

## DIFFICULTY CHARTS

The Target number is determined most commonly by something called a Difficulty Chart, or DC. Nearly every activity in the normal course of play is going to make use of this chart or one similar to it – combat is a different issue and will be addressed in a bit, but the goal there is to hit an Armor Class rating which is a rating of difficulty as well.

The difficulty is determined by the DM for any given action. So, for example, to see if you are able to convince that Merchant to give you a piece of fruit, the DM might say that for that specific merchant in that specific moment the difficulty is very hard, while wanting to pay only half price might be merely hard. You would roll your **d20** and then add your modifiers, bonuses, and penalties, and hope that the total of the roll is higher than needed.

### STANDARD DIFFICULTY CHART

The Standard Difficulty Chart is a simple expansion. Much of Wyrld is like this, an expansion of the normal rules, a deeper dive, with layers of what is sometimes called “crunch”.

The basis for much of this is that Wyrld is a *harder* place. The world of mortals is small and simple. The world of greater things is large and difficult, and adventurers seek to cross that boundary.

The DM decides on the difficulty, usually through using the phrase as a guideline, and then sets that as the DC. These are shown on the table below.

DEGREE OF DIFFICULTY	DC	DEGREE OF DIFFICULTY	DC	DEGREE OF DIFFICULTY	DC
Trivial	2 - 7	Difficult	15	Exacting	23
Simple	8	Very Difficult	16	Very Exacting	24
Everyday	9	Precise	17	Intense	25
Baseline	10	Challenging	18	Very Intense	26
Common	11	Intricate	19	Very Improbable	27
Uncommon	12	Hard	20	Inconceivable	28
Tricky	13	Very Hard	21	Improbable	29
Very Tricky	14	Expert	22	Miraculous	30

### VARIABLE DIFFICULTY CHART

The Variable Difficulty Chart adds an additional layer of complexity, because some tasks are easier to do than other ones, even within a particular specific task. An example is lockpicking. A Common DC Lock crafted by a Novice is going to be easier to pick than one crafted by a Grand Master as a result of experience and personal quirks. Wyrld introduces 7 Variables: Inadequate, Adequate, Competent, Remarkable, Exceptional, Incredible, Amazing. This gives variability within a generalized degree of difficulty, and enables a DM to be somewhat more precise. This is useful for objects and puzzles, enabling solving of complex things by roll of dice, or for crafting and complex clockworks or mechanical locks.

The Variable Difficulty lists the Standard Difficulty in the first column, then expands that difficulty by the row of how variable something is *within* that general difficulty. A lock made by a Master Locksmith, with a remarkably challenging mechanism, would be a DC 24. One made by a Novice Locksmith, with a similar mechanism, would be a DC 8.

Difficulty	Inadequate	Adequate	Competent	Remarkable	Exceptional	Incredible	Amazing
Very Easy	3	4	5	6	7	8	9
Easy	4	5	6	7	8	9	10
Trivial	5	6	7	8	9	10	11
Simple	6	7	8	9	10	11	12
Everyday	7	8	9	10	11	12	13
Baseline	8	9	10	11	12	13	14
Common	9	10	11	12	13	14	15

Uncommon	10	11	12	13	14	15	16
Tricky	11	12	13	14	15	16	17
Very Tricky	12	13	14	15	16	17	18
Difficult	13	14	15	16	17	18	19
Very Difficult	14	15	16	17	18	19	20
Precise	15	16	17	18	19	20	21
Challenging	16	17	18	19	20	21	22
Intricate	17	18	19	20	21	22	23
Hard	18	19	20	21	22	23	24
Very Hard	19	20	21	22	23	24	25
Expert	20	21	22	23	24	25	26
Exacting	21	22	23	24	25	26	27
Very Exacting	22	23	24	25	26	27	28
Intense	23	24	25	26	27	28	29
Very Intense	24	25	26	27	28	29	30
Very Improbable	25	26	27	28	29	30	31
Inconcievable	26	27	28	29	30	31	32
Improbable	27	28	29	30	31	32	33
Miraculous	28	29	30	31	32	33	34
Unearthly	29	30	31	32	33	34	35

## DEFAULT DIFFICULTIES

On occasion, it will be necessary to know the default difficulties of something according to their degree of Mastery. For the creations of a PC, the default is always equal to their Level+3. For NPCs, the default difficulties are:

Apprentice	Novice	Yeoman	Adept	Master	Grand Master
1	6	11	16	21	26

## DC PENALTIES

Some actions may have penalties applied to them, such as trying to pick a lock during a battle under a timeline while losing blood from an injury. That penalty is a modifier – all the modifiers are added to the role, negative reducing it and positive increasing it.

Disadvantage and Advantage works the same way – the modifiers are still applied to both rolls.