

SKILLS (Chapter 5, P176)

SKILL CHECK DC (DMG P61)

Level	Easy	Moderate	Hard
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

COMMON SKILLS DC

Knowledge (P179)

Common	Relevant Skill DC 15
Expert	Relevant Skill DC 20
Master	Relevant Skill DC 25
Paragon tier	Relevant Skill DC +10
Epic Tier	Relevant Skill DC +20

Monster Knowledge (P180)

Name, type, keyword	Relevant Skill DC 15
Powers	Relevant Skill DC 20
Resistance & Vulnerable	Relevant Skill DC 25
Paragon tier creature	Relevant Skill DC +5
Epic tier creature	Relevant Skill DC +10

Balance (P180)

Narrow or unstable	Acrobatics DC 20
Very narrow (less than 6")	Acrobatics DC +5
Narrow and unstable	Acrobatics DC +5

Reduce Fall Damage (trained only, P181)

Fall damage minus 1/2 check result	Acrobatics
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Escape from a Grab (P181)

Acrobatics vs. Reflex or Athletics vs. Fortitude
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Escape from Restraints (P181)

Escape as a standard action	Acrobatics DC 20
	DC +10

Climb (P182)

Climb a ladder	Athletics DC 5
Climb a rope	Athletics DC 10
Climb an uneven surface	Athletics DC 15
Climb a rough surface	Athletics DC 20
Surface is unusually smooth	Athletics DC +5
Surface is slippery	Athletics DC +5
Using a climber's kit	+2 on check
While bracing yourself	+5 on check
Climb at full speed	-5 on check

Jump (P182)

High or long jump	Athletics check / 10
Running start	Athletics check / 5

Bluff (P183)

Bluff check vs. Insight check

Heal (P185)

Let a target use their second wind	Heal DC 10
Stabilize a dying target	Heal DC 15
Grant target a saving throw	Heal DC 15

Insight (P185)

Sense motives	10 + creature's level
Sense outside influence	25 + effect's level
Recognize illusion	15 + effect's level

Forage (P186)

Food and water for 1	Nature DC 15
Food and water for 5	Nature DC 25
Lush environment	Nature DC -5
Barren environment	Nature DC +5

Spot or Search (P187)

Barely hidden	Perception DC 10
Well hidden	Perception DC 25
10+ squares away	Perception DC +2

Listen (P187)

Normal speech	Perception DC 5
Whispers	Perception DC 15
Through a door	Perception DC +5
Through a wall	Perception DC +10
Far away	Perception DC +1 per 2 squares

Find Tracks (P187)

Soft ground	Perception DC 15
Hard ground	Perception DC 25
Groups of 10+, or Huge+	+5 on check
Rain or Snow since made	Perception DC +10
Each day since made	Perception DC +2
Quarry covers tracks	Perception DC +5

Stealth (P188)

Speak, Move more than 2 squares	-5 on check
Run	-10 on check

Gather Information (P188)

Typical settlement	Streetwise DC 15
Hostile settlement	Streetwise DC 20
Foreign settlement	Streetwise DC 30
Available information	Streetwise DC -2
Restricted information	Streetwise DC +5
Secret information	Streetwise DC +10

BREAK & BURST DC (P262)

Strength Check to:	DC
Break down a wooden door	16
Break down a barred door	20
Break down an iron door	25
Break down an adamantine door	29
Break through force portal	38
Force open wooden portcullis	23
Force open iron portcullis	28
Force open adamantine portcullis	33
Burst rope bonds	26
Burst iron chains	30
Burst adamantine chains	34
Smash wooden chest	19
Smash iron box	26
Smash adamantine box	32
Break through wooden wall (6")	26
Break through masonry wall (1ft.)	35
Break through stone wall (3ft.)	43