Challenge Chart Rough Draft

Here are two charts: The first contains “safe” challenge levels that the party can complete within the allotted time for about a 98% success rate. This assumes players succeed about 70% of the time and contribute about 10 Impact when they do. The second chart contains “special” challenge limits. These are the rounds that the players are expected to succeed. You can use this information to know when the scene might end ahead of schedule, but also as a good time to add a little suspense before the characters succeed.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Safe Challenge Levels | |  |  |  |  |
|  | Length of Scene | |  |  |  |
| # of Players | 1 | 2 | 3 | 4 | 5 |
| 3 | 7 | 17 | 32 | 49 | 66 |
| 4 | 8 | 27 | 49 | 71 | 95 |
| 5 | 11 | 38 | 66 | 95 | 124 |
| 6 | 17 | 49 | 83 | 118 | 154 |
|  |  |  |  |  |  |
| Special Challenge Limits | |  |  |  |  |
|  | Length of Scene | |  |  |  |
| # of Players | 1 | 2 | 3 | 4 | 5 |
| 3 | 1 | 1 | 2 | 3 | 4 |
| 4 | 1 | 1 | 2 | 3 | 4 |
| 5 | 1 | 2 | 2 | 3 | 4 |
| 6 | 1 | 2 | 2 | 3 | 4 |

Reasons for rolling:

1. **Because nothing worth having is free**

2. **To overcome obstacles or circumstances during a dramatic conflict**

3. **To impartially resolve potential conflicts**

4. **To attempt temporarily take control of the story**