Chaos!!!

Chaos is a simple game idea; a group of relatively ordinary people, living their ordinary lives, thrown into the aftermath as civilization crumbles around them.

Character Creation:
To create a character, you take twelve six-sided dice; you then split them among your six Traits. You must always have at least one dice in a trait, and cannot start with more than five in any one. Whenever you do something related to that trait, you roll whatever dice you have assigned to it, and add the results together to determine how well you performed the task.

Fight: Ability to avoid and inflict damage in melee. Without a weapon, always deals 1 damage to a victim. Higher results mean better aim, allowing you to strike more difficult targets or hit an opponent who himself has a high Fight skill. You can split your Fight skill into multiple attacks, dividing the dice among them as you choose; for example, when surrounded by enemies, a character with a Fight of 5d6 can choose to split them into two 2d6 and one 1d6 attacks. Each dice of Fight adds 2 to your Health.

2+: Hit an unmoving human.

3+: Hit a moving nearby human on an unopposed check.

6+: Hit a moving nearby human in a particular location on an unopposed check; or add 5 to the defender's roll on an Opposed check.

Shoot: Ability to avoid and inflict damage at range. It is generally assumed -something- is available to be thrown if you lack a bow or gun(Unless GM says otherwise); but like unarmed melee attacks, this always deals only 1 damage to a victim. Higher results mean better aim, and much like Fight, you can split the dice into multiple attacks. Notably, Shoot attacks fall into four distinct ranges, which can be modified by weapons. These ranges apply for thrown weapons. Each dice of Shoot adds 2 to your Health.

Point-blank: +2 to-hit. 5ft. away.

Short: No to-hit mods. 20ft. away. (Multiplied by a weapon's Range modifier)

Medium: -3 to-hit. 40ft. away(Multiplied by a weapon's Range modifier)

Long: -6 to-hit. 80ft. away.(Multiplied by a weapon's Range modifier)

Scavenge: Ability to move quietly and quickly, as well as to find useful things. Most often used as either an opposed check to hide or notice enemies, or as an unopposed check to find hidden goods; its up to the GM as to what you can find in any given place, but some basic guidelines follow whenever you search an area likely to have valuable goods.

2-5: You only find the most obvious things lying around. Guns in a gun shop.

6-10: You find useful items others may have missed. The key hidden under a particular rock in the yard.

11-15: If there's anything useful, you probably find it. The hidden cache beneath a loose floorboard.

16+: Even in places others have thoroughly gone over before, you might find something whole teams have missed. The perfectly hidden trick door.

Mech: Ability to fix mechanical devices and basic construction. To fix cars, generators, plumbing, and other basic mechanical feats of engineering. This trait is rarely an opposed roll, unless you're trying to undo someone's sabotage; in which case the saboteur gets a +2d6 bonus to their roll.

2-5: Complete the most basic repairs... eventually.

6-10: Complete difficult repairs... eventually.. or basic ones quickly.

11-15: If its reasonably possible to fix or cobble together a solution with the parts on hand, you can manage it, given time.

16+: These sorts of difficulties mean that you need to do something that might not even be possible except in theory; cobbling together an engine from that of multiple completely different vehicle types.

Tech: Ability to fix technological devices and electronics rather than strictly mechanical devices. Program computers and hack security systems. Tech checks follow the same basic difficulty set as Mech checks, simply governing a different variety of gear.

Heal: Ability to apply basic first-aid or advanced techniques to keep people alive and get them back on their feet. Generally used to speed up the healing process, to cancel out a penalty when someone is hurt, or keep someone from dying from their injuries. Lack of proper supplies provides a -3 penalty, while a hospital or other area with plentiful supplies, manuals, and medication provides a +3 bonus.

Speed Healing: For each 3 you roll above 3(6=1, 9=2, etc) a treated victim will recover 1 health in each day of rest, or each 2 days of continued moving.

Reduce penalty: With a 9+ result, you can reduce a subject's pain enough to negate pain from injuries and allow normal movement, if the GM introduces penalties due to injury. This requires proper supplies, possibly including drugs.

Prevent Death: If someone is injured again after being reduced to 0 health, they will die unless a 9+ Heal check is performed, stabilizing them to unconsciousness.

Completing the Character:
Once you have chosen your character's abilities, you will also have determined your character's Health by purchasing dice in Shoot and Fight; a minimum of 4, up to a maximum of 16 if you put as many dice as possible into the two. You also have two secondary traits; Carriage and Speed. You can take dice from your other traits to increase these, or trade back and forth between them so long as they remain at least 1.

Carriage: How much weight you can carry while moving comfortably; default of 5; each point is 10 pounds to carry easily, or 40 pounds you can briefly drag/push.

Speed: How many meters you can move each second at a sprint. Defaults at 5.

Sample Character Completion:
Ranger Bob: Fight 3d6, Shoot 3d6, Scavenge 1d6, Mech 1d6, Tech 1d6, Heal 2d6 Health: 12, Carriage: 5(50), Speed: 6

Improvement:
Aside from finding new gear, your characters can improve simply by learning from experience. At the end of each session, the GM can award 'Advancement dice'. For any traits

below 3d6, each dice improves your trait by +1d6. For those 3d6 or above, it takes two dice. For those 5d6 or above, it takes the number of dice of the trait; 5 dice to improve a 5d6 trait. GMs can award fractions of dice instead, such as giving 'Points' which are 1/10th of a dice, to still give a reward without letting players improve dramatically with each session. For long-term, more hardcore campaigns, this is generally recommended.

Combat, Injuries, and Tasks:
In combat situations, characters roll their Shoot or Fight; whichever is highest; and act in order from highest to lowest at the start of each round. Each round is made up of 6 seconds. Sprinting your Move takes 1 second. Drawing a weapon or moving an object takes 1 second. Making an attack takes 2 seconds. You can delay your action to interrupt that of someone afterwards.

Injured characters lose Health; at zero Health, they are rendered unconscious. Being attacked again while unconscious or helpless causes a character to begin dying; he will die within one round per maximum Health unless aided. Injuring a dying character is immediately fatal.

Wounded: Characters who have suffered at least half of their maximum Health are wounded, and unless Healed, take -2 to Speed and a -1d6 to all actions(minimum 1d6)

Damage Reduction: Many armors have "Damage Reduction"; this reduces incoming damage by a set value, and usually has a chance of completely negating it. Aimed attacks can ignore some types of armor. DR has both a value(such as 2, ignoring 2 damage) and a Resistance check(such as 3+ on 1d6). If an armor cannot negate all incoming damage, ignore the Resistance check; you only make the Resistance check to try to avoid taking any damage at all, as generally attacks always do at least 1 damage if they hit.

Fixing/Healing: Most non-combat tasks other than spotting/hiding via scavenge can be done cooperatively; two people can work together to try to fix a car, or heal someone. Regardless, you roll your appropriate Trait; anyone wanting to help rolls their own Traits, and adds 1/3rd of their result, if the situation allows for multiple assistants. Building a barricade to hold out enemies can use as many as are handy; healing someone or fixing a car can usually only use one or two.

Survival:
Many situations; extreme cold, extreme heat, starvation, thirst; have a slow but deadly effect rather than the abrupt and brutal effect of weapons. These effects will generally have an initial period where the survivor will have no penalties; if he can make it out quickly, he can get out without trouble. Others kick in immediately, and damage the character at rapid intervals. The first time you take damage from a Survival effect, you lose one dice to all actions, down to a minimum of one, until you recover from all resulting damage. The

following survival effects are simply possibilities, and by no means an exclusive list; also, most of them can have more impactful, or less impactful levels, such as growing levels of heat or cold, or quarter-rations rather than outright starvation. The GM should use his discretion to decide just how severe these can be.

Type	Initial Time	Damage Intervals	Damage	Special
Starvation	2 days	6 hours	1	Drastically slowed by partial rations; bad food can temporarily stop this but make a survivor ill.
Thirst	1 day	3 hours	1	Drastically slowed by partial rations; bad water can stop this but make a survivor ill.
Arctic Cold	1 minute	1 minute	1	Proper clothing delays but does not prevent damage. At GM's discretion can cause permanent crippling effects well before fatality; often penalties to speed or checks requiring use of fingers
Desert Heat	1 hour	1 hour	1	Immediately kicks in 'Thirst' effects as well on a 1-hour timer. Proper covering mitigates lower heat levels.
Extreme Hail	6 seconds	6 seconds	1d6	Golf-ball+ sized, potentially immediately fatal hail; also works for 'Extreme' toxic rain. This effect also applies for toxic gases, acid drops, or any other condition that is very rapidly deadly.
Contamination	1 hour	1 hour	1	When initially presents itself, causes a brief(30 second) time of crippling inability to move, often accompanied by vomitting or other fluid expulsion. Lasts 3d6 hours. Providing extra water and cleaning will prevent damage but not inability to move. Excess movement between occurences extends duration.

Gear:
Characters generally start with only the equipment an ordinary person would carry; clothing, phone; perhaps a side-arm for a police officer; but the GM can instead simply give the characters a number of Value points to spend on gear; this is by no means an exclusive list; firearms alone include thousands of options, as do vehicles and melee weapons.

Name	Description	Value
Machete	1d6 Melee damage	$$
Bat/Club	+1 Melee damage	$
Spear	1d6 Melee damage; attack 10 feet away	$$$
Pistol	1d6 ranged attack, x2 Range Modifier	$$$$$
Scoped Rifle	2d6 ranged attack, x5 Range modifier	$$$$$$
Assault Rifle	2d6 ranged attack, x4 Range modifier; 1-second attacks.	$$$$$$$
RPG	10d6 ranged attack, x3 Range modifier, single-shot, -1d6 to-hit humans, +2d6 to hit vehicles	$$$$$$
Armor Vest	DR 3(3+/1d6) Only covers torso	$$$
SWAT Armor	DR 4(3+/1d6)	$$$$$$
Sport Pads	DR 1(3+/1d6)	$$
Winter Gear	DR 1(3+/1d6), 10x survival time extreme cold	$$$
Bow	1d6 ranged attack, x2 Range Modifier; Cannot split dice on attacks. Re-usable ammo.	$$

Name	Description	Value
1x Bomb	10M radius 3d6 damage thrown or placed weapon; this is default for an IED. Military hardware often better.	$$
Cell phone	Make calls, play games! Might be rendered useless by disasters.	$
Medkit	Bandages, antibiotics; basic need for a Heal check.	$
Motorcycle	Up to two people; low gas mileage, fast, dangerous.	$$$$$$
Car	Up to five people; Standard urban vehicle.	$$$$$$$
Truck/Van	Either holds 8 people; or 4 people and lots of gear.	$$$$$$$$
Laptop/Tablet	Useful tool for all sorts of things.. until the battery dies.	$$$$
Camping Kit	Rope, tent, lamp, flint+steel.	$$$
Tool	Shovel, hammer, whatever. Doubles as a Club.	$
Air Bottle	Inhaler/bottle with 2 hours of O2.	
Rations	A box containing 10 MREs or equivalent ready-to-eat meals such as ration bars.	$
Water	A gallon jug, or 12-pack of small bottles, of clean water	$

Name your Chaos!!!
Chaos is meant for setting up games in the aftermath of civilization, where survival is a struggle. Just why is that for your game? Did it already start, or does it happen during your first session? A few possible examples follow. Generally, games should involve characters struggling to survive and learning about the nature of the strange events(Apocalyptic or not) as they go.
Zombie Apocalypse:
When people die, they return as zombies; infection via bite optional. A solid blow to the head that penetrates the skull is needed to kill one(deal 2 damage to the head) though they can be disabled by breaking all of their limbs and spine(~20 damage). Other survivors might be out there, and can pose a threat, but you'll likely spend more time fighting and hiding from zombies; good Scavenge skills can let you avoid the horde while finding needed food.
Typical Zombie: Fight 1d6, Shoot 1d6, Scavenge 1d6 Health: 20, Speed: 2 (For 'Fast' zombies, simply increase speed)
Normal Apocalypse:
If anything about an apocalypse can be normal, this is it. Nukes? New ice age? The threats are other people and bad weather, as well as possibly hostile animals. Radiation protection gear or cold-weather gear may be more important than armor and guns. A bottle of clean water may be more valuable than gold.
Alien Apocalypse:
This is the 'default' setting for Chaos if there can be said to be one. An alien fleet has arrived at earth and begun terraforming it to their own needs, resulting in large expanses of extreme temperature, toxic water and air. Their efforts are being hindered by organized human military groups, but ultimate victory or loss is a question for the future. Right now, civilians need to survive swarms of alien creatures rapidly unmaking the landscape, avoid patrols of heavily armed and armored alien soldiers. Aliens focus their attacks and terraforming efforts on making military bases and large cities uninhabitable; before moving out to smaller towns and farms. The aliens prefer a much colder world, and are vulnerable to fire/extreme heat; but anywhere their terraforming machines go is surrounded by a cloud of eternal winter; their primary installation is in Antartica, which was already comfortable for them.
Spawnlings: Small, spider-like creatures with five legs and five tentacle-like grippers. They eat anything, and leave behind seed pods that grow into alien 'trees'; which eventually sproud pods hatching more alien creatures. Fight 2d6, Shoot 2d6, Scavenge 2d6, Health 5, Speed 8; Claws +1 melee damage
Crawlers: Bigger, fatter, adult version of the spawnlings. Spit freezing chemicals. Fight 1d6, Shoot 3d6, Scavenge 1d6, Health 30, Speed 3; Claws 1d6 melee damage, Freezing Spit; x2 range modifier 1d6 damage.
Spawnling Tree: Health 50; emits toxic fumes. Inside forests of these inflicts 'Extreme Hail' equivalent toxic gas effects;No effect outside of dense forests.
Alien Soldier: Five legs, five arms, no apparent head, all covered in sophisticated bluish-grey metal armor. Two arms end in projectile weapons, the other three in grasping appendages with three fingers each. These creatures are intelligent, durable, and absolutely lethal; a single alien soldier can often account for a human tank or an entire squad of infantrymen. Their projectiles make neat holes in anything they hit; not always fatal, but making armor, whether that of a tank or a soldier, irrelevant; they disable tanks by killing the crew, leaving the tank mostly unharmed. Typically move in squads of five.
Fight 3d6, Shoot 3d6, Scavenge 3d6, Health 40, Speed 4, Grippers 2d6 Melee, Beamers;x5 Range modifier,1d6, ignore armor. Armor DR 6(2+/1d6)
Alien Tank: These hovering vehicles are closer to an attack helicopter; 10 meters long, armed with banks of the 'Beamer' weapons, and very fast.
Fight 1d6, Shoot 3d6, Scavenge 3d6, Health 150, Speed 40, Beamers; x10 Range modifier, 3d6, ignore armor, 1 second attacks. Armor DR 15(2+/1d6)