

# 5e Skills Challenge Cheat Sheet

## Complexity

	Successes	Failures
<b>1</b>	4	3
<b>2</b>	6	3
<b>3</b>	8	3
<b>4</b>	10	3

Note: complexity differs from difficulty

## Skill Difficulty Class

Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

## 5e Skills

### Strength

Athletics

### Dexterity

Acrobatics

Sleight of Hands

Stealth

### Intelligence

Arcana

History

Investigation

Nature

Religion

### Wisdom

Animal Handling

Insight

Medicine

Perception

Survival

### Charisma

Deception

Intimidation

Performance

Persuasion

## A Skill Challenge Should:

- Involve each player
- Use several skills
- Allow successes from non-skills
- Reward creativity
- Measure how *well* the pc's succeed, not *if* they succeed.

## Possible Consequences for Failure:

- Increase the CR of the next encounter
- Wandering monster
- Loss of a resource
- Apply a condition
- Inflict a curse or disease
- Expenditure of money or time
- Decrease an NPC's attitude
- Disallow additional uses of that skill
- Cause damage
- Impose disadvantage on the next roll

## XP by Complexity and Party Level

	1	2	3	4
<b>1</b>	25	50	75	100
<b>2</b>	50	100	150	200
<b>3</b>	75	150	225	400
<b>4</b>	125	250	375	500
<b>5</b>	250	500	750	1,100
<b>6</b>	300	600	900	1,400
<b>7</b>	350	750	1,100	1,700
<b>8</b>	450	900	1,400	2,100
<b>9</b>	550	1,100	1,700	2,400
<b>10</b>	600	1,200	1,900	2,800
<b>11</b>	800	1,600	2,400	3,600
<b>12</b>	1,000	2,000	3,000	4,500
<b>13</b>	1,100	2,200	3,400	5,100
<b>14</b>	1,250	2,500	3,800	5,700
<b>15</b>	1,400	2,800	4,300	6,400
<b>16</b>	1,600	3,200	4,800	7,200
<b>17</b>	2,000	3,900	5,900	8,800
<b>18</b>	2,100	4,200	6,300	9,500
<b>19</b>	2,400	4,900	7,300	10,900
<b>20</b>	2,800	5,700	8,500	12,700