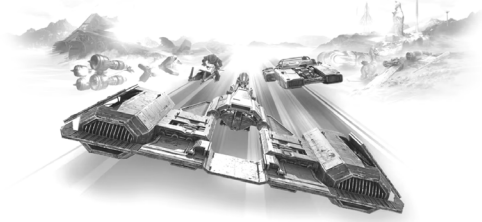


GM RACING SHEET

FOR FFG STAR WARS NARRATIVE DICE RPG | VERSION 1.0



PROCESS FOR RUNNING A RACE

- All roll initiative
- Take a round before Round 1 to get vehicles up to speed.
 - Pilots can either **Accelerate** twice or **Punch It** and suffer system strain as per the rules.
- Start with first slot, each player getting their standard Maneuver and Action.
 - If you are a Pilot, your action will be the **Dangerous Driving** Piloting check.
 - Pilots can perform a second maneuver for 2 System Strain and 2 pilot Strain.
 - Pilots can forgo their check and take a Failed check if they would like to do something else.
 - Failed check = Decrease speed by 1.
 - If you are a Passenger, you can take a maneuver and action like regular structured time, with addition to any vehicle actions (like **Damage Control**) that are not Pilot Only.
- After all slots have been taken, compare Pilot Results Place Value.
 - Place Value is the character's speed at the end of the round, plus any additional values added by Triumphs or subtracted by Despair.
 - The player with the highest end speed and the most success each round gets +2, and a boost added to their next piloting check.
 - Racers going the same speed are in the same range band, and are in Short range of each other.
- Track Place Value each round. Add the previous round Place Value total to the new round Place Value.
- Highest Place Value at the end of the last round is the winner.

MANEUVERS (PILOT ONLY)

Accelerate

Silhouette: Any | Current Speed: Any
Increase Speed by 1.

Decelerate

Silhouette: Any | Current Speed: +1
Decrease Speed by 1.

Brace for Impact

Silhouette: Any | Current Speed: Any
Until the beginning of the pilot's next turn, whenever the vehicle is dealt damage or suffers a Critical Hit, the pilot may have the vehicle suffer system strain up to its silhouette to reduce the damage it suffers by that amount, to a minimum of 0, or the Critical Hit result by ten per point of strain it gains this way, to a minimum of 0. If the result is reduced to 0 this way, the Critical Hit is canceled.

Evade

Silhouette: 0-4 | Current Speed: 3+
Until the beginning of the pilot's next turn, upgrade the difficulty of all attacks made against the vehicle and by characters in the vehicle.

Punch It

Silhouette: 1-4 | Current Speed: Any
Go to max speed. Suffer 1 point of system strain for every point of speed between ships's current speed and max speed.

ACTIONS

Dangerous Driving (Pilot Only)

Silhouette: Any | Current Speed: +1
Piloting Check. Includes Vehicle Handling and any Difficult Terrain modifiers. Difficulty is half of vehicle silhouette + current speed. Higher number is Difficulty, lower number is upgrades. A Failed check decrease vehicle current speed by 1.

Damage Control

Easy (◆) to Hard (◆◆◆) Mechanics Check. Recovers System Strain or repair Critical Hits. Can be done multiple times. With GM approval, may attempt hull repair once per encounter. If the check is successful, reduce the vehicle's system strain or hull trauma by one per uncanceled ★.

Plot Course

Hard (◆◆◆) Perception Check. Crewman plots course ahead. Each ★ reduces ■ suffered for difficult terrain by 1.

Co-Pilot

Average (◆◆) Perception Check. Crewman helps the pilot focus on driving. Each ★ downgrades the difficulty of the pilot's next piloting check by 1.

Manual Repairs

Hard (◆◆◆) Athletics Check. If the GM allows and crewman has the proper tools, they can use the Damage Control action with Athletics. If successful, they may remove one point of hull trauma, plus one additional point for each additional ★★. May only be attempted once per encounter.

EXAMPLES FOR SPENDING 🌀🌀🌀🌀 AS A PILOT IN A RACE

Cost	Results Options
🌀	Add ■ to the next allied character's check.
🌀🌀	Add ■ to any allied character's next check, including the active character. Add ■ to opponent's next check in the same range band.
🌀🌀🌀	Downgrade the difficulty of the active character's next check Ignore die due to Terrain Hazard until end of next turn. Perform 1 free Pilot Only Maneuver.
🌀	Add 1 to the the active player's Place Value and a vehicle in your range band slows 1 speed.
🌀	Suffer 1 system strain. (Can be used multiple times.)
🌀🌀	Add ■ to the active character's next check. Active player reduces Handling by 1 until the end of his next turn.
🌀🌀🌀	Reduce active character's speed by 1. Upgrade next difficulty check by 1.
🌀	Subtract 1 to the the active player's Place Value and suffer Minor Collision (Critical Hit).

