

	Appraise Modifier	DC	Min Result	Avg Result	Max Result		Notes						
		6											
0+		6	5	7	16	26	Success.	With 6 ranks, CL1 magic items are 50% likely to be identified.					
100+		6	10	7	16	26	Success.	At 1st level, a spellcaster will have 4 ranks at most.					
500+		6	15	7	16	26	Success.						
1000+		6	20	7	16	26	Failed by 4!						
5000+		6	25	7	16	26	Failed by 9!						
10000+		6	30	7	16	26	Failed by 14!						
CL 1		6	16	7	16	26	Success.						
CL 3		6	18	7	16	26	Failed by 2!						
CL 5		6	20	7	16	26	Failed by 4!						
CL 7		6	22	7	16	26	Failed by 6!						
CL 9		6	24	7	16	26	Failed by 8!						
CL 11		6	26	7	16	26	Failed by 10!						
CL 13		6	28	7	16	26	Failed by 12!						
CL 15		6	30	7	16	26	Failed by 14!						
CL 17		6	32	7	16	26	Failed by 16!						
CL 19		6	34	7	16	26	Failed by 18!						
CL 21		6	36	7	16	26	Failed by 20!						

	Appraise Value	DC				
	\$0.00	5	From 0 gp to 100 gp the DC is 5			
	\$100.00	10	Up to 500 gp the DC is 10			
	\$500.00	15				
	\$1,000.00	20				
	\$5,000.00	25				
	\$10,000.00	30				
	\$50,000.00	35	Up to 100,000 gp the DC is 35			
	\$100,000.00	40	Above 100,000 gp the DC is 40			

[illegible]