

IN THE ARENA

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In the dark future, the unstoppable Treaqh are invading the Known Worlds. Only the Elite Swordssworn can stand against them. But to train to tolerate the ultimate battle, weak human flesh must first be molded to tolerate the cyber-enhancements and upgrades and the shock of combat. This is not the story of the war. This is the story of the gladiators.

JOIN US IN THE ARENA.

MAKING A CHARACTER

CHOOSE OR CREATE A NATURE:

Alien/Human/Robot/AnthroAnimal/etc

CHOOSE A GOAL:

Fame / Money / Escape / Freedom / Revenge / Victory / Saving Humanity / Family / Safety / Glorious Death

CHOOSE A PHYSICAL ATTRIBUTE THAT BE POSITIVE OR NEGATIVE:

Old / Young / Huge / Tiny / Intimidating / Scarred / Crippled

CHOOSE A MENTAL ATTRIBUTE THAT BE POSITIVE OR NEGATIVE:

Fearful / Rageful / Determined / Focused / Brutal / Starstruck / Greedy

CHOOSE ROLE IN THE ARENA:

Fighter / Trainer / Medic / Sponsor / Fan / Fixer / Scrounger / Maintenance / Cheater / Gambler / Owner / Monster Handler / Monster

EVERYONE STARTS WITH 3 COINS. YOU ALSO NEED A PACK OF REGULAR PLAYING CARDS.

PLAYING THE GAME

EVERY SESSION IS ONE DAY IN THE ARENA: The First Act is SETTING THE STAKES. Go around the table and describe what is at stake for you in the coming match. List the best outcome, the outcome with a cost, and a disastrous outcome (failure and the cost). Once all stakes are listed, go around the table and everyone can bet on ANY of the outcomes 1 2 or 3 on the outcome. You can negotiate however you like.

THE SECOND ACT IS THE FIGHT: Every player draws a blackjack hand. Describe each move in a fight for each card. They may activate an Attribute to discard a card and get a new one (describe how). Then draw the house hand. The house hits on 16, stays on 17 and wins ties. If the House Wins, you get the outcome with a cost. If you win, you get the best outcome. If you go bust, you get the disastrous outcome. You may take a cost to force someone else to exchange a card for another.

IF YOU DRAW A JOKER, YOU GET TO CHOOSE SOMEONE ELSE'S OUTCOME.

THE THIRD ACT IS THE AFTERMATH: If your bet got the best outcome, you get 2 to 1. Get your money back if mixed outcome, lose your stake if they got disastrous. If you get to 10 coins, you've reached your goal. If you end up with 0 money you get shipped off to war, ready or not.

FIGHT SCENES

A	SMACK TALK	J	COOL CYBER POWERS
2	LIGHT BLOWS	Q	AWESOME SPECIAL WEAPONS
3	HEAVY BLOWS	K	CRAZY ALIEN PSYCHIC POWERS
4	CHARGE		
5	FLIPS OR THROWS	♣	LITTLE EFFECT
6	JUMP KICKS	♦	BLOOD IS DRAWN
7	TRAPS OR TRICKS	♥	CRIPPLING BLOWS
8	WRESTLES/LOCKS	♠	DEEP WOUND
9	FEINTS/TRICKS		
10	PLAY TO THE CROWD		

COOL TECH/SETTING IDEAS

A	ELECTRO-CAPE	9	OOZING TENTACLES
2	FREEZE GUN	10	HOVER TECH
3	NANO SHIELDING	J	COOL VEHICLES
4	BIOHACKING/BODY CHEMISTRY	Q	MAGNETIC GLOVES
5	PSYCHIC POWERS	K	NUCLEAR FORCE
6	TRANSFORMING/MUTATION	♣	ALIEN
7	LASER SPEARS	♦	CYBER
8	CLAWS/FANGS	♥	TREAQH
		♠	SECRET