

Perception Detail

Base DC

Look around / quick look / listen for / notice a hidden check
creature

Creature's stealth

Catch a thief red-handed / notice surreptitious casting hand

Creature's sleight of

check

Find a trap

Trap's DC

Find a hidden object (key under a rug, gems in a drawer, locked safe hidden behind a painting)

15

Find a very well hidden object (secret door or passageway, coins hidden in a secret compartment, buried treasure)

25

Spot a visual detail (notice a small tear on someone's jacket, a small patch of blood on an animal's fur, or something in someone's pocket)

15

Spot a subtle visual detail (notice a slight movement from the corner of your eye, a small strand of hair on the floor, or that a statue is facing in a slightly different direction than it was before)

25

Hear a faint sound (a battle miles away, a key being turned in a lock, the details of a casual conversation in the next room)

15

Hear a very quiet sound (leaves falling on the roof, a ball of yarn rolling across the floor, a sewing pin dropping from a table)

25

Detect a faint smell (nearby flora, smoke, or animal)

20

Identify a non-magical substance such as acid, poison, or slime (NOTE: a knowledge check is usually required to discern the details of these substances, such as type, source, etc. Using perception can only reveal the general nature of a substance, unless your GM says otherwise)	15
Identify the effects of a potion, elixir, or other ingestible the magical magical substance	15 + caster level of substance
Detect minor vibrations or movement through the ground or wall	20