Chase rules

Optional Rules for Dungeons and Dragons 3.5

Introduction

Why do we need more rules? What is wrong with just using the rules as printed?

Problems with using standard Dungeons and Dragons rules for a chase:

1) The move rules are written for use in combat, and are excellent for that, but chases are resolved as if they were races. As anyone knows who has ever watched an action movie with an exciting chase scene, a chase is not a race. Being quick, clever and daring (along with a good portion of luck) can result in a slower person getting away form a faster pursuer, or a slower pursuer catching someone faster.

2) On page 20 of the DMG "Evasion and Pursuit" says in round-by-round movement it is imposable for a slower character to catch a faster character. If they have the same speed, let them make an opposed Dexterity check to see who wins. And for long chases, have everybody make Dexterity checks to see who can keep up the pace the longest. This is workable but it replaces what could be an exciting chase into a single role of the dice. If combat was handled like this, everyone would roil one d20, add any ability or circumstance modifiers, and the fight would be over. This would "work" but wouldn't be much fun.

3) Each character moves during his or her turn during a combat round. Even though this works just fine for combat, for a chase it can result in awkward situations. For example, your character could be chasing another with the same speed, each round on your turn you would move up close to him and then on his turn your opponent would pull away from you. If you are chasing someone and you are both running at the same speed, shouldn't you stay the same distance apart for the whole round?

4) Actions and moves are handled separately. There are very few actions that can be performed while moving. As we all know, during a chase, you don't normally stop to do other things. Practically everything you do is done while you are running.

What these new rules attempt to do:

Only one thing. Make chases fun! To do this:

1) **It must be simple**. The new rules are kept to a minimum.

2) **It must still be D&D**. A chase is basically a special combat situation. All standard combat rules still function normally during a chase except where specifically noted otherwise. Most importantly, your character isn't limited to what he can attempt to do.

3) **It must work for any number of characters chasing any number of other characters.** The PCs can be chasing others or be chased by others and each PC determines his own actions.

4) **It must work equally well for characters on foot, mounted, fling or driving a vehicle.** Everyone on a vehicle is involved in the chase, but there will typically only be one character driving or controlling the vehicle. The mode of travel can even change during the chase. For example, someone might jump onto or off or his horse, or he might swim across a lake or climb a wall.

5) **There must be a way for the slower person to win.** The distance you move each round can't be just a static distance based on your characters speed rate. There will be a roil of a 20 sided die that each character involved in the chase makes that will modify his distance traveled. And it will be adjusted by various factors such as terrain, obstacles, abilities and actions taken during the round.

But our characters are never involved in a chase.

Typically, PCs don't run away from a fight and they don't chase after monsters.

The DM can change that. If there were a good set of chase rules, and chases were fun, the DM would set up situations from time to time where his PCs would <u>want</u> to catch someone who was running from them or they would find it more advantageous to not get caught than to fight. Also, the DM would remind his players that their characters will receive experience points for successfully evading a monster.

Chase Basics

The main differences between a chase round and a combat round are:

1) All moves are made at the same time, at the end of each round.
2) There are no attacks of opportunity.
3) Each square represents 10 feet.
4) All actions are performed while moving.

Terms used in a chase:

Pursuer. The character or group of characters that is doing the chasing.

Prey. The character or group of characters that is being chased.

Maneuvers. Special actions that are only used in a chase.

Obstacles. These are things that can slow you down or stop you.

Speed check. This is a d20 roll that you will make at the end of each round that can modify the distance you can move this round.

Move rate: This will be either "stopped", "slow", "medium", or "fast". This will determine the distance you can move each round. This distance will be adjusted each round by your Speed check.

The Chase Round

First, everybody rolls initiative.

Participants take their actions according to the initiative, just like combat. Each round of a chase, just like a round of combat, lasts six seconds. On your character's turn, act in the following cycle:

1) Declare your **Move Rate** (fast, medium, slow or stopped).

2) Attempt a **Chase Action** (if desired).

3) Make any required **Obstacle checks**.

4) Make a **Speed check** modified by what just happened. Use your speed check to determine the distance you will move this round.

No one moves until the end of the round.

After everyone has completed their turn, all moves are made at the same time.

10' Squares

Because of the large distances involved, each square will represent 10 feet.

Relative distance and the Zero line

Because the relative distance between the pursuer and prey is all that really matters, you can put the slowest pursuer near a "zero line" or starting line, and the prey ahead of it. Then each round, the slowest creature doesn't move at all. Subtract his move distance from everyone else's before moving.

Starting distance

The prey starts at its un-modified move distance from the Zero line, based on the base speed and move rate of it's fastest member.

Move Rates (Fast, Medium, Slow, or Stopped)

Your move distance each round is determined by first adjusting your base speed by your move rate.

Fast (Running)

Everyone involved in a chase is usually moving as fast as they can. You are sprinting. If you are wearing light armor or no armor you are moving at 4 times your base speed (or 5 times your base speed if you have the Run feat). In medium armor you are moving at 3 times your base speed (or 4 times your base speed if you have the Run feat). In heavy armor you are moving at 2 times your base speed (or 3 times your base speed if you have the Run feat). You do not have to move in a straight line..

Medium (Hustling)

You are holding back in order to focus on an action or because you're feeling cautious. You are moving at 2 times your base speed.

Slow (Walking)

You are moving briskly, pausing as needed to avoid obstacles or perform a standard action. You move your base speed.

Stopped (Standing Still)

You are standing still in order to perform a full-round action (but not running or charging) or a standard action and a move equivalent action. You may be able to perform certain maneuvers while standing still, but this is at the DM's discretion.

Move distance in squares

To determine your move distance in 10 ft. squares divide your Move Distance by 10, rounding any fraction up. Move distances for common base speeds are listed on these tables.

If your move rate is **Fast** or **Medium** your move distance will be adjusted by your speed check. If your move rate is **Slow** or **Stopped**, you do not make a speed check.

Move distance: number of 10 ft. squares By Base Speed and Move Rate

Base Speed	Slow		Medium	Fast	
	Walk		Hustle	Run	
	In medium or heavy armor	In light armor or no armor	or Run in heavy armor	In medium armor	In light or no armor
20	2	2	4	6	8
30	2	3	6	9	12

Dwarves: Wearing armor has no effect on a Dwarf's move rate.

Move distance: number of 10 ft. squares if the character is Running and has the Run feat

Base Speed	in heavy armor	in medium armor	in light or no armor
20	6	8	10
30	9	12	15

Chase Actions

A chase action is intended to slow down your opponent or allow you to move faster. There is a special type of action called a maneuver. Which maneuvers are available may very from one chase to another. An action will typically be a maneuver, but can also be a standard action, a move equivalent action, an attack or a spell. All chase actions are performed while moving. Most chase actions (like opening a door or picking up an item) give you an additional -1 penalty to your speed check. You can perform only one chase action per round.

Action types:

Maneuvers: Actions to help you move faster or to slow your opponents.

Standard or Move equivalent Actions: Standard combat actions performed during a chase.

Attack Actions: Special rules for attacking while moving.

Casting Spells: Rules for casting spells while moving.

Stumble checks:

Many actions require a stumble check. This is a Reflex save to avoid a stumble. Failing your stumble check adds an additional -1 to your speed check.

- **Natural 20**: Not only do you not stumble, your character gets to add his Dex bonus to his speed check.

- **Natural 1**: You fall. You can get up again as a free action but this reduces your move rate this round to slow.

Maneuver check modifiers

Move Rate	Modifiers
Stopped	Many maneuvers can't be done while stopped
Slow	no penalty
Medium	you get a -1 penalty to your maneuver check
Fast	you get a -2 penalty to your maneuver check

Maneuver List

This list summarize the maneuvers described here.

Maneuver Name	Short description
Aid Another	Help a companion run faster
Box In (Pursuer Only)	Corner an opponent
Charge Through (Prey Only)	Ignore obstacles
Create Obstacle	Force opponent into obstacle
Crowd (Pursuer Only)	Force opponent into a collision
Cry For Help	Get help from bystanders
Cut Off (Pursuer Only)	Speed up and pull out in front
Find An Object	Find an object that helps
Hard Stop (Prey Only)	Pursuers may overshoot you
Hard Turn (Prey Only)	Brake and change directions
Herd (Pursuer Only)	Drive opponent into bad situations
Lure (Prey Only)	Lead opponent into bad situations
Match Pace (Pursuer Only)	Helps others in the vehicle attack
Ram (Pursuer Only)	Speed up and slam into opponent
Run Faster	Increase your speed
Run Flat-out	Accelerates to your top speed
Seek Cover (Prey Only)	Get out of sight and then hide
Shortcut	Attempt to get ahead or catch up
Zig-Zag (Prey Only)	Weave to and fro adding to your AC

Maneuver Descriptions

The maneuvers are presented here in alphabetical order.

Description: A brief description of the maneuver.

Lead: How many 10 ft. squares there must be between you and your closest opponent before you can attempt this maneuver.

Check: What type of check you must make to accomplish the maneuver. Opposed checks are between you and your closest opponent. If a Knowledge check is indicated, it will be Knowledge of (Local, Geography, Nature, Dungeoneering, Architecture and engineering, or Religion) decided by the DM. If a Dex check is indicated, you may instead use the ability or skill check that you will be using for your Speed check.

Speed check adjustment: Any penalty or bonus to your speed check when you attempt this maneuver. Apply this whether or not the maneuver succeeds.

Success: What happens if your maneuver is successful.

Aid Another

Description: You help a creature one size category smaller than you to run faster.

Lead: any (you must be in the same square or an adjacent square to the smaller creature you are helping)

Check: a (DC 15) Str check

Speed check adjustment: -2

Success: You assist the smaller creature in keeping up with you (for this round, he uses your total move distance).

Box In (Pursuer Only)

Description: You trap an opponent into a corner or dead-end.

Lead: 4 squares or less

Check: An opposed Knowledge or Int check.

Speed check adjustment: none

Success: You force the closest prey into a corner from which there is nowhere to run. That prey's move factor for this round is "stopped" and the pursuer may move up to the prey as desired. The chase for you and this prey is over. Standard combat rules start on the next round.

Charge Through

Description: You charge through obstacles or difficult terrain.

Lead: Any

Check: a (DC 20) Dex check. Failure requires a (DC 15) Stumble check.

Speed check adjustment: +1

Success: You "take 20" on all obstacle checks this round.

Create Obstacle (Prey Only)

Description: The character makes life difficult for their opponent who is forced into an obstacle of the character's choosing. For example, dumping over a cart of watermelons

Lead: 2 or more squares

Check: (DC 15) Dex check.

Speed check adjustment: -1

Success: Each pursuer must make a (DC 10) stumble check on his next turn. If multiple prey perform this same maneuver each pursuer only makes one stumble check but gets a -2 penalty to the check for each prey after the first that created an obstacle.

Crowd (Pursuer Only)

Description: Crowding is getting right up into the prey's backside and forcing it into a collision with the environment.

Lead: 2 squares or less

Check: an Opposed Dex check, failure requires a (DC 10) Stumble check.

Speed check adjustment: +1

Success: Opponent must make a (DC 10) crash check. If the pursuer's Dex check exceeds the prey's by 10 or more, the prey is treated as though it failed a crash check.

Cry For Help

Description: The character attempts to involve others in the chase. For example, a character evading assassins might call upon a cowardly servant to fetch his scimitar. In a city, you might try to call upon the city watch. In the forest, a druid might call upon animal friends. If the DM rules that there is no one available to help, you can not use this maneuver.

Lead: 5 or more squares

Check: an opposed Bluff (vs. Sense Motive), Diplomacy (vs. Diplomacy), or Intimidate (vs. modified level) check against the intended helper. The helper gets a +5 bonus on his check.

Speed check adjustment: none

Success: One helper enters the chase. The helper starts at half of its un-modified move distance behind the Zero line. For every 5 points the character beats the check, either another helper is added or the helper begins 2 squares closer. A helper never begins closer to the prey than the pursuer. The helper will act in the initiative order directly following yours and will do everything he can to help you until the chase is over.

Cut Off (Pursuer Only)

Description: Without warning, the pursuer speeds up and pulls out in front of the prey, cutting him or her off. The pursuer becomes a barrier to stop the prey from escaping.

Lead: 0 squares

Check: an opposed Dex check

Speed check adjustment: +1

Success: You win the chase. The nearest prey collides with you; no crash check is required. The race is over for you and this prey.

Find An Object

Description: You find a useful object appropriate to your current surroundings.

Lead: 2 or more squares

Check: A Spot check. The Difficulty depends on what you are looking for: Of course, stealing the object can create all kinds of trouble.

DC	Useful Object
15	Simple melee weapon or small object that wouldn't cost anything
20	A martial weapon or a somewhat valuable object
25	A mount, flying carpet, or some other extremely valuable object

Speed check adjustment: -1
Success: You can grab the useful item and may use it on your next round.

Hard Stop (Prey Only)

Description: You make a sudden stop hoping your pursuers will overshoot you.
Lead: 1 square or less
Check: opposed Dex check
Speed check adjustment: move rate is "stopped"
Success: For one full round (until your turn in the next round) none of your pursuers may slow their move rate and they roll their speed checks as normal. If their total exceeds the current distance between you, they go flying by the remainder.

Hard Turn (Prey Only)

Description: The prey brakes and turns hard to one side, suddenly changing direction. This can suddenly increase the prey's lead.
Lead: 2 squares or less
Check: opposed Dex check
Speed check adjustment: -1
Success: all pursuers get a -3 penalty to their speed checks this round and must make a (DC 10) Stumble check.

Herd (Pursuer Only)

Description: Forcing the prey to make bad choices can be as effective as chasing him down. By keeping the pressure on and cutting off the prey's options, the pursuer uses strategy and brute force to drive the prey into dangerous situations.
Lead: 5 squares or less
Check: opposed Dex check. If multiple pursers attempt this maneuver on the same round, each one except the one in the lead makes a (DC 15) Dex check. All who succeed add a +2 bonus to the Dex check that the lead pursuer makes.

Speed check adjustment: +2 to your Speed check and you must make a (DC 10) Stumble check.

Success: All prey within 5 squares of you are required to make a (DC 10+ difference between the Dexterity checks) Crash check.

Lure (Prey Only)

Description: In many ways, the prey controls the direction of the chase, and can lead the pursuer into all kinds of foolish situations.
Lead: 5 squares or less
Check: opposed Dex check
Speed check adjustment: +2 to your speed check and you must make a (DC 10) crash check.

Success: All pursuers are required to make a (DC 10+ difference between the Dexterity checks) Crash check, starting with the closest pursuer and going back. The DC for the check is reduced by one for each square distance between him and you. Each pursuer to fail his Crash check adds +1 to the DC of the Crash check for the ones that are left.

Match Pace (Pursuer - Vehicle Only)

Description: By carefully matching the prey's movements, the pursuer can force the relative speeds of the two vehicles down to almost zero, stabilizing the chase so that others in the vehicle can attack.
Lead: 6 squares or less
Check: opposed Dex check (between drivers). If the prey is zig-zagging (made a successful Zig-zag maneuver) you must take the same penalty to your Dex check as he took on his Zig-zag check.

Speed check adjustment: none
Success: The lead is reduced by one square (for this round, the pursuer's vehicle uses the prey's total move distance +1). The driver and all passengers in the pursuer vehicle gain half the difference between the maneuver checks (rounded down) as a bonus to their attack rolls targeting the prey for one full round (until your turn next round).

Ram (Pursuer Only)

Description: Ram is straightforward: the pursuer speeds up and slams into the prey. It's dirty, but often gets the job done a lot faster than Crowd.
Lead: 2 squares or less
Check: opposed Dex check, failure requires a Stumble check.

Speed check adjustment: +1

Success: You win the chase, colliding with the nearest prey. Both he and you are treated as though you failed a Crash check. You both then come to a halt.

Run Faster

Description: This is the basic chase maneuver, in which the pursuer attempts to catch up with the prey or the prey tries to run away in a straightforward manner.
Lead: any
Speed check adjustment: none unless you make a successful maneuver check.

Check: Make a (DC 10) Constitution check. Add an additional +1 to the DC every time you attempt this maneuver.

Success: Increase your Speed check by +2 this round.

Run Flat-out

Description: Flat-out is an advanced version of "run faster", during which the character suddenly accelerates to and remains at its top speed. This causes incredible strain as you are pushing yourself beyond your normal limits.
Lead: any
Check: a (DC 15) Constitution check. Add an additional +1 to the DC every time you attempt this maneuver.

Speed check adjustment: If you fail your maneuver check, you must make a Stumble check.

Success: Increase your Speed check by +4 this round.

Seek Cover (Prey Only)

Description: You can run around a corner or behind cover so that you're out of sight and then hide.
Lead: 5 squares or more

Prey's move rate	Preys check penalty
Stopped	no penalty
slow	-5
medium	-10
fast	-20

Check: Make a Hide check opposed by your pursuer's Spot check. Every pursuer makes a Spot check (-1 penalty for every square that separates you from him). If you have the Stealthy feat, you get a +2 bonus on Hide checks. A creature (you, your mount or your vehicle) larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.
Speed check adjustment: -1
Success: If you hide from all or your pursuers, the chase ends. Your pursuers may still try to find you. If only some of your pursuers fail their Spot checks, the ones who fail get a -2 penalty to their Speed check this round but will know where you are unless they have no way to communicate with the other pursuers.

Shortcut

Description: Taking a shortcut, you attempt to either lose your pursuer or catch up to your prey.
Lead: 2 or more squares
Check: a (DC 15) Knowledge check. Add an additional +5 to the DC every time you attempt this maneuver.

Speed check adjustment: none unless you succeed.

Success: You get +5 on your Speed check.

Zig-Zag (Prey Only)

Description: You weave to and fro, making it hard to target you.
Lead: 1 or more squares
Check: a (DC 10) Dex check, taking a -1, -2, -3, or -4 penalty to the check. Failure requires a (DC 10) Stumble check with the same penalty.

Speed check adjustment: -1
Success: You and any passengers gain a Dodge bonus to your Armor Class equal to the penalty you took. This will last for one full round (until your turn next round). Any passengers must make a Acrobatics check (Difficulty 10 plus the penalty you took) or fall prone.

Standard or Move equivalent Actions

Except as noted otherwise, you can make any standard or move equivalent action that you could make during a standard combat round. You can only make one standard or move equivalent action unless you are a passenger (like on a wagon or boat) or you are stopped. You can make a full-round action if you are stopped. You can not Charge or make any other action that includes a move as part of the action.

Action	Penalty	Comments
Delay	Not allowed	
Drink a potion or apply an oil	-2 on speed check	
Feint	Not allowed	
Load a hand crossbow or light crossbow	-2 on speed check	Loading a heavy or repeating crossbow is a full round action and can only be done if you are standing still
Mount or dismount	Maximum move rate is Medium	On a (DC 20) Ride check you can mount or dismount as a free action. You mount or dismount before determining your move rate
Moving a heavy object	-1 to speed check	Can be used to move a chest or overturned table out of the way
Open a door	-1 to speed check	You can open a door if it is not stuck or locked anywhere along your path and continue through it
Pick up an item	-1 on speed check	A loose item on the floor or anywhere within reach along your path
Ready an action	Not allowed	
Retrieving a stored item	-1 on speed check	
Sheath a Weapon	-1 on speed check	
Spring attack	Not allowed	
Stand up from prone	Maximum move rate is Medium	
Store an item	-1 on speed check	
Total Defense	-2 on speed check	adds +4 to AC

Jump   You can make as many jumps as you want and still attempt another action. Jumps are included as part of your move. Jump checks are made as normal. A successful jump check results in no penalty. If you fail your jump check, your character suffers the consequences. If the failed jump was to overcome a barrier (like a wall or a pit for instance) your move ends at the barrier. If the jump was to bypass some impediment (such as a table, tree limb, or overturned statue), failure results in reducing your maximum move rate to Medium and you get a -2 to your speed check

Attack Actions

Move Rate	Modifiers
Stopped	no penalty, can make a full attack
Slow	no penalty
Medium	-4 penalty on the attack roll and you must make a (DC 10) stumble check
Fast	-8 penalty on the attack roll and you must make a (DC 15) stumble check

You can only make a single attack unless you are a passenger (like on a wagon or boat) or you are stopped. Except where noted otherwise, all standard combat attack rules apply. Your foe must be within threat range at the beginning of the round to use a melee weapon. Your foe takes -1 on his next speed check for every point of damage he receives.

Casting Spells

Move Rate	Modifiers
Stopped	You can cast any spell normally
Slow	You can cast a spell (with a casting time of 1 standard action) normally
Medium	You have to make a Concentration check (DC 10 + spell level) or lose the spell. If you fail the Concentration check, you must also make a (DC 10) stumble check.
Fast	You have to make a Concentration check (DC 15 + spell level) or lose the spell. If you fail the Concentration check, you must also make a (DC 15) stumble check.

The only spells you can cast while moving are spells with a casting time of 1 standard action. If you are a passenger (like on a wagon or boat) or you are stopped, you can cast any spell. Except where noted otherwise, all standard spell rules apply. Your foe takes -1 on his next speed check for every point of damage he receives. If the spell allows a Reflex save, it also requires a stumble check at the same DC (use the same roll for both).

Crash checks

A Crash check is a Reflex save to avoid a crash.
Crash checks should be made in three instances:
• when the character fails his Stumble check by 10 or more.
• when a maneuver calls for one.
• when the character looses half or more of his current hit points in damage from one attack (DC 15).
Whenever a character fails a Crash check, he (or his mount or vehicle) collides with the environment. Damage to the character (or to each occupant in a vehicle) equals 1d6, +1 point for every point by which the character failed his crash check. You can make a Jump or Tumble check (DC equal to the DC of the failed crash check) to avoid major damage, reducing the damage by half and converting it to nonlethal damage. The race is effectively over for the character who is left prone, and his move rate is "stopped".

Obstacle Checks

You may have to make one or more obstacle checks during a round. Failure to overcome an obstacle will normally result in a penalty to your Speed check but may also have other effects (such as loss of hit points).

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A chase consists of the pursuer and prey attempting to control the terrain of the chase by avoiding obstacles while herding or tricking one's opponent into an obstacle.

The obstacles (if any) may be determined by the DM (who may choose them randomly), or the prey may have used a maneuver to create an obstacle.

Some standard obstacles are listed here, with their effects, what skill is required to bypass them (Balance, Climb, Jump, Tumble, etc.), and how it may reduce your move rate or how it affects your speed check. The skill check used, the DC of the check and the results of a failed check all depend on the obstacle you are attempting to avoid. Making an obstacle skill check is a free action.

Obstacle Types

	Type	(DC 15) checks required	Examples
1	Hazard	Skill check or fall, requiring a Crash check. You get +2 to check if your move rate is "medium" or +4 to check if your move rate is "slow".	Hole, crevice, trap, unseen obstacle, steep incline, heavily broken ground, the path skirts a quicksand pit, log bridge crossing a stream, running on rooftops, slippery floors, jump through window
2	Cramped space	Maximum move rate "medium", Escape Artist check or be blocked in, reducing your maximum move rate to "slow". +5 to "seek cover" maneuver	street, market, public building, alleyway, shoppers, stationary crowd
3	Poor visibility	Spot check or lose the path, reducing your maximum move rate to "medium". +5 to "seek cover" maneuver	blind corner, woods, dense brush or busy area, (not darkness)
4	Barrier	Skill check to pass, may suffer damage on failure. Move rate is "stopped" until you succeed.	wall, fence, cliff, thick hedges, tall fences, building, river, canyon or swamp
5	Impediment	Stumble check or suffer consequences.	Tree branch, fallen log, chicken coop or vegetable cart, trail suddenly drops off, flock of birds
6	Crowd	Escape Artist check or be pushed along with the crowd, resulting in a -1 penalty to your speed check for every point you fail by.	fleeing (or angry) peasants, a funeral procession, people leaving a performance, a moving crowd
7	Entanglement	Reflex save or become entangled, reducing your maximum move rate to "medium".	Clotheslines, curtains, banners, drying pots, chimes, hanging meat, vines
8	Animal herd	Handle Animal check or be slowed by the animals, reducing your maximum move rate to "slow". Alternately, you can jump on top of the backs of the animals with an Acrobatics or Jump check which, if successful, still reduces your speed to "medium".	Must pass through a herd of animals. Camels, Donkeys, Horses, Cows, etc.
9	Stairs	With no check (or a failed check) your move rate is reduced to "medium". Acrobatics check to vault the stairs or take 1d6 damage for every 10 feet. Balance check to slide down banisters (also to 'ride' something down the stairs), Crash check if you fail.	Any stairs of 4 or more steps (less than 4 steps is considered an "impediment"), river bank, hill, 5 feet or more change in elevation in 10 feet of horizontal movement.
10	Furniture	With no check (or a failed check) your move rate is reduced to "medium". Acrobatics or Jump check to jump up on and run on the tops of the furniture, 1d6 points of damage if you fail. Alternately, you can attempt to push the furniture out of your way with a Str or Dex check, Stumble check if you fail.	Tables, chairs, pews, benches, carts, crates, field of boulders, field of giant mushrooms.

Obstacles by terrain type

The DM can use the following tables to select (or determine randomly) obstacles based on the terrain. The headings are:

Obstacle   This is what causes the obstruction.
Type   This refers to the Obstacle Type table above.
Check   This is the type of ability check that is required.
Notes   Comments regarding the obstacle

Aerial Obstacles

	Obstacle	Type	Check	Notes
1	Flock of birds	Impediment	Stumble	
2	Tower	Hazard	Dexterity	can avoid
3	Storm clouds	Barrier	Dexterity	ref. PHB for falling damage
4	Updraft	Impediment	Stumble	
5	Windmill	Hazard	Dexterity	can avoid
6	Kites	Impediment	Stumble	
7	Smoke	Poor visibility	Spot	
8	Turbulence	Cramped space	Escape Artist	
9	Smokestack	Hazard	Dexterity	can avoid
10	Ship mast	Hazard	Dexterity	can avoid
11	Dust	Poor visibility	Spot	
12	Ice buildup	Entanglement	Reflex	

Avoiding the obstacle means that you don't make an obstacle check and you subtract one square from your total distance moved this round. This represents the extra distance you must travel to fly around the obstacle. Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Nature) check before the chase starts.

Artic Obstacles

	Obstacle	type	Check	Notes
1	Crevice	Hazard	Jump	
2	Ice flow	Hazard	Balance	
3	Snow drifts	Cramped space	Escape Artist	
4	Blowing snow	Poor visibility	Spot	
5	Ice cliff	Barrier	Climb (-2 on check)	
6	Chunks of broken ice	Impediment	Stumble	
7	Herd of walrus	Animal herd	Handle Animal	
8	Snow bank	Stairs	Acrobatics	
9	Field of Ice boulders	Furniture	Acrobatics	
10	Ice bridge over river	Hazard	Balance	
11	Pond covered by thin ice	Hazard	Dexterity	
12	Flock of birds	Impediment	Stumble	

Barbarians get +2 on obstacles checks, other characters get a +2 on obstacle checks if they make a successful (DC 15) Knowledge (Geography) check before the chase starts.

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Beach Obstacles

	Obstacle	type	Check	Notes
1	Tidal pool	Impediment	Stumble	
2	Crevice	Hazard	Jump	
3	Fishermen	Cramped space	Escape Artist	
4	River	Barrier	Swim	
5	Flock of birds	Impediment	Stumble	
6	Fishing nets	Entanglement	Reflex	drying on racks
7	Sand hill	Stairs	Acrobatics	
8	Lobster traps	Furniture	Acrobatics	
9	Pier	Hazard	Jump	
10	Driftwood	Impediment	Stumble	
11	Slippery rocks	Hazard	Balance	
12	Sea turtles	Animal herd	Handle Animal	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Geography) check before the chase starts.

Cave Obstacles

	Obstacle	type	Check	Notes
1	Crevice	Hazard	Jump	
2	Steep incline	Hazard	Dexterity	
3	Narrow passage	Cramped space	Escape Artist	
4	Bats	Impediment	Stumble	
5	Floor rises up	Stairs	Acrobatics	
6	Giant mushrooms	Furniture	Jump	
7	Floor drops down	Stairs	Stairs	
8	Roots across passage	Entanglement	Reflex	
9	Stalagmites	Impediment	Stumble	
10	Wet floor	Hazard	Balance	
11	Ruble covered floor	Impediment	Stumble	
12	Lava crossing	Barrier	Jump	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Dungeoneering) check before the chase starts.

Church Obstacles

	Obstacle	type	Check	Notes
1	Worship service in progress	Cramped space	Escape Artist	
2	Faithful coming or going	Crowd	Escape Artist	
3	Curtains across path	Entanglement	Reflex	
4	Stairway	Stairs	Acrobatics	
5	Pews	Furniture	Acrobatics	
6	Narrow hallway	Cramped space	Escape Artist	
7	Highly polished floor	Hazard	Balance	
8	Smoke filled room	Poor visibility	Spot	
9	Chimes across path	Entanglement	Reflex	
10	Railing across path	Hazard	Jump	
11	Balcony to climb	Barrier	Climb	
12	Loose rugs on floor	Impediment	Stumble	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Religion) check before the chase starts. A Cleric or Paladin gets a +4 bonus on all obstacle checks if the church is dedicated to his god.

City Obstacles

	Obstacle	type	Check	Notes
1	Alleyway	Cramped space	Escape Artist	
2	Bridge	Hazard	Dexterity	
3	Crowd, Moving	Crowd	Escape Artist	funeral procession or people leaving a performance
4	Crowd, Stationary	Cramped space	Escape Artist	Shoppers or street vendors
5	Dangling Things	Entanglement	Reflex	Clotheslines or banners
6	Cemetery	Hazard	Day Spot, Night Jump	
7	Market	Cramped space	Escape Artist	
8	Fence or wall across path	Barrier	Jump or climb	1d6 points damage on fail.
9	Garden	Impediment	Stumble	
10	Large Animals	Animal herd	Handle Animal	Camels, Donkeys or Horses
11	Rooftop	Hazard	Balance	
12	Stables	Impediment	Stumble	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Local) check before the chase starts.

Desert Obstacles

	Obstacle	type	Check	Notes
1	Dunes	Stairs	Acrobatics	
2	Oasis	Impediment	Stumble	
3	Quicksand	Hazard	Reflex save	the path skirts a quicksand pit
4	River bed	Impediment	Stumble	
5	Salt flat	none	none	+2 on "Run Faster" and "Run Flat-out" maneuver checks. "Box In", "Herd", "Lure", "Seek Cover", and "Shortcut" can't be used.
6	Whirlwind	Impediment	Stumble	
7	Caravan	Animal herd	Handle Animal	Camels
8	Cliff	Barrier	Climb	20 feet up or down
9	Steep grade	Stairs	Acrobatics	
10	Cactus patch	Impediment	Stumble	
11	Rocky Ground	Furniture	Acrobatics	
12	Crevice	Hazard	Jump	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Geography) check before the chase starts.

Dungeon Obstacles

	Obstacle	type	Check	Notes
1	Pit	Hazard	Jump	10 foot deep pit
2	Stairs up	Stairs	Acrobatics	
3	Stairs down	Stairs	Acrobatics	
4	Coffins	Furniture	Acrobatics	
5	Rubble	Impediment	Stumble	
6	Columns or Statues	Cramped space	Escape Artist	
7	Water 1 foot deep	Hazard	Dexterity	unseen obstacles
8	Water 10 feet deep	Barrier	Swim	
9	Slime covered floor	Hazard	Balance	
10	Natural cavern	Impediment	Stumble	
11	Torture chamber	Impediment	Stumble	
12	Chains across path	Entanglement	Reflex	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Dungeoneering) check before the chase starts.

Forest Obstacles

	Obstacle	type	Check	Notes
1	Log bridge crossing a stream	Hazard	Balance	
2	Heavily forested	Cramped space	Escape Artist check	
3	Dense brush	Poor visibility	Spot	
4	Thick hedges	Barrier	Climb pr jump	8 foot tall
5	Fallen tree	Impediment	Stumble	
6	Vines across path	Entanglement	Reflex	
7	The trail suddenly drops off	Impediment	Stumble	
8	River	Barrier	Swim	
9	Panicked monkeys	Impediment	Stumble	
10	2' tall ferns obscuring path	Hazard	Spot	unseen obstacles
11	Thorn bushes	Impediment	Stumble	
12	Animal boneyard	Impediment	Stumble	

Rangers get +2 on obstacles checks, other characters get a +2 on obstacle checks if they make a successful (DC 15) Knowledge (Nature) check before the chase starts. Druids get +2 on all speed checks.

Graveyard Obstacles

	Obstacle	type	Check	Notes
1	Open grave	Hazard	Jump	
2	Low fence	Hazard	Jump	
3	High fence	Barrier	Climb	
4	Loose dirt	Impediment	Stumble	new grave
5	Tombstones	Cramped space	Escape Artist	closely spaced
6	Funeral in progress	Cramped space	Escape Artist	
7	Chairs and canopy	Furniture	Acrobatics	
8	Crypt	Impediment	Stumble	
9	Coffin	Impediment	Stumble	
10	Funeral Coach	Impediment	Stumble	
11	Funeral procession	Crowd	Escape Artist	
12	Vine covered graves	Entanglement	Reflex	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Religion) check before the chase starts.

Indoor Obstacles

	Obstacle	type	Check	Notes
1	Lots of people	Cramped space	Escape Artist	
2	Narrow hallway	Cramped space	Escape Artist	
3	Stairs up	Stairs	Acrobatics	
4	Stairs down	Stairs	Acrobatics	
5	Dining or sales area	Furniture	Acrobatics	
6	Curtains or beads across path	Entanglement	Reflex	
7	Littered floor	Impediment	Stumble	
8	Jump off balcony	Hazard	Jump	
9	Jump through window	Hazard	Jump	
10	Kitchen	Impediment	Stumble	
11	Slippery floors	Hazard	Balance	Polished, or spilt grease
12	Hole in floor	Hazard	Jump	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Architecture and engineering) check before the chase starts.

Mountain Obstacles

	Obstacle	type	Check	Notes
1	Crevice	Hazard	Jump	
2	Steep incline	Hazard	Strength	
3	Path narrows	Cramped space	Escape Artist	
4	Blind Corner	Poor visibility	Spot	
5	Cliff	Barrier	Climb	
6	Trail suddenly drops off	Impediment	Stumble	
7	Flock of birds	Impediment	Stumble	
8	Vines crossing path	Entanglement	Reflex	
9	Mountain goats	Animal herd	Handle Animal	
10	Moderate incline	Stairs	Acrobatics	
11	Field of boulders	Furniture	Acrobatics	
12	Log bridge across chasm	Hazard	Balance	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Geography) check before the chase starts.

Ocean Obstacles

	Obstacle	type	Check	Notes
1	Coral maze	Hazard	Special	
2	School of dolphins	Animal herd	"	
3	Fickle winds	Crowd	"	
4	Kelp beds	Entanglement	"	
5	Narrow strait	Cramped space	"	
6	Precipitation	Poor visibility	"	
7	Reef	Hazard	"	
8	Swell	Stairs	"	
9	Flotsam	Impediment	"	Size appropriate
10	Fishing nets	Entanglement	"	
11	School of sea turtles	Furniture	"	
12	Fleet of ships	Crowd	"	

All checks are Profession (Sailor) or Dexterity if you are steering a ship, Ride if you are mounted, or Swim if you are swimming. Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Nature) check before the chase starts.

Swamp Obstacles

	Obstacle	type	Check	Notes
1	Quicksand	Hazard	Dexterity	The path skirts a quicksand pit
2	Noxious swamp gas	Hazard	Constitution	Failure also results in being Nauseated for 1d4 rounds (maximum move rate "medium")
3	Thick Vegetation	Cramped space	Escape Artist	
4	Muck & Mire	Impediment	Strength	
5	Insect swarm	Poor visibility	Spot	
6	Shallow water	Hazard	Spot	unseen obstacles under 1 foot deep murky water
7	Deep Water	Barrier	Swim	10 feet deep
8	Vines crossing path	Entanglement	Reflex	
9	Lots of alligators	Animal herd	Handle Animal	They are not hungry, but will attack if provoked. They are close enough together that you can run across their backs.
10	Slick, algae covered ground	Hazard	Balance	
11	Fallen logs	Impediment	Stumble	
12	Flock of birds	Impediment	Stumble	

Your character gets a +2 on obstacle checks if he makes a successful (DC 15) Knowledge (Nature) check before the chase

Speed Check

Each round the total distance you travel is determined by more than just your base speed. A chase is not the same as a race. You are constantly looking for ways to advance your own speed or hinder your opponents. Speed checks provide a mechanism to reflect this.

A speed check is an ability or skill check modified by the circumstances of the chase. Which ability or skill used depends on the specific situation and can change from one round to another if circumstances change.

Dexterity: Typically, if you are running and avoiding obstacles, your speed check will be a Dex check - armor penalties apply.

Strength: Your speed check will be a Str check If you have been running for more than 4 rounds, or you are running over relatively open ground. If you are climbing or swimming you will use a Str check.

Other: If you are horseback your speed check will be a Ride check. Other skills checks may be used for your speed check if the situation warrants it, such as Balance, Climb, Concentration, Handle Animal, Hide, Jump, Ride, Swim, Tumble or Use Rope

Run feat: Your character adds +1 to his speed check if he is running and he has the Run feat.

Move Modifier: 10' squares By Speed Check

Speed Check	Adjustment in squares
Less than 0	-3
0 to 4	-2
5 to 9	-1
10	0
11 to 15	+1
16 to 20	+2
over 20	+3

Use this table to determine the maximum distance traveled this round. Apply the adjustment to your move distance (based on your Move Rate) in 10 foot squares. Regardless of the adjustment, your maximum move will never be lass that 1 square.

If you choose to, you can move less than the maximum.

Do not make a speed check if your move rate is SLOW or STOPPED.

To make a speed check:

For a skill based speed check roll:

- **1d20 + skill rank + ability modifier + miscellaneous modifiers**

For an ability based speed check roll:

- **1d20 + ability modifier + miscellaneous modifiers**

Skill Ranks: If a specific skill check is required, this will be the number of ranks your character has in that skill.

Ability Modifier: If a skill based check is used, this is the ability modifier for the skill's key ability. Otherwise this is ability modifier for the relevant ability for this round of the chase.

Miscellaneous Modifiers: Each round in a chase you may accumulate one or more modifiers from obstacle checks, actions you attempt or as a result of actions performed by others. Other miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats.