

Building Infiltration^{v2.0}

What is it?

This mini-game is designed for Solo TTRPGs, when the characters are attempting to infiltrate a hideout, break into a manor, or sneak into a building etc. It makes it easy to randomize the obstacles that are needed to accomplish their task. The party will proceed through a series of stages, each with a certain number of obstacles.

Setup

1. Determine the number of obstacles for each stage that the players must defeat in order to successfully infiltrate the building. Feel free to ignore any stages that may not fit your setting or situation. **Tip:** if unsure, try 2-3 obstacles per stage.
2. Grab some general-purpose tokens. You'll use these to track Victory and/or Attention.

Playing the Game

1. The party progresses together through each stage, going through a number of turns to attempt to defeat the stage's obstacles.
2. Each turn, roll a D20 for the current stage to determine which obstacle must be overcome.
3. One of the players (any) must then attempt one of the listed checks in order to defeat or bypass the obstacle. The difficulty of the test is based on which skill is chosen (listed in parentheses). If no difficulty is listed, treat it as a standard / average difficulty.
4. If the players want, they can instead try a different route/approach, and may choose either the obstacle listed above or below the one they actually rolled. This may be done once per stage for free, after that the players gain an **Attention** token if this option is used.
5. After attempting the skill check, handle the result:
 - If successful, place a **Victory** token next to the stage.
 - If failed, gain an **Attention** token.
 - If a **critical** success, place a Victory token next to the stage and also remove 1 Attention token.
 - If a **critical** failure, gain 2 Attention tokens.
6. If the obstacle was overcome (successful skill check), roll for the next obstacle. Otherwise, players may retry the current obstacle.

Stage Advancement, Victory, Failure

- If a stage ever has the required number of **Victory** tokens on it (the # you decided during Setup), the players proceed to the next stage.
- If the players ever accumulate 3 or more **Attention** markers, they have failed the infiltration and something bad happens (example: the guards are alerted and give chase).

Other Rules

- (Optional) If the same obstacle is ever rolled twice (or more) for a given stage, you may re-roll until you get a new one.
- Victory tokens do not "carry over" between stages. When the players progress to a new stage, that stage has 0 Victory markers.
- Unlike Victory tokens, Attention tokens persist and apply to all stages.

System-specific Skills

If an indicated skill isn't the exact one you have available in the RPG system you're using, adjust accordingly. For example, your game may not have a specific 'Deception' ability but perhaps has a different skill the players could use to don a disguise or deceive the guard. Feel free to swap out or change skills to suit the RPG system you're using.

Calculating DCs

The DC for each skill check is provided in system-neutral terms ("hard" or "easy" etc.). If no specific difficulty is indicated, then it is considered an average / standard difficulty. Calculate the DCs based on whatever system you're using.

For example, in **D&D 5E** a Difficult check would probably be around DC 20, Average around DC 15, and an Easy check would be about 10.

In **Pathfinder 2E**, you could base your DCs on the level of the quest or hideout, or the level of the party, etc. You could then further modify the DCs based on the difficulty (with Hard adding +2, Easy giving -2, Very Hard adding +5, etc.). If playing Pathfinder 2E, all obstacles can be attempted with a suitable Lore skill if it is appropriate for the challenge (for example, a player could use Canine Lore to get by a guard dog). If using a specific and suitable Lore skill, treat the difficulty rating as 'Easy'.

Use your best judgment to determine the specific DCs based on whatever TTRPG system you're playing.

Happy Gaming!

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<https://mattreagandev.com/?page=tabletop>

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Attention Markers



Stage 1: The Grounds

D20	Obstacle	Description	Skill Checks
1	Moat	<i>It's filled with murky water.</i>	Athletics (Easy) • Acrobatics (Hard)
2-3	Patrol Guard	<i>A patrolman is making his rounds.</i>	Stealth • Deception (Hard) • Diplomacy (Very Hard)
4-6	Stone Wall	<i>Moss and ivy grow up the sides.</i>	Athletics • Acrobatics (Hard) • Crafting (Very Hard)
7-8	Locked Gate	<i>An old but sturdy lock keeps this gate shut.</i>	Thievery (Easy) • Crafting (Hard)
9	Trench	<i>There are spiked poles in the bottom.</i>	Acrobatics (Easy) • Crafting (Hard)
10-11	Guard Dog	<i>A guard dog trots nearby, looking for intruders.</i>	Command Animal • Stealth (Hard) • Nature (Very Hard)
12	Groundskeeper	<i>Not out to kill you, but could cause trouble...</i>	Stealth (Easy) • Intimidation • Deception (Hard)
13-14	Briar Hedge	<i>Hedge wall, the branches are covered in thorns.</i>	Survival • Nature • Acrobatics (Hard)
15-16	Trap	<i>Meant to ensnare would-be intruders.</i>	Thievery (Easy) • Perception • Acrobatics (Very Hard)
17	Arcane Rune	<i>It's some type of defensive magical rune.</i>	Arcane (Easy) • Acrobatics (Hard)
18	Iron Portcullis	<i>The massive iron bars are unbreakable.</i>	Thievery • Athletics (Very Hard)
19	Spiked Wall	<i>It will be difficult to scale.</i>	Athletics (Hard) • Acrobatics (Very Hard)
20	Thoroughfare	<i>A well-lit open space. You'll be easy to spot.</i>	Deception • Performance (Hard) • Stealth (Hard)

Stage 2: Building Exterior

D20	Obstacle	Description	Skill Checks
1-2	Cobblestone	<i>The floors are uneven and noisy to walk on.</i>	Acrobatics • Stealth (Hard)
3-6	Locked Door	<i>A sturdy door with an equally sturdy lock.</i>	Thievery • Crafting (Hard)
7-9	Guardpost	<i>He's keeping an eye out.</i>	Stealth • Performance (Hard) • Deception (Very Hard)
10-11	Barred Window	<i>The iron bars swivel shut and are locked tight.</i>	Crafting • Thievery (Hard) • Athletics (Very Hard)
12-13	Lattice	<i>Covered in ivy, it leads to an unlocked window.</i>	Acrobatics (Easy) • Athletics • Stealth (Hard)
14-15	Checkpoint	<i>"May I see your papers, please?"</i>	Performance • Deception (Hard) • Diplomacy (Very Hard)
16-18	Alarm Tripwire	<i>There are several, and they're nearly invisible.</i>	Thievery (Very Easy) • Crafting • Acrobatics (Hard)
19-20	Exterior Wall	<i>It could be climbed or perhaps bypassed.</i>	Stealth • Athletics (Hard) • Acrobatics (Very Hard)

Stage 3: Interior

D20	Obstacle	Description	Skill Checks
1-2	Creaky floors	<i>The floorboards creak with each step.</i>	Acrobatics • Stealth (Hard)
3-6	Locked Door	<i>Maybe the key is hidden someplace nearby?</i>	Society • Thievery (Hard) • Strength (Very Hard)
7-9	Guard	<i>He's keeping an eye out.</i>	Stealth • Performance (Hard) • Deception (Very Hard)
10-11	Maintenance	<i>This area is under construction or in repair.</i>	Crafting • Acrobatics (Hard) • Stealth (Hard)
12-13	Storage area	<i>It's full of obstacles, but they provide nice cover.</i>	Stealth (Easy) • Acrobatics
14-15	Hired staff	<i>They're just going about their business.</i>	Deception • Performance (Hard) • Diplomacy (Very Hard)
16-18	Trap	<i>Triggers an alarm. It may be magical in nature.</i>	Arcane (Very Easy) • Thievery (Hard) • Acrobatics (V. Hard)
19	Long hallway	<i>Make it to the other end, silently.</i>	Stealth • Acrobatics (Hard)
20	Animal	<i>This wasn't the room you were looking for.</i>	Nature • Survival (Hard) • Stealth (Hard)