

Stalker0 Skill Challenges – VERSION 1.8 – “It’s Time to be Bold!”

Complexity 4 and 5 challenges are especially difficult, generally for parties with stronger than average skills.

Table 1. Skill DC Table

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

Table 2: Complexity Table

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

*These complexities tend to be very challenging to normal parties (only 51-56% win rate). A DM may consider subtracting 1 from the DC when using these challenges.

Setting up a Skill Challenge:

Allowed Skills: When creating a skill challenge, the DM selects 3-4 skills as the standard skills for the encounter. In some cases, the DM will leave allowed skills open-ended, allowing the player to describe why certain skills should be allowed skills.

Non-allowed skills: In some cases, a player will want to use a skill that is not allowed for the skill challenge. If the player’s argument is convincing enough, the DM may place the skill on the allowed list. However, if the DM wishes to allow the skill in a limited fashion, he can allow it with Guiding Light only. Never penalize a player by allowing it with a hard DC, as this not only penalizes the player, but every player in the challenge!

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

You may designate a skill as *bold*. If you use a heroic surge with the skill, you gain an additional +1. You also gain a +2 to your roll if you use it with a Bold Recovery.

You may designate a skill as *helpful*. It is especially useful when other party members, if you use the skill while you are a Guiding Light, you provide a +3 to a skill (instead of +2).

Playing in a Skill Challenge:

Guiding Light (Easy): Each round the party can choose one character to be a Guiding Light, which is generally the character with the lowest skill bonus for the challenge. Instead of the character's normal turn, he rolls an allowed skill check that does not count as a success or failure. If he beats an easy DC, he can do the following:

1. Provide another character a +2 power bonus to his next skill check.
2. Reroll one of his own skill checks later in the challenge, though he must take the new result. He can accumulate multiple rerolls should he be a Guiding Light multiple times.

Heroic Surge: Before making a skill check, you may spend a healing surge to get a +2 to your skill check. If the skill challenge has entered the Time of Trials (see below), heroic surge provides a +3. Each character can use heroic surge once per skill challenge.

The Time of Trials: A skill challenge enters the time of trials when the party accumulates their second to last failure. In other words, one more failure will end the skill challenge for the party. During the time of trials, the party receives the following benefits:

1. When using heroic surge, the character receives a +3 to skill checks (instead of the normal +2)
2. All characters can now use the Bold Recovery skill check (see below).

Bold Recovery (Hard): During the time of trials, a player can use a bold recovery as an immediate reaction whenever another player rolls a failure. The player rolls an allowed skill at a hard DC. If he fails, the skill challenge ends in a failure.

On a success, he adds +4 to the failed players roll, or a +6 if he takes a -5 to his skill check. If the +4 (+6) 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 skill challenge, but never on their own rolls.