

FUTURAMA

CYOA

WELCOME TO THE WORLD OF TOMORROW!

You are going to the world of Futurama!

You begin in the Earth city of New New York in the very last moments of New Years Eve 2999, just as Fry is defrosted. It is a highly advanced (although frequently ridiculous) society.

Innumerable technological advances have taken place and the Earth has been invaded several times already.

Events will conspire to put you into regular contact with the Planet Express Crew (and you will be offered a job there at some point).

You will spend the next 10 years in this world.

YOU HAVE 1000 CP TO SPEND.

IDENTITIES

Choose an Identity to determine your role in this world.

You may change gender and/or choose your age for 50 CP.

Delivery Boy

+No memory set affecting your actions.

-Job chosen for you, low pay and status.

You wake up in a tube with no recollection of how you got there. Two men are talking to a man with red hair and do not seem to have noticed that you too have been defrosted. You are analysed and probed and they tell you that you are to be a Delivery Boy.

Roll 1d8+20 to determine your age.

Captain

+Talented pilot

-Will likely be conscripted at some point to fight in a pointless war.

You are an accomplished space ship captain. You are currently freelancing but have some experience both in the military and in making deliveries. You have a good record and should find work reasonably easily.

Roll 1d8+20 to determine your age.

Professor

+Well educated, owns small business.

-Possibly old.

You're a somewhat successful (but aged and senile) scientist. Whether you create doomsday devices, make-up for dogs (where the money is) or do something more mundane with your expertise you have a lab and small business in New New York.

Roll 15d8+30 to determine your age.

Robot

+No aging, 40% Titanium.

-Adversely affected by magnets, possible tendencies towards hedonism.

You are a bending unit made by MomCorp and designed to bend girders. You need alcohol to function but no longer need to eat or drink. You are currently employed (although not owned) at a small business in New New York.

Roll 2d8 to determine your age.

SKILLS

Your skills and abilities, discounted skills cost 50% of the full price.

Genetically Engineered

You are genetically engineered giving you a fit and attractive body. You still age and you still get fat.

100 CP (Free Captain and Professor)

Do The Hustle

You can dance for hours on end. Your dancing is also very good and will gain you a lot of admirers and compliments.

100 CP (Free Delivery Boy)

Pilot

You know how to operate most sorts of spacecraft and fly them very well.

100 CP (Free Captain)

Would Move the Stars

You may not have the expertise but you sure are persistent. You will not give up on a task if it is important to you and this mentality will cause you to work more efficiently as well as for longer.

200 CP (Discount Delivery Boy)

Will of the Warrior

You are a skilled combatant (even if you're a girl) and have the toughness to ignore a great deal of pain. You are particularly good at kicking.

200 CP (Discount Captain)

Worms of the Cologne

You are infected by worms. These worms seem intent on making your body work at peak efficiency. You become stronger and more muscular, your reflexes are quicker and you will likely be a good deal more intelligent for as long as these worms are living in you.

400 CP (Discount Delivery Boy)

Wave After Wave

People will be more inclined to go on suicide missions for you and the public and the military will not mind all the casualties your plans cause.

400 CP (Discount Captain)

No Delta Brainwave

Perhaps due to some past nastification you have no Delta Brainwave. This means any attempts to make you stupider will fail and it is completely impossible to read your mind. You are also somewhat more resistant to mental manipulation.

600 CP (Discount Delivery Boy)

Sweet, Sweet Candy

You are incredibly good in bed. Even if they hate you, after sleeping with you, they'll come crawling back to you like a bird on its belly. Delicious.

600 CP (Discount Captain)

Mathematics

You are an incredibly talented mathematician, capable of blazingly quick mental maths as well as more complicated theoretical work.

100 CP (Free Professor)

Bending

You have the strength and precision to bend large pieces of metal. You are, in fact, so proficient that you could possibly bend unbendable girders if you tried immensely hard. You would be surprised at how many problems can be solved with bending.

(Free Robot, Robot Only)

Good News, Everyone!

You find that, bizarrely, people will generally stay calm and agreeable regardless of how outlandish and alarming the things you say are.

200 CP (Discount Professor)

ACTOR

People may think you've had deals with the Robot Devil giving your unholy... **ACTING TALENT**. You barely know what a second take is due to how consistently you nail it.

200 CP (Discount Robot)

Rocket Science

You understand the intricacies and mechanics of spaceship travel. You know precisely how to make a Dark Matter Accelerator to create a vessel capable of moving the universe around it.

400 CP (Discount Professor)

Upgrades

You are easily upgradeable and have the knowhow to integrate new bits of technology into your body. Comes with the ability to hover.

400 CP (Discount Robot)

Inventor

You are a brilliant (if eccentric) Inventor. You can (within reason) create nearly anything you can imagine if you put in the time. You have a cabinet full of doomsday devices and would be more than capable of slapping together Reverse Scuba Suits for fish or Death Clocks.

600 CP (Discount Professor)

Backup

You have an incredibly advanced backup system that takes a copy of your brain every moment to a small sturdy hard disk. Even if your body should be destroyed your consciousness will survive in this hard disk unless that too is destroyed.

600 CP (Discount Robot)

Crew

You may import (or create) up to 8 companions for 100 CP granting them an *Identity* and form of your choice suitable for this universe as long as this does not give them a serious advantage (minor things like claws or four arms are fine) and it fits in with their *Identity*. Alternatively you may pay 100 CP (or an extra 50 CP each if you have already paid the 100 for 8) to give a companion all of this and 300 CP to spend on skills.

100 CP

ITEMS

Your belongings, pets and companions.

Thompson's Teeth

The only teeth strong enough to eat other teeth.

25 CP

Suicide Booth

A metal box in which you may commit suicide in a variety of fashions.

25 CP

Stem Cells

A jar of stem cells (worth approximately \$300). Can temporarily remove all effects of age by rubbing it all over your face and body.

25 CP

Lightspeed Briefs

A pack of three pairs of fashionable underpants. For the discriminating crotch.

25 CP

Robopuppy

Its functions include yipping for hours, setting off an alarm when mistreated, detecting when it is petted and licking people's cheeks.

25 CP

Scooty-Puff, Jr.

A small wind-up vehicle for short travels in space. For safe fun. Flimsy.

25 CP

Smell-O-Scope

Allows the user to smell odours over extremely long distances.

25 CP

Fing-Longer

Similar to a glove but with an extended index finger. Allows you to reach and press things from significantly further away. A man can dream.

25 CP

Le Grand Cigar

The wrapper is a piece of the original US Constitution, hand-rolled by Elizabeth II and was buried with George Burns until grave-robbing space mushrooms—Uh, well you know the rest.

50 CP

Scooty Puff, Sr.

A larger more impressive and heavily armed version of the Scooty-Puff, Jr.

50 CP

Holophoner

A musical instrument that projects holograms. Only a few people in the universe can play it, and they aren't very good.

50 CP

What-If Machine

Predicts (often inaccurately) the outcome of any "What-If" question. May not be worth the gold it's made of.

50 CP

Royal Honey

A refilling jar. A single spoonful calms you down and a second causes you to fall asleep but the third will put up in a state of sleep so deep you will never wake up.

50 CP

Lifetime Supply of Slurm

An addictive soft drink. Several crates of Slurm cans. The crates refill daily

50 CP

Energy Baton

A hard light laser weapon used for bludgeoning and popular with the late 30th and early 31st century police of New New York.

50 CP

Famous Head

A head in a jar of the celebrity of your choice. The word 'celebrity' being used loosely to describe practically any historical figure or any even somewhat famous person. Counts as a companion.

50 CP

Nibblonian

A highly intelligent creature with three eyes, excretes dark matter. Counts as a companion but is currently pretending to be a stupid animal.

100 CP

Wind-up Ray Gun

A powerful ray gun that requires winding to be charged. Plays *Pop Goes the Weasel* as you wind it.

100 CP

F-Ray

More powerful than an X-Ray. Looks like a torch, allows you to see inside things (even metal). Strong enough to pop balloons. May have side-effects.

100 CP

10 Blank Robots

Generic robot bodies into which celebrity personalities can be downloaded (through piracy). They are mostly convincing copies. You may be accused of robosexuality.

200 CP

Spacecraft

A ship of roughly your design. Comes with a cannon and on-board AI. The ship does not actually move but uses a Dark Matter Accelerator to move the universe around it, it can as such "move" faster than light.

250 CP

Holo-Shed

A room that can create solid virtual worlds to explore. It sometimes malfunctions causing virtual people to become real and (nearly always) evil.

350 CP

Ancient Bank Account

You have the card and password to an account in your name from the late 20th century. Interest has caused the balance to go from 93 cents to \$4.3 billion.

450 CP

Seven Leaf Clover

A clover with seven leaves that grants extraordinary luck. Must be kept on your person to work, will not prevent bad things happening but good things will happen far more often.

600 CP

DRAWBACKS

You may take Drawbacks for extra CP. You may take up to 600 CP worth.

Hhhuuwaha?

You have a somewhat lax grasp on reality and have periods of absent mindedness.

+100 CP

Neutral

What makes a man turn Neutral? Perhaps you were just born with a heart full of neutrality. You no longer have any opinion on moral issues either way. You also feel no emotions. You can still work and will vaguely work towards your (now possibly altered) interests.

+100 CP

Bureaucrat

You're a bureaucrat and will always endeavour to be technically correct. You will have a lot of paper work to do and that will eat into your time. On the plus side you'll find it rather satisfying.

+100 CP

Robot Hell

You're going to Robot Hell. If you escape you'll inevitably be dragged back at least once a month. You'll definitely be going through some mild tortures (most of which rhyme). You'll also have the song in your head an awful lot of the time. The Robot Devil cannot be killed.

+200 CP

Head in a Jar

You are a head in a jar! You will need to stay in jar fluid (H_2OG_{fat}) to survive. You cannot graft your head back onto a biological body but may stick your jar on a robot body and move about if you have access to one.

+200 CP

Shut Up and Take My Money

You are extremely bad with money and general trading. You are also highly susceptible to advertisement. Expect to trade a lot of your highly valuable objects for things you don't need.

+300 CP

Brannigan's Command

You are sworn to Zapp Brannigan's service and will follow his orders to the letter (as long as it's not directly suicidal). You cannot leave the military or stay away from Zapp for long. He will take credit for all of your accomplishments. Brannigan cannot be killed. You do not have to be enthusiastic about it.

+300 CP

Kill All Humans

You have the unquenchable desire to kill all humans and will do all in your power to make your dream a reality.

+300 CP

Why Not Zoidberg?

You lose all your skills, abilities and items and become Zoidberg. You will act exactly as Zoidberg does for 10 years. It will be a decade of foul smells, dumpster living, stupidity and general despair.

+600 CP

FUTURE

After 10 years is up you will be presented with a choice.

Regardless of your decision you will keep *Skills* and *Items* and shed all *Drawbacks*.

Go Home

You wake up in your own bed.

OR

Stay

You decide to stay in the future for the rest of your life.

OR

Continue

You go on to the next universe and next adventure.

NOTES

- . The in-universe Seven Leaf Clover will not work for you.
- . Time elapsed while in a cryogenic tube or facilitated through time-travel will not count towards your 10 years.
- . Robot constitutes an alternate form.
- . Upgrade on non-Robots makes you a cyborg.
- . Being reduced to a hard disk as part of *Backup* does not count as death. You cannot, however, change form while a hard disk or access your powers. You will need someone else to put you into a new body (or to wait out the jump) in order to access your abilities and forms again. The hard disk must be in your body (as a small implant in your brain).
- . Your age can be reduced through the correct use of (often unstable) chronitons.
- . *Kill All Humans* overrides *Neutral* in regards to your desire to kill all humans.