

Frappuccino FutureFight

The future isn't all that great. Sure we have colonised several planets in the next solar system over, but London, Tokyo, Hong Kong and Boston are underwater, and the short nuclear exchange of 2019 has left large areas devastated.

Fuck all that though. The Match is all over the Feeds, and huge amounts of money change hands in the business that is murder as a team sport. A Match is an annual carnival of carnage, descending without warning upon a shantytown, an arcology, or an asteroid. Droid-cams capture every shot, blow and explosion to the thrill of billions.

The contestants are the desperately poor, the desperately bored, and the pros, backed by anonymous megacorp shareholders. Then there are people like the Causers who feel that bloodsport is the ideal spotlight for droids' rights, neo-objectivism, or organic produce. Finally there are rumors of Devas, ultra-rich transhumans, taking a murder-vacation uploaded into a bespoke meatbag.

The prize is the usual. Fame, riches, a sky-habitat of your own. A way out of homelessness, out of the asteroid boom town, out of your flesh. A pony.

Tool up, you scum!

Additional rules

Confession time!: Cam-drones are everywhere, and each player has the option of having a one-to-one with one of them (and the legions of viewers out there). Ham it up about your hopes and dreams, bitch about your teammates, and disparage the gormless shitheads you fight against. Everything is fair game, as long as you avoid being boring or reasonable.

In return for spilling your guts in an entertaining manner, you get a Reroll to use as you see fit. (This rule owes its existence to the RedTie Tigers martial arts hack. Thanks, Norbert!)

You're outta your league!: What happens if you use a weapon without having the requisite combat training? Well, you never get advantage when using it, and if you fail a roll, you must roll on the:

You're outta your league son table

Roll	Result
1	Just a miss. Phew!
2	Smile. You're on TV. A cam-drone captures your total inadequacy. People will be wearing animated GIF-tattoos of your shame for years to come.
3	Click?! You miss and must roll your ammo dice immediately. If it's a melee weapon, treat as a miss.
4	There's your problem. The weapon stops working. You might be able to repair it, but not in the middle of combat.
5	Spray & Pray: You do maximum damage, but a gun is emptied, while a melee weapon just breaks.
6	Totalled! The weapon is fucked for good.
7	My hand slipped! The weapon damages something in the area. A car blows up, a rope ladder is cut, a bystander is eviscerated. It draws ALL THE ATTENTION.
8	I'm on your team! You hit an ally for D6 damage.
9	Why are you hitting yourself? You harm yourself for normal damage.
10	The worst case scenario. It explodes, flies into pieces, opens a rift in space-times. The GM has carte blanche to be a shit.

Roll	Equipment and Food
1	Dead vermin and rain water (D8), Bible, camo poncho, hand-made surgical tools, burlap sack with eye-holes, off-brand stim packs (D4)
2	Deep-fried maggots and Bavariade (D4), blanket, oilskin coat, hobnailed boots, pet rat, prosthetic leg (hollow), simple mask.
3	Centi-paste and bathtub gin (D6), face paint, junk scooter (D4), vest with SO many pouches, flashlight (D6)
4	Cured synth-pork and spring water (D6), IdentiFake mask, bicycle, cellphone (D6), stim packs (D4)
5	Rat skewers and pruno (D4), protective goggles, sleeping bag, first aid kit, lighter, cowboy hat
6	Protein mass and Coffilth (D6), antidote, sleeping pills (D4), gas mask. binoculars, bomber jacket
7	Instant noodles and Yo-Soy-Rum (D6), rebreather (D6), PubTrans chip, CleverPhone (D4), university jumpsuit
8	Nutri-Shake (coffilth flavor)(D8), necklace of ears, hockey mask, navy uniform, commlink, meth (D4)
9	Protein mass and FructoZee (Red CustarCola) (D8), crate of spare parts, robotics manual, power drill, blanket
10	Centi-pretzels and FructoZee (VanilBerry) (D6), CleverPhone (D4), pet synth-pig, greatcoat, climbing harness
11	Co-op honeyed nuts and mead (D6), boilersuit, mini-shovel, dank weed (D6), shrooms (D4)
12	Synth-jerky and premium Coffilth (D8), domino mask, bug repellent, stim packs (D4), acid (D4)
13	Nutri-tablets and lassi (D8), expensive make-up kit, grapple-gun, tuxedo, heroin (D4), cellphone (D6)
14	Roach curry and sweet SubstiTea (D8), Lock-breaker kit, vintage t-shirt and denim, demon mask, CleverPhonePlus (D6)
15	Roast Beef-A-Like sandwiches and coffee (D6), octo-lemur pet, HoloHalo, shellsuit, survey scanner
16	Marinated dolphin and elderflower cordial (D8), masquerade shell, motorcycle (D6), stim packs (D4), rope
17	Escargot and white wine (D4), three-piece suit, IdentiFake mask, commlink, HoverSedan (D4)
18	Tinned meat and vintage fruit punch (D6), wolf mask, animated tattoos, metatool
19	Elysium Reposit-Meal (D10 – can't be shared), picture of nanny-droid, antique leathers and sneakers, commlink
20	Nano-sustainers (You don't need food or drink any more. Easy as pie), nano-garment. voder

Roll	Wealth & Valuables
1	HoloPorn
2	Bone star amulet, crucifix, or winged shoe pendant
3	SynthVapes (D10- but not legal tender)
4	Wage slave's credstick (D4)
5	Animated gang ink

6	Genuine snake skin jacket
7	Saleryman's credstick (D6)
8	Several poor people's meagre credsticks (D6)
9	Gold teeth and bling (D6)
10	Crimson Starfield (a medal for military bravery and sacrifice)
11	Counterfeit credstick (D8 – while it lasts)
12	MegaCorp manager's credstick (D8)
13	Ruby nosering (D8)
14	Antique coins (D8)
15	Gold statuette (Ptah officiating the wedding between Apollo and Sct. Christopher) (D10)
16	Men At Work LP (D10)
17	Stolen designer bling (D10)
18	An oligarch's contact information
19	Seraph credstick (D12)
20	The almost limitless coffers of a transhuman aristocrat D20

Roll	Melee Weapons
1	Bit of hard, sharpened plastic (D4)
2	Cheap switchblade or shiv (D4)
3	Knuckle dusters (D4)
4	Combat knife or cleaver (D6)
5	Kineti-gloves (D6)
6	Pickaxe or hatchet (D6)
7	Crowbar or baton (D6)
8	Cutlass or gladius (D6)
9	Stun baton (D6)*
10	Mono-molecular dagger (D6) (ignores up to a D6 of armor)
11	Machete or sword (D8)
12	Heavy sledgehammer (“droid-breaker”) (D8)
13	Retractable tungsten carbide claws (D8)
14	Guandao (“reclining moon blade”) or shock-staff (D8)
15	Sirocco (handle with a ‘blade’ of superheated air) (D8)
16	Ego scourge (D8)**@
17	Battle axe (D10)***
18	Katana (D10)
19	Nano-blade (D10) (Ignores up to a D10 of armor)

20	Riftcutter (D12) @
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* Advantage on damage – but all damage is temporary

** Uses WIS or CHA in place of STR and ignores all normal armor

***Disad on attack, advantage on damage.

@ Bespoke weapons that are not mass produced

Roll	Guns & Sundry Ranged Weapons
1	Scrap metal shirukens or throwing blades (D4) (bandolier D4)
2	Blowgun (D4) (darts D6)
3	“Candle” (particle zip gun) (D4) (mag D4 – roll with every use)
4	Home-made musket (D6) (nuts, bolts and shards D4)
5	Your basic Faulkner & N’Gambe (F&N) .38 revolver (D6) (cylinder D6)
6	F&N Precision rifle (D6) (chamber D6)
7	JOVE Discreet particle beam pistol (D6) (power cell D10)
8	Daedalus Gauss Needlegun (D6) (fletchettes D8)*
9	Antique UZI (commonly called the Godland gun) or new F&N P292 submachine gun (D8) (magazine D8)**
10	JOVE Mk. III particle beam carbine (D8) (power cell D10)
11	Daedalus void rifle (D6) (magazine D8)***
12	Stun bio-rifle (D8 – stun damage only) (chambered insects D8)
13	Seven Cobra Combat Shotgun (D8) (Shells D6)
14	F&N .50 Assault rifle (D8) (magazine D8)
15	Fragmentation grenades (D10 in an area) (bandolier D4)
16	Clausewitz plasma gun (D10) (power cell D6)
17	Seven Cobra minigun (D10) (belt D10)**
18	Kolm Railgun (D10) (depleted uranium slugs D6) (ignores up to a D8 of armor)
19	Daedalus shear rifle (sometimes called a Ripper)(D12) (mini grav-projectors D4)
20	The Regal (D12) (power cell D6) (ignores all armor) @

*Utterly silent

**Disad on attacks, advantage to damage roll

***For use in vacuum and zero g environments

@ Not mass produced. May be set to stun or kill. The Regal is a smartweapon whose nano-components refigure themselves to produce the most appropriate type of attack.

Roll	Armor and other protective gear
1	Metal helmet or crash helmet*
2	Glass fiber breastplate (made from dumpster parts) (D4)
3	Heavy leathers festooned with chains (D4)
4	Fortified leisure outfit or heavy cloak (D4)
5	Ill-filling ballistics vest and riot shield (D4)

6	Armored undersuit* (D6)
7	Fiber mesh wraps (D6)
8	Seven Cobras ballistics vest and riot shield (D6)
9	Chain mail hauberk or metal breast plate(D6)
10	JOVE Security Solution suit (D8)
11	F&N Combat field uniform (D8)
12	Wrecker (anti-droid activist) armor (D8)@
13	Bio-chitin body suit (D8)@
14	Daedalus armored space suit (D8)@
15	Ghost exoskeleton (D8)
16	Cataphract battle suit (D10)@
17	Flagellant suit (D10)@□
18	Seraph's Cuirass (D10)@ (despite the name a range of full-body suits)
19	Advanced Bomb Suit (D12)@**
20	Sovereign's Aura (personal force field) (D12)

*May be worn in addition to other armor, stepping up the die by one (to a maximum of D10)

** These types of armor are very bulky, dense, and/or heavy. They give disadvantage to most physical efforts.

@ These armor types include protective headgear

□ This masochistic invention gives the wearer bolts of neural pain. The armor roll is rolled with advantage, but the wearer has disadvantage on most interpersonal and intellectual rolls.

The augments, body and cyber-mods generally work like Traits, but in a more narrow capacity. Some may give you advantage now and then, but they are more likely to help you avoid disadvantage. Some mods are weapons, armor or resources, while a few are mostly color.

Roll	Augments, Body Mods, and Cybernetics
1	1:Pale skin and long pointy ears. No body hair. Filed teeth 2: Blue skin, webbed hands and a crested head. 3: Huge black eyes, lipless mouth. No physical sex characteristics. 4: Cat-like features and a tail. 5: Elaborate ritual scars and solid dark red eyes. 6: Snake- or lizard-like.
2	Facial features molded into the shape of a grotesque cartoon duck/mouse/dog
3	Defective penal psych-inhibitor
4	Flesh compartment in torso, buttock, or inner thigh
5	Prehensile cyber-hair
6	A cybernetic limb
7	Experimental ESP enhancement chip
8	Filter implant in lungs
9	Chameleon pigmentation
10	Subdermal armor* (D4)

11	Gyrobalance implant
12	Cybernetically enhanced sense (pick one)
13	Spotter drone (D6)
14	Shiva protocol (a small nuke implanted in your cortex).
15	Reinforced skeleton
16	Weapon mount (in forearm sheath) 1-2: Blade (D6), 3: Sonic nauseator (makes people hurl/D4), 4: EMP pulse (D10 – to droids/D6), 5: Flamer (D8/D4), 6: minigun (see the ranged weapons tables)
17	Full-on droid body reconstruction
18	Regeneration chip (regenerates D8 hit points). (D4)
19	The Patrician (a solution including a (D6) force field, which can be made opaque, non-permeable, or set to selectively protect against precipitation, bad smells etc. In a pinch it can administer a (D6) jolt of pain to anyone touching it from outside, and emit a audible and electronic distress call. It also works as a privacy field). *
20	Resurrect-U nano-bots (D4)

*May be 'worn' in addition to other armor, stepping up the die by one (to a maximum of D12)