

FURIOUS ROADS

At the end of the before-time, deadly fire scorched the earth. Salt flats, craggy canyons, sand molten to glass, and vast stretches of desert are all that's around you. Like toys dropped from a giant child, remnants from before dot the landscape. A rusted tanker in the middle of nowhere, its hull broke apart like a whale corpse burst open. Crumbling remains of structures, now repurposed as fortifications. And, like blackened fingers clawing at the sky, towers billowing dark clouds that still produce the thing everyone wants, no, needs to survive: Gasoline.

The toxic badlands and the monstrous gangs have driven most survivors insane. The gangs have the wheels and the power. The most ruthless lead the hordes. This is no time for weakness, as the weak get eaten. There are only crazies left. You survivors in an apocalyptic hellscape. Resources are scarce, and you need stuff to stay alive. Your vehicle is the only thing that may get you through the wastes to the verdant valley at sands edge. It is an arduous journey and, with luck, you may find your better selves while roaming the badlands.

CHARACTER CREATION

Each player creates a character as follows:

1. Choose a **trait**: Agile (*used for reflexes, dexterity, stealth, and ranged combat*), brawny (*covers strength, vitality, athletics, and melee combat*), or crafty (*covers smarts, charm, alertness, and mental/social combat*).
2. Select a **concept**: Survivalist, road warrior, driver, mechanic, healer, haggler, or feral kid.
3. Pick a **perk**: Charismatic, scavenger, dog companion, marksman, brave, brawler, or scout.
4. Select a **quirk**: Vengeful, heroic, brash, outsider, addict, cocky, or greedy.
5. Grab 3 **karma**, 3 **resolve** and 3 **stuff** tokens.
6. Make up a **name**, and introduce yourself to the group (e.g., "I'm Crazy Cyril, a brawny road warrior who has a dog companion, and is also heroic").
7. As a group decide on one or several **vehicles** that can carry all of you and pick one **vehicle perk** each: Armor, turbo, spikes, smuggle box, all terrain tires, loudspeakers ramming plow, or defense tower.

RESOLVING CHALLENGES

If a player attempts something risky, they roll 1-3 six-sided dice and must equal or beat a difficulty of 4-6 on *at least* one die. Succeed on *multiple* dice for an exceptional success (narrate an additional benefit). Rolling "1" on *all* dice is a critical failure (introduce a complication to the scene). The GM chooses a **trait** and difficulty for each challenge. Most are difficulty 5, but a particularly easy or hard task might be

difficulty 4 or 6. Some challenges (e.g., combat) require multiple rolls. Players usually roll 2 dice, but roll 3 dice if the challenge matches their **trait**. If a challenge falls completely outside the scope of their **concept** (e.g., a healer repairing a car), they lose 1 die.

KARMA, RESOLVE & STUFF

Each player has 3 **karma**, 3 **resolve** and 3 **stuff**. Spend 1 **karma** after rolling to reduce the difficulty by 1, if you can justify how your **perk** helps you. Recover 1 **karma** if you increase the difficulty by 1 before rolling, narrating how your **quirk** hinders you. If you use a **quirk** and succeed at the challenge, you may recover 1 **resolve** instead of 1 **karma**. For dangerous actions (such as combat), failure costs 1 **resolve** (or 2 on a critical failure). If a PC runs out of **resolve**, they are eliminated from the scene—but death is primarily a narrative conceit, and the PC usually returns later at full **resolve**. When death is a risk the GM will let you know beforehand.

You can spend **stuff** to lower any difficulty by 1. Narrate how your supplies aid you. If you fire a gun always reduce difficulty and your **stuff** by 1 for ammo. Use 1 for fuel when driving a day. You can use it to barter. If you have no **stuff** you lose 1 **resolve** every day without foodstuffs. You can't drive as you are out of fuel and can't use guns because you have no ammo. You must barter, steal, or scavenge to get more **stuff**. Scavenging gives 1 **stuff** per success.



AUTHOR

Marcus Burggraf

SYSTEM

Tricube Tales

LICENSE

CC BY 3.0

BACKGROUND

Figu Design /DTRPG

STORY

SYMBOLS

Delapouite and Lorc
Game-icons.net

ILLUSTRATIONS

Joyce Maureira

LIVING ANOTHER DAY...

Roll on the following tables to generate the latest scenario (See the next page for examples):

The survivors must...

- | | |
|---------------------|-----------------------|
| Investigate a rumor | Rescue someone |
| Explore a location | Scrounge for supplies |
| Obtain something | Fix something |

From somewhere near or in...

- | | |
|--------------------|----------------------|
| Deadly sands | A ramshackle base |
| A derelict factory | A cragged ravine |
| A rusting ship | A makeshift workshop |

While dealing with...

- | | |
|--------------------|---------------------|
| A murderous storm | Mutated nomads |
| Body collectors | Dying Scavengers |
| Desperate outcasts | A bloodthirsty gang |

RUNNING THE GAME

The GM should describe the opening scene, react to the players' decisions, and assign the traits and difficulties for challenges. Offer players karma in return for complications based on their quirks! Talk about the use of safety tools. <

PLAYING THE GAME

The players should make all of the rolls, narrate the outcome of their actions, and drive the story forward whenever possible. They can also spend 1 karma to influence the story or discover a clue through their perk, at the GM's discretion.

OBJECTIVES

Described here are examples of objectives for the mission generator (first table):

1. WANDERING PREACHER

The group heard about a traveler from the green, preaching about the good life people can lead there and the cult of the holy trees. But, unfortunately, a warlord is also hunting for him.

2. TREASURE HUNT

The group has found a dead person holding tight to a scrawled map allegedly leading to a treasure of bullets and gasoline. Though the depicted route leads through some hazardous territory.

3. STEALING AN INTAKE MANIFOLD

The group needs a replacement part for the vehicle. They know where it is, but the owner does not want to part with it for anything. Without it, the group is stranded.

4. GLADIATOR BY CHOICE?

A loved one either snuck away or was kidnapped. The partner isn't really sure; they had a big fight. Whatever it is, they heard that the loved one is set to participate in a deadly dome combat tournament and asks the characters for help.

5. SUPPLY RUN

The group is low on stuff and needs to find more. There are several promising locations in the area, and they only have enough stuff to reach one of them.

6. SWEET WATER

The group finds a seemingly abandoned, broken water collector and purifier in a remote spot. If they can get it working again, they could be set for a long time.

LOCATIONS

Described here are example destinations for the mission generator (second table):

1. SANDS OF MIRAGES

The heat distorts everything on this long stretch of sand. It blurs vision and creates mirages that lure survivors deeper into the badlands and towards death. Will you resist?

2. CASTLE ON THE HILL

This factory has long lost its original purpose. Now the crumbling chimney flies a flag showing it's the stronghold of a Warlord that controls the area and demands tribute from everyone crossing their roads. Can you pass?

3. CAPSIZED TANKER IN DARKNESS

This tanker sits on the bottom of a crevasse. It's always dark here as light rarely reaches the ground. The ship's carcass is rusted and splintered, exposing edges as sharp as blades. What is hidden here?

4. SURVIVOR VILLAGE

A group built several dangerously unstable-looking buildings surrounded by walls made of scrap metal. There is severe battle damage on the outside. Is it under attack?

5. PAINTED CANYON

Colorful paintings cover the rugged walls, inappropriately cheerful for this desolate place. Openings that could be entrances to caverns are everywhere. Is anyone living here?

6. UNSTABLE REFINERY

A gang runs a refinery in this collection of rusted tanks and containers. It smells like industrial waste, and from time to time, flames belch to the sky. Will it explode?

COMPLICATIONS

Described here are example complications for the mission generator (third table):

1. RAGING SKY

A nightmarish storm surprises you. Dozens of twisters inside a gloomy cloud, zero visibility, and sand shredding everything while lightning shoots down from above. Can you get through?

2. SLAVE HUNTERS

A dozen people armed with nets and man catchers made camp here, captives in tow. Will you hide?

3. WANDERERS IN NEED

You come across a group of outcasts that were kicked out of their enclave for some imagined transgression. They are almost out of supplies and desperate. They want the same thing you do. How will you react?

4. SALVAGER CARAVAN

A caravan crosses your path. They are grotesquely mutated from the poison in the air and ground and do not seem aggressive. But they are in your way. How do you approach?

5. THE QUICK AND DYING

As you reach your goal, you discover a group of scavengers is already there. They are badly injured and dying from exhaustion. Will you help?

6. CRIES FOR BLOOD

Minding your own business, you hear the revving of engines and their driver's mad hollering. The sounds chill your bones as you realize that in a few moments, they will be upon you. Will you fight?

ADDING A TWIST TO THE STORY

For further inspiration, roll two dice on the table below and use the symbol as an improvisational prompt (you don't need to interpret it literally). For example, 1d6 might indicate stepping into a trap, someone putting their foot down on a topic, or something causing a lot of noise, while rolling 2d6 could mean cupious amounts of food, a lice infection, or a general distraction, and 3d6 might symbolize a blocked way, a ruined building, or something that is not as trustworthy or stable as it looks.

