

((Everyone's speed is 25 for this chase. Fuck it.))

**Success + 25**

**Fail + 15 (held back 10 seconds)**

**Helping a friend will slow you to \*20 seconds but give them +5 on their next turn, if successful**

Turn	ARVID	Indy	Marion	Short Round	
0	25	x	x	x	Arvid takes off across a busy street with cars and wagons making their way to and from the city centre; How does your character choose to follow? ((OBSTACLE - Cars))
1 (15 or 25)	25	25	25	25	Arvid ducks into an alley-way on the left side of the road, there are two adjacent alleys. Arvid's path is clear but alley #1 has a fence which will need to be scaled, #2 has a family of pedestrians walking down the centre, who will need to be pushed or dodged.
2 (15 or 25)	15	20	20	20	On the other side of the alleys, there is a village market in full-swing. Arvid dashes into it, but comes crashing into a souvenir stand. He is slowed by 10 seconds, but grabs a pair of skis as he gets back on his feet.
3 (15 or 25)	15	15	15	15	On the other side of the market is a hill into a deep valley. Arvin looks behind him and pauses to throw on the pair of skis, as you begin to get closer. Then he jumps up and shoots off down the incline.
4 (25 / 30 / 35)	30	CAUG HT HIM			((Option of feet (25), skis (30) or snowmobile (35) - must hotwire for snowmobile))
5 (25 / 30 / 35)	30				As you make your way down the slopes, you are faced with trees and boulders hurling toward you. Instinct Checks to pass/fail (-10 from speed if failed)
6 (25 / 30 / 35)	20				Arvid takes off down a side path with heavier tree cover. You don't see him, but you can hear the branches cracking and breaking as he pounds into them.
<b>FIN</b>	<b>160</b>	<b>60</b>	<b>60</b>	<b>60</b>	((If team has caught up within 5-10 seconds, they see him sprawled on the ground, with a broken arm. If not, they see his tracks leading into the distance, but have lost sight of him)) <b>END CHASE</b>