

JUST PLAIN CHAOS RPG

ROLE PLAYING GAME

The Just Plain Chaos game is a narrative driven role playing game. There are two primary roles in the game. The role of the Controller who directs the game with narration and adjudication and the role of the Player who acts out a Character in the game. There can be only one Controller in a game. There can be any number of Players from one to potentially as many as ten. The distinction between a Player and a Character is that the Player plays the Character in the game. When a Character is described in this writing it refers to the in-game entity. When a Player is described it represents the person playing the game.

In addition to this document, you will need at least five six-sided dice. The six sided dice is the regular dice you would find in a variety of board games and it should be easy purchased or found through other games that use dice.

You will also need paper and pencils or pens. It is important to keep a written record of various parts of the game. If you are a Player, you will need to keep a record of your Character. Similarly, if you are the Controller, you will keep records on Characters as well but also notes on the game and potentially additional Characters that aren't played by Players but are played by the Controller.

HOUSE RULES

The rules provided here are designed to give a guide to play. It must be acknowledged here explicitly that these may not be the only rules that are needed for the game or a Controller or Players may want to play a game. House rules (that is rules created separate from the rules presented here) are not only permitted by this game, they are actively encouraged.

If a Controller or potentially even Players find particular rules are not working for them in their frequent play of this game, please add or changes the rules accordingly. The only formal requirement for house rules is that they are written down in some form (either paper or electronic) and that all participants in the game agree to the house rules prior to the game beginning.

NARRATIVE

Consider the purpose of the experience of playing Just Plain Chaos to explore a rich universe and develop your character (or your players) through this experience. Rather than creating life and death circumstances at every turn of the game, consider the development of scenarios in the game as being a means of choosing distinct character paths and also exploring the particularly twisted and complex universe.

There are, however, a wide variety of conditions other than death that can end the game. The loss of a character's physical and/or mental mobility may cause the game to end. Capture and/or imprisonment may leave the character in an immobile state. Although either case could also be used as the starting point of another scenario.

Consider the narrative flow the most important element of the game. At the time of writing there is only one work available to review the style of narrative used in Just Plain Chaos however this rule book will also provide a number of techniques and background examples to assist with creating a detailed narrative both as a Player and a Controller.

DISPUTES

Through the course of a game, as there are many points of tension that could result in disputes between Players or disputes between Players and the Controller. All disputes must be resolved with a dice roll. In the case where a particular rule is in question, if the rule can not be found within about two minutes, this dispute must be resolved with a dice roll. The purpose of the game is to have fun and explore an alternative world. Hostility generated through disputes spoils the game for all concerned.

In the case of a dispute between two participants, one participant picks odd, the other picks even. A dice is

rolled and based on whether the roll odd or even the participant who nominated the outcome rule has their decision met.

In the case of a dispute with three participants, each participant nominates a number 1, 2 or 3. The dice is rolled and in the case of a 1 or a 4, the participant who picked 1 has their decision met. In the case of a 2 or a 5, the participant who picked 2 has their decision met. In the remaining outcomes, the participant who picked 3 has their decision met.

If there are more than three participants in dispute, some of the participants need to come to agreement resolving down to two or three groups so the dice can be rolled. An alternative solution, has the participants taking a vote to see which two or three possibilities are the most reasonable to roll on.

STATISTICS

There are five numerical statistics in the game. These are:

- Regular Intelligence (RE)
- Irregular Intelligence (IR)
- Appearance (AP)
- Physical Health (PH)
- Mental Health (ME)

Each of these skills have the value between 0 and 10 with the total of all five numerical skills not exceeding 30 initially. It should be possible to extend the character through detailed and focused play to move the maximum limit of these five values combined to 40. This is the maximum possible for any character in the game. In general, a Controller may want to cap the total to something between 30 and 40 to avoid overly powerful characters.

All other skills including weapons operation and any skills that will effect combat are awarded through skill paths. The concept of skill paths indicate that all skills will either be entry level skills or have prerequisite requirements. These skills are built up over time and through specific actions. All skills have to be learned in some way. The skills offered in this book are only a small part of the total skills available through the game. Through house rules and future book updates numerous other skills can be offered. For this reason the weighting on statistics linkings to skill are based on the skills available here.

Regular Intelligence (RE) describes broadly the kind of intelligence that is academically represented. It is a statistic that lends itself to a wide variety of skills too. For this reason, a player may consider Regular Intelligence to be the most important statistic. This should be counteracted with the practical use of the skills gained through Regular Intelligence when compared to Physical Health or Mental Health.

Irregular Intelligence (IR) is slightly more idiomatic than Regular Intelligence. It would be too easy to define it as everything relating to intelligence and knowledge not covered by Regular Intelligence however broadly this is what Irregular Intelligence describes. It may be easier to summarize that while Regular Intelligence is the ability to learn and use knowledge, Irregular Intelligence is the ability to understand things with limited experience and in a variety of different fields that would not normally be covered by Regular Intelligence.

Appearance (AP) describes not only how a Character appears relative to a cross section of society, it also denotes a subtle class classification. Appearance governs not only the general upkeep of the Character but also the kind of clothing and physical attitude of the Character. It should be assumed that Appearance also has some age bias built into it. Generally a younger Character would have a lower Appearance as they are more heavily governed by their peer group and their own access to money and other direct indications of status. It is perfectly possible for adults to have low Appearance too. In some circumstances of relative wealth, young people may also have a higher Appearance than their peers. This is statistically unlikely but through the freedom of statistics a Player may wish to create a character like this.

Physical Health (PH), as the name suggests, describes the general health of the Character. The higher the Physical Health, generally the better the Character can do strenuous activity. The lower the Physical Health, the less likely a Character is to do vast amounts of physical activity without a suitable penalty associated with rest or general inability to continue.

Mental Health (ME) represents the character's mental state including conditions of fatigue. A low Mental Health does not characterize mental illness although a low Mental Health can make a Character more susceptible to mental illness.

In this book, by far the majority of skills offered come through Regular Intelligence (RE). For this reason if Players want to take advantage just of skill maximization, they should maximize their RE. There are roughly equal numbers of skills for Irregular Intelligence (IR), Physical Health (PH) and Mental Health (ME). There are only a small number of skills for Appearance (AP) however appearance plays an important role in the game quite distinct from the other statistics. A Character's ability to move through an environment without attracting attention is based on their Appearance (AP) relative to the environment around them. This can be masked somewhat by skills like Disguise and Evade however fundamentally if a Character does not have a reasonable Appearance, they will have problems moving through areas that require a high Appearance to fit in. Similarly if they maintain a high Appearance, the Character may have problems moving through an environment that has a low Appearance norm. This will be described in greater detail through the introductory scenarios offered in this book.

STATISTICS GENERATION

The mechanic for finding a Character's statistic is as follows:

- i* The Player rolls three dice. These three numbers are recorded.
- ii* The Player then can select any two of these dice for the results on the dice face. The dice can be turned to the face surface and these two numbers are recorded.¹
- iii* The Player has five numbers written down. (x, y, z, 7-x, 7-y)
- iv* The Player then selects one of these five numbers and adds two to that number. The four remaining numbers have one added per number. Again this is the Player's choice which number has two added to it.
- v* The Player can then pick which of these five values connect with the five statistics for their Character.

Three Examples of Statistics Generation

- i* The player rolls three dice. These numbers are 3, 6 and 1.
- ii* The player chooses to turn the dice with 1 and the dice with 3 onto the facing side.
- iii* This gives the results 6 and 4. The player now has five numbers 3, 6, 1, 4 and 6.
- iv* The player nominates the 1 to have the plus 2 and the remaining rolls have plus 1, taking the five numbers:

$$3 + 1 = 4$$

$$6 + 1 = 7$$

$$1 + 2 = 3$$

$$4 + 1 = 5$$

$$6 + 1 = 7$$

- v* The player wants a character who is street smart, and book smart with lower physical health and roughly average mental health. Thus the statistics are chosen as:

RE	IR	AP	PH	ME
7	7	3	4	5

- i* Another player rolls three dice. These values are 2, 4 and 3.
- ii* The player elects to turn the 2 and 3 dice to their opposite faces.
- iii* This gives 5 and 4. This gives the player initially the numbers 2, 4, 3, 5 and 4.
- iv* The player elects to put the plus two value on the 5 with the remaining values receiving the plus one.

$$2 + 1 = 3$$

¹ If you are good with mathematics, simply take seven and subtract the number on top for both dice individually as this produces the same result as rotating the two dice from their faces.

$$4 + 1 = 5$$

$$3 + 1 = 4$$

$$5 + 2 = 7$$

$$4 + 1 = 5$$

v The player wants to create a character with strong physical health and a reasonable appearance the remaining statistics are unimportant to the player.

RE	IR	AP	PH	ME
4	3	5	7	5

- i Another player rolls the three dice. These result in values 2, 6 and 5.
- ii The player opts to turn the 2 and 5 dice to their face values, 5 and 2 respectively.
- iii This gives five number 2, 6, 5, 5 and 2.
- iv The player opts to add the two to one of the 2 rolls giving:

$$2 + 2 = 4$$

$$6 + 1 = 7$$

$$5 + 1 = 6$$

$$5 + 1 = 6$$

$$2 + 1 = 3$$

v The player doesn't have many options as this has produced an even weighted set of numbers. As the player does not know how the game will develop they allocate the statistics as follows:

RE	IR	AP	PH	ME
6	3	6	7	4

This is a relatively average character with the ability to strengthen and weaken some of these values through a number of games.

The rules associated with increasing and decreasing these values will be discussed in the Controller section of this book.

Mathematically astute players will note a total statistics value range from 21 to 26 which is slightly under the average being at 25 and indicates a preference for lower results initially. This in part is true however the way the player themselves selects which two of the three dice are negated by the two dice totaling 7 spread, means this number is closer to the 25 average total. Also the player's statistics should initially be lower to allow for the additional increases needed through the game and the accessibility of Anti-System groups to young players. This will be expanded further in the setting component adjacent to the basic rules.

SKILLS

A player is allowed once skill per statistic point in each area. Prerequisites are noted and have to be covered this skill accounting too.

Regular Intelligence

Anti-Viral Software (requires Computer Programming)

Artificial Intelligence (requires Computer Programming)

Biology, Basic

Botany (requires Basic Biology and Horticulture)

Cartography (requires Basic Geography and Visual Art)

Chemistry, Basic

Chemistry, Advanced (requires Basic Chemistry)

Chemistry, Pharmaceutical (requires Advanced Chemistry and Basic Biology)

Computer Operation

Computer Programming (requires Computer Operation)

Computer Repair

Cryptography (requires Advanced Mathematics)

Drive Tracked Vehicle (requires Drive Car)

Electronics, Basic

Electronics Repair (requires Basic Electronics)

Electronics Operation (requires Basic Electronics)

First Aid

Geography, Basic

Gun-Smithing, Basic (Requires Advanced Firearm Use (any))

History, Basic

Horticulture

Language Written, Primary (requires Primary Language Spoken)

Language Written, Secondary (requires Secondary Language Spoken)

Mathematics, Basic

Mathematics, Advanced (requires Basic Mathematics)

Musical Performance

Paramedic (requires First Aid)

Psychology, Basic

Zoology (requires Basic Biology)

Irregular Intelligence

Computer Virus Creation (requires Computer Programming)

Explosive Engineering (requires Basic Chemistry)

Forgery (requires Visual Art)

Lock-picking

Hacking (requires Computer Operation)

Hunting

Manufacture Clandestine Weapon (requires Carpentry)

Track (requires Disguise)

Improvised Weapon Use, Basic

Clandestine Weapon Use, Basic

Wilderness Survival, Advanced (requires Basic Wilderness Survival)

Appearance

Disguise

Evade

Etiquette (requires Basic Manners)

Orate (requires Primary Spoken Language)

Scouting (requires Basic Geography and Advanced Wilderness Survival)

Physical Health

Canoeing

Carpentry

Close Combat

Cycling

Marching

Running

Sailboating

Swimming

Firearm Use, Basic (All firearms)

Wilderness Survival, Basic

Firearm Use, Shotgun (Requires Basic Firearm Use)

Mental Health

Drive Car

Drive Motorcycle

Firearm Use, Advanced (requires Basic Firearm Use) (Specific to Rifle or SubMG)

Firearm Use, Sniper (requires Firearm Use, Advanced (Rifle))

Interrogation (requires Basic Psychology)

Impersonate (requires Disguise)

Language Spoken, Primary

Language Spoken, Secondary (requires Primary Language Spoken)

Manners, Basic

Pilot Plane (requires Drive Car)

Visual Art

For example:

RE	IR	AP	PH	ME
6	3	6	7	4

RE Skills

Computer Operation → Computer Programming → Artificial Intelligence

First Aid

Electronics, Basic → Electronics Repair

IR Skills

Computer Virus Creation

Hunting

Hacking

AP Skills

Disguise

Evade

Orate

PH Skills

Firearm Use, Basic

Swimming

Wilderness Survival, Basic

Marching

Close Combat

Carpentry

Cycling

ME Skills

Firearm Use, Advanced (Rifle)

Firearm Use, Sniper

Drive Car
Language Spoken, Primary (Majority)

HISTORY

Early 1990s – A small armed insurrection occurs. In the process of squashing the insurrection a substantial number of civilians are killed. This ferments a revolutionary spirit in a majority of the population. This divides the population based on social classes with the wealthy and the quisling middle-class forming their own communities.

Late 1990s – In cracking down on the majority, walled and militarized settlements are created in existing cities. These environments are specially policed and controlled. Economic wealth flows to those elite areas while the majority of the population are forced into high-rise apartment towers.

1999 – Led by a small group of youthful leaders, the majority population attempt a revolution against the ruling elite. This includes the use of dirty bomb technology and ultimately leaves a majority of the environment in ruin following excessive bombing of the majority population.

2003 – Following a brief lull in the fighting and an observed truce, the ruling elite attempts a mass extermination program forcing the majority population into labor camps leaving the created cities virtually deserted. Armed insurrection follows.

Mid-2000s – The fighting continues. For the majority, all economic resources dry up. The majority are left to fend for themselves through the huge crumbling cities that are left. Some try creating agricultural communes as a means of growing food however these fail and mass starvation further reduces the majority population.

2012 – A truce is declared as a means of further concentrating the majority and eradicating them. Small groups of the majority continue to hide in the ruined cities and form roving revolutionary gangs dressed in the clothes of their parents' last factory jobs.

Mid-2010s – Increasingly cultist, the ruling class begins a series of experiments to try to create a sub-human species including attempts at resurrection and various other strange experiments.

General Notes

Technology has been stifled through years of war. The internet does not exist however a cultist mythology around modem connected networks (known as the Wazarin) forms the basis for any electronic communication. History prior to the 1990s is conveyed through mythology.

The history outlined above is a limited overview designed to give a player a basic understanding of what their Character knows.

There are two languages available – Majority and Elite.

HOUSE RULES

	Close Range	Standard Range	Long Range
Sniper Rifle	24"	36"	48"
Rifle	18"	27"	36"
SubMG	8"	16"	
x d6	1 / + 1* / + 2**	2 / + 1* / + 2**	3 / + 1* / + 2**
Required to hit	4-6	8-12	14-18
Modifiers	Some Cover (-1d)	Target Moving Fast (-1d)	Target Has Evade (-1d)
	Shots per turn	Movement Rule	Special rules
Sniper Rifle	1	Cannot move and fire	
Rifle	1 or 2**	Slow / Standard**	
SubMG	4	Fast	<i>Jams on any 1 (in the used roll)</i>

* Has Firearm Use, Basic (Or Firearm Use, Advanced in the case of the Sniper Rifle)

** Has Firearm Use, Advanced for that specific weapon or Firearm Use, Sniper in the case of the Sniper Rifle

A standard clip has 10 rounds. It takes a turn to change a clip and one turn to clear a jam.

Movement

Slow	2" / + 1 (Has Evade Skill)
Standard	4" / + 2 (Has Marching Skill)
Fast	7" / + 3 (Has Running Skill)

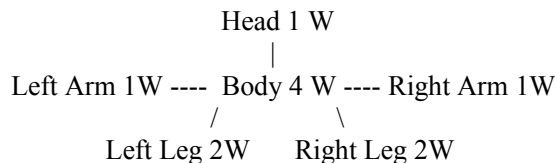
BULLET HITS

To hit from bullet:	2d6
Leg	2-5
Body	6-9
Arm	10-11
Head	12

Arms and Legs	d6
Left	Odd
Right	Even

WOUNDS

Health is attributed to sections of the body. In general a player will start with the following amount of potential wounds:



A leg with 0 wounds remaining halves movement. If both legs have 0 wounds remaining, the Character can't move.

A Character with 0 wounds remaining in one arm can not fire a firearm.

A Character with 0 wounds remaining either the head or body are unconscious.

A Character with less than 6 wounds remaining is in grave condition. Roll 2d6 per turn, if they roll above their Physical Health, they become unconscious.

Once a character drops to no wounds remaining they are considered dead.

Single wounds inflicted to the chest winds a player. Roll 2d6, if they roll above their Physical Health they are unable to perform an action for the dice roll minus their Physical Health number of turns.

MELEE HITS

x d6	1 / + 1* / + 2**
To hit from blow	2-6
To hit from weapon	3-6

* Has Skill Close Combat (for blow or weapon) or Clandestine or Improvised Weapon Use (where applicable)

** Has Skill Close Combat (for weapon) and Clandestine or Improvised Weapon Use (where applicable)

TO HEAL

Without any medical skills, roll 1 dice per turn. On a 6, one wound is recovered. If a bandage or other medical equipment is used, on a 5-6, one wound is recovered.

With First Aid skills, two dice can be rolled and the top value is picked. With Paramedic skills, three dice are rolled and the top dice is picked. With Pharmaceutical Chemistry, four dice are rolled and the top two dice are picked to get a possible two wounds recovered (with either a 6 or a 5-6 depending on if equipment is used or not).

INITIATIVE ORDER

Going into battle the Player(s) always have the initiative however the initiative order between players is determined by 2d6 + Mental Health.

FOES

Animal

Head shot releases Psychnosis Gas (only achieves head shot on 5-6 on d6).

Gas Attack – Psychnosis Gas (Double rolls required / half move).

Gas cloud covers d6 + 6" radius and reduces 2" per turn moving in 2" direction d6.

+1 dice for all attacks.

Hunter

+ 1 movement.

Soldiers

Every shot wound has an armor save (5-6 on d6), including headshots.

SHOTGUN

A shotgun blast provides a spread trajectory of buckshot in a blast area. The blast area is 15" long and 3" wide at the end. Any model in the trajectory within the 5" length (1" wide) receives 2d6 wounds. If there are no models in this area, any model in the 10" length (2" wide) receives d6 wounds. If there are no models in this area, any model in 15" in length (3" wide) receives d3 wounds (d6 divided by 2, round up).

GRENADE

Grenades can be thrown up to 10". They are a blast radius weapon with a blast radius of 3". Any model in 1" radius of the grenade receives d6 wounds. Any model in 2" radius of the grenade receives d3 wounds (d6 divided by 2, round up). Any model in 3" of the grenade receives d2 wounds (d6 divided by 3 round down (i.e. 0-2 wounds)). Grenades have concussive force so when a grenade is thrown into a building with at least two walls doubles the effective radius of the grenade. The act of throwing a grenade halves movement or other abilities in a turn. Technically a character can throw two grenades per turn and remain stationary.

Grenades have a variable reliability based on their age and a variety of factors which the Character may not know at the time the grenades are thrown. 2d6 are rolled each grenade throw. If the roll is 4 or less, the grenade is a dud and it does not fire.

Grenades throw up debris when they explode. This creates an effect of *Some Cover* on any shots through the blast area.