

# GM Screen Sheets Excerpt: Skills

by Stefan Pietraszak



Game Master screens come in all different styles, colors and flavors. While some might suit your gaming style or you're fond of the illustration on the front, there'll nearly never be a "perfect fit", lacking one or more tables you'd really need or featuring tables you could do without.

With these GM Screen Sheets you can customize your GM Screen any way you'd like - just print the pages you need, cut out the tables and glue them to your GM screen: either permanently or detachable - so you can re-customize your screen anytime later, as different adventure might call for different tables. Changing your GM screen will become part of your roleplay preparations.

If you're one of those people who use more than one GM screen at once, you'll find these GM Screen Sheets even more useful, as you're bound to have room on your screen otherwise taken up by the same tables.

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## Some Notes from the Designer

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As the name suggests, *GM Screen Sheets Excerpts: Skills* is only the beginning. We're currently working on many more sheets. Some of these might end up on our site, while the "deluxe" version will be made available at [RPG Now](http://www.rpgnow.com).

This document (GMSSE-Skills.pdf) was made available by *TOGC* and Stefan Pietraszak through *TOGC's* own sites (<http://www.theothergamecompany.com>). For any comments send an eMail to [stefan@theothergamecompany.com](mailto:stefan@theothergamecompany.com). All of this document apart from any names (*TOGC*, *The Other Game Company* and the like) and the OGL is considered Open Game Content.

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## About TOGC

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*The Other Game Company (TOGC)* was founded in Aachen, Germany, by Stefan Pietraszak. Being a somewhat innovative guy, Stefan uses *TOGC* to publish anything he comes up with: board and tabletop games, RPG stuff and Comics.

A long time ago (until 1999) Stefan was a professional typesetter. Unfulfilled by his job he went to the University, where he remains to this day, studying Politics, Economics and Psychology. This seems to leave him enough room to do the things he truly likes: playing RPGs, writing stories and designing games and house rules. He lives with his girlfriend Steffi (what a coincidence...), reads Comics and other forms of literature, paints miniatures (quite fast, as he likes to tell), is the webmaster of various sites, and still finds time to do his studies... of sorts.



<http://www.theothergamecompany.com>

## Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

## Example Opposed Checks

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 <sup>1</sup>
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)

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

## Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	-5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

## Balance

Narrow Surface	DC <sup>1</sup>	Difficult Surface	DC <sup>1</sup>
7-12 inches wide	10	Uneven flagstone	10 <sup>2</sup>
2-6 inches wide	15	Hewn stone floor	10 <sup>2</sup>
Less than 2 inches wide	20	Sloped or angled floor	10 <sup>2</sup>

<sup>1</sup> Add modifiers from Narrow Surface Modifiers, below, as appropriate.

<sup>2</sup> Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

## Narrow Surface Modifiers

Surface	DC Modifier <sup>1</sup>
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

<sup>1</sup> Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.

## Climb

### DC Example Surface or Activity

0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	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.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
-	A perfectly smooth, flat, vertical surface cannot be climbed.

### DC Modifier<sup>1</sup> Example Surface or Activity

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

<sup>1</sup> These modifiers are cumulative; use any that apply.

## Concentration

DC <sup>1</sup>	Distraction
10 + damage dealt	Damaged during the action. <sup>2</sup>
10 + half of continuous	Taking continuous damage during the damage last dealt action. <sup>3</sup>
Distracting spell's save DC	Distracted by nondamaging spell. <sup>4</sup>
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).
15	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).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as storm of vengeance. <sup>4</sup>

<sup>1</sup> 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.

<sup>2</sup> Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action). (See also Distracting Spellcasters, page 160.)

<sup>3</sup> Such as from acid arrow.

<sup>4</sup> If the spell allows no save, use the save DC it would have if it did allow a save.

## Craft

Item	Craft Skill	DC
Acid	Alchemy <sup>1</sup>	15
Alchemist's fire, smokestick, or tindertwig	Alchemy <sup>1</sup>	20
Antitoxin, sunrod, tanglefoot bag, or thunderstone	Alchemy <sup>1</sup>	25
Armor or shield	Armorsmithing 10 + AC bonus	
Longbow or shortbow	Bowmaking	12
Composite longbow or composite shortbow	Bowmaking	15
Composite longbow or composite shortbow with high strength rating	Bowmaking	15 + (2 × rating)
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Mechanical trap	Trapmaking	Varies <sup>2</sup>
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

<sup>1</sup> You must be a spellcaster to craft any of these items.

<sup>2</sup> Traps have their own rules for construction.

## Influencing NPC Attitudes

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20
Helpful	-	-	-	Less than 1	1

## Influencing NPC Attitudes

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Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20
Helpful	-	-	-	Less than 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

## Disable Device

Device	Time	DC <sup>1</sup>	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

<sup>1</sup> If you attempt to leave behind no trace of your tampering, add 5 to the DC.

## Disguise

Disguise	Check Modifier
Minor details only	+5
Disguised as different gender <sup>1</sup>	-2
Disguised as different race <sup>1</sup>	-2
Disguised as different age category <sup>1</sup>	-2 <sup>2</sup>

<sup>1</sup> These modifiers are cumulative; use any that apply.

<sup>2</sup> Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

	Viewer's Spot	Viewer's Spot
Familiarity	Check Bonus	Familiarity Check Bonus
Recognizes on sight	+4	Close friends +8
Friends or associates	+6	Intimate +10

## Escape Artist

Restraint	DC
Ropes Binder's	Use Rope check at +10
Net, animate rope spell, command plants spell, control plants spell, or entangle spell	20
Snare spell	23
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check result

## Forgery

Condition	Reader's Check Modifier
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

## Handle Animal

Task	DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20
Train an animal for a general purpose	15 or 20
Rear a wild animal	15 + HD of animal

<sup>1</sup> See the specific trick or purpose below.

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

## Heal

Task Heal	DC
First aid	15
Long-term care	15
Treat wound from caltrop, spike growth, or spike stones	15
Treat poison	Poison's save DC
Treat disease	Disease's save DC

## Jump

Long Jump Distance	DC <sup>1</sup>
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

<sup>1</sup> Requires a 20-foot running start. Without a running start, double the DC.

High Jump Distance <sup>1</sup>	DC <sup>2</sup>	Creature Size	Vertical Reach
1 foot	4	Colossal	128 ft.
2 feet	8	Gargantuan	64 ft.
3 feet	12	Huge	32 ft.
4 feet	16	Large	16 ft.
5 feet	20	Medium	8 ft.
6 feet	24	Small	4 ft.
7 feet	28	Tiny	2 ft.
8 feet	32	Diminutive	1 ft.
		Fine	1/2 ft.

<sup>1</sup> Not including vertical reach; see below.

<sup>2</sup> Requires a 20-foot running start. Without a running start, double the DC.

## Jump (Long)

Distance	DC <sup>1</sup>
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

<sup>1</sup> Requires a 20-foot running start. Without a running start, double the DC.

## Jump (High)

Distance <sup>1</sup>	DC <sup>2</sup>	Creature Size	Vertical Reach
1 foot	4	Colossal	128 ft.
2 feet	8	Gargantuan	64 ft.
3 feet	12	Huge	32 ft.
4 feet	16	Large	16 ft.
5 feet	20	Medium	8 ft.
6 feet	24	Small	4 ft.
7 feet	28	Tiny	2 ft.
8 feet	32	Diminutive	1 ft.
		Fine	1/2 ft.

<sup>1</sup> Not including vertical reach; see below.

<sup>2</sup> Requires a 20-foot running start. Without a running start, double the DC.

## Listen

DC	Sound
10	A battle
0	People talking <sup>1</sup>
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently to sneak past the listener
15	People whispering <sup>1</sup>
19	A cat stalking
30	An owl gliding in for a kill

<sup>1</sup> If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

DC Modifier	Condition
+5	Through a door
+15	Through a stone wall
-1	Per 10 feet of distance
-5	Listener distracted

## Move Silently

Surface	Check Modifier
Noisy (scree, shallow or deep bog, undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, deep snow)	-5

## Open Lock

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

## Perform

DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, you can earn 1d10 sp/day.
20	Great performance. In a prosperous city, you can earn 3d10 sp/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 1d6 gp/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 3d6 gp/day. In time, you may draw attention from distant potential patrons, or even from extraplanar beings.

## Ride

Task	DC	Task	DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15
Fight with warhorse	10	Control mount in battle	20
Cover	15	Fast mount or dismount	201
Soft fall	15		

<sup>1</sup> Armor check penalty applies.

## Search

Task	DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap (rogue only) <sup>1</sup>	21 or higher
Find a magic trap (rogue only) <sup>1</sup>	25 + level of spell used to create trap
Notice a well-hidden secret door	30
Find a footprint	Varies <sup>2</sup>

<sup>1</sup> Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone.  
<sup>2</sup> A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

## Sense Motive

Task	DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

## Sleight of Hand

DC	Task
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

## Common Languages and Their Alphabets

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elven
Auran	Air-based creatures	Draconic
Celestial	Good outsiders	Celestial
Common	Humans, halflings, half-elves, half-orcs	Common
Draconic	Kobolds, troglodytes, lizardfolk, dragons	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears	Dwarven
Gnoll	Gnolls	Common
Halfling	Halflings	Common
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders	Infernal
Orc	Orcs	Dwarven
Sylvan	Dryads, brownies, leprechauns	Elven
Terran	Xorns and other earth-based creatures	Dwarven
Undercommon	Drow	Elven

## Swim

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 <sup>1</sup>

<sup>1</sup> You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

## Spellcraft

DC	Task
13	When using read magic, identify a glyph of warding. No action required.
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
15 + spell level	Learn a spell from a spellbook or scroll (wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft (even if you find another source to try to learn the spell from). Requires 8 hours.
15 + spell level	Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.
15 + spell level	When casting detect magic, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell effect, the DC is 15 + one-half caster level.) No action required.
19	When using read magic, identify a symbol. No action required.
20 + spell level	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No action required. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day. Requires a full-round action.
25 + spell level	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a diagram to allow dimensional anchor to be cast on a magic circle spell. Requires 10 minutes. No retry. This check is made secretly so you do not know the result.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

## Survival

DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat).

## Spot

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

## Tumble

### DC Task

15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at one-half speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

### Surface Is . . . DC Modifier

Lightly obstructed (scree, light rubble, shallow bog <sup>1</sup> , undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

<sup>1</sup> Tumbling is impossible in a deep bog.

## Use Magic Device

Task	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate an ability score	See text
Emulate a race	25
Emulate an alignment	30

## Use Rope

DC	Task
10	Tie a firm knot
10 <sup>1</sup>	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character

<sup>1</sup> Add 2 to the DC for every 10 feet the hook is thrown; see below.

## Track (feat)

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

### Condition Survival DC Modifier

Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: <sup>1</sup>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: <sup>2</sup>	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

<sup>1</sup> For a group of mixed sizes, apply only the modifier for the largest size category.

<sup>2</sup> Apply only the largest modifier from this category.

## Skills: favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

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