

Live & Electronic Surveillance

Skill Challenge Planning Worksheet

Number of PCs participating: 5

Skill	Difficulty (6 or 8; blank = 12)
Athletics (M): Acrobatic, Fleet-footed, Aquatic, Atlas, Climber	8
Empathy (I): Skeptic, Cold Reader, Combat Intuition	8
Relate (P): Poker Face, Fast Talk, Assuage, Performance	
Command (P): Intimidation	
Firearms (A): Military Training, Civilian Training, Quick Draw, Specialization	
Medicine (W): Disease, Surgeon, Antitoxin, Trauma Expert	
Close Combat (M): Specialization, Grappler, Take-down, Riposte	
Nature (I): Camouflage, Herbalism, Animal Magnetism,	8
Occult (I): Ritual Casting, Afflictions, Cryptozoology	
Stealth (A): Chameleon, Surveillance, Shadow	6
Streetwise (I): Etiquette, Blend, Recognize	8
Electronics (W): Electrician, Software, Security Systems	6
Mechanics (W): Mechanic, Jury-Rig	8

wall scaling
guess motive
interpret

placing bugs

eavesdrop/
placing bugs

eavesdrop
lots of stuff

mechanics

Complexity: 10

★ Have the players formulate a (complex) question that they're going to use surveillance to answer.

Additional factors...

- Go in turns? (in a turn everyone in the scene participates once; without going in turns the same characters can contribute multiple times and other characters can sit back and wait)
 - Cost per turn? (time, money, diminished success, nothing) 5 minutes
 - Cost per roll? (if not using turns)
- Effect of a blunder (fail by 5+)?
- What happens if they win?
- What is the fail condition?
 - 3 Strikes (3 failed rolls; don't use with Complexity 10 or higher) – alternately, fewer or more
 - 3 Rounds (the players don't reduce the complexity to 0 by the end of the 3rd time increment; don't use with a complexity of 3 times the number of PCs or higher) – alternately fewer or more
 - First Blunder (the first time a PC blunders, failing by 5+), or Second Blunder, or Third Blunder
 - Just the accumulated cost
- What does the fail condition signify in the story?
- Can they keep going after the fail condition, and what happens then? (typically now you would apply a cost per roll or turn; or continue to apply the existing cost; or even increase the existing cost)

Answer to their question

Do not get the answer to their question

B&E in a hotel

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security sys
lockpick
etc.

Complexity: 8

Additional factors...

- 1) Go in turns? (in a turn everyone in the scene participates once; without going in turns the same characters can contribute multiple times and other characters can sit back and wait)
 - a) Cost per turn? (time, money, diminished success, nothing)
 - b) Cost per roll? (if not using turns)

- 2) Effect of a blunder (fail by 5+)?

- 3) What happens if they win?

- 4) What is the fail condition?

- a) 3 Strikes (3 failed rolls; don't use with Complexity 10 or higher) – alternately, fewer or more
- b) 3 Rounds (the players don't reduce the complexity to 0 by the end of the 3rd time increment; don't use with a complexity of 3 times the number of PCs or higher) – alternately fewer or more
- c) First Blunder (the first time a PC blunders, failing by 5+), or Second Blunder, or Third Blunder
- d) Just the accumulated cost

- 5) What does the fail condition signify in the story?

- 6) Can they keep going after the fail condition, and what happens then? (typically now you would apply a cost per roll or turn; or continue to apply the existing cost; or even increase the existing cost)

They break in & get out successfully

Their B&E was not subtle - their victim will know and know it was them.

yes
one more failure = combat (w/ cops, goons, etc.)
(or blunder) begins immediately.

Social Tracraft "Sussing Out"

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Conversations
Empathy
- bluster
authority

detect
supernat
eavesdro
eavesdrop
etiquette

Complexity: ∞ (3)
3 per turn

Special have the
players generate up to
10 yes/no questions. The
can add more as they
go, up to

Additional factors...

- Go in turns? (in a turn everyone in the scene participates once; without going in turns the same characters can contribute multiple times and other characters can sit back and wait)

- Cost per turn? (time, money, diminished success, nothing) list the players' questions. each turn mark off a question. If they hit 3 success answer it
- Cost per roll? (if not using turns)

- Effect of a blunder (fail by 5+)?

- What happens if they win?

- What is the fail condition?

- 3 Strikes (3 failed rolls; don't use with Complexity 10 or higher) – alternately, fewer or more
- 3 Rounds (the players don't reduce the complexity to 0 by the end of the 3rd time increment; don't use with a complexity of 3 times the number of PCs or higher) – alternately fewer or more
- First Blunder (the first time a PC blunders, failing by 5+), or Second Blunder, or Third Blunder
- Just the accumulated cost

- What does the fail condition signify in the story?

They cannot "retry" questions.
Though they can try to get info other ways, later.

- Can they keep going after the fail condition, and what happens then? (typically now you would apply a cost per roll or turn; or continue to apply the existing cost; or even increase the existing cost)

Blunder - The target/NPC becomes suspicious. -1 penalty to rolls vs him in this & future skill challenges for all PCs.