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Special thanks to PK Sullivan

In *Love by the Quarter-Mile*, you play as a street racer, trying to get by while racing for pink slips.

Players will begin by creating a character. Every character has three stats: Fast, Furious, and Family. Fast is used any time your character's speed is in question. Furious is used whenever their physical presence is required. Family is used whenever your personality is needed.

You will have 5 points to spend between those three stats. You must put a minimum of one in each stat.

In addition, your character will have two **tags**. These tags represent something important about your character. Your first is your **gist**. Who are you? What makes your character tick? What's their deal? Your second is your **conviction**. What does your character believe matters? What do you stand for?

Whenever you roll dice, roll as many D6's as the stat you're using.

When you are rolling anything competitive against another player, you will roll against the **Gear Master** (GM) characters' stats. GM characters will have stats similar to the PC characters as determined by the GM. Add the dice together. If either one of the character's tags come into play, you can roll an additional die. Whoever rolls higher succeeds at the task.

For tasks that aren't against other characters, players will roll against a GM's roll. Simple tasks are 1d6, moderate are 2d6, hard are 3d6, and impossible are 4d6.

Racing (Fast)

Every round in the race represents 1 second in game time. Most races are 10 seconds long.

Each round, the Racers will roll against one another. Track these numbers round to round. In the end, whoever rolls highest wins.

Races aren't purely about speed, however. They're about intensity, about grit, and about why you're racing. You don't only have to use Fast for

your racing stat. If you can explain how *Furious* or *Family* are helping you in the race, you can use those.

Examples: If you choose to side-swipe another racer you may use *Furious*. If you're doing it to save the life of a family member, you may use *Family*. Don't forget to use your tags as well.

Fighting (Furious)

Tempers run high, and racers tend to get into fist fights and gun fights. Each round of a fight represents a few moments. The GM will determine who acts first in a fight. After a racer has acted, they will choose who acts next in the round, until all the racers have acted. The last racer will choose who acts first in the next round.

When a racer is attacked and rolls below their attacker's die rolls, they will take 1 wound for every 3 points they failed by. If they failed by only 1 or 2, it's merely a flesh wound and is ignored. Once a racer has more wounds than they have *Furious*, they are taken out of combat.

Just as with racing, you won't always use *Furious* fighting, if you can come up with a reason another stat is more useful here.

Arguing (Family)

There's a lot of yelling, particularly among your own crew. Arguing acts just like Fighting, as you fling insults and barbs at each other. Instead of wounds, you have Emotion. If your Emotion ever exceeds Family, the argument ends. The loser decides whether or not it becomes a fight, or the racer backs down.

Cars

Cars play a major role in the game. Every car should be given a tag when it is introduced, and each Racer will choose the tag associated with their car at the beginning of the game. Players can use that tag when appropriate in a race.

Examples: Two cans of NOS, Hemi engine, Designed for drifting.

Advancing

At the end of a story, the GM can allow your characters to advance. You can change their tags out for something more appropriate, and may increase one of their stats by one. It cannot be the stat that increased the previous advancement. Racers can also add a tag to either themselves or their car, but cannot if their previous advancement was to add a tag.