

# IDENTIFYING ITEMS

METHOD	USABILITY	CHECKS AND DIFFICULTY	KNOWLEDGE OBTAINED	COMMENTS
<b>Bardic Knowledge</b>	Legendary or well known item	DC20 Standard DC25 uncommon/rare DC30 Legendary only	Background Function Means of activating	Class Feat
<b>Knowledge Arcana</b>	Legendary items or items with a traditional shape associated with their function	DC30	Function Details	Skill
<b>Search</b>	Any item	DC30	Physical appearance and details, symbols, letters etc..	Skill
<b>Detect Magic + Spell Craft</b>	Any item	Potions: DC25 to know all Other items: DC15+ half of items caster level	School of highest level spell/effect. Strength of Aura relating to caster level. If success 10 or better than DC: Functions Details of activation Charges	Spell + Skill
<b>Detect Magic</b>	Any item/area	Automatic success	Magical or not Number of different magical Auras Strength of Magic	Spell
<b>Identify</b>	Any item	Automatic success	Functions Charges Means of activation	Spell
<b>Analyze Dweoner</b>	Multiple items	Automatic success	Functions Charges Means of activation	Spell
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<b>Read Magic</b>	Decipher scrolls	Automatic success	Name/nature of spell/text	Spell
<b>Spellcraft</b>	Decipher Scrolls/spells in Spellbooks	Automatic success	Decipher/Read: DC20 + spell level	Skill
	Learn to use Scrolls/spells in Spellbooks (see also under detect magic)		Learn: DC15 + spell level	
<b>Use Magic Device</b>	Activate Blindly	DC25	Functions Charges Means of activation	Skill
	Decipher any scroll	DC25 + Spell Level	Read scroll	
	Use any scroll	DC20 + Spell Level	Use scroll	
	Use Wand	DC20	Use Wand	