

"SNAKES & SWORDS"

System Neutral Chase Rules for Fantasy RPG's by **David Black & James Young**

21 Slow going! d6's are now d4's!	22	23 They're close! The GM gets +3 spaces!	24 Last Hurdle Move back 1d6 spaces!	END
20 Quickly! d4's are now d6's!	19	18	17	16
11	12	13	14	15 Fresh Air! Characters gain 1d4 HP.
10	9	8	7	6 Ooh! Shiny! Characters come across 1d6 coins each.
START	2 Some Luck? You may Re- roll all your dice next turn.	3	4 Hazard! Pass a CON test or take d4+HD damage.	5 Distraction Next turn the GM rolls 2d4.

- **The pursued go first!** - Each Player rolls a die based on the armor their character is wearing - **Light d8, Medium d6, Heavy d4**. It is assumed that everyone is going as fast as they can. Add the two lowest results together and move the Groups token that amount - the Group's token may move *backwards or forwards*.
- If the tokens are on the same row - the two characters with the Highest rolls may each narrate and make an attribute test, if they succeed they may each move the groups token one space forward OR move the NPC's one space back.
- The GM rolls 2d6, the NPC token moves that amount, *backwards or forwards*.
- If either token lands on a **Sword Hilt**, travel along the Sword to its point.
- The Chasers have caught the Pursued if: The Chasers get to the end, The Pursued move through the Chasers token *or* land on it.
- The Pursued have **escaped** when they reach the end.