

























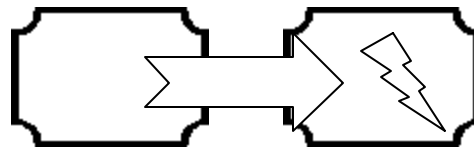
Ekkie's secret diary

<i>PC name</i>	<i>Hostile</i>	<i>Unfriendly</i>	<i>Indifferent</i>	<i>Friendly</i>	<i>Helpful</i>
			?		
			?		
			?		
			?		
			?		
			?		

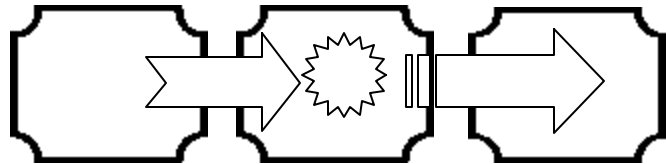
<i>Initial attitude</i>	<i>Improve attitude</i>	<i>Worsen attitude</i>
Hostile to those who <ul style="list-style-type: none"> ▪ lethally damaged her ▪ own a horse ▪ own a dog ▪ display willingness to read/write Otherwise unfriendly	<ul style="list-style-type: none"> ✦ Returning some of her gear ✦ Untying her ✦ Returning her skull ✦ Giver her salty or spicy food ✦ Big fire! Killing dogs and horses! 	<ul style="list-style-type: none"> ☠ Writing ☠ Hurting ☠ Damaging the skull (irrecoverable insult!)

Chase actions!

Move one square freely.
Then make a **Standard Action** (attack, cast...)



Move one square freely.
Then pass one of the chase checks on your square to **move another square**



Pass both checks on your square to **move 3 squares**.

☠ If fail both, no move and lose next turn.

☠ If fail one by 5+, no move.

☠ Otherwise move only one.



You get +/-2 to chase checks for each 10' of speed above/below 30'.

Fold along dotted line to form stand-up for chase scene. Then fold flat to use attitude tracker.