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Wrestling for Risus: The Anything RPG

Since Risus is such a great game, I decided to make some rules to play some wrestling using Risus.

I know many of you won't understand a thing, but I just made some notes and place them here, I'll try to make everything clearer so you can play my wrestling adaptation.

Combat

Both players tell the GM, secretly, their actions.

Action are simultaneous.

Players roll the selected cliché.

System

Players start with 20 stamina.

Start with 20 dice to spread.

Stamina stat, used to determine tiredness, when reduced to zero, unable to keep.

For every 2 stamina lost, lose 1 dice.

Some techs are stronger against others (may gain pluses).

If tech loses, lose 1 stamina (except when lose to dodge).

When in floor, can only dodge, and at half dice.

Cannot use the same tech three consecutive times.

When op in floor, may attack or pin.

When pumping, take stamina, and add the number of dice to the roll.

Can use any tech at 2 stamina per dice.

No tech can go beyond 4.

If winning roll doubles losing roll, 2x damage is done.

When attacked while in floor, next turn you are up again.

Techs

Kick

Punch

Smash

Flying kick

Grapple

Complex grapple

Dodge

Pin

Jump from third rope

Piledriver

Effects

Kick 2x damage against punch.

Punch +1 vs kick.

K, p +1 vs dodge.

Dodge +1 vs smash.

Smash 2x damage.

Dodge +1 vs jump.

Jump 2x damage.

Flying +1 vs smash.

Flying 2x damage.

Dodge +1 vs piledriver.

Piledriver 2x damage.

Piledriver +1 vs k, p.

Grapple +1 vs complex.

Complex 2x damage.

K, p, c +1 vs flying.

After grapple or complex, may roll again, against dodge +1 (cumulative).

Smash, flying and jump can attack while op in floor.

While in floor, can only dodge, if win, stand, if lose, stay.

3 pins, against cumulative dodge +1.

Jump can only be made if close to the ropes.

If succesful jump, both end in floor, highest dodge roll gets up.

If grappled near ropes, dodge +1 (plus the other one).

If lose to piledriver, flying, jump, grapple, and complex (g's only if attacker decides to break), end in floor.

If lose with jump, flying, and grapples (against dodge), end in floor.

Sample Battle

"Green Cucaracha"

Stamina 20

Kick 4

Punch 4

Smash 3

Complex Grapple 3

Piledriver2

Dodge 2

Pin 2

"Super Fulano"

Stamina 20

Kick 3

Punch 3

Smash 2

Flying 3

Jump 3

Dodge 4

Pin 2

GC kick 4d6 14

SF smash 2d6 9

SF tried to surprise CG but he failed, since GC attacked quickly with a deadly kick. (Sf -1 sta)

GC kick 5d6 13

SF dodge 4d6 16

Gc tried to repeat his deadly kick, but SF guessed GC's move, and moved away calmly, annoying GC.

GC smash 3d6 11

SF flying 4d6 18

Sf coutered GC's rage with an incredible flying kick, leaving him lying in the floor. (GC -2 sta, -1 kick)

SF allows GC to get back on his feet.

GC kick 3d6 9

SF kick 3d6 13

Both tried to kick the other, but SF's was fast enough to beat GC's. (GC -1 sta)

GC piledriver 3d6 8

SF punch 3d6 7

SF's efforts to hit GC were useless against the piledriver that left him lying on the floor. (SF -2 sta, -1 dodge)

GC smash 3d6 11

SF dodge 3d6 5

GC almost stabbed SF mercilessly, leaving his oponent on the floor. (SF -4 sta, -1 kick, -1 punch)

GC smash 3d6 9

SF flying 4d6 20

GC didn't expect SF to stand so quickly, and was left lying and watching littles stars. (GC -4 sta, -1 com, -1 punch)

GC dodge 3d6 6
 SF flying 3d6 13
 SF beats the sunny days out of GC, no matter GC's struggle to survive. (GC -6 sta, -1 complex, -1 piledriver, -1 punch)

GC piledriver 3d6 7
 SF smash 2d6 6
 GC tricked SF, and then he threw him like a puppet. (SF -2 sta, -1 punch; GC -2 sta, -1 flying)

GC smash 3d6 11
 SF dodge 3d6 16
 GC fails to smash SF into the floor, ending in his opponent's place. (SF -2 sta, -1 jump)

GC dodge 1d6 1
 SF pin 2d6 5
 SF tries to end the battle.

GC dodge 2d6 7
 SF pin 3d6 13
 2 heartbeats, GC is about to lose! (SF -1 sta, -1 jump)

GC dodge 5d6 18
 SF pin 5d6 21
 Battle is over! (GC -2 sta, -1 smash; SF -3 sta, -1 dodge)

Stast should end like this (maybe I missed something):

"Green Cucaracha"

Stamina 03

Kick 3

Punch 2

Smash 2

Complex Grapple 1

Piledriver1

Dodge 2

Pin 2

"Super Fulano"

Stamina 05

Kick 2

Punch 2

Smash 2

Flying 2

Jump 1

Dodge 2

Pin 2

These are just some notes I made, it's very disorganized but soon I'll correct anything wrong, and explain all the rules (and add some new ones).
 I hope you enjoy playing.

Please send your comments to wicked_i_am@hotmail.com

Coming soon:

Drawings for all the techs (clichés), so you can see what they mean..

A table for the special effects of the techs, so you can look up yours easily.

Extended explanation of all the new rules (I wrote only notes to myself).

A better page design (and even a PDF, if I see some feedback).

Explanation to every tech.

A few suggestions for roleplaying, and tournaments.

Some new rules, and corrections for the existing ones.

A name for the adaptation (a logo too!).

