

# Skyship Racing

#Homebrew



A band of Skyships lining up for a race.

Art: <https://www.artstation.com/artwork/8wqAnq>

## What is this?

In essence, this set of mechanics is to represent whatever variant of dangerous vehicle racing you'd like - a skyship racing, Mad Max desert runs, etc. It is meant to be light-enough to pick up for a session, and not meant to have long-term depth. This is BREAK!! and a variant of Combat, so really go nuts with the mechanics or whatever BS the Players want to do. Boarding? Mutiny? Ramming? Whatever works! Enjoy this for a fun side-session of a local city's race or to have some more mechanics during a tense chase scene!

## Ship Stats

**Durability (DUR):** Represents how much damage a Skyship can take before losing enough structure to not be able to fly anymore. Used as Hearts within normal BREAK!! terms. Bulkier ships will have higher DUR at the cost of maneuverability.

**Defense Rating (DEF):** Represents how hard it is to damage the Skyship, either by way of its evasion or how armored it is. Attacks against the Skyship must beat its DEF in order to deal DUR Damage.

- **Note:** Normal Weapons don't have the power necessary to truly damage a Skyship, only Ship-tier Weapons can. You could make an exception if a PC has spec'd into Sundering mechanics, but that's left up to you.

**Handling (HDL):** Represents how seamless it is to pilot the ship and go where you want. This is represented by Bonus/Penalties tiers, and represents the difficulty that Piloting Checks come with. Skyships with more aerodynamic builds or stronger Spell Engines boast better HDL.

**Attack (ATK):** Represents the accuracy of the Skyship's weaponry on-board. To keep it simple, all Skyship weapons deal 1 Damage.

**Speed (SPD):** All Ships move at a rate of 1 Area per Turn, simplifying balance and making balancing HDL with Hazards and the appropriate Pilot more important.

## Action Economy

Ships act in Turns over a Round, and all PCs take their Actions together within their Ship's Turn. The Ship initiative is determined at the start of a Race by a simple D20 + HDL roll, highest goes first.

Per Turn, each Action may only be taken by one PC (with the exception of Sabotage). While technically the Pilot Action is not required on every Turn to move the Skyship forward, if no Pilot Action is taken when moving through an Area with a Hazard, the Hazard is automatically triggered.

### Actions (Choose 1):

- **Pilot** – Make a **Relevant Check** to maneuver through Hazards (detailed later).
- **Repair** – Use a **Insight Check** to repair parts of your Skyship, restoring **1 DUR**.
- **Scout** – Use an **Insight Check** to gain information on an upcoming Hazard's Aptitude.
- **Support Ally** – Aid another PC's Action, granting them **Edge** on that roll.
- **Use Ship Weapon** – Make an **Attack Roll** on another Skyship, dealing **1 Damage**. Ship Weapons all have a range of 3 Areas.
- **Attack Rival Crew** – Make an **Attack Roll** on another Rider, subject to Range. If two Skyships are within the same Area, they count as 1 Area away for purposes of Weapon Range (e.g., Melee Weapons require being on the same Skyship).
- **React** – Delay your Action in order to react to an incoming threat with an Ability, Stunt, or Trick. Incoming threats include Hazards or other Ships' Sabotage attempts.
- **Sabotage** – Use an Ability, Stunt, Trick, or something else to attempt to interfere with another racer. Success causes setback or forces a Check/Contest from the target.

## Racing Mechanics

Every Race is broken up into Markers, composed of Areas and Hazards. A Marker structure might look something like:

- **Start Line** → **Marker 1**: 5 Areas
- **Marker 1** → **Marker 2**: 6 Areas
- **Marker 2** → **Final Stretch**: 7 Areas

Note that the Markers don't really represent anything besides perhaps flavoring the Marker areas differently (e.g., Coast -> Jungle -> Volcano) or useful for giving a sense of progression.

**Areas:** Areas are analogous to standard BREAK!! Combat Areas, with the exception that they're usually sequential.

**Hazards:** Within some Areas lie Hazards, which are complications in the race that may hinder progress or harm the Skyship in some way. A good rule of thumb is every 2-3 Areas has a Hazard of some kind. Hazards trigger as the Skyship moves into its Area, though the exact timing is a little dubious. Declare the Hazard and its flavor. Clever use of a PC's Abilities might completely negate it (e.g., Momentary Fortress against Falling Rocks).

Below are some examples of Hazards:

### Geyser Archway:

An open corridor marked by pulsing steam vents. The terrain rumbles ominously.

Hazard: Deftness Check or be jostled off-course and pushed back 1 Area.

### Cracked Shelf:

Thin rock platforms hang like broken teeth. The path narrows to the width of a cart.

Hazard: Deftness Check or suffer 1 Damage to DUR.

### Mist-Tangle Funnel

Dense mists conceal sharp turns. Teams must rely on instinct or scanners.

Hazard: Insight Check or take a Major Penalty to next Pilot check.

### Is this Crystalia?

The canyon walls begin to sparkle—mana saturation causes brief mirage illusions.

Hazard: Aura Check or fall for an illusory turn; no forward progress next Turn.

### Mana Fallout Zone

Residual energy from past races lingers like pollen.

Hazard: Grit Check or suffer magical interference for the next 2 Turns (no use of Magical Abilities/Items).

### The Moaning Spine

Canyon winds wail with an eerie, rhythmic pulse, making it hard to focus.

Hazard: Aura Check or take a Major Penalty to next 2 rolls.



Sudden Ascent!

Around a bend is a dead-end; the only way is sharply up.  
Hazard: Might Check or slam into the wall (1 Damage to DUR).

Ship Crew

In normal Skyship races, each vessel is piloted by 4 crew members, representing a Pilot, a Mechanic, a Gunner, and a Scout/Miscellaneous. Part of the attrition of the race becomes trying to keep everyone up and alive to be able to perform enough ship functions to keep going.

It is ill-advised to stat out every single GMC on the other ships, as 1) it's a ton of effort and 2) it's possible they are never directly targeted. Below are short-form stat-blocks representing different archetypes found on the Skyship that can be used quickly instead. Of course, depending on the Rank of the Party, these can be tuned up or down as required.

Pilot	Mechanic	Gunner	Scout/Misc
Hearts: 4 Defense Rating: 14 M6 D10 G6 I8 A6	Hearts: 3 Defense Rating: 12 M6 D6 G8 I10 A6	Hearts: 3 Defense Rating: 12 M8 D6 G8 I6 A6	Hearts: 2 Defense Rating: 10 M6 D8 G6 I10 A6

Ship Examples

While you can have standardized races where every Skyship adheres to the same specifications, you can also encourage variability in design by adding custom Ship Abilities, up to a maximum of 2. These are usually boons to specific aspects of that Ship's style and can be quite strong, with examples below. Below are some examples of fleshed out Ships with custom abilities and flavor on aesthetic and crew.

Team: Puff-Wheelers

*A hot air-balloon based and way over-padded Skyship, these Goblin tinkers focus on a cool synth-wave aesthetic and the ability to bounce back from anything...quite literally.*

- **DUR:** 1/3
- **ARM:** 12
- **ATK:** 0
- **HDL:** No Bonus

Abilities:

- **Rubber Logic:** Immune to the first Sabotage attempt each Marker.
- **Bouncing Back:** Immune to DUR Damage caused by Hazards.

Team: Velvet Gale

*Elegant Elven design from the Seven Holy Isles, this razor-thin vessel built of fabrics and Float Stone is hard to hit and precise. Its leader tends to ramble on and on about beauty.*

- **DUR:** 1/3
- **ARM:** 14
- **ATK:** 2
- **HDL:** Major Bonus (+4)

Abilities:

- **Thread the Needle:** Once per Marker, automatically succeed a Pilot Check.
- **Mana Trimline:** Gain an Edge against Magical Abilities targetting the Ship or Crew.

Team: Crash-Delvers

*A boisterous team of Dwarfs and a Gruun leader named Leadgut, this wrought-iron wickedly-spiked hunk of molten metal is meant for smashing through everything in its way.*

- **DUR:** 4/5
- **ARM:** 16
- **ATK:** 4
- **HDL:** Major Penalty (-4)

Abilities:

- **Blastcore Surge:** Once per Marker, may expel a wave of searing hot air and force all Ships within 1 Area to make a Grit Check or be knocked back 1 Area.
- **Hullbreaker:** Gains an **Edge** on all Sabotage attempts.