

Complexity Table

Choose a complexity from 1-5 for your challenge. Players must score a number of successes before getting a number of failures, as listed on the table.

Complexity	Success	Failure
1	3	3
2	5	4
3	7	5
4*	9	6
5*	11	7

*For parties with one exceptional skill user.

Rounds

Challenges proceed in *rounds*. The DM must decide on the duration of a round, or on the start-end conditions of a round. For using and regaining powers, the skill challenge counts as one *encounter*; it may overlap other encounters.

Usable Skills

Choose 2-5 skills to be used. Give those skills types. Give at least one skill a type off list A.

List A

- ❖ **Counts:** A success counts toward succeeding the challenge, a failure counts toward failing the challenge.
- ❖ **Required S:** S-successes are required with this skill per round of the challenge. Participants in the challenge lose one healing surge per success that is not achieved. Such surges are not recovered until the challenge is completed. Required skills always count.

List B

- ❖ **One-shot:** One player can use this skill, once, over the challenge.
- ❖ **Cost/use:** Each use of this skill costs some resource, succeed or fail.
- ❖ **Cost/fail:** Each failure with this skill costs some resource.
- ❖ **Modifier <skill>:** Each success with this skill gives +2 to the next use of <skill>; each failure with this skill gives -2 to the next use of <skill>.
- ❖ **Hidden <skill>:** That this skill may be used in the challenge is not revealed to players at the outset. The first success with <skill> reveals it.
- ❖ **Auto-fails:** Any use of this skill automatically counts toward failing the challenge, and cannot count as a success.
- ❖ **Effect/S:** An effect triggers after S-successes with this skill.
- ❖ **Effect/F:** An effect triggers after F-fails with this skill.

Difficulty Class and Complexity

After giving the skills types, give each a difficulty class of **Easy**, **Medium**, or **Hard**.

Level	Easy	Med	Hard
1-3	14	17	21
4-6	15	18	23
7-9	17	20	26
10-12	19	22	28
13-15	22	24	30
16-18	23	26	33
19-21	25	28	34
22-24	27	30	37
25-27	29	32	39
28-30	31	34	42

Feats

Skill Mastery

Choose a skill in which you have training. You have a +2 feat bonus to checks with that skill. Choose one skill challenge power (at-will, encounter, or daily).

Powers

Adroit

Encounter. Immediate Reaction.

You roll a critical success for a skill challenge check on a skill you have trained.

Gain a success.

Aid Another

Encounter. Immediate Interrupt.

A player fails a skill challenge check on a skill you have trained.

Make a hard check using the same skill. If you succeed, the failure has no consequence: it does not count, nor triggers any negative modifier or effect, nor accrues toward required successes.

Helpful Assistant

At will. It's your turn to make a skill challenge check on a skill you have untrained.

Make a check against a DC of 10. If you succeed, choose a player. That player has +1 on their next check for this skill challenge.

Outside the Box

Encounter. It's your turn to make a skill challenge check.

Choose a skill that is not listed as usable for the challenge. The skill you choose counts, but is one-shot. Your check on that skill is against a Hard DC for the challenge