



### Flight of Stairs

Stairs do 2d8 damage to the vehicle's and you must make a DC 16-control check to avoid a collision at the end of the stairs.

OR

### Long Way Around

Draw another card. You must face the first challenge on that card.

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### Crossing Crowd

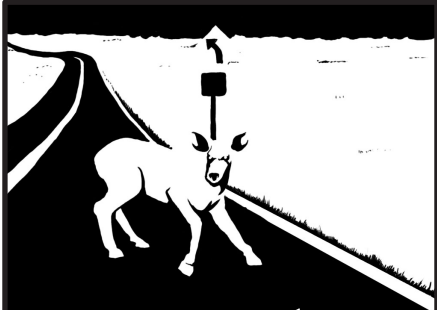
Make a DC 15 Charisma (Intimidate) skill check to motivate them to move out of the way.

OR

### Drive on the Sidewalk

Make a DC 13 Dexterity (Vehicle Proficiency) check to avoid hitting anyone and taking collision damage.

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### Animal in the Road

Make a DC 13 Charisma (Intimidate) check to frighten it out of the way.

OR

### Drive in the Ditch

Make a DC 15 Dexterity (Vehicle Proficiency) check to swerve around.

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### Construction Zone

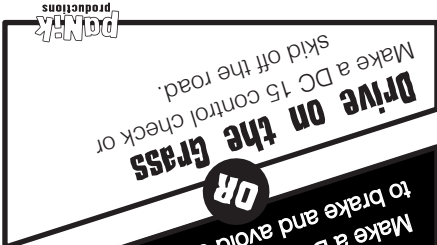
Make a DC 13 Dexterity saving throw to avoid hitting one of the workers.

OR

### Alternate Route

Make a DC 15 Intelligence check to find another route and a DC 10 Wisdom (Perception) check to spot the target car.

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### Drive on the Grass

Make a DC 15 control check or skid off the road.

OR

### Slow Moving Vehicle

Make a DC 14 Dexterity saving throw to brake and avoid collision damage.

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### Emergency Vehicle

Make a DC 15 Dexterity saving throw to avoid collision damage.

OR

### Emergency Vehicle

Make a DC 12 Wisdom (Perception) check to hear sirens in time to easily get out of the way.

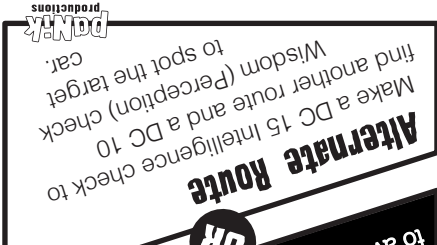
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### Atmospheric Conditions

Precipitation makes the road slippery. All control checks now have disadvantage.

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### Alternate Route

Make a DC 15 Intelligence check to find another route and a DC 10 Wisdom (Perception) check to spot the target car.

OR

### Construction Zone

Make a DC 13 Dexterity saving throw to avoid hitting one of the workers.

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**Chase  
Challenge  
Card**

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Card**



**On-Ramp**  
Make a DC 13 Dexterity (Vehicle Proficiency) check to avoid clipping another vehicle for 2d6 damage

OR

**Side Streets**  
Make a DC 13 Intelligence (Investigation) skill check to find the next exit and a contested Wisdom (Perception) vs the other driver's Dexterity (Stealth) to spot them again.

DC Nek productions




**Off-Ramp**  
Make a DC 13 Dexterity (Vehicle Proficiency) check to avoid clipping another vehicle for 2d6 damage

OR

**Next Exit**  
Make a DC 13 Intelligence (Investigation) skill check to find the next exit and a contested Wisdom (Perception) vs the other driver's Dexterity (Stealth) to spot them again.

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**Oblivious Pedestrian**  
Make a DC 14 Dexterity (Vehicle Proficiency) check to avoid hitting them and taking collision damage.

OR

**Oncoming Traffic**  
Make a DC 11 Dexterity (Vehicle Proficiency) or suffer collision damage +3d10.

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**Oblivious Pedestrian**  
Make a DC 14 Dexterity (Vehicle Proficiency) check to avoid hitting them and taking collision damage.

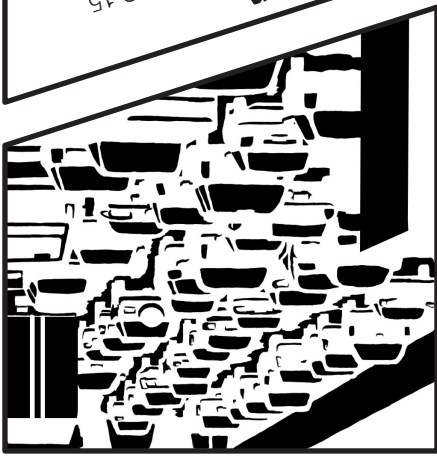
OR

**Oncoming Traffic**  
Make a DC 11 Dexterity (Vehicle Proficiency) or suffer collision damage +3d10.

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**Speed Trap**  
Speed past by making a DC 15 Dexterity (Vehicle Proficiency) check to avoid clipping a car for 2d8 damage. If the Officer in Pursuit card is not already in play, go through the deck until you find it. Play, then reshuffle.

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**Oncoming Traffic**  
Make a DC 15 Dexterity saving throw to avoid 2d10 collision damage.

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**Stop Sign**  
Make a DC 10 control check to your next chase skill check. to brake. Take a -1 penalty.



**Oncoming Traffic**  
Make a DC 15 Dexterity saving throw to avoid 2d10 collision damage.

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**Red Light**  
Make a DC 10 control check to your next chase skill check. to brake. Take a -1 penalty.



**Oncoming Traffic**  
Make a DC 15 Dexterity saving throw to avoid 2d10 collision damage.

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**Four Way Stop**  
Make a DC 10 control check to your next chase skill check. to brake. Take a -1 penalty.



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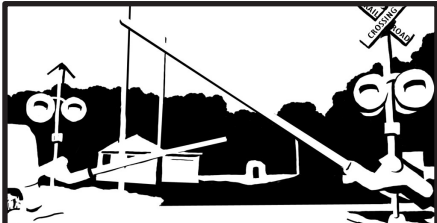
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**Chase  
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### Railroad Tracks

At full speed the tracks do 2d4 damage to the vehicle's suspension. Slowing down avoids this damage but gives you disadvantage next round.

OR

### Race the Train

Make a DC 18 Dexterity (Vehicular Proficiency) check to outrace the train. Failure inflicts 10d10 collision damage.

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### Roadside Accident

Traffic congestion gives disadvantage to your next Dexterity (Vehicle Proficiency) skill roll.

OR

### Drive into Traffic

Make a DC 15 Dexterity (Vehicle Proficiency) checks or collision damage + 2d10.

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### Overtaken Street Vendor

Make a DC 13 Dexterity (Vehicle Proficiency) check or skid to a stop.

OR

### Alternate Route

Draw another card and resolve the first challenge on that card.

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### Officer in Pursuit

A nearby police officer notices the chase and joins in. Uncertain of what's happening, she'll try to force the player's vehicle to stop so she can arrest them.

Use police cruiser vehicle stats and give the officer a Dexterity (Vehicle Proficiency) bonus of +2.

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### Clear Roads

No roll is necessary.

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### Clear Roads

No roll is necessary.

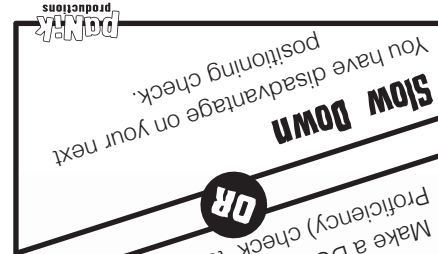
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### Clear Roads

No roll is necessary.

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### Slow Down

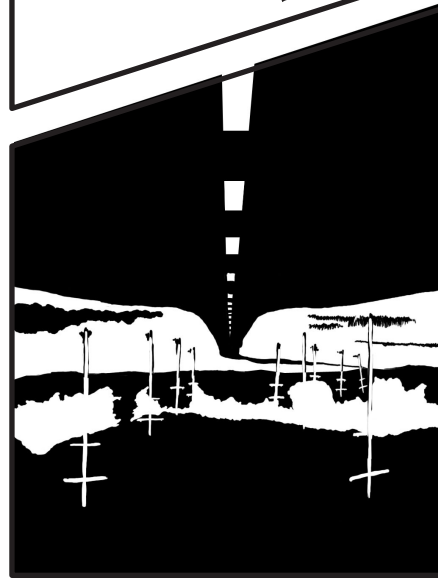
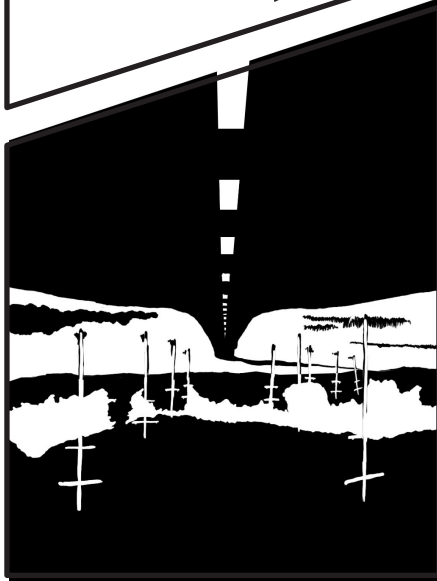
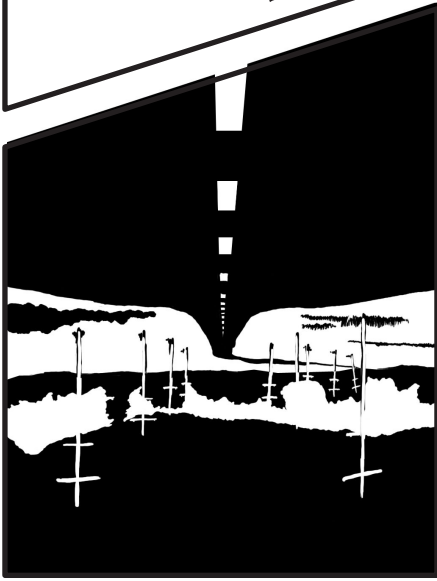
You have disadvantage on your next positioning check.

OR

### Severe Potholes

Make a DC 13 Dexterity (Vehicle Proficiency) check to maintain speed.

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