

Skill Check	Fail by less than 4	Fail by less than 9	Fail by less than 14	Fail by greater than 14
<b>Acrobatics</b>	Slip but retain your balance, can't move any further but don't fall	Falls off or falls prone if not on a narrow surface, regular falling damage 1d10 per 10 ft falling	Falls awkwardly - double regular falling damage, slowed until healed, or moderate heal check DC is made	Falls on head - triple falling damage, immobilized until another heals them meeting the hard heal DC
<b>Arcana</b>	You don't recall or can't detect a magical property of whatever is being examined	Your character comes to a false conclusion about the magic, or set off a magic device to the detriment of yourself or others	Your efforts cause you to pass out unconscious until you save, or someone revives you.	You detect something completely mundane as magical, get the attributes of a monster knowledge check completely backwards, or whatever trap or device you're focusing your energy on explodes causing 3d10, 6d10, or 9d10 damage depending on tier
<b>Athletics</b>	If climbing you don't fall, if starting to climb you fail to, can't move any further during current move action. If swimming you tread water but can't move further with current move action	If climbing you fall, normal falling damage applies. If swimming, you can't move further and you sink one square.	Falls awkwardly - double regular falling damage, slowed until healed, or moderate heal check DC is made. If swimming you thrash awkwardly, gulping in water, sink two squares a lose a surge, or take a surge worth of damage if no surges remain.	Falls on head - triple falling damage, immobilized until another heals them meeting the hard heal DC. If swimming you panic, and sink three squares, and pass out until someone can rescue you, taking a surge worth of damage every round.
<b>Bluff</b>	You fail to make a convincing story. They don't buy it.	In the course of the bluff you've somehow offended them and they won't talk to you anymore. Further approaches will be met with hostility.	You've personally offended who ever you were trying to bluff, and they remove or have you removed from the area.	So grave is your affront to the person you just tried to bluff, they immediately attack.
<b>Diplomacy</b>	You fail to convince, but don't go so far as to offend.	You have made some grave social error of local customs in your attempt. Further diplomacy checks will be at -2.	You have made a huge blunder of protocol in your inquiry. Further diplomacy checks will be made at -5.	Your insolence will not stand! Defend yourself! The party you were trying to befriend attacks you!
<b>Dungeoneering</b>	You fail to recall the bit of knowledge you were reaching for, or don't find anything edible underground.	You recall something but, its the wrong thing: an erroneous fact about an abberant creature, danger where there is none, safety where there is a trap, "food" that is disgusting and provides no benefit, as no one can keep it down.	Your knowledge is WAY off, you deduce a slaving abberant beast as harmless, walk right into an underground trap, triggering it, or offer up the fruits of your foraging only to poison the party, who each lose a healing surge.	You have led your party into an active disaster. Your action either cause a cave-in damaging only allies, you are convinced an abberant enemy is your friend and try to pet it, or find some cave fungus you forage and it is so noxious it causes a disease (DM's choice).

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<b>Endurance</b>	You succumb to the ill effects of the condition you were trying to stave off.	If hungry or thirsty, your condition surpasses that of the average party member, lose a surge. If resisting elements, gain vulnerable 5 to whichever damage type you are trying to resist	Your hunger/thirst knows no bounds. If not immediately sated, lose 2 healing surges or take equal damage if no surges remain. If resisting elements gain vulnerable 10 all.	You are completely debilitated with whatever condition afflicts you. You pass out and are reduced to zero HP. Your party members must heal you (hard DC) or you die in as many rounds as you have healing surges left.
<b>Heal</b>	You fail to make your comrade's condition any better, or you fail to deduce an exact cause of death.	You do more harm than good. Target takes 1d12 points of damage below zero. Or, you come to the wrong conclusion about cause of death.	Where did you go to med school? Target takes surge value in negative damage. One more blunder like this and they'll be dead.	Accidentally lacerate an artery, or all arteries. Target takes bloodied value in negative damage and dies. Now they'll have to be resurrected. Great job.
<b>History</b>	You don't recall that particular fact you were reaching for in the recesses of your mind.	You recall the right people but not the correct events, or vice versa.	You recall something completely anachronistic. The rise of a particular emperor before the foundation of that empire, for instance.	You can't remember what you had for breakfast today, let alone history. You suffer from amnesia for the rest of the day, until you take an extended rest.
<b>Insight</b>	You fail to gain anything useful by studying your subject.	You jump to a conclusion that turns out to be false.	You completely misunderstand your target's intent. It is the exact opposite of their actual motivation.	You become fascinated about some mundane detail of your target, something they are wearing or their hair, and forget to even listen to the conversation.
<b>Intimidate</b>	Your targets are steadfast in their resolve.	Your display actually encourages your targets to move against you.	Your attempt is laughable. Enemies have a +2 to hit, neutral targets mock your attempt.	You've made a complete fool of yourself. Enemies greedily descend on what they think is easy prey. +5 to hit +5 to damage.
<b>Nature</b>	You can't seem to recall that particular piece of natural lore, or unable to find food, or calm/train an animal	You identify as poisonous plant as beneficial, or you anger or startle an animal, or get your party lost in the woods.	You become startled at any snap of a twig or bird call. You lead your party in circles for hours passing the same rock formation again and again. Animals attack you without reason.	You are nature's bane. The weather turns sour and trees fall in your path. You attract guardians of the forest who seek to drive you out.
<b>Perception</b>	You don't notice anything out of the ordinary or can't find what you were looking for	Not only do you not find what you are looking for, you are distracted by something else: someone else in the crowd, wrong set of tracks, mundane item, etc. -2 to further perc checks	You are actively distracted by something else so much so it distracts other members of your party. -2 for all party perception checks	Your ears ring and your eyes lose all focus. -5 to perception checks and if in combat act as tho deafened and blinded.

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<b>Religion</b>	You can't recall that particular myths of that god or understand a particular rite or custom	You misinterpret symbols of a deity. You may think a god of good has malign intent, or vice versa. You misinterpret the meaning of a rite or ritual, or religious text.	Whatever bit of lore you are trying to recall, you recall the opposite. If you are performing a ritual or interpreting a rite, it has the opposite of the ideal effect.	Your actions have caused displeasure from your deity. You lose all daily and encounter powers until you take an extended rest and atone for your transgressions.
<b>Stealth</b>	Your actions may attract attention of a particularly alert guard or enemy, but they only know the direction of the noise	You've accidentally made a huge noise that would attract the attention of even the drunkest guard or the stupidest enemy	You managed to set off some alarm system that has attracted the attention of the entire opposing force.	All of the enemies know your exact location and focus their attacks on you. You've also managed to injure yourself in the process and are slowed, save ends.
<b>Streetwise</b>	You fail to glean the information from your sources, or local rascallions	You manage to get thrown out of where ever you were seeking information. Word gets out about you. Further streetwise checks are at -2	You have offended all your contacts or potential contacts in this area. A whisper campaign is started against you and few offer any information to you. All streetwise at a -5 in this town for the duration of your stay.	You are run out of town by either the people, the town watch, or both. If you wish to re-enter the settlement you must do so covertly. The consequences should you be caught, will be grave.
<b>Thievery</b>	You fail to disable the trap, or pocket an item from a target, but it doesn't go off, or no one notices	The trap goes off, or the target notices your attempt at picking their pocket	The trap goes off as if a critical had been rolled against the PC disarming. All others roll normally. If pick pocketing the target grabs your hand and you must escape the grab as normal	The trap goes off in the most catastrophic way possible, and damages anyone in the area of effect as if a critical had been rolled against them. If picking pockets, not only does your target notice you, but claps a manacle on you so you are hand-cuffed together.