

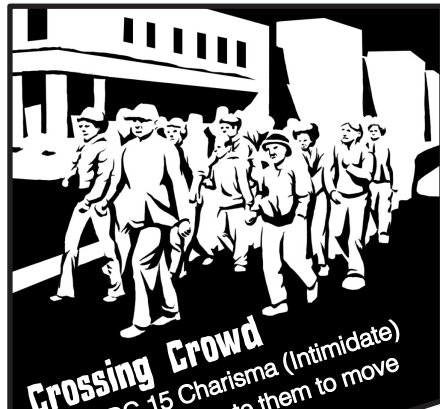


Flight of Stairs
Stairs do 2d8 damage to the vehicle's and you must make a DC 16 control check to avoid a collision at the end of the stairs.

OR

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

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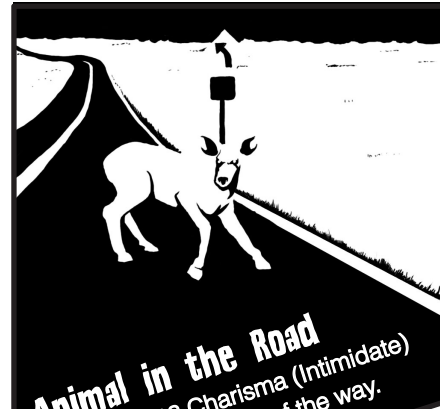


Crossing Crowd
Make a DC 15 Charisma (Intimidate) skill check to motivate them to move out of the way.

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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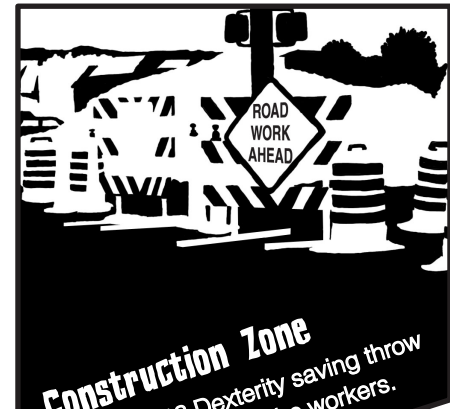


Animal in the Road
Make a DC 13 Charisma (Intimidate) check to frighten it out of the way.

OR

Drive in the Ditch
Make a DC 15 Dexterity (Vehicle Proficiency) check to swerve around.

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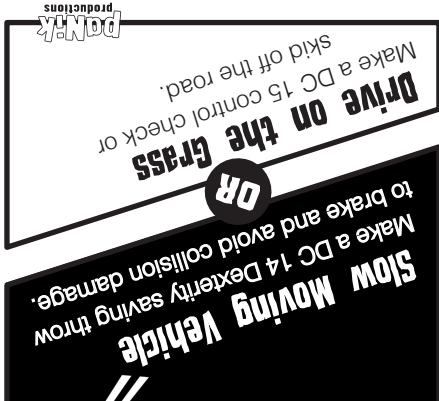


Construction Zone
Make a DC 13 Dexterity saving throw to avoid hitting one of the workers.

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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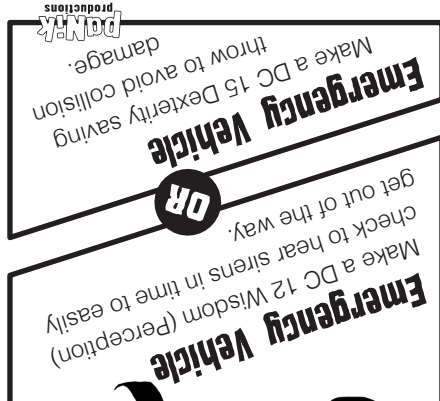


Slow Moving Vehicle
Make a DC 14 Dexterity saving throw to brake and avoid collision damage.

OR

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

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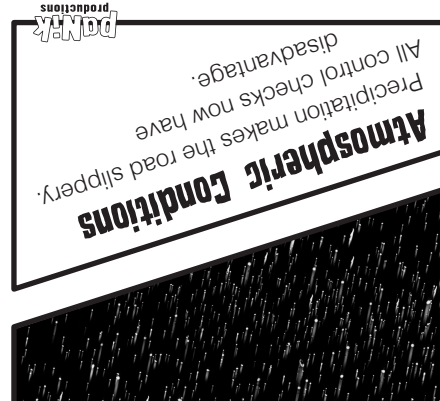


Emergency Vehicle
Make a DC 12 Wisdom (Perception) check to hear sirens in time to easily get out of the way.

OR

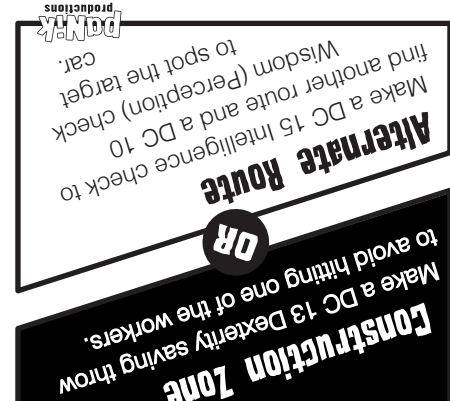
Emergency Vehicle
Make a DC 15 Dexterity saving throw to avoid collision damage.

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

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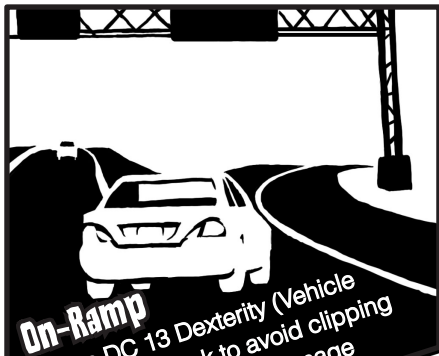
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On-Ramp
Make a DC 13 Dexterity (Vehicle Proficiency) check to avoid clipping another vehicle for 2d6 damage

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.

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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

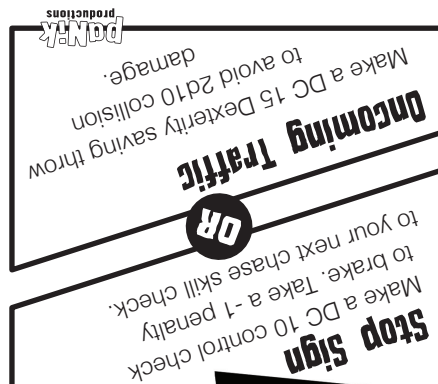
Oncoming Traffic
Make a DC 11 Dexterity (Vehicle Proficiency) or suffer collision damage +3d10.

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

OR

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 brake. Take a -1 penalty to your next chase skill check.

OR

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 brake. Take a -1 penalty to your next chase skill check.

OR

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

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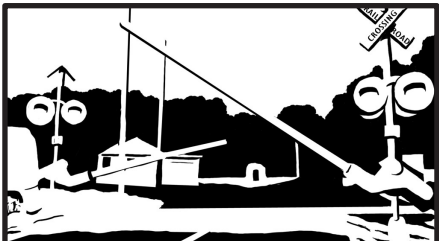
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Railroad Tracks
At full speed the tracks do 2d4 damage to the vehicle's suspension. Slowing down avoids this damage but gives you disadvantage next round.

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.

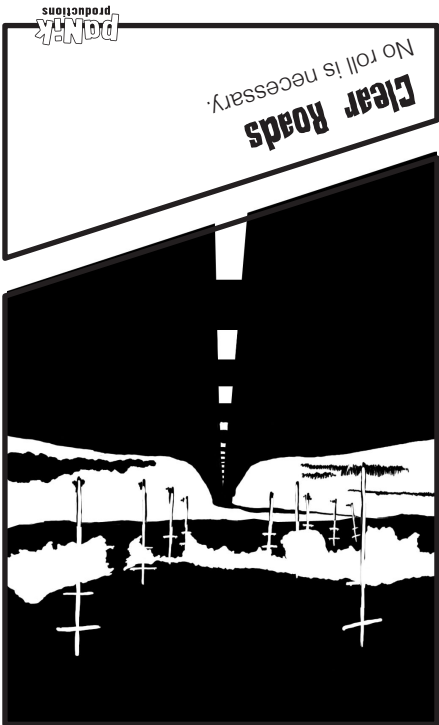
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Officer in Pursuit
A nearby police officer notices the chase and joins in. Uncertain of what's happening, she'll try to force the player's vehicle to stop so she can arrest them.

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.

paNk productions



Clear Roads
No roll is necessary.

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

OR

Slow Down
You have disadvantage on your next positioning check.

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