

CARS AND FAMILY

v2.1.8

PLAYER: CREATE YOUR CHARACTER

- The style of your car is (choose): **Classic, High Tech, Monster, Pimped Out, Military, Supercar** or **Sexy**.
- Your role in this found family of thieves is (choose): **Elite Street Racer, Tech Genius, First-Timer, Former Spy/Cop/Yakuza, Weapons Expert, The Loud-Mouth**, or **Von's Kid**.
- Pick your **number**: Minimum 2, maximum 5. Bigger numbers mean you're better with **cars** (going solo, hotheaded stunts, physical things), while smaller ones make you better at **family** (cooperating, calm and precise work, social interactions)
- Give your character a **cool street racing name**, such as Joy McConnor.
- Determine your goal (choose or come up with a better one): **Become the new boss, Blow up baddies, Prove yourself the strongest/fastest/coolest, Clear your reputation, Avenge what happened to Von, Retire after this one last heist**, or **Keep on driving**.

You have: Your car and your family. That should be more than enough. For the other things, you have a few essentials that suit your style and role.

Player goals: Get your character involved in the craziness, and try to make best of the situation while pushing on the throttle the best you can!

PLAYERS: CREATE THE FAMILY

The strengths of your crew are (choose two together): **Still rich from the previous heist, No-one has any idea you're here, So many cool toys, Friends everywhere, You have perfect intel on the target, You've actually practiced for this job**, or **The crew's been doing this for a long time**.

The problem you are currently facing (choose one together): **You sold out** (The job is done for the Agency, maybe to avoid a long jail sentence), **Time is running out** (Von's crash messed up your timetable), **A race to the finish line** (An old enemy is doing the same heist as you) or **Hunted** (Someone unrelated to the job is trying to catch you)

YOU ARE A CREW OF INTERNATIONAL THIEVES WHO USE THEIR INCREDIBLE STREET RACING SKILLS TO PULL OFF DARING HEISTS IN EXOTIC LOCATIONS!

The crew's boss, **Von Petrol**, got into a horrible drifting accident while illegally street racing and lies now incapacitated in a hospital. And the rest of you are still in the middle of a job that you **must** complete or else!

GAME MASTER: CREATE THE HEIST

Roll from the tables below or come up with better ones yourself:

Our target is...

[1] a rival crew	[2] The Mafia or Yakuza	[3] a car-hacker
[4] an evil billionaire	[5] one of our siblings	[6] agent Hugh Calves

and they have...

[1] a super stealth car	[2] a prototype engine	[3] a missile
[4] a safe full of cash	[5] Von Petrol's spouse	[6] a truck-load of drugs

... that they're planning to...

[1] blow up	[2] make more terrible	[3] dismantle
[4] use for a crime	[5] give to someone	[6] sell to the Russians

... unless the crew stops them, and stopping them starts by having this car race through ...

[1] a busy metropolis	[2] a desert festival	[3] a skyscraper
[4] an icy forest	[5] a colorful slum	[6] the Venetian channels

GAME MASTER: STEER THE GAME

Don't pre-plan things. Ask a lot of questions and build the game on the answers. Start the scenes as late as possible and end them as soon as it feels right. Let the dice change things. Let the characters look damn cool. Balance the game between explosive action and introspective, loving family scenes.

ROLLING THE DICE

When you do something interesting and risky, roll a 1d6 to see how it goes for you. Roll an extra dice if this is something you are an **expert** of. Roll an extra dice if this is **personal**. Compare each dice to your number:



If you're rolling **cars** (independent or hot-headed things), a hit is if you roll **under** your number



If you're rolling **family** (calm, social or group things), a hit is if you roll **over** your number.

HITS:

0

Something goes wrong. You don't get what you wanted, and suffer a consequence. The GM tells you what that is.

1

You succeed, but you suffer some consequence. The GM tells you what it costs you.

2

You do what you set out to accomplish!

3+

A critical success! The GM tells you what extra you get from this!



If even one of the dice hits your number, you are truly a part of the **cars family** and gain an insight to the situation because you've rode with Von in the past. Ask the GM any question about the situation and they'll answer what Von would say to you. If you want to change your approach (from cars to family, or vice versa), you can reroll your dice, and in this roll, your number will be counted as a hit instead.

NOS

Once in a session, you can hit the **Nitro** and up the stakes to get an extra hit in a roll. If you do, roll a single dice. If that comes up your number, all is cool. Otherwise, things will **EXPLODE AROUND YOU!** (the nitro and the explosions can be literal or figurative, depending on the situation)