

FUTURAMA

NOW WITH DICE





Is This Dungeons and Dragons?

First off, it's 'Dungeons & Dragons.' And no, this is not D&D. But it is a role-playing game. And like most role-playing games (or RPGs), you'll need a few things to play, like six-sided dice, some fat losers, and a basement.

Now that you have those, here's a short introduction to how to play the game. In this example, Fry is playing "Leela" a one-eyed starship pilot, and Leela is playing "Fry", a dolt from the 20th century.

Fry (Leela): Fry looks up at the can of Slurm glued to the ceiling.

Animator: Roll your See.

Fry (Leela): (rolls some dice) *clatter* Hey, I did it!

Leela (Fry): All right! What does he see?

Animator: It's stuck to the ceiling. Probably with glue.

Fry (Leela): "I'm bored. This mystery is boring." Fry goes over to the couch and turns the TV on.

Animator: You just missed 'All My Circuits'.

Fry (Leela): "Aw, crud."

RULES

Any time you want your character to try something more difficult than operating a Stop-N-Drop, you roll 2 six-sided dice (2d6). If the total of the two dice is equal or less than your skill, you did it! If it's not, you're boned!

When you're competing with someone else (say, to punch them in the snout), both characters have to make a skill check. In this case, the skill would be Fight. If Leela and Amy are wrestling on the floor in regulation outfits, both their players roll 2d6.

Leela's Fight skill is 8, and Amy's Fight skill is 2. Leela rolls a 10, and Amy rolls a 4. What a load. Neither one of them manages to pin the other, and the two scantily-clad females continue pressing against one another, sweating and panting. The next round, Leela rolls a 6, and Amy rolls a 10. Leela flips Amy over and slams her onto the ground!

Damage is always 1d6, unless the Animator decides otherwise. Leela rolls 1d6, and gets a 4. Amy had 7 HP, but after that bodyslam she's down to 3. She's still OK, but she's too rich for smit like this.





GETTING KILLED

When a character loses all their Hit Points, the Animator can decide that one of three things happens:

- The character is merely beaten unconscious, and wakes up later. The Animator can decide whether they wake up in a hospital with all the other characters gathered around them, or in the gutter, or in the clutches of a villain, or in prison.
- The character is stitched back together. Note that if the surgeon is incompetent, things might not be where they should. Multiple injured characters risk having their parts swapped.
- The character's head is put into a jar (or, if the character is a robot, their body becomes inaccessible or unusable) until the Animator decides a new body is ready. Heads in jars (and bodiless robots) can only use Smarts and Chutzpah skills.

SKILLS

All Skill ratings start at their Attribute (Muscle, Zip, Smarts, or Chutzpah). Zoidberg's Zip is 5, and since he has 3 points in Ride, his Ride skill is 8 (5+3). If someone doesn't have a skill listed, they just use their Attribute as the default Skill rating.

Muscle Skills:

- Break Down Door
- Climb
- Fight
- Pick Up Heavy Thing
- Throw

Zip Skills:

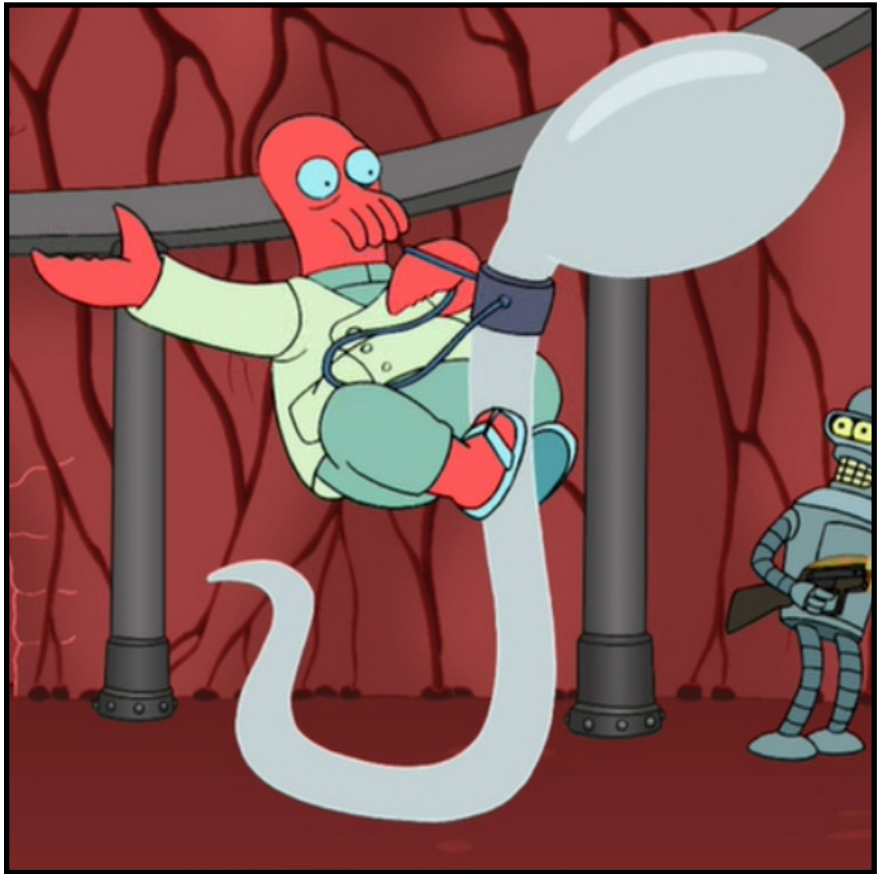
- Dodge
- Drive Vehicle
- Fire Gun
- Jump
- Ride
- Run
- Swim

Smarts Skills:

- Machines
- Hide/Spot Hidden
- Identify Dangerous Thing
- Read
- Resist Fast-Talk
- See/Hear/Smell
- Track/Cover Tracks

Chutzpah skills:

- Fast-Talk
- Pass/Detect Shoddy Goods
- Sleight of Hand
- Sneak



RACES

There are more than eight races in the universe, and you have the chance to play one of them!



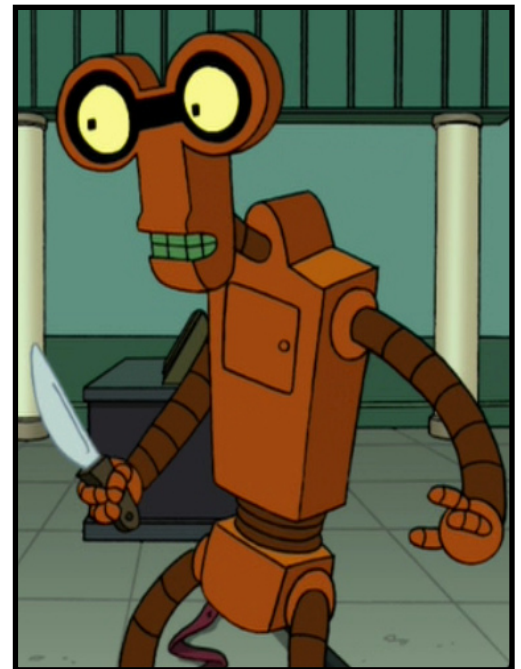
HUMANS

Your basic human is between three and twenty five feet tall and is made of a hairy, oily goo wrapped in a t-shirt.

ROBOTS

All robots have a Prime Directive (committing crimes, selling lemonade with signs that have backwards "E"s, stabbing, etc.). When presented with the opportunity to carry out the Prime Directive, the robot has to roll a Resist Fast Talk or follow through. That spaghetti-strap purse isn't going to steal itself, you know.

Robots have gender programming. They refer to themselves as Manbots and Fembots.





SEWER MUTANTS

Every mutant has some kind of hindrance (no depth perception, being a foot with a head attached, etc.) that the Animator can bring into play at any time.

ALIENS

Aliens are like humans, only with weird lumps on their foreheads or maybe pointy ears or something. Aliens might have some kind of Shtick associated with them.





MEET THE CREW!



Philip J. Fry

Fry is a poor kid from the Stupid Ages, frozen in time for one million years. He has adapted reasonably well to life in the 31st Century, but is still most at home in the year 2000.

Muscle 3

*Climb 6

Zip 5

*Dodge 8

*Drive Vehicle 8

*Jump 8

*Ride 7

*Run 9

Smarts 2

*Hide/Spot Hidden 5

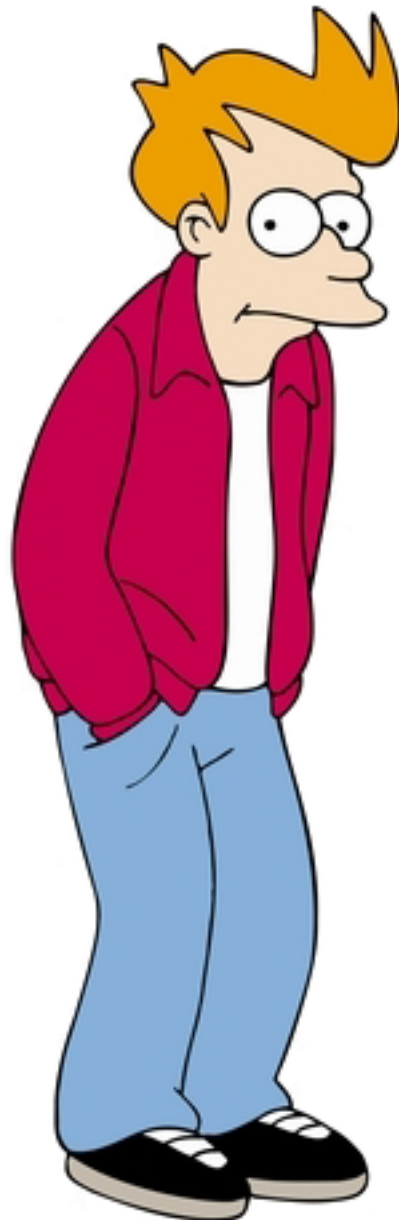
*See/Hear/Smell 7

Chutzpah 4

*Pass/Detect Shoddy Goods 5

*Sneak 8

HP: 9



Turanga Leela

Leela is the least-mutated mutant ever. Her childhood at the Cookieville Minimum-Security Orphanarium taught her a lot of boring lessons about life that she shares all the time even though nobody cares.

Nibbler (shtick)

Nibbler is Leela's pet Nibblonian. To determine if Nibbler is present, roll 1d. On a roll of 1-3, Nibbler is with Leela (or somewhere close).

Leela has a high-tech wrist thingie that she can use to control the Planet Express ship remotely. It also works as a communicator. Leela can spend Plot Points to use her wrist thingie to perform one-time shticks like Tracking Something, Laser Surgery, or Tetris.

Muscle 4
*Fight 9
Zip 3
*Drive Vehicle 7
*Fire Gun 5
*Run 5
Smarts 3
*Identify Dangerous Thing 4
*Machines 5
*Read 5
*Resist Fast-Talk 6
*Track/Cover Tracks 5
Chutzpah 4
*Pass/Detect Shoddy Goods 6
*Sneak 6

HP: 10



Nibbler

Nibbler is a Nibblonian from planet Eternium. His race is the oldest in the universe, and he poops dark matter. While he is more intelligent than any of the crew, he maintains the fiction of being a dumb animal to provide cover for his real mission: preserving the existence of the universe itself.

Devour (Shtick)

Nibbler can devour whole any creature the Animator allows.

Muscle 1
*Climb 3
Zip 5
*Dodge 6
*Jump 7
*Run 6
Smarts 6
*Hide/Spot Hidden 9
*Identify Dangerous Thing 8
*See/Hear/Smell 9
*Track/Cover Tracks 8
Chutzpah 2
*Sneak 8

HP: 7



Bender “Bending” Rodríguez

Bender is some sort of wonderful mechanical man.

Torso Compartment (shtick)

Bender’s chest cavity makes a great place to store some loot. He can pull almost anything useful out of it, at the Animator’s discretion.

Bender has immense strength compared to a puny meatbag - he can spend one Plot Point per episode to lift something that would otherwise be immovable. Immediately after lifting it, he must make a Pick Up Heavy Thing check or get killed. Bender can also lift other things if they are inconsequential or funny.

Muscle 6

*Break Down Door 9

*Pick Up Heavy Thing 9

Zip 1

*Fire Gun 3

*Jump 2

*Run 3

Smarts 2

*Read 7

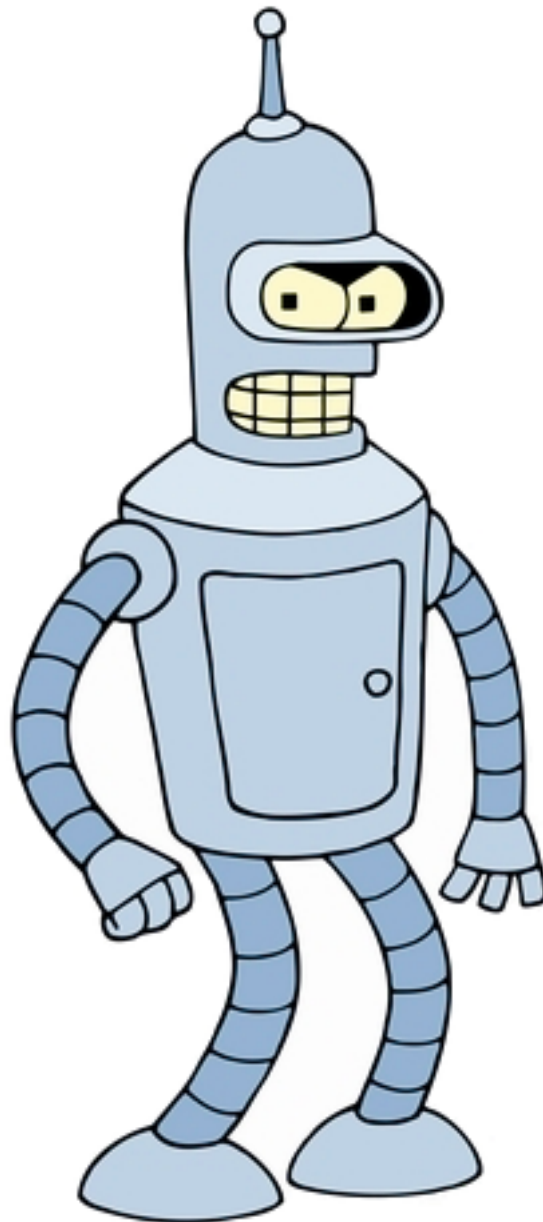
*Resist Fast-Talk 4

Chutzpah 5

*Pass/Detect Shoddy Goods 8

*Sleight of Hand 7

HP: 12



Amy Wong

Amy is a klutz from Mars. She is an intern for Professor Farnsworth, though he only keeps her around because they have the same blood type.

Cute (Shtick)

Amy has had cuteness reduction surgery to make her juuuust cute enough. Once per episode, she can use her cuteness to get what she wants (at the Animator's discretion).

Billionaire (Shtick)

The Wongs own the western hemisphere of Mars (it's the best hemisphere). Once per episode Amy can call on her fortune (by calling someone on her cell phone).

Partyboard (Shtick)

Amy owns a partyboard - a flying surfboard - that she can use whenever the Animator says that she has access to it. If Amy makes a successful Ride check, she can go anywhere in the scene.

Muscle 2

Zip 6

*Drive Vehicle 7

*Ride 9

*Run 7

Smarts 3

*Hide/Spot Hidden 5

*Machines 7

*Read 6

*See/Hear/Smell 6

Chutzpah 3

HP: 8



Dr. John A. Zoidberg

Like all Decapodians, Dr. Zoidberg has many natural defenses (ink, foul odor emitted when bored, etc.). On an unrelated note, no one likes him.

Zoidberg has a hard carapace that conceals dozens, perhaps hundreds of redundant organs. Zoidberg can spend a Plot Point to negate a damaging attack, as it bounces off his shell or merely pierces one of his mucous bladders. This does not apply to lasers. He can also spend a Plot Point to squirt, deposit, or otherwise exude something.

Muscle 6
*Fight 9
Zip 5
*Fire Gun 6
*Ride 8
*Run 9
*Swim 9
Smarts 2
*Hide/Spot Hidden 3
*Read 4
*See/Hear/Smell 7
*Track/Cover Tracks 7
Chutzpah 1

HP: 9



Hermes Conrad

Hermes is a Rastafarian accountant (Grade 34). He is married to the lovely LaBarbara, and has a son named Dwight. His hated enemy is Barbados Slim, LaBarbara's former husband and Olympic gold winner in both limbo and sex. Hermes is more than willing to murder others, especially his co-workers.

Requisition Forms (Shtick)

Any time Hermes has access to his office or the Central Bureaucracy, he can requisition forms that compel any other characters to perform an action (at the Animator's discretion).

Hermes can spend a Plot Point to limbo under a very low object like a stove or closing door.

Muscle 2
Zip 2
Smarts 4
*Hide/Spot Hidden 7
*Identify Dangerous Thing 9
*Read 9
*Resist Fast-Talk 7
*See/Hear/Smell 7
*Track/Cover Tracks 6
Chutzpah 6
*Fast-Talk 7
*Pass/Detect Shoddy Goods 9

HP: 8



Professor Hubert J. Farnsworth

Professor Farnsworth owns Planet Express, a delivery company whose stock is almost worthless. He is also a prolific inventor, having been responsible for the what-if machine, the award-winning smelloscope, and at least one parallel universe. His nemesis is Dr. Ogden Wernstrom, his former student.

My Latest Invention (shtick)

The Professor almost always has an invention in his lab that can be used to solve (or complicate) a problem.

Casanova (shtick)

The Professor can seduce almost any woman over the age of 80.

The Professor can spend a Plot Point to pull a helpful machine out of his lab coat's pocket.

Muscle 1
Zip 1
*Drive Vehicle 4
*Fire Gun 5
*Ride 7
Smarts 6
*Identify Dangerous Thing 9
*Machines 9
Chutzpah 6
*Fast-Talk 9
*Sneak 7

HP: 7



Scruffy Scruffington

Scruffy is the janitor.

Muscle 4
*Pick Up Heavy Thing 7
*Throw 6
Zip 2
*Drive Vehicle 6
Smarts 4
*Hide/Spot Hidden 7
*Machines 9
*Read 9
*Resist Fast-Talk 9
*See/Hear/Smell 5
Chutzpah 4
*Sneak 6

HP: 10





EVERYBODY ELSE

Zapp Brannigan

Zapp Brannigan is a hero of the Democratic Order Of Planets (DOOP). Among other honors, he is famous for single-handedly defeating the Retiree People of the Assisted Living Nebula. He once made it with Leela, and strives to repeat the event.

Zapp normally has control over the DOOP flagship *Nimbus*.

Muscle 3
*Fight 4
*Throw 4
Zip 4
*Drive Vehicle 7
*Fire Gun 7
*Jump 7
*Ride 7
*Run 8
Smarts 1
*Hide/Spot Hidden 4
*Machines 3
*Resist Fast-Talk 3
Chutzpah 6
*Fast-Talk 9
*Sneak 8

HP: 7



Kif Kroker

Kif is Zapp Brannigan's personal assistant and shower attendant. He is in love with Amy Wong.

Kif is an Amphibiosan from Amphibios 9, a species that reproduces by skin contact. Kif doesn't have bones - instead, he is supported by a system of fluid-filled bladders.

Sticky (shtick)

Kif can walk along walls and ceilings on his hands and feet like a gecko.

Muscle 2
*Climb 9
*Fight 7
*Throw 4
Zip 6
*Drive Vehicle 8
*Fire Gun 7
*Swim 9
Smarts 5
Chutzpah 1
*Pass/Detect Shoddy Goods 4
*Sneak 4

HP: 7



Donbot

Donbot is the head of the Robot Mafia. His headquarters is Fronty's Meat Market. He also owns a social club and a spaceship.

Muscle 2
*Fight 5
Zip 1
*Drive Vehicle 5
*Fire Gun 9
Smarts 5
*Read 9
*Resist Fast-Talk 9
Chutzpah 6
*Fast-Talk 9
*Pass/Detect Shoddy Goods 9
*Sleight of Hand 7

HP: 10



Clamps

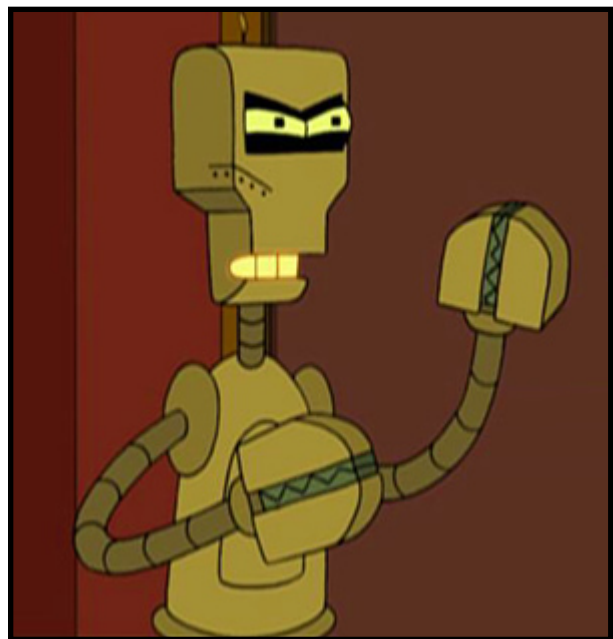
Clamps is one-third of the Robot Mafia. He enjoys clamping people and other objects.

Clamps (shtick)

Clamps' clamps can clamp through anything the Animator allows. He has to replace his clamps once a year.

Muscle 4
*Fight 8
*Pick Up Heavy Thing 6
*Throw 5
Zip 5
*Dodge 7
*Drive Vehicle 8
*Fire Gun 8
Smarts 3
*Read 8
*Resist Fast-Talk 7
*See/Hear/Smision 6
Chutzpah 2

HP: 10



Joey Mousepad

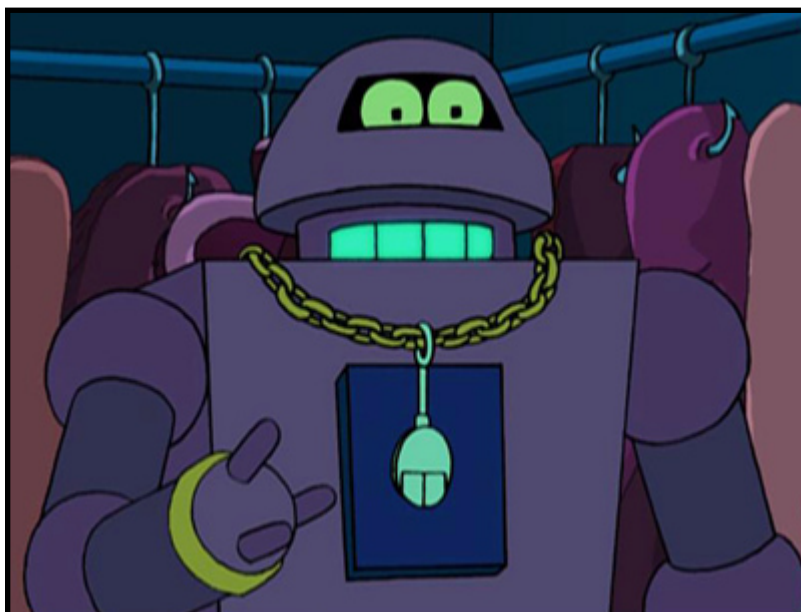
Joey Mousepad is the other third of the Robot Mafia. He often makes obvious remarks which infuriate Clamps.

Strong as an Ox (shtick)

Joey Mousepad can lift anything the Animator allows.

Muscle 6
*Break Down Door 9
*Fight 9
*Pick Up Heavy Thing 9
*Throw 9
Zip 3
*Drive Vehicle 6
*Fire Gun 5
Smarts 1
*Read 7
*Resist Fast Talk 3
Chutzpah 4

HP: 12



Smitty and URL

Smitty and URL (pronounced “Earl”) are Peace Officers with the New New York Police Department.

Smitty

Muscle 4
*Break Down Door 5
*Fight 6
Zip 3
*Dodge 7
*Drive Vehicle 8
Smarts 3
*Hide/Spot Hidden 8
*Read 4
*Resist Fast-Talk 9
*See/Hear/Smell 7
*Track/Cover Tracks 4
Chutzpah 4
*Pass/Detect Shoddy Goods 5

HP: 8

URL

Muscle 5
*Break Down Door 8
*Fight 7
*Pick Up Heavy Thing 9
Zip 2
*Dodge 4
*Drive Vehicle 6
*Fire Gun 3
Smarts 4
*Machines 5
*Read 8
*Resist Fast-Talk 9
Chutzpah 3
*Pass/Detect Shoddy Goods 7

HP: 9



Mom

Mom is the CEO of MomCorp and Mom's Friendly Robot Company, and is the most ruthless person on Earth. Her public persona is a sweet old lady in a fat suit. She has three sons that serve as underlings and recipients of frequent slaps. Professor Farnsworth is the only man she has ever loved.

Muscle	1
*Fight	8
Zip	2
*Drive Vehicle	5
*Fire Gun	7
Smarts	5
*Identify Dangerous Thing	
*Read	8
*Resist Fast-Talk	9
*See/Hear/Smell	7
Chutzpah	6
*Fast-Talk	9
*Pass/Detect Shoddy Goods	9

HP: 10



Walt

Walt is the oldest of Mom's three sons, and also the most cunning. He leads the other sons on assignments from Mom, and frequently slaps his brothers when their incompetence frustrates him.

Muscle	3
*Fight	6
*Throw	5
Zip	3
*Dodge	4
*Fire Gun	6
*Run	5
Smarts	4
*Hide/Spot Hidden	
*Identify Dangerous Thing	7
*Machines	5
*Resist Fast-Talk	7
*See/Hear/Smell	6
Chutzpah	4
*Fast-Talk	8
*Pass/Detect Shoddy Goods	8
*Sneak	6

HP: 9



Larry

Larry is the sniveling middle child. He constantly apologizes for his actions, and is the most fearful of Mom and Walt. Occasionally he has flashes of evil action.

Muscle	4
*Fight	5
*Throw	6
Zip	5
*Dodge	8
*Drive Vehicle	7
*Fire Gun	6
*Run	8
Smarts	3
*Identify Dangerous Thing	6
*Resist Fast-Talk	5
*See/Hear/Smell	6
Chutzpah	2
*Fast-Talk	6
*Pass/Detect Shoddy Goods	5
*Sneak	5

HP: 8



Igner

Igner is the idiot baby of Mom's three sons. He is always assigned the grunt work or the most demeaning jobs. Despite his upbringing, Ignor occasionally displays flashes of generosity.

Idiot Luck (shtick)

Igner is always bumbling in and out of situations. The Animator can decide that Ignor's idiot luck saves him from making a Dodge roll (when in danger from a gun, falling rocks, etc.)

Muscle	5
*Break Down Door	6
*Pick Up Heavy Thing	7
*Throw	
Zip	6
*Jump	8
*Run	8
Smarts	1
*Hide/Spot Hidden	5
*See/Hear/Smell	9
Chutzpah	2
*Fast-Talk	3
*Pass/Detect Shoddy Goods	3
*Sneak	8

HP: 10



Professor Ogden Wernstrom

Professor Wernstrom is Hubert Farnsworth's former student (100 years ago), and became his bitter enemy after Farnsworth gave him an A- on a test. Unlike Farnsworth, Wernstrom is famous for being a *successful* inventor.

Muscle	2
*Throw 4	
Zip	2
*Dodge 4	
*Drive Vehicle 4	
*Fire Gun 5	
Smarts	5
*Hide/Spot Hidden 8	
*Identify Dangerous Thing 6	
*Machines 9	
*Read 8	
*Resist Fast-Talk 9	
Chutzpah	5
*Fast-Talk 9	
*Pass/Detect Shoddy Goods 7	
HP: 7	



Killbots

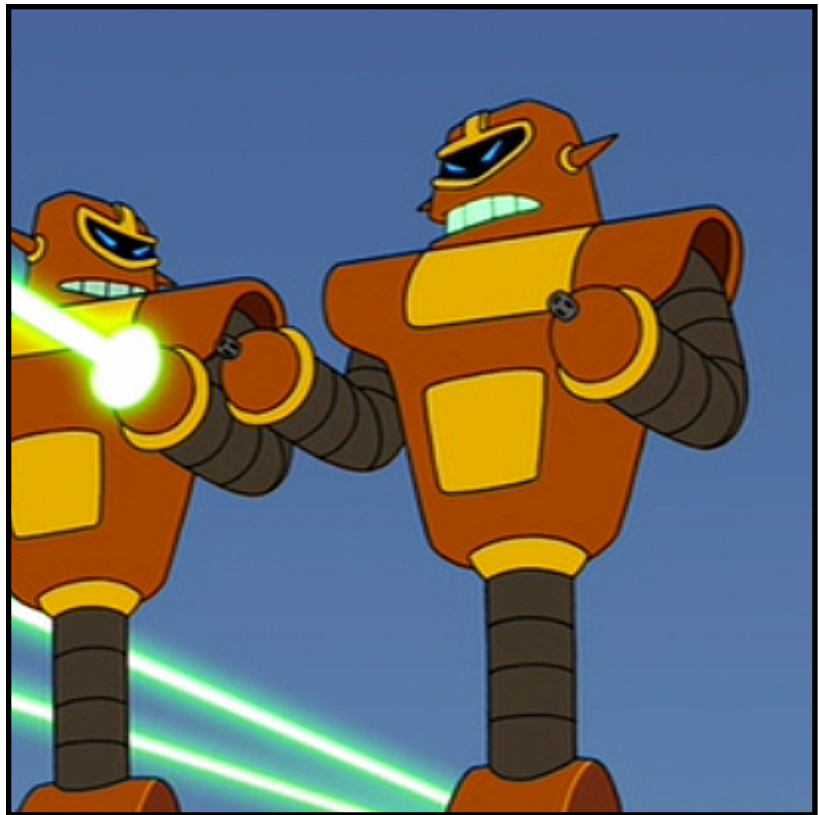
Killbots are built for the sole purpose of killing organics. They have a limit of 999,999 kills hardcoded into them - when this number is reached, the killing program shuts down and they become quite amiable. The kill counter can be reset by pressing a button located behind a panel on the killbot's torso.

WHAT? (Shtick)

When a killbot is activated, their guns (or other slaughtering appendage) continue firing non-stop at anything he is facing. Anyone in a killbot's line of fire must immediately make 2 Dodge checks, and continue making 2 checks every round that they are being shot at.

Muscle	6
*Break Down Door	9
*Fight	9
Zip	3
*Fire Gun	9
*Run	8
Smarts	1
*Hide/Spot Hidden	2
*See/Hear/Smision	7
Chutzpah	4

HP: 9



The Robot Devil

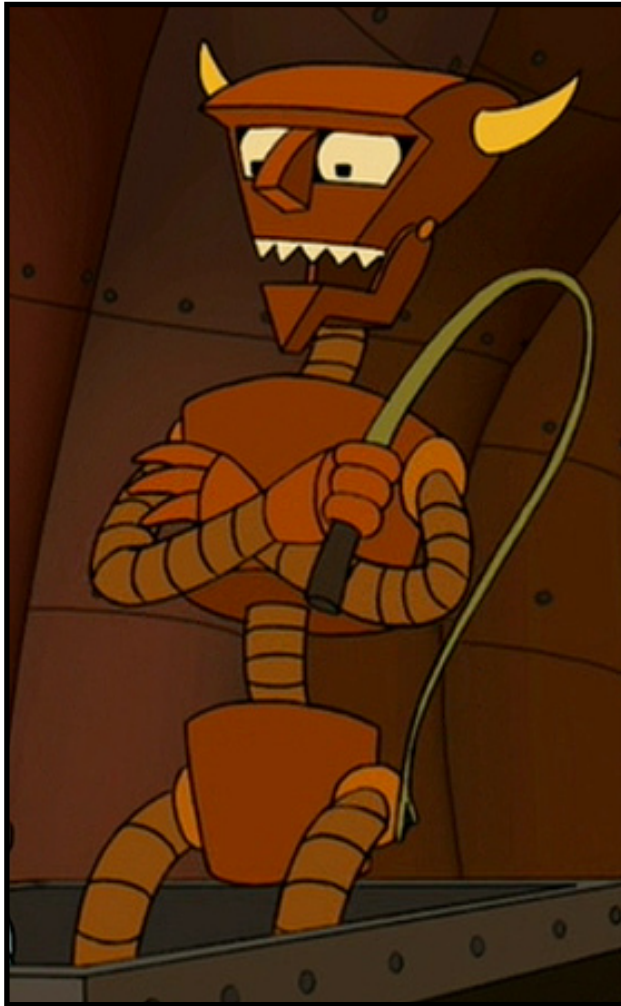
The Robot Devil owns and operates Robot Hell, where sinful robots must spend eternity enduring ironic punishments. He enjoys cackling madly and tricking people with ridiculously circuitous plans.

Fire and Brimstone (shtick)

The Robot Devil can conjure objects and people out of thin air, at the Animator's discretion.

Muscle	2
*Fight 7	
Zip	3
*Jump 9	
Smarts	4
*Read 9	
Chutzpah	5
*Fast-Talk 9	
*Sleight of Hand 9	

HP: 10

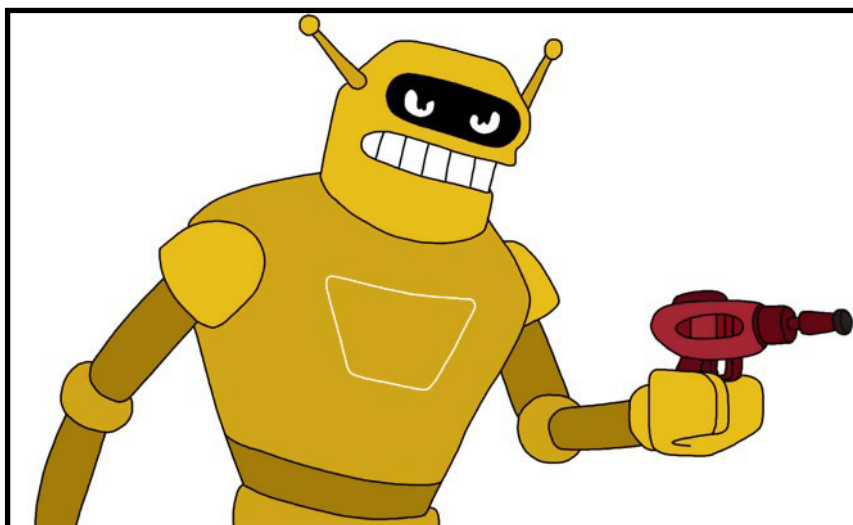


Calculon

Calculon is a famous acting robot, and the star of *All My Circuits*.

Muscle	2
Zip	3
*Dodge	5
*Drive Vehicle	7
*Fire Gun	8
Smarts	3
*Hide/Spot Hidden	5
*Read	9
*Resist Fast-Talk	8
Chutzpah	6
*Fast-Talk	9
*Pass/Detect Shoddy Goods	9

HP: 11



President Richard M. Nixon's Head

Richard Nixon is president of Earth and good friends with Morbo the newsmonster. He has a giant robotic body that is practically unstoppable, but it is rarely seen. His jar also contains a small retractable arm.

Muscle	2
*Fight	6
Zip	2
*Jump	3
Smarts	4
*Hide/Spot Hidden	7
*Identify Dangerous Thing	5
*Read	7
*Resist Fast-Talk	9
*See/Hear/Smell	9
Chutzpah	6
*Fast-Talk	9
*Pass/Detect Shoddy Goods	9

HP: 10



Robot Santa Claus

Robot Santa lurks in his ice fortress on Neptune for most of the year, usually emerging only on Xmas Eve to dispense malice from his sack of horrors.

Sleigh (shtick)

Robot Santa's sleigh can fly like a spaceship, and Santa can pull anything out of it or his sack that the Animator allows.

Muscle	5
*Break Down Door	6
*Fight	8
Zip	3
*Drive Vehicle	8
*Fire Gun	7
Smarts	4
*Hide/Spot Hidden	7
*Machines	7
*Read	5
*Resist Fast-Talk	8
Chutzpah	2

HP: 12



Making a New Character

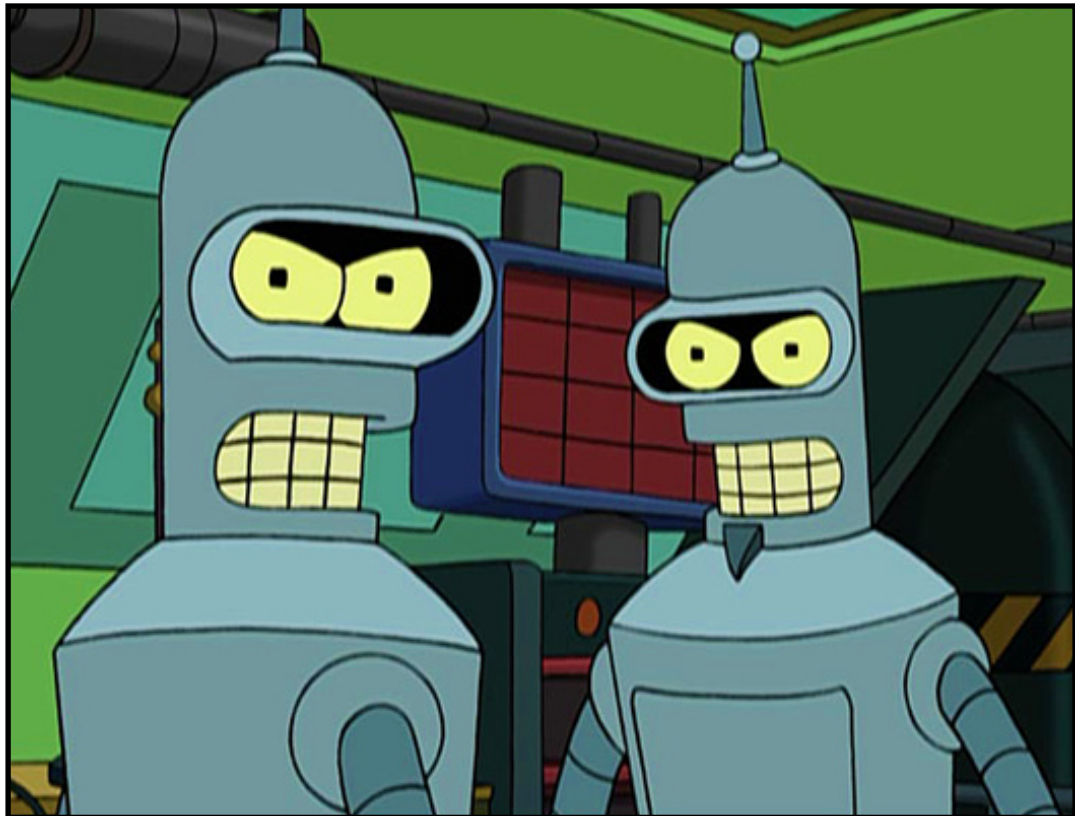
Making a new character can be easy or difficult, depending on what you want.

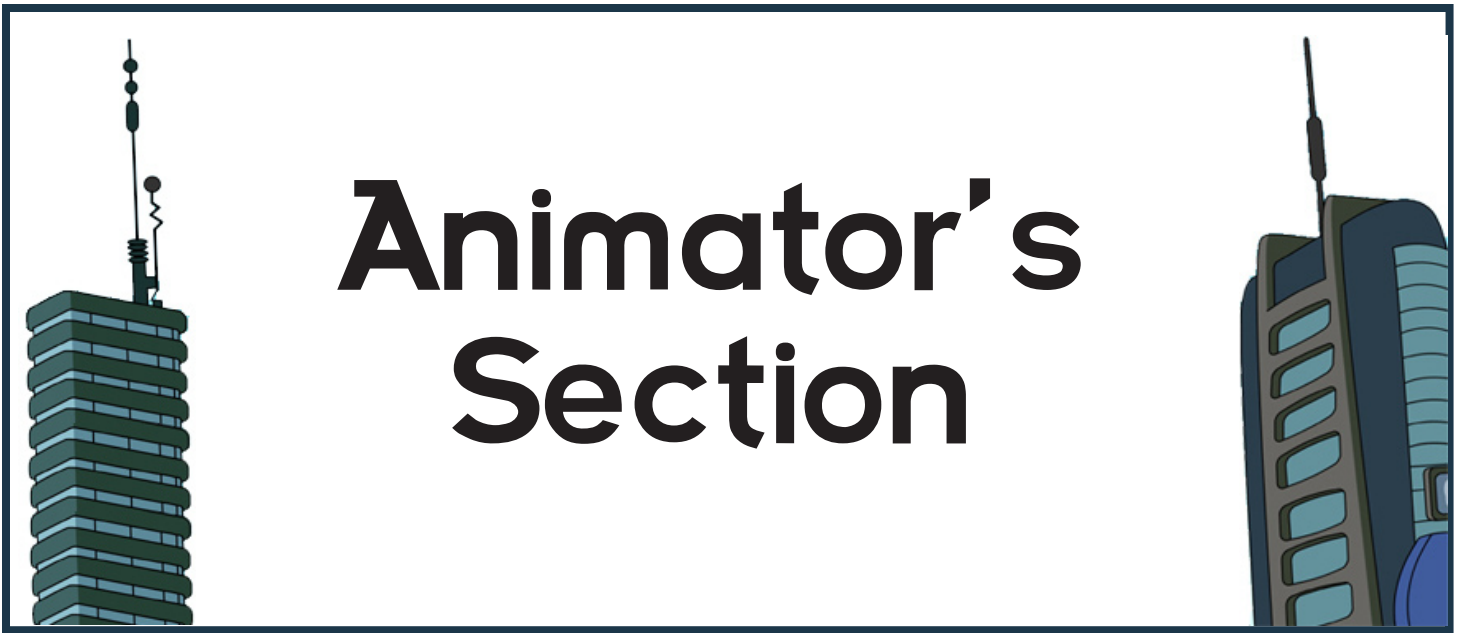
Either assign a flat value of 14 points between Muscle, Zip, Smarts, and Chutzpah, or roll 1d6 for each of them.

Characters without Shticks get 30 points to add to skills (remember, all skills start at the level of the attribute (Muscle, Zip, etc.) that they are listed under). Shticks cost skill points when creating a character. See **Toon** for shtick guidelines.

Many alien species have racial shticks.

Hit points are determined by rolling 1d6 and adding 6 to the result.





Animator's Section

Most Futurama episodes can be broken down into four parts:

1. Setup (the theme of the week)
2. The hook (usually a delivery assignment)
3. Complications
4. Resolution

The setup might involve two different themes. Take a look at the way *My Three Suns* progresses:

Setup:

Leela chides Fry for acting without thinking, and Bender shows that he likes cooking.

The Hook:

The crew has to make a delivery to Trisol, and Bender becomes the ship's cook.

Complications:

Bender's cooking is horrible. Fry impulsively drinks the Emperor, becomes the new Emperor, and is then ordered to be executed by the old Emperor. Also, he is too manly to cry.

Resolution:

The Emperor thanks Fry for crying him out, gives him a few more kicks, and the crew is free to leave.

Keeping it Fun

This isn't the kind of game where you worry about range modifiers or attack order. If you must come to a decision about something, roll a die: on a 1-3 the answer is No, and on a 4-6 the answer is Yes.

Just because someone lost some hit points doesn't mean that they're bleeding to death. People in Futurama rarely get seriously injured unless it's hilarious. The Animator should treat most hit point loss as either a cosmetic wound (like a single shallow cut) or something more debilitating and funny (like a cleanly-severed hand).



