



RISUS

THE ANYTHING RPG

The Game Master Screen Insert!



THE GAME SYSTEM

Whenever anybody wants to do something, and nobody is actively trying to stop him, AND the GM doesn't think that success would be automatic, the player rolls dice. If the total rolled beats (equals or exceeds) the Target Number the GM sets, success! If not, failure!

This can be subjective, and anybody can *try* anything: Crossing a chasm by swinging on a rope, vine or something similar would be child's play (automatic success!) for a Swashbuckler or a Lord of the Jungle, easy (Difficulty 5) for a Pulp Archaeologist, and challenging but definitely doable (Difficulty 10) for a Gymnast, Barbarian, or Thief. Even a Wheelchair-Bound Eccentric Occultist could try it (Difficulty 15, but the wheelchair is lost unless the roll beats a 30)!

Target Numbers Follow This Scale:

5: A cinch. A snap. A challenge for a Schmuck. Routine for a pro.

10: A challenge for a Professional.

15: An Heroic challenge. For really inventive or tricky stunts.

20: A challenge for a Master. Nearly superhuman difficulty.

30: You've GOT to be Kidding. Actual superhuman difficulty.



An Expanded Target Number List ...

...for superhumans, compared to feats of physical strength:

30: Throwing a motorcycle.

50: Throwing a tank.

70: Throwing a loaded train.

85: Throwing a pile of 15,000 loaded trains ...

100: Kicking the Earth five feet out of orbit.

Note the nonlinearity! This ain't rocket science.

THE ODDS TABLE

	1 die	2 dice	3 dice	4 dice	5 dice	6 dice	
5	33%	83%	98%	100%	100%	100%	5
6	17%	72%	95%	100%	100%	100%	6
7		58%	91%	99%	100%	100%	7
8		42%	84%	97%	100%	100%	8
9		28%	74%	95%	99%	100%	9
10		17%	63%	90%	98%	100%	10
11		8%	50%	84%	97%	100%	11
12		3%	38%	76%	94%	99%	12
13			26%	66%	90%	98%	13
14			16%	56%	85%	96%	14
15			9%	44%	78%	94%	15
16			5%	34%	69%	90%	16
17			2%	24%	60%	86%	17
18			0.5%	16%	50%	79%	18
19				10%	40%	72%	19
20				5%	31%	64%	20
21				3%	22%	55%	21
22				1%	15%	45%	22
23				0.4%	10%	36%	23
24				0.1%	6%	28%	24
25					3%	21%	25
26					2%	14%	26
27					0.7%	10%	27
28					0.3%	6%	28
29					0.1%	4%	29
30					0.01%	2%	30