

FURIOUS ROADS



Chaosmeister
GAMES

Based on minimald6 rules v2 by Norbert G. Matausch

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WHAT THE FUCK IS THIS PLACE?

At the end of the before time the earth was scorched in deadly fire. Salt flats, craggy canyons, sand molten to glass, and vast stretches of desert is all that's around you. Like toys dropped from a giant child remnants from the past dot the landscape. A rusted tanker in the middle of nowhere, its hull is broken apart like a whale corpse burst open. Seats and debris from a giant plane are littered about for miles as if they were spat out. Craters where the bombs fell. Here and there old crumbling remains of structures, now repurposed as fortifications for the powerful. And very rarely, like blackened fingers clawing at the sky, the old towers billowing dark clouds that still produce the thing everyone wants, no, needs to survive. Gasoline. Most people have been driven insane by the parched and unforgiving landscape or the monstrous raiders by now. The gangs are the ones that have the wheels and the power. The strongest and most merciless lead. This is no time for weakness as the weak get eaten. Sometimes literally. There are only crazies left in one way or another. And this is a world you want to step into? Good luck!



CREATING CRAZIES

WHAT ARE YOU MADE OF?

All crazies have 6 Attributes. Roll 1d6 for each. Alternatively assign the values 1,2,3,3,4,5.

1	2	3	4	5	6
Terrible	Poor	Average	Good	Superb	Legendary

If you prefer you can also use the above terminology instead of numbers to refer to your attributes. You need the numbers for Brawn and Grit at the beginning and always for Stuff.

The difference in attribute rating between two crazies can determine who has an advantage or disadvantage on a roll.

Brawn – raw muscle, tearing things apart, physical resilience

Deftness –quick fingers, evasiveness, hand-eye coordination

Cunning – knowing things, outsmarting others, being wise

Grit – mental strength, strong will, bullheadedness

Allure – charming demeanor, manipulation of people, personal magnetism

Stuff –bullets, fuel, food, water, and other things necessary for survival

There is also **Stress**, which is the sum of Brawn and Grit. Have a look at combat for more info.

STARTING OUT

Every crazie in the wastes starts on Level 2. Hey, if you survived this long... The level determines how many traits a crazie has.

CHOOSE YOUR POISON

Crazies come in a lot of shapes and sizes. Roll 2d6 and look up a random type or choose one. Then select 2 of the listed traits and 1 of the listed gear for that type.

Traits and Gear enable you to do things or can give you an advantage/disadvantage on rolls. There are no detailed descriptions of either. Discuss around the table what these mean to your group in your game. Interpreting them is part of the fun and keeps the game light.

	1-3	4-6
1	Black Thumb	Polecat
2	Brute	Rev Head
3	Haggler	Scamp
4	Kaboom	Scavvy
5	Lancer	Tyrant
6	Organic Mechanic	Waster

BLACK THUMB

If a thing is broken they are going to fix it. Somehow.

TRAITS: repair everything, disfigured body, machine priest, overlooked, jury rigger

GEAR: heavy bag of tools, huge wrench, harpoon

BRUTE

Avatar of vicious savagery, unparalleled might, and dim wits.

TRAITS: ultraviolence, adrenaline surges, too stupid to run, excessive strength, too big to fail

GEAR: chainsaw-on-a-stick, two-handed club, spiked metal armor

HAGGLER

Everyone needs something, and they get it for you. At a price!

TRAITS: trust me, tit for tat, know someone, the best deal ever, eyes on the prize

GEAR: backpack of useful things, metal walking stick, Boomstick

KABOOM

They would like to blow up the world and watch it burn.

TRAITS: biggest boom, short fuse, brewing my own, still hands, fire in the hole

GEAR: bottles of fire, explosive javelin, blast shield

LANCER

Shooty mercs, protecting and killing people in equal measure.

TRAITS: bullseye, trigger happy, eye on the horizon, well trained, cool under pressure.

GEAR: homemade pipe rifle, big crossbow, cracked long-lookers

ORGANIC MECHANIC

They either fix a broken person or break them even more.

TRAITS: gonna bring the pain, bloody medicine, don't hurt me, know things, the good stuff

GEAR: tools to fix people, mechanical body part, bloody sharp knife,

POLECAT

Dancers, acrobats, and melee fighters without common sense.

TRAITS: human spider, slicing & dicing, can't hit me, crazy like a bag of cats, hot moves

GEAR: big jagged knife, bondage armor, protective goggles

REV HEAD

Wild drivers of the wastes, king behind a steering wheel.

TRAITS: madness on wheels, an eye on the mirror, know the roads, tweak & tune it, overdrive

GEAR: killer buggy, old hand cannon, sparse tool belt

SCAMP

Raised by no one, barely human survivor from the wild.

TRAITS: feral survivor, unheard and unseen, vicious fighter, in the right place, just a kid

GEAR: bladed steering wheel, dirty furry rags, bag of nasty tricks

SCAWY

There is still stuff to find, and they dig it up and bring it back.

TRAITS: got just the thing, nose for scrap, go where no one else goes, see you comin', wise one

GEAR: artifact from before time, dirty spiked club, a strong bow

TYRANT

Someone is always the boss. They are the bosses' boss.

TRAITS: glorious self, intimidating visage, know what makes you tick, powerful secret, follow me!

GEAR: crackling speakerphone, jury-rigged enviro suit, monster of a truck

WASTER

Lone wanderers drifting around, ready for everything.

TRAITS: indomitable, road warrior, kids, and dogs trust me, vengeance is mine, strong stomach

GEAR: sawed-off shotgun, magnum opus on wheels, trusty dog

LIVING IN THE WASTELAND

PLAYERS

Describe what your crazie is doing. When the outcome is possible, uncertain and a certain risk is involved roll 2d6 task dice.

- Add 1d6 for an advantage of any kind: item, high attribute, superior tactics, good trait, etc.
- Subtract 1d6 for disadvantage of any kind: low attribute, superior opponent, bad trait, etc.
- Do NOT ADD dice results. Simply look for Fives and Sixes. Every 5 or 6 is a success.
- More successes mean better results.

Never roll more than 3d6 task dice for a check. Never roll less than 1d6. The GM will tell you when and why a task roll is necessary.

THE FORTUNE DICE

Always roll an additional dice that is easily distinguishable from the others, the Fortune Dice. If you roll a 1 on that dice, you have ill-fortune and something bad happens in addition to what's going on. And it doesn't matter if the other dice show a success or not. If you roll a 6 you are favored by fortune and something good happens, regardless of how the rest of the roll turns out. To make the dice faster to read you can also use symbols or stickers or other marks on the two relevant sides to quickly glance what fortune befalls you.

USING GEAR

You got gear? Roll a d6. The result is the breaking point of the item. Gear can enable you to do things in the first place or give you an advantage in a check. However if any task dice rolls the same or lower than the item's breaking point, the breaking point increases by 1. Once the breaking point is raised above 6 the item is destroyed or unusable in some way after the roll is resolved.

You can also abuse your item. This lets you break the never roll more than 3d6 rule. It gives you a fourth dice. Abuse will always increase the breaking point of the item by one in addition to any increases by dice! But it may be worth it to put that monster of a brute down or escape the gang that wants to eat you. Hey, better you survive than a piece of junk am I right?

Example: *You have a gun that is not in great shape and sadly has a breaking point of 5. During a fight against a nasty brute, you decide you need that extra dice and abuse your gun. You roll an extra d6. 5! One success. However, the gun's breaking point is increased to 6 now. The next time you are abusing the gun it will break, so better make it count!*

HOT WHEELS

Cars are important in this desolate wasteland. They carry people and stuff from place to place. They are prestigious objects, sometimes even revered. Or used as disposable weapons on wheels. Cars are an iconic part of this post-apocalyptic world. Firstly, treat them as gear like any other piece of equipment. Use the name on the gear list to determine who has an advantage or disadvantage in a given situation. A killer buggy will be quite different than a monster of a truck. You want more detail? Great! Choose 2 Traits from this example list for your vehicle.

armored fender, bolt-on armor, turbo booster, huge tires, springy suspension, defensive spikes, rigged engine, sidecar, spiked/bladed wheels, turret, boarding ladder, tire armor, attack poles, secure compartment, loudspeakers, booby-trapped, defense towers, impressive paint job, robust frame, gunports, reserve gas, fire belcher, water tank, welded ram, poser pipes, roof railing, stuff box

COMBAT AND SUFFERING

In this brutal world, combat is around every corner. The sum of Brawn and Grit is how much stress your crazie can take. Some crazies are tough as nails and won't be slowed down, others stand upright by sheer force of will.

Each success in combat causes 1 stress. Narrate what happens. When the stress suffered equals or exceeds your limit, you are at the mercy of your opponent. You can agree to be taken out before that point, allowing you to narrate how that happens. At the end of combat regain half the stress suffered during the last fight if you get a break of a few minutes and can catch your breath.

Anyone with a fitting trait or equipment can attempt to heal the wounded and broken. Each success will net you 1d6 reduced stress. The time it takes to regain this amount depends on how you suffered the most stress, GM's call.

The GM can declare other actions or circumstances to cause a crazie stress besides combat damage. Slogging through glowing waste, witnessing something truly horrific, or doing a previously unimaginable deed and other instances can cause stress to you. If you are taken out in such a situation narrate what happens to you.

SURVIVAL AND STUFF

After every combat in which you used a gun reduce your Stuff by 1 for ammo. If you drive spend 1 Stuff for fuel. When you want to barter for something you can use Stuff to pay. You can consume 1 Stuff and regain 1d6 Stress. If Stuff is reduced to 0 you take 1 stress each consecutive day (1 on the first day, 2 on the second, etc.) as you are out of food and water. You can't drive as you are out of fuel and can't use guns because you have no ammo. You can't regenerate any Stress. To get more Stuff you must barter, steal or scavenge. Normal scavenging produces 1 Stuff per success. For every success when scavenging in a good place you gain 1d6 Stuff that can be shared however you like.

A GM'S JOB

You play the desolate world and everything in it. Roll for it, if necessary. When success is likely: don't roll dice, it just happens. If it is Impossible: don't roll dice, tell the players what happens. Any skill like traits are always considered likely, except when the desired outcome is impossible. Every roll must change the situation, everything needs to keep moving at a brisk pace.

Always remember: Rulings, not rules- The game is light and does not provide you with detailed procedures for every occasion. It's expected you'll make rulings on the spot. Keep it fair and be a fan of your player's crazies when deciding how a situation should be resolved. When in doubt follow the rule of cool. This game is not modeling any kind of reality after all.

And make it big! Persons, places, explosions, everything should be bordering on the preposterous and deranged. "Too much" isn't in Furious Roads. Deep dive into the insane post-apocalypse!

NPC

If it's required, create traits for your NPCs (just like crazie types) and create some in advance. If you are comfortable with it: just wing it. Disposable mooks just have one or two stress, henchman have a handful and only bosses will have more.

LEVEL UP!

When the crazies have survived a while and it's dramatically appropriate they reach a new experience level. They may then pick another trait from their list (or, with a GM OK, from another list. They can even make up their own).

OPTIONAL RULE: MASS COMBAT

- Against a superior opponent (in numbers or ability): disadvantage
- Against a vastly superior opponent (in numbers or ability): impossible
- Against an inferior opponent (in numbers or in ability): advantage
- Against a vastly inferior opponent (in numbers or in ability): likely

OPTIONAL RULE: PUSH YOURSELF

A crazie can suffer 1d6 stress in exchange for 1 success. This can be done after a roll.



AND SO IT BEGINS...

A threat...

	1	2	3	4	5	6
1-2	Mad Raiders	Hungry Cannibals	Crazed Addicts	Insane Cultists	Bloodthirsty Gangers	Dying Scavengers
3-4	Mutated Men	Feral Hunters	Determined Slavers	Greedy Collectors	Desperate Outcasts	Raging Brutes
5-6	Disfigured Nomads	Furious Tribesman	Lunatic Warriors	Deranged Priests	Psychotic Wanderers	Wild Horde

Wants to...

	1	2	3	4	5	6
1-2	Kill Innocents	Murder the World	Violate You	Raid a Place	Enslave You	Establish a Domain
3-4	Conquer People	Eat You	Destroy a Place	Take Your Stuff	Collect body parts	Kill you
5-6	Torture You	Gang press You	Bathe in Blood	Butcher You	Steal Stuff	Burn Everything

They wear...

	1	2	3	4	5	6
1-2	Patchwork Clothing	Bright Overalls	Leather Armor	Ripped Garments	Ratty Furs	Smelly Paint
3-4	Chrome Sheen	Spiked Armor	Oily Rags	Colorful Fabric	Bondage Armor	Frayed Dresses
5-6	Dull Cloth	Human Skin	Filthy Robes	Shredded Garb	Tire Armor	Nothing

And they're...

	1	2	3	4	5	6
1-2	Repairing Cars	Eating Grub	Making Weapons	Raiding a Place	Torturing Victims	Stealing Stuff
3-4	Butchering People	Building Towns	Scavenging Supplies	Burning Something	Killing People	Hunting you
5-6	Repairing Cars	Eating Grub	Making Weapons	Raiding a Place	Torturing Victims	Stealing Stuff

Locations

	1	2	3	4	5	6
1	Derelict Oilfield	Racing Track	Forgotten Submarine	Grub Farm	Thunder City	Cracked Mountain
2	Salt Lake	Ruined Factory	Glass Plains	Makeshift Refinery	Rust Cliffs	Slave Market
3	Smoking Fort	Toxic Plains	Rusting Tanker	Rotting Hills	Derailed Train	Lost Warship
4	Endless Flatlands	Crude Water Well	Cragged Ravine	Crashed Plane	Bubbling Pools	Deep Canyon
5	Broken Caravan	Dark Gulch	Market Town	Crumbling Bridge	Forlorn Reactor	Glowlands
6	Wandering Dunes	Wet Valley	Iron Arena	Old Roads	Decaying Rocket	Hidden Oasis

Location Detail

1	<i>Guarded</i>	The location has been fortified against attacks.
2	<i>Ransacked</i>	The place has been recently picked clean of any good stuff
3	<i>Busted</i>	The place is severely damaged and near impossible to defend
4	<i>Inhabited</i>	There are clear signs of people hiding here.
5	<i>Stockpile</i>	There is a lot of good stuff here to scavenge!
6	<i>MADMAN</i>	The place is overrun by Mad Gangers or Cannibals!

Survivors

	1	2	3	4	5	6
1	Slaver	Enforcer	Black Thumb	Lancer	Butcher	Hagglar
2	Disfigured	Warlord	Outcast	Grub Farmer	Polecat	Tribesman
3	Pain Addict	Biker	Collector	Kaboom	Scavvy	Brute
4	Cultist	Runaway Slave	Scout	Prophet	Martyr	Nomad
5	Revhead	Hunter	Psycho	Waster	Tyrant	Organic Mechanic
6	Feral	Gyro pilot	Wandering Mystic	Ganger	Raider	Cannibal

Tip: Roll twice for more survivor depth.

Survivor Detail

1	<i>Boss</i>	They are leading a group of survivors
2	<i>Mad one</i>	They are stark raving mad, totally INSANE
3	<i>Do-Gooder</i>	They try to make the world a better place, against all odds.
4	<i>Bad Guy</i>	They have an unclear but very nefarious agenda of their own
5	<i>Wounded</i>	They are wounded and in desperate need of help
6	<i>Weak</i>	They are not cut out to survive this hellish place

Survivor Names

First Part – Roll once or twice

	1	2	3	4	5	6
1	Lord	Bullet	Imperator	Brass	Immortal	Big
2	Grease	Gas	War	Feral	Blood	Count
3	Splendid	Sprog	Smoke	Finger	Baron	Salt
4	Stank	Tiny	Master	Night	Water	Tank
5	Rig	Crash	Chum	Miss/Mr	Spark	Toe
6	Dust	Scuttle	Mud	Grease	Spin	Clunk

Second Part – Roll once or twice

	1	2	3	4	5	6
1	Killer	Rider	Chain	Guts	Eater	Warrior
2	Colossus	Blaster	Gunner	Bucket	Rock	Claw
3	Boy/Girl	Wo/Man	Knife	Ace	Sack	Blitzer
4	Tinker	Fury	Rust	Hand	Bleeder	Face
5	Chrome	Mohawk	Spork	Boom	Steel	Eater
6	Tinker	Cutter	Foot	Rat	Screw	Fist

Gang Names

	1	2	3	4	5	6
1	Dank Assassins	Brass Centurions	Burning Clowns	Pale Tribe	Ace Hogs	Highway Hoodlums
2	Combustion Disciples	Chrome Boys	Chain Czars	Slicing Crew	Iron Teeth	Dying Hatters
3	Brimstone Cartel	Razor Kings	Phantom Posse	Sand Sharks	Scarlet Reapers	White Vipers
4	Roadkill Goons	Spear Lords	Mighty Rats	Savage Sentinels	Storm Riders	Pukin' Queens
5	Flaming Horde	Mad Cogs Squad	Thunder Syndicate	Rust Eaters	Long Knife Mob	Machine Pagans
6	Lucky Roaches	Steel Jokers	Gas Knights	Road Prophets	Motor Dukes	Hollow Bones

NAME _____

TYPE _____

BRAWN



DEPTHNESS



CUNNING



GRIT



ALLURE

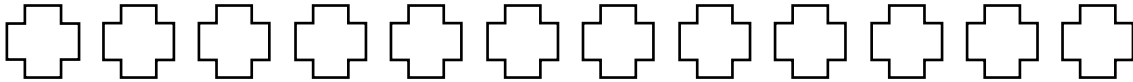


STUFF



TRAITS

GEAR



NAME _____

TYPE _____

BRAWN



DEPTHNESS



CUNNING



GRIT



ALLURE



STUFF



TRAITS

GEAR

