

Thunderdome

An Automatic Adventure by Quinn Murphy

Automatic Origins

What you do:

You go around the table. Decide which player goes first; the DM gets to sit this one out. Each person chooses a starting point then rolls on that table. The following player chooses and rolls for the next question. After each person has had a turn, you then go around the table again. This time each person rolls on the connection table. Each roll determines the connection the active person has to the player on his left. Once each character has an origin story and a relationship, you're done!

Starting concept

Each player chooses and rolls a 1d10 or chooses one of the following starting concepts:

Road Warrior

- 1 - Left for dead, driving the highway of revenge.
- 2 - Patrolling the highway, fighting injustice.
- 3 - A lone biker, carving his own path.
- 4 - Raging motor-maniac, creating vehicular insanity.
- 5 - Adrenaline red-line junkie, chasing thrills.
- 6 - Transporter, delivering packages in the dangerous wasteland.
- 7 - Road assassin, accomplished vehicle duelist
- 8 - Rogue scientist, armed with knowledge and driving battlelust
- 9 - Highway enforcer, taking odd-jobs for the right price
- 10 - An experiment that's escaped from the lab, driving as far as possible.

Highway Messiah

- 1 - A calm oracle, espousing peace
- 2 - Keeper of an ancient knowledge, seeking a home.
- 3 - Wandering preacher, proselytizing in the wastes
- 4 - Traveling scientist looking for lost technologies
- 5 - Seeker, looking for something that has been lost
- 6 - Doomsayer, echoing the doomed future.
- 7 - Cult-leader, in search of a new flock
- 8 - Travelling storyteller, carrying tales of worlds old and new
- 9 - Searching the wastes for a loved one.
- 10 - Some strange being transmits its thoughts to you, it's sole vessel.

Scrappy Survivor

- 1 - Wary scavenger skulking in the shadows
- 2 - Street tough, smashing those in the way
- 3 - The enforcer, fist-for-hire.
- 4 - The mooch, leeching off others for existence
- 5 - Brooding duelist, prepared to prove talents.
- 6 - Avenging traveller, looking for payback.
- 7 - Gangleader, exiled and looking for a new army
- 8 - Seducer, using emotion control to survive.
- 9 - Crazy, a fractured mind stumbling through a bleak existence
- 10 - Strange wanderer, an event has left you transformed and wandering.

Relationships

Each player rolls once on this table, establishing a relationship to the player on his or her left.

- 1 - Symbiotic Relationship. Both characters fill a crucial hole for the other.
- 2 - True Friendship. Actual, honest friendship free of deception or wariness.
- 3 - Grudging Friendship. There is respect, though you may not actually like each other.
- 4 - Bully and Victim. You bully the player to the left, keeping that player under your thumb with constant threats.
- 5 - Protector. In some way you protect the player to the left.
- 6 - Relatives. Like it or not, whether it's likely or not, you and the player to your left are blood.
- 7 - A Pact. There is something between you and the player to your left, a bond or a promise that is hard for either of you to break.
- 8 - Accidental Companions. You just happen to be travelling to the same place.
- 9 - Active Dislike. The character to your left rubs your character the wrong way. It feels the same way about your character.
- 10 - Linked Fates. For some reasons your characters just need each other, whether they get along or not. Each gets +1 to death saves while the other is nearby and alive.

Automatic Story

What you do:

You go around the table. Decide who goes first; both the DM and the players participate. Each player can choose one of three elements: Location, Faction, Event. For each element follow

the directions under it. You should have at least 1 Location, 1 Faction, and 1 Event. Go around the table once or twice (twice for extra detail). After this, roll on the starting conflict table. The Starting conflict table is a sentence with blank spaces for placing other elements you have just generated. Fill out the sentence as a group.

Now you're just about ready to play!

Factions, Locations, Events

Factions

To create a faction, first roll d20s as if you are determining the origin for a character as stated in the rules on page 34 of the Gamma World rulebook. This will determine the composition of the faction. Example: Sam rolls a 20 and 11, so gets Yeti Mind Breaker. He has now created a faction whose members mainly consist of Yeti Mind Breakers. Watch out!

After you create a faction, choose one of the motivations below then roll 1d6 for the motivation chosen. What you roll will provide the faction's specific motivations. Once you have a motivation, name it. Any other player can be a part of that faction if they wish, but each player can only be a part of one faction at a time.

Motivations

Domination

- 1 - Kings of the Road. Faction seeks to control a section of highway and the surrounding area.
- 2 - Heralds of the New Gods. Faction tries to spread a new religion, aggressively converting followers
- 3 - Dukes of Destruction. The faction wants to destroy all around it.
- 4 - Iron Kingdom. The faction seeks control of people.
- 5 - Lords of Scarcity. Faction wants to control a scarce resource.
- 6 - Noble Ambitions - Faction seeks to spread influence through peace and trade.

Exploration

- 1 - Drill Baby Drill. Faction seeks resource underground.
- 2 - Lost Shepherds. Faction seeks a holy site or relic.
- 3 - Refugees. Faction is in retreat from some force or event.
- 4 - Voyagers of the Wreckage. Searching for a new home.
- 5 - Just Scouting, This faction is an expeditionary force for one much larger.
- 6 - R&D. Faction searching for new Omega Tech and lost technologies.

Survival

- 1 -On the Brink. Faction teeters on the edge of annihilation.
- 2 - Isolation. Faction seeks to be left alone at all costs.
- 3 - Acquiesce, Always. The Faction seeks to appease enemies rather than fight.
- 4 - Sworn Secrecy. Faction remains very secretive

- 5 - Nomads. Factions wanders around and actively scavenges.
- 6 - Guardians of the Sacred. Faction protects a secret power source.

Locations

When choosing a location, roll a 1d10 and consult the table below.

- 1 - A shattered refinery.
- 2 - An abandoned rest stop
- 3 - Highway Garrison/Outpost
- 4 - Actively worked mine.
- 5 - Shantytown
- 6 - underground settlement
- 7 - Desert Wastes
- 8 - A stretch of Highway
- 9 - Gated Town
- 10 - Mutant Badlands

Events

When choosing an event, roll a 1d10 and consult the table below.

- 1 -An explosion
- 2 -Waste storm
- 3 -Road Battle
- 4 -Toxic Spill
- 5 -Mine Collapse
- 6 -Carnival
- 7 -Chase
- 8 -Portal Opening
- 9 -Siege
- 10 -Resource Scarcity

Starting Conflict

Roll a 1d6 to choose the Starting Conflict. All players should work together to fill in the blanks with details that were just created.

- 1 - [Faction] wants a resource from [Location], and the players stand in their way.
- 2 - Players are being chased by [Faction], and find themselves in [Location].
3. - While visiting [Location], [Event] happens
- 4 - [Faction] causes [Event] at [Location], causing the players to react.
5. The players arrive in [Location, just after [Event].
6. [Faction] blames the PCs for the [Event] that just occurred, taking action against them.