

## Opposed Skill Challenges

By Frostmarrow

In an opposed skill challenge the players and the DM must first decide on the goal of the challenge. This can be something the players come up with or something the DM invents for the players to overcome. At this point the DM should note the number of characters participating and the current tier of play. A challenge is divided into rounds. First the players in turn get to act and then the DM opposes the character's efforts. The DM should note the timeframe of the challenge. Sometimes a round is just a round but it can be a minute, an hour, or even a year. The DM will test the group a number of times according to this table:

### # Players and # tests per round

- 2 players: 1 test
- 3 players: 1 and reroll failed test.
- 4 players: 2 tests
- 5 players: 2 and reroll failed tests once.
- 6 players: 2 and reroll failed tests twice.
- 7 players: 3 and reroll failed tests once.
- 8 players: 3 and reroll failed tests twice.

In order to win the challenge the players will have to score 1 success per character before the DM scores 1 failure per character divided by two. If it is an odd number round down and award an action point to the player who first scores a success. This evens the odds.

In the narrative the acting player should come up with an action to advance the group toward the goal. The DM will

give the player a suitable skill to check or the DM can turn down the suggested action if it's too far-fetched. After the player rolls his skill check the rest of the players can build on the narrative of what just took place. If the roll was high enough the character has scored 1 success. Once all players have had a chance to act and score successes it's the DM's turn. The DM will describe hazards and negative circumstances that may thwart the group. The DM will roll dice against, or "test", a character's passive skills. The DM can select one character based on the narrative or he can randomly pick a character to test.

The DC of skill checks and the modifier for the DM's tests is based on the current tier of play.

Heroic	DC 20	Modifier +10
Paragon	DC 25	Modifier +15
Epic	DC 30	Modifier +25

If the DM has any rerolls (based on the number of players) he should always use them when failing to beat a character's passive skill. The DM can opt to pick another character for the reroll test. Instead of rerolls a DM, if it's preferred, can chose to add +5 to tests that would otherwise be rerolled.

If the players score the number of successes required before the goal has been reached in the narrative the narrative simply continues with no more rolls being made until it concludes.