

# Pursuer

Coordination+Stealth  
Sense+Direction  
Sense+Empathy  
Sense+Hearing/Sight  
Sense+Scrutinize

Body+Athletics  
Body+Endurance  
Body+Run  
Coordination+Climb  
Coordination+Dodge  
Coordination\_Ride  
Coordination+Stealth

Charm+Lie  
Charm+Plead  
Command+Inspire  
Command+Intimidate  
Knowledge+Tactics

## CHASE BRIEF

*Declare* - All reveal simultaneously, ro-sham-bo style. If you beat an opponent, you can change Lead by 1 or add +1d next turn.

### Roll

*Resolve* - Change Lead by W or offset opponent sets. Runner changes all his Leads. Followers only change their own Leads.

## ADVANTAGES

Add +1 or +2 to Lead change from relevant set.

Command+Perform  
(Theater)  
Coordination+Expert  
(Sailor)  
Knowledge+Tactics  
Knowledge+Student  
(Local Area)  
Sense+Direction

Body+Athletics  
Body+Endurance  
Body+Run  
Coordination+Climb  
Coordination+Ride

Command+Intimidate  
Command+Inspire  
Coordination+Stealth  
Charm+Lie  
Charm+Plead  
Knowledge+Tactics

# Quarry