


You're in a chase scene!

Here are your options.

Each round, you decide whether you are **Desperately Dashing** or **Doing Something Else**.

When **Desperately Dashing**, you're focused on catching the quarry. Your character's movement speed determines your chances of success.

If your movement speed is the **same as the quarry's**, roll as normal.
If your movement speed is **higher than the quarry's**, roll with advantage.
If your movement speed is **lower than the quarry's**, roll with disadvantage.

When **Doing Something Else**, you're not focused on catching the quarry. Choose one of the following options and suffer an automatic failure 

Help a close ally for one round

If you must touch an ally to use an ability, you must have the same number of successes as your ally.

The game master decides what advantage this bestows.

Help a far ally for one round

To use an ability that has a range, you must be only one success higher or lower than your ally.

The game master decides what advantage this bestows.

Attack the quarry

Make a standard attack roll and damage roll. You must be one success away from catching the quarry.

Slow the quarry for one round

If you have an ability that impedes the quarry's movement, make a standard attack or casting roll. Redetermine if any pursuers gain advantage due to the quarry's reduced movement speed. You must be one success away from catching the quarry.

Stop the quarry for one round

If you have an ability that stops the quarry's movement, make a standard attack or casting roll. Everyone except you succeeds against the current obstacle. You must be one success away from catching the quarry.



And remember: if you fail too many times, you're out of the chase!

