Skill Challenge Planning Worksheet

Scene Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Skill** | **Difficulty (6 or 8; blank = 12)** | **Challenge Tasks** |
| **Athletics** (M): Acrobatic, Fleet-footed, Aquatic, Atlas, Climber |  |  |
| **Empathy** (I): Skeptic, Cold Reader, Combat Intuition |  |  |
| **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, |  |  |
| **Occult** (I): Ritual Casting, Afflictions, Cryptozoology |  |  |
| **Stealth** (A): Chameleon, Surveillance, Shadow |  |  |
| **Streetwise** (I): Etiquette, Blend, Recognize |  |  |
| **Electronics** (W): Electrician, Software, Security Systems |  |  |
| **Mechanics** (W): Mechanic, Jury-Rig |  |  |

Complexity Tracking : \_\_\_\_\_\_\_\_

Failed Rolls:\_\_\_\_\_\_

# Participants

*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)

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+)?

1. What happens if they win?
2. What is the fail condition?
   1. Just the accumulated cost
   2. 3 Strikes (3 failed rolls; don’t use with Complexity 10 or higher) – alternately, fewer or more
   3. 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
   4. First Blunder (the first time a PC blunders, failing by 5+), or Second Blunder
3. What does the fail condition signify in the story?
4. 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)