



Group Challenges

A group challenge is intended to allow a group of characters with diverse skills a chance to work together to overcome a challenging situation.

To create a Group challenge, first determine the success threshold (ST) by setting a number and determining a number of attempts the group may make.

Group Challenge TS	
5	Trivial
15	Simple
25	Complex
35	Challenging
45	Intense

Then determine each participating character's skill for contribution, and assign a DC for each skill normally. Each character should describe how they are assisting the effort with their skill, and the DM should consider rewarding creativity with skill use.

Each character makes their skill check normally, but for each successful skill check, note the amount in excess of the DC it succeeded by. Subtract that amount from the TS of the challenge. When the Challenge TS is reduced to 0, the group challenge is a success. Alternatively, for each failure, note how many points the check failed by, and add this many points to the challenge's TS.

If the TS of a group challenge is ever raised 10 or more points above the original TS, increase the DC of all related skill checks by 5, as unforeseen complications have arisen. The group continues to make checks until the TS reaches 20 higher than the original TS, or the predetermined number of attempts have been made.

As an example of a Group Challenge, the party might need to investigate a murder. Skill usage might include: Medicine checks to determine details of death, Investigation and perception checks to find clues, persuasion or intimidation checks to collect witness testimony, knowledge history or culture checks to glean information about the murder's context, athletics checks to dive to the bottom of the harbor and retrieve a murder weapon.