

Abbreviations: **Succ** = Success; **Crit Succ** = Critical Success; **Fail** = Failure; **Crit Fail** = Critical Failure; **Req** = Requirements; **Circ.** = Circumstance (e.g. bonus/penalty).

Name	Skill	Trained	Traits	Brief summary	(2E CR) Page #
❖ BALANCE	ACROBATICS		MOVE	Acrobatics vs. DC. Uneven/narrow terrain = flat-footed. Succ: Move up to Speed, terrain is difficult. Crit: up to Speed. Fail: can't move, or Fall. Crit Fail: fall, turn ends.	240
❖ MANEUVER IN FLIGHT SQUEEZE	ACROBATICS	✓	MANIPULATE, SECRET	Req: fly speed. Acrobatics vs DC (GM). Succ: you succeed. Fail: GM decides (can't move, blown off course etc.) Crit Fail: as Fail, but consequence is more dire.	240
❖ TUMBLE THROUGH	ACROBATICS	✓	EXPLORATION, MOVE	Succ: move through 1min / 5ft Crit Succ: 1min / 10ft. Crit Fail: you become stuck. You can spend 1m attempting another check (same DC), if not Crit Fail, unstuck.	241
❖ BORROW A SPELL	ARCANA		CONCENTRATE, EXPLORATION	Stride, attempt move through 1 enemy. Acrobatics vs. Reflex DC. Succ: move through, enemy's space is difficult terrain. Fail: move ends, trigger reactions as if moved.	240
❖ CLIMB	ATHLETICS		MOVE	DC set by GM (level/rarity). Succ: you prepare spell. Fail: spell slot remains available for you to prepare different spell. Can't try this spell until next preparation.	241
❖ DISARM	ATHLETICS	✓	ATTACK	Req: both hands free. Athletics vs DC (GM). Succ: move 5ft per 20ft of land Speed. Crit Succ: extra 5 ft. Crit Fail: you fall; if started on stable surface you land prone.	241
❖ FORCE OPEN	ATHLETICS		ATTACK	Req: 1 hand free. 1 size larger max. Athletics vs Reflex DC. Succ: til their turn starts: +2 circ. to Disarm. -2 circ. to attacks with item. Crit Succ: drops item. Crit Fail: you're FF.	243
❖ GRAPPLE	ATHLETICS		ATTACK	If no crowbar , -2 item penalty. Succ: you force open. Crit Succ: you force open, no damage to it. Crit Fail: you jam it shut; -2 circumstance penalty to future attempts.	242
❖❖ HIGH JUMP	ATHLETICS			Req: 1 free hand; target at most 1 size larger. Succ: grabbed, end of your next turn. Crit Succ: restrained. Fail: ends. Crit Fail: target can grab you, or force you prone.	242
❖❖ LONG JUMP	ATHLETICS			Stride + vertical Leap; DC 30 Athletics to increase height, 10ft min Stride or auto-fail. Succ: max vert distance +5ft. Crit Succ: +8ft. Fail: normal Leap. Crit Fail: fall prone.	242
❖ SHOVE	ATHLETICS		ATTACK	Stride + horizontal Leap; Athletics to increase length (DC = # ft). 10ft min Stride or auto-fail. Succ: distance = desired. Fail: normal Leap. Crit Fail: Leap + fall prone.	242
❖ SWIM	ATHLETICS		MOVE	Req: 1 hand free. Target at most 1 size larger. Athletics vs. Fortitude DC. Succ: push 5ft; stride after, but same distance/direction. Crit Succ: 10ft. Crit Fail: fall prone.	243
❖ TRIP	ATHLETICS		ATTACK	DC set by GM. Succ: move 5ft + 5ft per 20ft of land Speed. Crit Succ: move 10ft + 5ft per 20ft of land Speed. Crit Fail: no progress, lose 1 round of air.	243
↻ AID	BASIC			Req: 1 hand free. Target at most 1 size larger. Athletics vs. Reflex DC. Succ: target falls prone. Crit Succ: also +1d6 bludgeoning damage. Crit Fail: you fall prone.	243
❖ CRAWL	BASIC		MOVE	Trigger: ally about to use skill check or attack. Req: ally willing to accept aid, you've prepared. Succ: ally +1 circ. to check. Crit Succ: +2. Crit Fail: -1 circ. to ocheck.	470
❖ DELAY	BASIC			Req: prone, speed ≥ 10ft. Result: you crawl 5ft and remain prone.	470
❖ DROP PRONE	BASIC		MOVE	Trigger: your turn begins. Result: remove from initiative order, return as free action triggered by end of another's turn. No reactions until you return to initiative order.	470
❖ ESCAPE	BASIC		ATTACK	You fall prone.	470
❖ INTERACT	BASIC		MANIPULATE	Escape grabbed, immobilized, restrained. Unarmed attack (or Acrobatics / Athletics) vs DC. Succ: remove condition. Crit Succ: and Stride 5ft. Crit Fail: no retry til next turn.	470
❖ LEAP	BASIC		MOVE	Grab or manipulate an object or terrain.	470
❖❖ READY	BASIC		CONCENTRATE	Speed ≥ 15ft? Leap 10ft. Speed ≥ 30ft? Leap 15ft. Land in space where leap ends.	470
❖ RELEASE	BASIC		MANIPULATE	Prepare an action to occur outside your turn. Single or Free action (no existing trigger); designate trigger. Your turn ends. Multiple attack penalty at time of Ready still applies.	470
❖ SEEK	BASIC		CONCENTRATE, SECRET	Release something. Drop an item; release a hand etc. Does not trigger typical Manipulate reactions such as Attack of Opportunity.	470
❖ SENSE MOTIVE	BASIC		CONCENTRATE, SECRET	Precision? 30ft cone or 15ft burst. Objects? 10ft adj. square. Perception vs Stealth DC. Succ: creature observed state +1 degree, or you find object. Crit Succ: observed.	471
❖ STAND	BASIC		MOVE	Perception vs Deception DC. Succ: detect abnormal behavior, but intentions unclear. Crit Succ: learn true intentions. Fail: you are fooled. Crit Fail: get false sense / info.	471
❖ STEP	BASIC		MOVE	Stand up from prone.	471
❖ STRIDE	BASIC		MOVE	Req: Speed ≥ 10ft. Carefully move 5ft, doesn't trigger reactions like Attack of Opportunity. Can't step into difficult terrain. Land Speed only.	471
❖ STRIKE	BASIC		ATTACK	Move up to Speed. See p463.	471
❖ TAKE COVER	BASIC			Make attack roll for weapon or unarmed attack, compare to creature's AC . See p446 & p450. Succ: deal damage. Crit Succ: double damage (p451).	471
↻ ARREST A FALL	BASIC (SPECIAL)			Req: cover, prone, or near feature that allows cover. If you'd have Standard cover, gain Greater. Otherwise gain Standard. Ends if you move, attack, become unconscious.	471
↻ ATTACK OF OPPORTUNITY	BASIC (SPECIAL)			Trigger: you fall. Req: Fly Speed. Acrobatics vs DC 15. Succ: fall gently, take no damage.	472
❖ AVERT GAZE	BASIC (SPECIAL)			Trigger: creature within reach uses Manipulate or Move, ranged attack, or leaves square. You melee Strike; multiple attack penalty doesn't apply. Crit: interrupt Manip. action.	473
❖ BURROW	BASIC (SPECIAL)		MOVE	+2 circ. bonus to saves against visual abilities requiring looking. Gaze remains averted until start of your next turn.	472
❖ FLY	BASIC (SPECIAL)		MOVE	Req: burrow Speed. Dig and move through dirt, sand, or similar. Can't move through rock without ability allowing it.	472
↻ GRAB AN EDGE	BASIC (SPECIAL)		MANIPULATE	Req: fly Speed. Moving up or diagonal uses difficult terrain rules. Move straight down 10ft for every 5. At end of turn, if airborne and didn't Fly this round, you fall.	472
❖ MOUNT	BASIC (SPECIAL)		MOVE	Trigger: you fall from or past an edge/handhold. Req: hands not tied or restrained. Reflex save vs Climb DC. Succ: you grab edge, stop fall. Fall dmg = -20ft. Crit Succ: -30ft.	472
❖ POINT OUT	BASIC (SPECIAL)		AUDITORY, MANIPULATE, VISUAL	Req: adjacent to willing creature 1 or more sizes larger. Move onto creature and ride it. Use this also to dismount into adjacent space.	472
❖ RAISE A SHIELD	BASIC (SPECIAL)			Req: creature is undetected by allies but not you. Result: creature becomes hidden to allies. Allies must see you and be able to potentially detect target.	472
4d+ CRAFT	CRAFTING	✓	DOWNTIME, MANIPULATE	Req: you're wielding a shield. Gain circumstance bonus to AC , as listed by shield. Remains raised until start of your next turn.	472
				Req: formula, tools, workshop, materials; alchemical? Alchemical Crafting; magic? Magical Crafting. Item your level or lower. 4 day minimum. DC set by GM (item level, rarity).	244

10m	IDENTIFY ALCHEMY	CRAFTING	✓	CONCENTRATE, EXPLORATION, SECRET	Req: alchemist's tools. Succ: identify item & means of activation. Fail: can try again. Crit Fail: misidentify.	245
10m	REPAIR	CRAFTING		EXPLORATION, MANIPULATE	Req: repair kit. DC set by GM (= DC to Craft). Succ: restore 5 HP + add'tl 5 per prof. rank in Crafting. Crit Succ: 10 HP + (10 x Prof. rank) Crit Fail: 2d6 damage (- hardness)	243
◆	CREATE A DIVERSION	DECEPTION		MENTAL (MANIP.*, AUDITORY*, LING.*)	Gesture/trick: gain Manipulate. If verbal, gain Auditory & Linguistic. Deception vs Perception DC. Succ: hidden until end of next turn, can Sneak away. Fail: target is aware.	245
◆	FEINT	DECEPTION	✓	MENTAL	Req: within melee reach. Deception vs. Perception DC. Succ: Flat-footed against your next melee attack this turn. Crit: against your melee attacks until end next turn.	246
10m	IMPERSONATE	DECEPTION		CONC., EXPLOR., MANIPULATE, SECRET	Req: disguise kit. Detected by Seek (Perception vs. your Deception DC) Succ: it works; new check if your behavior changes. Fail: doesn't work. Crit Fail: recognizes you.	245
6s+	LIE	DECEPTION		AUD., CONC., LING., MENTAL, SECRET	Deception vs Perception DC. +/- at GM discretion. Succ: target believes you. Fail: doesn't work; target gets +4 circ. against your attempts to Lie for duration of conversation.	246
~2hr	GATHER INFORMATION	DIPLOMACY		EXPLORATION, SECRET	DC set by GM. Succ: you gain information. Crit fail: you get incorrect information. (<i>Talk of town: DC 10, common rumor: 15, obscure: 20, esoteric: 30, extraordinary: 40</i>)	246
1m+	MAKE AN IMPRESSION	DIPLOMACY		AUD., CONC., EXPLOR., LING., MENTAL	Diplomacy vs Will DC. Succ: target's attitude +1 step. Crit Succ: +2 steps. Crit Fail: -1 step. (Attitudes: <i>Hostile, Unfriendly, Indifferent, Friendly, Helpful</i>)	246
◆	REQUEST	DIPLOMACY		AUD., CONCENTRATE, LING., MENTAL	DC set by GM. Succ: target agrees; may have stipulations. Crit Succ: target wholly agrees. Fail: target refuses; may offer alternative. Crit Fail: refuses, attitude -1.	247
	AVOID NOTICE	EXPLORATION		EXPLORATION	Stealth check, half speed. At start of encounter, roll Stealth for initiative vs Perception DCs to determine if enemies notice you.	479
	DEFEND	EXPLORATION		EXPLORATION	Half speed with shield raised. If combat breaks out, gain benefits of Raising a Shield before first turn begins.	479
	DETECT MAGIC	EXPLORATION		CONCENTRATE, EXPLORATION	Cast <i>Detect Magic</i> at regular intervals. Half speed.	479
	FOLLOW THE EXPERT	EXPLORATION		AUDITORY, CONCEN., EXPLOR., VISUAL	Copy an ally using skill they're ≥ Expert in (e.g. climbing, Avoiding Notice). You gain a bonus, even if untrained: your level + circ. bonus (+2 if ally Exp., +3 Mast., +4 Legend.)	479
	HUSTLE	EXPLORATION		EXPLORATION, MOVE	Double speed, but only to max minutes equal to your Constitution mod x 10. Group? Use lowest mod.	480
	INVESTIGATE	EXPLORATION		CONCENTRATE, EXPLORATION	Seek knowledge on surroundings. Recall Knowledge secret check to discover clues.	480
	REPEAT A SPELL	EXPLORATION		CONCENTRATE, EXPLORATION	Move half speed , repeatedly cast spell. Spell must be 2 actions or fewer.	302
	SCOUT	EXPLORATION		CONCENTRATE, EXPLORATION	Half speed. At start of next encounter, every creature in your party gains +1 circumstance bonus to initiative rolls.	
	SEARCH	EXPLORATION		CONCENTRATE, EXPLORATION	You Seek for hidden doors, hazards, etc. Travel no more than 300ft/min , or 150 if thorough. If you come across something, GM attempts free secret check to Seek.	
1m+	DECIPHER WRITING	GENERAL	✓	CONCENTRATE, EXPLORATION, SECRET	1min per page. Succ: general meaning. Crit: true meaning, even if coded. Fail: -2 circumstance to further checks. Crit Fail: unknowingly have misconstrued its message.	234
	EARN INCOME	GENERAL	✓	DOWNTIME	Succ: gain amount for task/proficiency. Crit: gain for task level + 1. Fail: gain amount listed in failure column. Crit Fail: earn nothing; fired; reputation suffers.	236
10m	IDENTIFY MAGIC	GENERAL	✓	CONCENTRATE, EXPLORATION, SECRET	DC set by GM. Succ: gain general sense, activation, can't retry for crit success. Crit: all attributes. Fail: can't try again for 1 day. Crit Fail: misidentify as something else.	238
1hr+	LEARN A SPELL	GENERAL	✓	CONCENTRATE, EXPLORATION	1hr per spell level.	238
◆	RECALL KNOWLEDGE	GENERAL		CONCENTRATE, SECRET	DC set by GM. Succ: gain accurate knowledge, clues, or info. Crit: + additional info or context. Crit Fail: recall incorrect information.	239
	SUBSIST	GENERAL		DOWNTIME	Living standards, see p294. If ≥ 8hrs exploration, -5 penalty. Succ: food & shelter. Crit: you +1 creature. Fail: Fatigued. Crit Fail: -2 to Subsist for 1wk. Attract trouble.	240
1m+	COERCE	INTIMIDATION		AUD., CONC., EMOT, EXPLOR, LING, MENTAL	Intimidation vs. Will DC. Succ: target agrees, may retaliate later. Crit Succ: won't retaliate. Fail: if wasn't unfriendly/hostile, now unfriendly. Crit Fail: hostile, immune 1 wk.	247
◆	DEMORALIZE	INTIMIDATION		AUDITORY, CONC., EMOTION, MENTAL	Req: range 30ft, aware of target. Target knows language, else -4 circ. penalty. Intimidation vs. Will DC. Immune for 10m after. Succ: Frightened 1. Crit Succ: Frightened 2.	247
◆◆	ADMINISTER FIRST AID	MEDICINE		MANIPULATE	Req: healer's tools. Can use for Stabilize or Stop Bleeding. Stabilize DC = 5 + creature's recovery roll DC. Succ: (Stabilize) target loses Dying. Crit Fail: (Stabilize) Dying +1.	248
8hr	TREAT DISEASE	MEDICINE	✓	DOWNTIME, MANIPULATE	Req: healer's tools. Medicine vs disease DC. Limit once per target saving throw. Succ: target gets +2 circ. bonus to next saving throw. Crit Succ: +4. Crit Fail: -2 circ. penalty.	248
◆	TREAT POISON	MEDICINE	✓	MANIPULATE	Req: healer's tools. Medicine vs poison DC. Limit once per target save. Succ: target gets +2 circ. to next saving throw. Crit Succ: +4 Crit Fail: -2 circ. penalty	248
10m	TREAT WOUNDS	MEDICINE	✓	EXPLORATION, HEALING, MANIPULATE	Req: healer's tools. Target immune 1hr. Medicine vs DC 15 (*or higher DC = increase healing, p249). Succ: 2d8 HP healed. Crit Succ: 4d8 HP Crit Fail: 1d8 damage.	249
◆	COMMAND AN ANIMAL	NATURE		AUDITORY, CONCENTRATE	Nature vs Will DC. If hostile/unfriendly, fail. Helpful? +1 degree of success. Succ: does command. Fail: does nothing. Crit Fail: misbehaves / wrong action.	249
◆	PERFORM	PERFORMANCE		CONCENTRATE	DC sets GM. Succ: prove yourself, observers appreciate. Crit Succ: impresses, will create stories. Fail: falls flat. Crit Fail: you demonstrate incompetence.	250
1d+	CREATE FORGERY	SOCIETY	✓	DOWNTIME, SECRET	Req: writing materials. Secret DC 20 Society check. Succ: works on passive observers. Check result < 20? Signs of a fake. Compare to observer's Perception/Society DC.	251
*	CAST A SPELL	SPELLS		MANIPULATE*, CONCENTRATE*	*Action cost varies. If material, somatic, or focus components, gains Manipulate trait. If verbal, gains Concentrate .	
◆	CONCEAL AN OBJECT	STEALTH		MANIPULATE, SECRET	Stealth vs each observer's Perception DC. Succ: object remains undetected. Fail: searcher finds object.	251
◆	HIDE	STEALTH		SECRET	Req: cover or concealment. Stealth vs Perception DC. +Cover circ. bonus. Succ: hidden (or if undetected, still are). Hide, Sneak, Step ok. Strike? Target FF, then observed.	251
◆	SNEAK	STEALTH		MOVE, SECRET	Move while becoming/staying Undetected. Half speed. Stealth vs Perception DC. +Cover circ. bonus. Succ: you're undetected. Fail: hidden. Crit Fail: observed. (Invis? hidden)	252
~1m	SENSE DIRECTION	SURVIVAL		EXPLORATION, SECRET	Req: compass, or -2 item penalty. Survival check each day. DC set by GM. Succ: become oriented, sense of direction. Crit Succ: improved sense of position/exact direction.	252
	COVER TRACKS	SURVIVAL	✓	CONCENTRATE, EXPLORATION, MOVE	Half speed. No check needed. If used in encounter, single action (no Exploration trait).	252
	TRACK	SURVIVAL	✓	CONCENTRATE, EXPLORATION, MOVE	Half speed. Survival check every ~1hr. DC set by GM. Succ: find or follow trail. Fail: lose trail, can retry after 1hr. Crit Fail: retry requires 24hr delay.	252
◆	PALM AN OBJECT	THIEVERY		MANIPULATE	Thievery vs observer's Perception DC. Gain object. Negligible bulk only. Succ: creature does not notice. Fail: creature notices, GM determines response.	253
◆	STEAL	THIEVERY		MANIPULATE	Req: negligible Bulk. Thievery vs Perception DC. In pocket, or protected? -5 penalty. Succ: steal without noticing. Fail: you're noticed before taking (GM determines).	253
◆◆	DISABLE A DEVICE	THIEVERY	✓	MANIPULATE	Req: thieves tools (some). Thievery vs device DC. Succ: disable, or one success toward. Crit Succ: disable, or 2 successes. No trace. Can rearm. Crit Fail: device triggered.	253
◆◆	PICK A LOCK	THIEVERY	✓	MANIPULATE	Req: thieves tools (some). Thievery vs lock DC. Succ: unlock, or one success toward. Crit Succ: unlock, or 2 successes. No trace. Crit Fail: break tools. <i>Lock DCs: p290.</i>	253