

## **DRAMA CHART (Roll 2d6. Read as “1” and “4” = “14”, not “5”)**

- 11 The Competitor begins “Under-Eating” and eventually stops completely. Sadly, they are finished for the day.
- 12 The Competitor unexpectedly begins choking and coughing! They need to stop and drink water. Roll on the Techniques Chart to see how this affects the Competitor.
- 13 A Judge raises a Yellow Card on this Competitor for “Messy Eating” (Leaving food on their plate). Reroll to get their total for this roll, then Subtract “1” from the total if measuring by unit. Subtract 5 Oz. if measuring by weight!
- 14 The Competitor has an adrenaline surge. For this roll and this Competitor’s next roll, give them whatever a roll of “12” would give them instead of rolling.
- 15 This Competitor tries to psych out an opponent with theatrics. Roll 1d12 to find the intended opponent (order listed on Scorecard). Then roll on the Techniques Chart to see how the opponent is affected and make changes to the opponent’s most current roll. Reroll for the current Competitor to find their total for this roll.
- 16 A food item crumbles and falls apart mid-bite, slowing the Competitor down. Roll on the Techniques Chart to see how this affects the Competitor.
- 21 The Competitor accidentally knocks over their plate, losing time! Roll on the Techniques Chart to see how this affects the Competitor.
- 22 This Competitor knocks over a bottle of water and soaks the table, forcing players to adapt! The Competitors on each side of the current Competitor have to work around the inconvenience. Roll on the Techniques Chart for the other two Competitors to see how they are affected. For this Competitor, they are given a Yellow Card! This is a Warning and deduct “1” from their total if measuring by unit. Subtract 5 ounces if measuring by weight.
- 23 This Competitor surges ahead, shocking the crowd! For this Competitor's roll and their next roll, give them the highest total that their Capacity Rating will allow! After this roll, go back to normal rolls.
- 24 The Competitor tries a risky eating technique. Roll on the Techniques Chart to see the effect!
- 25 This Competitor suddenly pauses! Roll on the Techniques Chart to see how they are affected!
- 26 A loud noise or unexpected music cue throws this Competitor off rhythm. Roll on the Techniques Chart to see how they are affected.
- 31 The Competitor is accidentally distracted by another Competitor. Roll on the Technique Chart to see how this Competitor is affected.
- 32 The crowd starts chanting for this Competitor, shifting momentum! Give this Competitor the highest possible total that their Capacity Rating will allow for each of their turns left in this event!
- 33 The Competitor has an adrenaline surge. For this roll and this Competitor’s next roll, give them whatever a roll of “11” on their Capacity Rating would give them.
- 34 The Competitor has a major stomach cramp. For this roll, give them the lowest total possible for their Capacity.
- 35 The Competitor has a mental slip! Roll on the Techniques Chart to find the effect.

- 36 A food item is hotter than expected, causing hesitation. Roll on the Technique Chart to see how this Competitor handles this situation.
- 41 This Competitor falls behind, shocking the crowd! For this Competitor's next two rolls, do not roll, give them the lowest total that their Capacity Rating will allow.
- 42 A prop falls, causing a brief distraction. Roll on the Techniques Chart to see how this Competitor is affected.
- 43 The Competitor starts trash-talking the Competitor beside them, escalating tension (you choose which opponent). Using the "victim's" Technique Rating, roll on the Techniques Chart to see if this effects the "victim" of the verbal abuse. Reroll to get the instigator's total for this roll.
- 44 The Competitor miscounts their Bite Total, causing confusion. Do not roll for their total, give them the total as if you rolled a "5".
- 45 This Competitor experiences unexpected stomach problems. Lower their Willpower Rating to "G" for the rest of this event! If they are already Rated "G", they tap out and quit! If they did not quit, give them whatever a roll of "4" would give them on their Capacity Rating.
- 46 The Competitor has an adrenaline surge. For this roll and this Competitor's next roll, give them whatever a roll of "10" on their Capacity Rating would give them.
- 51 The Competitor's stomach dramatically turns! Roll on the Willpower Chart to find the effect.
- 52 A bite hits the Competitor with a completely different flavor than expected, throwing off their rhythm. Roll on the Techniques Chart to see the effect.
- 53 A unexpected ingredient causes a burst of spice, forcing the Competitor to pause and recover. Roll on the Techniques Chart to find the effects.
- 54 The Competitor gets hiccups mid-round, disrupting their pace. Roll on the Techniques Chart to find the effect.
- 55 A sudden coughing fit forces the Competitor to temporarily slow down. They continue but give them what a roll of "4" would give them on their Capacity Rating.
- 56 The Competitor is accidentally distracted by another Competitor. Roll to see how this Competitor is affected.
- 61 This Competitor has completely gotten out of rhythm! Lower their Capacity Rating to "G" for the rest of this event! If they are already Rated "G", they tap out and quit. If they do not quit, give them the lowest possible total that a "G" Rating will give them for this roll.
- 62 The Competitor has an adrenaline surge. For this roll and this Competitors next roll, give them whatever a roll of "10" would give them.
- 63 The Competitor has a major stomach cramp. For this roll, give them the lowest total possible for their Capacity.
- 64 The Competitor tries a risky eating technique. Roll on the Techniques Chart to see the effect!
- 65 You will reroll for the total for this turn but make a note that at the end of the event, this Competitor is guilty of "Chipmunking" (packing their mouths as time runs out). They have 30 seconds to swallow the food. On their last roll, roll 1d6. An even roll means they successfully swallow. The final roll total stands! An odd roll means they did not swallow it in time. Deduct "1" if measuring by unit. Deduct 5 Ounces if measuring by weight.
- 66 This Competitor surges ahead, shocking the crowd! For the rest of this Competitor's rolls, do not roll, give them the highest total that their Capacity Rating will allow.