



A Role Playing Game for

FUDGE

by James Wedig

Version 2.31

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About FUDGE

FUDGE is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules for FUDGE are available on the internet via anonymous ftp at oz.Plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any game genre. While an individual work derived from FUDGE may specify certain attributes and skills, many more are possibly with FUDGE. Every Game Master using FUDGE is encouraged to add or ignore any character traits. Anyone who wishes to do so merely include this ABOUT FUDGE notice and disclaimer (complete with FUDGE copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of FUDGE, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264.

Credits and Thanks

Credits

Full Throttle rules by	James Wedig
The Fudge Roleplaying system by	Steffan O'Sullivan
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Introduction



The open road; the landscape is barren except for a group of mountains that can be seen in the distance. A few rocky scattered blemishes in the road are the only distinguishing marks. The wide-open highway is the only thing marking this great open expanse.

A single white car speeds down the highway. Kicking up dirt and dust as it travels down the open road. It is probably the only moving thing for miles. A group of men inside the car are talking of business, profits and future produc-



tions. Little do they know of what is about to happen. Very far off in the distance, trailing the car, a small group of bikers are tailing the car. The men are so caught up in their conversation that they do not notice the approaching bikers.

The men are suddenly startled as the lead biker on his monster of a motorcycle rides up and over the top of the car, leaving a large tire mark on the hood and smashing the hood ornament into a thousand pieces as the bike rolls off the front bumper. The other bikes move around the car to follow the lead biker.

One of the rear windows in the car rolls down and an old gray haired man sticks his head out the window to get a better look. The old man is Malcolm Corley; the owner of the last motorcycle manufacturer in the country. The bikers are the Polecats, a notorious biker gang in these parts.

"Now there's some bikers I can ride with. Step on it!", yells the old man as the car begins to follow the biker gang down the highway...

This is FULL THROTTLE!!

About Full Throttle

Full Throttle is a heavy metal biker adventure where the characters are out law bikers in a not too distant semi-apocalyptic future. They ride the open road in search of fame and fortune, or maybe just the next truck stop. They follow the law of the land, the rules of the road. Nothing is sacred except the open highway. And nothing separates a biker from his bike.

FUDGE: Full Throttle is based on the computer game of the same name (Full Throttle) created by Tim Schafer and produced by LucasArts Entertainment. Most of the characters and background material are from that game, and are probably trademarks of LucasArts Entertainment, so I am not taking credit for the concept, just the rules for the game.

Full Throttle is not like most role playing games. Many role playing games involve complicated and realistic characterization and plot development. Characters are directly responsible for their actions and must face the consequences of those actions. In Full Throttle, everything is up for grabs. Character pretty much have the ability to do anything they want. Full Throttle has been designed to run quickly and smoothly to allow more time for acting and less time for number crunching. The system has also been designed to allow a great deal of flexibility in the actions of the characters. There is a certain degree of seriousness in most other role playing games. In Full Throttle, that seriousness should be left behind. This system is designed to have fun busting some heads and trashing some stuff. Character development, plot, and all that other serious stuff is irrelevant.

Character Creation



Creating characters in Full Throttle is very simple. Characters are simply made of the same traits described in section 1.3 Character Traits in the FUDGE rules.

Attributes

Characters have five attributes. All of the character's attributes start at a level of Fair. Characters then get three free levels they can use to increase these attributes. A character can also elect to decrease an attribute for an extra level to place in another attribute. The attribute descriptions are as follows.

BRAWN: This is how strong the character actually is and their ability to exert force. This is a character's base damage in melee combat as well as how much they can lift and carry.

TOUGH: Nobody wants to be a wimpy biker. TOUGH measure a character's overall ability to shrug off damage and take a hit. It is also a character's base armor value.

QUICK: This is a character's basic agility, dexterity, and quickness. It helps to determine who acts first in combat, as well as performing basic athletic actions.

NUTS: A biker has to be brave, so a biker has to have NUTS. This is how brave (or stupid) the character is when reacting to dangerous situations. Some situations are so ridiculously dangerous that a NUTS roll is required before the action can be taken. And yes, even female bikers have a NUTS attribute.

BIKE: This is how nice of a bike the character has in their possession. Having a good bike in the pack means status, reputation, and respect.

Skills

Skills represent specific areas of knowledge that cannot be covered by attributes. All skills in Full Throttle default to a rating of Poor. Characters then get 25 free levels to add to these skills much like attributes. Unlike attributes, skills cannot be lowered below Poor to allow levels to be put into other Skills. The following is a list of common skills a biker may have. It is possible a character could have a skill not listed. GMs should be reasonable when allowing other skills.

Be Tough: All bikers are intimidating, just some more than others. More on being tough is covered in the basic rules section.

Blow Stuff Up: Blowing stuff up can be really cool. With this skill a character is able to work with explosives such as dynamite. The character may also be able to build a bomb out of household products. The exact effect of the bomb is up to the GM. On a Terrible -3 roll, the bomb goes off during creation and the character automatically takes damage at the GMs mercy.

Bludgeon People: Clubs, bottles, baseball bats, 2x4s, chains, chairs, etc. are all covered by this skill. Any sort of blunt weapon uses this skill.

Cut'em: Knives, swords, axes, chain saws, etc. Are all covered by this skill. Bladed weapons use this skill.

Dodge: Sometimes, the best way to avoid injury is to get out of the way of an incoming attack. Bikers are tough, but they do go down. Dodge is a good skill to avoid getting hit.

Drink Heavily: This is the skill of drinking to excess without screwing yourself up too badly. More on drinking is covered in the Basic Rules section.

Drive Like Hell: Not everyone rides a bike. There are a lot of cars out on the road too. But you're a biker, right? Who needs a car?

Fix'it: The basic skill to fix stuff. Everything from fixing a toaster to rebuilding an engine is covered by this skill. This skill can also be used to sabotage things.

Hit Stuff: Punches, kicks, elbow smash, head butt, etc. are all covered by this skill. Covers basic unarmed combat.

Know Stuff: This skill covers a certain speciality of knowledge determined by the player. Anything from history, trivia, or science could be covered by this skill. However, any information from this skill is in a very generic form. The character may have lots of knowledge about rare Mexican folk art, but not have the ability to create it.

Know Where You're Goin': It's easy to get lost in the wastelands sometimes. This skill allows a character to navigate the endless highways and get to the place they want to go.

Move Real Quiet: A general Stealth skill. A character can hide, sneak, or set up an ambush with this skill.

Notice Things: Finding needed supplies in the wilderness can be very difficult. Fuel, water, and food are the most important thing to a pack of bikers, and being able to find such thing is extremely important to the pack. This is also a sort of awareness Skill.

Ride Like Hell: Handling a bike at high speeds can be very difficult to an unskilled person. But you're a biker, right? You can handle it.

Shoot Big Guns: The basic skill to use all types of guns, including handguns, submachine guns, rifles, and shotguns.

Obviously, a player could want their character to have a skill that is not given in the above list. This is fine, but they should try to concentrate on the above skills. The above skills are the most commonly used skills for bikers, so players must keep that in mind. The character is a biker, not a nuclear physicist.

Gifts

Gifts are talents and perks above and beyond attributes and skills that help to define a character's special abilities. Gifts are not rated on the normal FUDGE levels like attributes or skills. Instead, characters just have gifts. It is up to the GM and player to determine what that gift actually does and when it can be used. Characters start the game with one free gift. Some sample gifts include...

...absolute direction sense, absolute time sense, ambidexterity, combat reflexes, danger sense, double jointed, extra tough, good looks, good reputation keen senses, lucky, unshakable willpower...

Faults

Faults are the flaws in a character. The things they would rather not have. Faults are similar to gifts in the aspect that they are not rated like attributes and skills. Faults can be anything from a psychological flaw to a physical ailment. The GM has the final say in whether a fault is actually a fault or not. If it is not a disadvantage to the character, it isn't a fault. All characters must have one fault during character creation. Some sample faults include...

...absent minded, arrogance, bad senses, cowardly, feeble, glass jaw, hunted by the law, lazy, overconfidence, phobias, rivalry, unlucky, vulnerability, weak willed...



Trading Traits

As given in the normal FUDGE rules, players may elect to trade traits for other traits. Players may trade traits normally in Full Throttle. However, to help maintain balance and the feel of Full Throttle, the following restrictions have been placed on Trait trading. The costs of trading traits is normal as shown in the Trading Rates chart. What players should pay attention to is the Minimum/Maximum Levels chart. That shows the minimum and maximum number of levels a character may have in any given category.

Trading Rates

	Attr.	Skill	Gift	Fault
Attr.	1-1	1-3	2-1	2-1
Skill	3-1	1-1	6-1	6-1
Gift	1-2	1-6	1-1	1-1
Fault	1-2	1-6	1-1	1-1

Minimum/Maximum Levels

Trait	Normal	Max.	Min.
Attribute	3	5	1
Skill	25	31	19
Gift	1	2	0
Fault	1	2	1

Other Stuff

Now that the basics of your biker have been completed you should try to add a little flavor to your character. This will most likely make them much more fun to play. Anything that you can think of that can be added to a character sheet that isn't a normal trait should be noted. Perhaps the character has a large tattoo of a heart with an arrow through and the words "mom". Maybe the biker has a nose ring. Maybe the biker has a small pet monkey that follows him around. The list of possibilities is endless, and they make a character far more fun to play. The more stuff you add, the better your character will be.

Now that your biker is complete, its time to get them out on the open highway and have them start doing their normal biker things. You know, busting heads, riding bikes, busting heads, talking tough, busting more heads, heavy drinking, busting even more heads etc.

Basic Rules



What good is a role-playing game without a good set of rules to let the game run? Answer, not much. In this section you will find all the rules you need to get your character out looting, riding, and busting heads faster than you can kick start you bike and say, "Let's ride!" Chapter 3: *Action Resolution* in the FUDGE rules covers most of the basics needed to run Full Throttle. A few more specific rules are mentioned here though.

Basic Actions

See section 3.2 *Rolling the Dice* and section 3.21 *Reading the Dice* in the FUDGE rules. This will cover the basics of character actions.

Unopposed Actions

See section 3.4 *Unopposed Actions* in the FUDGE rules. However, characters will roll 3dF with their traits as opposed to the normal 4dF explained in the normal FUDGE rules.

Opposed Actions

See section 3.5 *Opposed Actions* in the FUDGE rules. Character roll 2dF with their traits normally as described in the FUDGE rules.

Action Modifiers

See section 3.3 *Action Modifiers* in the FUDGE rules. For this game, modifiers are almost never more than a -1 except in extreme situations. The game is meant to be cinematic and comical, so heavy modifiers are not appropriate.

NUTS Rolls

Some situations are so dangerous that even the toughest and hardest of bikers may have trouble performing these actions. In these cases, a NUTS roll is required. The difficulty of the NUTS roll is equal to the difficulty of the task, one level lower. The same modifiers are applied to the NUTS roll as are applied to the action.



Example: Jack, a tough-ass biker wants to jump Devil's Canyon. This has never been done, so the GM rules it to need a Superb "Ride Like Hell" skill roll to successfully jump the canyon, and that Jack is -1 to his skill. Since Jack would probably die if he doesn't make the jump, the GM rules that a NUTS roll is needed. The difficulty of the NUTS roll is equal to Great (Superb, one level lower). There is also a -1 penalty to the NUTS roll due to the difficulty of the jump. Jack has a Good NUTS attribute, Fair with the -1. He rolls 3dF and rolls a +2, giving a result of Great. Jack made his NUTS roll and starts to tear ass down the road on his bike towards the canyon. Jack has "Ride Like Hell" at a level of Great, Good after the -1. Jack rolls 3dF and gets a -1 for a result of Fair. Jack needed a Superb result to make the jump... SPLAT!!

Some would say he was brave, others would say stupid.

Intimidation

Bikers often need to prove how tough they are to each other. This is where intimidation comes into play. In a given situation where bikers are trying to see who is the toughest, both roll their Be Tough skills. This is an opposed action so each biker only rolls 2dF with their skill. The biker who ends up with the highest result wins. This means that the other biker has to back down, and is -1 to do anything against that biker due to fear, respect, or just the knowledge that they could get their ass kicked.

In situations where it is groups of bikers against each other, take the highest Be Tough skill in the group and add a +1



for each biker past the first. The group that loses is then at a -1 penalty when reacting to the entire group.

Example: A hard nosed biker, Maddox, has just stumbled across a couple of looters by the names of Chomps and Stomps. Chomps and Stomps try to intimidate Maddox so that he will give them all his money and valuables. Chomps has a Be Tough skill of Fair, and is +1 since he has Stomps along with him. Unfortunately for them, Maddox has a Be Tough skill of Great. Each roll off for a degree of +0. Maddox's result is Great, and Chomps' is Good. Maddox wins. The two both realize that they are dealing with one tough ass biker, and decide that it would be a better idea if they got on their bikes and fled.

Heavy Drinking

Drinking is a part of what bikers do in their time off. When a biker begins drinking, the player needs to keep track of how much the biker has drunk. This is done with alcohol points (AP). A point is equal to about 4 beers or two shots of hard liquor or whiskey. Once a biker has acquired at least one AP, they must roll their Drink Heavily skill for each additional AP they acquire. This roll has a difficulty of Mediocre. If the roll succeeds, the biker remains conscious. If the roll fails, the biker passes out from the alcohol. For every AP, the biker is -1 to all actions, including Heavy Drinking. So eventually, even the hardest drinker can be rendered unconscious. Once a biker has become unconscious, they will remain unconscious until they drop to zero AP. Bikers lose their AP at a rate of one per two hours after drinking has stopped, weather they are conscious or not. If a character has passed out from alcohol, they will have a -1 penalty to all actions for two hours per total AP after waking up. This is due to a hangover. Bikers can reduce their hangover time with a Drink Heavily skill roll. For each level rolled above Fair, they subtract two hours from the hangover time. However, this also works in reverse, a negative result will add two hours of hangover time for each level the roll is missed by.

Example: Jimbo is out with his friends and decides he wants to get smashed. They all go to a bar and begin to order their drinks. Jimbo quickly downs two beers. At this point, Jimbo is in no danger since he has not acquired any AP yet. However, he then gets two more beers making his total four, meaning he now has one AP. The fun begins. He has 1 AP, meaning he is now at -1 to all actions. He does not have to roll to avoid passing out until he acquires another AP. The boys have a few more rounds and Jimbo acquires another AP, making his total two. Now he has to roll his Drink Heavily skill, and is at a -2 penalty from the alcohol. He has a Drink Heavily skill of Great. He rolls a result of +0, making his outcome Fair with the -2. The difficulty was Mediocre, so he's OK for now. After a little while longer Jimbo has had several more shots and is now at four AP. Even with the -4 penalty, Jimbo makes all of his rolls to avoid passing out. Jimbo is now a stumbling fool. This makes a few other bikers in the bar rather unhappy, so they take Jimbo out back and pound the living crap out of

More About Heavy Drinking

The rules are written in a way to allow a biker character to consume fairly large quantities of alcohol. However, in the real world, people normally cannot consume that much. It is possible for a character to have less of an alcohol tolerance. Perhaps they have a fault that alcohol affects them more and so it only takes two beers instead of four to get one AP. On the other hand, a character may have an iron liver and be able to drink more heavily and gets a +1 to all his rolls involving the effects of alcohol. These rules are generically written to allow character to go out and get smashed. It is not necessary to think about the effects of alcohol in a realistic sense.

him. Jimbo is nearly defenseless from his -4 penalty. Jimbo makes another roll to stay conscious. This time, he rolls a result of -1, making his outcome Terrible with the -4. Jimbo passes out and remains passed out for eight hours. When Jimbo wakes up, his head is throbbing and his vision is blurry. He is -1 to all actions for eight hours (two hours per AP, four AP total). One last Drink Heavily roll is made to reduce the time, but a result of -3 is rolled for a result of Mediocre. This is one level below Fair, so two hours are added to the total. Jimbo will be hurting for ten hours now. He has just learned his lesson about drinking too much.

Biker Combat



Here are all the rules used for bikers to bash and smash each other into a bloody pulp. This combat system has been designed to be cinematic and unrealistic so it is more fun for the players when they go busting heads.

Initiative

At the beginning of a combat round, make note of all the combatants' QUICK attributes. The biker with the highest rating acts first, then the next highest, and so on. If two bikers have the same QUICK attribute rating then they both act at the same time.

Making Attacks

For both ranged and melee attacks, the same roll is made. The attacker rolls their skill + 2dF vs. the target's Dodge skill + 2dF. If the target is unaware of the attack, then the difficulty is the target's Dodge Skill -1. A minimum result of Poor is required to hit a target.

Taking Damage

You honestly can't expect to get in a fight without getting a little messed up. Even the toughest bikers get hurt once in a while. When a biker is hit, there is a possibility that the biker will take damage. When a biker gets hit, take the damage of the weapon and add the outcome of the attack (the number of levels the attack roll was exceeded by). Then apply that total to the character's TOUGH Attribute plus any armor they may have. The final result, if any, is then applied to the following chart.



A Note About Damage

As one can easily see, the damage chart is different than the normal FUDGE damage chart. Damage is Full Throttle is not meant to be taken too seriously. The damage a character takes is taken in a comical fashion. Characters in Full Throttle are capable of actions that most people are not able to perform, so why should damage be any different. It is impossible for a character to die on the damage chart. Characters are just knocked unconscious when they have taken too much of a beating.

Val.	Type	Mod.	Wounds
1,2	Scratch	-0	[][][][]
3,4	Hurt	-1	[][]
5+	Out Cold	out	[]

When a biker suffers a wound, check a box of the appropriate category. Each time a new wound is suffered, mark another box. If all the boxes in that category are filled, the wound automatically goes to the next higher level. Also, if a biker suffers a Hurt wound, there is a modifier to all of their action due to pain, broken bones, bleeding, etc. If a biker suffers an Out Cold Wound, they become unconscious and can no longer fight.

A short while after the end of a fight, all wounds of all types are automatically healed. This usually takes about an hour or two. No wounds in Full Throttle are fatal, and in most cases, the bikers are tough enough they can shrug it off anyway.



Character Death

As anyone can see from the damage system, your biker cannot die. At least, not in combat, usually. They are just knocked unconscious. If the GM so wishes, your character could be killed, but that's no fun for anyone. In some situations, however, death is impossible to avoid. Putting a gun to someone's head and pulling the trigger is not just going to scratch someone. It will kill them. This is where the GM needs to be careful. The GM has the power to kill a player but in most situations, should not use it.

Your Bike



Your bike; It's your pride, it's your ride, it's your life. Without your bike, you're no biker. Your bike is the only thing in your life that hasn't betrayed you. It's the only thing that you can trust. The bike IS your life, and it's your ticket to the open road.

Bike Creation

Creating a biker's bike is much like creating a biker. Bikes have attributes just like a biker, although they are different from a biker's. Bikes can also have gifts and faults. Bikes, however, do not have skills.

Bike Attributes

A biker's bike has four attributes. All four of these attributes default to a level of Fair. The number of levels that can be spent to increase these attributes is equal to the numeric value of the owner's BIKE attribute plus one. So it is possible to have negative attribute levels, meaning that the bike's attributes must be lowered to make up for the loss. The bike attributes are as follows.

TOUGH: Just like a character, base armor.

QUICK: Just like a character, how quick.

SPEED: This is the bike's top speed.

RANGE: This is how far the bike can go before running out of gas.

Bike Gifts and Faults

It is possible for a bike to have a gift or fault. A biker can spend two bike attribute levels to have one gift for the bike. These gifts follow the same guidelines as biker gifts, but should be appropriate for a bike. A bike can also have one fault. Having a fault give the bike one gift or two more attribute levels. A bike may only have one fault.

Bikes in Combat

It is quite possible that a brawl could erupt on the open road and groups of bikers could be bashing each other while riding their bikes. It can be loads of fun to knock your enemy off their bike and watch them sprawl across the highway. Using a bike in combat makes things a little different.

Bike Handling

When a bike is being used, the lower of the rider's QUICK attribute and the bike's QUICK attribute is used. So if a character has a Great QUICK but his bike has a Fair, the Fair is used.

Bike Speed/Running Away

In combat, all bikes are assumed to be moving about the same speed, but if a character is trying to outrun another bike, just compare their SPEED Attributes. If the running bike's is higher, then it should be able to get away without much problem.

As a GM option, a test of skills could be made to get away. Each rider must make a Ride Like Hell roll. The degree that the runner wins by is added to the bike's SPEED attribute. This could actually slow the bike down if the runner loses the roll. But what kind of a biker runs away from a fight anyway?

Targeting a Bike

It is possible to target a bike in combat. To hit a rider's bike, roll the normal attack Skill vs. the Bike's QUICK Attribute (or rider's QUICK, whichever is lower). Targeting a bike gives a -1 to-hit penalty, however.

Bike Damage

Bikes take damage just the way people do. Bikes have the same wound categories, Scratch, Hurt, and Out Cold. When a bike is hit, compare the bike's armor vs. the weapon damage, and see if any damage is actually done. If any damage is done, check the following results.

Scratch: The bike is just scratched, easily repaired. No other effect.

Hurt: The bike is damaged and stops operating. It often starts belching massive amounts of black smoke as it comes to a halt. The rider must make a Ride Like Hell roll of Fair or better to avoid crashing. If the roll fails, see Out Cold.

Out Cold: The bike crashes! The bike is totally destroyed and the bike and the rider are thrown all over the road. The bike must be repaired in a garage. The rider suffers an Out Cold wound in the crash.



Biker Stuff



Every biker is in search of loot, weapons, money, or other useful items. They are the treasures of a biker's world. At the start of every session, each biker rolls 4dF on the following charts to see what loot they have gathered since the last playing session. Any equipment that a biker gathers over the course of play is NOT carried over to the next session. Most of the items a biker carries are disposable anyway. They use them while they are useful, and discard them when they are no longer useful. The only exception is an item that may be important to the plot, but only if the GM says it is OK.

Weapons

Ah, weapons. The nice toys that bikers use to pummel, smash, and trash other bikers, bikes, buildings, inanimate objects, etc. No biker travels without some kind of weapon. It is a hard world, and being caught unarmed can be bad news. All weapons will have a numeric value determining how much damage the weapon can inflict. The higher the number, the more it hurts.

Rolls 4dF twice on the following chart, any duplicate weapons are re-rolled.

Roll	Weapon	Dam.	Notes
-4	none	BRAWN-1	-
-3	Ax Handle	BRAWN+3	Two handed
-2	2x4"	BRAWN +1	-
-1	Tire Iron	BRAWN +2	-
0	Knife	BRAWN	-
+1	Lead Pipe	BRAWN +2	-
+2	Chain	BRAWN +1	Armor is -1
+3	Light Pistol	4	8 shots
+4	Heavy Pistol	5	5 shots

Note that for most hand-to-hand weapons, the damage listed is BRAWN +X. To determine the numeric damage value, take the biker's numeric BRAWN rating (-3 to +3) and add the value listed. The minimum possible damage for a weapon is 1. These are not the only weapons that bikers may encounter during a playing session. There are lots of things out there that could be used as a weapon. Bottles, chain saws, concentrated fertilizer, chairs, a wrench, and

smaller bikers are only a few of the many different items that a character may use. Let the players be imaginative in what they find. The random weapons chart is just good for what they begin with.

Biker Armor

Most bikers wear leather, but sometimes a little more or a little less armor is worn. The value of the armor is added to a biker's TOUGH (-3 to +3) to determine the final Armor value for the character. The minimum armor value is zero.

Roll 4dF of the following chart.

Roll	Armor	Val.	Notes
-4	none	0	-
-3	none	0	-
-2	Leather	1	-
-1	Leather	1	-
0	Leather	1	-
+1	Leather	1	-
+2	Leather	1	-
+3	Kevlar	2	-
+4	none	0	-

Other Junk

Characters are not only going to carry weapons and armor. There are many other tools of survival that a biker may want to carry. For these items, the player must talk to the GM at the start of a playing session and ask for such items. The GM has the final say in what the character may or may not have on hand. Players and GMs should be creative when coming up with what types of other items a character has. This should not be a very detailed list however, and if a character really needs an item, they can probably find one.



A Biker's World



A biker's world is mean and a biker's world is harsh. Biker's live the lowly existence of the open road. They have no rules, the answer to no one. They live off the land. The following are some of the kinds of things that a biker comes into contact with on a regular basis. They make really nice things to throw into a campaign.

The Open Road

The open road, the path a biker takes to get from one destination to another. The road is the most basic element of a biker campaign. Their world is a maze of roads going from one place to the next. This is their life, their calling. Most of the time the road is not specific, but on occasion a biker will refer to a certain road if it is important, such as the old "mine road" where bikers go to pick fights.



Truck Stops/Biker Bars

These are the very rare places where a biker can stop to have a few drinks, grab some grub, or to bust some heads. Most of the places bikers frequent are run down and old, usually managed by crooked con artists. Truckers often visit these places as well. Although truckers are a completely different breed altogether. Truckers often don't like bikers just on principal.

Biker Gangs

Biker gangs tend to roam the open road, heading to their next designation or just looking for their next fight. They

make great cannon fodder for the players to wipe all over the map.

There were four main biker gangs in the original Lucasarts game Full Throttle. The first gang was The Polecats. This was the gang that the main character in the game belonged to. They were a group of hard-nosed biker types just cruising around looking for a good time.

The second biker gang was the Rotwheelers. This gang was mostly large rough n' tough types who just liked to wander around and pick fights with people.

The third biker gang was the vultures. This gang was known for their bikes mostly. Many of the vultures had special rocket booster equipment on their bikes that allowed them to go at extremely high speeds for short periods of time.

The fourth biker gang was the Cave Fish. This was an odd bunch of zealots who wore masks and couldn't see in normal daylight. Their masks used the reflectors in the road to navigate. Without the mask the biker was practically blind.

Corley Motors

Corley Motors is the last producer of domestic motorcycles in the country. Its founder and owner, Malcolm Corley, is a genius at bike design, and has a very high reputation with all bikers. The Corley Motors factory is viewed as a sort of Mecca to all the bikers of the surrounding area.

Running Full Throttle

Full Throttle has not been designed to be run as a long running campaign. Rather it is more of a simple fun RPG that can run over a single gaming session or two. Due to the nature of the game long and complicated campaign just don't quite fit in. Without complex character development, twisting plots, and the everyday struggle for survival the game can become pretty boring pretty quickly.

For that reason it is not highly recommended for the game master to spend a great deal of time creating complex and interweaving stories or plot twists. Rather a GM should take about ten of fifteen minutes prior to playing and decide what is going to happen to the players, how it will happen to them, and what they can do to resolve the conflict. That is about all it should take to create a short Full Throttle adventure.

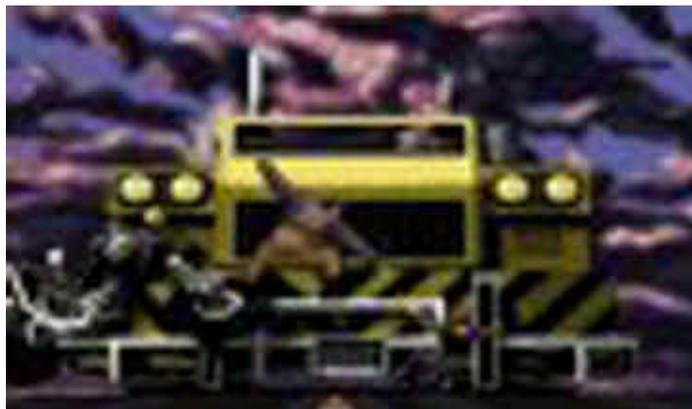
NPCs

Everyone who is not a player character is a non-player character, or NPC. Everyone from the dimwitted mechanic back in that trash-hole town to the biker you just pounded into the pavement is an NPC. NPCs are vitally important to the game since everyone the players come in contact with will be an NPC.

For the most part, in Full Throttle the GM will not need to create complicated and believable NPCs. In a game designed around simplicity and fun it is not necessary to create such character. For most NPCs the GM can just come up with a few of the character's quirks and go from there.

As an example we'll look at the dimwitted mechanical mentioned above. The character just shows up for a short time while he fixes a few things on the characters' bikes. Therefore only a few things need to be known about that character. He's a mechanic, and he will be working on the players' bikes. So the GM will need to know his 'Fix'it' skill rating. If the character is doing anything else, the GM may make note of that as well. Then the GM will need to make a few notes about how this character acts. He's not too bright, and lives in a pretty trashy town. So perhaps the character speaks very slowly and often slurs his words. Chances are his clothes are worn out and covered with grease stains. These types of aspects make the character a little more interesting without going too far into detail.

There is still a chance that the players will run into a more complicated character however. Any character that is very important to the plot may need some more consideration. Information about that character such as their attributes as well as skills are important, as well as any other information that may be necessary. This does not mean the GM needs to create an elaborate background and history for the character or anything as extreme. It just means that some characters may take a little more effort than others.



Stunts

In an RPG where reality is secondary, Stunts become more common. Players are more willing to take extreme actions with their characters when there is less risk of something horrible happening as a result.

The Fudge system can be very good at allowing stunts. Since Fudge is only a seven tiered system, assigning a -1 penalty to an action can be pretty hefty. This can also be an advantage. For a game like Full Throttle no more than a -1 should ever be given out except under extreme circumstances. The following chart can give examples of possible modifiers to different kinds of stunts.

Modifier	Stunt
-1	Riding on the bumper of a truck, Leaping from a motorcycle onto a moving car, Jumping off a bike to avoid a crash, playing catch with a hedgehog, etc.
-2	Drinking motor oil, Jumping the Grand Canyon with a rocket boosted motorcycle
Automatic Failure*	Jumping the Grand Canyon on a Tricycle.

* Some stunts are just not possible under any circumstances

Fights

No biker adventure would be complete without getting to pound some worthless punks into the pavement. In a game such as Full Throttle fighting is inevitable. There will always be rival biker gangs to show-up (or just beat down), mouthy truckers who need to be taught a lesson, or just that wily little punk at the bar who wouldn't keep his mouth shut about imported motorcycle superiority. Regardless of the target of the aggression, there's going to be plenty of fighting.

Fighting can also be a good tool for a GM as well. Any time players start getting bored, have a few rival bikers show up and start causing problems. This will most likely liven things up a bit for both the GM and the players.

Adventure

Full Throttle is a game full of adventure. As bikers the character most likely going to go to places they have never seen, encounter people they have never met, see things they would have never seen, and pound the crap out of new bikers just because they can. There is a strong element of adventure in Full Throttle. There is something new every day in the life of a biker on the open road.



As a GM, this feeling of adventure should be maintained. Players should never know quite what to expect next. The open road is a broad place with a broad scale of possibilities. As the GM you are free to decide what will happen. Only your imagination can limit you.

Since Full Throttle is not the most serious of RPGs just about anything can be thrown at the players. If you want the players to stumble across aliens stealing cattle in the countryside, go right ahead. It could be interesting to see how a motley crew of bikers handles an alien menace. Or maybe the bikers decide to help the aliens fix their ship so they can return home, all the while running from the Men in Black.

As GM you are free to run your campaign any way you wish. And since Full Throttle is designed around flexibility there should be very little to hinder a creative imagination...

FULL THROTTLE

A Role Playing Game for Fudge

Full Throttle is a heavy metal biker adventure where the characters are out law bikers in a not too distant semi-apocalyptic future. They ride the open road in search of fame and fortune, or maybe just the next truck stop. They follow the law of the land, the rules of the road. Nothing is sacred except the open highway. And nothing separates a biker from his bike.

FUDGE: Full Throttle is a Role Playing Game based on the computer game of the same name (Full Throttle) created by Tim Schafer and produced by LucasArts Entertainment. Most of the characters and background material are from that game, and are probably trademarks of LucasArts Entertainment.

Now you can take to the open road and bust heads without having to worry about stuff like a complicated plot, character development, and the all too-serious role playing experience. Full Throttle is designed to get you right in on the action and busting heads before you can say, "Let's ride!"



Full Throttle is written using the Fudge Roleplaying System. A copy of the Fudge rules is required to use these rules. A copy of the Fudge rules may be obtained from online at:

www.fudgerpg.com



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