

Mad Max: The Video Game Jump

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Version 1.0



Hello there, Stranger. Welcome to the cursed wastes. Long ago, a series of catastrophes struck the lands, war, famane, and pestilence destroyed civilization, cities burned in atomic fire, buried in the encroaching sands of the deserts caused by the oceans disappearing. You find yourself arriving at an auspicious time, the Dread Lord Scabarous Scrotus, son of Immorton Joe, and ruler of Gastown very recently took a chainsaw to the nugget at the hands of a certain Road Warrior in revenge for the theft of his car.

Here’s 1000 Griffa Tokens to get you started

Location

You may choose or roll 1d5 for your starting location, unless you take the scenario which automatically places you in the Outer Graves.

1. The Outer Graves: Where the mighty ocean once stood now only contains the rapidly rusting wrecks of the old world.

2. Balefire: Jeet has a stronghold in this area, but the recent surge in attacks has him and his people stuck inside the lighthouse. The area surrounding it has many shipwrecks, crashed planes, decaying pipelines running to the rusting remains of offshore oil platforms that are now controlled by Lord Scrotus.

3. Pale Moon: A large shipwreck stronghold run by Gutgash dominates this area, a series of twisting canyons and hulks scattered throughout, with a recently emerged volcano on its north west side:

4. Dead Barrens: The coastal towns and docks that were once here have all been reduced to ruins, with the only real safety being Pink Eye's silo in the center. Built out of an old destroyed nuclear power plant, the cooling towers' concrete walls provide adequate defenses against most desert dwellers but it's likely a siege by Scrotus will destroy them without outside assistance.

5. Gastown: Center of power for Lord Scrotus and his warboy hordes, this refinery is one of the few sources of oil and gasoline left in the wastes. A large refuse heap surrounds it and Deep Frya's Wildfyre cult has a stronghold in the south.





Origins

Drifter (dropin): A wastelander with no past, or one that is best left forgotten.

War Boy: Not necessarily one of Scrotus' boys but you're no stranger to a fight.

Blackfinger: Those with an innate understanding of engines and other mechanical devices.

Perks

Stupid Name (100 GT): Chumbucket, Gutgash, Stank Gum and Scaborus Scrotus are all fairly 'normal' names in the wasteland, now you too can have a stupid name that nobody thinks is wierd or will make fun of you for it.

Organic Mechanic (100 GT): Or as they would say before the fall, a doctor. The sewing of sinew, the art mending of flesh and bone. Perhaps you are the one Jeet has been seeking? The skills of a world renowned doctor and surgeon are now yours.

Seeker of the Planes (200): To find peace within oneself is the key to many things, stranger. Griffa sees the potential within you, it just needs to be made manifest. Skilled you are in helping others make peace with the past, allowing them to move on and embrace the humanity they shrugged off.

Combat Pragmatist(100 GT, Free Drifter): Cheap shots, and surprise attacks are all common now, anyone who had any rules has long since become maggot food. You've been trained in several martial arts that you've blended together into a dance of death and destruction. Brutal and efficient it is, breaking arms, legs, gouging out eyes, and snapping necks.

Driver of Otherworldly Skills (200 GT, Discount Drifter): Much like the mad one, you are very skilled at driving and using your vehicle itself as a weapon. In your hands vehicles respond faster, go faster and can take much more damage.

Waters of Life (400 GT, Discount Drifter): The liquid of life, Aqua Cola, Adam's Ale, H2O. One of the fundamental needs of every living thing left on this blasted earth. And it seems to have a restorative effect on you, stranger, far more than normal. When you drink clean water, your wounds heal four times faster, scars fade and broken bones knit.

Fury (600 GT, Discount Drifter): I see the rage inside you, friend. You can enter a state of controlled rage that strengthens your melee attacks and enhances your reaction speed. The longer your uninterrupted combos go, the more damage you deal.

Adaptation (100 GT, Free Warboy): Water, Food and medicine are very hard to come by here, so your body has adapted to needing much less to keep you healthy. Also you never seem to sunburn.

Radiation resistance (200 GT, Discount Warboy): The fires that annihilated civilization also left behind radioactive fallout that continues to slowly kill wastelanders today. You however never seem to be affected by it, even when injecting water that would drive a geiger counter insane.

Top Dog (400 GT, Discount Warboy): You're not some skinny war pup, destined to be crushed into paste, no you're massive, over six feet tall and covered in lots of muscle.

Immortal (600 GT, Discount Warboy): A tough one you is, aint ya stranger? While I doubt you're as inhumanly tough as Scrotus, what with him surviving with a chainsaw lodged in his skull, you're a close second, shrugging off shock, blood loss, as if they were nothing. Once every ten years you will survive an otherwise fatal blow. Counts as a 1up.

Valuable (100 GT, Discount Blackfinger): Whatever skills you have make it much less likely that you'll be outright murdered, the less violent folks will likely even provide you hospitality in exchange for your services, perhaps even paying you if skilled enough at a valuable one such as mechanics.

Scraper (200 GT, Discount Blackfinger): Finding useful bits of salvage is one of the most basic skills in the wastes, but you have a sixth sense for it and seem to always find a little bit more than others would.

Rider of the Storm (400 GT, Discount Blackfinger): Ever since the Great Blue receded, maelstroms capable of rending flesh from bone periodically bombard the scattered remnants of humanity. But not all is bad, for the sandstorms also dredge up long forgotten valuables for those who would brave them. You find inclement weather affects you and the vehicles you ride in significantly less, sandstorms refusing to blind you, lighting refusing to strike. After this jump you will be able to summon the blistering storms of this world at will.

Acolyte of the Angel of Combustion (600 GT, Discount Blackfinger): Ah! A fellow devotee like Chumbucket mmm? An intuitive and creative mind when it comes to mechanical engineering. From time to time you'll have visions sent by the angel of combustion herself, allowing unparalleled insight into one of her great works.

Items:

Are you the one sent by the Angel? I am Chumbucket, her lowly accolite, cast out by the heretics in Gastown for seeking to fulfill the holy mission given to me. The Angel said to give you these 200 GT and tell you you have 1 discount per price tier with 50 and 100 GT items becoming free. You may use a higher tier discount on a lower tier. All items here will respawn in the warehouse if lost, destroyed or stolen within 24 hours.

Flashlight (50GT): A military flashlight with an infinite battery, incredibly durable.

Knuckle Dusters (50 GT): A pair of metal reinforced gloves that protect your fists all the way up to the elbow, great for unarmed brawling.

Melee Weapon (50 GT): A blade on a stick, a baseball bat with nails, a giant wrench, something to beat the brains out of any annoyances that cross your path.

Pipe Shotgun (50-100 GT): A single barrel 12 gauge break action shotgun made from scrap. While very reliable it lacks the precision engineering to get the most out of its shells. For 100GT you instead may have the quad barrel pipe shotgun, capeable to devastating destruction, piercing even armored vehicles with a single shot.

Militia Outfit (100 GT): Military tactical rig, with plenty of pockets for storing a variety of items, also comes with a reinforced vest, elbow and knee pads, tough combat boots and a buttpack. Keeps the wearer cool, protecting them against heat exhaustion.

Canteen (100 GT): A two quart water container that refills every two hours with fresh pure H20. Will also purify, detoxify and sanctify any water placed inside instantly.

Repair Tools (100 GT): Blessed toolbag containing a variety of useful implements to keep machines in order. Seems to repair quicker then physically possible.

Jerry Can (100 GT): Guzzoline, high octane fuel for the sacred engine! This container of pressed steel can carry 20 liters and refills every 12 hours. And if destroyed or lost, will reappear in your warehouse or your vehicle's storage area if that isn't available. Truly a miracle from the Angel!

Thunderstick (200 GT): A spear with an explosive tipped payload, explodes on contact. You get a bag that has 10 that respawn daily.

Tabernacle (200 GT): Ah yes, Saint! A place much like my beloved sanctum, where blackfingers can carry out their holy work! A hidden place, perfect for building holy machines, and provides rest for the weary blackfinger.

Stronghold (300 GT): A refuge of safety that keeps the unholy hordes of the Scrotus at bay! Access to the stronghold customization section.

Vehicles:

From the infernal contraptions of the Buzzards to the incredible majesty and power of the Magnum Opus



Chum's Buggy (Free): My humble buggy, fast, and reliable, though sorely lacking in weaponry and protection. While not blessed like Magnum Opus, she has it where it counts.

Motorcycle (50 GT): What's this?! two wheels instead of four?! Chumbucket has never heard of such a thing, obviously this machine is the product of the infidels! While it may possess great speed and off road ability, it obviously leaves the driver exposed and vulnerable.

Thirstcutter (50 GT): Fast and agile like the night lizard, sharp as the chrome sliver of the crescent moon, she cuts through the jugular of any and all, spraying those who thirst with glorious crimson.

Black-On-Black (100 GT): Max's coveted vehicle. A heavily altered "Interceptor" Pursuit Special. It was equipped with a supercharged V8 engine, modified for use in the unforgiving Wasteland and fitted with two large tanks for extra fuel. Also known as the Black on Black it contained all Max needed to cross the "Plains of Silence". When Max reached the Outer Graves, the Black on Black was taken by Scrotus' War Boys and was gutted for parts.

Magnum Opus (~~Priceless!~~ 200 GT): My greatest creation! As foretold unto me by the angel of combustion herself!. Comes with an extra 400 SP for upgrades.

The Twelve (100 GT): A legend known to all and waiting to be tamed! Twelve beautiful cylinders laying down wondrous speed for all to see! She drinks the guzz, tho' and the thin skin makes poor armor.



Companions



Dog (50 GT): The Dinki-Di is a smart and loyal friend, trained as an attack dog who can easily rip the throats out of your enemies, and also can also alert you to nearby explosives with its incredible nose.



Chumbucket (100 GT): I am but Humble blackfinger acolyte of the great Angel of Combustion. Chumbucket comes with the full Blackfinger tree and the repair tool item.



Hope and Glory (50 GT): Hope is a Concubine that recently escaped an attack on the war rig that was transporting her and her daughter to Gastown. Very Beautiful. Her daughter Glory is thought to be sired by Doctor Dementis, a warlord who's hordes waged war on Gastown years ago before being defeated. Hope and Glory are a package deal and share one companion slot.



Penance (100 GT): Thrown out of Gastown and disgraced, Penance has vowed vengeance against Scrotus and Stank Gum. Comes with the full Warboy tree and Thunderstick item.



Mad Max (200GT): The Saint himself! A vetran of the Gas and Water wars. Comes with the full drifter and warboy trees, along with the Black-On-Black and his trusty Double barrel shotgun.



Car customization:

Here saint, I was given these to help you customize your chariot: 1000 Scrap Points (SP)

Convert: You may Convert Griffa Tokens to Scrap Points (Sp) at a 1:2 ratio but only one way.

Import (100 SP): A holy machine from another world? By the angel, let's see what we can do to improve it! You may also customise any vehicle purchased in the item section for free.

V6 (free): Alas the V6 is the most common engine available in the wastes, while reliable it doesn't have the power of the venerable V8.

V8 (100 SP): The Big Chef! 8 holy cylinders of precision engineering. A massive leep in horsepower, allowing your machine to easily equip the heaviest of armor and grills without losing any speed.

Engine Upgrades (25 SP per level): Increases the acceleration and top speed of the vehicle with every level. Max level of 4.

Nitros (100 SP): Yes saint! Lord Nitrus has come to your aid, providing you with 4 shots of regenerating speed boosts that quickly help accelerate, and with the proper timing and equipment, increase the damage you deal when ramming.

Armor (25 SP per level): Reinforces your vehicle’s hull with high grade steel, each level decreasing the damage taken though it increases the weight with every upgrade. Max level of 4.

Lift Kit: (50 SP): Installs a suspension system that reduces damage from long drops and armors the undercarriage.

Push Bar (25 SP per level): A police push bar mounted to the front of the vehicle, increasing the damage done by your ramming attacks and reducing damage to your vehicle from the things you ram into. Higher levels increase the weight, reduce damage from head on collisions and vastly increase the damage you deal from raming. Max level of 4.

Weapons: Some weapons require a passenger to use effectively.

Harpoon (100 SP): A pneumatic launcher with a jagged tip that pierces metal easily, along with a spool of wire and a winch to allow you to pull down scarecrows, rip armor and wheels of vehicles and pincustion anyone stupid enough to expose themselves to you.

+Thunderpoon (requires Harpoon, 200 SP): The thunderstick's bigger meaner brother, fires a long range (for the wasteland anyway) armor piercing explosive that can turn most vehicles in the wastes into little more than scrap metal with one shot. Can be upgraded to be equal to a modern RPG for 100 more SP. Comes with 15 thunderpoon caps that refill every 24 hours

Longshot (100 SP): A collapsible sniper rifle made out of scrap, fires .50 caliber rounds with pinpoint accuracy, though its large size and recoil makes it impractical to use on foot. Comes with a box of 100 rounds that refills every week.

Side Burners (50 SP): flame throwers that spray to the sides of the vehicle, engulfing anything nearby in fire. Uses fuel from the vehicle. You may instead have it shoot out the rear instead.

Mine Dispenser (100 SP): fires a series of 6 mines that detonate on contact with enemy vehicles or after a short time. Stores up to 24 mines that refill every 24 hours.

Shredders (100 SP): replaces your hubcaps with strong jagged metal spikes that easily pop tires and grind hulls into scrap. Retractable and are undetectable while hidden.

Wheels

Deep Treddies (50 SP): Groves that run deep, great for offroading and the lack of road maintenance so common in the wastes.

Slick Rubs (50 SP): Professional racing tires, provide excellent traction on paved surfaces.

Puncture Proof (100 SP): Upgrades your tires to be completely puncture proof and never go flat.

Utility

Roll Cage (50 SP): A built in roll cage that prevents the car frame from crumpling from impacts or roll overs.

Boarding Spikes (50 SP): Jagged bits of metal that screw any would be boarders, because you're buying it here, they're retractable and are undetectable while hidden.

Hood Ornaments (50 SP each): you may equip two hood ornaments (one on the front, one on the rear) at a time that each provide a small but noticeable boost to acceleration, top speed, handling, weaponry, or armor.

Paint (free!): Paint your vehicle any color or pattern you want. Provides no benefits

+Upgrade: (50 SP) Or perhaps it does provide a benefit? Reduces fire and explosive damage to the vehicle.

Enhanced Fuel Tank: (25 SP per level): Go for longer without needing to refuel! Max level of 4.



Stronghold customization:

If you purchased a stronghold, you may customise it here. Here's 1000 Project Points (pp) to get you started

Convert: You may convert Griffa Tokens to Project Points at a 1:2 ratio here.

Import (free): You may import an existing property.

Basic Walls (free): walls surrounding your base, made of scrap metal and rocks, enough to keep smaller raids away but a large force will bust though these like nothing eventually.

Basic Weapons (free): Crossbows, rocks and pointy sticks for the defenders

Garage (free): A place for you and your forces to park and perform basic maintenance on your vehicles.

Population (50-150 pp) for 50 pp you get 25 people to populate your stronghold, for 150 you get 100 people, who also may have valuable skills.

Hardened Walls (100 pp): Thick walls of steel or concrete to keep out not only the weather but the unwashed masses scouring the wasteland. Includes sniper towers, ziplines for fast redeployment of defenders, a large solid steel gate and firing positions nestled behind thick sheets of cover.

Defenses (100 pp): Mines, Thundersticks, flame throwers, longshots, spotlights, molotov cocktails. With hardened walls, you gain emplacements that extend the range of these weapons.

Patrols (50/100/200 pp): Your own force of vehicles. For 50pp you get a dozen, each with a driver and passenger. For 100pp you double that, for 200 pp 100. Mostly armed with raming grills, sideburners and Shredders. May also swap for an open bed transport with 6 fighters.

+Armored (100 pp): Your forces now ride in armored safety, much more resistant to damage, tires that never go flat and fuel tanks that refuse to be penetrated.

+Thunderpoons (100 pp): Your patrol forces are now armed with these explosive tipped rockets, making them the deadliest force in the wastes.

Water Collection and Purification system (200 pp): Water has become very scarce and most camps collect what little water they can by using a device to capture droplets during the night. With this however you can pull a small aquifer that produces radiation and other contaminant free water, and have a vast storage system equal to three olympic swimming pools.

Refinery (200 pp): An oil pump and a refinery that allows you to process the crude oil into high grade gasoline. The deposit never runs dry.

Powder Cook (200 pp): A professional in making munitions, with all the tools and supplies they need to churn out a modest amount of ammo, enough to keep the defenders resupplied and extra for trade.

Garden (requires Water Collection and Purification system 200 pp): Who wants to eat maggots when you can be growing real food? Racks of fresh fruits and vegetables fed by an ingenious system, enough to feed hundreds. Includes working showers and toilets along with a waste recycling system to provide fertilizer for the grow bed.

Electricity (100 pp): A solar and wind turbine system that provides plenty of energy.

Armory (requires Powder Cook and Electricity, 200 pp): Now we're really cooking! With some looted precision machinery you can now manufacture quality firearms and triple the amount of munitions you produce.

Scrap Pile (100-200 pp): A regenerating pile of useful metal and parts. For 200 pp your pile is much larger.

Machine Shop (requires Scrap Pile and Electricity, 200 pp): Recycles destroyed vehicles and parts into usable form, with some work and a couple of black fingers you may even produce vehicles. Includes a canning system if you have Garden.

Quarters (100 pp): Proper sleeping arrangements with actual beds and *gasp* heating and air conditioning, though it's only sporadic unless you have the Electricity upgrade.

Scenario:

The Planes of Silence:

You'll take Max's place in the story or appear beside him as an ally, though you may change the outcome of certain events. You'll start right after Max lost his interceptor and was thrown from Lord Scotus' land mover along with the dog. Your objective is to kill Lord Scrotus, Stank Gum and rid Jeet, Gutgash, Pink Eye and Deep Frya's territories of all of Scrotus' scarecrows, camps, topdogs, minefields and longshots, as well as complete every project for each of their strongholds.

Reward: You may take Max, Hope and Glory, Dog and Chumbucket for free, assuming they survive, refunding any GT spent on them as well as 200 GT to spend on any other purchases.



Drawbacks:

No limit, all drawbacks are revoked once the jump is completed.

Anti Social (+100 GT): You're a bit of what they'd call an asshole aren't you, only concerned with what you want and what others can do for you? Well I can't say that's an uncommon thing in this day and age but you take it to a new level. Perhaps it's from dealing with some trauma you would rather not face?

Rage (+200 GT): You're known for flying off the handle often, not quite thinking things through and deciding to just let your fists do the talking.

Project Parts (+400 pp): All those upgrades for your stronghold? Well they're missing critical parts that you'll have to go out and search the wastelands for, most are held in Scrotus' camps but some are just waiting in one of the many abandoned ships and structures that dot the landscape.

Buzzard Food (+200 GT): You attract Buzzards like moths to a flame, though lucky they'll only come at you at night or if you enter one of their hideouts.

Scrotus Ire (+400 GT): Seems that chainsaw to the nugget scrambled Scrotus' brains a bit and he now rightfully or not blames you for it. Expect heavily increased patrols of Warboys causing havoc looking for you, and don't expect the stronghold leaders to provide you with shelter, while they'll let you stay a little while because of their hate for Scrotus, they'll toss you outside the walls once the enemy begins a siege, hoping they'll go after you instead.

The Flood (+600 GT): Rumors persist about the Buzzards amassing a huge army that will sweep across the wastes like a biblical flood. By taking this it will come true, within 5 years of your arrival a seemingly endless wave of Buzzards will push out from the Underdune destroying all that gets in their way, unless of course you put a stop to this. If taken with Buzzard food they'll target you first, especially if you have a stronghold.

The Road Warrior (+600 GT): A true survivor then? Leaving all the powers, abilities and items from your previous travels for some points? I can't say that's the wisest choice, but it's yours to make.

Outro

Congratulations on surviving 10 years in this merciless wasteland, stranger. Now you have a choice to make:

Tomorrow Morrow land: Go Home
White Line Nightmare: Stay Here
Fury Road: Continue Jumping

Notes:

Adaptation reduces your physical need for food and water by 50%
The speed boost from driver of otherworldly skills is 25%
Visions granted by the Acolyte of the angel of combustion are not limited to vehicles,
Hope and Glory share perks, both getting any perks they buy at full power.
The V8 upgrade is equal to a fully upgraded V6.
The thunderpoon is somewhat of a seeking warhead, despite there being no way of guiding it, it will always veer towards its intended target, even if they attempt evasive maneuvers.

Version history
V0.01 barely jumpable version
V0.99 Fully Jumpable but still ugly as fuck version.
V1.0 various changes. Still ugly.