

An actually fun battle royale game. Imagine our surprise.

A Savage Worlds Sci-fi Dark Comedy One Shot By: Kyle Carty and October Falls

This adventure is designed for Seasoned characters, though it is easily modified for more experienced streamers.

BACKGROUND

The incredibly tiny planet of Fortia Noctis was constructed and terraformed with one explicit purpose in mind: to enable excellent battle royale games. Players flock from all over the Maelstrom Galaxy to sign up and do battle against other competitors in a slightly randomized and controlled environment. Gone are the days of deadly battle royales where participants would actually die, though you can still find some of those games on Void-Net. No, Fortia Noctis is a safe environment where combatants wear special suits and helmets equipped with cutting edge teleportation technology. Not even a blast from one of the planet's many available tanks will permanently harm a player.

Players are provided with their suits and helmets, which provide no Armor, as well as the ever popular Auto-Fab. Short for automatic fabricator, the Auto-Fab can store several prebuilt structures, objects, and buildings. With a simple button press, these objects can be instantly constructed. Building has quickly become the popular meta for Fortia Noctis and none exploit it quite as well as SAMuRAI, the current reigning Champion of Fortia Noctis.

There is a grand prize for anyone who can dethrone SAMuRAI. Several thousands of credits, sponsorships, and epic gear are all up for grabs for anyone who can secure a victory and become the next Champion.

THE ROPES

Intake for Fortia Noctis is handled in an orbiting space station where players are shown the ropes and have the rules explained to them. No off-world weapons are permitted but Cosmos Drives are allowed as long as they are temporarily equipped with a peacebinding modification that makes the powers produced by the Cosmos Drive unable to cause serious harm. Squads for the competition are limited to groups of three, though larger play groups should feel free to increase this number to accommodate all players if they do not wish to have player versus player at their table.

The players are provided with their equipment, including a suit, helmet, and Auto-Fab. The Auto-Fab allows

flexible choices simply allows players to generate any simple structure with Game Master approval. Once placed, a specific structure cannot be placed again until it has been recalled into the Auto-Fab. A character cannot use an Auto-Fab on the structures created by other participants.

Finally, the game begins with a drop onto the planet's main island where they game begins. The act of landing takes some skill. The streamers must first Notice the location they wish to land and then perform a feat of Athletics or Piloting to safely land in the location. Failed checks might result in a crash landing that requires a Vigor check to soak a Wound or it might have the streamers draw two cards from the Undercard Encounter Table.

UNDERCARD

The bulk of the game consists of fairly randomized conflicts as the streamers scramble to gather weapons, armor, and supplies. Gear is broken up into four categories: Poor, Moderate, Full, and Legendary. The better the quality the more useful the gear.

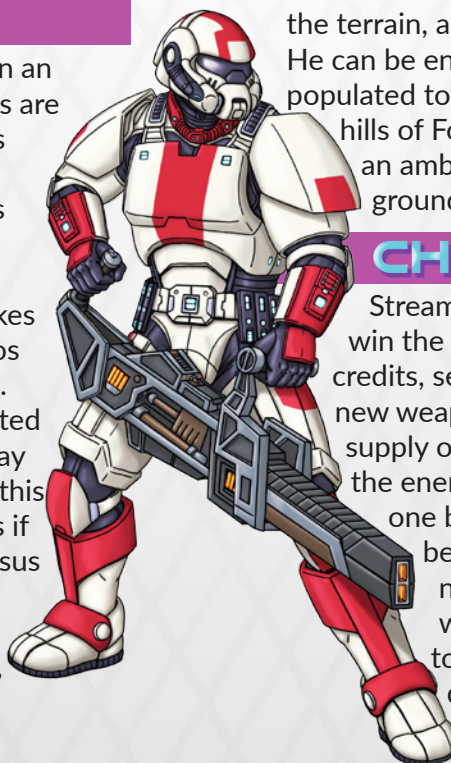
The streamers can draw each scene on the Encounter table on the next page.

TITLE BOUT

Contestants looking to dethrone SAMuRAI are in for one heck of a battle. His skill in the game cannot be denied and he makes excellent use of the Auto-Fab, the terrain, and whatever weapons he has on hand. He can be encountered anywhere from a sparsely populated town, to a lone outpost, to the remote hills of Fortia Noctis. If he has the ability to lay an ambush he makes sure to secure the high ground and ample cover.

CHICKEN DINNER

Streamers that successfully defeat SAMuRAI win the grand prize. They obtain a large sum of credits, several unique gear modifications, some new weapons and armor, as well as a lifetime supply of BeastMode™ Energy Drink. Accepting the energy drink is mandatory and they must slam one back and say "I'm going BeastMode™." before receiving the other prizes. This also nets the streamers an official sponsor who would love to front some credits for them to go out and perform some sick death-defying stunts.



CARD	ENCOUNTER RESULT
2	A lone player is isolated from their squad and out in the open. They are poorly equipped.
3	The terrain is hilly and the streamers are approached by a Moderately equipped duo looking for a temporary alliance. If the card's suit is Black, the team is trustworthy. If the card's suit is Red, they betray the streamers at the first opportunity.
4	An abandoned battlefield stands with several pre-built structures with Moderate quality loot to be found. However, the area is booby-trapped. Notice can spot the traps and Agility or Vigor, possibly with a penalty can resist a triggered trap's effects.
5	A lone player with a set of +5 Armor and no weapon is running through the area. They can be captured or defeated with a Chase or a Dramatic Task.
6	The streamers are ambushed by a duo of ill-equipped players. The ambush can be discovered with a successful Notice check at -2.
7	A single Legendary piece of gear is conspicuously sitting out in an open field. If the card's suit is Black, the area has no other players. If the card's suit is Red, the weapon is bait for an ambush by Fully equipped players.
8	The streamers fall into a carefully constructed maze that has a monster, such as a reffuffed bear or ogre, prowling its corridors. Escape is a Dramatic Task, though the streamers can instead choose to simply fight the beast. The maze's builder smiles and silently watches the streamers struggle from a safe location above the maze. If the streamers overcome the maze she simply executes herself and leaves two pieces of Quality loot behind.
9	The streamers find an untouched area with Moderate quality loot that they can gather in peace.
10	A vehicle crests a nearby hill and opens fire. Use the stats for an M2 Bradley.
Jack	A squad with two remaining players is looting a building. They have Moderate equipment and excitedly shout when one of them finds a Legendary laser sniper rifle.
Queen	Draw twice and use both results in one scene.
King	A favored-to-win squad of three prowls a nearby town. They are Fully equipped and ruthlessly efficient.
Ace	The Champion is in solo conflict with a Fully equipped squad of three. He is clearly going to win. The streamers can engage the Champion and create a three way battle or attempt to escape.
Joker	The Champion attacks the streamers from a distance. It is up to them to escape or engage.

SAMURAI, THE CHAMPION

The Champion is a foul-mouthed, colorful-haired, insensitive teen who doesn't deserve his platform. Known for his incredible technical skill, he has defeated all challengers save for one, a masked combatant who participated in the very first Planet Royale when Fortia Noctis was first established. His knowledge of the game's mechanics are so in-depth that he can effortlessly obtain the best loot, maximize the effectiveness of the Auto-Fab, and do a sick 360 No Scope while downing a sponsored energy drink. Sometimes he'll even do it all while saying something insensitive on stream. When enemies are nearby he typically prepares an extra action to place a structure if he is fired upon. The stat block presented below showcases the Champion at his most powerful.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d10, Performance d8, Persuasion d4, Shooting d10, Survival d8, Taunt d10

Pace: 8; **Parry:** 6; **Toughness:** 10 (4)

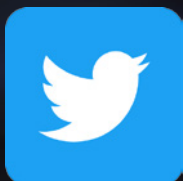
Hindrances: Mean, Thin-Skinned (Major), Young (Minor)

Edges: Dodge, Famous, Fleet-Footed, Free Runner

Gear: energy skin (+4 Armor vs. lasers), battle armor (+4 Armor), scoped laser rifle (3d6, 30/60/120, RoF 3, 100 Shots, AP 2), double-barrel shotgun (1-3d6, 5/10/20, RoF 1, 2 Shots) concussion grenade (1d6" Knockback, MBT, target must make Vigor check or be Distracted)

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