

Obsidians Alternate Core Challenge System

Level	DC (Easy)	DC (Med)	DC (Hard)
1	14	18	23
2	15	19	24
3	15	19	24
4	16	20	25
5	16	20	25
6	17	21	26
7	17	21	26
8	19	23	28
9	19	23	28
10	20	24	29
11	20	24	30
12	20	25	31
13	20	25	31
14	22	27	33
15	22	27	33
16	23	28	34
17	23	28	34
18	24	29	35
19	24	29	35
20	25	30	36
21	25	31	38
22	26	32	39
23	26	32	39
24	27	33	40
25	27	33	40
26	28	34	41
27	28	34	41
28	30	36	43
29	30	36	43
30	31	37	44

Allowed Skills: DM selects 3-4 skills as allowed. In some cases, or leaves them open-ended.

Non-allowed skills: If a player's argument is good, the DM may allow other skills. He limit it to Guiding Light only. Never penalize a player by allowing it with a hard DC.

Setting up Skills: All allowed skills are given a medium difficult. Easy and Hard difficulties are only designed for special rolls during the challenge.

Complexity	Successes	Failures
1	3	3
2	5	4
3	7	5
4*	9	6
5*	11	7

Guiding Light (Easy): Each round one player may be the guiding light. They make a check with an allowed skill. They do not accrue failures, but success a chosen benefit.
 1) Provide a character a +2 power bonus to next check.
 2) Allow themselves to re-roll a check later in the challenge

Heroic Surge: Before making a check, spend a healing surge to get a +2. During the Time of Trials, get a +3 instead. Limit once per challenge per player.

The Time of Trials: A skill challenge enters the Time of Trials when one more failed check will result in failure; the party receives the following benefits:

- 1) Heroic surge provides +3 instead of +2
- 2) Characters can attempt a bold recovery

Bold Recovery (Hard, Immediate Action): When a player fails a check during the Time of Trails, another player may attempt a bold recovery. They roll an allowed skill at hard DC. They may elect to take a -5 penalty to this roll. On a fail, the skill challenge ends in failure. On a success, add +4 to the failed player's roll. If they took a -5 penalty, add a +6. If this turns the failed roll into a success, the failure is negated and the skill challenge continues to the next player. Each player can use Bold Recovery once per challenge, but not on their own rolls.

Bold: Heroic surges give a check with a bold skill an extra +1, or +2 during a bold recovery (total +5).

Helpful: If the Guiding Light uses a helpful skill, he provides a +3 power bonus to another's skill check (instead of +2).

Secondary: Secondary skills are non-allowed skills. They are linked to an allowed *Primary Skill*. When a player rolls high enough with the primary skill to beat hard DC, the secondary skill becomes allowed.