

Gingy



I have 4 lives. Every time a racer lands on my space, I lose 1 life and gain +1 to my main move. I am eliminated if I run out of lives.

EAT ME

School Bully



If I roll a 3, all other racers trip. They can recover from tripping by rolling a 1-3 next turn. If this happens, they move what they rolled and I move +2.

LUNCH MONEY

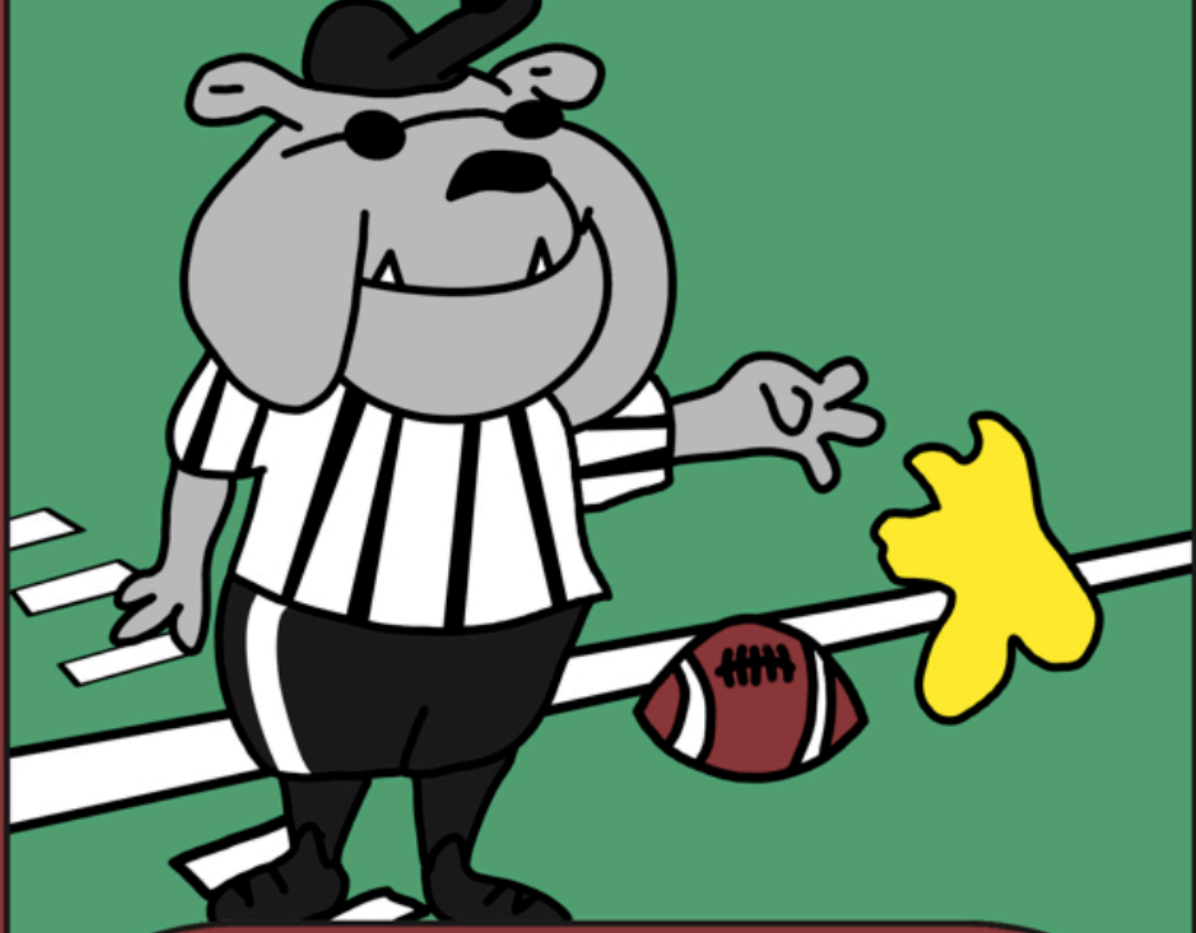
Saint Nick



When I land on a space with another racer, I move +1 for each racer. Those players roll and move -1 if they roll 1-3 or +2 if they roll 4-6.

NAUGHTY OR NICE

Totally Fair Ref



Whenever another racer enters first place, they trip.

FALSE START

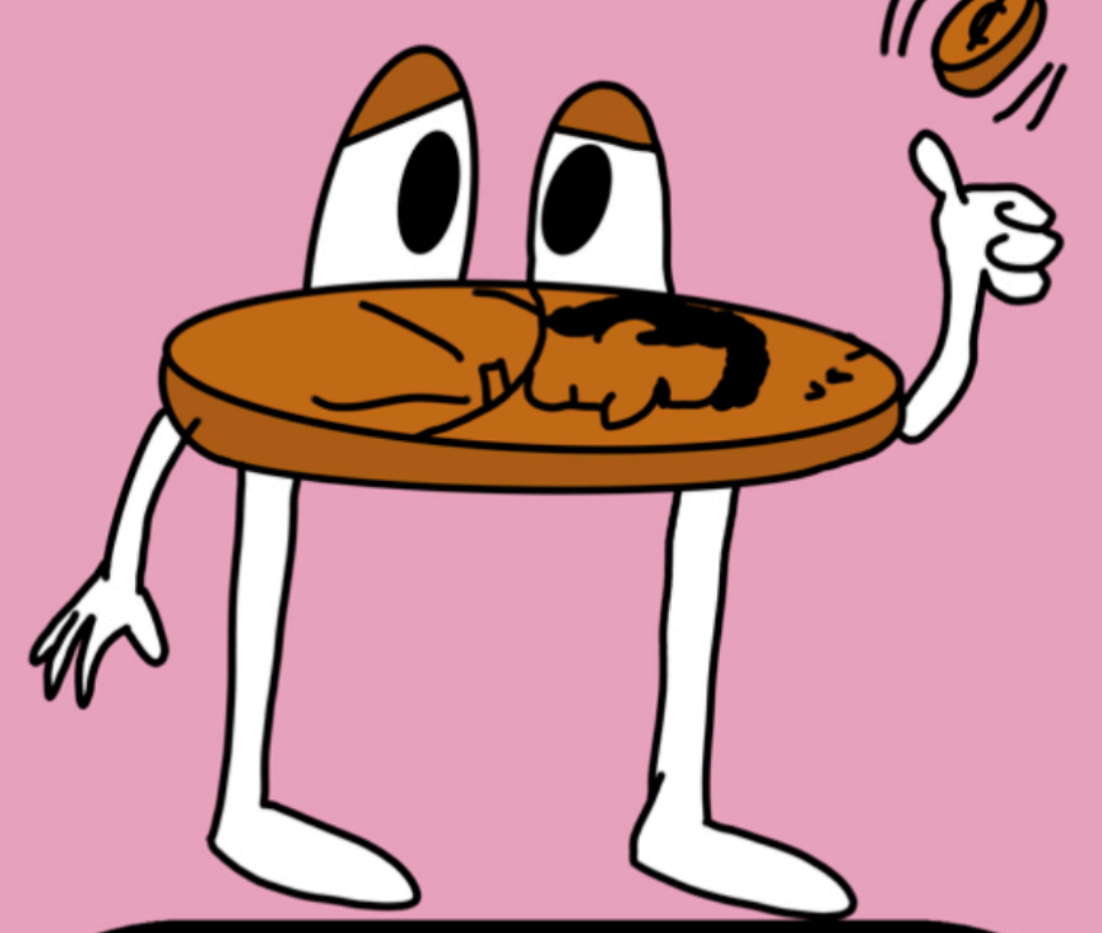
Scout



After I roll but before I move, I can warp to 1 space in front or behind my current space.

NEVER LOST

Heads



I can flip over my dice and use the face down number.

FLIPPER

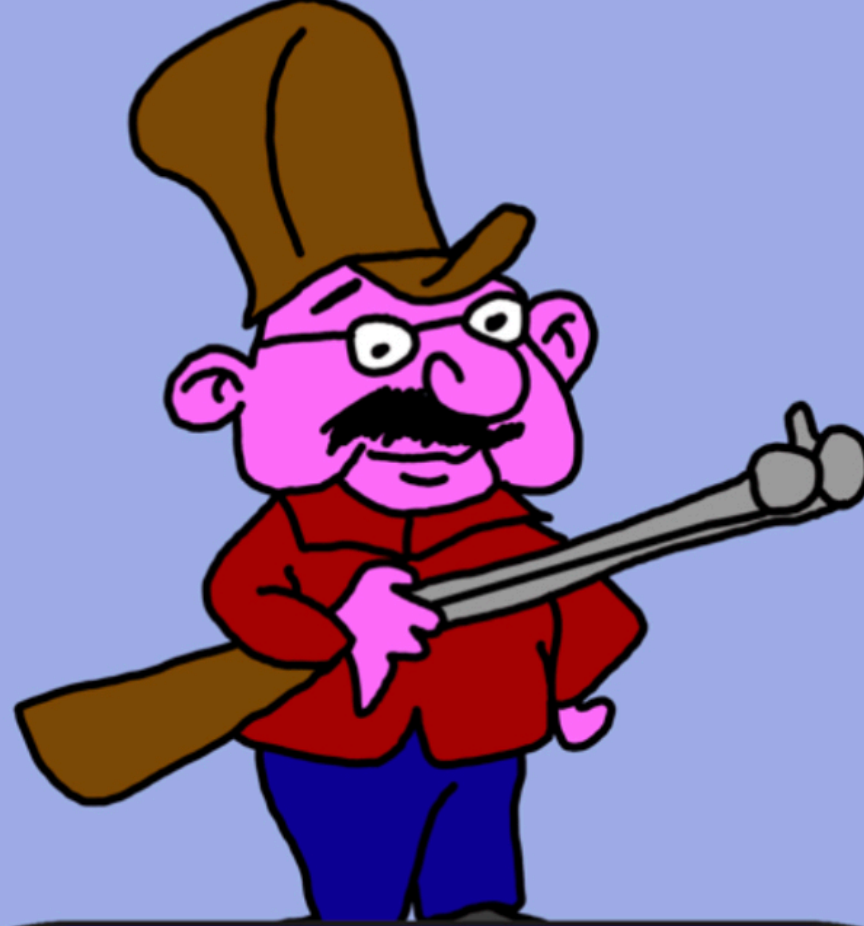
Doc Paradox



I start at the finish line and race backwards. If I share a space with another racer, I warp back to the finish line. If that happens, +3 to my main move.

TEMPORAL COLLAPSE

Cletus



Instead of my main move, I can choose a racer within 3 spaces of me. We both roll and follow these results:
Same number - They are eliminated
My roll is higher - I take my main move
Their roll is Higher - They move +1

BIG GAME

Terrible Toddler

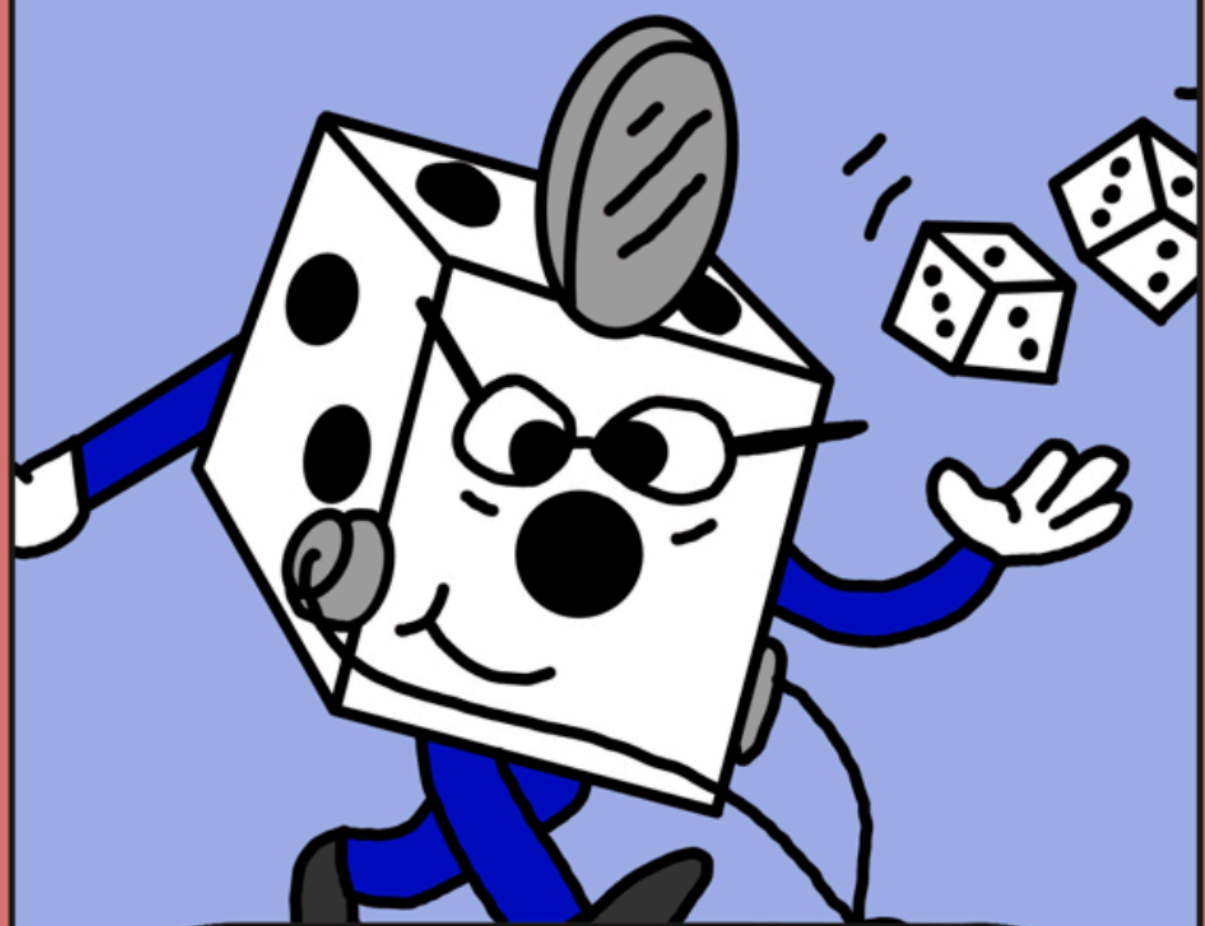


If I roll a 1 or 2 I roll the dice again before I move. Anyone within that number of spaces of me trips.

TEMPER TANTRUM



Doctor Dice



I can never trip. Before my main move I can warp to a tripped racer to help them recover immediately. If I warp backwards, +2 to my move.

HOUSE CALL

Witch Hazel



I can split my main move between moving forward and forcing one other racer backwards.

WITCHES BREW

Broken Clock



I roll 2 dice for my main move and move the lower number. If I roll doubles, I move the total amount of both dice.

TICK TOCK

Moneybags



I can skip rolling as my main move and pay 1 point chip to move 1-8 instead.

PAY TO WIN

Honey Pot



Before my race, add 1 point chip per racer to a shared pot and mark one space. If a racer lands on that space, they roll and gain point chips from the pot equal to their roll. I move +1 for each point chip collected.

STICKY POT

Box



All players must roll into the box. If any roll touches outside the box, I move +2.

DON'T MISS

Whisper



If I stop on an occupied space, I move to the closest open space in either direction. If a racer stops on my space, I move forward to the next open space.

PERSONAL SPACE

Mr. Fox



3 times per race I can yell 'Objection'. This allows me to block a characters power from happening.

OBJECTION!

Pooh

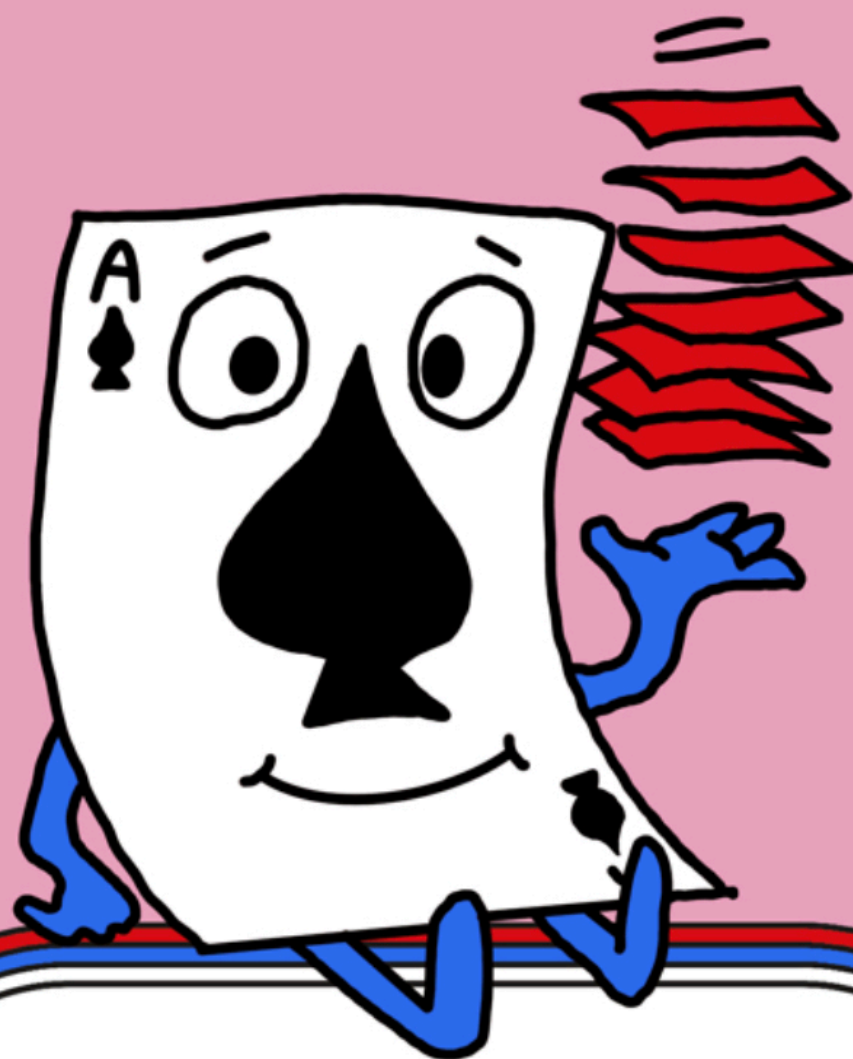


When multiple abilities happen in the same turn, I move +1. If I am tripped I immediately recover.

SIMPLE BEAR



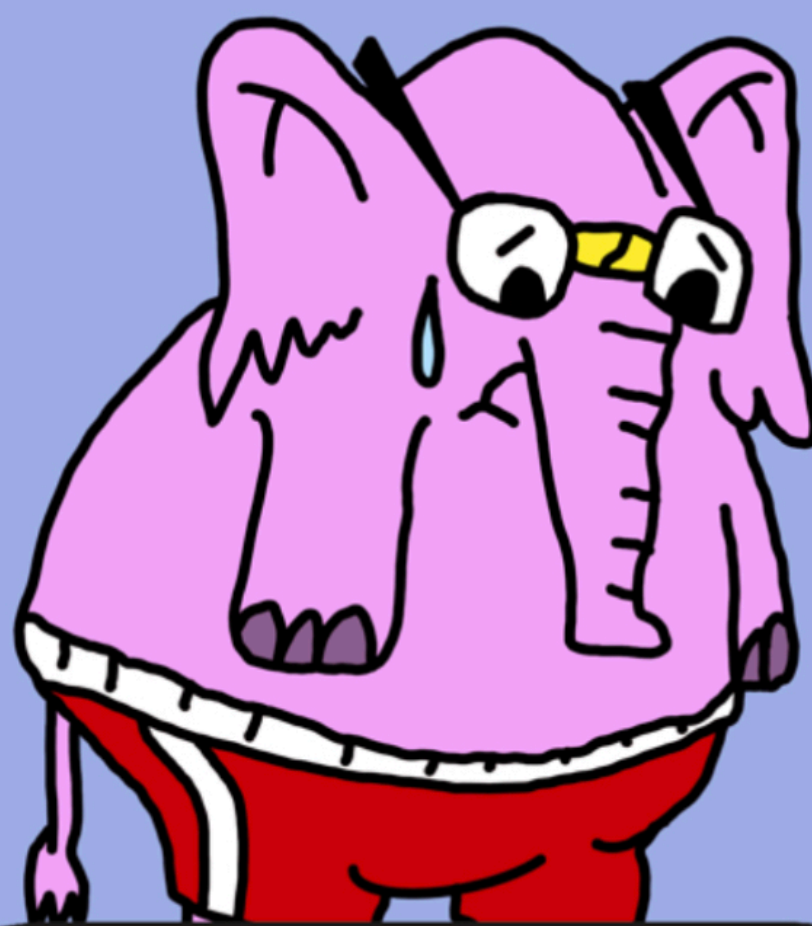
Shuffler



Before the race I shuffle and randomly pass out everyone's character cards. The card you receive is your new power. I can repeat this if I am alone in last place.

52 PICKUP

Snub



I gain +X to my main move where X = the amount of racers chosen before me in this draft round.

PICK ME

Thief



Before my race I secretly choose another racer. After the race ends, I reveal who I chose and I steal any points collected by that racer.

HEIST

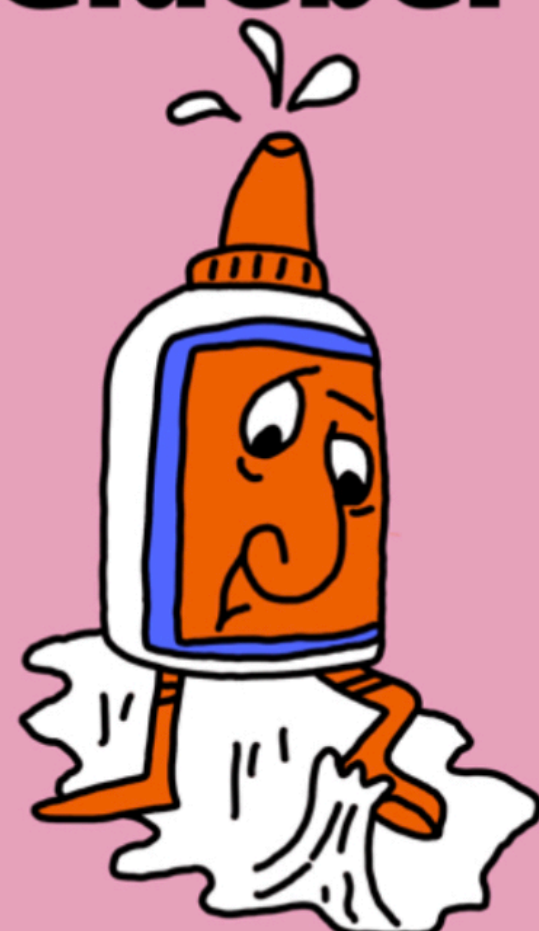
Groundhogs Day



My movement is fixed on what I roll on my first main move. Each turn I still roll and if I reroll that number I get + (5 - that roll) on my remaining moves.

DÉJÀ MOVE

Gluebert



Other racers on my space gets -2 to their main move. When a racer passes me, -1 to their current move.

STICKY

Oddball



When I roll an even number, -2 to my move. When I roll an odd number, +3 to my move.

KNUCKLEBALL

Silly Goose



I don't follow the dice. When I roll, this is what I move:
6=10 | 5=7 | 4=5 | 3=2 | 2=0 | 1=-3

WANDERIN

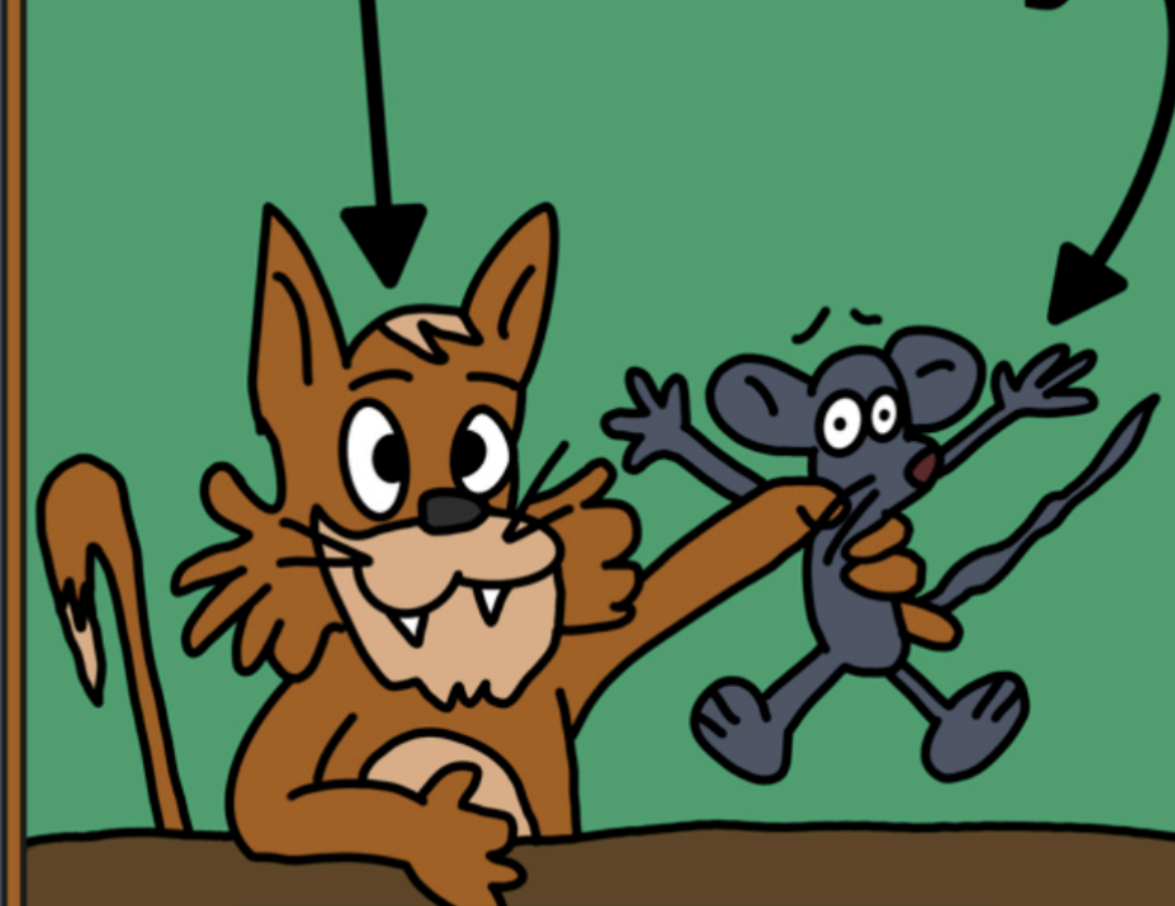
Lazy Bones



I can't leave start until I roll a 6. When I roll a 6 I warp to the 1st place racer and then immediately take another turn.

RECLINING

Dom and Gary



Dom: If I pass or share a space with Gary, I eliminate him and get +2 to my main move.

Gary: I start on space 4 and always move directly before Dom. If I finish 1st or 2nd, I steal those points.

CAT AND MOUSE



Marksman



Before my main move I can target a player more than 3 spaces away from me. I roll the dice and add up the total, trying to equal the number space they are on. If I get it, they are eliminated. If not, they move +1.

FOWL PLAY

Echo



Instead of my main move, I can move the number the previous racer moved.

SOUND CHECK

Snake Eyes



Before my race I bet on a racer to win. If I'm right, 3x my bet. If I'm wrong, I lose the amount I bet.

ALL IN

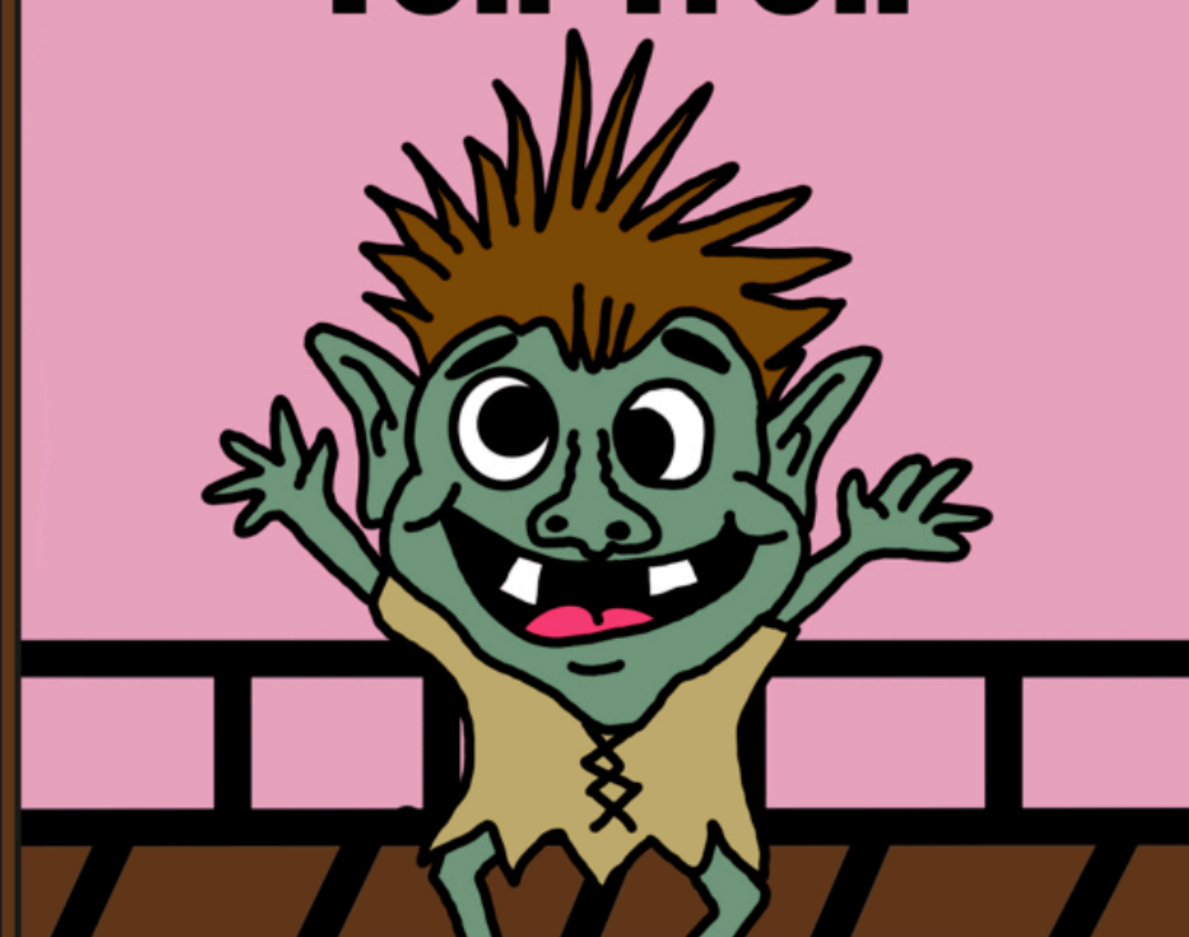
King Pete



Whenever another racer rolls a 5 or 6, -1 to their move. I move +1.

PLAYGROUND TAX

Toll Troll



Before my race, I mark a space on the board. Whenever another racer stops on that space, I gain 1 point chip.

PAY THE TOLL

Robin Hood



If I share a space or pass the person in first, I take 1 point chip from them and give it to the person in last. I then move +2.

FOR THE POOR

