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## **RELENTLESS**

The character does not stop. Ever. Until they catch their quarry.

## **Effect**

+2 to any roll when chasing after someone or something in a pursuit situation. This includes rolling to increase Speed, pull a Stunt, repeat the quarry's Stunt, get through barriers and any other part of the chase.

good, minor, characters

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Last update: 2023/06/26 23:48

