

RUNNING CHASES

STARTING THE CHASE

A chase can start from a role-playing situation, or after someone flees a combat. To begin, determine how far away the prey starts from the pursuer. Next, set the prey's **DISTANCE** rating somewhere between 10 to 60 meters, or typically at double the prey's movement rate.

ROUNDS & MANEUVERS

Chases are played out in rounds like combat, but you don't draw initiative, nor do you get your normal movement. The assumption is that every participant uses their movement to run away or catch up, which roughly cancels out. Instead, each participant can perform one chase maneuver per round, which can be affected by random obstacles each round. Each round runs as follows:

1. **Choose Maneuvers** in secret – writing them down.
2. **Roll a Chase Obstacle** for the round and reveal it.
3. **Reveal the Maneuvers** of all participants.
4. **Resolve Maneuvers** starting with the highest **DISTANCE** score, counting down.

On your turn, or if you are attacked before your turn, you can choose to cancel your planned maneuver, and either defend against an attack or simply do nothing.

LOSING MOVEMENT

If you are hit by a spell or other effect that renders you unable to move, the following affects you:

- ✦ You cannot perform any of the chase maneuvers, except actions that don't require you to move.
- ✦ As penalty, you must decrease (as prey) or increase (as pursuer) the **DISTANCE** by your movement rate.

As an action, you can attempt to break the effect that holds you (check the spell description or combat rule to see what kind of roll is required to do so). If you manage to break free, you don't pay the penalty this round and you can continue the chase as normal in the next round.

ENDING THE CHASE

As prey, you can escape a chase if your **DISTANCE** reaches or exceeds 100 meters after all maneuvers in the round have been resolved, if you succeed on a **HIDE** maneuver, or if all pursuers drop out of the chase.

As pursuer, you can end a chase by catching your prey. If the prey's **DISTANCE** within your melee weapon range after all maneuvers have been resolved, you can immediately make a free melee attack, or try to grapple or topple the prey. If you succeed, the chase ends in either combat or a role-playing scene – whichever makes more sense.

RUNNERS VS MOUNTS

If some participants in a chase are riding a mount, the chase rules work as normally – just use the applicable skill for mounted participant, indicated in [brackets].

In a bustling street environment, mount movement rates are halved, but the rider gets a boon to **AWARENESS**. In an open environment, the rider can benefit from their mount's full movement rate.

CHASE MANEUVERS

DASH: You simply run or ride as fast as you can. This decreases the **DISTANCE** of all prey or increases your **DISTANCE** to the pursuer by your movement rate.

PERFORM ACTION: You use your turn to perform a combat action (Rulebook, p. 42) – except Dash, Parry or Dodge. You need to choose which action you are going to perform when you pick this maneuver.

BLOCK (PREY ONLY): You knock things over behind you, trying to create an obstacle for the pursuer. Roll for **BRAWLING**. If you succeed, the **DISTANCE** increases by your movement rate, and the pursuer must roll **EVASION** [RIDING] before resolving their own maneuver. If they fail, their maneuver is canceled.

HIDE (PREY ONLY): You quickly duck into a side alley or behind cover. Make an opposed roll for **SNEAKING** against the pursuer's **AWARENESS**. If you win, you can either escape, or fall back to make a sneak attack at a shorter range. This maneuver cannot be chosen at a **DISTANCE** of 10 meters or less. At less than 20 meters, you get a bane. Above 60 meters, you get a boon.

CUT OFF (PURSUER ONLY): You try to find a shortcut to cut off the prey. Make an opposed roll between your **AWARENESS** and the prey's **EVASION** [RIDING]. If your **DISTANCE** is below -30 meters, you get a bane.

If you win, you become the new main pursuer and the **DISTANCE** of all other participants is reduced by 50 meters. If you lose, you get lost and drop out of the chase.

CHASE OBSTACLES

Each round, after the participants have secretly chosen their maneuvers, the GM randomly rolls a chase obstacle, see the table for example obstacles below. You may need to adapt these to fit the surroundings of the chase.

The obstacles provide flavor for the chase and affects the maneuvers chosen by the participants. The GM is free to adapt the obstacles to the situation at hand, or even choose to create obstacles freely as needed.

EXAMPLE TOWN OBSTACLES

D10 OBSTACLE

- 1 **DEAD END:** If the prey has chosen to DASH, HIDE, or BLOCK, the maneuver fails.
- 2 **MARKET STALLS:** Crates and tables block the way. This gives a boon to HIDE and BLOCK, but every participant who has chosen Dash, must first make a BRAWLING or EVADE roll (not an action). If it fails, the maneuver fails.
- 3 **CART:** A cart pulls in and blocks a side alley. This gives a bane to HIDE and CUT OFF maneuvers.
- 4 **CROWD:** The crowds of people making their way along the street provide cover. A HIDE maneuver gets a boon. Even if the prey doesn't HIDE, the pursuer must roll AWARENESS (not an action). If it fails, their maneuver fails.
- 5 **MONKS:** A throng of robed, chanting monks blocks the road. The prey must roll PERSUASION (not an action) to convince them to move. Success gives a boon to any HIDE maneuver. If it fails, the prey's maneuver fails.
- 6 **GUARDS:** A pair of guards try to block the chase, weapons drawn. This gives a bane to HIDE and all ranged attacks. Anyone who makes an attack or will be attacked by the guards.
- 7 **BEGGAR:** A beggar grabs at the pursuer and starts chattering away, clearly after money. The pursuer must give the man some money or push him away with BRAWLING. If it fails, their maneuver fails.
- 8 **GARBAGE:** There is garbage and debris all over the street, making the ground slippery. All movement gained from maneuvers is halved (rounded down), while a BLOCK maneuver gets a boon.
- 9 **OPEN SPACE:** The chasers suddenly find themselves in an open square, the crowds clearing for a moment. This gives a boon to all ranged attacks, but a bane to HIDE. Riders can benefit from their mount's full movement rate.
- 10 **THUGS:** Three street thugs block the road, threatening violence. The prey must roll PERSUASION (not an action) to be allowed to pass. A failed roll means that the thugs attack – the chosen maneuver fails and one thug makes a melee attack. If the PERSUASION roll succeeds, the thugs threatens the next participant instead – and so on.

EXAMPLE FOREST OBSTACLES

D8 OBSTACLE

- 1 **DEAD END:** If the prey has chosen to DASH, HIDE, or BLOCK, the maneuver fails.
- 2 **THICKET:** A dense bush or thicket blocks the way. Every participant who has chosen DASH, must first make a BRAWLING or EVADE roll (not an action) to push through or evade the branches. If it fails, the maneuver fails.
- 3 **HERD:** The herd of deer suddenly cross the path, providing cover for the prey. A HIDE maneuver gets a boon, and even if the prey doesn't HIDE, the pursuer must roll AWARENESS (not an action). If it fails, their maneuver fails.
- 4 **DOWNPOUR:** A sudden downpour makes it difficult to see and makes the ground slippery and difficult to cross. All movement gained from maneuvers is halved (rounded down). A HIDE maneuver gets a boon.
- 5 **CREVICE:** You are approaching a narrow gap or crevice in the terrain. Every participant must succeed an ACROBATICS roll (not an action) to jump across the gap. If it fails, their maneuver is canceled, and they fall into the crevice, suffering D6 points of falling damage, and need to spend one round to get out again.
- 6 **DIFFICULT TERRAIN:** The way ahead is blocked by rocks, fallen trees, or flooding. All movement gained from maneuvers is halved (rounded down). A BLOCK maneuver gets a boon.
- 7 **CLEARING:** The chasers suddenly find themselves in a clearing. This gives a boon to all ranged attacks, but a bane to HIDE. Any mounted participants can benefit from their mount's full movement rate.
- 8 **WILD ANIMAL:** A wolf, bear, or boar feels threatened by you. The prey must roll BEAST LORE (not an action) to know how to avoid enraging it. A failed roll means that the beast attacks – the chosen maneuver fails and the beast makes a melee attack. If the roll succeeds, the bear threatens the next participant instead – and so on.

MULTIPLE PARTICIPANTS

If there are multiple participants, determine one main pursuer – the frontrunner of all pursuers. All other participants keep track of their **DISTANCE** to the current main pursuer. The main pursuer's **DASH** maneuver decreases everyone else's **DISTANCE**, while everyone else's **DASH** maneuver only increases their own **DISTANCE**. You count as a pursuer to all participants in front of you, and as prey to all behind you.

VARIANT: RUNNING RACES

You can use the chase rules to run races, where every participant tries to reach some goal first. To do so, all participants simply track their own **DISTANCE**, starting at 0 (or more, if it makes sense). Each participant's **DASH** or other maneuvers only increases their own **DISTANCE**. Set a target **DISTANCE** (for example 100 meters) where the goal is located. The first participant to reach the target number, wins the race.

DUNGEON & CAVE CHASES

While chases in a town or forest take place over large distances with many options to hide or escape, this is not the case in cramped quarters like in caves or dungeons. Due to this, it does not make sense to run the same type of chase with random obstacles and encounters.

Instead, you can simply play the chase as a combat and make use of random improvised weapons (see

Improvised Weapon Cards or Rulebook, p.120). In order to facilitate chases in dungeon, you can find a new list of random features and improvised weapons for use in a dungeon below.

These can also be used in caves, especially when the cave is being used by people and has things like doors, furniture or crates in it – like a bandit hideout.

IMPROVISED DUNGEON MANEUVERS

D6 EFFECT

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| 1 | STACK OF CRATES <ul style="list-style-type: none"> ◆ Knock down crates in an area of 4×4 meters, making it rough terrain (Rulebook, p.44). ◆ Make a BRAWLING roll to hit an enemy. ◆ Everyone withing the area must dodge the falling crates or take D6 bludgeoning damage and get knocked on the ground. ◆ The attack cannot be parried. |
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| 2 | CONVENIENT FURNITURE <ul style="list-style-type: none"> ◆ Make a CRAFTING roll to place a bench or chair to block a door from the inside. ◆ If you succeed, the door becomes locked and cannot be picked, only broken down. ◆ If you fail, the dory is only closed and can be open as usual (see page 43 in the Rulebook). |
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| 3 | BARRELS <ul style="list-style-type: none"> ◆ Roll a barrel in a line towards your enemies. ◆ Everyone in the path of the barrel falls down. ◆ The attack can be dodged, but not parried. |
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D6 EFFECT

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| 4 | RATS <ul style="list-style-type: none"> ◆ Make a BUSHCRAFT roll to agitate the rats and make them attack an enemy within 10 meters. ◆ The attack hits automatically and inflicts 2D6 piercing damage. ◆ After one attack, the rats scurry away. ◆ The attack can be dodged but not parried. ◆ If your BUSHCRAFT roll fails, the rats attack you. |
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| 5 | PERFECT HIDING PLACE <ul style="list-style-type: none"> ◆ Make an opposed SNEAKING roll against the AWARENESS of an enemy who doesn't have direct line of sight. ◆ If you succeed, they have lost you out of sight. You now count as undetected and can make a sneak attack (Rulebook, p.43). |
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| 6 | WALL TORCH <ul style="list-style-type: none"> ◆ See Improvised Weapon Cards or Rulebook, p.120 |
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