

Hey, this is NOT FOR KIDS!

The **READY RULERS** of **THE ROAD**

PLAY-TEST VERSION A

Fast Role-Playing on the **Uncanny Highway**

By **Daniel James Hanley**
with **Wendy Rosalsky**

★ GET READY TO ROLL! ★

The Ready Rules of The Road is a condensed set of rules for role-playing an imaginary trip on the **open road of the United States**, during the Groovy Era of the **mid 1960s to late 1970s**. It's meant as an introduction to the "**Uncanny Highway**" setting, and is essentially a stripped down, Class-free version of the same system as our Gothic Romance game "**Ghastly Affair**". Those who already play Ghastly Affair (or any of the "Old-School" style games similar to it) should find the rules especially easy to pick up.

Your characters might be long-haul truckers, free-wheeling bikers, musicians on tour, or even a pistol-packing vigilantes looking for their runaway children. Hitchhike your way, if you've got no wheels of your own. Track U.F.O.s, or make your last stand against flesh-eating zombies in an isolated gas station.

The road you are traveling is **U.S. Route 28**, a two-lane highway that is not supposed to exist, but somehow runs through every state of the continental United States. It winds from the backwoods of Maine to the deserts of Arizona, through the mountains of Idaho, and stretches across the plains of Nebraska. It's a place populated by the lost, the desperate, and misfits of every kind. There, every urban legend is true, life plays out like the lyrics of a County & Western song, and the Government really is developing psychic spies.

The Groovy Era of the game is the time of the Vietnam War and its aftermath. It's when 8-track cassettes play from the stereos of gas-guzzling muscle-cars, and "boogie vans" are outfitted with shag carpeting and waterbeds. It's when Hippie chicks wear flowers in their hair, and businessmen wear plaid leisure suits. It's when anyone groovy knows their astrological sign, and the grooviest folks are also swingers. It's the time of Psychedelic Rock n' Roll, Glam Rock, and Funk. Its the Golden Age of the CB, and a time when radio DJs still get to choose the songs they play. Every bar is hazy with cigarette smoke, and everyone knows certain people can bend spoons with their mind.

To play this game you'll need a twenty sided die (or **d20**), a six sided die (or **d6**), and two ten-sided dice (**d100**, or **d%**). You will use these dice to create characters, determine what they encounter on the road, and decide the results of their actions. The game is designed to support an **open style of play**, where players can choose to stop wherever they like along the road, and interact with environment in whatever way they want. The Game Master is encouraged to use their own experience and common sense when running the game, and their own creativity when populating the various small towns and roadside attractions that dot the road. Players should remember that not everyone and everything is there to be fought, the police will investigate serious crimes, and running away is often the best option!

*Look for the full release of **The Uncanny Highway**, a comprehensive toolkit for role-playing in the strange America of U.S. Route 28. There you'll find in-depth systems for creating your own version of the Uncanny Highway section-by-section, along with comprehensive generators for creating truck stops, farms, fictional newspapers, local hauntings, entire small towns – and much more.*

If you like the taste of the Uncanny Highway you get in this book, you'll love the complete meal!

Hey, This is Not For Kids

The Ready Rules of the Road concerns the same themes as the exploitation, horror, science-fiction, action-adventure, and psychedelic movies that played in drive-in theaters and urban grindhouses during the 1960s and 1970s. This game is not meant for anyone too young to watch one of those movies!

Nothing in this book should be construed as endorsing or condoning any kind of illegal activity, or unsafe practice.

THE READY RULES OF THE ROAD FAST ROLE-PLAYING ON THE UNCANNY HIGHWAY

Play-Test Version A

**By Daniel James Hanley
with Wendy Rosalsky**

*Adapted from the Ghastly Affair Player's Manual, and Ghastly Affair Presenter's Manual.
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★ THE PLAYERS AND THE GAME MASTER ★

As a **Player**, you portray a **Player Character** (or **PC**) traveling on the **Uncanny Highway** across the strange United States.

As a **Game Master (or GM)**, you help your Players envision their journey on the Uncanny Highway. The Gamer Master (or GM):

- **describes** the visible environment, Non-Player Characters (NPCs), and/or Creatures of the current **situation**.
- **decides** what the NPCs and/or Creatures do, and **ask** the Players in turn what their characters will do.
- **decides** if the Players will need to roll dice to resolve their actions.
- **determines any Bonuses and Penalties** for PC and NPC Ability Checks.
- **portrays** and rolls dice for all NPCs and Creatures.
- **determines the results** of any Paranormal Effects created.
- **decides** if the PCs have resolved the challenges of the current situation, so they can move on.
- **asks** the PCs' next move, and **describes** the next situation.
- **keeps track** of how many miles the PCs have traveled, and if their vehicles are running low on gasoline or diesel.

★ CHARACTER CREATION ★

1: CHOOSE A CHARACTER CONCEPT

First, pick a name, zodiacal sign, residence, occupation, and motivation for your character. For example, "Mary Johnson, a Pisces from Peoria, is a housewife looking for her runaway daughter." You can randomly determine a Concept using the tables on **pages 6 & 7**, or select individual characteristics from the tables instead.

2: DEFINE YOUR CHARACTER'S ABILITIES

Next, look at the boxed table of **Character Abilities** located to the right. Abilities are rated from 1 to 20, with 10 being average.

- Select your character's **five strong Abilities**, and write the rating **12** next to them.
- Select your character's **two weak Abilities**, and write the rating **6** next to them.
- Put the rating **10** next to the remaining Abilities.
- You can also consult **pages 16 & 17** to help choose which Abilities to make strong or weak.

3: CHOOSE A PARANORMAL EFFECT (if any)

If your Character has an initial Psychic Ability of 12, you can choose (or randomly determine) one Paranormal Effect they can create from the list below. **See pages 8 & 9** for more information about each Paranormal Effect.

Paranormal Effects (d100 to randomly determine)

1-3: Apport	48-50: Levitate
4-6: Bar Spirits	51-53: Maintain Effect
7-9: Blast	54-56: Make Undetectable
10-12: Change Luck	57-59: Materialize Objects
13-15: Charm	60-65: Mediumship
16-19: Control Fire	66-67: Possess Body
20-21: Control Spirit	68-72: Protection From Magic
22-24: Create Illusion	73-76: Read Mind
25-27: Cure Disability	77-79: Repair Object or Machine
28-31: Cure Wounds	80-81: Resize
32-35: Dowse	82-88: See Aura
36-38: Increase Ability	89-91: Sense at a Distance
39-40: Inflict Disability	92-94: Summon Spirit
41-45: Know Past or Future	95-98: Telekinesis
46-47: Learn Language	99-100: Transform Self

Character Abilities (d20 to randomly determine)

1: Academic Knowledge	11: Mechanical Ability
2: Artistic Ability	12: Musical Ability
3: Athletics & Acrobatics	13: Persuading & Acting
4: Driving	14: Psychic Ability
5: Finding & Noticing	15: Remembering
6: Fitness	16: Shooting
7: Hand-to-Hand Combat	17: Style & Grooviness
8: Hiding & Sneaking	18: Throwing Objects
9: Lifting & Carrying	19: Use Electronics
10: Lock-picking	20: Willpower

4: CHOOSE YOUR CHARACTER'S VEHICLE

Note: Unless your character is a *hitchhiker*, or *traveling with someone else*, **use the table below** to determine the vehicle they are driving or riding.

Vehicle	Max. Speed	Armor	HP	Full Tank
10-Speed Bicycle	20 mph	None	5	N/A
Compact Car	80 mph	1 point	15	200 miles
Convertible	110 mph	2 points	20	200 miles
Cop Car	100 mph	2 points	25	200 miles
Luxury Car	100 mph	3 points	30	300 miles
Moped	30 mph	None	6	100 miles
Motorcycle	110 mph	1 point	10	250 miles
Muscle Car	150 mph	2 points	20	100 miles
Pickup Truck	100 mph	4 points	35	200 miles
Sedan / Coupe	100 mph	2 points	20	200 miles
Semi Truck	100 mph	4 points	50	1,500 miles
Station Wagon	100 mph	3 points	30	200 miles
Van	100 mph	4 points	35	200 miles

5: CHOOSE YOUR CHARACTER'S OTHER POSSESSIONS

Use **pages 10 & 11** to choose other possessions, such as a weapon, clothing, food, drugs, and other miscellaneous items your character has with them.

★ RESOLVING CHALLENGES WITH ABILITY CHECKS ★

Whenever your character tries to do something challenging, an Ability Check is required. You **make an Ability Check by trying to roll equal or under the rating of the relevant Ability on a d20**. Note:

- The GM decides which Character Ability to use for the Check.
- An action which is **not inherently challenging** – *such as driving at normal Highway speeds, walking across unbroken ground, or seeing something in front of your face* – **automatically succeeds**.

Bonuses and Penalties

The GM might temporarily modify the rating of a Character Ability by a **Penalty or Bonus** before the Ability Check is rolled.

- **-2 Penalty** for each external or situational factor that makes an action more difficult for a character.
- **+2 Bonus** for each external or situational factor that makes an action easier for a character.
- See pages 12 & 13 for suggested Bonus & Penalties.

A character's action that is **actively resisted** by another (or others) is resolved with an **Ability Contest**:

- **Everyone involved rolls a d20**. The lowest roll (equal or under the rating of their relevant Ability) wins. Ties are re-rolled.

★ COMBAT ★

Combat is played out in **Rounds**.

ROUNDS

Each Round represents **10 seconds** of time in the game world.

- Each Round, both sides in a Combat roll a d20. All the combatants on the side that rolls lowest then take their actions. The other side acts after them.
- Each of the combatants gets **one attack or action** on their turn during the Round.

ATTACKS

Attacking an opponent requires **making an Ability Check** by using your character's Hand-to-Hand Combat, Shooting, or Throwing Objects Ability (as appropriate).

- You can attack anyone within 20' with a **hand-to-hand weapon**, if you have a path to reach them.
- You can attack targets within 50' with a **thrown object**.

ATTACK ALTERNATIVES

Instead of physically attacking on their turn in Combat, your character can **alternately**:

- **walk** up to 50 feet. *All opponents with guns get a free single shot on your character.*
- **run** up to 200 feet. *All opponents with guns get a free single shot on your character, but with a -2 Penalty.*
- create a **Paranormal Effect** (but only if your character has high Psychic Ability). See **pages 8 & 9**.
- do **something else** possible in 10 seconds (1 Round).

DAMAGE AND DEATH

A successful attack decreases the target's **Hit Points (or HP)**.

- Fists, feet, small rocks, or small animal bites inflict **1 point** of damage, plus the attacker's **Damage Bonus (or DB)**. [*A Player Character's Damage Bonus starts at 0, but can be improved over the course of play.*]
- Most other attacks inflict **1d6 points** of damage, plus any Damage Bonus.
- **Falls** inflict 1d6 damage per 10 feet fallen.

An adult Player Character starts with **6 Hit Points**.

- A **Player Character** reduced to 0 or fewer Hit Points is **incapacitated and unable to act**.
- A PC reduced to -10 Hit Points is **dead**.
- An **NPC or mundane creature** at 0 Hit Points is **dead**.
- **Hit Points heal** back at the rate of 1 per day, or at 2 points per day if the character is hospitalized.
- A **vehicle** that loses all its Hit Points becomes **inoperable**.

ARMOR

If a defender has **Armor**, its point value is subtracted from the damage done by a successful attack against them.

- Vehicle **occupants that are attacked** from outside the vehicle add the vehicle's Armor point value to their own.

★ SAVING THROWS (OR SAVES) ★

Roll **equal or under Psychic Ability** on a d20 to avoid:

- being affected by a Paranormal Effect.
- accidentally triggering a trap.

Roll **equal or under Fitness** on a d20 to avoid:

- dying from poison.
- contracting a disease.
- damage from being in a vehicle crash.
- being damaged by an environmental hazard.

★ CHARACTER ADVANCEMENT ★

For each Game Session played,

- your PC gains **2 Experience Points (XP)**.

For every **4 XP** collected, **increase your PC's Hit Points by 3**, and do **ONE** of the following:

- increase **two Character Abilities** by 1 (max. 20)
- add a +1 to the PC's **Damage Bonus**.
- Give your PC a new **Paranormal Effect** to use (if they are able to create Paranormal Effects).

A PC can collect a **maximum of 40** Experience Points.

★ CHARACTER CONCEPTS ★

Female Names (d20 to randomly select)

1	Sally	11	Mary / Marie
2	Pam	12	Ann / Annie
3	Susan / Sue	13	Shirley
4	Deborah / Debbie	14	Roberta / Bobbi
5	Linda	15	Tina
6	Gloria	16	Holly
7	Tanya	17	Rose / Rosie
8	Jessica / Jess	18	Florence / Flo
9	Barbara / Barb	19	Christy
10	Karen	20	Laurie

Male Names (d20 to randomly select)

1	Kirk	11	Jake
2	Harold / Harry	12	Lee
3	Michael / Mike	13	George
4	Jerry	14	John / Johnnie
5	Peter	15	Richard / Rick / Dick
6	William / Bill	16	Roger
7	Robert / Bob	17	Larry
8	Travis	18	Stanley / Stan
9	Thomas / Tom	19	Charles / Charley / Chuck
10	Joseph / Joe	20	Edward / Eddie

Surnames (d20 to randomly select)

1	Buck	11	Romero
2	Clark	12	Holmes
3	Hooper	13	Wishman
4	Chambers	14	Mitchell
5	Cohen	15	Reems
6	Hill	16	Woods
7	Black	17	Parker
8	Carradine	18	Rider
9	Meyer	19	Edwards
10	Lewis	20	Waters

Zodiacal Signs (d20 to randomly select)

1	Aries (<i>aggressive and fiery</i>)	7	Libra (<i>artistic and indecisive</i>)
2	Taurus (<i>domestic and stubborn</i>)	8	Scorpio (<i>intense and sexual</i>)
3	Gemini (<i>quick-witted and intellectual</i>)	9	Sagittarius (<i>restless and outdoorsy</i>)
4	Cancer (<i>reserved and sentimental</i>)	10	Capricorn (<i>practical and hard-working</i>)
5	Leo (<i>expressive and grandiose</i>)	11	Aquarius (<i>quirky and progressive</i>)
6	Virgo (<i>shy and practical</i>)	12	Pisces (<i>sensitive and dreamy</i>)

Character Origins (d100 to randomly select)

1–2	Muscle Shoals, Alabama	33–34	Bangor, Maine	65–66	Loveland, Ohio
3–4	Flagstaff, Arizona	35–36	Silver Spring, Maryland	67–68	Muskogee, Oklahoma
5–6	Texarkana, Arkansas	37–38	Dover, Massachusetts	69–70	Bend, Oregon
7–8	Lodi, California	39–40	Kalamazoo, Michigan	71–72	Pittsburgh, Pennsylvania
9–10	Cripple Creek, Colorado	41–42	Winona, Minnesota	73–74	Woonsocket, Rhode Island
11–12	East Hartford, Connecticut	43–44	Natchez, Mississippi	75–76	Myrtle Beach, S. Carolina
13–14	New Castle, Delaware	45–46	Branson, Missouri	77–78	Vermillion, South Dakota
14–16	Panama City, Florida	47–48	Missoula, Montana	79–80	Memphis, Tennessee
17–18	Savannah, Georgia	49–50	Lincoln, Nebraska	81–86	Round Rock, Texas
19–20	Coeur d'Alene, Idaho	51–52	Pahrump, Nevada	87–88	Brigham City, Utah
21–22	Peoria, Illinois	53–54	Derry, New Hampshire	89–90	Winooski, Vermont
23–24	Muncie, Indiana	55–56	Asbury Park, New Jersey	91–92	Big Stone Gap, Virginia
25–26	Sioux City, Iowa	57–58	Gallup, New Mexico	93–94	Walla Walla, Washington
27–28	Hays, Kansas	59–60	Schenectady, New York	95–96	Point Pleasant, W. Virginia
29–30	Paris, Kentucky	61–62	South Port, North Carolina	97–98	Lake Geneva, Wisconsin
31–32	Natchitoches, Louisiana	63–64	Fargo, North Dakota	99–100	Jackson Hole, Wyoming

Female PC Occupations And Motivations (d20)

1	A mother looking for her runaway daughter / son.
2	A biker trying to meet up with the rest of her gang.
3	A college student going home to visit her family.
4	A runaway bride trying to escape a suffocating future.
5	A secret agent assigned to establish herself on the Uncanny Highway – but has not been told why.
6	A bored housewife looking for a legendary swinger's club.
7	A meddling teenager in a groovy van, getting kicks by getting in trouble and solving mysteries.
8	A college student obsessed with American folklore.
9	A Rock / Country / R&B / Funk musician on tour.
10	A photographer or filmmaker documenting vanishing Americana.
11	A groupie following her favorite band.
12	A former prostitute escaping her monstrous pimp.
13	A hitchhiking runaway looking to escape her horrible home.
14	A wandering vigilante fighting the pimps, pushers, and serial killers who prey on the innocent.
15	An aspiring actress trying to get to Hollywood, or New York City.
16	A demon hunter out to destroy vampires, werewolves, and every other kind of supernatural evil.
17	A parapsychologist trying to locate a legendary haunted house.
18	A hippie chick traveling to a gathering / outdoor concert.
19	A psychic led by her visions to the Uncanny Highway.
20	The girlfriend / wife of another character, just along for the ride.

Male PC Occupations And Motivations (d20)

1	A father looking for his runaway daughter / son.
2	A biker trying to meet up with the rest of his gang.
3	A trucker who needs to make a delivery somewhere on the uncanny highway. <i>The GM will determine where.</i>
4	A bootlegger delivering illegal liquor / guns / fireworks.
5	A professional driver delivering a valuable car to a collector who lives along the highway.
6	A preacher out to spread the good word of Jesus (or his guru).
7	A hippie traveling to a gathering / outdoor concert.
8	An investigator / detective looking for a missing person.
9	A journalist investigating a string of bizarre murders.
10	A demon hunter out to destroy vampires, werewolves, and every other kind of supernatural evil.
11	A parapsychologist / cryptozoologist / paranormal researcher investigating the uncanny highway.
12	A disillusioned Vietnam veteran drifting from town to town.
13	A hitchhiking runaway looking to escape his horrible home.
14	A male hustler trying to find a better way to live.
15	A meddling teenager in a groovy van, getting kicks by getting in trouble and solving mysteries.
16	A college student obsessed with American folklore.
17	A Rock / Country / R&B / Funk musician on tour.
18	An artist / writer / photographer looking for inspiration on the road.
19	A wandering vigilante fighting the pimps, pushers, and serial killers who prey on the innocent.
20	The boyfriend / husband of another character, just along for the ride.

★ PARANORMAL EFFECTS ★

If the Player wants, a PC with an **initial Psychic Ability of 12** can be a Psychic, Magician, Witch, or Miracle Worker who starts the game knowing how to create **one Paranormal Effect**.

- A Paranormal Effect takes 10 seconds (1 Combat Round) to create.
- Each Paranormal Effect has a **Cost in Hit Points**, spent *before* the target rolls their Saving Throw.
- A successful **Saving Throw** against a Paranormal Effect by an unwilling target completely **negates** it for that person.
- With every **4 XP** collected, a Psychic, Magician, Witch, or Miracle Worker might choose to gain the use of an additional Paranormal Effect.

APPORT

Range: A touched target. **Duration:** Instantaneous.

Effect: A target up to human size is instantly transported to another location the User has previously visited, or a previously touched target (up to human-size) is made to appear at the User's current location.

Cost: 5 HP.

BAR SPIRITS

Range: A circle of chalk, salt, paint, flour or sand.

Duration: Until morning.

Effect: The User draws a circle marking the outer edge of a sphere that Spirits cannot cross by any means. *Spirits get no Save against this Effect.*

Cost: 1 Hit Point per 30 feet of line drawn.

BLAST

Range: A visible target. **Duration:** Instantaneous.

Effect: Target loses 1d6 HP.

Cost: 1 HP. Each additional Hit Point spent increases the target's damage by 3.

CHANGE LUCK

Range: A visible target. **Duration:** Until next Saving Throw

Effect: Target automatically makes or fails their next Saving Throw (User's choice)

Cost: 2 HP.

CHARM

Range: A visible target. **Duration:** 1 Hour.

Effect: Target feels one of the following towards the User: friendship, subservience, fear, or arousal. Subservient targets will obey 1 non-suicidal command before the effect end.

Cost: 1 HP.

CONTROL FIRE

Range: A visible target. **Duration:** Instantaneous.

Effect: User can do any of the following: ignite a flammable target, extinguish a fire, double the size of a fire, or reduce the intensity of a fire by half.

Cost: 4 HP.

CONTROL SPIRIT

Range: A Spirit within 50'. **Duration:** No more than 1 day.

Effect: Spirit must perform an action that can be expressed in 10 words or less (not including articles). Spirit must only adhere to the letter of the directive, and will probably hate the User thereafter.

Cost: 3 HP.

Magical Rituals

Anyone can use a Magical Ritual to create a Paranormal Effect, even if they are **not** a Psychic, Magician, Witch, or Miracle Worker. Such rituals might be found in old books, scrawled on the walls of an asylum, etc. The Ritual must be followed *to the letter* to have any chance at all of working.

- The Ritualist must forfeit the **Cost** in Hit Points indicated under the Paranormal Effect to be created, and also spend as many **hours** performing the Magical Ritual as they spent in Hit Points. Finally, they must make a **Psychic Ability Check**. If the check fails, the Ritual also fails.

CREATE ILLUSION

Range: A visible target.

Duration: 10 minutes (or until the User stops concentrating).

Effect: Target experiences a hallucination involving anything the User has previously experienced. Illusion can potentially be any combination of visual, auditory, olfactory, gustatory, and/or tactile experiences.

Cost: 1 HP per sense to be affected.

CURE DISABILITY

Range: A touched target. **Duration:** Permanent.

Effect: User's touch cures one of the following: blindness, deafness, lameness, muteness, paralysis, or an infection.

Cost: 4 HP

CURE WOUNDS

Range: A touched target.

Duration: Permanent, but Hit Points can be lost again.

Effect: Target regain lost Hit Points. User cannot heal themselves.

Cost: 1 HP per 1d6 Hit Points restored.

DOWSE

Range: See below. **Duration:** 1 Hour per 2 HP spent.

Effect: User will be lead to the location of one of the following things, if it can be reached before the expiration of the Effect: water, petroleum, valuable minerals, precious metal, or a dead body. If target is underground, the User is led to the place above it. User can only look for the one thing specified.

Cost: 2 HP per hour of Effect.

INCREASE ABILITY

Range: A touched target. **Duration:** 1 hour.

Effect: The modifier of one specified Character Ability of the User, or of a touched target, is improved by one or more points.

Cost: 1 Hit Point per point of improvement.

INFLECT DISABILITY

Range: A touched target. **Duration:** 1 day.

Effect: Target becomes blind, deaf, lame, mute, paralyzed, or sick. (User's choice).

Cost: 5 HP.

KNOW PAST OR FUTURE

Range: 1 visible person, place or thing. **Duration:** Instantaneous.
Effect: Game Master must tell the User 1 true, significant sentence about either the past or likely future of the target. The User can only get one sentence per subject per day. A person gets a Saving Throw to prevent knowledge of their past or future.
Cost: 1 HP.

LEARN LANGUAGE

Range: User, or touched target. **Duration:** 1 Hour per HP spent.
Effect: User or target can read, and fluently speak, a language specified by the User.
Cost: 1 Hit Point per hour.

LEVITATE

Range: User. **Duration:** 10 minutes
Effect: User can move off the ground at up to 200' per Round.
Cost: 2 HP to just move up and down. 3 HP to move up, down, forward, and back (without maneuvering). 4 HP to fly in any direction.

MAINTAIN EFFECT

Range: 1 Paranormal Effect
Duration: 1 day per 2 HP spent.
Effect: A Paranormal Effect previously created by the User will continue for at least another day.
Cost: 2 HP per day.

MAKE UNDETECTABLE

Range: User or touched target. **Duration:** 10 minutes
Effect: User chooses a sense (vision, hearing, smell, or taste,). User or target is undetectable by that sense (ie., is invisible, silent, scentless, or without taste), unless it attacks.
Cost: 3 HP.

MATERIALIZE OBJECTS

Range: A touched target. **Duration:** 1 Hour
Effect: One or more objects appear from thin air, as well-made as if the User themselves had created them from real materials. Up to a cubic foot of wood, cloth, ceramic, or stone objects can be materialized, or up to a cubic inch of non-precious metal ones. The Effect can also materialize up to a quart of water, oil, blood, ectoplasm, or slime.
Cost: 4 HP.

MEDIUMSHIP

Range: 1 desired Spirit. **Duration:** 10 minutes.
Effect: User establishes mental contact with a specified Spirit, and can also allow the Spirit the use and control of one part of the User's body: their mouth, their hands, or their legs. Spirit can make a Saving Throw if they don't want to be contacted.
Cost: 1 HP.

POSSESS BODY

Range: A visible target. **Duration:** 1 Hour
Effect: User's body and mind meld into target's body (or a visible object), which the User thereafter controls completely. Damage done to a possessed body is also done to its possessor.
Cost: 5 HP.

PROTECTION FROM MAGIC

Range: User or touched target. **Duration:** Special
Effect: User or a touched target is immune to the next Paranormal Effect used on them, or else a Paranormal Effect currently affecting them is ended.
Cost: 3 HP.

READ MIND

Range: A visible target. **Duration:** 10 minutes
Effect: For the next 10 minutes the User can know the conscious thoughts of the target.
Cost: 3 HP.

REPAIR OBJECT OR MACHINE

Range: The visible pieces of an object or machine.
Duration: Permanent.
Effect: The broken pieces of an object no bigger than the User are put back together, or a nonfunctional machine no bigger than a Semi Truck engine is made operational again.
Cost: 3 HP.

RESIZE

Range: A visible target no larger than an elephant.
Duration: 1 Hour
Effect: Target becomes larger or smaller, as desired by User.
Cost: 10% increase or decrease per HP expended.

SEE AURA

Range: Visible range. **Duration:** 10 minutes
Effect: User can see the otherwise invisible Auras that surround both Spirits and living things, revealing the beings' true disposition and intentions. Invisible beings are revealed.
Cost: 1 HP.

SENSE AT A DISTANCE

Range: Unlimited (see below).
Duration: By HP spent (see below)
Effect: User can see, hear, taste, smell, and/or feel (according to the number of HP spent) an environment any distance away, as if actually standing there. User must have either already visited the location, be holding an object from the location, or have a clear photograph of it.
Cost: 1 HP per sense involved, per minute.

SUMMON SPIRIT

Range: A desired Spirit. **Duration:** Instantaneous.
Effect: Spirit is made to appear in front of the User. User must know the name of the Spirit to be summoned, and must hold an object inscribed with the Spirit's special sigil – or else a relic of their former life (if a Ghost). The Spirit can make a Saving Throw to resist the Summoning, and is not controlled even if it appears.
Cost: 5 HP.

TELEKINESIS

Range: A visible target. **Duration:** 1 Round (10 seconds)
Effect: Target up to 200 lbs in weight will move as the User desires, & can be used to attack. User can manipulate an object as if with their hands.
Cost: 2 Hit Point to move in one plane, 3 HP to move in two planes, 4 HP to fly in any direction.

TRANSFORM SELF

Range: User. **Duration:** Until dawn, or form is relinquished.
Effect: User is transformed physically (but not mentally) into another living thing no smaller than a fly, and no bigger than an elephant.
Cost: 4 HP.

★ EQUIPMENT, POSSESSIONS, AND EXPENSES ★

In 1969, the average personal income is **\$6,500 a year**. The Minimum Wage is **\$1.30 per hour**. \$1 in 1969 = \$8 in 2022.
 In 1976, the average personal income is **\$9,500 a year**. The Minimum Wage is **\$2.30 per hour**. \$1 in 1976 = \$5 in 2022.

Weapons (Choose **one** at character creation, with enough ammunition for a reload.)

Weapon	Magazine	Special Qualities	Long Range
Automatic Pistol	9 shots	Can fire up to 6 shots as a single attack.	100' – 300'
Knife	Not applicable.	Can be used for Hand-to-Hand Combat, or thrown.	20' – 50'
Revolver	6 shots	Can fire up to 3 shots as a single attack. Spend 1 Round aiming a single shot for a +2 Bonus.	500' – 1000'
Rifle, Bolt Action	5 shots	Spend 1 Round aiming a single shot for a +2 Bonus.	500' – 1000'
Rifle, Lever Action	8 shots.	Can fire up to 3 shots as a single attack.	500' – 1000'
Shotgun	2 shots (Double Barreled) 5 shots (Pump Action)	Shots within 100' get a +2 Bonus. Can fire 2 shots as a single attack.	100' – 300'
Submachine Gun	30 shots	Can fire up to 30 shots as a single attack.	500' – 1000'

SHOTS AT CLOSE RANGE

All shots made at Close Range (within 50') are made with a **+2 Bonus** to the Ability Check. **Shotguns** get an additional +2.

SHOTS AT LONG RANGE OR AGAINST RUNNING TARGETS

All shots made at Long Range, or against running targets, suffer a **-2 Penalty** to the Ability Check.

FIRING MULTIPLE SHOTS AS A SINGLE ATTACK.

If a character fires **multiple shots** as their attack, the Ability Check is made with a **-2 Penalty**.

If **more than 6 shots** are fired (as from a Submachine Gun), the Penalty is **-4**.

- The **damage** inflicted when firing multiple shots is **1d6, plus the number of shots fired**.
Example: Attacking with 3 Shots from a revolver inflicts 1d6+3 damage (plus any Damage Bonus, of course).

Clothing (Choose **up to 3 outfits** at character creation.)

Army Jacket. May still have the name tag above the front pocket. Possibly bought surplus – or may be a veteran's own.

Baseball or Trucker Cap. Team or brand logo on front.

Blue Jeans. Bell-bottom, straight-leg, or "boot-cut".

Blouse or Buttoned Shirt. The 1970s style will boldly patterned polyester, nylon, or rayon, with a wide collar.

Cowboy Boots. Fashionable even outside the Southwest.

Cowboy Hat. Straw, felt, or suede.

Crop-Top or Tube Top. Typically worn with blue jeans or hot pants.

Denim Jacket. May be "ranch style", and lined with fleece.

Flak Jacket. Steel plates and nylon. Provides 3 points of **Armor**.

Fringe Jacket. Typically suede leather.

Helmet, Motorcycle / Army / Football. 1 point of **Armor**.

Hot Pants or Short Shorts. May also be cut-off jeans.

Jumpsuit. Often polyester, but may be velvet, etc.

Knee-Boots. Go-Go boots in the 60s. Very popular with women.

Leisure Suit. Pants and jacket. The style popular in the 1970s has extra wide lapels, and is often made of plaid polyester.

Miniskirt. Fashionable in the 60s, but "out" by the early 70s.

Motorcycle Boots. Worn by Bikers and Hard Rock fan

Motorcycle Jacket. Worn by Bikers and Hard Rock fans.
Adds 1 point of **Armor**.

Pantyhose. Often packaged in a plastic egg in the 70s.

Plaid Skirt. Often worn with a sweater and knee-boots.

Platform Shoes. For going out to bars, clubs, or concerts.

Purse, Pocketbook, or Handbag. Holds a wallet, cosmetics, mirror, pills, revolver, etc.

Polyester or Corduroy Pants. Worn without a hint of irony!

Running Shoes or Sneakers. Canvas, or fabric and suede.

Sandal Wedges.

Slip-On Shoes. Leather or suede.

Suit, 3 Piece. Worn by businessmen, G-men, and Mobsters.

Sweater. Cowl necks are fashionable in the 70s.

Sweater Vest. Worn with a collared shirt or turtle neck top.

T-Shirt. Plain, with a printed design, or an iron-on decal.

Turtle Neck Top. Long sleeved

Trench (or Long) Coat. Popular with both men and women.

Food, Drink, & Drugs (Choose up to 3 at character creation, as appropriate to Character Concept.)

Amphetamine Pills, 12. Also known as Bennies, Uppers, or Speed.

Beer, 6-pack. Only one or two brands of imported beer will be available in most places. Craft brews basically do not exist.

Candy, Chewing Gum, or Chocolate Bar. Could even be candy cigarettes!

Chewing (or Dipping) Tobacco, Can. A pinch between the cheek and gums!

Cigarettes, Pack. Smoking is ubiquitous. All homes and public establishments have ashtrays, and expect people will smoke.

Coffee. In a styrofoam cup, or thermos.

Cola. Either a bottle, or a can.

LSD ("Acid") Tabs, 6. Small pieces of paper soaked with LSD.

Marijuana (Lid). The amount that will fit in a coffee can lid

Methaqualone Pills, 12. Also known as "Ludes".

Takeout Meal. Hamburger, sandwich, bucket of fried chicken, hot dog, etc.

Whiskey, Fifth. 750 ml of Bourbon, Scotch, Tennessee Sour Mash, or Rye.

Miscellaneous Items & Possessions (Choose up to 6 at character creation, + d100 dollars spending cash.)

8-Track Tape. Songs are apportioned into 4 "programs", like the sides of an LP.

Binoculars. Standard 7 x magnification.

Blue Box. Used for "Phone Phreaking" – making free long-distance phone calls. Requires a Use Electronics Check.

Camera, 35mm (with Film). Film must be dropped off overnight at a developer's.

Camping Tent. 3 adults can sleep comfortably inside.

CB Radio. The characteristic communication medium for truckers. What's your "handle"?

Chainsaw. Gas powered. Can also be used as a weapon.

Dog. Popular breeds in the Groovy Era include German Shepherd, Beagle, Poodle, Doberman, Collie, and Labrador.

First Aid Kit: Adhesive bandages, gauze, tourniquet, red-dyed Merbromin antiseptic (stings when applied), needle & thread, analgesic pills, and scissors.

Gas Can. 2 or 4 Gallon size. Gas averages 34 cents a gallon in 1969, and 60 cents a gallon in 1976.

Guitar. Acoustic or Electric (with amplifier). Musical Ability Check to play well enough to get hired, impress a girl (or guy), etc.

Hatchet. Can also be used to attack Hand-to-Hand, or thrown.

Instant Camera. Film measures about 4" x 3.5", and develops in 5 to 10 minutes.

Lock-picks. -2 Penalty to pick a locks without proper picks.

Movie Camera, 8mm (with Film). Each reel allows 2 -3 minutes of filming.

Notebook or Sketchpad. With pen, and/or pencils.

Personal Computer. Only available after 1975. A 1 MHz processor, with 4K of RAM. Requires a Use Electronics Check to employ. Data is stored on audio cassettes, or 8" floppy discs.

Pocket Calculator. Battery operated. Requires a Use Electronics Check to employ for anything other than basic math.

Pocket Camera. Uses flash cubes. Film must be developed.

Pocket Knife. Inflicts 1 HP of damage when used as a weapon.

Portable 8-Track Player. Battery operated, or plug-in. A button on the top allow you to change "programs" on the tape.

Portable Cassette Recorder. 90 minutes of recording time. Break the tabs on the cassette to prevent re-recording.

Roller-skates. User can maintain a speed of 14 mph (200' per Round) as effortlessly as walking.

Rope, Nylon. 50' length.

Sleeping Bag. Insulated

Suitcase or Backpack.

Tambourine. The weapon of choice for Hippie Chicks!

Tarot Cards. Can be read as a Magical Ritual to Know Past or Future. See page 8.

Tire Iron or Crowbar. Can also be used as a Hand-to-Hand weapon.

Transistor Radio. Battery operated.

Walkie-Talkies, 2. 1 mile range. Battery operated.

Wristwatch. Most are mechanical or electric. Digital LED watches are widely available only after 1975.

Entertainments & Services (Possibly purchased along the way.)

Amusement Park Ticket (1976). \$5. Or 25 cents a ride.

Drive-in Theater Ticket (1976). \$2 for a single feature, \$3 for a double feature.

Motel Room (1976). \$10 – 20 a night. \$2 an hour

Prostitution (at a Motel or Truck Stop). \$2 – \$20

Rock Concert Ticket (1976). \$10 average.

Self-Improvement Seminar (1976). \$20 to experience your personal truth in a motel lounge.

An item for sale in **1969** generally costs **1/8 of its modern price**, except for electronics, which cost 1/3 their modern price.
An item for sale in **1976** generally costs **1/5 of its modern price**, except for electronics, which cost 1/2 their modern price.

★ FOR THE GAME MASTER: RESOLVING COMMON SITUATIONS ★

On the next two pages you will find some suggested Bonuses and Penalties for various Ability Checks, as well as procedures for some likely situations. Remember, the GM should only call for an Ability Check when the action is performed **under pressure**, or **might fail** with potentially harmful consequences. **When in doubt, an Ability Check is made by simply rolling equal or under the rating of the relevant Ability.**

Bonuses and Penalties in Combat

Suggested Bonus / Penalty	Action
Automatic Success	<ul style="list-style-type: none"> Hitting an immobilized opponent hand-to-hand. [Hand-to-Hand Combat] Shooting a target within 10'. [Shooting]
+2 Bonus	<ul style="list-style-type: none"> Shooting a target 10' to 50' away. [Shooting]
No Bonus or Penalty	<ul style="list-style-type: none"> Typical attack against a target that is both aware of their attacker and defending themselves. [Hand-to-Hand Combat, Throwing Objects, or Shooting]
-2 Penalty	<ul style="list-style-type: none"> Firing multiple shots against a typical target that is both aware of an attacker and defending themselves. [Shooting] Firing a single shot from a moving vehicle. [Shooting] Firing a single shot at a running target. [Shooting] Firing a single shot at long range. [Shooting]
-4 Penalty	<ul style="list-style-type: none"> Hitting an invisible target. [Hand-to-Hand Combat, Throwing Objects, or Shooting] Firing multiple shots from a moving vehicle. [Shooting] Firing multiple shots at a running target. [Shooting] Firing multiple shots at long range. [Shooting]

VEHICLE CHASES AND RACES

If there is going to be a vehicle chase or race in a Combat Round, first **resolve any Attacks** to be made in the usual way. Then, determine where the vehicles will be relative to each other at the end of the Round.

- If the vehicles are **mismatched in maximum speed**, the Driver with the **faster (or fastest) vehicle** always gains 100 feet on the slower vehicle (unless they *want* to be behind it).
- If the vehicles have the **same maximum speed**, all the drivers engage in an Ability Contest (with their Driving Ability). The winning driver gains 100 feet on the vehicle that is farthest ahead, or can place their vehicle alongside any other desired vehicle that was within 100' at the start of the Round.

Bonuses and Penalties while Driving

Suggested Bonus / Penalty	Action
Automatic Success	<ul style="list-style-type: none"> Passing cars at normal Highway speeds. [Driving] Taking an exit at 25 mph. [Driving] Reading a Highway Sign. [Finding & Noticing] Pulling onto the shoulder. [Driving] Driving in light rain. [Driving]
No Bonus or Penalty	<ul style="list-style-type: none"> Making a tight turn at 50 mph. [Driving] Driving on an icy road above 10 mph. [Driving] Avoiding a swerving drunk driver. [Driving] Ignoring a distraction while driving. [Willpower] Driving in a storm. [Driving]
-2 Penalty	<ul style="list-style-type: none"> Making a tight turn at 100 mph. [Driving] Driving with a light in your eyes. [Willpower] Swerving through traffic at 100 mph. [Driving]

MANEUVERING AT HIGH SPEED

Generally, if a vehicle travels **more than 50 miles per hour** (725' per Round), all Driving Ability Checks by its operator are made with a -2 Penalty.

VEHICLE CRASHES

If a vehicle **crashes** from a failed Driving Ability Check, it suffers damage equal to **1d6 per 10 miles per hour** it was traveling, subtracting the vehicle's Armor point rating from the total.

- The **Driver and all occupants** of the crashed vehicle must also make Saving Throws, or suffer the same amount of damage (but 1/4 damage if they are wearing seat belts).

For example, a sedan traveling 60 miles an hour crashes. The GM rolls 6d6, and gets a result of 15. Because a sedan has 2 points of Armor, the GM subtracts 2 from the result. The sedan therefore suffers 13 points of damage. The car is damaged, but can still run. However, the driver and passengers must all make successful Saving Throws or suffer 13 points of damage – enough to easily kill most people.

Bonuses and Penalties in Social Situations

Suggested Bonus / Penalty	Action
Automatic Success	<ul style="list-style-type: none"> • Playing or singing a common pop song for fun. [Musical Ability] • Holding a conversation.
+2 Bonus	<ul style="list-style-type: none"> • Picking up a one-night-stand in a bar, while wearing a particularly fashionable outfit. [Style & Grooviness]
No Bonus or Penalty	<ul style="list-style-type: none"> • Convincing a free prostitute (without a pimp) to give up “the life”. [Persuading & Acting] • Playing or singing well enough to make money. [Musical Ability] • Drawing an accurate portrait [Artistic Ability] • Remembering a name you heard only once. [Remembering] • Dancing well enough to be noticed. [Style & Grooviness] • Picking out a particularly fashionable outfit that will get you noticed. [Style & Grooviness] • Knowing where someone bought their clothes. [Style & Grooviness]
-2 Penalty	<ul style="list-style-type: none"> • Blending in with Hippies, if you are not one. [Style & Grooviness] • Convincing a runaway to go home. [Persuading & Acting] • Convincing a drug dealer to give you a discount. [Persuading & Acting] • Getting a nun to smoke pot. [Persuading & Acting] • Convincing a cop to take the handcuffs off you. [Persuading & Acting] • Convincing a pimp to let a prostitute go free. [Persuading & Acting]

Bonuses and Penalties in Miscellaneous Situations

Suggested Bonus / Penalty	Action
Automatic Success	<ul style="list-style-type: none"> • Walking. [Athletics & Acrobatics] • Lifting 50 lbs. [Athletics & Acrobatics] • Seeing something right in front of your face. [Finding & Noticing]
+2 Bonus	<ul style="list-style-type: none"> • Using a “Blue Box” to generate signaling tones so you can make a free phone calls. [Use Electronics] • Knowing something easy, that everyone learns in school. [Academic Knowledge] • Jumping a hole shorter than the length of your body. [Athletics & Acrobatics] • Sneaking past a distracted person. [Hiding & Sneaking]
No Bonus or Penalty	<ul style="list-style-type: none"> • Using a computer. [Use Electronics] • Picking the average lock (with picks). [Lock-picking] • Diagnosing a disease [Academic Knowledge]. • Lifting your own weight [Athletics & Acrobatics] • Hiding from someone who is looking for you. [Hiding & Sneaking] • Repairing an otherwise intact car or motorcycle engine. [Mechanical Ability] • Getting “Bad Vibes” from a place where awful things have happened (or are happening). [Psychic Ability] • Adequately fortifying a house from the inside using spare lumber, doors, and broken-up furniture. [Mechanical Ability]
-2 Penalty	<ul style="list-style-type: none"> • Finding a secret door or passage. [Finding & Noticing] • Building a car engine from scrap parts. [Mechanical Ability] • Building an electronic device without plans. [Use Electronics] • Picking a difficult lock (with picks). [Lock-picking]
-4 Penalty	<ul style="list-style-type: none"> • Picking a difficult lock (without picks). [Lock-picking] • Hiding in plain sight, while people are watching. [Hiding & Sneaking]

EMERGENCY MEDICAL TREATMENT (FIRST AID)

A character with a First Aid Kit can make an Academic Knowledge Check to bring a character at **negative Hit Points back up to 0**, or **restore 1 lost Hit Point** to a character with 0 HP.

- If a proper **First Aid kit** isn't available, a makeshift one can be improvised with a Mechanical Ability Check.

★ **FOR THE GAME MASTER: BUILDING THE UNCANNY HIGHWAY** ★

For each **10-mile Stretch** of Highway, roll **once on Table 1** to determine a Road Feature. Then, **roll four times on Table 2** (twice for each side of the Highway) to determine what Roadside Attraction(s) are present along that 10-mile Stretch.

Table 1: Road Features of a Highway Stretch

d20	On this Stretch, there is...
1 – 5	nothing special to note about the road.
6	a particularly rough patch of road, increasing the chances of a crash at high speed.
7	a median divider preventing U-turns.
8	a median strip of grass and wild plants between the two lanes. <i>A U-turn is not impossible, but the driver will have to cross the strip.</i>
9	a bridge over a river or stream.
10	a bridge over a gully.
11	a train trestle overhead. <i>5% chance something falls or is thrown from the trestle. The tracks, if followed, only lead to another part of the Uncanny Highway.</i>
12	a railroad crossing. <i>The tracks, if followed, only lead to another part of the Uncanny Highway.</i>
13	a 4-way intersection where the Uncanny Highway crosses an ordinary highway. <i>It is possible to escape back to ordinary America here.</i>
14	an especially wide shoulder, big enough for a Semi-truck.
15	no shoulder.
16	utility poles or towers on the sides of the road. <i>10% chance a lineman is currently atop one of the nearby poles or towers.</i>
17	power lines crossing the road overhead. <i>Utility poles or towers continue in both directions perpendicular to the road. 10% chance a lineman is currently atop one of the nearby poles or towers.</i>
18	telephone lines crossing the road overhead. <i>Utility poles or towers continue in both directions perpendicular to the road. 10% chance a lineman is currently atop one of the nearby poles or towers.</i>
19 – 20	a Small Town, accessible only from the Uncanny Highway. <i>50% chance town is currently threatened by dangerous NPCs or creatures.</i>

Table 2: Roadside Attractions of a Highway Stretch

d100	On the side of the road you can see...
1 – 50	an undeveloped lot.
51 – 52	an abandoned vehicle. <i>25% chance of a ghost.</i>
53 – 54	an amusement or theme park. <i>25% chance of a dangerous NPC.</i>
55 – 56	a bar or roadhouse. <i>25% chance of a dangerous NPC. 25% chance of ghost.</i>
57 – 58	a billboard. <i>Select subject from this table.</i>
59 – 60	a church. <i>25% chance of ghost.</i>
61 – 62	a drive-in theater. <i>25% chance of a dangerous NPC.</i>
63 – 68	a diner, restaurant, or eatery. <i>25% chance of a dangerous NPC.</i>
69 – 72	a farm. <i>25% chance of a dangerous NPC. 25% chance of a ghost or creature. 10% chance farm is a Hippie or Jesus Freak commune.</i>
73 – 77	a gas station. <i>Roll again if there is already a truck stop on this stretch of this lane.</i>
78 – 81	a house. <i>25% chance of a dangerous NPC. 25% chance of a ghost or creature.</i>
82	a monument, memorial, or shrine. <i>25% chance of a ghost.</i>
83 – 85	a motel. <i>25% chance of a dangerous NPC.</i>
86	a gravity hill. <i>Cars in neutral roll apparently uphill.</i>
87 – 88	a roadside museum. <i>25% chance of a dangerous NPC. 25% chance of a ghost.</i>
89 – 90	a souvenir shop. <i>25% chance of a dangerous NPC.</i>
91 – 94	a trailer park. <i>25% chance of a dangerous NPC. 25% chance of ghost.</i>
95 – 98	a truck stop. <i>Roll again if there is already a truck stop on this Stretch. 25% chance of a dangerous NPC. 25% chance of a ghost.</i>
99 - 100	a mysterious, unmarked road exit. <i>Roll again to determine what is at the end of the road.</i>

- In general, U.S. Route 28 is a **two-lane highway** with 5' hard shoulders on each side, without any median divider besides a broken white line.
- There should be at least 1 Gas Station or Truck Stop every 100 miles, but never more than 1 Truck Stop per 10-mile Stretch.
- Roadside Attractions occupying the same Stretch as a Small Town are part of that town.

A more extensive system for generating the roadside attractions, small towns, creatures, and inhabitants of U.S. Route 28 will be found in the upcoming release of “The Uncanny Highway”.

★ FOR THE GAME MASTER: ENCOUNTERS ON THE ROAD ★

For each 10-mile Stretch of Highway, roll **3 times on Table 3** to determine the other vehicles that are currently in sight of the PCs, and roll **once on Table 4** to determine a potentially challenging event.

Table 3: Ordinary Vehicles on a Highway Stretch

d20	There is / are...
1	a pickup truck,...
2	a station wagon,...
3	a two-door coupe,...
4	a convertible coupe,...
5	a four-door sedan,...
6	a sports car, muscle car, or hot rod,...
7	a compact car,...
8	a motorcycle,...
9	a delivery truck, or utility vehicle,...
10	a van,.... See table below for occupants.
11	a luxury car,
12	a cop car, Skip over next table.
13	a tow truck,.... 25% likely to be towing a car. Will always be en route to the nearest small town.
14 – 20	no other ordinary cars. Stop rolling.

d10	...which is...
1	just behind you in your lane.
2	just ahead of you in your lane.
3	a distance behind you in your lane.
4 – 5	some distance ahead of you in your lane.
6 – 10	coming towards you in the opposite lane.

- Roll a d20 to determine the age of the car.
- Encounters with buses, tractor trailers, and hot rods are considered potentially challenging Road Events, whose occurrence is determined on **Table 4**.

OCCUPANTS OF A VAN (d10)

- 1d8 Hippies or Jesus Freaks.
- 1d4 drug smugglers. *With 1d20 kilos of drugs.*
- 1d4 armed thieves, traveling to or from a job.
- 1d6 Satanic cultists.
- a serial killer and bound victim. *50% chance victim is dead.*
- 1d6 ordinary college students.
- 1d4 secret agents. *Equal chances American or Soviet.*
- 1d6 “meddling kids” out to solve mysteries.
- 9 – 10: an ordinary family of 1d4+2 people.

Table 4: Road Events on a Highway Stretch

d100	While driving or riding on this Stretch...
1	(during the day) a person in the back seat of another car appears to be calling for help. (at night) the PCs see a Driverless Car. See pg 18.
2 – 3	a vehicle blows a tire. <i>50% chance the tire is on the vehicle a PC is driving, or riding in.</i>
4 – 6	the PCs see a strange animal or Creature on the side of the road in their lane. See pages 18 – 19.
7 – 10	a bird, or road garbage, flies at the windshield of a PC’s vehicle.
11 – 15	a flirty (or exhibitionistic) driver illegally pulls up next to a PC’s vehicle.
16 – 21	the PCs encounter a custom car, or hot rod. <i>50% chance the owner wants to race.</i>
22 – 28	the PCs see a decorated “hippie van” or “boogie van”. See table below for occupants.
30 – 37	the PCs experience a feeling of transcendent calm, like they are at one with the road.
38 – 45	the PCs encounter a gang of 2d12 Outlaw Bikers traveling together.
46 – 53	the PCs a loaded tractor-trailer ahead. <i>25% chance it is the last vehicle in a Convoy of d10+2 trucks.</i>
54 – 65	The PCs see a hitchhiker on the side of the road.
66 – 72	an aggressive driver passes around a PC’s vehicle and cuts them off.
73 – 79	the PCs encounter a bus ahead. <i>d6: 1 = coach bus with passengers, 2 = nuns, 3 – 4 = musicians on tour, 5 = prisoners, 6 = Jesus Freaks.</i>
80 – 85	a drunk driver starts crossing lanes.
86 – 90	an ordinary animal runs into the road.
91 – 94	a person runs into the road. <i>Person has a 50% chance each of being: a) nude, b) blood-spattered, c) incoherent, d) on the run from a serial killer; e) a kidnapping victim fleeing their captor.</i>
95 – 97	a car swerves around a PC’s vehicle at extreme speed, followed by 1d4 cop cars in hot pursuit.
98 – 99	a PC’s vehicle breaks down.
100	the road becomes impassible. <i>d4: 1 – 2 = car crash, 3 = a tree (or utility pole) falls across road, 4 = a sinkhole opens up. Police arrive in 20+d20 minutes. 50% chance the obstacle can be avoided by driving the shoulder.</i>

★ FOR THE GAME MASTER: TYPICAL NPCs OF THE UNCANNY HIGHWAY ★

The descriptions on these pages can also be used as templates for selecting Player Character Abilities and possessions. Special NPCs can also be built and advanced using the same rules as for Player Characters.

Average Jane (Waitress, Cashier, Motel Maid, etc.)

Strong Abilities (12): Driving, Finding & Noticing, Fitness, Persuading & Acting, Remembering.

Weak Abilities (6): Hand-to-Hand Combat, Psychic Ability.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment: blouse, plaid skirt, pocket book or purse, lipstick, pack of cigarettes, diazepam pills.

Average Joe (Mechanic, Lineman, Construction Worker, Drifter, etc.)

Strong Abilities (12): Driving, Lifting & Carrying, Mechanical Ability, Throwing Objects, Willpower.

Weak Abilities (6): Academic Knowledge, Psychic Ability.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment: work outfit, pocket knife, pack of cigarettes.

Biker, Outlaw

Strong Abilities (12): Driving, Hand-to-Hand Combat, Mechanical Ability, Shooting, Throwing Objects,

Weak Abilities (6): Academic Knowledge, Psychic Ability.

Armor: 1 point (leather jacket) | **HP:** 6 | **Damage Bonus:** +1

Equipment: motorcycle, leather jacket, motorcycle boots, leather jacket, chain, knife, amphetamine pills.

Carny / Amusement Park Worker

Strong Abilities (12): Hiding & Sneaking, Lifting & Carrying, Mechanical Ability, Persuading & Acting, Throwing Objects.

Weak Abilities (6): Academic Knowledge, Use Electronics.

Armor: None | **HP:** 3 | **Damage Bonus:** +1

Equipment: pocket knife, pack of cigarettes, transistor radio.

Daredevil / Stunt Performer

Strong Abilities (12): Athletics & Acrobatics, Driving, Fitness, Mechanical Ability, Style & Grooviness.

Weak Abilities (6): Academic Knowledge, Remembering.

Armor: 2 points (helmet & suit) | **HP:** 9 | **Damage Bonus:** +1

Equipment: motorcycle or muscle car, racing jumpsuit, colorful helmet, pen (for autographs), pack of cigarettes.

Demon Hunter

Strong Abilities (12): Finding & Noticing, Hand-to-Hand Combat, Fitness, Shooting, Throwing Objects.

Weak Abilities (6): Musical Ability, Use Electronics.

Armor: 3 points (flak vest) | **HP:** 9 | **Damage Bonus:** +2

Equipment: muscle car, cowboy hat, flak jacket, iron knife, pistol with silver bullets, shotgun, book of Magical Rituals (*Bar Spirits, Control Spirit, Protection From Magic*)

Detective

Strong Abilities (12): Hand-to-Hand Combat, Finding & Noticing, Hiding & Sneaking, Remembering, Shooting.

Weak Abilities (6): Artistic Ability, Musical Ability.

Armor: None | **HP:** 6 | **Damage Bonus:** +1

Equipment: Revolver, leisure suit, sunglasses, badge, cigar, notebook, pocket camera.

Drug Dealer

Strong Abilities (12): Finding & Noticing, Hiding & Sneaking, Lock-picking, Persuading & Acting, Throwing Objects.

Weak Abilities (6): Academic Knowledge, Psychic Ability.

Armor: None | **HP:** 3 | **Damage Bonus:** +1

Equipment: straw cowboy hat, black leisure suit, pointy leather shoes, drugs (marijuana, cocaine, LSD, heroin, methaqualone pills, or amphetamine pills), mirror, coffee-can lid; plastic baggies; knife or pistol.

Hippie / Hippie Chick

Strong Abilities (12): Artistic Ability, Fitness, Hiding & Sneaking, Musical Ability, Style & Grooviness.

Weak Abilities (6): Remembering, Willpower.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment: tie-dye shirt, blue jeans, beads, guitar or tambourine, flowers, marijuana joints and/or LSD.

Note: Counter-culture "Jesus Freaks" are similar, but will not have drugs, will often wear a Jesus Fish, and will own a plain-English translation of the New Testament.

Journalist

Strong Abilities (12): Academic Knowledge, Finding & Noticing, Hiding & Sneaking, Persuading & Acting, Remembering.

Weak Abilities (6): Shooting, Throwing Objects.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment: leisure suit, camera, notebook, press credentials

Martial Artist / Kung Fu Fighter

Strong Abilities (12): Athletics & Acrobatics, Hand-to-Hand Combat, Fitness, Throwing Objects, Willpower.

Weak Abilities (6): Lock-Picking, Use Electronics.

Armor: None | **HP:** 9 | **Damage Bonus:** +2

Equipment: martial arts uniform (karategi), headband, throwing stars (shuriken), nunchucks (nunchaku).

Miracle Worker (Man of God, Woman of God)

Strong Abilities (12): Fitness, Persuading & Acting, Psychic Ability, Remembering, Willpower.

Weak Abilities (6): Hand-to-Hand Combat, Shooting.

Armor: None | **HP:** 6 | **Damage Bonus:** None

Paranormal Effects: *Control Spirit or Cure Disability*
Equipment: leisure suit, cross, bible, religious tracts.

Mobster / Gangster

Strong Abilities (12): Hand-to-Hand Combat, Hiding & Sneaking, Persuading & Acting, Shooting, Style & Grooviness.

Weak Abilities (6): Psychic Ability, Use Electronics.

Armor: None | **HP:** 6 | **Damage Bonus:** +1

Equipment: expensive three piece suit, sunglasses, pistol, gold chain, pack of cigarettes.

Musician (Bluesman, Rock n' Roller, Country & Western Star, R&B Singer, etc.)

Strong Abilities (12): Athletics & Acrobatics, Musical Ability, Persuading & Acting, Remembering, Style & Grooviness.

Weak Abilities (6): Hand-to-Hand Combat, Willpower.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment: guitar, tight jeans, cowboy hat, sunglasses, cigarettes, bottle of whiskey or gin, marijuana joints or cocaine.

Parapsychologist

Strong Abilities (12): Academic Knowledge, Finding & Noticing, Psychic Ability, Remembering, Use Electronics.

Weak Abilities (6): Hand-to-Hand Combat, Shooting.

Equipment: sport jacket with elbow pads, corduroy pants, personal computer, movie camera, notebook, portable cassette recorder, EMF meter.

Pimp (Mack, Madam, etc.)

Strong Abilities (12): Driving, Finding & Noticing, Hand-to-Hand Combat, Persuading & Acting, Style & Grooviness.

Weak Abilities (6): Academic Knowledge, Psychic Ability.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment: colorful leisure suit, colorful cowboy hat, knife, pimpstick of wire and tape, heroin (for prostitutes).

Police (Patrolman, State Trooper, etc.)

Strong Abilities (12): Driving, Finding & Noticing, Hand-to-Hand Combat, Persuading & Acting, Shooting.

Weak Abilities (6): Psychic Ability, Style & Grooviness.

Armor: None | **HP:** 3 | **Damage Bonus:** +1

Equipment: cop car, police uniform, badge, revolver pistol, billy club, handcuffs.

Note: Police are called "Pigs" by Hippies and criminals, and "Smokey" by Truckers.

Prostitute (Lot Lizard, Hustler)

Strong Abilities (12): Finding & Noticing, Fitness, Lifting & Carrying, Persuading & Acting, Throwing Objects.

Weak Abilities (6): Academic Knowledge, Willpower.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment (female): blouse, hot pants, denim jacket, knee boots, large handbag, pack of cigarettes, bottle of cola.

Equipment (male): cowboy hat, denim jacket, blue jeans, knife, green bandanna, cigarettes. Might not wear shirt.

Psychic

Strong Abilities (12): Artistic Ability, Finding & Noticing, Persuading & Acting, Remembering, Psychic Ability.

Weak Abilities (6): Fitness, Shooting.

Armor: None | **HP:** 6 | **Damage Bonus:** None

Paranormal Effects: See *Aura, Know Past or Future.*

Mediumship

Typically Carries: faux Romany or Middle-Eastern outfit, turban, strange talisman, pocketbook, Tarot cards.

Runaway Teen

Strong Abilities (12): Athletics & Acrobatics, Hand-to-Hand Combat, Hiding & Sneaking, Lifting & Carrying, Remembering.

Weak Abilities (6): Academic Knowledge, Psychic Ability.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment: blue jeans, t-shirt, denim jacket, backpack, sign for hitchhiking, cigarettes, methaqualone pills.

Satanic Cultist

Strong Abilities (12): Hand-to-Hand Combat, Hiding & Sneaking, Musical Ability, Persuading & Acting, Psychic Ability.

Weak Abilities (6): Lifting & Carrying, Willpower.

Armor: None | **HP:** 6 | **Damage Bonus:** None

Paranormal Effects: *Bar Spirits, Summon Spirit.*

Equipment: leisure suit, attack dog, sigil of a demon, dagger, knockout pills.

Secret Agent (CIA, KGB, etc.)

Strong Abilities (12): Hand-to-Hand Combat, Finding & Noticing, Hiding & Sneaking, Persuading & Acting, Shooting.

Weak Abilities (6): Artistic Ability, Psychic Ability.

Armor: None | **HP:** 6 | **Damage Bonus:** +1

Equipment: ordinary clothes of some other type of NPC, code book, pistol, shortwave radio, hidden camera, cyanide pill.

Serial Killer

Strong Abilities (12): Finding & Noticing, Hand-to-Hand Combat, Hiding & Sneaking, Lock-picking, Persuading & Acting.

Weak Abilities (6): Style & Grooviness, Willpower.

Armor: None | **HP:** 6 | **Damage Bonus:** +2

Equipment: white van, leisure suit, large knife or chain saw, duct tape, rope, gag, instant camera, plastic sheeting (in van).

Soldier (Disillusioned Vet, Private on Leave, etc.)

Strong Abilities (12): Athletics & Acrobatics, Hand-to-Hand Combat, Lifting & Carrying, Shooting, Throwing Objects.

Weak Abilities (6): Psychic Ability, Style & Grooviness.

Armor: None | **HP:** 6 | **Damage Bonus:** +1

Equipment: military jacket, jeans, backpack, bandanna, knife, picture of lost love, "Dear John" letter, flask (with whiskey).

Trucker

Strong Abilities (12): Driving, Hand-to-Hand Combat, Mechanical Ability, Lifting & Carrying, Remembering.

Weak Abilities (6): Academic Knowledge, Style & Grooviness.

Armor: None | **HP:** 3 | **Damage Bonus:** None

Equipment: semi truck, trucker hat, t-shirt, jeans, denim jacket, trucker cap, big belt buckle, pack of cigarettes, caffeine or amphetamine pills, "swindle sheet" (log of hours worked and expenses).

★ FOR THE GAME MASTER: CREATURES OF THE UNCANNY HIGHWAY ★

- Indicated after each creature name are the ways in which it can **move**, and distance it can typically cover in a Combat Round if it doesn't attack. Human speed is *Walking 50'*, *Running 200'*. Every 14.5' of movement rate = 1 mile per hour.
- Non-human creatures have two significant Abilities: **Attack** and **Save**. They roll equal or under their Attack rating to inflict damage in Combat, and equal or under their Save rating to make a Saving throw.
- The **Intelligence** of creatures is rated relative to the average person with an IQ of 100.
- Creatures spend HP to create **Paranormal Effects**, just like PCs.
- In general, creatures who **lose more than half their Hit Points** will try to break off Combat and **flee**.
- **Spirits** can only be destroyed by wrought or cast iron weapons, or by means of a Paranormal *Blast*. If they are reduced to 0 HP by any other means they disappear, but reform the next day.

Alligator

Walking 40', Running 160', Swimming 45'

Attack: 12 | **Save:** 10 | **Intelligence:** Negligible

Armor: 2 points | **HP:** 9 | **Damage:** 1d6+2 (bite)

Grab: A bitten victim must Save, or take automatic damage each Round thereafter as Alligator holds on to drag victim underwater.

Android Impostor

Walking 50', Running 200'

Attack: 12 | **Save:** 10 | **Intelligence:** Exceptional

Armor: 2 points | **HP:** 12 | **Damage:** 1d6+1 (punch or weapon).

Damaged by Water: Takes 1 point of damage if splashed by water. Takes 1d6 damage per Round if submerged in water.

Does Not Smell Human: Can be detected by a dog.

Note: Pod People have nearly identical stats but are intelligent plants, and therefore not Damaged by Water.

Attack Dog / Wolf

Walking 60', Running 240'

Attack: 17 | **Save:** 10 | **Intelligence:** Low

Armor: None | **HP:** 3 | **Damage:** 1d6 (bite)

Smell: Can detect invisible or silent creatures by smell.

Bear

Walking 50', Running 200'

Attack: 13 | **Save:** 10 | **Intelligence:** Very Low

Armor: 2 points | **HP:** 15 | **Damage:** 1d6+3 (bite & claws)

Smell: Can detect invisible or silent creatures by smell.

Bigfoot

Walking 50', Running 200'

Attack: 13 | **Save:** 10 | **Intelligence:** Below Average

Armor: None | **HP:** 12 | **Damage:** 1d6+2 (punch)

Paranormal Effects: *Make Undetectable* (self only, but cannot mask the creature's scent).

Distinctively Bad Scent: can be detected by smell alone.

Bull

Walking 50', Running 200'

Attack: 10 | **Save:** 10 | **Intelligence:** Very Low

Armor: 1 point | **HP:** 12 | **Damage:** 1d6 (gore)

Cat

Walking 50', Running 200', Climbing 50'

Attack: 15 | **Save:** 15 | **Intelligence:** Very low

Armor: None | **HP:** 2 | **Damage:** 1 point

Spirit Sense: Can detect invisible or transformed Spirits, as well as people and objects possessed by Spirits.

Coyote

Walking 60', Running 240'

Attack: 17 | **Save:** 12 | **Intelligence:** Low

Armor: None | **HP:** 3 | **Damage:** 1d6 (bite)

Smell: Can detect invisible or silent creatures by smell.

Demon, Minor Possessor (Spirit)

Walking 50', Running 200', Flying 100'

Attack: 12 | **Save:** 12 | **Intelligence:** Average

Armor: 3 points | **HP:** 30 | **Damage:** 1d6+4 (bite & claws)

Paranormal Effects: *Know Past or Future, Possess Body, Read Minds, See Auras, Telekinesis.*

Vulnerable to Iron: Wrought or cast iron weapons ignore creature's Armor.

Burned by Holy Water: takes 1d6 damage per 1 oz splash.

Deer

Walking 60', Running 240'

Attack: 16 | **Save:** 10 | **Intelligence:** Very Low

Armor: None | **HP:** 6 | **Damage:** 1d6+1 (antlers & hooves)

Driverless Car (Spirit)

Rolling 1,500'

Attack: 16 | **Save:** 12 | **Intelligence:** Average

Armor: 2 points | **HP:** 20 | **Damage:** 1d6+4 (ram)

Possessed: Animated by a Minor Possessor Demon or Ghost using *Possess Body*. Damage to car is suffered by possessor.

Extraterrestrial (and Man In Black)

Walking 50', Running 200'

Attack: 12 | **Save:** 12 | **Intelligence:** Exceptional

Armor: None | **HP:** 12 | **Damage:** 1d6+1 (ray gun)

Paranormal Effects: *Charm, Learn Language, Read Minds.*

Assume Human Form: But never smells human to dogs.

Associated with Mothmen: Extraterrestrials and Mothmen often take up residence in the same areas.

Fay (or Fairy Folk) (Spirit)

Walking 50', Running 200', Flying 200'

Attack: 18 | **Save:** 12 | **Intelligence:** Exceptional

Armor: 2 points | **HP:** 18 | **Damage:** 1d6+2 (weapon)

Paranormal Effects: *Apport, Blast, Change Save, Charm, Inflict Disability, Materialize Objects, Make Undetectable, Transform Self.*

Vulnerable to Iron: Wrought or cast iron weapons ignore creature's Armor.

Ghost (Spirit)

Walking 50', Running 200', Flying 50'

Attack: No physical attack | **Save:** 12 | **Intelligence:** Average
Armor: None (See below) | **HP:** 30 | **Damage:** No physical attack
Paranormal Effects: *Create Illusion, Make Undetectable (self only), Materialize Objects, Possess Body, Telekinesis.*

Only Damaged by Iron or Magic: Immune to all normal weapons that not made or wrought or cast iron.

Giant Animal

Moves in same ways as a normal animal, +50'

Attack: as normal animal | **Save:** as normal animal

Intelligence: as normal animal.

Armor: as normal animal +1 | **HP:** double normal animal.

Damage: as normal animal +3

All other special characteristics are as per the normal animal.

Hawk

Walking 10', Running 40', Flying 1000'

Attack: +5 | **Save:** 10 | **Intelligence:** Very Low

Armor: None | **HP:** 2 | **Damage:** 2 points (bite & claws)

Superior Eyesight: Can see details of objects a mile away.

Hellhound (Spirit)

Walking 90', Running 360', Flying: 360'

Attack: 17 | **Save:** 12 | **Intelligence:** Average

Armor: 6 points | **HP:** 15 | **Damage:** 1d6+4 (bite)

Change Size: To as small as a fly, or as big as an elephant.

Faultless Tracker: Can always sense and find its quarry, unless they are in a Magic Circle enchanted with *Bar Spirits*.

Vulnerable to Iron: Iron weapons ignore creature's Armor.

Jersey Devil

Walking 50', Running 200', Flying 500'

Attack: 15 | **Save:** 10 | **Intelligence:** Below Average

Armor: 4 points | **HP:** 12 | **Damage:** 1d6+3 (bite & claws)

Paranormal Effects: *Make Undetectable (self)*

Paralyzing Gaze: Anyone meeting the gaze of the Jersey Devil must make a Saving Throw or be Paralyzed for a Round.

Frightful Hiss: Any ordinary animal that hears the hiss of the Jersey Devil must make a Saving Throw or run away in fear.

Mothman

Walking 50', Running 200', Flying 1000'

Attack: 14 | **Save:** 14 | **Intelligence:** Exceptional

Armor: 6 points | **HP:** 36 | **Damage:** 1d6+5 (wing buffets)

Paranormal Effects: *Blast, Create Illusion, Inflict Disability, Know Past or Future*

Predictions of Doom: A Mothman likes to use *Know Past or Future* to give out predictions of future doom, about which the subjects can do nothing. It will avoid killing opponents, so they can suffer the fates the Mothman predicts.

Mountain Lion

Walking 85', Running 340'

Attack: 15 | **Save:** 12 | **Intelligence:** Very Low

Armor: None | **HP:** 9 | **Damage:** 1d6+2 (bite & claws)

Leap: Up to 10' vertically and 20' horizontally.

Phantom Hitchhiker (Spirit)

Walking 50', Running 200'

Attack: 10 | **Save:** 12 | **Intelligence:** Above Average

Armor: 10 points | **HP:** 30 | **Damage:** 1d6+5 (strangle)

Paranormal Effects: *Apport (self), Know Past or Future.*

Vulnerable to Iron: Wrought or cast iron weapons ignore creature's Armor.

Indelible Mark. Can leave an indelible hand-print on any object.

Poisonous Snake

Slithering 40', Running 160'

Attack: 15 | **Save:** 10 | **Intelligence:** Negligible

Armor: 2 points (from speed) | **HP:** 2 | **Damage:** 1 (bite)

Venom: Bitten victim loses 1 HP per Round until they make a successful Fitness Saving Throw, or die.

Rat Swarm

Walking 40', Running 160', Swimming 40', Climbing 40'

Attack: 15 | **Save:** 15 | **Intelligence:** Very Low

Armor: None | **HP:** 18 | **Damage:** 1d6+5 (many bites)

Vampire

Walking 50', Running 200', Flying 200'

Attack: 13 | **Save:** 10 | **Intelligence:** High

Armor: None | **HP:** 30 | **Damage:** 1d6+4 (bite & claws)

Paranormal Effects: *Charm, Increase Ability (self only), Levitate, Make Undetectable (self only), Transform Self.*

Drain Blood: Bitten victims must make a Saving Throw, or lose 3 HP per Round thereafter as the Vampire drinks their blood.

Create Vampire: Victims who have had all their blood drained also become Vampires, but only if the original Vampire wills it.

Afraid of Crosses: Must Save or stay 10' back from a boldly presented cross.

Damaged by Sunlight: Suffers 1d6 damage per Round .

Burned by Holy Water: Suffers 1d6 damage per 1 ounce splash.

Regenerate: Completely regenerates all lost HP at nightfall.

Destroyed only by sunlight, beheading, fire, holy water, a Werewolf's bite or claws, *Blast*, or a wooden stake through the heart. Otherwise, turns into mist at 0 HP, and reforms next night.

Werewolf (in Wolf Form)

Walking 60', Running 240'

Attack: 15 | **Save:** 10

Intelligence: Below Average (Average by day in human form.)

Armor: 0 | **HP:** 6 (see below) | **Damage:** 1d6+3 (bite & claws)

Person by Day: Can only transform into Wolf Form at night.

Must transform on nights on the Full Moon.

Smell: Can detect invisible or silent creatures by smell.

Infectious Bite: The survivor of a Werewolf bite becomes a Werewolf.

Only Killed by Silver: All other damage completely regenerates every Round, even if it was otherwise enough to kill the Werewolf.

Zombie

Walking 30', Cannot Run

Attack: 7 | **Save:** 10 | **Intelligence:** Negligible

Armor: 1 point | **HP:** 6 | **Damage:** 1d6+1 (bite, grab, & punch)

Slow: Zombies always attack last in a Combat Round.

Infection: Anyone killed by a Zombie becomes a Zombie.

★ THE UNCANNY HIGHWAY PLAYLIST ★

Many of these songs are directly about cars, or driving. Some evoke the melancholy of the touring life. Others celebrate (or condemn) the bars, truck-stops, and bordellos strung along the road like beads on a necklace. And some simply express the desperate longings and lonely hopes of restless and crazy America. They could serve as a soundtrack, be used as theme-songs for PCs or NPCs, be the songs playing when the PCs turn on the radio – or even inspire encounters on the road.

“(Get Your Kicks on) Route 66” – Nat King Cole Trio (1946)

“After the Gold Rush” – Neil Young (1970)

“Alabama Song (Whisky Bar)” – The Doors (1967)

“America” – Simon & Garfunkel (1968)

“Bat Out of Hell” – Meatloaf (1977)

“Blitzkrieg Bop” – Ramones (1976)

“Born to be Wild” – Steppenwolf (1968)

“Born to Run” – Bruce Springsteen (1975)

“Can’t Find My Way Home” – Blind Faith (1969)

“Car Wash” – Rose Royce (1976)

“Carefree Highway” – Gordon Lightfoot (1974)

“City of New Orleans” – Steve Goodman (1971), Arlo Guthrie (1972)

“Convoy” – C. W. McCall (1975)

“Crossroads Blues” – Robert Johnson (1936)

“Everybody’s Talking” – Harry Nilsson (1969)

“Free Bird” – Lynyrd Skynyrd (1973)

“Girl on the Billboard” – Del Reeves (1965)

“Going Mobile” – The Who (1971)

“Goodbye Stranger” – Supertramp (1979)

“Highway Star” – Deep Purple (1972)

“Highway to Hell” – AC/DC (1979)

“Honky Tonk Woman” – The Rolling Stones (1969)

“I Got a Name” – Jim Croce (1973)

“I’m a Ramblin Man” – Ray Pennington (1967), Waylon Jennings (1974)

“I’ve Been Everywhere” – Hank Snow (1962)

“Keep on Truckin” – Eddie Kendricks (1973)

“La Grange” – ZZ Top (1973)

“Leader of the Pack” – The Shangri-Las (1964)

“Like a Rolling Stone” – Bob Dylan 1965

“Little Deuce Coupe” – The Beach Boys (1963)

“Lost Highway” – Leon Payne (1948)

“Low Rider” – War (1975)

“Me and Bobby McGee” – Janis Joplin (1971)

“Melissa” – The Allman Brothers Band (1972)

“Midnight Rider” – The Allman Brothers Band (1970)

“Mustang Sally” – Mack Rice (1965)

“Night Moves” – Bob Seger (1976)

“No Particular Place to Go” – Chuck Berry (1964)

“On the Road Again” – Canned Heat (1967)

“On the Road Again” – Willie Nelson (1979)

“Over the Hills and Far Away” – Led Zeppelin (1973)

“Papa was a Rollin’ Stone” – The Temptations (1972)

“The Passenger” – Iggy Pop (1977)

“Phantom 309” – Red Sovine (1967), Tom Waits (1975, as “Big Joe and Phantom 309”)

“Radar Love” – Golden Earring (1973)

“Ramblin’ Man” – The Allman Brothers Band (1973)

“Riders on the Storm” – The Doors (1971)

“Roadhouse Blues” – The Doors (1970)

“Roadrunner” – The Modern Lovers (1976)

“Roll On Big Mama” – Joe Stampley (1975)

“Roll On Down the Highway” – Bachman Turner Overdrive (1974)

“Running on Empty” – Jackson Browne (1977)

“Satellite of Love” – Lou Reed (1972)

“Simple Twist of Fate” – Bob Dylan (1975)

“Six Days on the Road” – Dave Dudley (1963)

“Slow Ride” – Foghat (1975)

“Take it Easy” – Eagles (1972)

“Take Me Home, Country Roads” – John Denver (1971)

“Tangled up in Blue” – Bob Dylan 1975

“This Wheel’s on Fire” – The Band (1968)

“Tiny Dancer” – Elton John (1972)

“Traveling Riverside Blues” – Robert Johnson (1937)

“Truck Stop Girl” – Little Feat (1971)

“Truckin” – The Grateful Dead (1970)

“Tuesday’s Gone” – Lynyrd Skynyrd (1973)

“Turn the Page” – Bob Seger (1973)

“Two Lane Highway” – Pure Prairie League (1975)

“Ventura Highway” – America (1972)

“We May Never Pass This Way (Again)” – Seals and Crofts (1973)

“The Weight” – The Band (1968)

“White Line Fever” – Merle Haggard (1969)

“Wichita Lineman” – Glen Campbell (1968)

“Woke up This Morning” – Lightin’ Hopkins (1966)

“You Can’t Catch Me” – Chuck Berry (1956)

“Young Americans” – David Bowie (1975)

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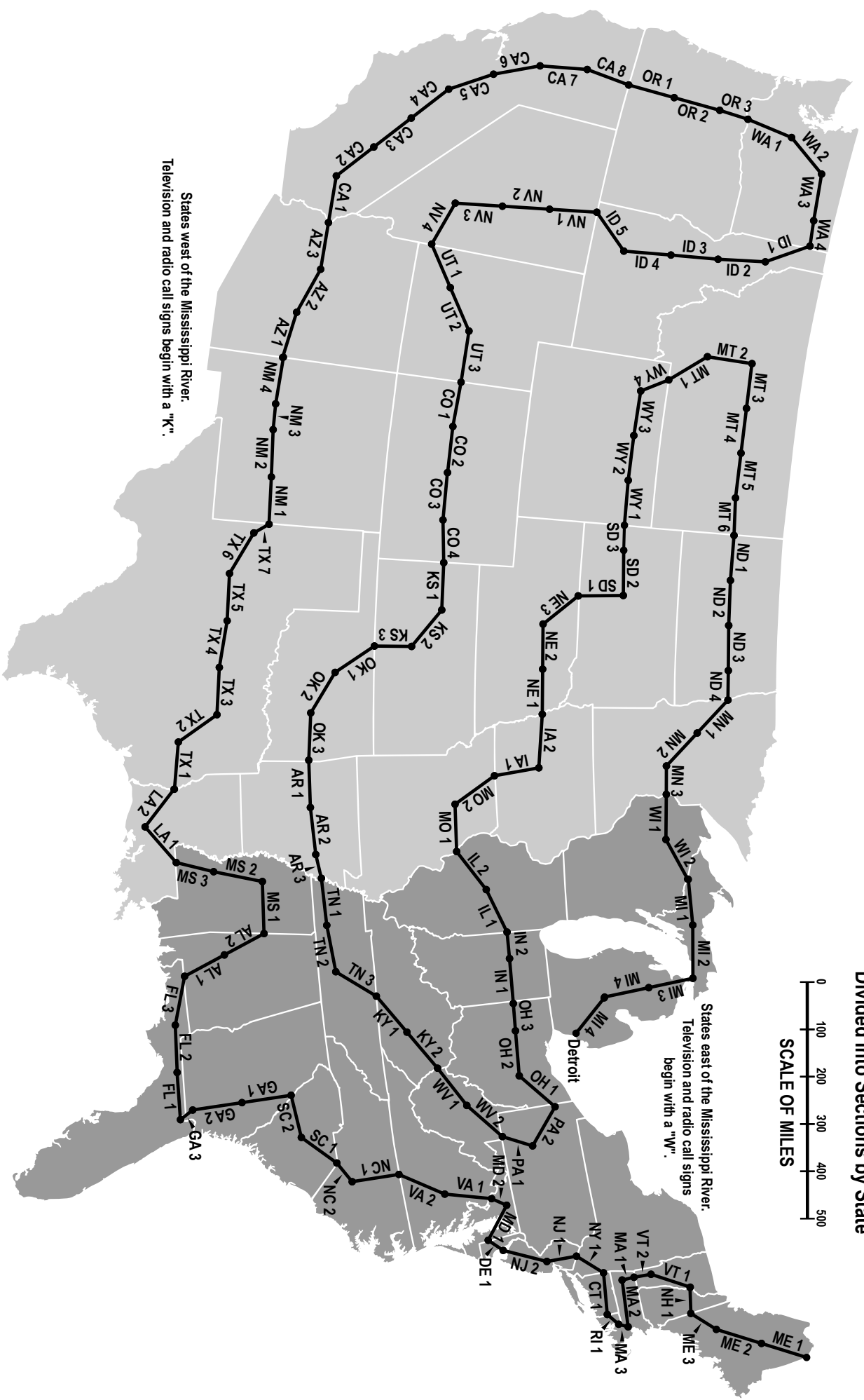
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A Schematized Map
 Showing the Approximate Route of
THE UNCANNY HIGHWAY
 Divided Into Sections by State



States west of the Mississippi River.
 Television and radio call signs begin with a "K".

States east of the Mississippi River.
 Television and radio call signs
 begin with a "W".

Detroit