

DRIVING MOVES

WHEN YOU GET INTO POSITION AND BARREL DOWN ON SOMEONE ELSE'S VEHICLE, ROLL+POWER. ON A 10+, PICK 3. ON A 7-9, PICK 1.

- THEY GET THE HELL OUT OF YOUR WAY.
- THEY LOSE CONTROL, HEADED FOR A CRASH
- YOU PUSH, SHOVE, OR SCARE THEM MORE OR LESS WHERE YOU WANT
- YOU AVOID TRADING PAINT ALTOGETHER.

WHEN YOU TRADE PAINT WITH ANOTHER CAR, ROLL+POWER. ON A 10+, PICK THREE. ON A 7-9, PICK ONE.

- YOU DO SOME SERIOUS DAMAGE TO THE OTHER VEHICLE
- YOUR CAR DOESN'T GET IT AS BAD AS IT SHOULD HAVE
- YOU DON'T LOSE CONTROL OF YOUR VEHICLE
- YOU IMPRESS, DISMAY, OR FRIGHTEN THEM

WHEN YOU USE YOUR LIGHTNING REFLEXES TO AVOID A TELEPHONE OR ANOTHER CAR, ROLL+CONTROL. ON A 10+, YOU DO IT. ON A 7-9, YOU FLINCH, HESITATE OR STALL: THE MC CAN OFFER YOU A WORSE OUTCOME, A HARD BARGAIN, OR AN UGLY CHOICE.

WHEN YOU'RE TRYING TO LOSE OR CATCH SOMEONE, ROLL+CONTROL. ON A 10+, YOU LOSE THEM (OR CATCH UP TO THEM). ON A 7-9, CHOOSE ONE:

- YOU MANAGE IT, BUT YOU LOSE SOME PAINT IN THE PROCESS (AND TAKE 1-DAMAGE AP)
- YOU DON'T LOSE THEM, BUT YOU GET TO A PLACE YOU WANT TO BE (LIKE HOME TURF, OR A SPECIFIC INTERSECTION)
- YOU DON'T OVERTAKE THEM, BUT YOU COERCE THEM TO A PLACE YOU WANT THEM TO BE (LIKE HOME TURF, OR A SPECIFIC INTERSECTION)
- THEY CATCH YOU (OR LOSE YOU), BUT THEY LOSE SOME PAINT IN THE PROCESS (AND TAKE 1-DAMAGE AP)

WHEN YOU FLEX YOUR RIDE TO GET IN SOMEONE'S FACE, ROLL+LOOKS. ON A 10+, CHOOSE TWO. ON A 7-9, CHOOSE ONE.

- THEY GIVE IN TO WHAT YOU WANT
- THEY DON'T TRY TO LIE TO YOU
- THEY OFFER YOU AN ALTERNATIVE
- THIS DOESN'T COME BACK TO HAUNT YOU
- THEY FLEE OR OTHERWISE GET AWAY

SOCIAL MOVES

WHEN YOU POP THAT HOOD TO IMPRESS OR PERSUADE SOMEONE TO DO SOMETHING, ROLL+LOOKS. ON A 10+, CHOOSE THREE. ON A 7-9, CHOOSE ONE.

- THEY'RE INTO THE RIDE, AND SO THEY'RE INTO YOU
- THEY'RE HAPPY WITH THE OFFER
- THEY DO WHAT YOU ASK REALLY DAMN WELL
- THEY DON'T NEED THEIR MONEY UP-FRONT

COMBAT MOVES

WHEN YOU TAKE A BAD HIT, ROLL+DAMAGE SUFFERED (AFTER ARMOR). ON A 10+, THE MC CAN CHOOSE ONE:

- YOU'RE OUT OF ACTION: CRASHED, DISABLED, ROLLED, OR TOTALLED
- IT'S WORSE THAN IT SEEMED. TAKE AN ADDITIONAL 1-DAMAGE
- CHOOSE 2 FROM THE 7-9 LIST BELOW

ON A 7-9, THE MC CAN CHOOSE 1:

- YOU LOSE TRACK OR SOMEONE OR SOMETHING YOU'RE ATTENDING TO.
- YOU MISS NOTICING SOMETHING IMPORTANT
- YOU END UP IN A BAD SPOT
- YOUR CAR DEVELOPS A NEW WEAKNESS FOR THE REST OF THE SCENE

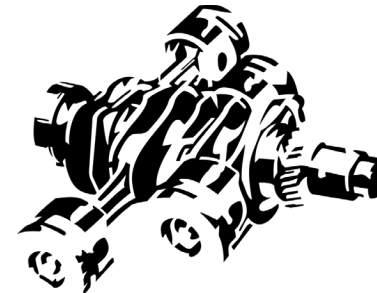
WHEN YOU TAKE DAMAGE, YOU CAN IGNORE THE DAMAGE AND TAKE ANOTHER WEAKNESS.

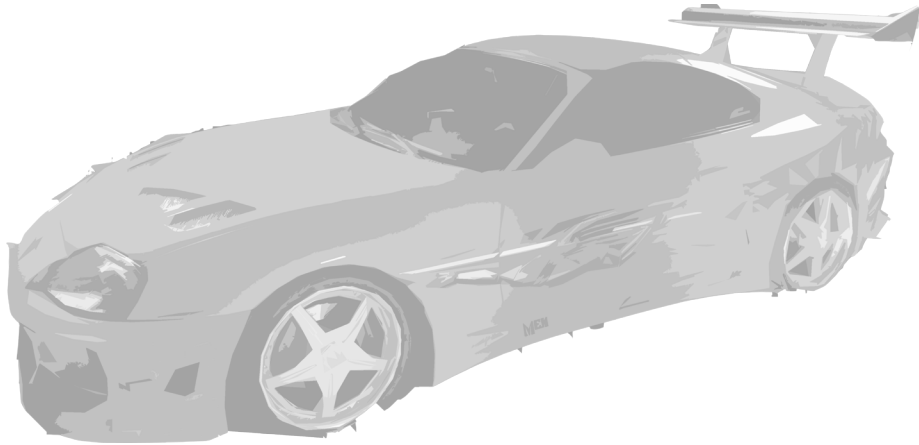
HELPING MOVES

WHEN YOU'RE TRYING TO HELP ANOTHER DRIVER OUT, ROLL+CYLINDERS. ON A HIT, THEY GET +1. ON A 7-9, YOU EXPOSE YOURSELF TO DANGER OR PAY THE PRICE FOR HELPING THEM.

WHEN YOU'RE TRYING TO HINDER ANOTHER DRIVER, ROLL+CYLINDERS. ON A HIT, THEY GET -2. ON A 7-9, YOU EXPOSE YOURSELF TO DANGER OR PAY THE PRICE FOR HELPING THEM.

**POWERED
BY THE
ACCELERATOR**





JAPANESE TUNER

LOOKS

COUPE, COMPACT, SEDAN, OR HATCHBACK

MANUFACTURER'S BODY, BOLT-ON BODY, SMOOTH BODY, OR WIDE BODY

NEON PAINT, PEARLESCENT PAINT, CANDY PAINT, OR MATTE PAINT

BOLT-ON PARTS, CHROMED PARTS, CARBON FIBER PARTS, OR MATTE PARTS

JAPANESE CHARACTER VINYLs, ARTISTIC VINYLs, DAYGLO VINYLs, OR ANIME VINYLs

NEON LIGHTS, XEON LIGHTS, COLORED LIGHTS, OR INTERIOR LIGHTS

OVERSIZED STEREO, TELEVISED STEREO, NEON-GLOWING STEREO, OR STRIPPED STEREO

ATTRIBUTES

CHOOSE ONE OF THESE PROFILES:

- POWER+0 CONTROL+1 LOOKS+2 1-ARMOR 1-WEAKNESS
- POWER+0 CONTROL+2 LOOKS+2 0-ARMOR 1-WEAKNESS
- POWER+1 CONTROL+1 LOOKS+2 0-ARMOR 1-WEAKNESS
- POWER+0 CONTROL+1 LOOKS+2 2-ARMOR 2-WEAKNESS

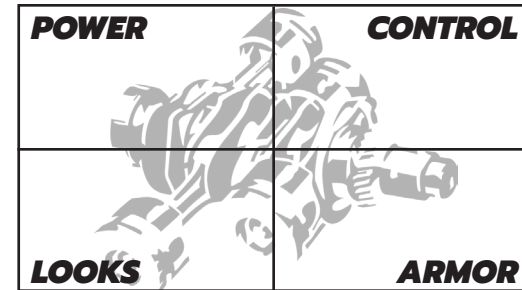
WEAKNESSES

SLOW, FRAGILE, SLOPPY, LAZY, CRAMPED, RABBITY, LOUD

PICK WEAKNESSES EQUAL TO YOUR WEAKNESS.

CYLINDERS

- ANOTHER CAR HERE ONCE BEAT YOURS IN A QUARTER-MILE. THEY GET +2 CYLINDER.
- ANOTHER CAR HERE LOST A SPRINT TO YOUR CAR. THEY GET +1 CYLINDER.



MOVES

YOU GET THIS ONE:

- ⊕ **NOS.** ONCE PER SESSION, WHEN YOU'RE TRYING TO LOSE SOMEONE, TAKE +1 TO THAT ROLL.

PICK ONE MORE:

- **FLASHY.** YOU GAIN +1 LOOKS (MAX+3)
- **BOLT-ON GEAR.** YOUR CAR IS TUNED WITH AFTERMARKET PARTS. AS SUCH, WHEN YOU SPEND DOWNTIME TO REPAIR IT, REPAIR ONE EXTRA DAMAGE.
- **RESILIENT ENGINE.** YOU MAY USE NOS TWICE PER SESSION.
- **TRICKED INTERIOR.** WHEN YOU POP THAT HOOD, YOU CAN PICK AN ADDITIONAL OPTION (EVEN ON A MISS).
- **REBUILT.** REMOVE ONE OF YOUR CAR'S WEAKNESSES.

POWERED BY THE ACCELERATOR



RALLY RACER

Looks

COUPE, JEEP, SEDAN, OR HATCHBACK

RUGGED BODY, AGGRESSIVE BODY, TIGHT BODY, OR SMALL BODY

CLASSIC PAINT, CONCEALED PAINT, VIBRANT PAINT, OR DIRTY PAINT

BOLT-ON PARTS, CHROMED PARTS, PAINTED PARTS, OR SUBDUED PARTS

SPONSOR VINYLs, ARTISTIC VINYLs, BRAND VINYLs, OR SUBDUED VINYLs

TOO MANY LIGHTS, XEON LIGHTS, SUBDUED LIGHTS, OR FAKE LIGHTS

OVERSIZED TIRES, CHROME TIRES, AFTERMARKET TIRES, OR COLORED TIRES

ATTRIBUTES

CHOOSE ONE OF THESE PROFILES:

○ POWER+0 CONTROL+2 LOOKS+1 1-ARMOR 1-WEAKNESS

○ POWER+1 CONTROL+2 LOOKS+0 1-ARMOR 1-WEAKNESS

○ POWER+1 CONTROL+2 LOOKS+1 0-ARMOR 1-WEAKNESS

○ POWER+1 CONTROL+2 LOOKS+0 2-ARMOR 2-WEAKNESS

WEAKNESSES

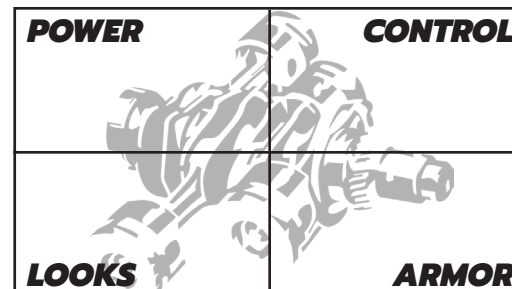
SLOW, FRAGILE, SLOPPY, LAZY, CRAMPED, RABBITY, LOUD

PICK WEAKNESSES EQUAL TO YOUR WEAKNESS.

CYLINDERS

- ANOTHER CAR HERE ONCE BEAT YOU IN A RALLY RACE. THEY GET +2 CYLINDER.

- ONE OF THESE CARS ONCE ROLLED RIGHT IN FRONT OF YOU IN A RALLY RACE, CAUSING YOU TO DNF. THEY GET -1 CYLINDER.



MOVES

YOU GET THIS ONE:

Ⓢ **RALLY CAR.** EVEN WHEN YOU'RE OFFROAD, IT'S LIKE YOU'RE ON SMOOTH TARMAC.

PICK ONE MORE:

○ **TUNED FOR BATTLE.** WHEN YOU TAKE A HIT, TREAT A 10+ AS A 7-9.

○ **EASY TO REPAIR.** WHEN YOU TRY TO REPAIR YOUR CAR, TREAT A 9 AS A 10+.

○ **RESILIENT ENGINE.** YOU MAY USE NOS TWICE PER SESSION.

○ **PERFECTLY BALANCED.** YOU GAIN +1 CONTROL (MAX CONTROL+3).

○ **REBUILT.** REMOVE ONE OF YOUR CAR'S WEAKNESSES.

POWERED BY THE ACCELERATOR



EUROPEAN SPORTSCAR

LOOKS

COUPE, CONVERTABLE, SEDAN, OR SUPERCAR
LEAN BODY, AGGRESSIVE BODY, SMALL BODY, OR SLEEK BODY
CLASSIC PAINT, PEARLESCENT PAINT, VIBRANT PAINT, OR MATTE PAINT
STOCK PARTS, CARBON FIBER PARTS, PAINTED PARTS, OR SLEEK PARTS
SPONSOR VINYLs, ARTISTIC VINYLs, SUBTLE VINYLs, OR NO VINYLs
FAKE LIGHTS, XEON LIGHTS, HIDDEN LIGHTS, OR STOCK LIGHTS
TIGHT TUNING, TRACK TUNING, RESPONSIVE TUNING, OR PRECISION TUNING

ATTRIBUTES

CHOOSE ONE OF THESE PROFILES:

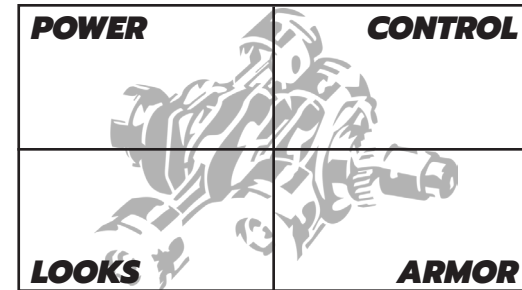
- POWER+1 CONTROL+1 LOOKS+1 1-ARMOR 1-WEAKNESS
- POWER+2 CONTROL+2 LOOKS+0 0-ARMOR 1-WEAKNESS
- POWER+2 CONTROL+1 LOOKS+1 0-ARMOR 1-WEAKNESS
- POWER+2 CONTROL+1 LOOKS+2 0-ARMOR 2-WEAKNESS

WEAKNESSES

FRAGILE, PICKY, GUZZLER, UNRELIABLE, LOUD, RABBIT
PICK WEAKNESSES EQUAL TO YOUR WEAKNESS.

CYLINDERS

- YOU ONCE SAW ANOTHER CAR HERE ON THE AUTOBAHN, AND THEY WERE IMPRESSIVE. THEY GET +1 CYLINDER.
- ONE OF THESE CARS IS MADE WITH PARTS IN YOURS, WHETHER THEY'D LIKE TO ADMIT IT OR NOT. YOU EACH GET +1 CYLINDER WITH EACH OTHER.



MOVES

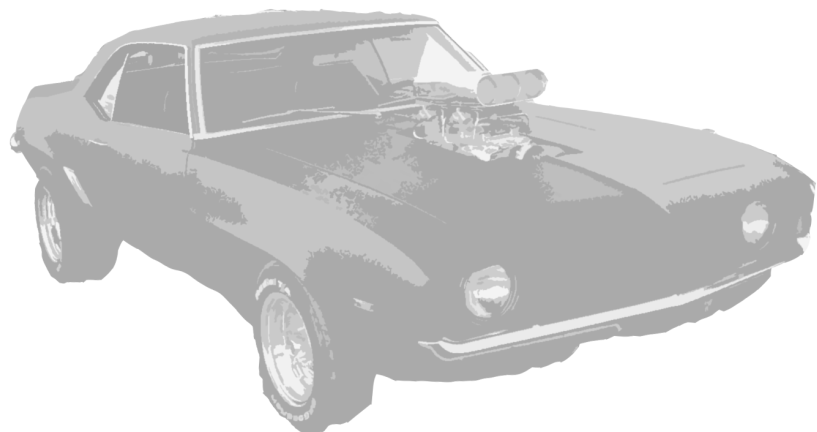
YOU GET THIS ONE:

- ⊕ **SPORTSCAR.** ON SMOOTH PAVEMENT, YOUR CAR RESPONDS LIKE A DREAM. WHEN YOU'RE ON NICE TERRAIN AND YOU NEED LIGHTNING REFLEXES, TREAT A 9 AT A 10+.

PICK ONE MORE:

- **TUNED FOR SPEED.** YOU GAIN +1 CONTROL (MAX CONTROL+3).
- **EURO-SLEEK.** WHEN YOU POP THAT HOOD, THEY'RE INTO THE RIDE, SO THEY'RE INTO YOU, EVEN ON A MISS.
- **CUSTOM TUNING.** SWITCH ANY TWO OF POWER, CONTROL, AND LOOKS PERMANENTLY.
- **REBUILT.** REMOVE ONE OF YOUR CAR'S WEAKNESSES.

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AMERICAN MUSCLE

LOOKS

COUPE, CONVERTABLE, COMPACT, OR SEDAN
STRIPPED BODY, CHOPPED BODY, MONSTROUS BODY, OR WIDE BODY
CLASSIC PAINT, MATTE PAINT, CANDY PAINT, OR METALLIC PAINT
BOLT-ON PARTS, CHROMED PARTS, MATCHED PARTS, OR STOCK PARTS
SUBDUED VINYLs, ARTISTIC VINYLs, BRAND VINYLs, OR NO VINYLs
CONCEALED LIGHTS, XEON LIGHTS, FOG LIGHTS, OR FAKE LIGHTS
EXPOSED ENGINE, BLOWER ENGINE, RUMBLING ENGINE, OR CUSTOMIZED ENGINE

ATTRIBUTES

CHOOSE ONE OF THESE PROFILES:

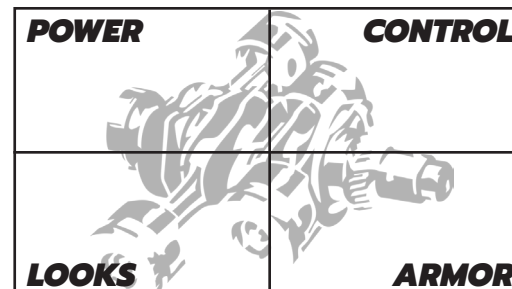
- POWER+2 CONTROL+0 LOOKS+1 1-ARMOR 1-WEAKNESS
- POWER+2 CONTROL+0 LOOKS+0 2-ARMOR 1-WEAKNESS
- POWER+2 CONTROL+1 LOOKS+1 0-ARMOR 1-WEAKNESS
- POWER+2 CONTROL+0 LOOKS+1 2-ARMOR 2-WEAKNESS

WEAKNESSES

SLOW, SLOPPY, FRAGILE, CRAMPED, PICKY, GUZZLER, UNRELIABLE, LOUD
PICK WEAKNESSES EQUAL TO YOUR WEAKNESS.

CYLINDERS

- ANOTHER CAR HERE ONCE BEAT YOUR CAR IN A STRAIGHT-OUT DRAG RACE. THEY GET +1 CYLINDER.
- ONE OF THESE CARS ONCE TOOK A BEATING YOUR CAR DEALT OUT. THEY GET -2 CYLINDER.



MOVES

PICK TWO:

- **INTIMIDATING VEHICLE.** WHEN YOU FLEX YOUR RIDE, TREAT A 9 AS A 10+.
- **BUILT TO HIT.** WHEN YOU TRADE PAINT, YOU ALWAYS DO SOME SERIOUS DAMAGE TO THE OTHER VEHICLE.
- **MUSCLE POWER.** YOU GAIN +1 POWER (MAX POWER+3)
- **ROLL CAGE.** YOU GAIN +1 ARMOR (MAX 3-ARMOR)
- **REBUILT.** REMOVE ONE OF YOUR CAR'S WEAKNESSES (BUT DON'T CHANGE THE ATTRIBUTE).

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