

RUN!

When you escape from a combat, roll and run for your life. In any event, mark experience.

- On a 10+, choose 3.
- On a 7–9, choose 2.
 - You escape without needing to [pressure](#).
 - One person (of your choice) who follows you is safe; they do not need to [pressure](#).
 - The threat loses track of where you are.
 - You know where you're going.

[moves](#), [recruit](#), [signature](#)

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