



Fun and Fast Chase Rules for DnD 5e

Setup

- The chase has two sides: the chasers and the runners.
- The GM determines the starting gap between the two sides (alternatively 6d10+60 feet).
- The chase is broken down into 3d6 legs (rolled secretly). The timescale for a leg is flexible, but approximately thirty seconds to a few minutes.
- If the chasers reduce the gap to zero before the end of the last leg, the runners are caught and the chase ends. Otherwise the runners escape. The GM may also choose that the runners escape if they open a wide enough gap (eg: 200 feet).

Resolving the Chase

- 1) At the start of each leg, both sides choose one character to represent them. The two characters make an opposed *Strength* check (adding any *Athletics* bonus). No character can make a second check until all allies have made a first check, and so on.
- 2) The winning side widens or closes the gap by d10 feet per 10 feet normal movement rate of their representative (rounding up). Eg: a 25 feet movement rate = 3d10 feet.
- 3) If the PC scored an *odd* result on the *Strength (Athletics)* check, the PC rolls on the Chase Event Table. If the PC scored an *even* result, the other side rolls on the Chase Event Table.
- 4) Repeat until the chase ends.

ROLL	CHASE EVENT
1	<p>Large Crowd</p> <p>A large group of creatures impedes the progress of the characters in a non-violent manner (eg: <i>a funeral procession, band of playful wood sprites, dwarven mining crew, cloud of young air elementals</i>). One or more characters may (amongst other things) attempt to persuade or intimidate the group to assist them (GM discretion), or clear a path, on a check of 15 or more. On a fail the opposing side rolls to widen or close the gap.</p>
2	<p>Dangerous Hazard</p> <p>The GM improvises a physical threat of some kind (eg: <i>a street riot, poisonous vines, underground slime, swarm of giant insects</i>). 1d4 characters must make a Dexterity save of 15 or more or suffer 2d6+level damage.</p>

3	<p>Obstruction</p> <p>The GM improvises a physical obstruction of some kind (eg: <i>a horse & cart, thick scrub, crumbling passage, powerful winds</i>). A Strength or Dexterity check (plus any relevant skill) of 15 or more is required to avoid the obstruction. On a fail the opposing side rolls to widen or close the gap.</p>
4	<p>Snap Opportunity</p> <p>1d4 characters from both sides may take an action to assist themselves or act against the opposing side, provided they declare their action within a 3 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a runner, dropping caltrops, etc.</p>
5	<p>Random Coincidence</p> <p>Roll 1d6:</p> <ul style="list-style-type: none"> • <i>1 – Drop something:</i> The character accidentally drops something valuable. Depending on the item, the GM might require a check to notice the loss. • <i>2 – Fatigue:</i> The character is overcome by unexpected fatigue and suffers the exhaustion condition. If an NPC, the character drops out of the chase. • <i>3 – Head Strike:</i> The character is struck on the head by an object. The character must make a Constitution save of 15 or more or be stunned and drop out of the chase. • <i>4 – Fall:</i> The character trips and falls, suffering a setback improvised by the GM (eg: falls down stairs, injured knee, damaged object, etc). • <i>5 – Hostile Third Party:</i> A character is beset upon by a hostile random encounter. The character must make a Dexterity save of 15 or more or drop out of the chase and deal with the random encounter. • <i>6 – Lost:</i> The character is somehow separated from any others. The character must make a Wisdom check of 12 or more or become lost (momentarily or otherwise) and drop out of the chase.
6	<p>Third Party</p> <p>A single or small number of creatures impede the characters progress in a non-violent manner (eg: <i>d6 beggars, a lost woodsman, d3 underground flumphs, a curious Aaracokra</i>). One or more characters may (amongst other things) attempt to persuade or intimidate the creatures to assist them (GM discretion), or clear a path, on a check of 12 or more. On a fail the opposing side rolls to widen or close the gap.</p>
7	<p>Dangerous Hazard</p> <p>The GM improvises a physical threat of some kind (eg: <i>falling debris from an upper storey window, hunting trap, dungeon deadfall, hostile air spirit</i>). 1d4 characters must make a Dexterity save of 12 or more or suffer 2d6+level damage.</p>
8	<p>Obstruction</p> <p>The GM improvises a physical obstruction of some kind (eg: <i>barrels and crates, fast running stream, jammed dungeon door, smoke</i>). A Strength or Dexterity check (plus any relevant skill) of 12 or more is required to avoid the obstruction. On a fail the opposing side rolls to widen or close the gap.</p>
9	<p>Snap Opportunity</p> <p>1d4 characters may take an action to assist their side or act against the opposing side, provided they declare their action within a 3 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a runner, dropping caltrops, etc.</p>

10-11	Nothing happens.
12	Snap Opportunity 1d4 characters may take an action to assist their side or act against the opposing side, provided they declare their action within a 3 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a runner, dropping caltrops, etc.
13	Obstruction The GM improvises a physical obstruction of some kind (eg: <i>busy marketplace, thick mud, spider webs, storm</i>). A Strength or Dexterity check (plus any relevant skill) of 12 or more is required to avoid the obstruction. On a fail the opposing side rolls to widen or close the gap.
14	Dangerous Hazard The GM improvises a physical threat of some kind (eg: <i>startled horse kick, snake nest, archway blade trap, lightning strike</i>). 1d4 characters must make a Dexterity save of 12 or more or suffer 2d6+level damage.
15	Burst of Speed The characters are inspired to dig deep and put on a final burst of speed. The characters roll to widen or close the gap.
16	Random Coincidence <i>Roll 1d6:</i> <ul style="list-style-type: none"> • <i>1 – Drop something:</i> The character accidentally drops something valuable. Depending on the item, the GM might require a check to notice the loss. • <i>2 – Fatigue:</i> The character is overcome by unexpected fatigue and suffers the exhaustion condition. • <i>3 – Head Strike:</i> The character is struck on the head by an object. The character must make a Constitution save of 15 or more or be stunned and drop out of the chase. • <i>4 – Fall:</i> The character trips and falls, suffering a setback improvised by the GM (eg: falls down stairs, injured knee, damaged object, etc). • <i>5 – Hostile Third Party:</i> The character is beset upon by a hostile random encounter. The character must make a Dexterity save of 15 or more or drop out of the chase and deal with the random encounter. • <i>6 – Lost:</i> The character somehow gets separated from the other chase participants. The character must make a Wisdom check of 12 or more to relocate his allies. Otherwise the character becomes lost and drops out of the chase.
17	Snap Opportunity 1d4 characters from both sides may take an action to assist themselves or act against the opposing side, provided they declare their action within a 3 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a runner, dropping caltrops, etc.
18	Obstruction The GM improvises a physical obstruction of some kind (eg: <i>fenced off side alley, tree string noose trap, water logged dungeon tiles, out of control airship</i>). A Strength or Dexterity check (plus any relevant skill) of 15 or more is required to avoid the obstruction. On a fail the opposing side rolls to widen or close the gap.

19	Dangerous Hazard The GM improvises a physical threat of some kind (eg: <i>alchemist explosion</i> , <i>carnivorous plant</i> , <i>hallway dart trap</i> , <i>toxic airborne spores</i>). 1d4 characters must make a Dexterity save of 15 or more or suffer 2d6+level damage.
20	All in! The whole PC party, and up to the same number of characters from the opposing side, may take an action to assist themselves or act against their opponents, provided they declare their action within a 3 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a runner, dropping caltrops, etc.