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Risus

Risus Roster

Here are a few men and monsters I wrote up for Risus, the Anything RPG by S. John Ross.

Takisho Fu

Fu will suit any [Travelling Light](#) game.

Gunner on board of some interstellar spaceship. He has yellow skin, as his name indicates, but no knowledge of Martial Arts. Rather, Fu studied Electronics and worked in the Star Fleet as Engineer. By mistake, Fu got involved in a battle once because accidentally he was wearing the uniform of his roommate. It turned out that he was rather good at using ship guns, and so he changed jobs, learning to fly interplanetary spaceboats and operate laser guns properly.

Fu is often the only one hanging around in the ship's only, horribly smoky smoking room. He loves his Camel cigarettes has been known to light one in the most improbable moments of his career.

Fu is a shy guy and more than nervous when in the presence of women. He is often unable to do his work properly when a woman is nearby. (BTW, this is what prevented him from becoming TV engineer after he had finished his studies. He would turn and run when the housewife opened the door...)

Cliches:

Gunner (4)
Space Boat Pilot (3)
Electronics Engineer (3)
Cigarette Smoker (1)

Hook: Afraid of women.

Rodney O'Flahigan

Rodney is a character I made up for the ["RSS Ramirez"](#) play-by-e-mail game.

NASA Canteen Cook

Description: Brown hair and eyes. Pale complexion. Relaxed, he looks like a bear. Under stress or on his bike, he looks like an infuriated bear whose honey has been stolen.

Rodney is of Irish descent and has kissed the Blarney stone: He will convince you the sun is blue if you aren't careful. Well, if you are, he'll tell you anyway. He owns a parrot called *Quibbler*, who talks almost as much as Rod does.

Being employed as cook in the NASA canteen, Rodney has some degree of knowledge which spices go with which food. Not much, but he managed to get the job. Rodney's favourite pastime is riding his racing bicycle. He doesn't mind racing across motorways. In fact, navigating in between cars and not getting killed is the main thrill for him.

Parrot owner [3]
Cook (2)
Storyteller (2)
Cyclist (2)

Hook: Adrenaline addict. Always gets himself into dangerous situations.

Sabre-tooth tiger

Description: Sabre-Tooth tigers are like tigers, yet more ferocious. They will attack anything, even men, if hungry. Most of the time, though, they stalk on cattle, which may bring them to the notice of the heroes.

Habitat: The jungles of prehistoric earth and all fantasy worlds.

Tactics: Sabre-tooth tigers jump at their prey, usually from an ambush. If successful, they just tear it apart with their huge teeth. Important: The tiger needs to succeed with its *Jump at Victim* cliché before it can use its powerful *Bite*. *Hungry jungle hunter* can be used if the creature tries to hide and sneak, or for any unforeseen action.

Jump at victim (3)
Bite (6)
Hungry Jungle Hunter (4)

Raimbault

Created using Larry Bullock's [Character Generator](#)

Raimbault de Carcassonne

, created by Florian

Description: Black-haired, slim and short. Raimbault is a Joglar and Mercenary in Occitan France (ca. 1150 AD).

Cliches: Swordsman (4), Fire Eater (3), Philosopher (2), Musician (3)

Hook: Believes no priest, ever.

[[S. John's](#)
[official](#)
[Risus](#)
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[Larry
Bullock's
[Character](#)
[Generator](#)]

[E-Mail](#)

Tools: Lyre (one of those middle-ages lyres with a handle to turn and a couple of wooden keys). An edition of Aristotle.

a 11 die character for a 10 die campaign

Donkey / Mule

Description: Donkeys are like small horses with rough fur, typically grey or brown. Mules are sterile cross-breeds of donkeys and horses. For mules add an extra die to one of the donkey clichés given below.

Habitat: All across Europe and most fantasy worlds. Donkeys and mules can endure in most climates. They are equally popular in the Mediterranean and Scandinavia.

Tactics: They normally run away when attacked. Cornered, they will kick with their hind legs. Donkeys and mules refuse to be overworked. Less stupid than horses, they know their limits.

Hardy long distance traveler (3)

Stubborn leg-kicking animal (3)

Mara

Description: The Mara is a man's dream - and nightmare. She is a beautiful woman, a succubus, who visits men in their dreams and seduces them. On awakening, they feel tired and worn out. Some have even died after regular visits. Maras are nocturnal and can be banished by daylight.

Habitat: The Spirit World. Mara are summoned by shamans and sent to their enemies, e.g. player heroes who have crossed their paths in the past.

Tactics: The Mara engages the player in combat against an applicable cliché. Every night, one round of combat is fought. If the Mara manages to wear the character down to 0, he dies.

The Mara needs to get into the sleeper's room somehow, possibly through a keyhole or window. If all entrances are locked, she cannot continue her seduction that night, and the character regains one cliché point.

The Mara must exit by the same way she came in. The only way to dispel the Mara permanently is to let her in and block the way out until dawn. In that case, the character regains all lost points.

Seduction (5)

Find a way into locked rooms (3)

Fox

Description: Small animals with a soft (usually red) fur, for which humans hunt them. Foxes are well-known for their cleverness, stealth and exquisite senses (especially scent, but also hearing). Most are nocturnal.

Habitat: Red foxes live in the woods and only ever leave them to hunt at farms. However, foxes are clever and appreciate nearby human settlements as hunting grounds. They prefer mild climates, but can stand cold better than heat. Regional varieties like the Polar or White Fox may differ.

Tactics: Foxes jump at and kill their prey (hens are typical) with just one bite.

Sly thief of the woods (4)

Agile omnivore (2)

Centaur

Description: Centaurs look like cross-breeds between men and horses, but insist that they aren't. Also, Centaurs mate only within their own race.

Habitat: Ancient Greece. Some fantasy worlds. Most Centaur tribes are nomadic.

Tactics: Centaurs are typically expert with bows. They shoot and run. Some Gloranthans claim they have seen centaurs fight with a lance. In general, though, the horsemen are too cautious to enter close combat if they can avoid it.

Archer (4)

Runner (5)

Cat (domestic)

Description: Everyone knows what a cat looks like - a small leopard, without the dots. They come in diverse colours. They have been kept as domestic animals since Ancient Egypt.

Habitat: Everywhere, but most live in or near human settlements.

Tactics: Cats hide from bigger opponents, while they stalk upon their prey, vermin and birds.

Rat catcher (4)

Night stalker (3)

Risus

Just in case you didn't know, Risus is a free roleplaying game by S. John Ross. Check it out now.

Risus is ideal if you prefer common sense to do the bookkeeping in your roleplaying campaign. But Risus goes even further. It encourages the players to add detail to the narrative. In an ordinary RPG, players will not try an action that they haven't got the skill for. In Risus, they will take yet another look at their keywords or clichés instead and come up with an original solution to the problem.

