

知覚 [Free]

Perception has a number of uses, the most common of which is an opposed check versus an opponent's Stealth check to notice the opponent and avoid being surprised. If you are successful, you notice the opponent and can react accordingly. If you fail, your opponent can take a variety of actions, including sneaking past you and attacking you. Perception is also used to notice fine details in the environment. The DC to notice such details varies depending upon distance, the environment, and how noticeable the detail is. The following table gives a number of guidelines.

Detail Perception DC

Hear the sound of battle –10
Notice the stench of rotting garbage –10
Detect the smell of smoke 0
Hear the details of a conversation 0
Notice a visible creature 0
Determine if food is spoiled 5
Hear the sound of a creature walking 10
Hear the details of a whispered conversation 15
Find the average concealed door 15
Hear the sound of a key being turned in a lock 20
Find the average secret door 20
Hear a bow being drawn 25
Sense a burrowing creature underneath you 25
Notice a pickpocket Opposed by Thivery
Notice a creature using Stealth Opposed by Stealth
Find a hidden trap Varies by trap
Identify the powers of a potion through taste 15 + the potion's caster level

Perception Modifiers DC Modifier

Distance to the source, object, or creature +1/10 feet
Through a closed door +5
Through a wall +10/foot of thickness
Favorable conditions1 –2
Unfavorable conditions1 +2
Terrible conditions2 +5
Creature making the check is distracted +5
Creature making the check is asleep +10

気配察知 [Full-round] < 習熟 >

聞き耳を立てることで、近くの空間(例えば扉の向こう)に、どれくらいのクリーチャーがいるかを判断します。基本DCは20ですが、状況によって上下します(GM判断)。さらに、足音を忍ばせているクリーチャーがいる場合、そのクリーチャーの Stealth 達成値を超えなければ、数え間違えます。広い空間で気配察知をした場合、30ft. 以内の部屋の中にいるクリーチャーの位置をピンポイントで特定します。この場合でも、そのクリーチャーの Stealth 達成値を超える必要があります。