


A woman with blonde hair is shown in profile, kissing another woman with dark hair. The background is a vibrant, orange-hued city skyline at night, with lights from buildings and streets. The overall mood is romantic and energetic.

**/// CAR LESBIANS**  
*LESBIAN CAR-RACING GAME*

*a /tg/ original production*



Debbie looked at Heather, her life-partner and driving companion, sparing only a second to glance into the rear view mirror.

"Are they still on our ass?" Heather asked, her brows knitted with worry, biting her lower lip. Debbie gave a solemn nod and said, "Like a cheap thong."

Behind them only a scant few meters, the dreaded Redhead Rebellion was cruising up at 160 mph, giving them a chilly run for their money. The driver, the infamous Crimson Nail and her crew chief, Monkey Wrencher, were glaring daggers at their damaged, smoking car, only barely in the lead.

"What do we do?"

Debbie looked to the one woman she never wanted to let down again and shifted into overdrive, hammering the car forward against the wind, the frame rattling, tires squealing and passenger dripping a small pool in the seat beside her.

"We give 'em a run for their money, sweetness," she said, patting Heather's tanned, taut thigh. Slowly, her hand migrated up to the knee and beyond, to the dashboard, where it brushed lovingly against a switch rarely used, marked with three letters.

After it was flicked, behind their car, a stream of red oil slicked the track, sending the Redhead Rebellion into the guard rail and a section of empty seats, out of the race and into the headlines.

"PMS saves the day, sweetness," she said, her tongue licking her lips luxuriously. Beside her, still quivering with anticipation of the fun to follow in the winners' circle, Heather unbuttoned another clasp on her top, sighing softly...

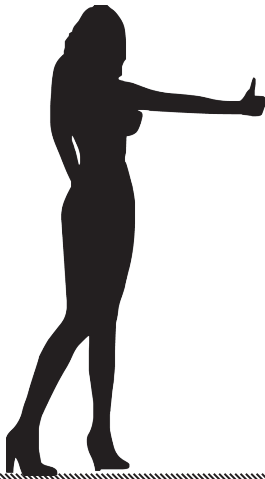
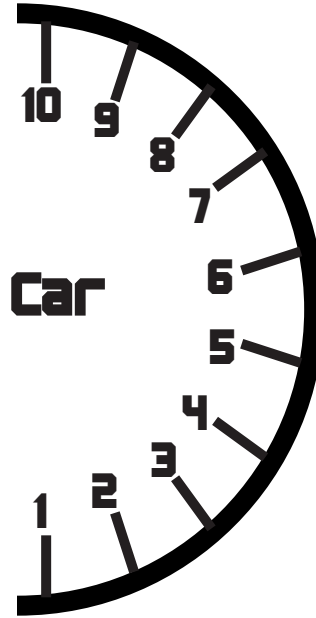


# **/// CAR LESBIANS**

**LESBIAN CAR-RACING GAME**

NAME \_\_\_\_\_

HANDLE \_\_\_\_\_



**Trunk**  
Hotness+Car /2

**Score**  
Hotness+Drift /2

**Drift**  
1d6



Background:  
Background:  
Background:

Pit Crew:

Car Mod:  
Car Mod:  
Car Mod:

Other Info:

# Chapter 1: The Basics

Car Lesbians is an exciting new game from /tg/ that can be played in as little as ten minutes or as long as a full campaign, depending on what the players and Dykemaster (DM) want.

The premise is simple: you have a car and you are a lesbian. You must make out with other girls while riding in your car and making your car awesome.

There are only two stats. These are Hotness and Car, and both are ranked 1-10 with normal people having a five in both (average looks / people carrier). Having a ten in each stat would make you smoking hot / give you a turbo-charged custom built Bond car.

This game uses a dice pool system: when you make a check, you roll a d6 for every point you have in that stat and count the number of successes. A 4 or 5 counts as one success, a roll of 6 counts as two successes, and each 1 is -1 success. If you get below 0 successes you have a critical failure; the DM will decide what happens next.

Every race has a certain number of legs; each leg has a certain number of successes required to race on it, determined either by the DM or by randomly generating the track. Failing means the lesbian falls behind the racers who successfully navigate that leg. See Chapter 2 for more on how racing works.

Making out with another lesbian works exactly the same way as racing a car.





There are two levels of customizability to Car Lesbians:

1. The Basics. You have two stats: Hotness and Car. Roll them.

2. Gearshifts and Garterbelts Edition: This expands the game to include Trunk, Score and Drift points, which can be spent to improve your car, your social life, and your driving skills respectively. It also includes optional rules for Backgrounds (character types that provide stat adjustments), Pit Crews (the girls who ride with you) and Car Mods (improvements to yourself or your vehicle).

Car Lesbians are created in the following manner:		
Hotness: 1d6+3	Car: 1d6+3	Drift: 1d6

Your Score is the average of your Hotness and Drift (rounded down). Your Trunk is the average of your Hotness and Drift (rounded down). You can spend Drift and Score points to perform Cunning Stunts during play. Trunk points can be spent to add Car Mods to your vehicle, adornments to your body or more lesbians to your Pit Crew. You can gain more of these points during play.

Backgrounds are free, but Car Mods and Pit Crew cost 2 Trunk points each. You may have a maximum of 3 Backgrounds and two Car Mods (Pit Crew count against your total starting Car Mods), or 3 Car Mods and 2 Backgrounds (your choice) at the beginning of the game. Additional Car Mods and Pit Crew may be acquired during play.

The normal cap for your Hotness and Car is 10 (after all Backgrounds and other modifiers have been applied), but they can rise above that during certain circumstances that appear during play.

# Backgrounds

## Chassis Upgrade

Add +2 to Hotness, thanks to cosmetic alterations, paid for by grateful fans, sponsors or parties unknown. Of course, now you owe them...

## The Compound Is FCu 2BITiCH

Having to be the nerdy girl in your Chemistry class in your younger years, you are able to create chemical compounds that can help out you and your car. You are able to take an additional car mod at character creation, but you have a -2 to your Hotness.

## Done In 60 Seconds

You get overexcited in certain situations, causing you to finish a bit faster than the average lesbian. When things really heat up, you take +1 to Car and -1 to Hotness.

## Eta Beta Pi

You are/were in a sorority, where you "experiment" with your sisters at the cost of missing valuable lessons. Lose 2 Car, gain 2 Hotness.

## Fire Crotch

You have flaming red hair, but sometimes you just need to be quenched. Gain +1 Hotness and -1 Car.

## Forget the Car, I'm Here For the Drivers

You may be fast, but all that prize money has gone straight to your body; your ride has been neglected in favor of impressing and seducing all your rival racers. Whenever you win a race, subtract one point permanently from your Car and add it to your Hotness.

## Girl-on-Girl Action

When working with a partner who has this Background trait, add +1 to all Car or Hotness checks, since you know each other inside and out.

## Hardcore Drilling Action

You grew up around lots of power tools. Gain +1 Car.

## Hard, Hard Time

You spent 2d6 months in a Hot Offenders Prison while a simple bi-curious teenager. You gain either +3 Drift from lessons learned or +1 Trunk from working out.

## Initial D-cup

You have abnormally large breasts. You gain +1 to your starting Hotness, but their size makes it difficult to reach the steering wheel, giving you -1 to Car when attempting to use them.

## J-Lo would be J-lous

You gain twice as many Score points whenever you successfully use your booty to score with a hot chick.

## Large Lorry Reversing

You have a lot of trunk, but even more junk, and your car is built to carry it. -2 Hotness, +2 Car

## Lipstick On Your Collar

Learn the Background of any of your rivals at the cost of a Score point, during a sweaty snugglefest.

## A Little Something Under the Hood

You've got what it takes to take what you can get. Adds a bonus of 1d6 to one Hotness or Car check per race. Which stat this applies to is determined when you select this background trait.

## Long, Hard Burn

You're used to taking your time getting worked up. +2 to all resisting Hotness checks while in your personal Car.

### **Low Down Dirty Shame**

You spent 2d6 months living on the edge of the circuit, working your way to the upper tier, until disaster struck. Your car is not so Hot, but you've got a lot of Car working for you. +1 to all checks where your tough attitude comes into play.

### **Lower Case A's**

Your tight, compact torso allows you an unfettered range of motion and quick reflexes, giving you -1 Hotness but +1 Car.

### **Scene Girl**

After taking several pictures of you and other girls kissing you started liking it. A lot. However your provisional driver license hasn't prepared you good enough for the hazards of racing. Gain +3 to Hotness and -3 to Car

### **Sexy Nerd**

You're a wiz with cars, your IQ is off the chart, and you certainly aren't lacking in looks, but you just don't have the self-confidence to pull off seduction. +1 Car, but you have a -1 penalty to your Hotness whenever you try to initiate something steamy.

### **Slummin' It Up**

You come from a family of great wealth and power. Your only goal in these races is to prove the power of money to these filthy, lower class peasants, and your car is tricked out with the latest and most expensive parts. You gain one extra Trunk point at character creation.

### **Southern Belle**

Your Georgia peaches are both boon and curse. Gain +1 to Hotness checks against NASCAR fans for your generous curves, but -1 against weeaboos. You may at any time spend 1 Drift point to temporarily negate or double these effects.

### **Suicide Girl**

As a young white girl growing up in the suburban midwest you yearn for something wilder, and dress like it, but no amount of latex will save that ass. Gain +2 Hotness and -1 Trunk

### **Super Mom**

Lesbian street racing is only half of your life. You're also married with several kids who likely know nothing of how mom pays the bills. Expect to be racing for the prize and to get to your kid's graduation ceremony on time.

### **Tokyo Drift**

Your Asian genetics are both boon and curse. Gain +1 to Hotness checks against weeaboos for your supple form, -1 against NASCAR fans for your small bust. You may at any time spend 1 Drift point to temporarily negate or double these effects.

### **Undercover Cop**

You're actually investigating the illegal street racing and/or the shady scene connected with it. Unfortunately for you, your feelings for the other racers may end up being more than just an act. +2 to your Car from police funding, but you'd better make sure no one finds out who you really are!

### **Victoria's Other Secret**

You and your Pit Crew have a second line of income, racing as your choice of sexy lucha libres, sexy pirates, sexy ninjas or the like: you may take a second Car stat to represent this, using it if your primary car becomes inoperable.

# Pit Crew

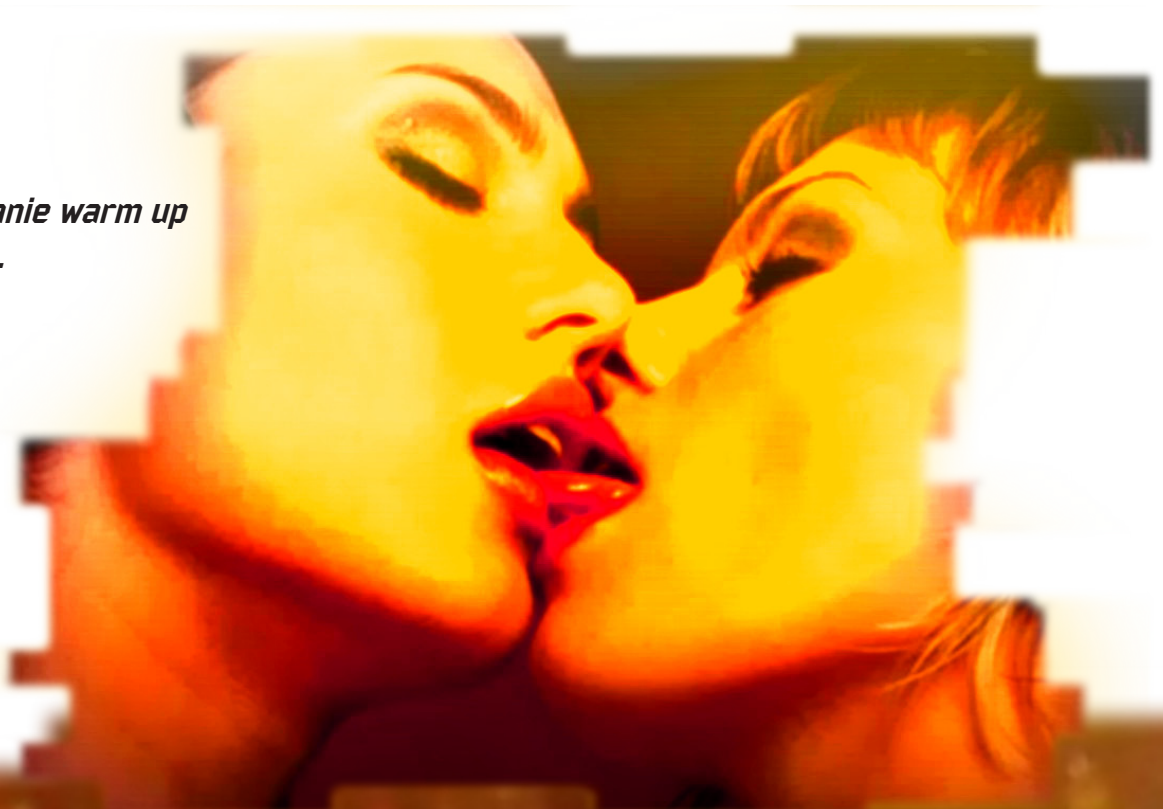
A Car Lesbian can either recruit new members for her Pit Crew from lesbians created by the DM, or by randomly encountering another lesbian. Some Car Lesbians opt to drive solo, while others might assemble an entire harem in their Pit Crew and choose certain lesbians to ride with them depending on the race conditions.

Members of a Car Lesbian's pit crew are created like normal Car Lesbians, except their Hotness and Car stats are both  $1d6+2$ , they have  $1d6-2$  Drift points, and they only have one Background.

Having a Pit Crew is advantageous because the presence of another lesbian in the car may grant special bonuses and penalties, depending on her background or other factors. A member of a racer's Pit Crew can switch places and drive as well, using her own Hotness and Car stats instead.

If a racer has any lesbians in her Pit Crew she can automatically refresh her Hotness and Car during a pit stop, but if she's racing solo she has to make a check to manually refresh each stat. See Chapter 2 for more about pit stops.

*Natasha and Stephanie warm up before the big race.*





# Car Mods

## Batteries Not Included

When making out with your passenger(s), you reduce your Car stat by up to 5 points, adding it to your Hotness. "That's some massager..."

## Champ Stamp

A tattoo on your lower back, earned when you win at least 5 races. Gives you a permanent +2 Hotness, and +1 Score.

## Dine and Dash

Your ride is easy to slip in and out of. Once per race you can take a pit stop without stopping and losing your position.

## Greasy Over-Not-Entirely-Alls

You look like a real mechanic in these stripped-down overalls! Lose 2 Hotness but gain 2 Car.

## Hot and Nerdy Glasses

When worn, reduces Hotness by 3, but when removed, they increase Hotness by 10 (for a short period of time). You may only use them once per race.

## Hot Seat

You can fit a third occupant in your vehicle, with a bonus of +2 to Hotness checks but an equal penalty to Car Checks, due to jiggling, jostling, sweaty bodies bumping and grinding into one another.

## Purrin' Like a Kitten

Thanks to cleverly attached speakers, you can announce your relative successes in the car to the outside world; +1 to all Hotness checks, but it also affects drivers within a radius equal to your Score rating in car lengths away.



## Slippery Curves

You've got James Bond options in your bumpers which can release slippery, slick fluids. Once per race you can make an opposed Car check with the racer behind you; if you win they must take a Pit Stop immediately.

## Sound system

The waves emanating from your ludicrously loud subs increases your speed, giving you +1 to your Car. However, they drown out the natural moans and purrs of a properly functioning lesbian automobile, resulting in Hotness -1.

## Takes a Lickin'

Your undercarriage is a lot tougher than it looks! Once per race you can use your Hotness instead of your Car to avoid damage.

## Topless

You've got your top down and you're lookin' good. +1 to Hotness checks when it's raining, but -1 to Car checks at the same time.

# Chapter 2: The Racing Scene

## Rivals

Every game of Car Lesbians needs rivals. If only the DM and one player are present, the player's rival is an NPC, generated like a Car Lesbian and not a Pit Crew member. If more than one player is present, the players are either each others' rivals, or they each have NPC rivals, or some mix of these two.

Most games of Car Lesbians play out like this:

1. The group gets together, and each player (and possibly the DM) draw cards for Random Events and determine what is needed to obey them. The DM secretly draws cards to determine what the track is like, if she has not already created one.
2. Lesbians engage in pre-race make-out sessions, look for needed parts, or engage in other activities related to the upcoming race.
3. All the lesbians arrive at the starting line. When the race begins, all racers make Car checks to see who takes the lead for this leg. The first racer to pass the lead car gets +1 to her next Hotness check.
4. Racers may attempt one action at a time. Acting order is determined by position order: the last car acts first. Spending Drift or Score points counts as an action, as does making a Hotness or Car check.
5. The DM may choose to play out a "scene within a scene" where two or more racers engage in aggressive behavior during a heated conflict before returning to the main round-robin acting order.
6. The acting order may change as the racers shift positions. This sequence continues until the DM chooses to change the scene or advance the racers to the next leg.
7. Steps 4-6 repeat until all the racers finish the race or quit.

# The Track

At the beginning of the game, the DM selects which types of legs will appear in the race. The racers may only know what the first and last legs are like. Most races have 3-6 legs. Every type of leg gives a certain modifier to Car checks made while racing on it. If the DM wishes to create her own lists of possible legs she may; a rough guide is as follows:

Car modifier	Difficulty
+2	Easy (wide-open empty highway)
0	Average (low-traffic city street)
-2	Tricky (crowded street, parking garage)
-4	Tough (department store lobby)

## Passing

A racer may attempt to pass the car in front of her. Only one car may be passed at a time (unless more than one racer is tied for a position). This counts as the racer's action for the round. The racers involved make Car checks; if the trailing racer has more successes she passes the other car (or cars). The other racer gets to act next, and may attempt to regain her position or perform another action.

## Ending the Leg

The DM may choose to announce an upcoming checkpoint or finish line at any time, provided that she gives at least five turns' advance notice to the racers.

## The Finish Line

What are the Car Lesbians racing for? Some example prizes are as follows:

- 2-5 Score Points
- 1-3 Trunk Points
- Custom part (+1 Car)
- Kidnapped lover
- Cash prize to save personal cause
- Prestige (+1 Hotness)
- New Garage

# Pit Stops

Taking a pit stop takes you out of the race (for the moment) and puts you in last place for that leg, but allows you to make Hotness and Car checks to refresh your Hotness and Car to their current maximums. If you have any lesbians in your Pit Crew, you can automatically refresh your Hotness and Car during a pit stop.

If your Hotness or Car reaches 0, you must immediately take a pit stop to cool off. That's not all: once you're back in the race, both your Car and Hotness are reduced by 1 for the remainder of the race.

You may only take three pit stops per race; any more and you're finished.

## Getting Rough

Car Lesbians can choose to drive aggressively or flirt aggressively; both use the same game mechanics. A racer can attempt to lower her rival's Hotness by using her own Hotness; likewise, her Car can be used to lower her rival's Car. Either one of these can be attempted at any time against a racer in the position in front, behind or next to her. This counts as the racer's action for that round.

Both racers make either Hotness or Car checks; whoever gets fewer successes loses 1d6-3 points from that stat (minimum of 0). In the event of a tie, *both* racers lose a point.

*Nobody said there'd be a detour, and now here she was, stuck with her racing rival/ex-girlfriend, forced to work together to make it out of the oppressive heat of the Sahara desert and back to the race.*

*It's clear that they're not going anywhere until their cars cool down, but things won't stop heating up between the two. Stripped down to as little clothing as possible, dripping with sweat, eyeing each other with a combination of lust and hatred, each eager to assert her dominance over the other...*

# Random Events

At the beginning of a game, the players each draw a card for a Random Event that affects either them or everyone. The DM may also choose to draw a card and use it in the game, redrawing if the card is inapplicable. During the race the DM may choose to bring her card into play at any time; the effects take place immediately. All cards should be in play by the final leg.

To create the deck for random events, remove all the face cards (including aces and jokers). The remaining cards, 2 through 10 in each suit, are used. Alternatively, 2d6 can be rolled, with one die determining the tens place and the other die determining the ones place. For example, a roll of 3,4 would be read as 34.

## Hotpants Hitchhiker

(2 of Hearts) (11)

She's thumbs-up and ready to ride. You gain 2 Score points while she's in the car.

## Red Light District

(3 of Hearts) (12)

All the traffic lights are suddenly red, giving everything a sexy red glow. Gain +2 Hotness for the rest of the race, but all Car checks are made at a -1 penalty.

## This One's For You

(4 of Hearts) (13)

A lover dies under especially tragic circumstances (saving orphans, two days before retirement, etc.). You must enter your next race for her, and win in her honor. For this race, gain +2 to Car, +1 to Hotness, and 2 temporary Drift points. You may not use any Score points until you have won a race in her honor.

## Fangirls

(5 of Hearts) (14)

Your car is so hot... it's overheating! Pick up a spectator to blow air over your hot, sweaty body, or take -2 to your Car for the rest of the race. Your Hotness is increased by +1 for this check.

## Love Bug

(6 of Hearts) (15)

Your car seems to drive itself, freeing up the driver to spend more time making out. Gain +1 to Hotness while on straightaways.

## Wet T-Shirt Inc.

(7 of Hearts) (16)

Your team needs to raise \$3,000 with a sexy car wash or other public event. Every leg, you and your Pit Crew all roll Hotness checks; every success earns you \$100. If you reach your goal by the end of the race you gain an extra Score point.

### **The Fast and the Bi-Curious**

(8 of Hearts) (21)

You get pulled over by a policewoman dressed in a revealing outfit who handcuffs you and goes downtown. This counts as a pit stop, but your Car is not refreshed.

### **Wet and Wild**

(9 of Hearts) (22)

It's raining, and all that water is making everything steamy and slippery! You get +2 to any Hotness checks outside of your car during this race, but all your Car checks are at -1 until the sun comes out.

### **Birthday Suit**

(10 of Hearts) (23)

There's an extra-large birthday cake with a surprise inside, and you need to get her to the party, pronto! If you don't make it to the finish line first the cake is ruined, and you've gotta face one very unhappy birthday girl!

### **Too Hot, Too Curious**

(2 of Diamonds) (24)

You acquire a new pit girl who's stalking you. -2 to all Hotness checks until you give her the brush-off.

### **The Cannonball Run**

(3 of Diamonds) (25)

You are hired to transport two very large breast implants to a local plastic surgery clinic. A rival clinic is known to want them, however, and word on the street has it that they have hired a number of very sexy drivers to recover it!

### **Lez All Go To The Movies**

(4 of Diamonds) (26)

Someone has secretly filmed some of your lust-filled escapades, and is threatening to send the tape to your unknowing, extremely conservative parents. You must stop her!

### **Redline**

(5 of Diamonds) (31)

You discover a way to keep your engine from overheating at top speeds by adding bodily fluids. For this race, whenever you can roll at least five successes on a Hotness check you can add +1 to your next Car check.



### **You've Got Female**

(6 of Diamonds) (32)

You have been tasked with delivering a secret package to the local mafia-boss. The boss is not the only one after the package, and you have to "take care of" all those who wish to steal it. You gain -2 in Car, due to it needing bulletproof armoring.

### **Sprung a Leak**

(7 of Diamonds) (33)

You overlooked something before the race, and now you're leaking all over the track! You cannot spend or gain any Score points this leg, and your Car or Hotness (whichever is higher) takes a one point hit.

### **Nice Rim Job**

(8 of Diamonds) (34)

You use your oral skills to acquire a new set of custom wheels. +2 car for this race.

### **Fire Down Below**

(9 of Diamonds) (35)

Another racer's burning up—her car is on fire! Take a pit stop to help cool her off and gain two Score points, or ignore her and keep going.

### **Killer Bod**

(10 of Diamonds) (36)

Someone's been murdering other racers in the middle of make-out sessions, and you might be next! -2 Hotness because you're too rattled to perform. If you catch the femme fatale by the end of the race you get an extra Score point.

### **Death Race**

(2 of Clubs) (41)

You have been invited to the most dangerous (and sexy) of races! If you accept and win, double your current Drift and Score points. If you lose the race, lose all your Drift and Score points.

### **Wanted!**

(3 of Clubs) (42)

Your face is all over town, and the cops are out to get you! Whenever you spend any Drift points this race, make a Car check. If you have no successes, you take an involuntary pit stop (and your Hotness and Car do not refresh!)

### **Racer XXX**

(4 of Clubs) (43)

Unbeknowst to you, one of your rival racers is actually your older sister, whom you thought had died in a car accident when you were younger. You do notice something strange against her, your seductive skills not quite working on her, but at the same time you find her easy to race against, almost like she's holding back to test you... Take a -4 penalty to all Hotness checks and a +4 bonus to all Car checks against her.

### **About to Explode**

(5 of Clubs) (44)

Someone has kidnapped one of your girlfriends, and only a high-speed drift down the volcano race track will be enough to win her back.

### **Shocker**

(6 of Clubs) (45)

Lightning strikes! For the rest of this race, when driving this car, mild electrical shocks hit you from beneath your seat. Suffer -1 to opposed Hotness tests due to the distraction.

### **Jackboot Jack-knife**

(7 of Clubs) (46)

Helga, the East German lescar champion appears, and she's gunning for you! She'll be on your tail, trying to run you down... unless you take care of her, one way or the other!

### **Old Flame**

(8 of Clubs) (51)

An ex-girlfriend appears from nowhere, siding with your rival and spilling all your secrets. Until you manage to shut her up, only 5s and 6s count as successes on Hotness checks.

### **Biker Dyke Gangbang**

(9 of Clubs) (52)

A group of lesbians takes you down and help themselves, leaving both you and your car worked over, stripped down, and in the ditch. This counts as a pit stop, but your Hotness and Car are both -2 until you take your next pit stop.

### **Hands Off!**

(10 of Clubs) (53)

You've got a trunk full of hot goods, and everyone knows it! If another racer succeeds in running you off the road you lose all your Score points—and whoever snatches the prize gets them instead!

### **Not Street Legal**

(2 of Spades) (54)

One of your Pit Crew turns out to be underage! You get +1 Hotness when she's riding with you, but your Car is reduced by 1 because of her lack of experience under the hood!



### **Been Around the Track a Few Times**

(3 of Spades) (55)

One of your Pit Crew is a veteran, and it shows! You get +1 Car when she's riding with you, but your Hotness is reduced by 1 because of her outdated looks.

### **Party At the Mansion**

(4 of Spades) (56)

A wealthy playgirl has moved into the city and is hosting a giant party, and all the biggest racers are attending. All lesbians in attendance make Hotness checks; the one with the most successes gets one Trunk point.



### **I Did Who?**

**(5 of Spades) (61)**

You're developing quite a reputation after last night's party. +1 Score points, but -1 Drift due to your hangover.

### **All Business, No Pleasure**

**(6 of Spades) (62)**

You've got a new girl riding with you who's more interested in turns than curves. You may reroll one Car check per leg, but you must reroll the first Hotness check per leg and take the lower result.

### **Take Off That Suit**

**(7 of Spades) (63)**

A new, mute, mysterious racer shows up in town and challenges you to a race. Her skills are unparalleled, but who is she? There's only one way to find out...

### **Girls Gone Mild**

**(8 of Spades) (64)**

The local film crew caught you in the middle of doing something mundane and un-hot (folding towels while fully dressed, changing oil without spilling any on your top, etc.) -2 Hotness until you score with at least three lesbians.

### **Jail Bait Tail Gate**

**(9 of Spades) (65)**

They're underage and riding your ass, and you've got -2 Hotness until you can give them the slip.

### **Evening Wear**

**(10 of Spades) (66)**

You've been chosen for a makeover by a famous fashion designer. -2 Car because of the awkward outfit, but +2 Score points as long as you've got it on (and for a little while after you take it off).



# Cunning Stunts

Car Lesbians can perform Cunning Stunts by spending Score and Drift points.

Score points are earned when you hook up with someone. You normally get 1 Score point for every lesbian you score with during a race. In some situations the DM may award extra Score points if the contest is especially difficult (such as with your long-time rival).

Drift points are earned when you perform amazing stunts while driving, either by rolling an impressive number of successes with a Car check, or by describing events in a way that thrills the DM and the other racers. One Score point is normally awarded for stunts.

## Drift Stunts

### Dykes of Hazzard (2 DP)

You fly through the air, even when there seems to be no ramp, and gain a commanding lead, instantly passing the car in front of you.

### Ghost Ride-Her (3 DP)

When you perform your next drift, your wheel-marks catch fire, hampering all your opponents (-2 to Car checks for every racer behind you).

### 1.21 Jiggly-Watts. (5 DP)

If your Car is above 15, you accelerate enough to *bend time itself*. Choose which position you want to appear in.

## Score Stunts

### Blue Ovaries (2 SP)

You gain no Score points this time, but your next Score gains you double points.

### It's Getting Hot In Here (3 SP)

The temperature suddenly increases, making everyone hot and sweaty. You're guaranteed to score on your next Hotness check.

### Magic Fingers (4 SP)

You seem to be everywhere (and we mean everywhere). Your Hotness checks against this lesbian are made at a +3 bonus for the rest of this race.

# RACE ROSTER



**CAR LESBIANS**  
LESBIAN CAR-RACING GAME

Race: \_\_\_\_\_

Prize: \_\_\_\_\_

Racer	Random Event

## Race Legs

Description

Difficulty

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_



Car Lesbians

2011 /tg/ gets shit done