



FUTURAMA
RPG

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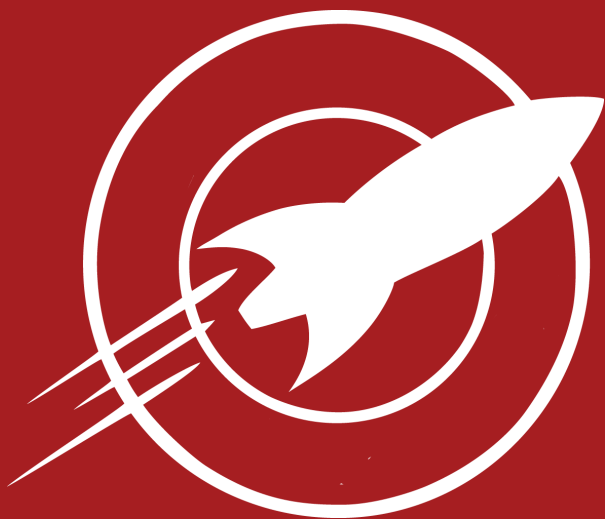
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The Futurama RPG is based
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SETTING

INTRODUCTION

Welcome to *The Futurama Role-playing Game*. Get ready to experience the insanity and craziness that this universe has to offer first hand. Risk your life delivering packages for minimum pay, be enslaved by an alien race that desire to eat your organs as a delicacy, escape from a pack of raging killbots who are looking to kill anything that has feelings. The universe is a place of great adventure... and death! What are you waiting for join today!

WHY FUTURAMA

To be serious though, you might be wondering why *Futurama* or more correctly what the hell is *Futurama*. Well I'm glad you asked, *Futurama* is an animated comedy show that originally aired from March 28, 1999 to August 10, 2003 on Fox and with new episodes airing since April 23, 2008.

The show follows the exploits of Philip J Fry and his friends/workmates of the Planet Express Delivery Company. It is set in the 31st Century where robots, aliens and space travel are the norm.

The reason this game is in existence is because of the universe that has been created. *Futurama's* setting is rather unique when it comes to current science fiction.

First off, it is a comedy that creates an air of light-heartedness that permeates throughout the setting (however when it does become serious, there are incredible moments of character development as well as pathos).

Futurama also provides a modern take on the future, but it is also an homage to classic science fiction. This homage can be seen in the character and ship designs as well as some of the stories. While a comedy, its reverence to the source material allows *Futurama* to maintain the special qualities that define science fiction.

Overall, the shows seasons have done a fabulous job in developing and creating a unique universe that can not only play in the realm of absurdity, but also easily slide into the serious. It is a universe ripe for exploration and play.

SETTING

The overall setting of *The Futurama RPG* is the entire universe. Fry, Leela, Bender and the rest of the characters travel all over the universe (and outside it). The universe in *Futurama* is vast and filled with strange planets and civilizations.

This book will contain many of the weird and amazing places that populate this universe. However, these are meant to help establish the

universe and allow the players to develop their own ideas. As players, don't be afraid to create your own new and unique places.

Another key factor about the universe is that it is not a perfect. This universe contains suicide booths, malfunctioning equipment, and most of the similar problems that exist today exist then. Also, the universe contains robots, aliens and space travel and lasers guns, LASER GUNS!

The Sol System

Much of the series and stories take place in our own solar system, the Sol System, which is home to Earth, Mars and the Moon.

Earth: The Earth is like the present day Earth, except for the fact that robots and space aliens now call it home. The planet is home to the Earthicans, mutants who live in the sewers, and space aliens who emigrated to the Earth. The planet has been united under one democratic government; currently Richard Nixon's head is the president of the planet.

New New York City: The most important Earth city in show is New New York City; it is the main setting of the show. New New York was built on the ruins of New York City. Like its predecessor, New New York is a diverse, busy city that seems to have

more residents every second.

The massive sewer network below New New York City connects to the mutant city. In fact, the mutants live within this vast network and in the city. When visiting the mutant's city beware of the toxic lake (has the chance to turn you into a mutant)

Important corporations like Mom Corp. and Planet Express are based in the city. Planet Express is a company owned by Professor Farnsworth. It is a shipping company that delivers items across the known universe for a cheap price.

The Moon: Sometime before the 30th Century, the moon of Earth has been colonized. It has a small population on its surface, who seems content to live out their lives in peace. The Moon still has no atmosphere and little gravity causing its inhabitants to live in domed cities. Also, amusement park is located on the surface, celebrating everything that is great about the moon.

Mars: The other main planet that has been colonized by humans is Mars the fourth planet in the Sol system. While humans have settled Mars, they are not the original inhabitants. That recognition is falls upon the Native Martians who unfortunately sold their land for a giant bead, which later turned out to be a massive diamond. The Wong family bought the

entire planet from the Native Martians. In fact, the Wong family still owns a large portion of the planet.

Mars is noted for being the home of the Wong family, the location of Mars University and also the great gambling city of Mars Vegas.

Other Planets

While many of the stories take place in the Sol System, areas of the universe have been explored revealing diverse and weird life around every corner. Here are several notable places that have been established within the universe.

Omicron Persei 8: Omicron Persei 8 is the homeworld of the Omicronians, a race of large reptilian humanoids. Not much is known of the environment or climate of Omicron Persei 8, however the Omicronians are known to be surely, angry and prone to the occasional invasion of Earth. The planet is about 1000 light years away from Earth, which allows them to view old television broadcasts from Earth that are over one thousand years old.

Amphibios 9: Another important planet is Amphibios 9, the homeworld of the Amphibiosans. Unlike, Omicron Persei 8, the climate of Amphibios 9 is known as a dense, tropical planet. The inhabitants experience many dangers daily as massive

predators and eating planets litter the surface. However, it is home to the Amphibiosans, who will travel back to their home world to have their young.

Decapod 10: The planet of Decapod 10 is the home planet to the Decapodians. It is a Coastal Planet that has large sections of it under water. The areas that are not under water are primarily small islands that are all beaches. The crustacean Decapodians return to the planet to mate and die off.

Eternium: Eternium is the Home world of the Nibblonians. It is one of the oldest planets in the entire universe and is the home world of one of the most ancient civilizations. The planet is located at the exact center of the universe and continues to be a secret to many but a select few that have been knocked out and flown there.

Important Organizations

Various organizations have shaped the universe of Futurama. Here are several important companies/organizations that can be found within the universe.

Mom Corp: Mom Corp. is a large company that has dominated much of the financial market. The company is led by Mom a ruthless businesswoman who hides behind a false

façade of a frail, kind old lady.

Mom Corp has been known to contain multiple subsidiary companies these range from: Mom's Friendly Robot Company, which produces many of the Earths robots and the oil that keeps the robots running. Mom's Friendly Delivery Company, a rival (and probably better) delivery company to Planet Express. Mombil, a dark matter energy distributor, and Mom Store a technology store that is known to sell then Eyephone.

Planet Express: Planet Express is a delivery company that is located in New New York City. The company is owned by Professor Farnsworth, which he uses to as a means to fund his research into science. The company has been known to have a number of crews go "missing" during the various missions the Professor sends them on. The company transports various materials and goods throughout the universe, usually for cheap prices.

D.O.O.P.: or the Democratic Order of Planets is a United Nations/Federation of Planets organization. The organization is made up of various alien species. The known Members: Earth, Amphibios 9, Neutral Planet, Trisol, Chapek 9, Neptune, Nyler 4, Wormulon, Decapod 10 and Amazonia. The organization has been known to be in confrontation with the Omicronians on multiple

occasions. D.O.O.P. is currently based in Weehauken, New Jersey, since a certain star ship captain named Zapp Brannigan destroyed their newest headquarters.

SPECIES

There are many species that appear throughout the show. Here are some of the most prominent species along with unique quirks that will enhance the character that you as the player might create.

Humans

Home world: Earth, the Moon, Mars

Nothing about them has changed in the last thousand years. Humans do various jobs and seem to have an important level of status in D.O.O.P.

Weird Quirk:

Absent Minded: The character tends to forget important things. Once a scene the player must make a brains roll. If they succeed then they retain their memory, if they fail then they cannot remember.

Madness: The character is crazy, and the player must act upon this craziness.

Complete Ineptitude: The

character believes they understand the situation or object that is in front of them, but in fact they have no clue. The player must roll their Brains dice; if they succeed then they lucked out. If not then they fail and something bad happens to the player.

Basic Stupidity: At times, the character is so stupid that they literally become paralyzed with stupidity.

Robots

Home world: Earth, Chapek 9

Most robots are created by humans and they tend to do jobs that humans don't do. A robot's intelligence ranges depending on the unit. Robots understand they are alive like humans but many act and have emotions like humans.

Weird Quirk:

Have strong reactions to magnets and electricity: Whenever the player approaches a magnet or receives electricity, then the player's character must have a strong reaction (for better or for worse) that is relatively out of character.

Moral Ambiguity: The robot knows the law, its just that they don't care.

Chest Container of Tricks: Anything and everything is in there, only a good explanation by the player is

required for its reveal.

Raging Alcoholic: A robot must have alcohol in their systems or else you will be stone cold sober (the robot version of being drunk). If the player becomes stone cold sober, then they must play as a drunk until they drink some alcohol.

Amphibiosans

Home world: Amphibios 9

Amphibiosans come from a jungle type world. Overall, they seem to be more intelligent than humans and also seem to be important members of D.O.O.P. The species resemble a cross between frogs and geckos.

Weird Quirk:

Boneless Body: A system of fluid filled bladders allows the body to be manipulated. The player must make a Brawns roll and if successful, the player can manipulate his body. However, if he does not succeed, then his body is manipulated in a way that is negative to the character.

Gecko Climbing: Must make a Brawns roll, but if successful can climb on any surface.

Camouflage: The player must roll a Brains roll. If the player succeeds, then the character has the ability to

Setting

blend in with any background that is present.

Decapodians

Home world: Decapod 10

Decapodians are a crustacean race that lives on an ocean world. They can breathe both on land and under water. Decapodians are rather overly emotional, however, they really don't understand the emotion that is love. Also when they mate, they die.

Weird Quirk:

Mystery Organ: During game play the player can create a special organ that is present within their Decapodian. They must take note of what they said and the said organ must be used similarly for the rest of the episode.

Powerful Stench: The player's character smells so bad that enemies find them revolting and refuse to attack or be near them for several rounds.

Terrible taste in Comedy: Must make terrible/stupid jokes throughout the game.

Nibblonians

Home world: Eternium

Nibblonians are an ancient and powerful race that tend to keep

to themselves. They are currently waging a war against their mortal enemies the Brain spawn. Nibblonians tend to resemble small apes with a third eye on a stock.

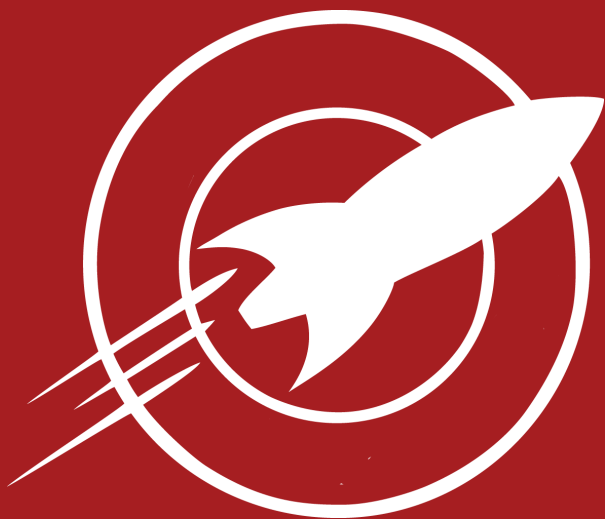
Weird Quirk:

Cuteness: Opinions and actions might be ignored due to their cuteness. Once every scene the player must roll a Charisma dice. If they succeed the roll then the other players ignore their entire dialog for that scene. However, if they fail the roll then the other characters pay attention to whatever they say.

Hunger: Must eat something edible every day or the player must consume something at random

Pet Acting: Must be the pet of one of the other players (however all actions and movements are still controlled by you).

Mindwiping: Once during every Scene, the player can choose to mindwipe anyone.



THE RULES

GAME RULES

Gameplay in *The Futurama Role-playing Game* revolves around two things: *Building the Story* and *Rolling Dice*. Once a few more details are provided on what you need before your game begins, we'll dive into explaining both aspects.

Note: The first time an important term is introduced, it will be bolded.

Dice

The *Futurama RPG* uses polyhedral dice: D4, D6, D8, D10, D12, D20 (the value representing how many faces each dice has); anytime "D" is used as is "D12", it's shorthand for "Die".

Abbreviations

This section makes use of several different types of abbreviation. For example, if a term has an abbreviation in parentheses behind it, from that point forward the abbreviation will be used: i.e. **Lead Narrator (LN)**.

Another example is "**Special Stat Die**," "**Brawn Stat Die**," "**Combat Stat Die**," and so on. After they appear as written the first time, all future references will be abbreviated as "Special Die," "Brawn Die," "Combat Die" and so on. Each time it is assumed the player will understand

that all such instances are referring to a "**Stat Die**."

Choose (or Create) A Character

An episode wouldn't be anything without the characters, and you won't be able to play *The Futurama RPG* without taking on the role of a character. To do that, you'll have to choose one from the many different options provided.

Each character's Dossier consists of two pages and contains all the pertinent information for characters in *The Futurama RPG*. To make sure you choose a character you'll like, you'll have to understand the different parts of a Dossier. Let's take a look at the Dossier for *Zoidberg, the Incompetent Doctor*.

Illustration/Description

The first page of the Dossier includes an illustration of the character, along with **Vital Factors**, such as name, age and so on. This section also includes a set of one-word **tags** that immediately provide a grasp of what the character is like at a glance.

This page also includes a short, generic paragraph. This might provide some insight into the race of the character. The paragraph, along with the tags—as well the **Cues** and **Disposition** on the second page of the Dossier (see next page)—provide a framework off of which players can weave their own unique back story for any given character.

Stats and Stat Dice

Beginning at the top of the second page of the Dossier, you'll see the different **stats** for Zoidberg and the different dice that represent those stats (Stat Dice); these can be a D4, D6, D8, D10, or D12.

Brawn: This represents the physical build of the character, whether endurance (such as the ability to run long distance), brute strength (the ability to lift heavy objects), sheer stamina (to withstand the pummeling that can occur during combat), and so on.

Brains: This corresponds to the mental faculties of a character, whether street smarts, learned science or just plain inherent brilliance.

Charisma: The ability to lead or to talk your way out of situations is based on your charisma; a character's presence as he walks into a room.

Combat: How good a person is in combat—whether ranged, close quarters, hand-to-hand or even ship-to-ship—is covered by this stat.

Special: The Special Die represents specialization in a given field/category—in Zoidberg's case; the Special is "Surgery/Maiming". Whenever a situation arises where a player's "Special" category applies, the Special Die is used in place of a standard Stat Die.

Luck: is a very special number for each character. It's not a Stat Die, but instead a static number

that represents the capriciousness of the universe. The Luck Stat is always a number from 1 to 12. If a Stat Die (or in the case of combat, the Combat Die) result of any roll should ever match the character's Luck Stat, the roll is a success, no matter what.

Weird Quirk: Is a quirk that is specific to the race that the player has chosen. It is meant to add more personality to your character and also increase randomness/insanity to the game. The book lists a number of weird quirks with a shot description on how they might affect your character, however the players are welcome to make up their own.

Name, Ship and Episode

Below the Dossier's stats are the name of the Patrolman and blank areas for players to insert the name of the ship they're currently on and the episode they've undertaken. This should aid in keeping track of a Patrolman's service record as they rocket around the universe.

Cues

In the center of the Dossier are the character's Cues. These Cues are statements or quotes that help define the character—whether it's his attitude, capabilities or personality. Each Cue helps form the basis of a **Narration**.

Disposition

Below the Cues are a few

quick lines that help convey the Disposition of a given character; additional hooks that help a player understand how they might play a given character.

Armor

The **Armor** track gives the number of Armor pips the character has—some have more, some less, depending on the particular character. Armor helps deflect damage during combat.

Health

The **Health** track defines the character's Health status. The number of pips and number of pips per row change depending on the particular character. Healthier, more robust characters have more pips and may have a better arrangement on the flowchart. Once a character's armor has been depleted from damage, he begins to take damage to his Health track. As injuries pile up, a character will start to suffer negative performance effects.

Weapons

In a dangerous universe, every smart character carries one or two weapons. The weapons area lists those weapons and the damage they inflict on a successful hit, as well as their range. Again, as a doctor, Zoidberg rarely carries around more than his surgery laser. The surgery laser works best at **Close** range and does

two points of damage. If Zoidberg successfully attacks an opponent, the enemy would lose two pips of his Armor/Health track.

Equipment

While Zoidberg only the single weapon, he is never without his tools and supplies, as shown in the Equipment area of his Dossier. Unlike weapons, equipment in *The Futurama RPG* has not set stats. Exactly what does an Atomic Analyzer do, how does it work? The player may have to answer those questions during gameplay with a clever Narration.

NPC Dossier

Finally, there are two types of Dossiers—those for fleshed-out characters or particularly important enemies, and those for less-important characters like henchmen or supporting characters. These **non-player character (NPC)** dossiers are half the size of normal Dossiers and contain much less information.

Note

Players can easily grab a character Dossier and leap into action based on the make a character, his Cues or even just the artwork. However, some players may feel the need to fully understand how the core dice-rolling mechanics work before making such a decision. In such an instance, the players should

thoroughly review the Rolling Dice portion of this section before selecting their Dossier.

Select an Episode Brief

There's no such thing as a "standard" episode on a rocket ship. Whether Planet Express sends you on a specific delivery or you happen to stumble across adventure accidentally, you're going to come back with amazing stories to tell. **Episode Briefs** are the starting points for *The Futurama RPG* adventures.

Episode Briefs supply all the information you'll need to start a gameplay session with little effort required on the part of the players. Each Brief includes many points that players can use to run the mission, create Narrations to string together multiple Episodes into a Campaign.

Episode Summary: Every Brief starts with a set of orders. These orders give a short overview of what the mission will be about, what the objective will be and what opposition the character can expect to find.

Episode Plot Points: The Objectives lists a set of events or accomplishments that the characters are expected to do in order to complete the Episode. The Objectives aren't mandatory. The crew could discover or create new ways to accomplish the Episode, or the Episode

my lead down a totally new path during the adventure.

Episode Cues: The Episode's Cues function the same as the Cues on a character's dossier. Each Cue can be both the basis for a Narration as well as a description of the Episode itself. If you draw a blank during a Narration or want to make sure your Narration stays "on topic," take a quick look at the Cues and go from there.

Mission Tags: Tags give short descriptions of the Episode itself in order to give players the gist of the adventure or to aid the creation of a campaign. For instance, if your crew is tooling around the outer reaches of the Solar System, you could look at the Episode Brief for *A Special Delivery to Robot Santa* and sees its tags include both "Neptune" and "rocketships." If the episode seems plausible as a next adventure, use it!

The second page of the Episode Brief gives information specific to the adventure as it will affect gameplay:

Opening Narration: The top gives the Opening Narration to be read by the LN at the beginning of the Episode. This gets the ball rolling and gives players a quick overview of what's going on.

The Setting: Below that is The Setting—a description of the local area where the group finds

itself at the beginning of the Episode. The scale of the setting can fluctuate between Episodes—in one Episode it may be the interior of a rocketship, while in another it may be a large volume of space around the crew’s ship.

Enemies and Obstacles

(Scenes): Finally, an **Enemy/Obstacles** list gives the opponents and obstacles that the crew may have to defeat or overcome to successfully complete the Episode, with each considered a **Scene**, of the overall Episode Brief.

Many of the enemies noted in various Briefs have Dossiers within this book. Other Episode Briefs, however, mention enemies that do not have ready-made Dossiers. Players can easily grab an existing NPC Dossiers “as is” with a simple name change, can tweak the stats slightly to provide a different experience if they’ve run into that NPC before, or they can use the rules to generate a whole new NPC.

As with almost every aspect of *The Futurama RPG*, much of the information given in an Episode Brief is up to the discretion of the players. Want to add your own Cues? Go for it! Want to change parts of the Scene? No prob! Want to change the Objectives? No one’s stopping you! Always remember to keep the fun factor high.

The Lead Narrator

The Futurama RPG does not require a gamemaster for play—instead the responsibilities of the LN rotate from player to player throughout the game. However, an appointed LN isn’t prohibited either. Ultimately, it’s up to the player group. If the group doesn’t require one, simply use the rules as presented.

There are many methods of choosing the game’s first LN. Whether you use age (oldest or youngest), a die roll (highest or lowest) or coin flips it doesn’t matter. Decide on a method choose your first LN and get ready to play!

Building Story: Playing Cosmic Patrol

The majority of a game session will be spent building the story of the adventure. Once each player has a set of dice, the appropriate character Dossier at hand, an Episode Brief selected, and an LN has been chosen you’re ready to get started.

The Futurama RPG play is divided into a series of segments that build on each other: *Turns & Narrations*, *Scenes*, *Episode Briefs* and *Story Arcs*. These are described below.

Turns and Narrations

At its core, *The Futurama RPG* gameplay is divided into a series of turns. Each turn, every player will have a chance to play out and describe his character's actions. These descriptions are called Narrations, and as the game progresses these Narrations will build on each other and form the story of the game.

Lead Narrator

Each turn begins with the LN and continues with the player on the LN's left until all players have had a turn at the Narration.

The LN begins the turn by giving a narrative of the current situation and advances the plot, as previously described under Episode Briefs. The LN also makes any actions or die rolls for enemies/obstacles the character may encounter. Though the LN begins the turn, he is the last to act with his character.

Once all players have had a chance to narrate their character's actions, the turn ends and a new turn begins.

Scenes

A Scene is defined as the start and finish of a given section of time within an Episode Brief. A Scene will contain a number of turns, which will vary depending upon what's occurring within

a given Scene.

For example, *A Special Delivery to Robot Santa*, contains the following details:

Enemies/Obstacles

Scene 1: The first obstacle is the frigid cold of Neptune. Massive blizzards create poor visibility and the freezing cold causes ship engines to malfunction. The crew will have to find a way to deal with these conditions.

Scene 2: Once arriving at the Neptunian town where Robot Santa's workshop and castle are located, there may be angry Neptunians, malfunctioning death toys, guard dogs, defense turrets and Robot Santa himself.

Scene 3: Once delivering the object to Robot Santa, the crew must find a way out of his castle and navigate their way back to the ship while Santa chases with various instruments of death.

Each of the three descriptions of the Enemies/Obstacles that can be found in the Episode Brief is a Scene. As noted above, there is no hard and fast rule on how many turns are in a Scene. Instead, that will be based on how many players are involved, their style of play and their Narrations, which ultimately leads to how quickly (or slowly) they're able

to accomplish the goals of a given Scene.

Lead Narrator

The LN starts a Scene and is the LN for every turn until a Scene is accomplished. Once a Scene is finished, the Player to the right of the current LN becomes the new LN. The new LN starts the first turn of the new Scene by providing a narrative of the current situation, and so on, as described above.

Episode Brief

An Episode Brief usually constitutes a single game session and is finished when all of the Scenes within an Episode Brief are accomplished. How many Scenes are required to finish an Episode Brief is up to the player group.

For example, one player group may decide that after accomplishing the three Scenes set out in *A Special Delivery to Robot Santa* the Episode Brief is done and their *Futurama RPG* gaming for that day is over. Another group, however, may be playing the same Episode Brief, but perhaps due to the way in which the plot has developed over the first three Scenes, the group decides it's appropriate to add in a new, fourth Scene, that helps to close up some of the plot threads that grew through player's Narrations, and so they keep playing. While a third group may not

have as long as the other groups, so they actually split the Episode Brief up into two different days of gaming sessions. Whatever works for each playing group is just fine.

Story Arc

While the contents of this book are primarily geared toward a single day's game session, enterprising groups can easily stitch multiple Episode Briefs together to build a much larger story that will span many gaming sessions.

This can be done intentionally: the group as a whole deciding what larger stories they'd like to participate in, or perhaps even assigning a single LN to devise some plots that will bridge multiple Episode Briefs. It can also occur unintentionally, when players realize that after wrapping up an Episode Brief gaming session that there are still some excellent plot threads developed and not wrapped up that will spawn new, exciting Episode Briefs in a longer Story Arc.

Building the Story: Narration and Flow

Giving a Narration is quite easy. All a player has to do is describe what his or her character is doing: whether it's engaging in combat, exploring a room or repairing a device. If any action has a chance of failure, then a dice roll is made to determine whether the action succeeds or fails.

Many Narrations are based on Cues provided on the character's Dossiers or Episode Briefs.

Cues

Cues are building blocks players can use as a basis for Narrations.

Cues are both suggestions and descriptions. Cues can be positive and negative and never have to be narrated the same way twice. If a player draws a blank or wants to make sure he's staying on-topic, he can take a look at a list of Cues and choose an appropriate one to base a Narration around.

Shawn—playing as the incompetent doctor John D. Zoidberg—finds himself in a firefight at the beginning of his next turn. He's the first player to make a Narration this turn and the situation isn't good: the crew is trapped on a ship, facing a dozen killbots armed with rayguns

buzz saws. Shawn takes a quick look at Zoidberg's Dossier and sees the Cue "Don't scare me or you'll get a face full of ink." That makes sense, as Zoidberg is an easily scared player. So Shawn decides to say...

"Whaaaa! These killbots are gonna kill me' Zoidberg proceeds to spew black ink all over the killbots."

Moving the Story Forward

Help, the LN just passed to me and it's hopeless! The characters are trapped in a decaying energy bubble, light minutes from any rocketship and all they have is a pocketknife, a copy of *Canterbury Tales*, six matches and a defective balloon (deflated). What am I supposed to do?

Simple. Take a deep breath and say, "Yes, and..."

Collaborative Narration is about creating a story and moving it forward. *The Futurama RPG* is about being an average schmuck, facing impossible challenges and overcoming them in the most improbable, zany and fun ways. It's all about saying "yes" to fun, not "no" to something unexpected.

So when you are faced with the impossible, you smile and say "Yes, and..." Then you make it up! There is no wrong way in *The Futurama RPG*. Want to have the crew swallowed by a cross-dimensional space whale that happens to be

headed to Earh to bathe in the Northern Lights? Then do it! But be ready for the LN to have the whale stopped short when it runs into a wormhole tollgate and the whale left his wallet in his other dimension. After all, the rule is “Yes, and...”

For example, the players are all gathered around the table for the night’s adventure (Episode Brief) and are already in the thick of the action. In the previous turn, Isaac, the current LN, stated that the object the characters are delivering was acting funny, and the characters leapt into action.

Plot Points

Plots can take twists you never saw coming—a rouge rocket full of space amazons, that hidden button that does something, a wild raygun blast at the wrong moment. **Plot Points** can make all these happen!

In gameplay, Plot Points may be used in many ways. In general, they are used to interrupt or alter another player’s Narration—a method of adding a twist to the game. But they can also be used to change player turn order, alter a die roll or gain back a point of health. The ways players may utilize Plot Points are only limited by how creative they want to be.

Players will be earning and spending Plot Points throughout

the game and using some type of tokens (such as poke chips) is the best method to track them. However, players are free to use whatever system works best, whether it’s chips, dice, noting them down on a piece of paper/table/smart phone, and so on.

Earning Plot Points

Players begin the game with three Plot Points each and may be awarded more points by the LN for particularly good Narrations. Players may have a maximum of five Plot Points at any time and only one point may be awarded to a player at a time.

Players with no Plot Points are automatically given one at the beginning of their turn.

The LN is the only person who may award Plot Points.

Earning Plot Points: Lead Narrator

The LN also receives Plot Points into a **Plot Pool**. The LN starts an Episode Brief with one Plot Point and every time a player spends a Plot Point (see below), the LN receives a Plot Point.

Unlike the players, the LN’s Plot Pool has no size limit.

The Plot Pool transfers between LNs in between Scenes. If the Plot Pool is empty at the start of a new Scene, the new LN receives one Plot Point.

Spending Plot Points: Players

No matter what effect you want to cause, the cost is one Plot Point and the change is immediately made to the game. Players may not spend more than one point at a time in an attempt to maximize the twist, though they can spend multiple Plot Points during any player's Narration (whether their own, or another player's.)

Example things to do with Plot Points:

- Change turn order
- Give a modifier to a dice roll (positive or negative)
- Unseen alien attacks!
- Regain a health point
- The rocket engines suddenly shut down
- The sky's the limit!

Just remember, Plot Points use doesn't always mean a positive change. Often plot twists are a negative event—something goes wrong that must be fixed or adapted to by the characters

Spending Plot Points: Lead Narrator

Like players, the LN can spend Plot Points in any fashion he chooses, with the following caveats:

- Plot Points can only be spent to aid NPCs/create plot twists; they cannot be spent to directly aide/hinder a player.

- The LN can only spend one Plot Point per turn.

Troubleshooting

In an improv-style game such as *The Futurama RPG*, the single greatest issue that can suck the life and energy out of a gaming session is if players start spending too much time deliberating over their actions and Narrations. If you've ever watched an improv play, when a character pauses too long trying to follow up with what's just been said you're thrown out of the action and the energy is gone.

If this starts to occur, players should work together as a group to help a player feel more at ease with this style of play. This could be practice sessions outside of a game, or could be something as simple as finding an enjoyable improv play to watch that can provide an example of how this style can unfold.

Rolling Dice

No matter how well your storytelling is unfolding, there will come a time when the dice need to come out to help resolve a given situation. The following details the process of how that works.

The Core Mechanic

As a shoot-em-up, by-the-seat-of-your-pants role-playing game, *The Futurama RPG* uses

simple, cinematic dice-rolling mechanic to resolve **Challenges, Tests** and **Combat**.

The Basic Mechanic for Challenges and Tests

A D12 is the **Base Die**, and forms the foundation that all players' rolls are based upon. The result of this roll is modified by the appropriate Stat Die and any additional **Modifiers**. The basic dice-rolling mechanic for all Challenges & Tests is:

D12 + Stat Die (D4, D6, D8, D10, D12) + **Modifiers** vs. **D20**

A Challenge is any action taken against an inanimate object, while a Test is any action taken against another character or any NPC that is non-combat related.

Which Stat Die To Use:

The appropriate Stat Die to use will usually be very easy to determine: trying to lift something heavy? Brawn. Trying to outsmart an opponent? Brains. And so on. Ultimately however, if the situation is too muddy the LN makes the decision on which Stat Die to use.

Modifiers: Modifiers represent good or bad situational circumstances that take an ordinary situation and make them extraordinary. For example, while trying to work on X, the player is: being attacked (a negative modifier); he's wounded (a

negative modifier); there's no gravity (depending upon what is trying to be accomplished it could be a positive or negative modifier); the player is getting additional help (this also could be a positive or negative modifier depending upon the Stat Die of the player trying to help); the device he's working on is extra difficult (a negative modifier)...or extra easy (a positive modifier)—the sky's the limit on what might happen. The decision on what modifiers are applied to any die roll, if any, and whether they are positive or negative, is always made by the LN.

Special: If the character has a Special Die that is appropriate to the current situation (as determined by the LN), the player will use the die rather than the usual Stat Die.

Luck Stat

Always remember that regardless of the overall result, if a Stat Die (or Special Die, if used) result equals the character's Luck Stat, the character automatically succeeds at his action.

Combat

Combat is a variation on the basic dice-rolling mechanic for Challenges and Tests. The Combat Die forms the foundation of all combat rolls instead of all combat rolls instead of the usual D12 Base Die. The result of this roll is altered by

any applicable modifiers. The basic dice rolling mechanic for all combat is:

Combat Stat Die + Modifiers vs. Combat Stat Die + Modifiers

As shown, combat is a straightforward contest between combatant's Combat Dies, plus any applicable modifiers.

Modifiers

As with Challenge and Test rolls, Combat can have a variety of situational modifiers added, all of which are decided upon by the LN.

Ranges

All weapons fall into three range brackets for combat (the range of each weapon is noted on the character's Dossier) with an "OK," a "-3" or an "—":

Close (Melee)

Near (Pistols)

Far (Rifles)

If a weapon is used in a range bracket one higher than its noted bracket, apply a -3 modifier. A weapon cannot be used in a range bracket two higher than its bracket, though it can always be used in a closer bracket. For example, a Robot's axe is a Close (Melee) weapon: if it's used at Near range the player would apply a -3 Modifier; it cannot

be used at Far range. For a beam rifle, however, which has a Far range, it can be used at Near or Close without any issues.

It is important to note that real world ranges are not provided here, as it's too easy to get bogged down into endless specifics. Instead the LN quickly determines which "range bracket" should apply in a given situation. For example, if a character can take a few steps and punch the Robot Santa, that's Close; if the Robot Santa bursts onto a large deck of a spaceship with the characters, or is a long throw away on an asteroid, that's Near; if the character can block the creature out of his or her sight by holding up his or her flat hand, that's Far. Ultimately, of course, it's completely up to each gaming group to get a good feel for what works for them regarding the specifics of range brackets.

Special Die

If the character has a Special Die that is combat-related and appropriate to the current situation (as determined by the LN), the player will use the die rather than the Combat Die.

Luck Stat

Always remember that regardless of the overall result, if a Combat Die (or Special Die, if used) result equals the character's Luck Stat, that character

automatically wins.

Unusual Circumstances

Any time an unusual circumstance arises not directly covered by the rules, the LN modifies the situation on the fly. For example, if two combatants are at a significant range from one another and the LN decides the “winner” of a combat roll couldn’t possibly damage the “loser”, he or she simply doesn’t apply damage and moves on; in this instance “winning” was simply an avoidance of damage on the winner’s part.

Rocketship Combat

There is no separate system for combat between rocketships. Instead, the focus is kept where it should be, on the action of the characters, with the LN deciding what Challenges/Tests/Combat should occur under any given situation.

For example, if a player group’s rocketship is trying to outrun an Omicronian ship, then the LN could decide it’s a straight-up Brains Test of the commander/pilot, as he or she tries to use his innate knowledge of his ship and the surrounding space to lose his or her pursuer (though it could require multiple rolls if he or she is weaving through an asteroid field, then skimming a planet’s atmosphere to spike his or her delta-v, and then trying to merge his signature with the long tail of a comet as it heads out of the system).

However, if the players find themselves in a straight up ship-to-ship atomic gunfight, the LN may decide it’s Combat. Or, depending upon the size of the rocketship the players are on, the LN may require the commander to make a Brains Test (the piloting of the ship), while another character makes the Combat roll (actually firing the guns).

Finally, how much damage a ship can take and how that damage affects its movement, weapons fire and so on is absolutely up to the plot and how the storyline is developing: any rocketship is as strong—or not—as the plot needs it to be. Instead of tracking the nitty-gritty details of damage to the ship, the LN should weave that type of information into the narrative: bulkheads cracking; anti-gravity failures; explosive decompressions; fractum drive overloads; phasing decks; power system fluctuations and failures—the sky (or space in this instance) is absolutely the limit for the fun and challenging scenarios you can throw at your players to overcome during such a conflict.

Damage, Armor and Health

Whenever a fight occurs, or a dangerous situation is encountered, there’s a chance a character could take damage.

Damage: If the damage occurs as part of combat, the damage taken by the losing party depends on the weapon used. On every Dossier, there's a "weapons" area that lists the weapon a character started the game with and its **Damage Value**. This is usually a static value, but can be a die value; i.e. "Roll D4" means every time a player makes a successful attack with that weapon he rolls D4 and assigns the roll result as a Damage Value to the target.

Whenever a character takes damage, the damage is first applied to the Armor column of the Dossier. Once all Armor pips are marked off, damage then begins to apply to the Health column and if that happens, things are serious!

Health Flow Chart: The Health column of the character's Dossier takes the form of a flowchart. Players start at the top, left-hand pip and move to the right until the first row is marked off, then move to the left-hand pip of the second row and move to the right until the second row is marked off, and so on.

- **First X:** When the first "X" (on the second row) is reached, the character immediately applies a -1 penalty to all future Brawn Die rolls.

- **Second X:** When the second "X" (on the third row) is reached, a -1 to all Brawn and Combat future

rolls is immediately applied

- **Knocked Out:** When the "Knocked Out" pip is crossed out, the character is unconscious and may take no actions (he does not give any more Narrations until he's healed; he cannot spend any Plot Points either).

- **Dead:** If the "Dead" pip is crossed off, the cosmos finally got its man...or woman...or robot... well, got its due, let's say.

Secondary Effects:

The Futurama RPG doesn't assume weapons have any other effects beyond straight-up damage as noted on the various Dossiers. However, like the equipment also noted on the various Dossiers. However, like the equipment also noted on the Dossiers, players and LNs are free to come up with additional fantastical effects from a weapon.

For example, Zoidberg's surgery laser not only has "laser" in the name, but its damage isn't very good. As such, a player choosing Zoidberg could pitch to the group that in addition to the damage, the weapon stuns the target. The starting LN feels that might be a little too powerful and counters that if the weapon successfully strikes the target, he'll make a Brawn Test against a target value: if he succeeds the target withstood the effects, if he fails the target is immediately stunned for several minutes.

Meanwhile an LN may

decide when an Omicronian Freeze Gun hits the target that the spikes are so ice-cold it numbs a part of the target, applying a -1 to any other actions from the struck target for the next D4 turns.

And so on. As usual, let your imaginations soar!

Regaining Armor/Health:

Fortunately, there are many ways to regain Health or repair Armor. A player could spend a Plot Point to regain a pip of Health or Armor. Some characters carry first aid kits as equipment, which can restore Health. Additionally, some characters are doctors or engineers and can use a Narration to fix Armor or help heal a crewmate; in this instance how much they repair the Armor and/or the Health of a character could largely depend upon the quality/uniqueness of their Narration, with the LN fixing two or even more pips for a particularly superb recitation.

Weapons

Weapons come in all shapes, types and sizes. You name it...and it probably come in a variety of colors and styles as well.

The Futurama RPG has characters start each mission with a default set of weapons. These are listed on the character's Dossier along with the amount of damage they do when used successfully against a target, and their range bracket.

Some characters are experts with a type of weapon or even with one individual weapon in particular and can use their Special Die in place of the Combat Die when using them.

Carry Limits: A character can carry no more than two weapons at a time. If the player already has two and wants the character to acquire a new weapon, a current weapon must be discarded.

Changing Out Weapons: A character could end up using a weapon that he or she didn't start the game with. In those cases, when a weapon is found that's not previously been used in a game, use this rule of thumb:

- Normal weapons do 2 points of damage
- Larger, heavier weapons may do 4 points of damage
- Rare, extremely dangerous or special weapons may do 6
- In place of a static Damage Value a die can be assigned, which is rolled every time the weapon strikes a target to determine damage: only use D4 or D6.
- Melee weapons are "Ok" at Close range, "-3" at Near range and cannot be used at Far range.

- Pistols are “Ok” at Close and Near range, and “-3” at Far range
- Rifles are “Ok” at all three ranges
- Tweaking the values above will create weapons with their own flavor

And The Rest: The Futurama RPG doesn't require players to track mundane things like ammunition or shots fired per turn, or how quickly a player can move in combat, or change clips, and so on. If there's a good reason to blaze away with a Nixon Mk. IV Destroyer Cannon while sprinting backward, go for it!

Making The Game More or Less Lethal: The weapons on the Dossiers are geared towards a good mix of speed of play and fun combat action that'll span multiple turns of dice rolling to resolve a given situation. However, some groups may decide they want to switch things up to suit their style of play.

Less Lethal: If a player group decides they want more dice rolling and heavier combat-oriented play, simply lower all Damage Values by 1, or even cut Damage Values in half. If weapons have a die in place of a static Damage Value, only use a D4.

More Lethal: If another group wants quicker combat and more cinematic style where the good guys can take out the bad guys in a single swipe, increase all weapon Damage Values by 1 or even 2 points. If weapons have a die in place of a static Damage Value, a D8 can be used in addition to a D4 and D6

Equipment

Besides weapons, many characters also carry a variety of equipment to use during missions. The uses of many of the different items may be obvious: a first aid kit would help treat a character who's been injured or a tool kit could be used to repair armor, robots or other devices.

The intended application of other equipment may be more obscure or even totally unknown. In many cases, this is intentional and gives the players a chance to decide exactly what that equipment does, based on the name. Once the controlling player decides just what the piece does, make note of it. For instance, Zoidberg carries a stethoscope, when its uses are defined, make a note so that it's used the same way for the rest of the game session.

Character Creation

As previously noted, this book contains a slew of sample character Dossiers that allow players to snag a character and leap into the fray. However, some players prefer to craft their own characters to take into space.

The following rules provide a framework for character creation. As with all aspects of *The Futurama RPG*, the framework is light and fast and designed for players to playfully and enjoyably create a character Dossier that reflects the style they want to embrace in a game. If you don't like where your character is going at any time during the process, feel free to back up and start down the path that'll make it the most fun!

Note that the sample character Dossiers might not follow these rules.

Follow The Steps

To create a character Dossier please proceed through the following steps to create your character:

1. Create A Character Theme (character name)
2. Assign Stat Dice
3. Assign Armor
4. Select Weapons
5. Select Equipment
6. Create Cues
7. Create Disposition
8. Final Tweaking

1. Create a Character Theme

Imagine you're a casting director for your favorite TV show and you've got a selection of walk-on characters you've got to fill for a new episode, characters that need to be cool and vibrant even if they're only on-screen for a few minutes.

As you review the script you run into a list of short character descriptions: male, late 30s, stoic and very tough, doesn't talk much; woman, early 20s, always smiling, with a devil-may care attitude; male, teen, a brooding anger that he fails to leash more often than not; and so on. In the role of casting director, you'll use those descriptions to find the right actor to convincingly fill that role in the episode.

In a similar fashion, as you work to create a character, you need to find a short and flavorful description of the theme of your character. Do you want to play the white-knight, with your thousand-watt smile and pectorals that can deflect a raygun blast? Or do you want to be the brainy nerd who feels he's stuck in a world of imbeciles? Anything's possible, with only your imagination to hold you back. Just remember as you pick a theme that the more wild and crazy you make it, the more you'll have to figure out how to convey that during game play.

With that in mind, jot down a few descriptive words that outline

your theme. Don't hesitate to fill a page if you're still trying to feel your way to what you want, knowing you're going to toss most of the concepts by the wayside as you zero in on your mark. Additionally, if you're still floundering a little, feel free to find out what everyone else in the group is playing and find a niche to fill: no sarcastic, brooding, older doctor on your team? Jump in and see if that role fits you.

Once you've got your theme, you'll use that as the framework to help you make the decisions involved in the rest of the process.

Patrolman Name

While this step appears at the start of character creation, it can actually happen anytime during the process.

Some players will find they've already got a character name they've been hanging on to for just such an adventure; the name itself drips with theme and will immediately lend itself to a certain flavor. If I say Zapp Brannigan, everyone should instantly have a preconceived notion of where the character creation process is going to take them: a fair amount of brawn and some charisma, no brains and very little combat adept, but a list of awesome catch-phrases.

Other players, however, may find they don't have a good name in mind and instead, even with

a theme, may have to travel most, if not all, of the creation process before a great name presents itself.

2. Assigning Stat Dice

Use the following rules when assigning Stats and Stat Dice. After assigning a Stat Die, simply write in the value and draw in the die shape, mimicking the style shown on the sample Dossiers.

Brawn, Brains, Charisma, Combat

Each player has a D6, two D8 and a D10 to assign to the Brawn, Brains, Charisma and Combat Stats. It is up to every player how they assign these values, but they should use the theme of their character, as determined in Step One, when making such assignments.

For example, a Zapp Brannigan type character, as described above, would most likely assign the D10 to Brawn, a D8 to both Charisma and Combat, while the D6 would be assigned to Brains.

D4 & D12: If a player chooses, he can change the D10 Stat Die to a D12, but he must then change the D6 Stat Die to a D4. For example, to really go over the top with our Zapp Brannigan character, the D10 Brawn would need to be changed from a D6 to a D4.

Health

The Stat Die assigned to Brawn has a direct correlation to the Health track of the character Dossier. Use the following rules for determining the character's Health track:

- If a D12 or D10, do not mark off any pips
- If a D8, mark off one pip from the first row
- If a D6, mark off one pip from the first row and one pip from the second row
- If a D4, mark off two pips from the first row and one pip from the second row

Special

All Special Dice are automatically a D10. Exactly what the Special Die applies to, however, is completely up to the player, but should reflect the theme of the character. If you decide to create a very unusual "what" for the Special Die, you should come up with a cool back-story to cover why you've gone in that direction.

Luck

Luck is not a die, but instead a fixed value that'll remain constant once it's determined. Roll a D12 and assign that value to the Luck Stat.

3. Assign Armor

All characters have at least ten armor pips.

Following that rule, armor is based upon a combination of the Combat and Brawn Stats. Use the following rules for determining the character's Armor track:

- Add the Brawn Die and Combat Die values of your character together then divide by two (rounding up). That result equals the additional Armor pips applied to the character.

For example, Zoidberg has a D12 Brawn and a D10 Combat, which equals 22. Divided by 2 equals 11 and rounded up equals 12, which means he adds an additional 12 pips to the automatic 10 he receives, for a total of 22.

4. Select Weapons

As with the Cues in a later step, selecting your weapons can be fun. You can simply copy the weapons off of one of the sample Dossiers. However, unleashing the kid inside can be far more enjoyable... just make up whatever cool name you want! Have you always wanted to use a Thorilic Quantum Trident? Write the name down. Or what about a Phasic Neutrino-Quitride Displacer? Write that down as well. When it comes to your weapons, look at the theme of

your character and embrace it.

For example Philip J Fry has his trusty Neptunian Phase Rifle, while Amy Wong wouldn't be caught dead fighting with anything but her Martian University Javelin.

To determine the stats of a weapon, use the rules for Changing out Weapons. Just remember that you can only ever have two weapons.

5. Select Equipment

As discussed previously under Equipment, equipment in *The Futurama RPG* is not a set of hard rules. X is not required to do Y. Instead, they almost act as their own Cues, propelling the action forward without dropping into the minutia of what exactly a piece of equipment weighs, what it does, and so on.

Use the few lines on the equipment list to accentuate the theme of your character, providing items you feel will be fun and enjoyable during game play. You don't even have to know what some of them do... one or two could just be crazy, fun-sounding names that you'll figure out on the fly.

It's important to make clear that due to the loose nature of these rules, it's all too easy for players to create wildly powerful/ludicrously small equipment; i.e. a "sun-buster pinhead". After all, "the rules didn't say I couldn't!" if your player group decides such a thing is cool and fits

with what you want to see in your games, by all means allow it. But most player groups will realize that even within these rules, a limit needs to be set on the power of equipment. Player groups may want to police equipment during character creation to ensure it's within the limits they're all comfortable with... or be stuck with the LN having to say "yup, sorry, that Class MXI Automen Sun-buster Pinhead you just spent a dozen playing sessions obtaining fizzles, spurts and goes silent... it's a dud."

6. Create Cues & Choose a Weird Quirk

As noted under Cues, these are phrases that can be bold statements a character might make in a given situation, or can be used to spark an idea of which direction a character might leap.

When creating Cues for your own characters, use the same method you used when generating your character theme: jot down different phrases, sentences, or just saucy, juicy words that sound like something that would be fun to say during the action of the game. Then use the list to zero in on the best set of Cues.

You can also review the sample character Dossiers to spark your own ideas for Cues. If you're having a difficult time, feel free to use catch phrases taken from your

favorite movies, TV shows and novels, just tweaked slightly to make them unique to your character. For example “That was totally wicked!” could be tweaked to “That was totally spacetacular!”

If you’re struggling, feel free to make the generation of Cues into a party game for all those that’ll be involved in an Episode. Each player can write down two or three (or more) Cues based on your character theme, and then you can select some, none or all of them. Even the craziest Cues could prove an interesting take on your character’s personality under the right circumstances, so don’t be so quick to toss the more wild concepts out.

When choosing a weird quirk for your character, look at the examples that have been provided in this book. The weird quirk is meant to enhance your character and add more randomness/craziness to the story.

All weird quirks affect your character in some way (for better or worse) and it is up to you and the LN to remember when or if your quirk comes into plays. When it comes to creating your own weird quirk, anything goes. However, make sure you take note and explain to the LN what it does. If the LN deems it not suitable then try to alter it so it can become suitable. Like many of the rules in this book, it is up to the game group to determine

what is suitable and what it not.

7. Create Dispositions

Like Cues, your character’s Dispositions should flow from how you’re building your theme and the Cues. Even the description you used when generating your theme could be turned into Disposition statements. Again, review the sample Dossiers, or ask for suggestions from your player group if you’re struggling to define this aspect of your character.

8. Final Tweaking

Once you’ve written down all of your character details on the character Dossier sheet, review the final character to ensure it’s everything you want it to be.

In the sample character Dossiers, Philip J Fry has a D6 Brawn, while Lord Nibbler has a Brawn of D8. Yet despite Lord Nibbler’s superior Brawn he’s got a weaker Health track. When making the characters we arbitrarily decided that since Lord Nibbler is a cute cuddly monster, he’s simply more fragile. When making similar characters a player could very well decide that despite Philip J Fry’s being a mere 20th Century man, he’s got robust genes and so has 3 pips on the second row, even while maintaining four pips on the first row.

Armor is another area which players can tweak to enhance the flavor of a character. For example, Zapp Brannigan has a Combat Die equal to Fry and even a higher Brawn, but Zapp Brannigan is a starship captain! “I don’t need heavy armor, it gets in the way of my velour uniform!” As such, he’s several pips lower than Fry, a normal person who packs on the armor as best he can.

Such tweaking should be kept within reason. For example, you shouldn’t rotate Stat Dice up or down as that has far too great an impact on the mechanics of game play. Any final tweaks should be reviewed by the player group to determine if anyone feels that nay such tweaks are too much. Of course, the players in the group may decide one of your more extreme tweaks if just fine (especially if you give a really cool back story for the tweak!), but be prepared to green-light their more extensive character tweaks in return.

Ultimately, however, these are just guidelines. Each player group is free to determine what works best for them and run with it ... just have fun!

Non-Player Character Creation

To create non-player characters (NPCs) use the following rule.

Note that the sample NPCs might not follow these rules.

1. Create A Character Theme

For most NPCs a theme is not really needed. However, for a “chief” NPC, or an NPC an LN thinks will be around for a while, a theme may be just the thing to bring such an important character to life.

2. Assigning Stat Dice

Use the following rules when assigning Stats and Stat Dice. After assigning a Stat Dice, simply write in the value and draw in the die shape, mimicking the style shown on the sample Dossiers.

Brawn, Brains, Charisma, Combat

Each NPC has two D6 and two D8 to assign to the Brawn, Brains, Charisma and Combat Stats. It is completely up to the LN how they assign these values.

D4 & D10: If a player chooses, he can change one D8 Stat Die to a D10, but he must then change one D6 Stat Die to a D4.

D12: Most NPCs should never have a D12 Stat Die. Only the most significant NPCs should be assigned a die. When making such a character, simply rotate the D10 to a D12; no other change is required.

Health

The Stat Die assigned to Brawn has a direct correlation to the Health track of the NPC Dossier. Use the following rules for determining the character's Health track:

- If a D12, do not mark off any pips
- If a D10, mark off one pip from the first row
- If a D8, mark off one pip from the first row and one pip from the second row
- If a D6, mark off two pips from the first row and one pip from the second row
- If a D4, mark off two pips from the first row and two pips from the second row

3. Assign Armor

All NPCs have at least five armor pips. Following that rule, armor is based upon a combination of the Combat and Brawn Stats. Use the following rule for determining the character's Armor track:

Add the Brawn Die and Combat Die values of your character together then divide by three (rounding up). That result equals the additional Armor pips applied to the NPC.

4. Select Weapons & Equipment

Follow the rules for select Weapons and Select Equipment as shown under Character Creation.

5. Create Cues & Dispositions & Weird Quirk

As with the theme in Step One, the vast majority of NPCs will not need this step. However, an LN may decide that for the truly important bad guys, having some easy quips at hand will make any scene the NPC is in all that more dynamic and fun.

6. Final Tweaking

As with character creation, an LN can heavily tweak an NPC to fit the bill, from a weak Killbot to a powerful Omicronian. Just remember not to make the NPCs too powerful, or too weak; either case may leave the players unsatisfied. Ultimately the ability of an LN to create characters that provide just the right amount of challenge for a player group in any given Scene simple takes practice and tossing some dice.

Character Advancement

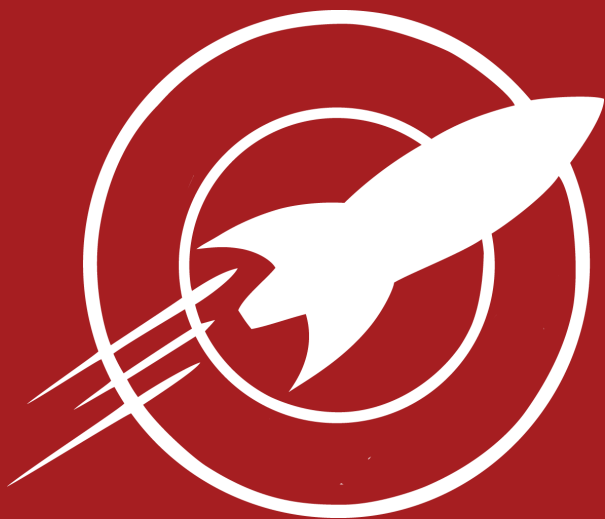
Nitty-gritty rules for character advancement are beyond the scope and theme of these rules. Instead, a player group can use the following rule of thumb to help them advance their characters, if they so wish.

After each Episode, all characters should vote on a player they feel made the game the most fun. The player that wins should mark down on their sheet that they've one Episode Point. The player can then turn accumulated points in (erasing them off the Dossier) to rotate a Stat Dice to the next largest die (i.e. a D4 to a D6 or a D10 to a D12, and so on) using the following rules:

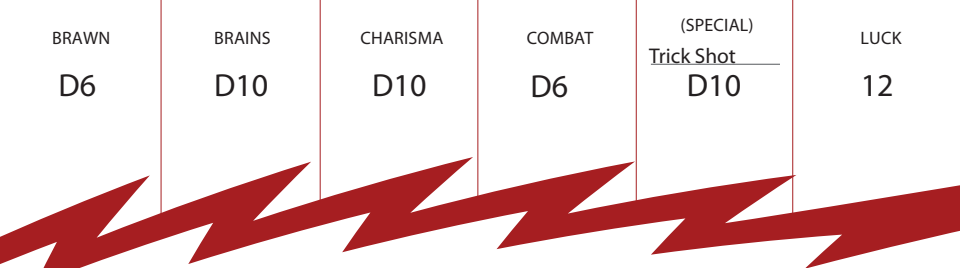
- D4 to D6 = 3 Episode Points
- D6 to D8 = 5 Episode Points
- D8 to D10 = 8 Episode Points
- D10 to D12 = 12 Episode Points

A player can rotate more than a single dice value at one time, but must pay the cumulative value. For example a character that has a D4 Brawn and wishes to rotate it to a D10 would need to pay 16 Episode Points.

A character can never have a Stat Die higher than D12. Regardless of the changes in a character's Stat Dice, all other aspects of the character's Dossier remain unchanged.



CHARACTERS



BRAWN	BRAINS	CHARISMA	COMBAT	(SPECIAL) Trick Shot	LUCK
D6	D10	D10	D6	D10	12

NAME: Amy Wong SHIP: _____
WEIRD QUIRK: Lapses in Judgement EPISODE: _____

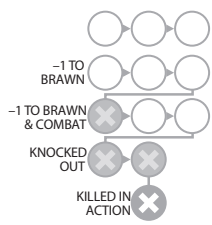
Fluoops! _____ CUES: _____
As if! _____
Cantonese Cursing _____
Guahh _____
Wait, how much is five dollars again? _____
I'm sorry what were you saying I was _____
checking my hair _____
My parents own half of Mars _____
I'm from Mars! _____
Spleesh! Watch were your going I almost _____
broke a nail. _____

DISPOSITION

Intern to Professor Farnsworth _____ No understanding of the value of money _____
A klutz, partier/socialite, ditz, naive _____ In a romantic relationship with Kif Kroker _____



ARMOR



HEALTH

WEAPONS

	DAMAGE	RANGE		
		Close	Near	Far
Martian Freeze Ray	3	ok	ok	-3
Martian Javelin	2	ok	ok	-3, (when thrown)

EQUIPMENT

Picture of Kif _____

BRAWN

D12

BRAINS

D6

CHARISMA

D6

COMBAT

D8

(SPECIAL)
Larceny

D10

LUCK

4

NAME: Bender Bending Rodriguez

SHIP: _____

WEIRD QUIRK: Magic Chest Container

EPISODE: _____

Cheese it!

CUES:

Bite my shiny metal ass

Snappy Whistling

Beer! I need Beer!

Well I've heard worse excuses not to drink

Valuable you say?

I'll make a better ___ with black jack and hookers! In fact for get the ___

That was my last beer you bastard!

Kill all humans

Bender is Great! Bender is Great!!!

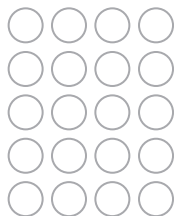
DISPOSITION

Cook on the Planet Express Ship

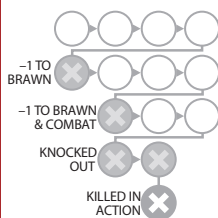
violent, selfish, angry, manipulative, vain and lazy

Enjoys robbing and wanton destruction

Raging alcoholic and smoker, BFF with Fry



ARMOR



HEALTH

WEAPONS

Mom's Friendly Pistol

DAMAGE	RANGE		
	Close	Near	Far
2	Ok	Ok	-3

EQUIPMENT

Futurama Character Dossier

BRAWN

D6

BRAINS

D6

CHARISMA

D10

COMBAT

D10

(SPECIAL)
Idiot Savant

D10

LUCK

7

NAME: Philip J Fry

SHIP: _____

WEIRD QUIRK: Basic Stupidity

EPISODE: _____

Hey, whose from the 20th Century here?

CUES:

Waaargh!!!!

Haha I out smarted you again bird

No I'm.... doesnt!

I've always wanted to have a robot friend

Hey I live in a robot's closet!

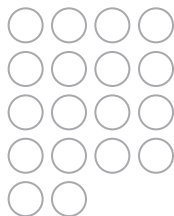
If I try hard enough Leela's gotta love me!

DISPOSITION

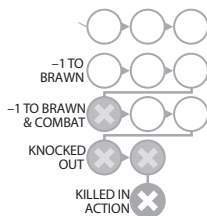
From the 20th Century... yet fits in

Incredibly random leaps in logic

A good natured idiot, hard-headed, stubborn

In a romantic relationship with Leela and BFFs
with Bender

ARMOR



HEALTH

WEAPONS

Neptunian Ray Pistol

DAMAGE	RANGE		
	Close	Near	Far
2	Ok	Ok	-3

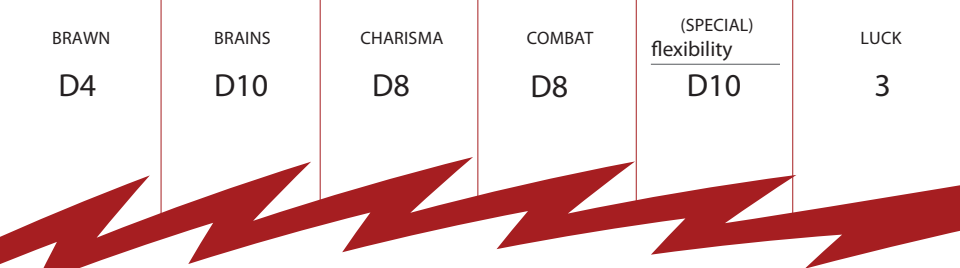
EQUIPMENT

Ham Bubble Gum

Can of Slurm

Picture of Leela

Futurama Character Dossier



BRAWN	BRAINS	CHARISMA	COMBAT	(SPECIAL) flexibility	LUCK
D4	D10	D8	D8	D10	3

NAME: Kif Kroker SHIP: _____

WEIRD QUIRK: Boneless Body EPISODE: _____

Sir, I don't think that is a wise option.

Why would anyone be interested in me?

Ahh, don't hurt me!

Ughhh....

Um... but sir....

I'm surrounded by idiots

Sighs

I'm sorry, pardon me.

CUES:

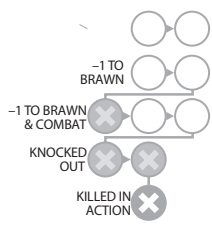
DISPOSITION

Subordinate to Zapp Brannigan Is meek and unsure of himself, nervous and nice

In a romantic relationship with Amy Wong A competent military officer



ARMOR



HEALTH

WEAPONS	DAMAGE	RANGE		
		Close	Near	Far
Doop Zapp Brannigan Pistol	2	Ok	Ok	-3

EQUIPMENT

Photo of Amy Wong _____

BRAWN

D6

BRAINS

D8

CHARISMA

D6

COMBAT

D12

(SPECIAL)
Space Captain

D10

LUCK

9

NAME: Turanga Leela

SHIP: _____

WEIRD QUIRK: Mutation: One Eye

EPISODE: _____

Whose the captain here?

Look, I don't know about your previous
captains, but I intend to do as little dying
as possible.

Hold still damn it! I don't have good depth
perception.

Why are men so stupid.

Oh Lord... (sighing)

No get back! I don't need your help

So he's going to kill us....

CUES:

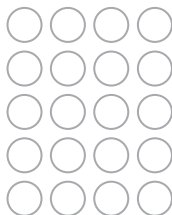
DISPOSITION

- Captain of the Planet Express ship

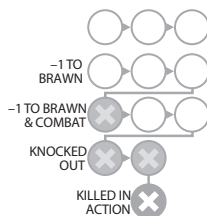
Stubborn, anger issues, responsible and dutiful

- Has one eye (is a mutant) so has depth
perception problems

In a romantic relationship with Fry, loves
animals



ARMOR



HEALTH

WEAPONS

Stun Pistol

DAMAGE	RANGE		
	Close	Near	Far
3	Ok	Ok	-3

JKLFSDAJ

EQUIPMENT

Electronic Wristband

Futurama Character Dossier

BRAWN

D6

BRAINS

D10

CHARISMA

D12

COMBAT

D4

(SPECIAL)
Consume

D10

LUCK

1

NAME: Lord Nibbler

SHIP: _____

WEIRD QUIRK: Cuteness _____

EPISODE: _____

random gibberish _____

CUES:

You are needed to save the Universe!

Just because I'm cute doesn't mean you
should ignore me!

The Brain spawn _____

Get out of the Universe before its too late!

We Nibblonians are an ancient and
powerful race

Boy do I love ham _____

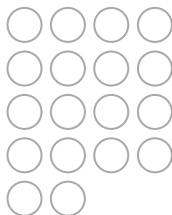
DISPOSITION

Acts as Leela's Pet _____

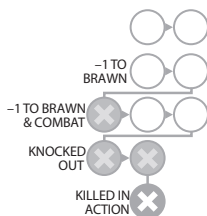
Well spoken, intelligent and universe weary

Actually a Lord of the Nibblonians _____

Loves musicals _____



ARMOR



HEALTH

WEAPONS

Bite

DAMAGE	RANGE		
	Close	Near	Far
3	Ok	-	-

EQUIPMENT

Small Red cape _____

Futurama Character Dossier

BRAWN

D4

BRAINS

D12

CHARISMA

D10

COMBAT

D6

(SPECIAL)
crazy inventions

D10

LUCK

8

NAME: Professor Farnsworth

SHIP: _____

WEIRD QUIRK: Absent Minded

EPISODE: _____

Oh my...

CUES:

Oh my yes!

Good News Everyone!

Uhwahhhh?

Where am I now?

Here's my latest invention.

Why bother remembering anything? your
going to forget is five minutes later.

Sweet Zombie Jesus!

No one kills my crew except me!

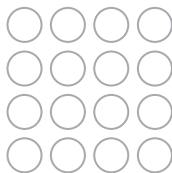
DISPOSITION

Absent Minded/Mad scientist

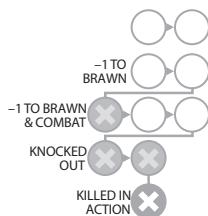
forgetful, crazy, stubborn, curmudgeon

Very old, and feeble

Owner of the Planet Express Delivery Company



ARMOR



HEALTH

WEAPONS

Quantum Teleporter Ray

DAMAGE

2

RANGE

Close Near Far
Ok Ok -3

EQUIPMENT

Phasic work tool

Futurama Character Dossier

BRAWN

D6

BRAINS

D8

CHARISMA

D12

COMBAT

D6

(SPECIAL)
Janitorial business

D10

LUCK

10

NAME: Scruffy

SHIP: _____

WEIRD QUIRK: Supremely Lazy

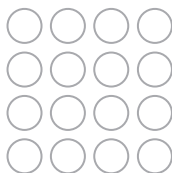
EPISODE: _____

Scruffy gonna die the way he lived.

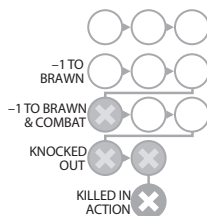
CUES:

Uh huh.Oh, Marmalade!Life and death are a seamless continuumThe day of reckoning is nigh... I reckon...I'm Scruffy... The janitor.Scruffy's work here is done.What fevered dream is this that bids to tear
this company in twain?

DISPOSITION

Janitor of Planet ExpressIs well liked but no one knows when he was
hiredExtremely lazy, does everything slowlyoffers sage like advice

ARMOR



HEALTH

WEAPONS

Phasatic Wrench

DAMAGE	RANGE		
	Close	Near	Far
1	Ok	-	-

EQUIPMENT

laser hammer

Futurama Character Dossier

BRAWN

BRAINS

CHARISMA

COMBAT

(SPECIAL)
Captain's Order

LUCK

D10

D4

D10

D8

D10

10

NAME: Zapp Brannigan

SHIP: _____

WEIRD QUIRK: Basic Stupidity

EPISODE: _____

Kif show them the medals I've won.

CUES:

Set phasers to love.

But its real velour.

I'm sensing where heading towards one
erotic adventureLike the wily fish, I'm going to hide in this
barrelWhen I'm in command, every mission is a
suicide-mission.In the game of chess, never let your
advisory see your pieces

I surrender and volunteer for treason.

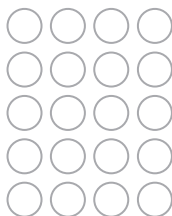
I am the man with no name. Zapp
Brannigan at your service.Brannigan's law is like Brannigan's love:
hard and fast.

DISPOSITION

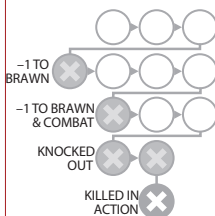
Captain of the D.O.O.P. Spaceship, the
NimbusA complete imbecile and coward,
Incompetent Captain

Egotistical, vain, sexist, Incredibly stupid

Does not like Neutrals



ARMOR



HEALTH

WEAPONS

	DAMAGE	RANGE		
		Close	Near	Far
Zapp Brannigan Phase Pistol	2	Ok	Ok	-3

EQUIPMENT

velour uniform

Zapp Brannigan's Big Book of War

Futurama Character Dossier

BRAWN

D12

BRAINS

D6

CHARISMA

D4

COMBAT

D10

(SPECIAL)
Surgery/Maiming

D10

LUCK

7

NAME: John D. Zoidberg

SHIP: _____

WEIRD QUIRK: Mystery Organ

EPISODE: _____

I'm so hungry.

What? I thought that was your (insert
random body part)!

Excuse me, but who's the doctor?

Like the Two meals in one week! Things are
looking up for old Zoidberg!-

Awwwww (after being insulted)

I should warn you. I'm a mean drunk.

What, do I smell or something

Don't scare me or you'll get a face full of
ink.

Whoop whoop whoop!

CUES:

Who wants to see my Comedy Act.

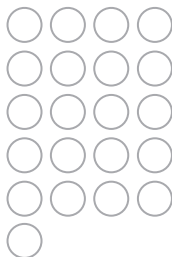
DISPOSITION

Desperately Poor, Hungry and Scared

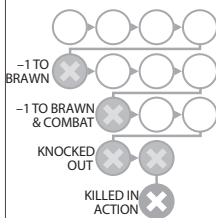
Complete Buffoon

Terrible Doctor, Strangely Alien

Terrible wannabe Comedian



ARMOR



HEALTH

WEAPONS

Zoidberg's Claws

DAMAGE	RANGE		
	Close	Near	Far
3	Ok	-	-

EQUIPMENT

Entire Wealth

Stethoscope

Old Sandwich

Futurama Character Dossier

BRAWN

BRAINS

CHARISMA

COMBAT

(SPECIAL)

LUCK

NAME:

SHIP: _____

WEIRD QUIRK: _____

EPISODE: _____

CUES:

DISPOSITION

WEAPONS

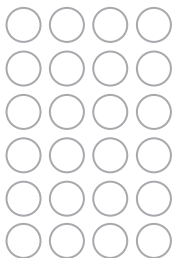
DAMAGE

RANGE

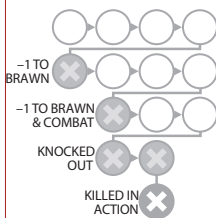
Close Near Far

EQUIPMENT

Futurama Character Dossier



ARMOR



HEALTH