

Leader

Name: _____

Look: _____



Choose one set:

- Poise = 2, Brawn = 0, Sauce = 1, Savvy = 1, Impossible = -1.
- Poise = 2, Brawn = -1, Sauce = 0, Savvy = 1, Impossible = 1.
- Poise = 2, Brawn = 1, Sauce = -1, Savvy = 0, Impossible = 1.
- Poise = 2, Brawn = 1, Sauce = 1, Savvy = -1, Impossible = 0.
- Poise = 2, Brawn = 0, Sauce = -1, Savvy = -1, Impossible = 2.

Leader Moves

- ☑ **Alpha Driver** When you try to impose your will and get the crew to act in conjunction, roll + Poise. on a roll of +10 hold 2 of the below choices. On a 7-9 hold 1 choice. On a 6 or less the crew doesn't work together, or something else goes wrong.
 - Every one listens and takes +1 forward if they do as you ask.
 - No sass.
 - No punching necessary.
 - Gain a Family point.

Choose one of the following Moves:

- ☐ **Street Racing** When racing car for car with the intent to relieve Sadness, roll + Poise, on a roll of 10+, you may add a car to your garage and reduce your Sadness by 2, on a roll of 7-9 you may reduce Sadness by 1 and choose 1 of the below options. On a miss, you loss a car or it takes significant damage and RM may make a move.
 - No damage done to your vehicle.
 - You gain a vehicle.
 - You make new friends.
 - No heat gained.
- ☐ **Super Charging** When upgrading or rebuilding a vehicle you own, first spend the necessary resource, then roll + Savvy, on a hit you succeed with the upgrade. On a roll of 10+, it costs less than expected, add a token to the Family pool. On a miss, your vehicle is in need of repairs and will cost resources or contacts to fix.
- ☐ **The Street Always Wins** When in a _Street Fight_ once per conflict, roll using Poise instead of Brawn.
- ☐ **I don't have friends, I have family** When you roll a miss, you may spend a Family point to re-roll. If the new roll is also a failure, the RM makes a move, and now your Family is involved with the consequences.
- ☐ **Stronger together** After a successful help action with another member of the Family, roll + Sauce. With a roll of 10+, add 2 to the Family pool, roll a 9-7 and add 1 to the Family pool and the RM will add a complication. With a roll of 6 or less, subtract 1 from the Family pool.
- ☐ **Muscle over imports** Once per race/chase/heist you can roll Poise instead of Impossible when doing the move Till the Wheels Fall Off.
- ☐ **Import beer from Mexico** When engaged in heavy talk, you pull out the Mexican beer. Roll + Savvy. A roll of 10+ hold 2 of the following choices. Roll 9-7 and hold 1. A roll of 6 or less is a failure. Lose an asset or gain a Sadness box.
 - Learn a secret.
 - Lose a Sadness box.
 - Take another family member's Sadness box.
 - Gain a Family point.

- Use a Family point to erase a family member's Sadness box.

- ☐ **Find a street party** When you need to party or make contact with the local underground, roll + Sauce. On a roll of 10+, Hold 3 of the following choices, on 7-9 hold 2, on a miss, the local fuzz break it up and you gain +1 Heat.
 - Gain a family point.
 - Everyone loses a Sadness box.
 - Meet a contact.
 - Instigate a Race.
 - Get a lead on a Heist.

- ☐ **The Winner Takes an L** Sometimes being a hero means making sacrifices. Sacrifice your vehicle and gain a positive Race/Chase outcome. A vehicle you own is scrapped after the race, but you won, right?

- ☐ **Alpha for a Reason** When you have to resort to your fists to protect the family Roll + Brawn On a 10+, they have to choose: back down and give you your way, or defy you and fight back. On a 7-9, you've left them some wiggle room, and they can try to escape, bargain with you, or pass off responsibility. On a miss, be prepared for the worst.

Advanced Leader Moves:

- ☐ **We adapt or We lose** Choose a move from another playbook
- ☐ **Well deserved rest** Create a second character, choose which to play at the start of each session. This means someone else is playing as the Leader this session.
- ☐ **Confidence** Gain +1 Poise.
- ☐ **Built** Gain +1 Brawn.
- ☐ **Stunt Man** Gain +1 Impossible.
- ☐ **Renaissance Man** Gain +1 max of +3 in any
- ☐ **Home Sweet Home** You have a safe haven for your family, with enough space for an extra car.

Hot Head

Name: _____

Look: _____



Sadness



Harm



Choose one set:

- Poise = -1, Brawn = 0, Sauce = 1, Savvy = 1, Impossible = 2.
- Poise = 1, Brawn = -1, Sauce = 0, Savvy = 1, Impossible = 2.
- Poise = 1, Brawn = 1, Sauce = -1, Savvy = 0, Impossible = 2.
- Poise = 0, Brawn = 1, Sauce = 1, Savvy = -1, Impossible = 2.
- Poise = 2, Brawn = -1, Sauce = 0, Savvy = -1, Impossible = 2.

Hot Head Moves

- ☒ **Race it out** The best way to know a buster is to race them. When, during a (Heavy Talk) scene you race your vehicles to understand each other, roll + Poise. A roll of 10+, hold 2 of the below choices, 9-7 hold 1, 6 or less is failure, lose an Asset or box
 - Win the race.
 - Reduce Sadness (-2 Sadness).
 - Lose the race.
 - Gain an asset (+1 Resource).

- Gain a Sadness box and all other racers (Family) lose a Sadness box.

Choose one of the following Moves:

- ☐ **Custom** When customizing your vehicle and spending the required resource, roll + Sauce, on a 10+ roll, choose 2 of the following, on 7 to 9 choose 1, on 6 or less your vehicle takes +1 Harm and doesn't meet your style.
 - Add a Tag.
 - Add a Mod.
 - Customize the style and look of your vehicle.
 - It cost less than expected (spend one less Resource).
- ☐ **If you die, I die** Roll + Brawn to protect someone or something. Roll a 10+, hold 2 of the following choices, 9-7 hold 1, 6 or less the both of you are in trouble now.
 - You take the damage instead of the intended target.
 - Deal harm to the targets attacker.
 - Lose a vehicle and negates all harm/sadness to anyone considered family.
 - The saved target takes a sadness and is safely removed from the scene, but in exchange the RM can make a hard move against you.
- ☐ **Create Debris** When driving and attempting to create an obstacle for the others on the course, roll + Impossible, on a 10+ your vehicle takes minimal damage, the route is blocked, and hold 2 to apply to another vehicle, 9-7 your vehicle take +1 V-Harm, and hold 1 to apply to another vehicle, roll 6 or less RM my either make a move or apply 1 choice below to your vehicle.
 - Vehicle loses mod.
 - Vehicle takes medium damage, and the road is obstructed (1/2 speed) +2 V-Harm.
 - Vehicle hits obstacle and takes major damage +4 V-Harm
 - Driver takes harm (+1 Harm).
 - Route completely block, you and family escape.
 - Road blocked! Driver and passengers caught by the law (+1 heat).
- ☐ **Combat Training** When in a Street Fight, roll Impossible instead of Brawn, once per conflict.

- ☐ **Pick a Fight** When you are trying to taunt or bait another into a physical confrontation, roll + sauce to start a fight or street brawl on a 10+ hold 3, 9-7 hold 2, 6 or less failure.

- Tougher than most deal +1 harm
- Take little harm -1 harm
- Gain info
- Gain ally
- Lose a sadness box
- Dramatic win/lose + 1 to family

- ☐ **We're rivals!** Pick another family member to have a special, love/hate relationship with. You may choose to turn any race/chase/heist into a personal competition with your rival. If by chance you win/catch/escape before your chosen rival you automatically lose a Sadness box. If you lose, take a Sadness box but gain a Family point. If by chance or design your chosen rival also chooses your character as a rival...it would be f-ing awesome!!

- ☐ **Read your family** When you start to question your family's loyalties, actions, or capabilities, roll + Savvy. On a roll of 10+, they answer 2 of the following questions, 9-7 they answer 1, and 6 or less is a failure, lose a Family point or take a Sadness box. If the player refuses to answer, they take a Sadness, if they answer truthfully, they can mark an experience (XP) point.

- Are they hiding something?
- Are they still loyal?
- Are they dangerous?
- Are they capable?
- Are they manipulating us?

- ☐ **I Can't Afford to Lose** Once per race/chase/heist you can choose to automatically succeed on a roll. In exchange the RM will make a hard move after you roll play the scene.

Pray on It Once per race/chase/heist you may ask for "divine intervention." Roll + Impossible. On a 10+ the RM must answer 1 of the following questions, a roll of 9-7, the RM must answer 1 and the RM will offer a hard bargain. A roll of 6 or less is a failure, you lose a Family point or take a Sadness box. When acting on the answer take +1 ongoing.

- What's should I worry about?(situation).
- Who's the biggest threat?(enemy).
- What is the best way out?(escape).
- What might happen?(future outcome).
- How can I protect my family?(sacrifice).

Family Feels When a family member's heavy talk scene gets physical, and you step in to stop the fight, then roll + Sauce. On a 10+ hold 2 of the below choices, on a 9-7 hold 1, 6 or less is a failure, and you lose a Family point or gain a Sadness box.

- Lose a Sadness box.
- Give a Sadness box
- Add a plot twist.
- Gain a Family point.
- Spend a Family point and all participates lose a sadness.

Advanced Hot Head Moves:

We adapt or We lose Choose a move from another playbook

Well deserved rest Create a second character, choose which to play at the start of each session.

Confidence Gain +1 Poise

Sweet Talk Gain +1 sauce

Crazy Gain +1 Impossible

Break Through Gain +1 to any Stat max of +3.

A buster owes you If you're ever in need of a vehicle, you can trade one of your vehicles for a different one.

Lawman

Name: _____

Look: _____



Sadness



Harm



Choose one set:

- Poise = -1, Brawn = 0, Sauce = 2, Savvy = 1, Impossible = 1.
- Poise = 1, Brawn = -1, Sauce = 2, Savvy = 1, Impossible = 0.
- Poise = 1, Brawn = 1, Sauce = 2, Savvy = 0, Impossible = -1.
- Poise = 0, Brawn = 1, Sauce = 2, Savvy = -1, Impossible = 1.
- Poise = 2, Brawn = -1, Sauce = 2, Savvy = 0, Impossible = -1.

Lawman Moves

Choose one of the following Moves:

Jack of All Trades When you need to perform a skilled task out side of vehicle, roll + Savvy, on 10+ you perform it with ease, on 7 to 9 you achieved your goal, and RM will offer you a hard bargain, on miss RM will make your life difficult.

Brothers in Law When you need a little help from the local law, roll + sauce. On roll of 10+ hold

2, on 7 to 9 hold 1, on a miss expect them to them too resent your influence take +1 Heat and RM will make a move.

- Where the the marks hangouts? (information)
- Who's the marks boss? (information)
- Rumors of the marks actives. (information)
- Bring a member of the marks crew in for questioning. (information)
- Provide heat on a mark. (help)
- Block off an area. (help)
- Gain a weapon. (help)
- Access to a prisoner. (help)

Choose one of the following Moves:

Peep the Scene When investigation a scene for clues roll + Savvy, on a 10+ find all the clues and the RM will provide source for additional information, on 7-9 find some of the clues and the RM will foreshadow coming trouble, on 6 or less find a clue and RM will make a move.

Heavy Handed While in a Street Fight you deal +1 Harm.

I write my own Dialogue In the middle of the action, you try to make a potent one liner. Roll +Sauce. On 10+, add 2 to the Family pool, on 7 to 9, add 1 to the Family pool and the RM may add a complication. A roll of 6 or less, and your quip falls flat and your quick wit causes big trouble.

Import Junkie Once per race/chase/heist when rolling Haul Ass you may roll sauce instead of poise when driving an import.

Drag The Circuit When you troll the streets, clubs, and underground hangouts for information, roll + savvy to On a 10+ hold 2, 9-7 hold 1, 6 or less you find trouble.

- Find a race
- Find a heist
- Gain information
- Find a job (other)
- Lose a sadness box

Instigate a Race When you challenge someone and trick or goad them into racing, then roll + Sauce. On a roll of 10+ hold 2 of the following, on 7-9 hold 1, on 6 or less your got your race but you take -1 forward going into the race and the RM

decides if the race is for pink slips or mods.

- You're racing for Pink Slips (trade car for car.)
- +1 ongoing for the race.
- Dramatic finish +1 to Family pool.
- Earn entry into their circle.
- Race for mods (trade mod for mod.)
- Reduce Sadness (-1 Sadness.)

Family BBQ (heavy talk) Sometimes you have to gather the entire family together for some BBQ and heavy talk. Roll + Sauce. On a roll of 10+ you get both of the below choices, on 7-9, choose 1, and on a roll of 6 or less, you'd better expect some family

- You and family member lose a Sadness box
- Gain a Family point.

Give me a Name When you've captured a witness and need to extract information or you simply pay an informant for information. Roll + Sauce, on a 10+ hold 2 below choices, on a 9-7 hold 1, roll a 6 or less and lose a family point or take a sadness box.

- Who's the next link in the food chain? (Who's in charge?)
- Where is the deal going down?
- Who's the weak link?
- Who's strong?
- Add plot twist

Impound Lot Your connection allow you access to an impound lot. Gain an extra vehicle but your contacts will still demand a pretty penny.

Advanced Lawman Moves:

We adapt or We lose Choose a move from another playbook

Well deserved rest Create a second character, choose which to play at the start of each session.

Hard Boiled Gain +1 Poise

Tough Gain +1 Brawn

Observant Gain +1 sauce

Call on the organization You can call in a favor once per heist from your previous co-workers, and introduce a plot twist and hold +1 forward when their help is used.

Shadow

Name: _____
 Look: _____



Choose one set:

- Poise = -1, Brawn = 2, Sauce = 0, Savvy = 1, Impossible = 1.
- Poise = 1, Brawn = 2, Sauce = -1, Savvy = 1, Impossible = 0.
- Poise = 1, Brawn = 2, Sauce = 1, Savvy = 0, Impossible = -1.
- Poise = 0, Brawn = 2, Sauce = 1, Savvy = -1, Impossible = 1.
- Poise = -1, Brawn = 2, Sauce = 2, Savvy = -1, Impossible = 0.

Shadow Moves

☒ **Fellow Cohorts Hoo-Rah!** When you need assistance you can call on your military brothers. Roll + Sauce, on a 10+ roll, they are able to help, provide the needed Resource, and take +1 ongoing as long as they are around. On a roll of 7 to 9, they can help, but at cost...the RM will offer you a bargain and you take +1 forward, on a roll of 6 or less they turn on you! The RM will make the situation worse.

Choose one of the following Moves:

- ☐ **Gambling** You have a gambling problem, you can't quit because you can't lose. When you go to a casino, horse track, or attend any game where you bet on the results, the thrill and risk allows you to relieve stress. Roll + Resources. On a roll of 10+ choose 2 of the following choices, on 7 to 9 choose 1, on a miss, lose the Resources and the RM may make things worse.
 - Gain Resources. Keep the wagered Resource and add 2 additional Resources.
 - Reduce Sadness. (-2 Sadness).
 - Add to Family (+1 Family).
 - Make an ally.
- ☐ **Illegal Mods** By using your military or black market contacts, and spending the necessary Resources, you can upgrade your vehicle. Roll +Poise, on a roll of 10+ choose 2 of the below choices, on 7 to 9 choose 1. On a miss, your contact demands something in return, and the RM makes a move.
 - Add a Mod.
 - Add a Tag.
 - Gain an asset.
 - Costs less than expected.
 - Add a plot twist.
- ☐ **Muscle Brained** The Brain is a muscle, too, brother! Roll + Brawn instead of + Savvy.
- ☐ **Raced There Drove That** You've been this way before. Force your way in where you fit in. When you use the move Haul Ass, you may roll + Brawn instead of +Poise.
- ☐ **Punch It!** When you just got to get away or need to escape, Roll + Poise. On a roll of 10+, you make a smooth getaway, on 7 to 9 you get away – with a catch, the RM will offer a hard bargain. On a roll of 6 or less you get caught or the RM can make a hard move.
- ☐ **New Name, New Look** You've changed your look so many times, you forget your natural hair color...When you need to create disguises, a fake identity, documents, key cards, or passports, etc...and have access to your connections or Resource(s), roll + Savvy. On 10+ your new identity will pass the closest scrutiny, from government agents to criminal boss' second men. On a roll of 7

to 9 it will on pass a cursory look over, on 6 or less, even the TSA would recognize you. The red flag is raised with law enforcement everywhere. Gain +1 Heat and expect a worse outcome.

- ☐ **There's Always a Plan** Once per race/chase/heist you can use your action to give any other family member a +1 forward to their next roll.
 - ☐ **Fencing Cargo** Because of your underground contacts, when selling "hot" vehicles or mods you can always find a buyer for one less resource than market value.
 - ☐ **Fricking Cut** Sometimes, a twitch of a pectoral muscle can affect someone as much as a threat. Roll + Brawn instead of + Sauce when manipulating someone, or making a Feels roll.
 - ☐ **Grill to Grill** Things get hot during some Heavy talk with another family member and you speak with your fists. Roll + Brawn. On a roll of 10+, choose 2 of the below, on 7 to 9 choose 1. A roll of 6 or less is a failure, lose a Family point or gain a Sadness box.
 - They take harm +1 Harm.
 - Add to family +1 Family.
 - Lose a Sadness box.
 - Add a plot twist.
 - Take/gain an asset.
- ## Advanced Shadow Moves:
- ☐ **We adapt or We lose** Choose a move from another playbook
 - ☐ **Well deserved rest** Create a second character, choose which to play at the start of each session.
 - ☐ **Silver Tongue** Gain +1 sauce
 - ☐ **Pumped** Gain +1 Brawn
 - ☐ **MOS** Gain +1 savvy
 - ☐ **Hidden Base** After years underground, you've created a hideout. You have a secret and hidden base of operations, from which you can plan heists, create fake IDs, etc, and store an addition vehicle.

Brain

Name: _____

Look: _____



Sadness



Harm



Choose one set:

- Poise = -1, Brawn = 1, Sauce = 0, Savvy = 2, Impossible = 1.
- Poise = 1, Brawn = 1, Sauce = -1, Savvy = 2, Impossible = 0.
- Poise = 1, Brawn = 0, Sauce = 1, Savvy = 2, Impossible = -1.
- Poise = 0, Brawn = -1, Sauce = 1, Savvy = 2, Impossible = 1.
- Poise = -1, Brawn = -1, Sauce = 2, Savvy = 2, Impossible = 0.

Brain Moves

Choose one of the following Moves:

- Bitchin' Tool Kit** You have the tools and parts needed to make repairs to vehicles in the field, allowing you to make *In The Garage* move without downtime.
- Hacking** You have the skills to hack into systems that could help you on the way. When trying to infiltrate a computer, satellite, or security system,

roll + Savvy, on a roll of 10+, Access Granted! Describe your desired effect. On a roll of 7 to 9, Access Detected! Describe your desired effect, and the RM will make a move. On a 6 or less, Access Denied! you failed the hack and the RM will make a move.

Choose one of the following Moves:

- Shopping Spree** You go on a shopping spree to get the newest tech or latest fashions and now get to flaunt your wealth or savvy! You may spend your Resources to reduce Sadness. Roll + Resources. On 10+, choose 2 of the following choices, on 7 to 9 choose 1, on a miss some terrible complication happens while shopping, like someone you know buys the same shirt as you.
 - Reduce Sadness (-2 Sadness).
 - Replace used parts, tools or mods.
 - Add to Family (+1 Family).
 - Add a plot twist.
- Tune-up** Using your knowledge of computer control systems and mechanics, you upgrade your vehicle. Spend the requisite parts and Resources, then roll + Savvy, on a roll of 10+, choose 3 options below, on a 7 to 9 choose 2, on a miss, the vehicle is now parts for the remainder of the session.
 - Add a tag.
 - Add a mod.
 - Add a Family (+1 Family).
 - Used less parts (Resources).
 - The vehicle gains an extra mod space.
- Going Emo** During a race, chase, or fight, your emotions get the best of you, to your advantage! Gain a sadness point for a +1 ongoing while the chase/race lasts.
- Collector** You can own 2 extra cars (of course, you gotta pay Resources for 'em!)
- Master Mechanic** Your mechanic skills ensure that every vehicle you own can be equipped with an extra mod.
- Got Jokes**** Your try to bring up the mood by making a one liner. Roll + Sauce, on a roll of 10+, your joke lands, add 2 to the Family pool, roll 7 to 9 and you add 1 to the Family pool but the RM may add a complication, 6 or less and your joke bombs, the RM can make a move.

Hide out You've squirreled away a workshop with room for one or two cars, tools, common spare parts and 1 crew. Cars may be repaired, modded out or hidden here.

Nutcracker When you attempt to open a pad lock, lock, safe, keypad, or other theft deterrent device roll + Savvy on a 10+ it opens without a hitch, on roll of 7-9 there are few complications, on 6 or less it doesn't budge and the RM will make it worse.

Sick Bastard Your wily know-how lets you figure a way out without your fists. When you use Street fight, or Run Jump Run, roll + Savvy instead of + Brawn.

Boost a New Ride Your intelligence gives you an advantage when shopping for a new ride: There is no hiding the true deal from you! Roll + Poise. On a roll of 10+, the RM must answer 2 of the following questions, on a roll of 7-9, the RM must answer 1 of the questions and they can add a complication. A roll of 6 or less is a failure, lose a Family point or take a Sadness box.

- What's the fastest vehicle on the lot?
- What's the most valuable vehicle on the lot?
- What's the most common vehicle on the lot?
- What's the most durable vehicle on the lot?
- Which vehicles have mods?

Advanced Brain Moves:

We adapt or We lose Your superior mind allows you to analyze and adapt moves from other elites. Choose a move from another playbook and make it your own.

Well deserved rest Create a second character, choose which to play at the start of each session.

Master Degree Gain +1 savvy

Read body Language Gain +1 sauce

Observant Gain +1 Impossible

Tractor Trailer You have a semi truck or a tow truck with which you can transport a number of vehicles to a site.

Fast Talker

Name: _____

Look: _____



Sadness



Harm



Choose one set:

- Poise = 1, Brawn = 0, Sauce = 2, Savvy = 1, Impossible = -1.
- Poise = 0, Brawn = -1, Sauce = 2, Savvy = 1, Impossible = 1.
- Poise = -1, Brawn = 1, Sauce = 2, Savvy = 0, Impossible = 1.
- Poise = 1, Brawn = 1, Sauce = 2, Savvy = -1, Impossible = 0.
- Poise = -1, Brawn = 0, Sauce = 2, Savvy = 2, Impossible = -1.

Fast Talker Moves

- ☒ **Slick Talker** When you have time to talk, you may sway most busters to your way of thinking. Roll + Sauce, on a 10+ they do what you want and choose 1 question below that the RM has to answer, on 9-7 they do it and you choose 1 and the RM chooses 1, on a 6 or less, they don't do it and you lose a Family point or take a Sadness box and the RM will make the situation worse.
 - Will it take assets?
 - Will it take help?

- Will it take a favor?
- Will it take time?
- Will it take family? (-1 Family)

Choose one of the following Moves:

- ☐ **Traveling** Playing tourist and exploring a new location can often lead to unknown treasures. Roll + Sauce. On a roll of 10 + choose 2 of the below choices, on 7 to 9 choose 1, on a 6 or less, the RM will make your visit...interesting.
 - Reduce Sadness (-2 Sadness).
 - Gain Family (+1 family).
 - Meet a contact.
 - Add a plot twist.
- ☐ **Rare Find** You know a guy who knows a guy that has the vehicle or mod you're looking for. With the right talking and little bling (Resources) he'll give it to you. Roll + Sauce, on 10 +, choose 2 of the below, on a roll of 7 to 9 choose 1, on a miss – he doesn't like the cut of your jib, the RM will make you regret your big talk.
 - Add a mod.
 - Add a tag.
 - Add a Family (+1 Family).
 - Gain needed information.

- ☐ **Distraction Look behind you!!** When creating a distraction, Roll + Sauce, on a 10+ choose 2 of the following results, on a 7 to 9 choose 1, on a miss, they see right through you making the situation much worse.
 - Their attention is on you.
 - They lose track of someone or something.
 - They temporarily forget what they were doing.
 - They go on a long, pointless wild chase.

Verbal Probing When trying to subtly Read a Buster, roll Sauce instead of Savvy.

- ☐ **Talkin' Smack** (Heavy Talk) When engaging in witty banter with another family member roll + Savvy. On a roll of 10+, choose 2 of the below choices, on 7 to 9 choose 1, on a miss, they take offense. Lose a Family.
 - Both Reduce a Sadness.
 - Add to one Family.
 - They don't take offense.
 - Laughter is the best medicine. They clear Harm.

- ☐ **Obstruction** To create a road block or a closed course, roll + Savvy. Rolling a 10+ will allow you to choose 2 of the following results, on 7 to 9 choose 1. On a miss, expect the situation to go haywire.
 - Keep the course clear or traffic

- Stop a specific someone or group from accessing the course.
 - Reduce Heat.
 - Meet a contact.
 - Add one to Family.

- ☐ **Fake Mustache** When disguised as someone and trying to convince a person that you are them, roll + Savvy. On a 10+, they are sure you are the real deal, on 7 to 9 they have some lingering doubts but believe for now, on a 6 or less you just jumped into the frying pan.

- ☐ **Sunday Driving** When using Haul Ass roll sauce instead of poise.

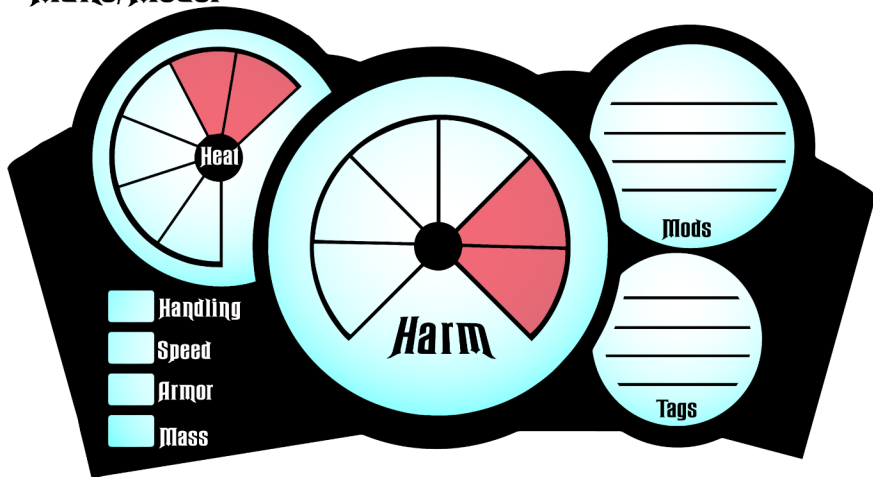
- ☐ **One-liner** When you make witticism or wise crack and another player smiles, roll + sauce. On a 10+ gain two Family, on a 7 to 9, gain one Family. If you miss, well, the situation just got much worse.

- ☐ **I know Kung-Fu** When talking has failed and you have to resort to physical intimidation, pretend to know kung-fu, roll + Brawn, on 10+ ,they are in awe of you and will stay out of your way, on a 7 to 9, they hesitate or stumble, and on a 6 or less they call your bluff.

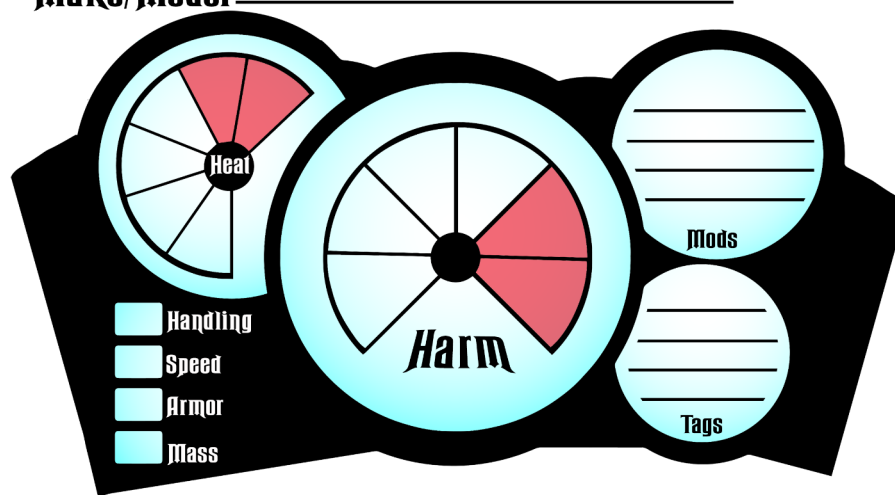
Advanced Fast Talker Moves:

- ☐ **We adapt or We lose** Choose a move from another playbook.
- ☐ **Well deserved rest** Create a second character, choose which to play at the start of each session.
- ☐ **School of life** Gain +1 savvy
- ☐ **Silver Tongue** Gain +1 sauce
- ☐ **Hidden Strength** Gain +1 brawn
- ☐ **Show Room** All of your life, you've collected rare and famous cars, and you have a place to store these special vehicles. Gain two extra cars.

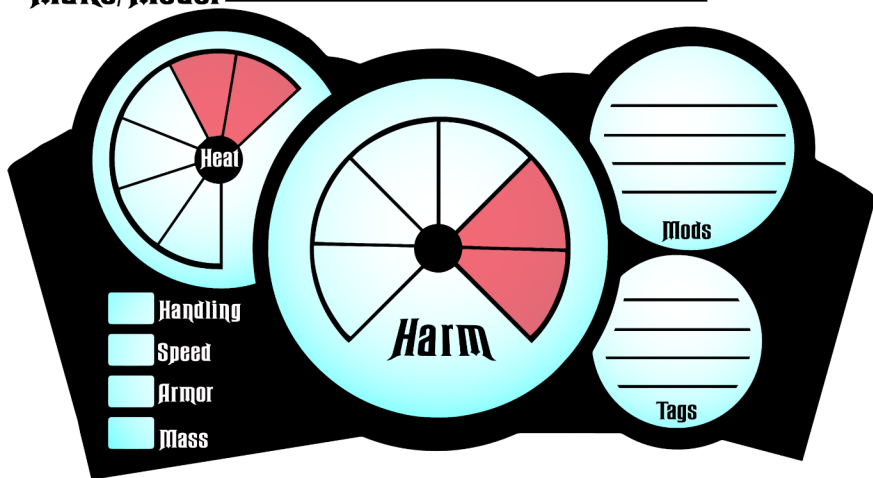
Name _____
Make/Model _____



Name _____
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Name _____
Make/Model _____



Name _____
Make/Model _____

