



These are common challenges players may want to perform. A good rule of thumb is: If they have the controlling stat as prime, they can add their level to the check.

Action	Ability
Diplomacy/Bluff	Cha
Gather Information	Cha
Intimidate	Cha
Balance	Dex
Ride	Dex
Escape Artist	Dex
Appraise	Int
Forgery	Int
Search	Int
Intimidate	Str
Jump	Str
Swim	Str
Concentration	Con
Notice (Spot/Listen)	Wis
Sense Motive	Wis
Knowledge*	Class

*To allow the use of knowledge, a character must logically have it in their background.

Example1: A wizard observes another wizard casting a spell. He can logically make a knowledge roll to see if he knows what spell it is. A fighter couldn't

Example2: The characters run across an obscure cult and want to see if they know about it. A Cleric or Druid might have a chance of knowing about it, and should be allowed to add at least