

# D&D 5e Close Quarters Chases – Player Cheat Sheet

**Length of the Chase:** *Chase lasts as long as the DM rolls/determines. Chase ends earlier if Pursuer catches up to Quarry before then.*

## Chase Initiative:

- *Quarry always starts 30ft ahead of the Pursuer, whether the Quarry be the players or NPCs.*
- *No rolling for initiative... Players all go at once as a group.*
- *Players have 1 minute to make ALL their actions.*

## Movement in a Chase:

- *In a chase, NPCs are (nearly) always 5ft faster than player characters.*
- *Exceptions to this:*
  - *If a player character has a movement speed less than 30ft per round, then they move only 25ft per chase (-5)*
  - *If a player character has a movement speed faster than 30ft per round, then they move 35ft per chase (+5)*
- *Players roll CON saves after 3 + CON modifier rounds. If they fail, they suffer by 5ft.*

## Environmental Complications:

- *Players may have to spend their action resolving a randomly rolled environmental complication.*

## Player Actions in a Chase:

- *Players only get one action per round. They can choose from the following:*
  - **Physical action:** Using the body. Athletics checks, acrobatics checks, martial attacks, or the Help action.
  - **Arcane action:** Spellcasting (see special rules). Players can only cast each spell once per encounter.
  - **Survey action:** Assessing the environment. Perception checks, investigation checks, or insight checks (predicting enemy creatures' next move).
  - **Environmental action:** Player uses action overcoming environmental complication.
  - **Tactical action:** Player formulates a plan to get advantage on their roll next round. Intelligence or wisdom saving throw. Advantage on this roll if they reduce their speed by 10.

- **Social action:** Anything that involves talking or communicating. Persuasion check, intimidation check, or the Help action.
- **Martial Class Action:** Martial classes are physically geared, and thus each have an special advantage in a chase. If a character is multiclassing, they must have at least 3 levels in a class to use the ability. Note: unlike spells, any abilities that renew on a short or long rest ARE CONSUMED in the chase.
  - **Barbarian:** Has advantage on all CON saves or skill checks, and can stay raging if they smash through physical objects.
  - **Fighter:** Action Surge can be used to gain one additional “Dash” special action.
  - **Monk:** has advantage on all checks associated with vertical surfaces and advantage on any Environmental Actions.
  - **Ranger:** has advantage on any roll associated with the Survey Action.
  - **Rogue:** has advantage on any roll associated with the Tactical Action.
  - **Paladin:** If they are in the same space as an enemy, they can use a smite to automatically drop their enemy’s speed to 0 for a single round.
- **“Dash” special action:** For one round, a player character can turn on an extra burst of speed and gain an extra 10ft of movement. They can only do this once during the entire chase.

**Enemy NPC Actions:** NPCs can choose from Dash Special Action, Spellcasting, and Ranged Attack. Once they act, they must roll a d6 and get a 5 or 6 before they can act again.

## Special Rules for Actions in Chases

**What About “Dash As a Bonus Action”?:** Some spells, racial abilities, and class ability allow a player character to Dash as a bonus action. These player characters can use the Dash Special Action one additional time during the chase.

**Sleight of Hand Checks for Attacks and Spellcasting:** Anything involving the use of their hands first requires a successful Sleight of Hand Check. If you fail, you take no action for that turn. It is for this same reason that players cannot cast any spell that is 4th level or higher.

**Teleportation Based Spellcasting:** Based on the spell level limitation, there are only three teleportation spells available to players: 1) Misty Step, 2) Vortex Warp, and 3) Thunder Step. All of these spells function normally, and consume the player character’s action for that round of the chase. If player characters are the quarry, once the rounds of the chase have ended, players can use any teleportation spell to automatically succeed in escaping.

**Spellcasting That Impacts MOVEMENT:** The following movement spells are slightly augmented to maintain a chase while still providing a massive advantage for player characters:

- **Longstrider:** Players move an additional 5 ft per round.
- **Jump:** Players automatically succeed in any physical action that requires leaping.
- **Feather Fall:** Players can slow a descent to the point where they are NOT injured by a fall, but still maintain their speed.
- **Freedom of Movement:** Players are unaffected by any spell or environmental effect that creates difficult terrain.
- **Expeditious Retreat:** Players can choose to take the Dash Special Action two additional times.
- **Haste:** Players move an additional 5ft per round, and can choose to take the Dash Special Action two additional times.

**AOE Spells That Create Difficult Terrain:** 1) If the player manages to get the spell off, the enemy creatures automatically fail the saving throw, and 2) it reduces their speed by ½ for only one round.

**All Other Spellcasting:** Unless specified otherwise, spells that are successfully cast reduce the movement of an affected creature by 5ft for that round. No damage is done.

**What About Invisibility?:** If a Quarry chooses to turn invisible, the Pursuers must make a DC13 Perception check to continue to follow (the idea is that the chase is so hectic that they are causing all sorts of environmental evidence of their path). A Quarry cannot attempt to hide until the chase has exhausted a number of rounds. However, once the rounds have been exhausted, they can choose to go invisible and AUTOMATICALLY succeed in avoiding being caught.

**Disadvantaged Ranged Attacks:** Players must first pass a sleight of hand check AND make their attack at disadvantage when using a ranged martial attack.

**Armor:** If the armor a player character is wearing imposes a disadvantage on stealth, they must succeed a strength check each round or their speed is reduced by 5ft for that round.

**Stopping Movement to Attack:** If a player does not move for their round, they not only roll their attacks/checks normally, but they also reduce the enemy's speed by 10ft (rather than 5ft) if it is an attack.