Geeks vs. Nerds

A Fudge War Setting

Unknown to humanity, there exist other races beyond our planet that observe the progress humanity makes on its journey. They see our triumphs and our failures. They see our times of war, of politics, of conflict, and of peace. We as humans are on a path towards the stars, but until we make that final leap, these other beings observe our journey.

And they place bets.

Like humans watch sporting events on television, the other races of the galaxy watch our conflicts and root for their favorite factions, wagering on the outcomes and in general, getting drunk and eating nachos and seven-layer dip and chili in their own highly-advanced living rooms.

Of course, as fandom is wont to do, there are those who have gotten somewhat bored with the events unfolding as they are. As a few have said, "All talk, no action!" Much like when two grapplers get in the ring and stay in the same knotted position for 20 minutes.

But all is not lost, for the Hurlians have taken a liking to two factions on Earth that will ultimately be responsible for the uplift of humanity. Knowing that, like many other galactic civilizations, many of the greatest advances in technology come from conflict, the Hurlians decide to add another theater to Earth's many wars, but this one will at least be exciting.

The factions:
Geeks and nerds

Say what?

The Hurlians came to realize that these two factions on Earth are the dreamers and makers that push humanity forward in technology and ideas. The thing is, these groups generally didn't fight too much, preferring to keep to their projects and their fandoms. The Hurlians decided that enough was enough, and set events in motion to bring these two groups together on the battlefield.

What's the difference?

While there is some crossover between the two, geeks and nerds are different. It just depends on where their passion is channeled.

Geeks: These are the many different fan types. They watch their sci-fi, anime, fantasy, cartoons, and read their novels and comic books (or graphic novels, for the more intellectual comic book fans) and play their video and role-playing games. Not content to stay within just the fantasy, they hold conventions and dress up in costume. Geeks are the head-in-the-clouds fantasy types.

Nerds: While sharing a similar love of the sci-fi realm, nerds are the ones who get their hands dirty. These are the guys you see making the video games, the transforming costumes, and the battling robots you see on TV. While nerds have their fandoms, they're the ones more likely to build the tech stuff in them, and make them work.

So, how did the battle start?

The Hurlians, first of all, took the basic tendencies that made each group what they are and increased them tenfold and infused them with power.

Geeks were basically given superpowers similar to what's in comics and anime.

Nerds found their capacity for invention exploded beyond anything they'd ever known.

All it took then was for a few well-placed Hurlians at a con to sow the seeds of discontent among the two groups, and suddenly humanity was witness to a war the likes of which have never been witnessed.

Seriously. They'd never seen anything like this.

Once war was declared between the geeks and the nerds, each went off to prepare for battle.

Note: These rules are fairly open-ended and really fast and loose. There's not a lot of crunch so action can be fast and furious and, hopefully, quite destructive.

Making characters

Geeks vs. Nerds takes place on two different levels: character vs. character and army vs. army. Sometimes the fight may be army vs. character.

First, we'll start with individual characters. To start, pick your faction: Geek or Nerd. This choice will determine what kind of power you're wielding. Geeks will have powers, nerds will have tech.

A gaming group can either choose to all be on one side, or they can play on opposite sides for a real challenge.

Attributes: (Each character has four, with two free levels)

Power: This is how you primarily attack your opposition. You define how the power works - magical girl attack, a barrage of missiles, an ultra-sharp sword, a set of shock gloves, whatever matches your character concept. The higher the level, the more potent this power (or set of powers, depending on how you define this), and the higher potential for collateral damage.
Quick: Could be called agility or dexterity, but either way, it's how quickly you can get out of the way.
Think: How well you can get your mind to work. You have brains, use them! Use this for any skill that doesn't have anything to do with battle.
Charm: Not all battles are fought on the battlefield, but sometimes are fought with words and deals. But only sometimes. This can be either diplomacy or seduction or anything in between.

Gifts and Faults: (Characters can have one free Gift)

While characters in other games might have personal problems, none of them matter much in *Geeks vs. Nerds*. Gifts are powerful, adding a +2 bonus to dice rolls, and can be bought up to two times. Gifts are either a type of spell that a character has really worked on, or an "ultimate weapon" that can be fired once per game.

Faults are crippling, like an Achilles heel in a mech or a special type of radiation that cancels out powers. Emotional instabilities like phobias or unrequited love can have tremendous consequences on the environment. Pick Faults carefully, because GMs are encouraged

to be highly-scaled and devious when invoking them.

Making Units

Units are the squadrons and platoons that make up the armies. Units are played by players, not by GM's. Like characters, units are made up of four Attributes, but unlike them, they don't have Gifts and Faults.

The Attributes: (again, two free levels)

Force: This is the unit's strength, and is used to attack.
Stealth: How quietly can these guys all move together?
Speed: Used for certain strategies, getting out of the way of attacks, or retreating
Team: How well do these guys work as a team? This is used to measure unit cohesiveness and especially morale. This is tested when things are going badly. Depending on how badly, they might have to use their Speed Attribute.

Combat

Fighting is done as per the Fudge rules, and units are treated as characters, with a damage track.

The key to this setting is this: don't kill anybody off. Make it seem like it, allow other characters to have their Big No, but everybody should recover for next time. This isn't the setting for that kind of pathos.

Use of Fudge Points

Besides the standard uses of Fudge Points, they can also be spent, at a cost of 2, to spring a big surprise on the opponent. This can be anything from a summoned monster ("Meet my friend Abbadon!") to a combining, Power Rangers-style ultra mech ("We've been developing this for a couple of years now!"). Yeah, they'll never beat you now!

Experience

What the hell? You've already built characters that are pretty hardcore, and you want more? Please!

Adventure Seeds

Character: The other side has developed a power booster that the characters want. It seems easy getting in, but what's guarding it can only be called a Boss character.

Units: Con season is coming up and, wouldn't you know it, both sides have scheduled their respective cons on the same weekend. Not normally a problem, but all the best hotels are booked up - except one, and both sides want it. Time to see whose firepower gets the con - as long as it doesn't destroy the hotel in the process.

Running *Geeks vs. Nerds*

Let's face it, geeks and nerds don't think small, and no GM worth his salt should, either. These are fandoms based off of anime, cartoons, comic books and movies. If you want to run this, pretend you're Michael Bay and make sure that by the time the dust settles, things have gotten destroyed. We're all sure that the characters didn't *mean* to destroy that wing of the hospital that was developing the cure for carpal tunnel.

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About Fudge:

Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of **Fudge** are available free on the Internet at http://www.fudgerpg.com and other sites. **Fudge** was designed to be customized, and may be used with any gaming genre. **Fudge** gamemasters and game designers are encouraged to modify **Fudge** to suit their needs, and to share their modifications and additions with the **Fudge** community.

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