Skills
(Players)

3.0 – 3.5 Modifications

Old 3.0 Skill	New 3.5 Skill	Folded Into	Notes
Animal Empathy	[wild empathy]	---	Not a skill; class feature of druid, ranger
Innuendo	---	Bluff	---
Intuit Direction	---	Survival	Automatic with 5 ranks of Survival
Perform (*type*)	Perform (*category*)	---	Perform works like Craft or Profession
Read Lips	---	Spot	---
Ride (*mount*)	Ride	---	Doesn't indicate a particular type of mount
Pick Pocket	Sleight of Hand	---	---
Wilderness Lore	Survival	---	---

New Skill Synergies

5 or more ranks in…	Gives a +2 bonus on…
Diplomacy	Leadership
Knowledge (*Biology*)	All Medicine Checks
Knowledge (*Chemistry*)	Demolitions checks to make home made explosives
Knowledge (*Engineering*)	When searching for secret or hidden entrances or compartments
Knowledge (*Geography*)	Navigation Checks & Survival checks to keep from getting lost or for avoiding hazards
Knowledge (*Geology*)	Entrench Checks
Knowledge (*Mathematics*)	Decipher Script when working with ciphers
Knowledge (*Military*)	Observation & Assessment Checks
Knowledge (*Physics*)	Wireless Telegraphy Checks
Mechanic (*Any*)	Having 5 ranks in any mechanical specialty automatically gives a +2 to all other skills. This is a one off bonus though.
Medicine (*Any*)	Having 5 ranks in any medicine specialty automatically gives a +2 to all other skills. This is a one off bonus though.
Observation & Assessment	Knowledge (Military) Checks

Full Skill List

Skill	Source	Att.	Trn'd	Details
Appraise	PHB, 67	Int	No	Unchanged
Artillery	BotR, 52	Int	Yes	Unchanged
Balance	PHB, 67	Dex	No	Unchanged
Bluff	PHB, 67	Cha	No	Unchanged
Boat & Ship Piloting	LotRD, 34	Dex	No	Unchanged
Bombardier	DfA, 7	Int	Yes	Unchanged
Climb	PHB, 69	Str	No	Unchanged
Computer Use	*New*	Int	Yes	See Below
Concentration	PHB, 69	Con	No	Unchanged
Craft (*Various*)	PHB, 70	Int	No	Unchanged
Decipher Script	PHB, 71	Int	Yes	Intelligence Operators, Experts who have specialised in ciphers only
Demolitions	BotR, 53	Int	No	Unchanged
Diplomacy	PHB, 71	Cha	No	Unchanged
Disable Device	PHB, 72	Int	Yes	Unchanged
Disguise	PHB, 72	Cha	No	Unchanged
Driving	BotR, 54	Dex	No	Unchanged
Entrench	AK, 22	Wis	No	Unchanged
Escape Artist	PHB, 73	Dex	No	Unchanged
Firefighting	LotRD, 34	Int	No	Unchanged – specifically relates to ships
First Aid (Heal)	PHB, 75	Wis	No	Unchanged
Forgery	PHB, 74	Int	No	Unchanged
Gather Information	PHB, 74	Cha	No	Unchanged
Handle Animal	PHB, 74	Cha	Yes	Unchanged
Hide	PHB, 76	Dex	No	Unchanged
Intimidate	PHB, 76	Cha	No	Unchanged
Jump	PHB, 77	Str	No	Unchanged
Knowledge (*Biology*)	BotR, 51	Int	Yes	Unchanged
Knowledge (*Chemistry*)	BotR, 51	Int	Yes	Unchanged
Knowledge (*Dungeoneering*)	PHB, 78	Int	Yes	Unchanged
Knowledge (*Engineering*)	BotR, 51	Int	Yes	Unchanged
Knowledge (*Geography*)	BotR, 51	Int	Yes	Unchanged
Knowledge (*Geology*)	BotR, 51	Int	Yes	Unchanged
Knowledge (*History*)	PHB, 78	Int	Yes	Unchanged
Knowledge (*Local*)	PHB, 78	Int	Yes	Unchanged
Knowledge (*Mathematics*)	BotR, 51	Int	Yes	Unchanged
Knowledge (*Military*)	BotR, 51	Int	Yes	Unchanged
Knowledge (*Nature*)	PHB, 78	Int	Yes	Unchanged
Knowledge (*Nobility*)	PHB, 78	Int	Yes	Unchanged
Knowledge (*Physics*)	BotR, 51	Int	Yes	Unchanged
Knowledge (*Religion*)	PHB, 78	Int	Yes	Unchanged
Leadership	BotR, 54	Cha	No	This is now a skill and replaces the standard 3.5 feat.
Listen	PHB, 78	Wis	No	Unchanged
Mechanic (*Aircraft*)	*New*	Int	No	Subset of 'Mechanic' in BotR
Mechanic (*Electronics*)	*New*	Int	No	Subset of 'Mechanic' in BotR : Ability to repair electronic devices.
Mechanic (*Gunsmith*)	*New*	Int	No	Subset of 'Mechanic' in BotR
Mechanic (*Ship*)	*New*	Int	No	Subset of 'Mechanic' in BotR
Mechanic (*Vehicle & Small Boat*)	BotR, 54	Int	No	Unchanged, except covers small boats as well as vehicles
Mechanic (*Warhead*)	*New*	Int	No	Subset of 'Mechanic' in BotR : Ability to arm, disarm, and repair both conventional and nuclear warheads.
Medicine (*Combat*)	BotR, 52	Wis	Yes	As Book, Doctors & Medics only; Altered DCs
Medicine (*Pathology*)	*New*	Wis	Yes	Doctors only : The ability to perform autopsies.
Medicine (*Physician*)	*New*	Wis	Yes	Doctors only : The ability to treat patience for non-trauma wounds, diagnose medical ailments, understand drugs, treat poisons, provide long term care.

Skill	Source	Att.	Trn'd	Details
Medicine (*Surgery*)	*New*	Wis	Yes	Doctors only : The ability to perform surgical repairs. In game terms the surgeon can heal 2d6+Wis in a hospital, or 1d6+Wis with a med kit, even if the wound has already been treated.
Move Silently	PHB, 79	Dex	No	Unchanged
Navigation	DfA, 7	Int	No	Use this, not the BotR version
Observation & Assessment	AK, 21	Int	No	Unchanged
Open Lock	PHB, 79	Dex	Yes	Unchanged
Perform (*Various*)	PHB, 79	Cha	No	Unchanged
Piloting	DfA, 7	Dex	No	Unchanged
Profession (*Various*)	PHB, 80	Wis	Yes	Unchanged
Ride (*Various*)	PHB, 80	Dex	No	Unchanged
Search	PHB, 81	Int	No	Unchanged
Sense Motive	PHB, 81	Wis	No	Unchanged
Skiing	HFO, 17	Dex	No	Unchanged
Sleight Of Hand	PHB, 81	Dex	Yes	Unchanged
Sonar	LotRD, 36	Int	Yes	Unchanged
Speak Language (*Various*)	Changed	N/a	Yes	Ranked 1-5. Ranks 1-4 cost ½ skill point each. Rank 5 costs 5 skill points. Rank 1 is basic understanding. Rank 2 is simple sentences. Rank 3 is basic conversations. Rank 4 is fluent. Rank 5 is fluent like a native (ie no accent, or can mimic native dialects).
Spot	PHB, 83	Wis	No	Unchanged
Survival	PHB, 83	Wis	No	Unchanged. Can still be used for land and sea navigation.
Swim	PHB, 84	Str	No	Unchanged
Torpedo	LotRD, 36	Int	No	Unchanged
Tumble	PHB, 84	Dex	Yes	Unchanged
Use Rope	PHB, 86	Dex	No	Unchanged
Wireless Telegraphy	AK, 23	Int	Yes	Unchanged

Computer Use (Int)

Check : Most normal computer operations don't require a Computer Use check. However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer or Internet Search	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 Minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking: Breaking into a secure computer or network is often called hacking. When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

> **Covering Tracks**: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.
>
> **Access the Site**: There are two ways to do this: physically or over the Internet.
>
> **Physical Access**: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.
>
> **Internet Access**: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.
>
> **Locate What You're Looking For**: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.
>
> **Defeat File Security**: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.
>
> **Do Your Stuff**: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.
>
> **Defend Security**: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.
>
> To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's

security and access his or her site again, but the intruder will have to start the hacking process all over.

Attempting to cut off access takes a full round. One sure-fire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before
the character finishes the check, the character automatically fails.

This application of the skill can be used to intercept a cell phone conversation if the character has a cellular interceptor. The DC is 35, or 25 if the character knows the number of the phone that initiated the call.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer). A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task. A specific task, in this case, is one type of operation with one target. The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	–5	—
Exceptional security	+10	—
Maximum security	+15	—