

EXTENDED CHALLENGE TEMPLATE

<div style="display: flex; align-items: center;"> <h2 style="margin: 0;">GOAL {</h2> </div> <div style="margin-top: 10px;"> <input type="checkbox"/> Must succeed by the end of round ____ <input type="checkbox"/> Outcome changes depending on rounds elapsed </div> <hr style="border: 0.5px solid black;"/> <p>What are the adventurers trying to accomplish?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	<h2 style="text-align: center; margin: 0;">ADVANTAGE DICE</h2> <p style="font-size: 0.8em; margin-top: 10px;">Keep track of advantage dice earned from assist checks here. There is no limit to the number of advantage dice the party may possess at any given time. Unused advantage dice are lost when the extended challenge is completed.</p>
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<h2 style="margin: 0;">STEP</h2> <div style="border: 2px solid white; border-radius: 50%; width: 60px; height: 60px; margin: 10px auto;"></div>	<h2 style="margin: 0;">TASK {</h2> <p>.....</p> <p>.....</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <td style="width: 60%; text-align: center; font-size: 0.8em;">STEP ACTIONS</td> <td style="width: 40%; text-align: center; font-size: 0.8em;">SUCCESSSES REQUIRED</td> </tr> <tr> <td style="text-align: center; font-size: 0.8em;">ATTRIBUTE / CR</td> <td style="height: 30px;"></td> </tr> </table>	STEP ACTIONS	SUCCESSSES REQUIRED	ATTRIBUTE / CR		<h3 style="margin: 0;">SUCCESSSES</h3> <h3 style="margin: 0;">FAILURES</h3>	<h3 style="margin: 0;">ROUNDS ELAPSED</h3> <div style="border: 1px solid white; width: 40px; height: 40px; margin: 0 auto;"></div>
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<h1 style="margin: 0;">≡ COMPLETE! ≡</h1>	<h3 style="margin: 0;">TOTAL ROUNDS ELAPSED</h3> <div style="border: 1px solid white; width: 40px; height: 40px; margin: 0 auto;"></div>
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Extended Challenge Summary

- Every round, each party member takes a turn to make a check. Adventurers do not have to take their turns in any specific order.
- Progress checks use a predetermined attribute and count towards the number of successes required.
- Assist checks use a primary attribute of the player's choosing. They do not count towards the number of successes required, but instead earn the party an advantage die.

Easy	5	Very Hard	20
Average	10	Extremely Hard	25
Hard	15	Nearly Impossible	30

Simple Task	1 - 2
Average Task	3 - 4
Complex Task	5+