

GOOFBALLS

"If you smell burning hexite after sex, you might be a cyberevolved."

"I can reshape my arms into swords, but I still have a shorty. Oh, carbon plague, you are SO cruel!"

"So, my parents are getting a divorce... My mom doesn't care about me, but she wants custody of dad's Mr. Studd."

Every class has its class clown, and the Cybergeneration is no different. The power of laughter is a subtle and poignant thing; it has been proven to have beneficial effects on people's health, it can provoke people to thought, it can be used to get a message across more effectively than the most enlightened of debates, and it can even defuse a group of rampaging GoGangers who are intent on beating you to a pulp.

In a world where there's not a whole lot to laugh at, comedy is your biggest weapon. You have a keen eye for the absurdities underlying the veneer of polite society and a knack for pointing these out in a way that will make other people laugh. And you realize that you have, at your disposal one of the most versatile and potent psychological tools known to man.

WHAT YOU LOOK LIKE

Goofball fashion varies widely from goofball to goofball. Some will dress to blend in with the rest of the crowd, and are only distinguishable from the norm by the cocky grin they wear as they bear witness to the absurdities of life going on around them. Some will dress imitatively to ridicule the inherent inanity of cliqueish fashion. Still others will dress in the loudest, wackiest fashions available at the local thrift stores because it's a good way to get a laugh out of anyone you pass on the street.

On the whole, fashion for the Goofball will follow function. If the Goofball is an edgy sort, he'll dress in leather and jeans. If they consider themselves highbrow comedians, they'll dress in high fashion. If their focus is on prop comedy, they'll probably dress as outlandishly as possible.

SUBCULTURE

Anything for a laugh. It's the mantra of the Goofball subculture, and most will fearlessly live up to that mantra. Like the court jesters of old, Goofballs move through society, making fun of anything and everything that strikes their fancy with a sense of impunity. Sure, they get their share of beatings from Megaviolents, but at least the Megaviolents laugh when they're doing it.

You can find Goofballs everywhere. In schools, they can be found walking around the halls with jockstraps on their faces complaining loudly about the quality of the food in the cafeteria. In the malls, they can be found following after and relentlessly mimicking the insipid comments of rich shoppers. On the streets, they can be found putting on spontaneous comedy routines for an extra buck.

Goofballs travel in small circles, usually three or four. Any more than this, and they'd have to yell their jokes over the jokes of others. Occasionally, large numbers of Goofballs will gather together in some underground forum like an underpass or subway to hold a "comedy club" night. This is the opportunity for Goofballs to showcase new material and trade jokes.

While it is considered a compliment to steal a joke or two from other Goofballs, it is the height of disrespect to steal large parts of their routine. When something like this happens, a heckle occurs. A heckle is like a duel of Goofballs, with each combatant throwing their best comedic insults at the other. The duel is lost if one of the Goofballs involved cries, loses their temper, botches an insult or is otherwise unable to compete.

Goofballs have a great fondness for old-style comedy props, especially the rubber chicken. This fondness is so great that some Goofballs managed to convince their MallBrat friends to create autofactory templates for making weapons, V-terms and other items shaped and painted like rubber chickens. While it's hardly a fearsome sight as such, more than one Megaviolent or GoGanger has stumbled into an impromptu Comedy Club gathering and found themselves surrounded by a mob of joke-cracking Goofballs murderously wielding rubber chickens.

BELONGING

It is pretty easy to join the Goofballs. All you have to do is be funny. Ok, there's more to it than that, but that was the beginning. Once you started showing that you had a knack for comedy, the others helped you build up your routine and pushed you into situations where you had to perform. Like telling the leader of Goganger pack that you did a little slap and tickle with their little sister. If you couldn't joke yourself out of that sort of situation, they reasoned, then you deserved the beating you got.

Staying in the Goofballs means you have to constantly update your routine and your technique. What was funny last night isn't necessarily funny this morning, and while it's accepted that you're going to constantly be recycling certain elements of your routine, you're eventually going to have to add new elements. You also have to keep up with the news and current events. The greatest absurdities that one could possibly hope to find are those that make the front-pages of the so-called news.

You also have to be courageous and honest. These are at the very heart of being a Goofball. What is comedy, but a way of looking at things from an honest, if somewhat skewed and exaggerated perspective?

YOUR ALLIES AND ENEMIES

You have a love/hate relationship with most yogangs. While they may laugh at your routines and spare you some well-deserved beatings, your tendency to press your luck in this matter wears thin on even the most patient souls. Goths don't like you -- You make it hard for them to hide their amused smirks. Vidiots like you up until the point that you attempt to give them bunny-ears while they're reporting. Glitterkids and Goldenkids are often the butt of some of your most pointed jokes. You tend to infuriate Rads, Guardians and Eco-Raiders with your cavalier attitudes.

Beaverbrats are your best friends; practical jokers who share the same sense of humor as you. Tinkertots may not get some of your jokes, but they're suckers for prop comedy and will help you slap together some of your gimmicks. You try to keep things on an even keel with V-

punks because they can help you make sight-gags.

YOGANG SKILL: ROUTINE

A routine is more than a bunch of jokes, it's an orchestration of comedic technique. Anyone can make a joke, but it takes a certain sense of timing and the ability to gauge the audience's sense of humor before you can achieve true comedic success.

Specializations:

Witcracker = +2 to Improv

Gimmix = +2 to Prop Comedy

Stooging = +2 to Pratfalls

Improv: This is the ability to improvise a routine based on present circumstances. It involves a great deal of soliciting the audience's participation and making off-the-cuff jokes based on their reactions. You can use Improv to create a distraction with a few relevant comments (Easy), break the ice with a potential date (Average), break up tension between two warring gangs with a few pokes at their mutual enemies (Difficult), Get the cop to forget about writing you a ticket (V. Difficult), or even break the BuReloc goons out of their programming long enough to sneak away while they're doubled-over with laughter. (N. Impossible).

Gimmix: You're the Tinkertot of the Goofball scene, and can produce props and use them to great effectiveness in your routines. Some uses of this ability include: making simple props (Easy), simple mechanical or electronic props (Average), props with moderately complex mechanical or electronic parts (Difficult), doing a ventriloquist act (Difficult), simple Virtuality props or sight gags (V. difficult), moderately complex Virtuality props or complex mechanical or electronic props (N. Impossible).

Pratfalls: A certain level of acrobatic and athletic ability is necessary to be able to engage in physical comedy without taking harm. You have mastered the art of avoiding serious harm through a combination of physical fitness, body mechanics and natural limberness. Typical pratfalls include: falling from a distance of your height or less (Easy), tumbling, cartwheeling and somersaulting (Average), taking and delivering stage-fight punches and slaps convincingly

(Difficult), buckling around real punches and rolling with other physical assaults to reduce damage by half (V. Difficult), tumbling down stairs without taking damage (N. Impossible).

SLANG

Longfaces: People without a sense of humor (BuReloc goons, Goths).

'Poon: From Lampoon; to parody something.

Heckle: A Goofball duel of wits.

Fuh-Nee: Something that is profoundly not funny.

IF YOU'RE A GOOFBALL:

- 1) Tell me your name, age and sex.
- 2) Describe what you look like.
- 3) Besides your V-trodes, pick four different things from the list below that you are currently carrying:

- A NoxTurbine -- A small laughing gas sprayer, usually disguised as a flower on the Goofball's lapel, which gives the Goofball a +2 to his Routine roll versus those sprayed with the gas.
- A backpack full of assorted comedic props.
- A taser shaped like a rubber chicken.
- Wyzard Handsystem III shaped like a rubber chicken.
- A Netlink Wrangler codegun shaped like a rubber chicken.
- A rubber chicken made out of solid aluminum (DC 5)
- Two rubber chickens made out of solid aluminum, connected by a swivel-mounted steel chain (Nun-chiku-chukyu-chicken! DC 5)
- A regular old rubber chicken.
- Light armored clothing (to save you from all the beatings you're going to take - AR 3).