

DUNGEONS & DRAGONS®

Skill Challenge

Get Those Pale Dogs!

You are in hot pursuit of two thugs. They go crashing down the rain-slick alley and knocking over a stack of boxes in their wake.

Setup: To catch up with the thugs, you have to navigate the cityscape faster and smarter than they do.

Level: 1 (500xp)

Complexity: 5 (requires **12 successes** before **3 failures**).

Reminder: The below skills are those which I think are the most on point. You are free to use any skill, power, or piece of equipment which you think will help.

Primary Skills: Acrobatics, Athletics, History, Streetwise.

- **Acrobatics (DC 10):** You dodge past an obstacle, vault over a crowd, or cross a narrow passage to close or lengthen the distance between you and your opponent.
 - A failed check indicates you take a spill and **lose one healing surge**, in addition to counting as a failure for the challenge.
- **Athletics (DC 10):** You run fast, scale a wall, or leap a fence to gain an advantage in the chase.
 - A failed check indicates that you get banged up and **lose one healing surge**, in addition to counting as a failure for the challenge.
- **Streetwise (DC 15):** You know enough about the layout of Ptolus to use the environment to your best advantage during a chase.
 - A failed check indicates a wrong turn. Your opponents are pulling further away.
- **History (DC 15):** You have read enough accounts of pell-mell chases through city streets to know common tactics, maneuvers, and shortcuts used in street chases.
 - A failed check indicates you misremembered the exploits and derring-do of past adventurers. You have taken a wrong turn.

Secondary Skills: Perception, Insight

- **Perception (DC 10):** You spot a shortcut, notice a hiding space, or otherwise aid your cause.
 - Using this skill does not count as a success or failure for the challenge, but instead provides a **+2 bonus** or a **-2 penalty** to the next character's skill check.
- **Insight (DC 10):** Observing subconscious body language, you guess which way you think those you are pursuing are about to turn.
 - Using this skill does not count as a success or failure for the challenge, but instead provides a **+2 bonus** or a **-2 penalty** to the next character's skill check.

Success: You catch up to your quarry.

Failure: Exhausted, you lose sight of the Pale Dogs.

Note: The "aid another" action is **not available** for this challenge. The best options for aiding another are the uses of the **secondary skills**.