

## SKILL CHALLENGE:

**CL:** \_\_\_\_\_ (See Table 2-1 on p. 43 of *Galaxy of Intrigue* for Skill Challenge DCs by CL)

**Complexity:** \_\_\_\_\_ (No. of successes before 3 failures: 5 per party / 8 per party / 11 per party / \_\_\_\_\_ per hero)

**Suggested Skills:** The following are suggested skills for this skill challenge:

- Acrobatics* [DC \_\_\_\_\_ / Opposed]:
- Climb* [DC \_\_\_\_\_ / Opposed]:
- Deception* [DC \_\_\_\_\_ / Opposed]:
- Endurance* [DC \_\_\_\_\_ / Opposed]:
- Gather Info.* [DC \_\_\_\_\_ / Opposed]:
- Initiative* [DC \_\_\_\_\_ / Opposed]:
- Jump* [DC \_\_\_\_\_ / Opposed]:
- Knowl: Bureau.* [DC \_\_\_\_\_ / Opposed]:
- Knowl: Gal. Lore* [DC \_\_\_\_\_ / Opposed]:
- Knowl: Life Sci.* [DC \_\_\_\_\_ / Opposed]:
- Knowl: Phys. Sci.* [DC \_\_\_\_\_ / Opposed]:
- Knowl: Soc. Sci.* [DC \_\_\_\_\_ / Opposed]:
- Knowl: Tactics* [DC \_\_\_\_\_ / Opposed]:
- Knowl: Tech.* [DC \_\_\_\_\_ / Opposed]:
- Mechanics* [DC \_\_\_\_\_ / Opposed]:
- Perception* [DC \_\_\_\_\_ / Opposed]:
- Persuasion* [DC \_\_\_\_\_ / Opposed]:
- Pilot* [DC \_\_\_\_\_ / Opposed]:
- Ride* [DC \_\_\_\_\_ / Opposed]:
- Stealth* [DC \_\_\_\_\_ / Opposed]:
- Survival* [DC \_\_\_\_\_ / Opposed]:
- Swim* [DC \_\_\_\_\_ / Opposed]:
- Treat Injury* [DC \_\_\_\_\_ / Opposed]:
- Use Computer* [DC \_\_\_\_\_ / Opposed]:
- Use the Force* [DC \_\_\_\_\_ / Opposed]:

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**Challenge Effects:** (Choose approximately 1 to 3)

- Antagonist:* failed skill checks do not accrue failures; only antagonist's successes accrue failures for heroes
- Catastrophic Failure:* failing a skill check by 10 or more accrues two failures
- Changing Objectives:* as heroes accrue successes & failures, the objectives & relevant skills/actions change
- Close Call:* only a failure by 5 or more accrues a failure
- Containment:* accrue a failure only if none of the heroes earns a success in a specific time increment
- Degenerating:* DCs increase/decrease 1 step ( $\approx 5$  pts) per failure/success; ends when no DCs are below \_\_\_\_\_
- Degrees of Failure:* at end of challenge, heroes must deal with consequences for each failure accrued
- Degrees of Success:* each time heroes accrue a certain number of successes, they earn some benefit
- Extreme Success:* succeeding by 10 or higher earns two successes
- Individual Effort:* each hero must earn a # of successes equal to Complexity before party accrues 3 failures
- Initiative:* heroes act in Initiative order (useful for challenges during combat or that last a short am't of time)
- Opposed DC:* certain skill challenge DCs are set by skill checks or scores of opponent, not by Table 2-1
- Recovery:* a success by 5 or more may be used to remove one failure instead of earning a success
- Restricted Skills:* forbid / limit certain skills:
- Second Effort:* hero can make a sacrifice (loss of CT step, hps, FP, etc.) to turn a failed check into a success
- Timed Challenge:* failed checks do not accrue failures; earn required # of successes before time runs out
- Other:*

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**Success** \_\_\_\_\_:

**Failure** :