

CHASE CARDS FOREST

STEEP HILL

CAREFUL CLIMB
→ (CLIMB DC-10)

IT'S NOT THAT STEEP
→ (REFLEX DC-20)

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CHASE CARDS FOREST

TREACHEROUS PATH

BALANCING ACT
→ (ACROBATICS DC-10)

QUICK SWIM
→ (SWIM DC-15)

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ANGRY SNAKE

NO SUDDEN MOVEMENTS
→ (STEALTH DC-15)

I'M SURE IT'S NOT POISONOUS
→ (FORTITUDE DC-20)

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CHASE CARDS FOREST

ANGRY BEES

SMOKE THEM OUT
→ (SURVIVAL DC-10) [MUST HAVE ACCESS TO FIRE]

THEY'RE JUST BEES!
→ (FORTITUDE DC-15)

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CHASE CARDS FOREST

STRANGE VINES

I SAW A MONKEY DO THIS ONCE
→ (ACROBATICS DC-25)

I DON'T THINK THEY'RE ASSASSIN VINES
→ (KNOWLEDGE [NATURE] DC-15)

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BLOCKED PATH

LEAP
→ (ACROBATICS DC-10)

GO AROUND
→ (SURVIVAL DC-15)

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CRACK IN THE EARTH

ONE GIANT LEAP
→ (ACROBATICS DC-20)

LET'S GO AROUND
→ (SURVIVAL DC-10)

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RICKETY ROPE BRIDGE

WATCH YOUR STEP
→ (ACROBATICS DC-15)

IT SHOULD HOLD
→ (REFLEX DC-25)

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PECULIAR SIGHTING

GET OUT OF HERE, FREAK!


→ (INTIMIDATE/DC:20)

WHAT THE HECK?

→ (WILL/DC:15)

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MUDDY SLOG

LOOK FOR THE DRY SPOTS


→ (PERCEPTION/DC:10)

POWER THROUGH

→ (STRENGTH/CHECK/DC:15)

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BEAR!

YOU DON'T SCARE ME


→ (HANDLE/ANIMAL/DC:20)

WHAT DO BEARS EAT, OTHER THAN ME?

→ (KNOWLEDGE [NATURE]/DC:15)

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RAGING RIVER

MAYBE THERE'S A FORD UPSTREAM


→ (SURVIVAL/DC:15)

I NEED A BATH ANYWAY

→ (SWIM/DC:25)

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CLIFFSIDE

YOU HAVE A CLIMBER'S KIT, RIGHT?


→ (CLIMB/DC:20)

THERE HAS TO BE ANOTHER WAY

→ (SURVIVAL/DC:25)

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SLIPPERY ROCKS

LEAP ACROSS

→ (ACROBATICS/DC:15)

I'M VERY NIMBLE

→ (REFLEX/DC:20)

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TANGLED FOREST

THE MOSS GROWS ON THIS SIDE

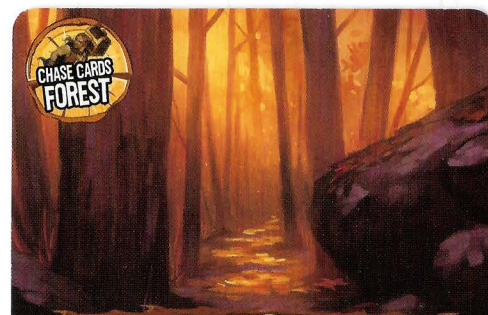
→ (KNOWLEDGE [NATURE]/DC:10)

FOLLOW THE GAME TRAIL

→ (SURVIVAL/DC:10)

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NARROW PATH

CAREFUL STEPS


→ (ACROBATICS/DC:10)

THERE'S A GAME PATH HERE

→ (PERCEPTION/DC:15)

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CHASE CARDS URBAN




BEFUDDLED BAKER

DID YOU SEE THAT?
 (BLUFF DC 10)

WHICH WAY ARE YOU WEAVING?
 (KNOWLEDGE [LOCAL] DC 15)

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CHASE CARDS URBAN




POSSIBLE SHORT CUT?

LET ME DO THE TALKING
 (DIPLOMACY DC 20)

I KNOW WHERE THIS GOES!
 (KNOWLEDGE [LOCAL] DC 15)

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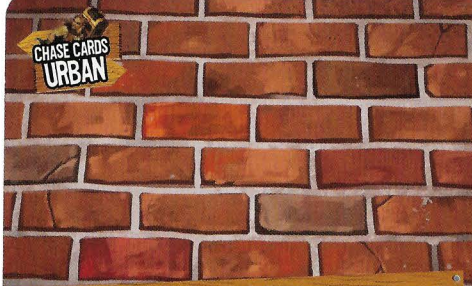
BLOCKED PATH

ONE STEP, TWO STEP, LEAP
 (ACROBATICS DC 15)

SCRAMBLE UP THE STACK
 (CLIMB DC 10)

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BRICK WALL

UP AND OVER
 (CLIMB DC 15)

A SECRET DOOR?!
 (PERCEPTION DC 25)

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CHASE CARDS DUNGEON




DANGEROUS PENDULUM

STOP, DROP, AND ROLL
 (ACROBATICS DC 15)

WHERE'S THE OFF SWITCH?
 (DISABLE DEVICE DC 20)

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CHASE CARDS DUNGEON




COLLAPSED TUNNEL

NOW WHAT?
 (KNOWLEDGE [DUNGEONEERING] DC 15)

GOT A SHOVEL?
 (STRENGTH DC 20)

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CHASE CARDS URBAN



SPOOKED HORSE

TUMBLE UNDER
 (ACROBATICS DC 25)

WHOA, BOY!
 (HANDLE ANIMAL DC 10)

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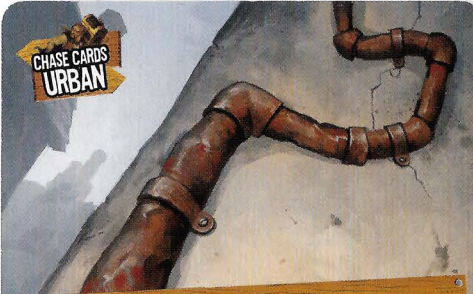
AGITATED DRUNKARD

SOBER UP!
 (INTIMIDATE DC 20)

SNATCH AND CHUCK THE BOTTLE
 (SLEIGHT OF HAND DC 15)

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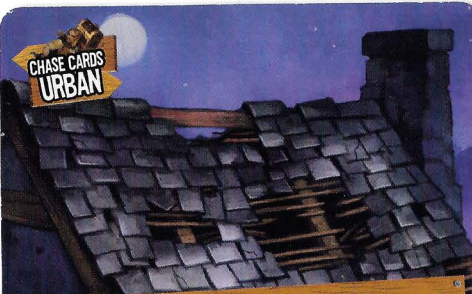
RUSTY DRAINPIPE

BEFORE IT BREAKS AWAY!
 (ACROBATICS DC 10)

STUFF KEEPS FALLING OFF!
 (CLIMB DC 20)

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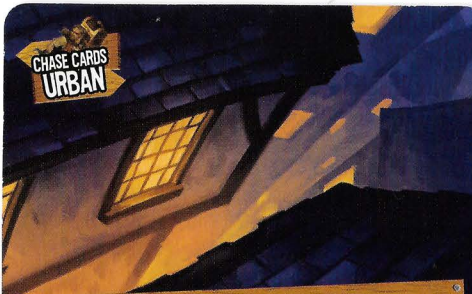
COLLAPSED ROOF

BOUNGING PAST
 (ACROBATICS DC 15)

ROOFTOP SCRAMBLE
 (CLIMB DC 20)

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MIND THE GAP

LEAP
 (ACROBATICS DC 15)

SHORT CUT
 (KNOWLEDGE [LOCAL] DC 20)

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FRUIT CART

OH YEAH!
 (STRENGTH CHECK DC 20)

MOVE THAT CART!
 (INTIMIDATE DC 15)

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POTHOLE

LEAP ACROSS
 (ACROBATICS DC 10)

BLINDLY FORWARD
 (REFLEX DC 15)

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ANGRY MUTT

NICE PUPPY!
 (HANDLE ANIMAL DC 15)

SNEAK PAST
 (STEALTH DC 20)

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UNEXPECTED FENCE

BOOST AND A HOP
 (CLIMB DC 10)

BUST ON THROUGH
 (BULL RUSH CMD 20)

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CHASE CARDS URBAN

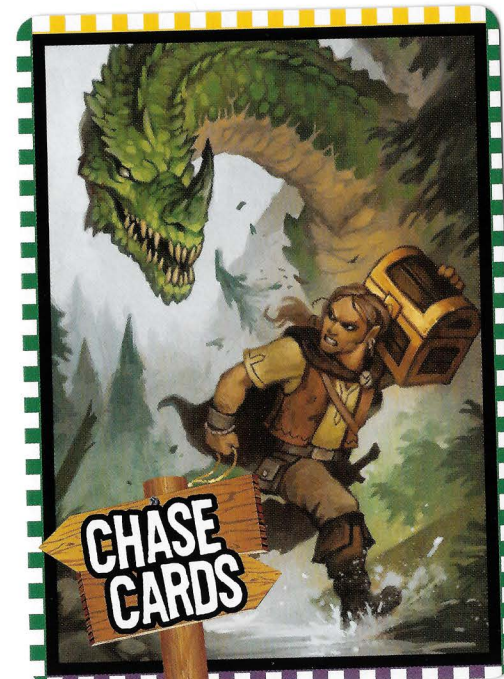
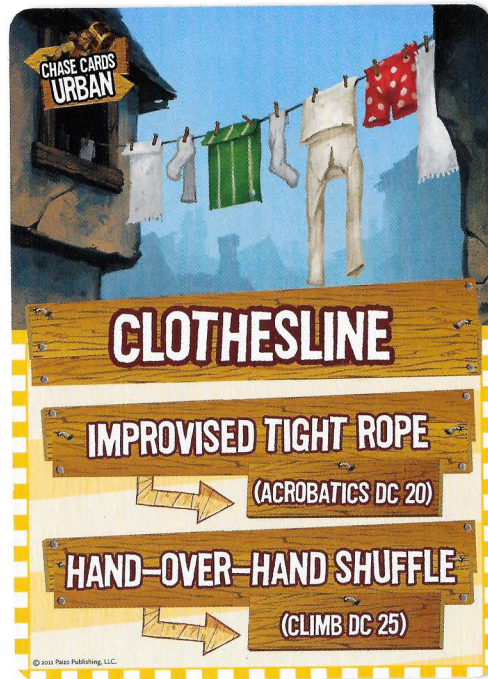
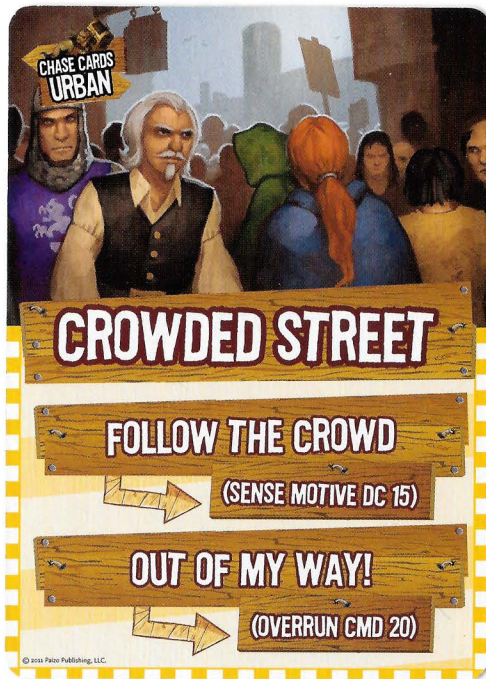
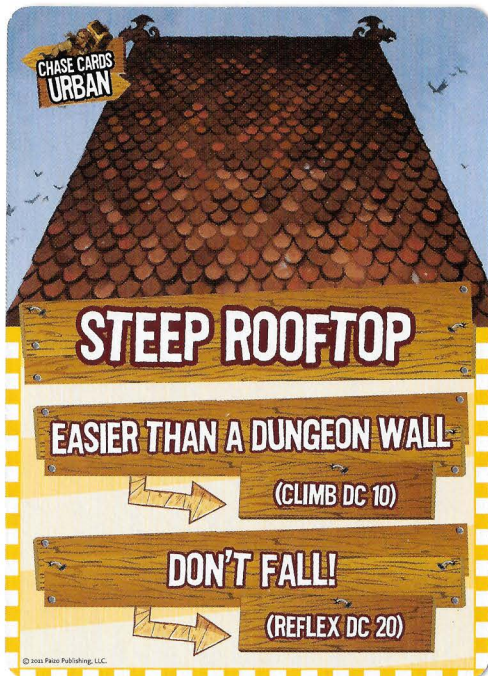
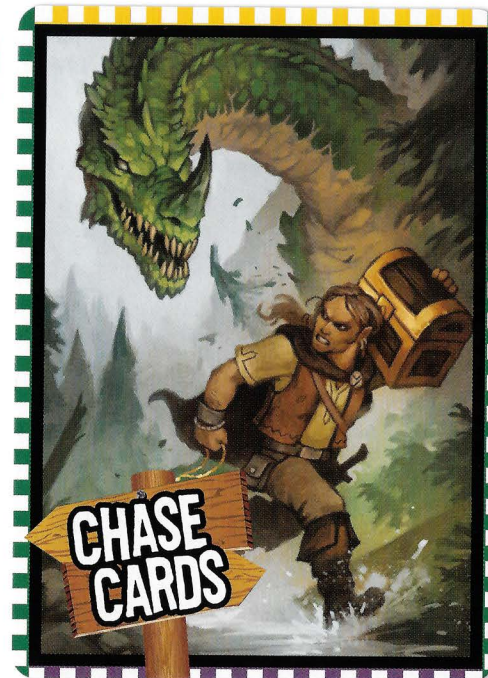
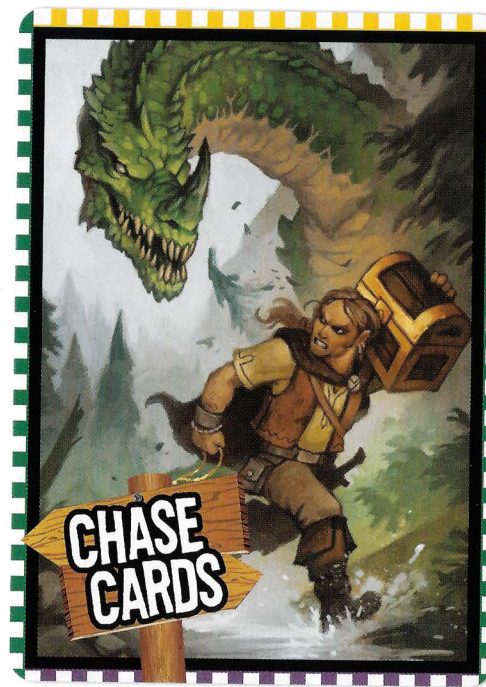
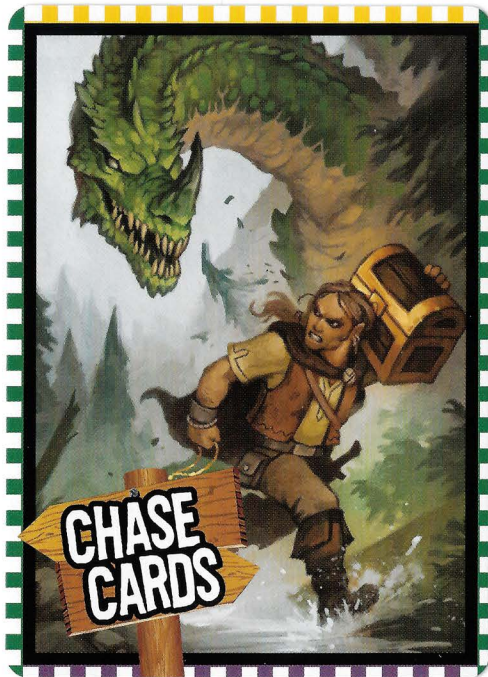
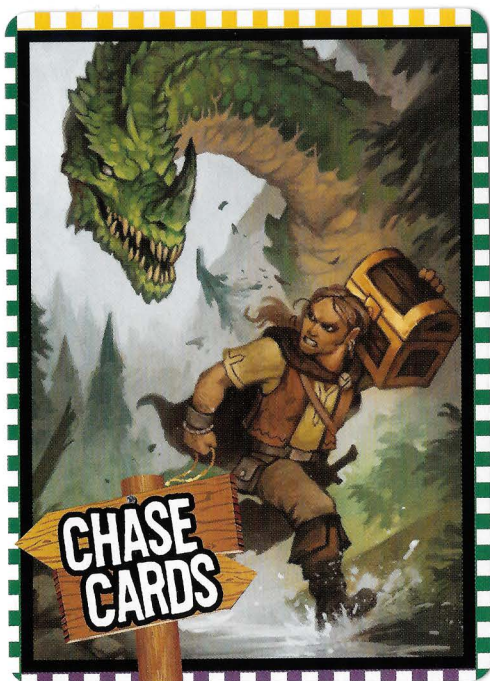


CLUTTERED ALLEYWAY

UP AND OVER
 (ACROBATICS DC 10)

SQUEEZE THROUGH
 (ESCAPE ARTIST DC 20)

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CHASE CARD RULES

Before running a chase you need to build it and determine what has to happen for it to end.

BUILDING A CHASE

Choose or randomly draw a number of cards appropriate to the length of the chase (typically 5 cards). Place these cards in a row face down on the table, creating a chase track. Flip over the first card and place representations of the chase participants on or near it. As the participants overcome the obstacles presented on the cards, they move along the chase track, flipping over cards and revealing new obstacles. There are three chase types.

Sudden Start: All chase participants start on the same card: the first Chase Card of the track.

Head Start: Some participants have a head start. Those participants start on the second or third card of the track.

Long Shot: Some participants have a greater head start. Those participants start on one of the middle cards of the chase track.

For each 10 feet slower than 30 feet a participant can move, he takes a cumulative -2 penalty on any check made to navigate obstacles. Likewise, for every 10 feet faster than 30 feet he can move, he gains a cumulative +2 bonus on these checks. At the GM's discretion, movement advantages (such as flight) can grant up to a +10 bonus on checks made to avoid obstacles. Using powerful effects such as teleportation might also allow a participant to move without making checks.

It takes a move action to attempt to move from one Chase Card to another. When a participant tries to move to a new card, he must attempt to overcome the obstacle represented by the card he is currently on. Doing so requires a standard action to attempt either of the two checks listed. Success means that the participant moves onto the next card. Failure means he does not move this turn, but may try again on his next turn. Participants can choose not to progress, and use actions to cast spells or make attacks. When making an attack, the GM should use the number and nature of the cards to determine the range and other details.

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ENDING A CHASE

Every chase needs a way to end. There are three common end conditions for a chase.

Getaway: The PCs are chasing after a number of creatures trying to escape by getting past the last card of the track. The PCs must stop opponent participants before they leave that card.

Capture: This chase is conducted on a longer chase track or even one built in a loop. The chase ends when the opponent surrenders or the PCs restrain him (typically by succeeding at a grapple combat maneuver while on the same card).

Race: This chase is a race to the finish line. The first participant to exit the last card of the track wins.

RUNNING A CHASE

At the start of the chase, each participant makes an initiative check to determine the order in which he acts during the chase.

Chase Cards assume the speed of all participants is 30 feet. While a participant's speed doesn't directly affect how he moves between Chase Cards, it does affect how quickly he can navigate obstacles.

As a full-round action, a chase participant can attempt to move two cards forward. When doing so, he chooses two obstacles—one on his starting card, and one on the next card—and attempts checks against those obstacles as part of the full-round action. As the participant succeeds at these checks, he moves forward one card, though if he fails either check he does not progress at all. If a participant fails both obstacle checks, he becomes mired within his starting card, and must take a full-round action on his next turn to become unmired, effectively losing his next turn during the chase.

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