

GIVE CHASE!

Chases are an exciting, dynamic type of scene addressed in the core rules. This article expands on those rules, adding detailed charts and guidelines for running an exciting chase.

First, a reminder. A chase is run as an extended opposed task, with the first to

reach (typically six) successes being the winner. The task is run at one-minute, one-hour, or (rarely) one-day intervals, depending on its scope.

At each interval the predator and the prey make opposed attribute checks, and each notches up either a success or failure



(a success for one is by definition a failure for the other). This continues until one reaches the six-check win threshold.

GROUP CHECKS

Chases are typically made with group checks, both for predator and prey, as stronger members of the group help out the weaker members. As with all group checks, the group succeeds if more than half the group makes the check (so for a group of five PC, three would need to beat the predator's roll).

As a group, you will only need to track the group as a whole, so you will not need a count for each PC.

ATTRIBUTES & SKILLS

The attributes and skills used depend on the terrain. At the most basic, a flat terrain involves a STR or AGI check, along with the *running* skill. If the terrain is uphill, that might be STR, not AGI. If on horseback, that might be AGI (*riding*), in a car it would be AGI (*driving*), and if in a spaceship that would be AGI (*piloting*).

In the table to the right is a list of terrains and suggested attribute/skill combinations for a foot chase. You can choose or roll on the table at each stage. You are encouraged to devise more.

CHOICES

At each stage, both predator and prey usually cross the same terrain. However, it can be more interesting to offer a *choice* of terrains at each stage - does the prey duck down the twisting alleyways, or climb the nearby wall? This gives the

3d6	Terrain/Obstacle	Attribute Check
3-4	Steep hill	STR (<i>running</i>)
5	Wall /cliff	STR/AGI (<i>climbing</i>)
6	Gap/crevasse	STR/AGI (<i>jumping</i>)
7	Water/river/pool	STR (<i>swimming</i>)
8	Slippery terrain	AGI (<i>acrobatics</i>)
9	Barrier/debris	AGI (<i>acrobatics/ jumping</i>)
10	Squeeze/gap	AGI (<i>acrobatics/ escape artist</i>)
11	Crowd/traffic	CHA (<i>bluffing/ intimidation</i>)
12	Long stretch	END (<i>running</i>)
13	Maze	LOG (<i>navigation</i>)
14	Flat terrain	STR/AGI (<i>running</i>)
15	Livestock	CHA (<i>animal handling</i>)
16	Rooftop	AGI (<i>climbing/ acrobatics</i>)
17	Locked door/portal	AGI (<i>thievery</i>) or LOG (<i>engineering</i>)
18	Falling objects/cave-in	AGI (<i>dodging</i>)

participants more agency and makes their choices more meaningful.

The predator does not have to make the same choice as the prey. They can each take different routes to reach the same destination.

Each member of the group of PCs also does not have to make the same choice at a junction such of this. Different PCs may be rolling different attribute checks;

all that matters is that you count how many succeed.

PREDATOR OR PREY?

The system works exactly the same way, whether the PC are predator or prey. You should put the PCs on the bottom section and the prey on the top section, and follow exactly the same process.

WHAT HAPPENS WHEN THEY'RE CAUGHT?

If the predator catches the prey, a normal tactical combat scene ensues.



INITIATING A CHASE

To transition from a regular encounter into a chase, the prey needs to initiate it by fleeing.

To initiate a chase, the prey must be at least 20 squares from the predator. At this point, the prey simply declares on their turn that they are fleeing the encounter.

SPEEDY PCs

Sometimes PCs have features which make them faster. Perhaps a sci-fi character has a rocket pack which enables her to clear obstacles with a single bound, a PC is able to walk on water, or perhaps a character has a really high movement rate. In these cases, the following rule applies.

Circumvent. If the PC has an ability which would allow them to easily circumvent a particular obstacle, grant them an automatic success on the opposed check.

Fast. If a PC (or a monster, for that matter) has a SPEED of 10 or more, grant them +1d6 to their checks. If they have a SPEED of 20 or more, grant them +2d6.

RACES

Races work in slightly different way. You won't need the PREDATOR track - instead, you will need just one track on which you place all participants. Rather than a group check, each participant rolls separately (although if there are a lot of participants, the GM may group some of them into single rolls).

Rather than opposed checks, participants are instead rolling against the static difficulty of an obstacle. Roll in INITIATIVE order. The first to six (or more) successes wins the race.