ULTIMATE CHASE DECKS

URBAN CHASES

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BARRICADED WINDOW

Knowledge (Engineering) DC 25 - OR -Strength Roll DC 30



Acrobatics DC 20 - OR -Knowledge (Local) DC 25



Knowledge (Local) DC 20 - OR -Stealth DC 25



Knowledge (Geography) DC 20 - OR -Perception DC 25



Climb DC 20 - OR -Knowledge (Engineering) DC 15



Acrobatics DC 15 - OR -Perception DC 20



Acrobatics DC 20 - OR -Stealth DC 25



Acrobatics DC 20 - OR -Knowledge (Geography) DC 25

BLIND CORRIDOR

Knowledge (Local) DC 15 - OR -Perception DC 20



Perception DC 15 - OR -Stealth DC 20



Perception DC 15 - OR -Reflect Save DC 20



Acrobatics DC 20 - OR -Knowledge (Local) DC 15



Knowledge (Geography) DC 15 - OR -Stealth DC 20

RUINCOURTYARD

Knowledge (History) DC 25 - OR -Perception DC 20

BURIAL MONOLITH



Climb DC 15 - OR -Knowledge (Religion) DC 10



Climb DC 10 - OR -Knowledge (Engineering) DC 15



Acrobatics DC 10 - OR -Perception DC 15



Perception DC 25 - OR -Stealth DC 30



Strength Roll DC 20 - OR -Knowledge (Engineering) DC 15



Climb DC 20 - OR -Knowledge (Local) DC 15

HIGHPRECIPICE



Climb DC 25 - OR -Perception DC 30



Knowledge (Engineering) DC 15 - OR -Perception DC 20

PERILOUS WALL

Climb DC 25 - OR -Perception DC 20



Knowledge (Dungeoneering) DC 15 - OR -Perception DC 15



Climb DC 20 - OR -Knowledge (Local) DC 15

GRAVEYARD RUINS



Acrobatics DC 25 - OR -Knowledge (Religion) DC 20



Knowledge (Geography) DC 20 - OR -Perception DC 15



Strength Roll DC 20 - OR -Knowledge (Engineering) DC 15

BLIND SPIRAL STAIRS CASE

Acrobatics DC 10 - OR -Knowledge (Engineering) DC 15



Knowledge (Local) DC 15 - OR -Perception DC 10



Climb DC 20 - OR -Knowledge (Engineering) DC 15



Acrobatics DC 20 - OR -Perception DC 25



Acrobatics DC 20 - OR -Knowledge (Engineering) DC 15



Knowledge (Engineering) DC 15 - OR -Reflex Save DC 20

Designation of Open Game Content: All Text

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