0.1 Knowledges v0.1

You can only make untrained knowledge checks against DCs of 10 and lower, or 15 and lower if you have research materials available. You can only aid knowledge checks if you're trained or have research materials available.

0.1.1 Knowing about creatures

If the creature is common and/or very well-known, a -5 DC modifier applies. After all, while dragons are rare, everyone's heard of them. Since this brings several of the following DCs down to 10, that means even untrained people can succeed at the knowledge checks necessary. If a creature is both rare and little-known, a +5 DC modifier applies.

When making a check to know about the creature's other abilities and weaknesses, for every 5 points of success, more information is learned.

task	DC
determine if a creature is of a type governed by this particular knowledge	10
know the creature's main species	15
know a creature's subtypes	20 or 10 + CR (lowest)
estimate a creature's ballpark CR	15
know a creature's signature ability	15
know about the creature's other abilities and weaknesses	CR + 10

0.1.2 Alchemy

Craft (alchemy) is now a Knowledge instead. All previous uses of the craft, including making mundane alchemical items, brewing potions, and Alchemist class abilities, now use this knowledge instead. Crafting things with alchemy still uses the Craft rules. The major difference is that you can no longer use alchemy untrained.

Creature types governed: **Aberrations**, **Oozes**

0.1.3 Engineering & Geology

Creature types governed: **Constructs**

task	DC
Identify underground hazard	15 + CR
Identify mineral, stone, or metal	10
Determine slope	15
Determine depth underground	20
Identify dangerous construction	10
Determine a structure's style or age	15
Determine a structure's weakness	20

0.1.4 Geography & Trade

Creature types governed: **Humanoids**, **Monstrous Humanoids**

task	DC
Identify a creature's ethnicity or accent	10
Recognize regional terrain features	15
Know location of nearest community or noteworthy site	20
Know local laws, rulers, and popular locations	10
Know current rulers and their symbols	10
Know a common rumor or local tradition	15
Determine the value of a common item	20
Determine the value of an exotic item	25
Determine if an item has magical properties	25
Find the most valuable item visible in a hoard	20

0.1.5 History & Nobility

Creature types governed: **Dragons**

task	DC
Know recent or historically significant event	10
Determine approximate date of a specific event	15
Know obscure or ancient historical event	20
Know current rulers and their symbols	10
Know proper etiquette	15
Know line of succession	20

0.1.6 Nature

Creature types governed: **Animals, Fey, Magical Beasts, Plants, Vermin**

task	DC
Identify natural hazard	15 + CR
Identify a common plant or animal	10
Identify unnatural weather phenomenon	15
Determine artificial nature of feature	20

0.1.7 Religion & Planes

Creature types governed: **Outsiders, Undead**

task	DC
Know the names of the planes	10
Recognize current plane	15
Identify a creature's planar origin	20
Recognize a common deity's symbol or clergy	10
Know common mythology and tenets	15
Recognize an obscure deity's symbol or clergy	20

0.1.8 Spellcraft

Identifying magic phenomena

task	DC
Identify a spell as it is being cast	15 + spell level
Identify auras while using *detect magic*	15 + spell level
Identify a spell effect that is in place	20 + spell level
Identify the spells cast using a specific material component	20
Identify materials manufactured by magic	20 + spell level
Learn a spell from a spellbook or scroll	15 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Identify the properties of a magic item using *detect magic*	15 + item's caster level
Decipher a scroll	20 + spell level
Craft a magic item	Varies by item

0.1.9 Streetwise

task	DC
Know local laws, rulers, and popular locations	10
Know a common rumor or local tradition	15
Know hidden organizations, rulers, and locations	20