**ADVENTURING TASK—BY RACE: Roll 1d6 for attempts**

**TABLE 1: Men and Demi-humans**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Task | Time | Equipment | Men | Dwarves | Elves | Gnomes | Halflings |
| Bash Open Doors# | R | None | 5+ | 5+ | 5+ | 6+ | 6+ |
| Bandage Wounds | T | Bandages | 3+ | 4+ | 3+ | 4+ | 3+ |
| Climb, normal# | R | Optional | 2+ | 4+ | 2+ | 4+ | 4+ |
| Climb, smooth# | R | Optional | 6+ | 6+ | 6+ | 6+ | 6+ |
| Detect Pits | 5r | None | 6+ | 3+ | 6+ | 3+ | 6+ |
| Disguise | T | Disguise Kit | 5+ | 6+ | 6+ | 6+ | 6+ |
| Find Path | T | None | 6+ | 6+ | 5+ | 6+ | 6+ |
| Find Secret Doors | T | None | 5+ | 5+ | 3+ | 5+ | 5+ |
| Find Mech Traps | T | Tool Kit | 6+ | 5+ | 6+ | 4+ | 6+ |
| Forage/Hunt | ½ D | Minimal | 3+ | 5+ | 2+ | 5+ | 2+ |
| Hear Noise | T | None | 6+ | 5+ | 5+ | 5+ | 5+ |
| Light Fire | R | Tinder box | 5+ | 6+ | 6+ | 6+ | 5+ |
| Mechanical Device | T | Tool Kit | 6+ | 5+ | 6+ | 4+ | 6+ |
| Mule on Stairs | T | Mule | 5+ | 6+ | 6+ | 6+ | 6+ |
| Open Door Silently | T | Oil | 6+ | 6+ | 6+ | 5+ | 6+ |
| Pick Lock | T | Tool Kit | 6+ | 5+ | 6+ | 5+ | 6+ |
| Probe Pits | T | Pole | 2+ | 2+ | 2+ | 2+ | 2+ |
| Pry Box# | T | Crowbar | 5+ | 5+ | 6+ | 6+ | 6+ |
| Repair | D6 T | Tool Kit | 6+ | 5+ | 6+ | 5+ | 6+ |
| Set Trap | T | Tool Kit | 6+ | 6+ | 6+ | 5+ | 6+ |
| Track, dungeon | 0 | None | 6+ | 5+ | 6+ | 5+ | 6+ |
| Track, wilderness | 0 | None | 6+ | 6+ | 5+ | 6+ | 5+ |
| Venom Harvest | T | Venom Kit | 6+ | 6+ | 6+ | 6+ | 6+ |

Add +1 if character has 15+ Int, unless if marked by #, in which 15+ STR gets the bonus.

Scouts/Delvers level 1-3 add +1, level 4-6 add +2, level 7-9 add +3, level 10 add +4.

**Table 2: Humanoids**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Task | Time | Equipment | Goblins | Half-Orcs | Hobgoblins | Hoborgs | Orcs |
| Bash Open Doors# | R | None | 6+ | 5+ | 5+ | 5+ | 5+ |
| Bandage Wounds | T | Bandages | 6+ | 6+ | 6+ | 6+ | 6+ |
| Climb, normal# | R | Optional | 4+ | 2+ | 2+ | 2+ | 2+ |
| Climb, smooth# | R | Optional | 6+ | 6+ | 6+ | 6+ | 6+ |
| Detect Pits | 5r | None | 6+ | 6+ | 6+ | 6+ | 6+ |
| Disguise | T | Disguise Kit | 6+ | 5+ | 6+ | 6+ | 6+ |
| Find Path | T | None | 6+ | 6+ | 6+ | 6+ | 6+ |
| Find Secret Doors | T | None | 6+ | 6+ | 6+ | 6+ | 6+ |
| Find Mech Traps | T | Tool Kit | 6+ | 6+ | 6+ | 6+ | 6+ |
| Forage/Hunt | ½ D | Minimal | 2+ | 3+ | 5+ | 3+ | 5+ |
| Hear Noise | T | None | 5+ | 6+ | 6+ | 5+ | 6+ |
| Light Fire | R | Tinder box | 6+ | 6+ | 6+ | 6+ | 6+ |
| Mechanical Device | T | Tool Kit | 6+ | 6+ | 6+ | 6+ | 6+ |
| Mule on Stairs | T | Mule | 6+ | 6+ | 6+ | 6+ | 6+ |
| Open Door Silently | T | Oil | 6+ | 6+ | 6+ | 6+ | 6+ |
| Pick Lock | T | Tool Kit | 6+ | 6+ | 6+ | 6+ | 6+ |
| Probe Pits | T | Pole | 2+ | 2+ | 2+ | 2+ | 2+ |
| Pry Box# | T | Crowbar | 6+ | 6+ | 6+ | 6+ | 6+ |
| Repair | D6 T | Tool Kit | 6+ | 6+ | 6+ | 6+ | 6+ |
| Set Trap | T | Tool Kit | 6+ | 5+ | 6+ | 4+ | 5+ |
| Track, dungeon | 0 | None | 5+ | 6+ | 6+ | 6+ | 6+ |
| Track, wilderness | 0 | None | 5+ | 6+ | 6+ | 6+ | 6+ |
| Venom Harvest | T | Venom Kit | 6+ | 6+ | 6+ | 5+ | 6+ |

Add +1 if character has 15+ Int, unless if marked by #, in which 15+ STR gets the bonus.

Scouts level 1-3 add +1, level 4-6 add +2, level 7-9 add +3, level 10 add +4.