

<b>CONDITION CHECK</b> - Before you start, roll to see how prepared each Competitor is for this particular event.			<b>SPEED CHECK</b> - After 6 minutes, roll to see how a Competitor is affected by their Starting Speed <span style="float: right;">1d6</span> Which Sided Die To Use The Rest of the Competitor for THIS Competitor?									
<b>Roll</b>	<b>Effect</b>		<b>SPD RATING</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>			
1	Poor Preparation. Lower all Ratings by "1" (If lowering a Rating would drop any Rating below "G", the Competitor does not compete, forfeits the event!)		<b>A</b>	1d10	1d10	1d10	1d12	1d12	1d12			
			<b>B</b>	1d6	1d10	1d10	1d10	1d12	1d12			
			<b>C</b>	1d6	1d6	1d10	1d10	1d10	1d12			
2	Decent Preparation. Only Lower Capacity by "1"		<b>D</b>	1d6	1d6	1d6	1d10	1d10	1d10			
3-11	Normal Preparations. No Adjustments to Ratings		<b>E</b>	Give Lowest	1d6	1d6	1d6	1d10	1d10			
12	Excellent Preparation. Increase all Ratings by "1" (If raising Willpower, Techniques or Speed takes the Rating over "A", IGNORE ALL FUTURE WILLPOWER CHECKS!)		<b>F</b>	Give Lowest	Give Lowest	1d6	1d6	1d6	1d10			
			<b>G</b>	Give Lowest	Give Lowest	Give Lowest	1d6	1d6	1d6			
After doing your Speed Check, make a note on the Scorecard which sided die to use the rest of the Competition for each Competitor! If the roll was "Give Lowest", Do not roll for the Competitor. Give Lowest Capacity will allow!												
<b>WILLPOWER CHECK</b> - If a Competitor rolls for a Willpower Check, roll to see if there is a change to their Capacity <span style="float: right;">1d10</span>			<b>WILLPOWER CHART</b>									
<b>WP RATING</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>		
<b>A</b>	-3 CAP - Reroll	-3 CAP - Reroll	-2 CAP - Reroll	-2 CAP - Reroll	-1 CAP - Reroll	-1 CAP - Reroll	No Adj - Reroll	No Adj - Reroll	No Adj - Reroll	No Adj - Reroll		
<b>B</b>	Give Lowest	-3 CAP - Reroll	-3 CAP - Reroll	-2 CAP - Reroll	-2 CAP - Reroll	-1 CAP - Reroll	-1 CAP - Reroll	No Adj - Reroll	No Adj - Reroll	No Adj - Reroll		
<b>C</b>	Give Lowest	Give Lowest	-3 CAP - Reroll	-3 CAP - Reroll	-2 CAP - Reroll	-2 CAP - Reroll	-1 CAP - Reroll	-1 CAP - Reroll	No Adj - Reroll	No Adj - Reroll		
<b>D</b>	OUT	Give Lowest	Give Lowest	-3 CAP - Reroll	-3 CAP - Reroll	-2 CAP - Reroll	-2 CAP - Reroll	-1 CAP - Reroll	-1 CAP - Reroll	No Adj - Reroll		
<b>E</b>	OUT	OUT	Give Lowest	Give Lowest	-3 CAP - Reroll	-3 CAP - Reroll	-2 CAP - Reroll	-2 CAP - Reroll	-1 CAP - Reroll	-1 CAP - Reroll		
<b>F</b>	OUT	OUT	OUT	Give Lowest	Give Lowest	-3 CAP - Reroll	-3 CAP - Reroll	-2 CAP - Reroll	-2 CAP - Reroll	-1 CAP - Reroll		
<b>G</b>	OUT	OUT	OUT	OUT	Give Lowest	Give Lowest	-3 CAP - Reroll	-3 CAP - Reroll	-2 CAP - Reroll	-2 CAP - Reroll		
<b>"No Adj" means no adjustment - Reroll for total</b> <b>A "-" means lower their Capacity then Reroll for total.</b> <b>"Out" means Nausea Hits! They Tap Out and are out of the competition!</b> If the roll was "Give Lowest", Do not roll for the Competitor. Give Lowest Capacity will allow for the rest of the Competition!												
<b>TECHNIQUES CHECK</b> - If a Competitor rolls for a Techniques Check from the Drama Chart, roll to see if they are affected by the situation.			<span style="float: right;">1d10</span>									
<b>TECH RATING</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>		
<b>A</b>	Struggles 2	Struggles 1	Trips Up 2	Trips Up 1	Focused 2	Focused 2	Focused 1	Focused 1	Focused 1	Focused 1		
<b>B</b>	Fails 1	Struggles 2	Struggles 1	Trips Up 2	Trips Up 1	Focused 2	Focused 2	Focused 1	Focused 1	Focused 1		
<b>C</b>	Fails 1	Fails 1	Struggles 2	Struggles 1	Trips Up 2	Trips Up 1	Focused 2	Focused 2	Focused 1	Focused 1		
<b>D</b>	Fails 2	Fails 1	Fails 1	Struggles 2	Struggles 1	Trips Up 2	Trips Up 1	Focused 2	Focused 2	Focused 1		
<b>E</b>	Loses It	Fails 2	Fails 1	Fails 1	Struggles 2	Struggles 1	Trips Up 2	Trips Up 1	Focused 2	Focused 2		
<b>F</b>	Loses It	Loses It	Fails 2	Fails 1	Fails 1	Struggles 2	Struggles 1	Trips Up 2	Trips Up 1	Focused 2		
<b>G</b>	Loses It	Loses It	Loses It	Fails 2	Fails 2	Fails 1	Struggles 2	Struggles 1	Trips Up 2	Trips Up 1		
<b>Focused 1 = The Competitor is not phased by this event. Give them the total as if the roll was a "11" on the Capacity Chart!</b> <b>Focused 2 = The Competitor is not negatively phased by this event. Give them the total as if the roll was a "10" on the Capacity Chart!</b> <b>Trips Up 1 = The Competitor is slightly distracted, but plows through. Give them the total as if the roll was a "9" on the Capacity Chart!</b> <b>Trips Up 2 = The Competitor is slightly distracted, but plows through. Give them the total as if the roll was a "8" on the Capacity Chart!</b> <b>Struggles 1 = The Competitor is obviously distracted! Their Struggle causes them to only get the total as if they rolled a "7" on the Capacity Chart!</b> <b>Struggles 2 = The Competitor is obviously distracted! Their Struggle causes them to only get the total as if they rolled a "6" on the Capacity Chart!</b> <b>Fails 1 = The distraction really takes a toll on the Competitor! Give them the total as if they rolled a "5" on the Capacity Chart!</b> <b>Fails 2 = The distraction really takes a toll on the Competitor! Give them the total as if they rolled a "4" on the Capacity Chart!</b> <b>Loses It = Everyone can immediately tell that the distraction totally shook up the Competitor! Give them the total as if they rolled a "3" on the Capacity Chart!</b>												

