

# 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

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## SYSTEM

Tricube Tales

## LICENSE

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## 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.

