

Concept

A skill challenge is a ruleset to formalise a party's objectives outside of combat. This might involve interrogation, tracking, getting into a locked dungeon, making sense of clues gathered or other things you wish to accomplish outside of combat.

It works as following:

- The DM explains the current predicament, either forced upon the players by one of their actions or happenstance, or chosen to be engaged with by the players
- The players take turns picking one of their skills or abilities and explain in the narrative what they do and how this helps
- They roll with the relevant skill against a DC. This DC is dependant on the challenge and on how well the skill fits it. There usually is a predetermined list of skills that are easier
- The party needs 2xPC wins before 1xPC fails
- Criticals count for two
- Repeat successful skills are more difficult
- Repeat failed skills are easier

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