

Obsidian Skill Challenge System v1.2 summary sheet

Lvl	DC	Three rounds				Two rounds			
		Players	Failure	Partial	Victory	Players	Failure	Partial	Victory
1	18	2	0-2	3	4+	2	0	1	2+
2	19	3	0-3	4-5	6+	3	0-2	3	4+
3	19	4	0-4	5-6	7+	4	0-3	4	5+
4	20	5	0-5	6-7	8+	5	0-4	5	6+
5	20	6	0-7	8-9	10+	6	0-6	7	8+
6	21	7	0-9	10-11	12+	7	0-8	9	10+
7	21								
8	23								
9	23								
10	24								
11	24								
12	25								
13	25								
14	26								
15	26								
16	27								
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18	28								
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21	30								
22	31								
23	31								
24	32								
25	32								
26	33								
27	33								
28	34								
29	34								
30	35								

Note: Subtract 2 from the DC for two-round challenges

Mental challenge skills

- Arcana (Int)
- Dungeoneering (Wis)
- Heal (Wis) (When dealing with medical and anatomical insights)
- History (Int)
- Insight (Wis)
- Nature (Wis)
- Perception (Wis)
- Religion (Int)
- Social (Cha)*
- Streetwise (Cha) (For navigating urban terrain or gathering information)

Physical challenge skills

- Acrobatics (Dex)
- Athletics (Str)
- Endurance (Con)
- Heal (Wis)
- Stealth (Dex)
- Thievery (Dex)
- Social (Cha)*
- Knowledge (Int or Wis)*

Social challenge skills

- Diplomacy (Cha)
- Insight (Wis)
- Intimidate (Cha)
- Streetwise (Cha)
- Knowledge (Int or Wis)*

*With appropriate justification. Only allow one use per player per challenge.