

Skill Challenge Planning Worksheet

Scene Title: Social Tradecraft - "Sussing out"

Skill	Difficulty (6 or 8; blank = 12)	Challenge Tasks
Athletics (M): Acrobatic, Fleet-footed, Aquatic, Atlas, Climber		
Empathy (I): Skeptic, Cold Reader, Combat Intuition	6	etiquette, conversation
Relate (P): Poker Face, Fast Talk, Assuage, Performance	6	empathy, sense motive
Command (P): Intimidation	8	bluster, brag, authority
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,		
Occult (I): Ritual Casting, Afflictions, Cryptozoology	8	detect supernatural
Stealth (A): Chameleon, Surveillance, Shadow	8	eavesdrop
Streetwise (I): Etiquette, Blend, Recognize	8	street etiquette, notice combat skills
Electronics (W): Electrician, Software, Security Systems		
Mechanics (W): Mechanic, Jury-Rig		

Complexity Tracking : 3 successes/turn

- Players list 10 questions (or less) they want answered
- y/n questions
- Each round they make checks & talk. If 3 pass, they get the answer, if not, cross it off.

Failed Rolls:

Participants

5

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)

- i. Cost per turn? (time, \$, diminished success, nothing)
- ii. Cost per roll? (if not using turns)
- iii. Cost per failed roll?
- iv. Effect of a blunder (fail by 5+)?

- 2) What happens if they win?

- 3) What is the fail condition?

- a) Just the accumulated cost
- b) 3 Strikes (3 failed rolls; don't use with Complexity 10 or higher) – alternately, fewer or more
- c) 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
- d) First Blunder (the first time a PC blunders, failing by 5+), or Second Blunder

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

this question – no answer.

- 5) 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)

Follow-up questions can be added at the bottom of the list
repeat questions aren't allowed.

Skill Challenge Planning Worksheet

Scene Title: Live & Electronic Surveillance

Skill	Difficulty (6 or 8; blank = 12)	Challenge Tasks
Athletics (M): Acrobatic, Fleet-footed, Aquatic, Atlas, Climber	8	well scaling, etc.
Empathy (I): Skeptic, Cold Reader, Combat Intuition	8	interpreting intel, sense motives
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	hiding bugs
Occult (I): Ritual Casting, Afflictions, Cryptozoology		
Stealth (A): Chameleon, Surveillance, Shadow	6	eavesdrop, place bugs, shadow, etc.
Streetwise (I): Etiquette, Blend, Recognize	8	blend in, recognize connections
Electronics (W): Electrician, Software, Security Systems	6	electronic surveillance
Mechanics (W): Mechanic, Jury-Rig	8	Mac Guyver stuff

Complexity Tracking : 30 (6/pc)

Participants

5

Failed Rolls:

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)

5 min/roll

- Cost per turn? (time, \$, diminished success, nothing)
- Cost per roll? (if not using turns)
- Cost per failed roll?
- Effect of a blunder (fail by 5+)?

3 rounds go by, if they don't earn [it] skill/power they can't get this question answered.

- What happens if they win?

- What is the fail condition?

a) Just the accumulated cost

b) 3 Strikes (3 failed rolls; don't use with Complexity 10 or higher) – alternately, fewer or more

c) 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

d) First Blunder (the first time a PC blunders, failing by 5+), or Second Blunder

- What does the fail condition signify in the story?

No answer to their question (ever, at least not from surveillance during this adventure)

- 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)

Skill Challenge Planning Worksheet

Scene Title: Hotel B&E

Skill	Difficulty (6 or 8; blank = 12)	Challenge Tasks
Athletics (M): Acrobatic, Fleet-footed, Aquatic, Atlas, Climber	8	climb, run, jump
Empathy (I): Skeptic, Cold Reader, Combat Intuition		
Relate (P): Poker Face, Fast Talk, Assuage, Performance	8	fast talk staff, guards
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,		
Occult (I): Ritual Casting, Afflictions, Cryptozoology		
Stealth (A): Chameleon, Surveillance, Shadow	6	sneaking around, not getting caught
Streetwise (I): Etiquette, Blend, Recognize	6	blend in, act natural, spot security
Electronics (W): Electrician, Software, Security Systems	8	security systems
Mechanics (W): Mechanic, Jury-Rig	8	lock-picking, window-jimmying, etc.

Complexity Tracking : 25 (5/PC)

Participants

5

Failed Rolls:

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, \$, diminished success, nothing)
- Cost per roll? (if not using turns)
- Cost per failed roll?
- Effect of a blunder (fail by 5+)?

fail we @ 3 failed rolls.

- What happens if they win?

- What is the fail condition?

a) Just the accumulated cost

b) 3 Strikes (3 failed rolls; don't use with Complexity 10 or higher) – alternately, fewer or more

c) 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

d) First Blunder (the first time a PC blunders, failing by 5+), or Second Blunder

- What does the fail condition signify in the story?

They get in & out, but they leave evidence that the NPCs will follow back to them

- 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)

yes they can either abort & flee or keep going
but one more failed roll starts combat w/ security, police, or bodyguards (or the NPC)