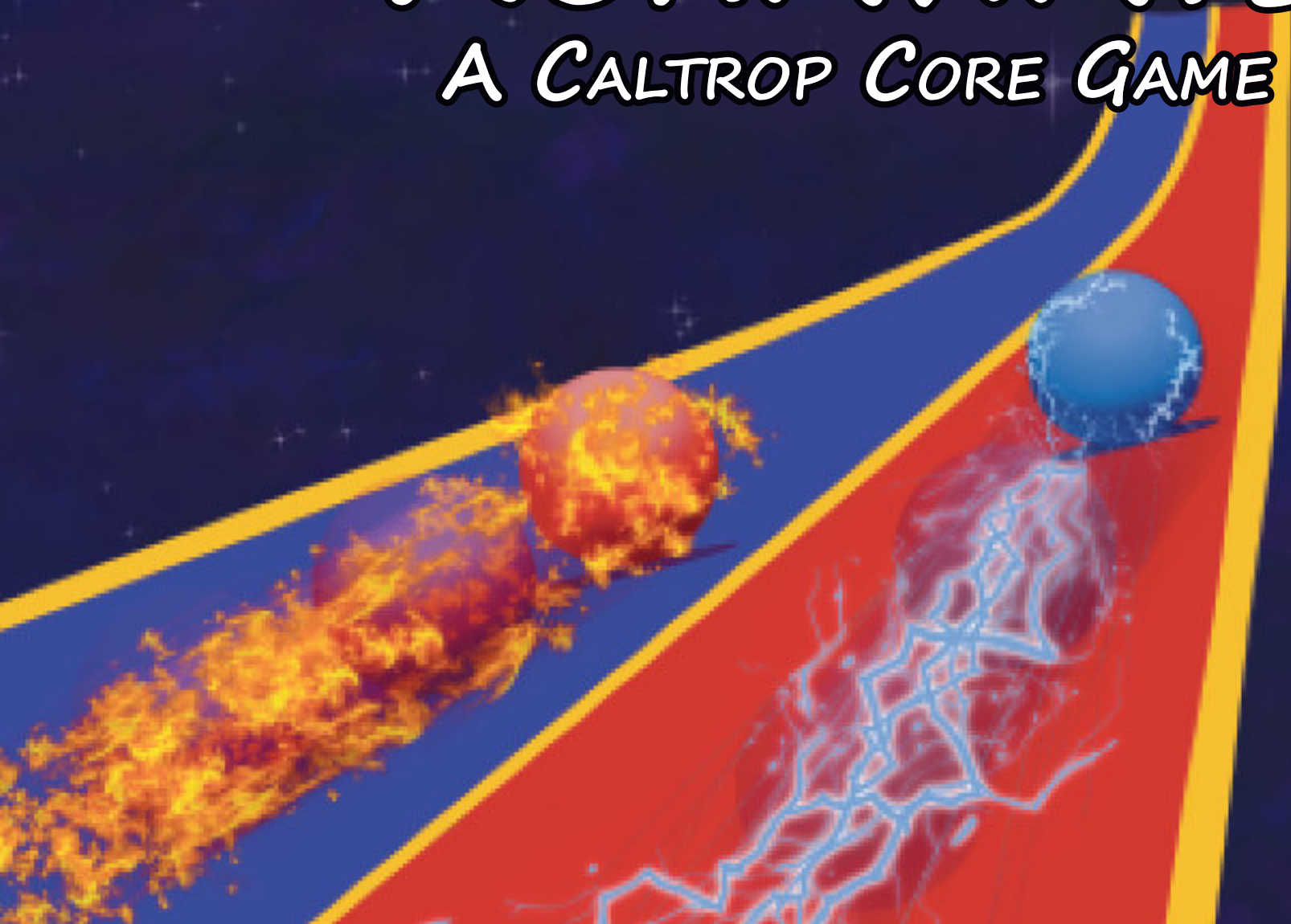


# RAINBOW RUNAWAYS

A CALTROP CORE GAME



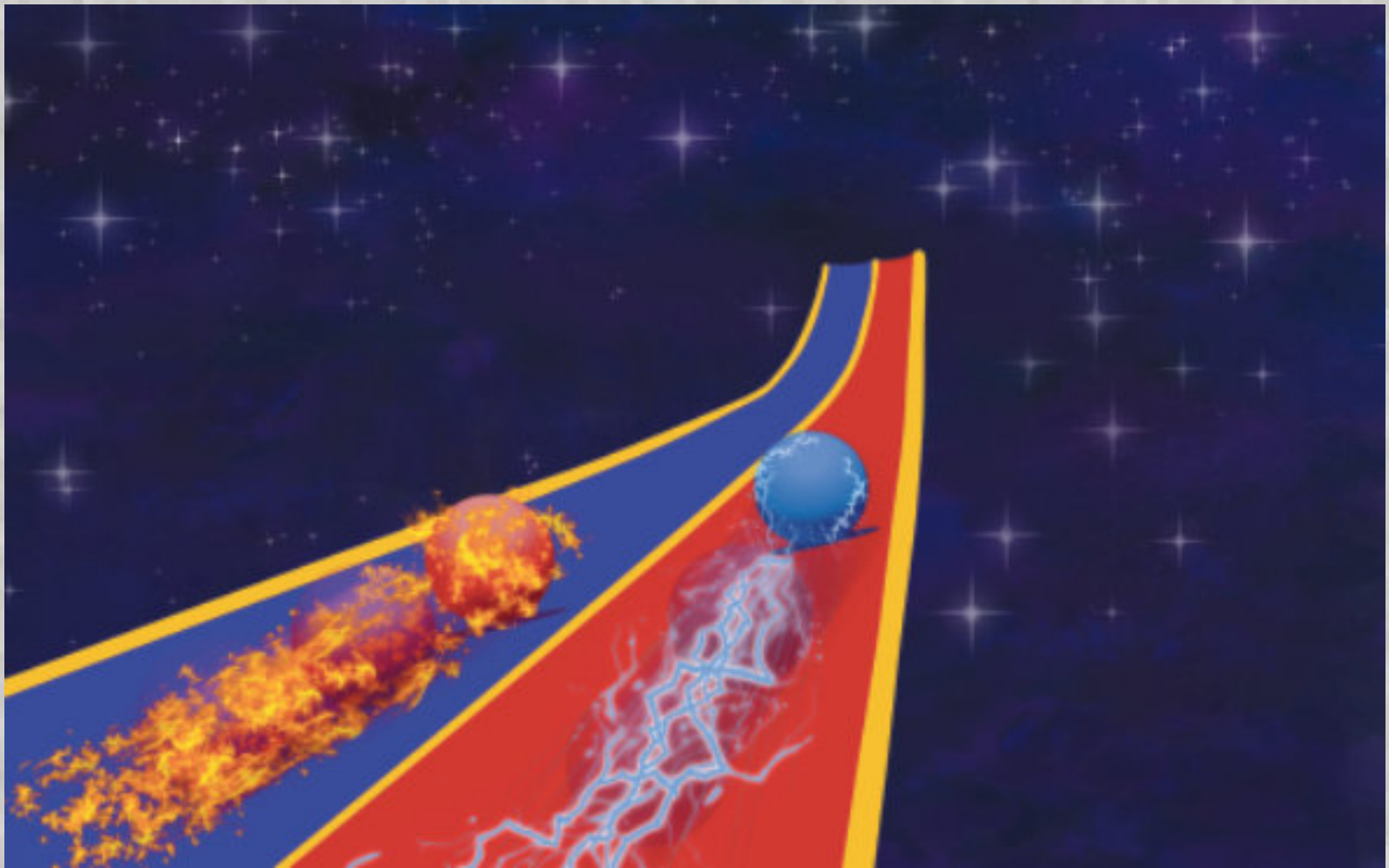
# Foreword

This game features militarized police in the same vein of G.U.N. from Sonic Adventure 2. This game is written with the belief that police militarization, and US policing in general, is inherently destructive and harmful. People may have varying degrees of comfort with this subject matter presented, so I advise anyone playing with a group to discuss the topic beforehand, and assess people's level of comfort with the portrayal before playing a game. You can choose to narrate the events of the story with a tone as something cartoony and lighthearted like Wille Coyote, or as a grimdark race for survival.

## Inspirations

**Tabletop RPGs:** Torches in the Dark by Michael Elliott, Blades in the Dark by John Harper, and Caltrop Core by Titanomachy

**Video Games:** Sonic Heroes, Sonic Adventure 2, Sonic Colors, Demon's Souls, Bug Fables



# The Premise

You are an animal living in a human's world. The humans have found you, and the military will pursue you with every weapon, vehicle, and trap they have at their disposal. You've only got one option. **RUN!**

## What you'll need

There are two modes of play for this game. Solo, or with a GM, if playing solo, you will need three d4s and a deck or cards, and something to write on. If playing with a GM, the GM will need a deck of cards and one d4, and the player or players will need three d4s each and something to write on.

## Win Conditions

In order for your characters to escape the city, you need to fulfil one of the following win conditions.

**Reach the Edge of the City:** The military will not pursue past the city limits, to track your progress to the edge of the city. Draw a clock with 12 sections, for every Obstacle you roll a **Absolute Failure** or **Absolute Success** on, you can fill out one section on the clock.



**The deck of cards runs out:** The military's resources aren't infinite, smashing or otherwise avoiding enough Obstacles means they will lack the ability to threaten you for a while, letting you leave the city at your leisure.

# Loss Conditions

**Run Out of Health:** The military will send Obstacles that directly harm you. If your Health reaches 0, you are either knocked unconscious or killed, and your escape attempt has failed.

**Run Out of Stamina:** Running out of Stamina won't outright make you fail, but to run out of Stamina makes your job of escaping all the harder. If your Stamina reaches -3, any additional Stamina loss is instead deducted from your Health.

## Creating a character

Choose an animal species and name: Your species has no statistical benefits, but can help give you inspiration for how you want your character's stats to be allocated.

**Example names:** Honey the Badger, Arthur the Bear, Tiny the Chihuahua, Dankfire the Hedgehog.

## Create a personality

How does your character feel about being pursued by armored vans and SWAT cars? Your character's personality might inform their abilities or tactics they use to make their escape. Are they dead set on a non-violent escape? Or is your character okay with breaking their way out with fists, claws, and teeth?

# Choose your stats

Rainbow Runaways has three stats, Speed, Air, and Power. All of your stats start out with 1 point, and you have 3 additional points that you can allocate to any stat of your choice, a stat cannot exceed 3.

## Speed

Your ability to move quickly, whether by running, swimming, or rolling around at the speed of sound. Characters with Speed Techniques specialize in reaching the edge of the city as fast as possible. Characters with Speed Techniques specialize in reaching the edge of the city as fast as possible.

## Air

Your ability to jump, fly, or maneuver in the air. Characters with Air Techniques specialize in minimizing risk.

## Power

How tough are you? Are you rougher than the rest of 'em? Characters with Power Techniques specialize in destroying Obstacles and wearing out the deck.

## Choose Three Techniques

Your character has three unique skills, select which ones you'd like to have.

When rolling against an Obstacle, you can use one of the following techniques, you must meet the stat prerequisite to use the Technique, as well as meet the condition for the Technique as well. For example, your Speed stat must be at least 2, and you roll an **Absolute Success** to use the Boost Technique.

# Speed Techniques

## Boost

Condition: **Absolute Success**

Stat Prerequisite: 2 speed

You can expend 1 Stamina to mark off 1 notch on the progress clock.

## Wall Run

Condition: **Absolute Failure** or **Absolute Failure** against a Bottomless Pit

Stat Prerequisite: 2 speed

Reduce damage taken by 1.

## Spin Slicer

Condition: **Absolute Success** against a robotic obstacle.

Stat Prerequisite: 3 speed

You expend 1 Stamina to search the deck for a card that matches the obstacle you just succeeded against, and discard it.

## Lightning Sprint

Condition: **Absolute Success** or **Partial Success**.

Stat Prerequisite: 3 speed

You can expend 3 Stamina to mark off 3 notches on the progress clock. Your ability to move quickly, whether by running, swimming, or rolling around at the speed of sound.

# Air Techniques

## Stylish Flips

Condition: **Absolute Success**.

Stat Prerequisite: 2 Air

Your sense of style has renewed your resolve to keep going, you can regain 1 stamina

## Glide

Condition: **Absolute Failure** or **Absolute Failure** against a Bottomless Pit

Stat Prerequisite: 2 Air

Reduce damage taken by 2.

## Circumnavigate

Condition: **Absolute Failure** or **Absolute Failure**

Stat Prerequisite: 3 Air

You can expend 1 Stamina and unmark 1 notch on the progress clock to turn the result into a **Absolute Failure**..

## Climb

Condition: **Absolute Failure** or **Absolute Failure** against an Artificial Wall

Stat Prerequisite: 2 Air, 2 Power

Reduce stamina loss by 1.

# Power Techniques

## Toughness

Condition: **Absolute Failure** against a robotic enemy.

Stat Prerequisite: 2

Reduce damage taken by 1.

## Break Through

Condition: **Absolute Success** against a robotic enemy.

Stat Prerequisite: 2

You can search the deck for a card that matches the obstacle you just succeeded against, and discard it. Additionally, if the card is one that gets reshuffled into the deck instead of being discarded, you can discard it instead of reshuffling it back into the deck.

## Complete Destruction

Condition: **Partial Success** or **Absolute Success** against a robotic enemy.

Stat Prerequisite: 3

You can expend 2 stamina search the deck for 2 cards that match the obstacle you just succeeded against, and discard it. Additionally, if the card is one that gets reshuffled into the deck instead of being discarded, you can discard it instead of reshuffling it back into the deck.

## Climb

Condition: **Absolute Failure** or **Partial Failure** against an Artificial Wall

Stat Prerequisite: 2 Air, 2 Power

Reduce stamina loss by 1.

# Starting a Run

Now that your character is created, you're ready to start running. When a card is drawn and the Obstacle is known, choose one of your stats, and roll a number of d4s equal to that stat, and take the highest result.

**The Deck:** When starting your run, shuffle the deck, cut the deck in half and then discard 5 cards, then reshuffle the remaining cards in the deck. If this deck runs out of cards, the character has succeeded the run.

**Advantages and Disadvantages:** Certain Obstacles have Advantages and Disadvantages. If the Advantage matches the stat declared, you can add one additional die, to a maximum of 3. If the Disadvantage matches the stat declared, you must subtract one additional die from the number rolled, to a minimum of 1.

**Stamina:** You start out a run with 5 Stamina, which you can use to perform Techniques. Your Stamina can go into the negative by spending it on Techniques or losing it to Obstacles. If your Stamina reaches -3, any additional Stamina loss is instead deducted from your Health. If you have negative stamina, you have a penalty to all rolls, -1 die at -1 Stamina, -2 dice at -2 stamina, and -3 dice at -3 Stamina

**Health:** You start out a run with 5 Health as well, which represents your ability to stay conscious during the run. If your Health reaches 0, you are either knocked unconscious or killed, and your escape attempt has failed.

**Second Wind:** Your character has the spirit of a hero within them, letting them keep going despite the odds.

Once per run, immediately after an **Absolute Success**. You can roll a d4, and regain Stamina equal to the roll, roll another d4, and regain Health equal the the roll.

Alternatively, you can roll 2d4, take the highest, and regain your choice of Health or Stamina

# The Deck

<b>Card</b>	<b>Obstacles</b>
<b>2</b>	<b>Pawndroid</b>
<b>3</b>	<b>Tranq Snipers</b>
<b>4</b>	<b>Artificial Wall</b>
<b>5</b>	<b>Bottomless Pit</b>
<b>6</b>	<b>Trip Wire</b>
<b>7</b>	<b>Caltrop Core</b>
<b>8</b>	<b>Armored Truck</b>
<b>9</b>	<b>Knightborg</b>
<b>10</b>	<b>Bishopbot</b>
<b>J</b>	<b>Rookrobot</b>
<b>Q</b>	<b>Queendroid</b>
<b>K</b>	<b>King Machina</b>
<b>A</b>	<b>Silver Simulacrum</b>

**Pawndroids:** The most common type of robot, as well as the weakest.

Advantages: Speed, Air, Power  
Disadvantages: None

**Absolute Failure:** You lose 1 Stamina, and take 1 damage.

**Partial Failure:** You lose 0 Stamina, and take 1 damage.

**Partial Success:** You take 0 damage and lose 0 Stamina.

**Absolute Success:** Search for one additional Pawndroid in the deck, and discard it.

**Tranq Sniper:** Small turrets with tranq darts in position to shoot at you.

Advantages: Speed, Power  
Disadvantages: Air

**Absolute Failure:** You lose 2 Stamina, subtract one d4 from your next Speed or Power roll.

**Partial Failure:** You take 0 damage and lose 2 Stamina.

**Partial Success:** You take 0 damage and lose 0 Stamina.

**Absolute Success:** If this roll was a Power roll, you can search the deck for 1 Tranq Sniper cards, discard it, and then reshuffle the deck.

**Artificial Wall:** The military has erected a tall wall to cut you off.

Advantages: Air, Power  
Disadvantages: Speed

**Absolute Failure:** You take 0 damage and lose 2 Stamina.

**Partial Failure:** You take 0 damage and lose 1 Stamina.

**Partial Success:** You take 0 damage and lose 0 Stamina.

**Absolute Success:** If this roll was a Speed or Air roll, add one d4 to your next Air roll.

**Bottomless Pit:** A large gap that spells certain death for those who fall.

Advantages: Air  
Disadvantages: Power

**Absolute Failure:** You take 4 damage and lose 1 Stamina.

**Partial Failure:** You take 2 damage and lose 1 Stamina..

**Partial Success:** You take 0 damage and lose 1 Stamina.

**Absolute Success:** You take 0 damage and lose 0 Stamina.

**Trip Wire:** The most evil trap of all, a small metal wire.

Advantages: Air, Power

Disadvantages: Speed

**Absolute Failure:** You take 1 damage, and lose 2 Stamina, subtract one d4 from your next Speed roll

**Partial Failure:** You take 1 damage, and lose 1 Stamina.

**Partial Success:** You take 0 damage and lose 1 Stamina.

**Absolute Success:** You take 0 damage and lose 0 Stamina.

**Caltrop Core:** A robot that tosses metal spikes over the road.

Advantages: Air

Disadvantages: Speed

**Absolute Failure:** You lose 1 Stamina, and take 1 damage, subtract one d4 from your next Speed roll.

**Partial Failure:** You lose 1 Stamina, and take 1 damage.

**Partial Success:** You take 0 damage and lose 1 Stamina.

**Absolute Success:** You take 0 damage and lose 0 Stamina.

**Armored Truck:** A robot that tosses metal spikes over the road.

A massive truck is racing down the streets in an attempt to run you over.

Advantages: Speed, Air

Disadvantages: Power

**Absolute Failure:** You take 2 damage and lose 1 Stamina.

**Partial Failure:** You take 1 damage and lose 1 Stamina.

**Partial Success:** You take 0 damage and lose 1 Stamina.

**Absolute Success:** Add one d4 to your next Speed roll..

**Knightborg:** A robot that is too heavily armored to effectively fight off.

Advantages: Speed, Air  
Disadvantages: Power

**Absolute Failure:** You take 2 damage and lose 1 Stamina.  
**Partial Failure:** You take 1 damage and lose 1 Stamina..  
**Partial Success:** You take 0 damage and lose 1 Stamina.  
**Absolute Success:** You take 0 damage and lose 0 Stamina.

**Bishopbot:** Large robots with heavy weaponry.

Advantages: Speed  
Disadvantages: Air

**Absolute Failure:** You take 3 damage and lose 1 Stamina.  
**Partial Failure:** You take 2 damage and lose 1 Stamina..  
**Partial Success:** You take 0 damage and lose 1 Stamina.  
**Absolute Success:** You take 0 damage and lose 0 Stamina.

**Rookrobot:** Large robots that known for their ability to keep up on the ground.

Advantages: Air  
Disadvantages: Speed

**Absolute Failure:** You lose 1 Stamina, and take 2 damage.  
**Partial Failure:** You lose 1 Stamina, and take 1 damage.  
**Partial Success:** You take 0 damage and lose 1 Stamina.  
**Absolute Success:** You take 0 damage and lose 0 Stamina.

**Queendroid:** One of the fastest robots, outrunning it might not be an option. Reshuffle this card back into the deck after drawing it.

Advantages: None  
Disadvantages: Speed

**Absolute Failure:** You take 2 damage, and lose 2 Stamina.  
**Partial Failure:** You take 1 damage, and lose 1 Stamina.  
**Partial Success:** You take 0 damage and lose 1 Stamina.

**Absolute Success:** If this roll was a Power roll, you can make a second Power roll, and if it is either a **Partial Success** or **Absolute Success**, discard the card instead of reshuffling it back into the deck if the second Power roll is a **Absolute Failure** or **Partial Failure**, the card is reshuffled back into the deck.

**King Machina:** This robot controls nearby Pawndroids. This robot is destroyed, you can deactivate nearby Pawndroids. Reshuffle this card back into the deck after drawing it.

Advantages: None

Disadvantages: None

**Absolute Failure:** You take 1 damage, and lose 1 Stamina, and must draw 2 Pawndroids

**Partial Failure:** You take 1 damage, and lose 1 Stamina.

**Partial Success:** You take 0 damage and lose 1 Stamina.

**Absolute Success:** If this roll was a Power roll, discard the card instead of reshuffling it back into the deck. Additionally, you can search the deck for 2 Pawndroid cards, discard them, and then reshuffle the deck.

**Silver Simulacrum:** Your evil robot duplicate! The military has designed it to match your abilities in every category. Reshuffle this card back into the deck after drawing it.

Advantages: None

Disadvantages: None

**Absolute Failure:** You take 4 damage, and lose 2 Stamina.

**Partial Failure:** You take 3 damage, and lose 2 Stamina.

**Partial Success:** You take 1 damage and lose 1 Stamina.

**Absolute Success:** You take 0 damage and lose 0 Stamina.