

## Disable Device

(Dex; Armor Check Penalty; Trained Only)

You are skilled at disarming traps and opening locks. In addition, this skill lets you sabotage simple mechanical devices, such as catapults, wagon wheels, and doors.

**Check:** When disarming a trap or other device, the Disable Device check is made secretly, so that you don't necessarily know whether you've succeeded.

The DC depends on how tricky the device is. If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you trigger 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).

### Device Time Disable Device DC\* Example

Simple 1 round 10 Jam a lock

Tricky 1d4 rounds 15 Sabotage a wagon wheel

Difficult 2d4 rounds 20 Disarm a trap, reset a trap

Extreme 2d4 rounds 25 Disarm a complex trap, cleverly sabotage a clockwork device

- If you attempt to leave behind no trace of your tampering, add 5 to the DC.

### Lock Quality Disable Device DC

Simple 20

Average 25

Good 30

Superior 40

**Open Locks:** The DC for opening a lock depends on its quality. If you do not have a set of thieves' tools, these DCs increase by 10.

**Action:** The amount of time needed to make a Disable Device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. A tricky or difficult device requires 1d4 or 2d4 rounds. Attempting to open a lock is a full-round action.

**Try Again:** Varies. You can retry checks made to disable traps if you miss the check by 4 or less. You can retry checks made to open locks.

**Special:** If you have the Deft Hands feat, you get a bonus on Disable Device checks (see Feats).

A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it without disarming it. A rogue can rig a trap so her allies can bypass it as well.

Restriction: Characters with the trapfinding ability (like rogues) can disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

The spells fire trap, glyph of warding, symbol, and teleportation circle also create traps that a rogue can disarm with a successful Disable Device check. Spike growth and spike stones, however, create magic hazards against which Disable Device checks do not succeed. See the individual spell descriptions for details.

## Report a Problem

## Sleight of Hand

(Dex; Armor Check Penalty; Trained Only)

Your training allows you to pick pockets, draw hidden weapons, and take a variety of actions without being noticed.

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Perception check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object (including a light weapon or an easily concealed ranged weapon, such as a dart, sling, or hand crossbow) on your body. Your Sleight of Hand check is opposed by the Perception check of anyone observing you or of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Perception check, since it's generally easier to find such an object than to hide it. A dagger is easier to hide than most light weapons, and grants you a +2 bonus on your Sleight of Hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it, and heavy or baggy clothing (such as a cloak) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity.

If you try to take something from a creature, you must make a DC 20 Sleight of Hand check. The opponent makes a Perception check to detect the attempt, opposed by the Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. You cannot use this skill to take an object from another creature during combat if the creature is aware of your presence.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

## Sleight of Hand DC Task

10 Palm a coin-sized object, make a coin disappear

20 Lift a small object from a person

Action: Any Sleight of Hand check is normally a standard action. However, you may perform a Sleight of Hand check as a move action by taking a +20 penalty on the check.

Try Again: Yes, but after an initial failure, a second Sleight of Hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Special: If you have the Deft Hands feat, you get a bonus on Sleight of Hand checks (see Feats).