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make the item in the first place. The cost of repairing an item is one-fifth of the Check. You can change the initial attitudes of nonplayer items' price, characters with a successful check. The DC of this check depends on the creature's starting attitude toward you. Action: Does not apply. Craft checks are made by the day adjusted by its Charisma modifier. If you succeed, their week (see above), character's attitude toward you is improved by one step. For every 5 by which your check result exceeds the DC, the Try Again. Yes, but each time you fail by 5 or more, character's attitude toward you increases by one additionally you ruin half the raw materials and have to pay half the step. A creature's attitude cannot be shifted more than twooriginal raw material cost again, steps up in this way, although the GM can override this rule in some situations. If you fail the check by 4 or less, the Special: You may voluntarily add +10 to the indicated character's attitude toward you is unchanged. If you fail byDC to craft an item. This allows you to create the itemmore quickly (since you'll be multiplying this higher DC 935 or more, the character's attitude toward you is decreased depending upon the complexity of the request. Using by one step. Diplomacy to gather information takes 1d4 hours of work searching for rumors and informants. You cannot use Diplomacy against a creature that does not understand you or has an Intelligence of 3 or less. Try Again: You cannot use Diplomacy to influence a given Diplomacy is generally ineffective in combat and against creature's attitude more than once in a 24-hour period. If a creature that intend to harm you or your allies in the request is refused, the result does not change with additional immediate future. Any attitude shift caused through checks, although other requests might be made. You can Diplomacy generally lasts for 1d4 hours but can last retry Diplomacy checks made to gather information, much longer or shorter depending upon the situation (GM discretion). Special: If you have the Persuasive feat, you gain a bonus on Diplomacy checks (see Chapter 5). Starting Attitude Diplomacy DC Hostile 25 + creature's Cha modifier Disable Device Unfriendly 20 + creature's Cha modifier (Dex; Armor Check Penalty; Trained Only) Indifferent 15 + creature's Cha modifier Friendly 10 + creature's Cha modifier You are skilled at disarming traps and opening locks. In Helpful 0 + creature's Cha modifier addition, this skill lets you sabotage simple mechanical devices, such as catapults, wagon wheels, and doors. If a creature's attitude toward you is at least indifferent, you can make requests of the creature. This Check: When disarming a trap or other device, the is an additional Diplomacy check, using the creature's Disable Device check is made secretly, so that you don't current attitude to determine the base DC, in with one of necessarily know whether you've succeeded, the following modifiers. Once a creature's attitude has shifted to helpful, the creature gives in to most requests The DC depends on how tricky the device is. If the check without a check, unless the request is against its nature succeeds, you disable the device. If it fails by 4 or less, or puts it in serious peril. Some requests automatically you have failed but can try again. If you fail by 5 or more, fail if the request goes against the creature's values or its something goes wrong. If the device is a trap, you trigger nature, subject to GM discretion. it. If you're attempting some sort of sabotage, you think the device is disabled, but it still works normally. You also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use). Diplomacy DC Request Modifier Disable Give simple advice or directions -5 Device Time Device DC* Example Give detailed advice +0 Simple 1 round 10 Jam a lock Give simple aid +0 Tricky 1d4 rounds 15 Sabotage a wagon wheel Reveal an unimportant secret +5 Difficult 2d4 rounds 20 Disarm a trap, reset a trap Give lengthy or complicated aid +5 Extreme 2d4 rounds 25 Disarm a complex trap, Give dangerous aid +10 cleverly sabotage a Reveal an important secret +10 or more clockwork device Give aid that could result in punishment +15 or more * If you attempt to leave behind no trace of your tampering, Additional requests +5 per request add 5 to the DC. Gather Information: You can also use Diplomacy to Open Locks: The DC for opening a lock depends on its gather information about a specific topic or individual, quality. If you do not have a set of thieves' tools, these DCs To do this, you must spend at least 1d4 hours canvassing increase by 10, people at local taverns, markets, and gathering places. The DC of this check depends on the obscurity of the Lock Quality Disable Device DC information sought, but for most commonly known facts or rumors it is 10. For obscure or secret knowledge, Simple 20 the DC might increase to 20 or higher. The GM might rule that some topics are simply unknown to common folk. Average 25 Action: Using Diplomacy to influence a creature's Good 30 attitude takes 1 minute of continuous interaction. Making a request of a creature takes 1 or more rounds of interaction, Superior 40 Action: The amount of time needed to make a Disable Device check depends on the task, as noted above.94Skills 4Disabling a simple device takes 1 round and is a full-round If you are impersonating a particular individual,action. A tricky or difficult device requires 1d4 or 2d4 those who know what that person looks like get a bonusrounds. Attempting to open a lock is a full-round action, on their Perception checks according to the table below. Furthermore, they are automatically considered to be Try Again: Varies. You can retry checks made to disable suspicious of you, so opposed checks are always called for.traps if you miss the check by 4 or less. You can retry checkmade to open locks. Viewers' Perception Familiarity Check Bonus Special: If you have the Deft Hands feat, you get a bonus Recognizes on sight +4on Disable Device checks (see Chapter 5). Friends or associates +6 Close friends +8 A rogue who beats a trap's DC by 10 or more can study the Intimate +10trap, figure out how it works, and bypass it without disarmingit. A rogue can rig a trap so her allies can bypass it as well. An individual makes a Perception check to see through your disguise immediately upon meeting you and again Restriction: Characters with the trapfinding ability (like every hour thereafter. If you casually meet a large num-rogues) can disarm magic traps. A magic trap generally has ber of different creatures, each for a short time, checks DC of 25 + the level of the spell used to create it. once per day or hour, using an average Perception modi- fier for the group. The spells fire trap, glyph of warding, symbol, andteleportation circle also create traps that a rogue can disarm Action: Creating a disguise requires 1d3 × 10 minutes ofwith a successful Disable Device check. Spike growth and work. Using magic (such as the disguise self spell) reduceespike stones, however, create magic hazards against which this action to the time required to cast the spell or triggerDisable Device checks do not succeed. See the individual the effect spell descriptions for details. Try Again: Yes. You may try to redo a failed disguise, but Disguise (Cha) means they'll be more suspicious.You are skilled at changing your appearance. Check: Your Disguise check result determines how good Special: Magic that alters your form, such as alter self, disguise self, polymorph, or shapechange, grants you athe disguise is, and it is opposed by others' Perception +10 bonus on Disguise checks (see the individual spellcheck results. If you don't draw any attention to yourself, descriptions). Divination magic that allows people to seeothers do not get to make Perception checks. If you come through illusions (such as true seeing) does not penetrateto the attention of people who are suspicious (such as a mundane disguise, but it can negate the magicalguard who is watching commoners walking through a city component of a magically enhanced one.gate), it can be assumed that such observers are taking 10on their Perception checks. You must make a Disguise check when you cast a simulacrum spell to determine how good the likeness is. You get only one Disguise check per use of the skill, evenif several people make Perception checks against it. The If you have the Deceitful feat, you gain a bonus onDisguise check is made secretly, so that you can't be sure Disguise checks (see Chapter 5).how good the result is. Escape Artist The effectiveness of your disguise depends on how (Dex; Armor Check Penalty)much you're changing your appearance. Disguise can beused to make yourself appear like a creature that is one Year training allows you to slip out of bonds and escapeize category larger or smaller than your actual size. This from grapples.does not change your actual size or reach, should youenter combat while wearing such a disguise. Check: The table below gives the DCs needed to escape various forms of restraints.Disguise Check Modifier Ropes: The DC of your Escape Artist check is equal to theMinor details only +5 binder's Combat Maneuver Bonus +20.Disguised as different gender1 -2 Manacles and Masterwork Manacles: The DC for manacles is set by their construction (see the table below).Disguised as different race1 -2 Tight Space: The DC noted is for getting through aDisguised as different age category1 -22 space through which your head fits but your shoulders don't. If the space is long, you may need to move in a different direction than you did the previous maneuverability: Clumsy -8, Poor -4, Average +0, Good turn without making a check. Taking any action that +4, Perfect +8. Creatures without a listed maneuverability violates these rules requires a Fly check. 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