

Blood & Chrome

A Lasers & Feelings Hack

You are the **Warlord's Chosen**, a ruthless gang of the Wasteland's deadliest denizens. Your edict is to patrol his territory and protect the stronghold, scouring the endless ruin of the old world for useful salvage, clean water, or enemy camps. A recent ambush has left you in bad shape, though; your team leader took a slug to the face and your rig is running on fumes. It's time to dig deep, reload, and see what you're made of.

Players: Create Characters

- 1 Choose or roll a style for your character: **Brutal**, **Devious**, **Furious**, **Obsessed**, **Stoic**, or **Reckless**.
- 2 Choose or roll a role for your character: **Brawler**, **Driver**, **Chemist**, **Greaser**, **Talker**, or **Shooter**.
- 3 Choose your **number**, from 2 to 5. A high number means you're better at **BLOOD** (fighting, seduction, improvisation, leaping before looking). A low number means you're better at **CHROME** (machinery, logic, planning, looking before leaping).
- 4 Give your character a **badass post-apocalyptic name**, like *Grinder Primus*, *Lady Ball-Breaker*, or *Ripshaft*.

You have: a patchwork leather outfit that can be either **sturdy** or **sexy**, a gun with a handful of bullets that can be **rapid-fire** or **long-range**, a half-empty canteen of water or moonshine, and a pre-war curiosity of some sort, like a skateboard or an old book.

Character goal: Choose one or create your own: **Usurp the Warlord**, **Learn About the Pre-War World**, **Collect the Skulls of Your Enemies**, **Escape the Warlord's Rule**, **Found Your Own Stronghold**, or **Wander the Wastes Forever**.

Players: Create the Rig

As a group, roll or pick two strengths of your rusty old rig: **Armored**, **Efficient**, **Fast**, **Headlights**, **Off-Road**, or **Spiked**.

Also, pick one problem: **Cramped** (at least one person or all the gear must ride on the sides or top), **Loud** (everyone can hear you coming from a mile away), **Picky** (it uses a rarer type of fuel than most vehicles), **Sluggish** (getting this thing through narrow places or around obstacles is going to be tough), **Topless** (no protection from the elements), **Unreliable** (sometimes it takes a few minutes to get it started).

Players: Roll the Dice

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **geared** and **+1d** if you're **skilled** (*the narrator tells you how many dice to roll based on your character and the situation*). **Roll your dice and compare each die result to your number.**



If you're using **BLOOD**, you want to roll **under** your number.



Down If you're using **CHROME**, you want to roll **over** your number.

- 0 If none of your dice succeed, it goes wrong. The narrator describes how bad things get.
- 1 If one die succeeds, you barely manage it. The narrator inflicts a complication, harm, or cost.
- 2 If two dice succeed, you do it well. Rock on!
- 3 If three dice succeed, you get a critical success! The narrator tells you some extra effect you get.
- ! If you roll your number exactly, you have **CHROME** in your **BLOOD**. You get a hint or advantage, chosen by the narrator, that applies to the immediate situation.

Helping: To help someone else, make your own roll. If you succeed, you give them **+1d**.

Narrator: Create the Adventure

Roll or choose on the table below. Halfway through the adventure, roll 1d6; on a 1-5, reroll the adventure detail in that category.

DURING...

- | | |
|---------------------------|------------------------------|
| 1. A relentless sandstorm | 4. A siege at the Stronghold |
| 2. A mass migration | 5. The solar eclipse orgy |
| 3. A drought or famine | 6. A deadly plague |

A THREAT...

- | | |
|-----------------------|------------------------------------|
| 1. A rival warlord | 4. A gang of marauders |
| 2. An army of mutants | 5. The warlord's traitorous shaman |
| 3. The Faceless One | 6. The Hell-Burner Cult |

WANTS TO...

- | | |
|------------|------------|
| 1. Destroy | 4. Salvage |
| 2. Steal | 5. Build |
| 3. Corrupt | 6. Defend |

THE...

- | | |
|----------------------------------|-------------------------------------|
| 1. Cache of pre-war weapons | 4. Only working airplane |
| 2. Fastest car in the Wasteland | 5. Undiscovered fortress stronghold |
| 3. Territory's main water source | 6. First perfectly healthy baby |

WHICH WILL...

- | | |
|---------------------------------------|----------------------------------|
| 1. Start a war with a rival territory | 4. Reveal the map to Paradise |
| 2. Break the Reaver Truce | 5. Detonate the False God A-Bomb |
| 3. Attract the magnetic tempest | 6. Summon the Great Desert Beast |

Narrator: Run the Game

Present the players with challenges and opportunities, encouraging them to work together to accomplish their goals. Put them into situations and ask them what they do.

"As you race down the road trading shots with the Reaver motorcycle gang, you notice the bridge ahead looks like it's been about to collapse for a few decades. What do you do?"

Call for rolls when the situation is uncertain. Don't try to tell the whole story, let them add to it with their actions and fill in the narrative blanks whenever possible.

"The Highway King inspects you, his prisoners, one by one. Does he know any of you already? If so, he might have a reason to keep you alive, even if just to torment for a while, instead of feeding you to his radioactive wolves."