

DEATHRACE

REWARDS

The stakes of a DEATHRACE are simple: race or die.
Winning means you keep your life and your DEADRIG.

To make the experience more engaging (and profitable), merchants and traders offer sponsorships to incentivize a more entertaining race for the spectators.

COMPLETE STUNTS TO UNLOCK REWARDS, IF YOU SURVIVE THE RACE.

SPONSOR: METALHORSE CRAFTWORKS

PERFORM A
DANCE WHILE
DRIVING

PERFORM
3 AERIAL
STUNTS USING
YOUR AGILITY

TAKE A
DANGEROUS
SHORTCUT
(GM ROLLS FOR
HARZARD)

KILL ALL RIVAL
RACERS BEFORE
THE FINISH LINE

KNOCK A RIVAL
RACER OFF
THEIR DEADRIG

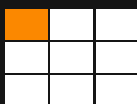
STEAL A
RIVAL'S
DEADRIG
MID-RACE

CRASH YOUR
DEADRIG INTO
A RIVAL RACER

DON'T USE
WEAPONS THE
ENTIRE RACE

DRIVER'S
CHOICE

ANY
SINGLE
SQUARE



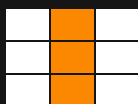
ONE
HANDFUL
OF GOLD

ANY
THREE
SQUARES



ONE
BAG
OF GOLD

ONE ROW
COLUMN OR
FOUR CORNERS



ONE
CHEST
OF GOLD

TWO OR
MORE ROWS
OR COLUMNS



GAIN
ADDITIONAL
BOOST

FULL
CARD
BLACKOUT



INCREASE
RIG SPEED DIE
BY ONE SIZE

DEATHRACE PROCEDURE

While riding your **DEADRIG**, add your **SPEED DIE** to all **ACTION** and **REACTION** rolls.



BETWEEN CHECKPOINTS – Describe how your character overcomes other racers and track hazards. Use this to build the world and flavor of the race.

DURING CHECKPOINTS – Choose one:

- Make a **CHECKPOINT** roll to keep speeding down the track.
- Or **FAIL WITH HOPE** to slow down & to use abilities, takes actions, or perform stunts.

THE TRAIT USED FOR CHECKPOINT ROLLS IS SITUATIONAL, BUT FINESSE IS THE DEFAULT.

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SPONSOR: KINGSMEN CLEANERS

**PUNCTURE A
RIVAL'S FUEL
LINE**

**JUMP OVER A
RIVAL RACER**

**HIGH-FIVE
ANOTHER
RACER AT FULL
SPEED**

**KNOCK A RIVAL
RACER OFF
THEIR DEADRIG**

**CROSS THE FINISH
LINE IN REVERSE**

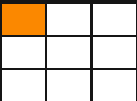
**CREATE A
HAZARD ON
THE TRACK**

**FINISH THE RACE
WITH YOUR RIG
ON FIRE**

**CATCH A
THROWN WEAPON
MID-RACE**

**COMPLETE 3
CHECKPOINTS
WHILE PLAYING
AN INSTRUMENT**

ANY
SINGLE
SQUARE



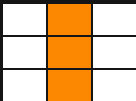
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BY ONE SIZE

DEATHRACE PROCEDURE

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**HOPE
DIE**

+



**FEAR
DIE**

+



**SPEED
DIE**

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SPONSOR: POTTERY BY DARVOS

TAKE A
DANGEROUS
SHORTCUT (GM
ROLLS ON THE
HAZARD TABLE)

DRIVE WITH NO
HANDS – GAIN
DISADVANTAGE ON
STEERING ROLLS

PERFORM 3
AERIAL STUNTS
USING YOUR
AGILITY

CRASH YOUR
DEADRIG INTO
A RIVAL RACER

KNOCK A RIVAL
RACER OFF THEIR
DEADRIG

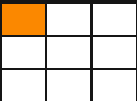
STEAL A RIVAL'S
DEADRIG MID-
RACE

DON'T USE
MAGIC THE
ENTIRE RACE

DRIVER'S
CHOICE

DON'T
USE ARMOR
FOR THE ENTIRE
RACE

ANY
SINGLE
SQUARE



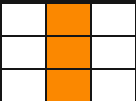
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SPONSOR: SWORDS & MORE

FORM A
MEGARIG
(CONNECT WITH
3+ ALLIES)

CONNECT YOUR
DEADRIG TO A
RIVAL'S RIG

STEAL A RIVAL'S
DEADRIG MID-
RACE

CREATE A
HAZARD ON THE
TRACK

DRIVER'S
CHOICE

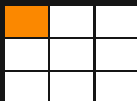
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RIVAL RACERS
BEFORE THE
FINISH LINE

KNOCK A RIVAL
RACER OFF
THEIR DEADRIG

PERFORM A
DANCE WHILE
DRIVING

TAKE A
DANGEROUS
SHORTCUT

ANY
SINGLE
SQUARE



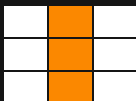
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SPONSOR: ROTWURM BAKERY

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BEFORE THE
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DEADRIG INTO
A RIVAL RACER

KILL ALL RIVAL
RACERS BEFORE
THE FINISH LINE

KNOCK A RIVAL
RACER OFF
THEIR DEADRIG

TAKE A
DANGEROUS
SHORTCUT
(GM ROLLS ON THE
HAZARD TABLE)

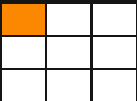
CREATE A
HAZARD ON
THE TRACK

CONNECT YOUR
DEADRIG TO A
RIVAL'S RIG

CHOOSE TO FAIL
WITH FEAR AT
THE FINISH LINE

FORM A
MEGARIG
(CONNECT WITH
3+ ALLIES)

ANY
SINGLE
SQUARE



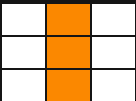
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SPONSOR: DNGN DONUTS

COMPLETE 3
CHECKPOINTS
WHILE DRIVING
IN REVERSE

WIN THE RACE
WITHOUT USING A
SINGLE BOOST

LAUNCH YOUR
BODY OVER THE
FINISH LINE

PERFORM A
TRICK ON
EVERY
CHECKPOINT

DRAW A RIVAL
BEHIND YOUR RIG

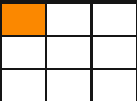
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ENTIRE RACE

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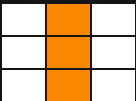
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