on a slippery platform or a chunk of ice
Hard	25	Walk across a tightrope in strong winds Surf down a staircase on a shield
Acrobatics – Juggle, Flip or Tumble		
If proficient you may do flips and tumbles for free so long those actions offer you no mechanical advantage in or out of combat.		
Moderate	10	Juggle small objects
Challenging	15	Jump onto a chandelier and cause it to swing in a certain direction Flip over a low object
Difficult	20	Summersault over an object of the same size
Sleight of Hand – Steal Stuff		
Palm an item while under observation		vs. target's Perception
Pickpocket while hugging or bumping into someone		vs. target's Perception
Moderate	10	Palm a small item
Challenging	15	Pickpocket someone who doesn't know you are there
Stealth – Hiding		
You may not hide in plain sight. If someone knows you are there you cannot hide from them.		
Trying to hide while obscured and unseen		vs. Perception of all creatures in the area who would otherwise be able to see you if not hidden
DEX Check – Lockpicking		
You must use thieves' tools to pick a lock. If proficient with them, you also gain your proficiency bonus when picking a lock.		
DEX Check – Disarming a Trap		
A traps description will detail what ability and DC it requires to disarm as well as if thieves' tools are required to disarm it or not.		
DEX Check – Driving		
Moderate	10	Control a heavily laden cart on a steep descent
Challenging	15	Steer a chariot around a tight turn at full speed
DEX Check – Various		
Moderate	10	Play a stringed instrument Securely tie up an prisoner
Challenging	15	Craft a detailed object

Intelligence		
Arcana – Remember Magical Knowledge		
Ability	DC	Example
To identify the functions of a magic item a rest or an identify spell is required.		
Moderate	10	Recall general information on planes, magical symbols, eldritch runes, and magical traditions
Challenging	15*	*[DC 15 + Spell Level] Identify a bard, sorcerer, warlock, or wizard spell as it is being cast
History – Remember Historic Knowledge		
Moderate	10	Recall general knowledge on well-known historical facts, symbols, heraldry
Investigation – Search for Clues		
Moderate	10	Find a simple trap such as a pit covered by branches
Challenging	15	Look at a wound and tell what caused it
Difficult	20	Find a well-hidden door
Hard	25	Find a fragment of wanted information in a library
Nature – Remember Natural Knowledge		
Challenging	15*	*[DC 15 + Spell Level] Identify a barbarian, druid, or ranger spell as it is being cast
Religion – Remember Religious Knowledge		
Moderate	10	Recall general information on religions, rituals, prayers, or common gods
Challenging	15*	*[DC 15 + Spell Level] Identify cleric or paladin spell as it is being cast
Creature Identification		
To identify a creature, check the creatures type against the skill you need to use:		
Arcane: aberrations, constructs, monstrosities		
Nature: beasts, dragons, elementals, fay, oozes, plants		
Medicine: (Wisdom) humanoids, giants		
Religion: celestials, fiends, undead		
Moderate [10+CR]		A creature's name, speed, hit dice, CR, what it looks like and its temperament
Challenging [15+CR]		A creature's basic attacks, senses, languages, skills, stats, alignment
Difficult [20+CR]		A creature's magical or special attacks, abilities, resistances, immunities, vulnerabilities
Hard [25+CR]		A creature's legendary or layer actions, reactions
INT Check – Problem Solving		
Moderate	10	Convey or understand an idea without words
		Recall basic information about a craft or trade
Challenging	15	Accurately estimate the value of a gem or jewelry
		Forge a simple document
Difficult	20	Put together a disguise and fool the city guard

Wisdom		
Animal Handling – Calm or Befriend		
Ability	DC	Example
Moderate	10	Calm a spooked animal
Challenging	15	Intuit an animals intention
		Stabilize a dying animal
Difficult	20	Train a tamed animal to do a specific task or trick
Hard	25	Calm a frightened or panicked animal
		Communicate with an animal if not proficient in its language
Insane	30	Tame a wild animal
Insight – Detect Lies and Sense Motives		
Tell if someone is lying or disguised		vs. targets deception or a specific DC
Moderate	10	Sense a parson's motives
Challenging	15	Sense someone's reaction to something you said
Difficult	20	Interpret hand signs
Hard	25	Tell if a person is being controlled such as an enchantment spell
Medicine – Stabilize and Forensics		
Easy	5	Determine an obvious cause of death
Common	10	Stabilize a dying person
		Identify a common ailment or poison
		Determine time and manner of death with visible wounds present
Difficult	15	Determine time and manner of death with no visible wounds present
		Blood splatter analysis
		Know if food is poisoned
Hard	20	Determine of bones belonged to a humanoid
Perception - Listen		
Hear someone who is trying to be silent		vs. targets Stealth
Challenging	15	Listen through a door
Perception - Spot		
Spot a creature who is hiding		vs. Stealth
Moderate	10	Notice the signs of a poorly concealed or secret door
Difficult	20	Find a tiny item in a pile of debris or similar items
Survival – Track		
Moderate	10	Track in snow or mud
Challenging	15	Track through a forest
Difficult	20	Track across dirt or grass
Hard	25	Track across bare stone
Insane	30	Track in grass during rain
Survival – Bushcraft		
Moderate	10	Hunt/Find food in a forest
Challenging	15	Avoid natural hazards such as quicksand
Hard	20	Keep from getting lost in the wilderness

Charisma		
Deception – Deceive Someone		
Ability	DC	Example
Wear a disguise, hustle someone, lie, fast-talk, or impersonate someone's voice		vs. target's Insight
Intimidation – Demand Compliance		
Intimidate a strong willed person to get your way		vs. target's CHA or Intimidation if they are proficient in the skill
Moderate	10	Pry information from a commoner or a child
Challenging	15	Pry information from a scared prisoner
Difficult	20	Get a large crowd to part to get out of your way
		Convince some thugs to back down and leave you alone
Performance – Entertain or Orate		
If you are proficient in an instrument, you can play it well without requiring an ability check to be made.		
Moderate	10	Entertain with music, a story, acting, or dance at a tavern or on the street
Challenging	15	Entertain with music, a story, acting, or dance in the presence of the nobility
		Give a rousing, humorous, or calming speech
Difficult	20	Entertain with music, a story, acting, or dance in the presence of royalty
Persuasion – Get People to Agree with You		
Persuade a stubborn person		vs. target's CHA or Persuasion if they are proficient in the skill
Moderate	10	Calm a distraught person
Challenging	15	Make a formal request
		Convince someone to make a choice between two or more neutral choices
Difficult	20	Convince the city guard to let you in once the gates are closed
		Convince a royal official to let you see the king
Hard	25	Convince someone to make a choice that they know is not the best option
CHA Checks – Information Gathering		
Moderate	10	Gather the common gossip of an area while on the streets or in a tavern
Challenging	15	Find what you are looking for in an unfamiliar city
		Find out who is really in power in a given area
Difficult	20	Gather information that only a few may know
Hard	25	Gather obscure gossip, news, or lore that only a few would know or that happened long ago.