

FURIOUS  
ROADS  
GETTIN' WEIRD



Based on minimald6 rules v2 by Norbert G. Matausch

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## *WHAT THE F\_CK IS HAPPENING TO THIS PLACE?*

Yea, F\_ck. Shit just got weird! This is an expansion for Furious Roads with material written by Stephan Schany, a fan, and consolidated by me. Herein you will find 12 new Careers with many tending to the strange, mystical and whimsy. There is also additional material to create crazy animals as companions or mounts and additional vehicle tags. Enjoy this expansion!



## CREATING CRAZIES

Here are the additional Crazies. And they are MAD. I consolidated the original material from Furious Roads with the new stuff. So you don't need to flip through two things.

## CHOOSE YOUR POISON

Crazies come in a lot of shapes. First roll a d6 to determine the table to be used. A 1-3 are the original Crazies from Furious Roads and 4-6 the expanded list of weirdos. 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 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	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

4-6	1-3	4-6
1	Bone Shaman	Mud Skulker
2	Cultist	Mush-roomed
3	Cyborg Dog	Raptor Rider
4	Deep Sleeper	Rogue Robot
5	Grub Farmer	Shiny One
6	Lost-in-time	Waste Dragon

### **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 bodypart, 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 beforetimes, dirty spiked club, a strong bow

### **TYRANT**

*Someone is always the boss. They are the boss's boss.*

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

GEAR: crackling speakerphone, jury rigged envirosuit, 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

### **BOHE SHAMAN**

*Mystic powers and a bone fetish.*

TRAITS: call the spirits, not dead yet, witch's brew, a man possessed, sight beyond sight

GEAR: skull mask, ribcage armor, human femur

### **CULTIST**

*There is something unspeakable out there and you know.*

TRAITS: wicked charisma, fanatical, kidnapping pro, dark knowledge, blood stain removal

GEAR: sacrificial gagger, hooded robe, tome of unspeakable things

### **CYBORG DOG**

*Man's best friend. Better, faster, stronger.*

TRAITS: sharp nose, puppy dog eyes, undying loyalty, brain computer interface, prehensile paws

GEAR: bionic legs, gun harness, cavalry saddle

### **DEEP SLEEPER**

*Was tucked away save and sound when the bombs fell.*

TRAITS: missed the apocalypse, old world wise, knack for tech, new to these parts, rebuilder

GEAR: fancy survival suit, lazer gun, wrist computer

### **GRUB FARMER**

*Food doesn't come in cans anymore, some got to grow it.*

TRAITS: farmer's wisdom, maggot cure, 'ello me pretties, tastes like good soil, everything is tasty

GEAR: shotgun, shit shovel, buckets full of grubs

### **LOST-IN-TIME**

*Oh no, they overdosed the potion!*

TRAITS: slept too long, killer chin, big talker, self-serving, nothing is serious

GEAR: boomstick, chainsaw, mechanical hand

### **MUD SKULKER**

*Born in mud, mutated to the gills.*

TRAITS: amphibious, echolocation, night terror, sharp talons, carrion eater

GEAR: harpoon gun, swamp skimmer, camo cloak

### **MUSH-ROOMED**

*A walking, talking fungal colony.*

TRAITS: mycelium sense, psychoactive, fungus fashion, eat shit, hard to kill

GEAR: crazy spores, pacifying spores, reanimating spores

### **RAPTOR RIDER**

*Who says cavalry is useless? Not this guy!*

TRAITS: beast master, full sprint, let the teeth do the talking, veterinarian, scout

GEAR: plumed helmet, cavalry lance, trained raptor

### **ROGUE ROBOT**

*A machine that can think and talk. A miracle of screws!*

TRAITS: classified data, omni-interface, viral programming, reinforced frame, vehicle mode

GEAR: power tools, nuclear reactor, synthetic skin

### **SHINY ONE**

*Some people die from radiation. Some don't.*

TRAITS: empowered by rads, burning touch, walking dead, glow in the dark, paths to shiny things

GEAR: glowing rocks, crude javelin, irradiated blunderbuss

### **WASTELAND DRAGON**

*Man sized post-apocalyptic dragon. What?*

TRAITS: fire breath, scaly skin, prehensile tail, leathery wings, it'll grow back

GEAR: battle axe, scrap metal armor, giant centipede

## LIVING IN THE WASTELAND

### 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 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 extended example list for your vehicle.

*Amphibic ,armored fender, assault ramp, attack poles, boarding ladder, bolt on armor, booby-trapped, camo net, classic paintjob, defense towers, defensive spikes, extending ladder ,fast food mascot, fire belcher, fire hose, gun ports, helicopter, hook and winch, hovercraft, huge tires, ice cream cooler, impressive paint job, loudspeakers, maintenance crane, oil drill, periscope, poser pipes, radar, radio tower, reserve gas, rigged engine, robust frame, roof railing, rudder wheels, sails, searchlight, secure compartment, sidecar, siege tower, spiked/bladed wheels, springy suspension, steam powered, stuff box, submarine, tire armor, turbobooster, turret, water pump, water tank, welded ram, wrecking ball, zeppelin*

### MIGHTY ANIMALS

It sounds crazy but some mad survivors went ahead and tamed the irradiated, mutated beasts of the wastes to do their bidding. Treat them as gear like any other piece of equipment. Use the name on the gear list to determine who has advantage or disadvantage in a given situation. A riding raptor will be very different than pet centipede. You want more detail? Great! Choose 2 Traits from this example list for your animal.

*battering ram, bioluminescence, breed like rabbits, burrower, call the pack, carapace, cat eyes, chameleon, crab claws, deafening roar, dogged determination, extreme omnivore, eye stalks, gills, good with children, long neck, lots of legs, massacre mandibles, photosynthesis, poisonous, pretty plumage, purebred, regeneration, scorpion tail, shaggy fur, showoff, sickle claws, silent paws, skunk spray, sticky tongue, stinger, symbiotic relationship, tail club, tensile trunk, tentacles, thresher tusks, tiger stripes, totem animal, turtle shell, venom stinger, voice mimicry, webbing, wide wings, will do anything for a treat*