

RISUS DRAGONBORN

alternate rules

CONTESTS

criticals and mishaps

A critical occurs whenever a character rolls $4n + 4$ or higher, where n = the number of cliché dice. At the other end of the scale, a mishap occurs whenever a player-character rolls less than or equal to $3n - 4$, where n = the number of cliché dice.

multiple feats

Work out what the most important feat will be. The TN is then increased by five for each extra feat.

multiple attacks

A character can attack more than once per round. Each extra attack reduces the cliché dice rolled per attack by one.

items

crafting

Roll the character's cliché v. dice of difficulty for the thing made, in an extended conflict, to create the item. If the character wins the "combat," the remaining dice = the dice assigned to the item (or trap, or whathaveyou's cliché. Required materials may be destroyed.

CARRYING

Each item carried beyond ten is worth a die of encumbrance. Any time you need to do something requiring ease and grace (or add another item), you must defeat your encumbrance in a single-roll contest.

advancement

At the end of a session, players may roll once for each cliché. On all evens, they may acquire EITHER:

- * An increase of one die for that cliché;
- * One die worth of Sidekick Dice, Lucky Shots, or Questing Dice

[rules by obiegoth - add, rewrite, do as thou wilt.]

Risus Dragonborn

extended rules!

General Numbers and Statistics

TN list (at 3d.)

3-5 (easy)
6-8 (tricky)
9-11 (challenging)
12-14 (difficult)
15+ (nearly impossible))

Dragon speech:

Dragonborn cliché v. TN 11 to understand Dragon speech)

Doing Things, Making Things

Smithing

Smithing requires raw materials, and provides items with dice based on those materials:

Wood or Leather (1)

Iron (2)

Steel (3)

Exotic (4)

Equipment (weapon or armor) teams up to subtract 6's from opponent, and contributes dice to weight or fame checks, or anywhere else it may affect the character. They are canceled out by opponent weapon or armor dice that meet or exceed them.

Potions

Potions require herbs and other organic ingredients.

Difficulty dice = dice of effect (e.g. Healing Potion (3))

Helpful potions team up with PC, 1x use.

Combat poisons team up with PC on strike, affect opponent if successful (effect determined using poison's own dice total v. opponent resistance, if any).

Magic

Spells are cast with casting clichés such as “College-trained Magician,” or “Student of Arcane Healing”. Clichés may give a permanent 1-die bonus to casting a specific type of spell (Fire, Wound-healing, Summoning Objects, etc.). Spell-casters may wish to take a double-pump cliché for their casting cliché.

Learning:

Spells have dice, and at above 1-die of power, must be learned directly from someone who knows them. 0 to 1-die spells may be learned from books, at a single roll (vs. TN spell dice * 5). Without a book, or at 2 or greater dice, spells are learned via an Extended Conflict against their dice. On failure, the character may try again after studying for at least a day (+1 die to roll after a week of study).

Most spells above 2 dice are only taught at the College of Chillrock.

Improving:

If much of a session is spent in study, characters may improve a spell by one die in place of another advancement at the end of the session.

Casting:

Roll casting cliché v. (5 x spell-dice). Once learned, cantrips may be cast at any time. May pump casting cliché as desired. On a failed roll, the caster's cliché is reduced by 1 until (s)he can rest and recover wit and energy. A quiet study is a good place, a tavern not so much.

Spell Examples:

0 dice	Candlelight	Creates a warm glow
1 die	Skin of Bark	+1 die of armor
1 die	Small item to hand	Calls a non-restrained object from 10' / spell die
1 die	Leaping Flame	A tongue of flame with a 10' range / spell die
2 dice	Cause Terror	Opponents may resist, will surrender or flee on failure

Dragon Shouts

Shouts consist of words in the Dragon tongue, and must be learned fully from the Brotherhood of Silence. They may do almost anything, but are usually dramatic and combative (breathe fire, project force).

Similar to Questing Dice, they provide available dice per session.

First learned at 1 die, more words can be gained to add new dice.

After three dice, all words are learned – special quests or training from the Brotherhood, usually mystical in nature (“Study the Essence of Fire”) may result in further dice.

Plot Ideas

Start – Gov't / Rebel Hullabaloo

Dragon attacks amid much bureaucracy. PC must flee via Keep cellars, under the direction of whomever isn't burnt up and knows the way.

Wilderness

Beasts and hazards
Odd travelers on the road
Caves and mines and huts and camps

Small towns

Folksy talk - really, a dragon?
Partisan muttering (*Northland for Northish Folks! Nay, The Legion Provides!*)
Suspiciously simple errands which may turn out to be very dangerous. Or not.

Hold Capital

Talking with the Jarl

Jarl Jarlson, Jarl of Jarlburg. He believes in dragons, and is concerned that their return is deeply significant. He is also standoffish, pragmatic, and decisively neutral in all matters of politics. He would like the PC to report on any further dragon business. This may be quite soon, in the event of a:

Dragon Attack

Jarl Jarlson sends **Thane Throl (4)** and the PC to meet defenders at the Northern watchtower, where **4 Run-of-the-Mill Guards of Jarlburg (6 dice total)** are at the wall.

Young Dragon:

Roaring, winged beast of Legend (5)

Fire-breathing Speaker of the Ancient Tongue [2]

If it dies, its soul is mysteriously absorbed by the PC!

(If Fame is desired as a cliché to track how often the PC is confronted with requests for help, PC Fame is at +1 after this.)

Jarl applies laud and some opulent but not-that-useful gift, and tells guards to look the other way, Throl is annoyed.

Brotherhood of Silence

The Brotherhood can teach shouts, mostly doesn't speak, and will send mysterious and intrusive warnings to hurry up and visit, once the PC has Zorbed a dragon soul. Their stone monastery is located at the top of the frozen peak of High Holyheim, on a path beginning at the end of the infamous...

Road to Ivanstead

The subject of a well-known tavern song, "The Gods-Damned Road to Ivanstead."

In travel by road, roll *constantly* for mishap, damage to Tools of the Trade, strange obstacles, etc. Off-road, attacks and murderous landscapes, diversionary locations.

Basic Bestiary

Treasure is counted in dice by value, power, or material (e.g. a Steel Sword (2)). Usually, treasure dice will not exceed the total dice of the creature owning it.

Young Dragon

- Roaring beast of Legend (5)
- Fire-breathing Speaker of the Ancient Tongue [2]

Treasure: Jewels or weaponry stuck to (or in it), its own scales (+1 endurance each) or bones (+2 endurance each)

Wolf (2)

Treasure: Pelt, teeth, etc. Sometimes forks. (Why?)

Run-of-the-Mill Guard (3)

Treasure: Armor, Very Obviously Emblazoned With the Insignia of the Hold or City; odds and ends, average weaponry, a little gold

Average Bandit

Clever Outlaw (2)

Vicious Fighter (2)

Treasure: loot, weapons and armor, disturbing trophies or heart-tugging mementos of an earlier life

Deer

Quick-footed woodland creature (2)

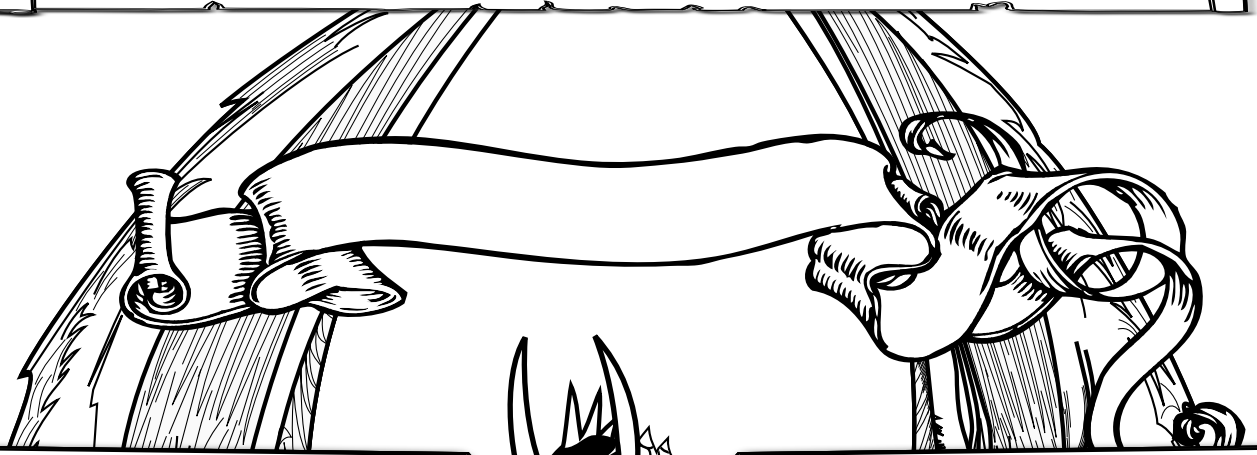
Treasure: Hide, meat, antlers

Troll

Vicious, shambling creature of caves and ruins (4)

Stunningly powerful arms, for crushing and throwing [1]

Risus Dragonborn



cliches

&
tools

☐☐☐☐

tale

hook

loot

burden dice ☐

questing dice, powers & shouts

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>