Vary

Bluff is an opposed skill check against your opponent's <u>Sense Motive</u> skill. If you use Bluff to fool someone, with a successful check you convince your opponent that what you are saying is true. Bluff checks are modified depending upon the believability of the lie. The following modifiers are applied to the roll of the creature attempting to tell the lie. Note that some lies are so improbable that it is impossible to convince anyone that they are true (subject to GM discretion).

|  |  |
|---|---|
| The target wants to believe you | +5 |
| The lie is believable | +0 |
| The lie is unlikely | &#8211;5 |
| The lie is far-fetched | &#8211;10 |
| The lie is impossible | &#8211;20 |
| The target is drunk or impaired | +5 |
| You possess convincing proof | up to +10 |

1min    <    >

<u>Perception</u>

| Disguise | Check Modifier |
|---|---|
| Minor details only | +5 |
| Disguised as different gender | &#8211;2 |
| Disguised as different race | &#8211;2 |
| Disguised as different age category | &#8211;2/cateogry |
| Disguised as different size category | &#8211;10 |

Vary   <    >

You can use <u>Deception</u> to pass hidden messages along to another character without others understanding your true meaning by using innuendo to cloak your actual message. The DC of this check is 15 for simple messages and 20 for complex messages. If you are successful, the target automatically understands you, assuming you are communicating in a language that it understands. If your check fails by 5 or more, you deliver the wrong message. Other creatures that receive the message can decipher it by succeeding at an opposed <u>Sense Motive</u> check against your <u>Deception</u> result.

Swift   <    >< >

_____   _____    Threaten              1
            AC                      _____                        _____
_____                  flat-footed
                  _____                     -2