

Unearthed Playgrounds

quality RPG supplements for you to play

LARRY
BULLOCK

Risus Playgrounds



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Return with us now to those thrilling days of yesteryear...

Well, not quite. It is time to hang out with your friends on the playground. There's so many fun things to do: play basketball, tag, kick ball; have fun on the swings; talk to your friends about all of the neat things that might happen tomorrow.

If only that bully would leave you alone; and that darn tattletale would quit snooping around; and the adults would just let you be.

Have fun now, you'll be growing up before you know it.

This supplement is largely inspired by [Disney's Recess](#).

Risus Options

Will you have fun on the playground?

Genre

Modern (Kids)

Tone

Humorous

Campaign Options

Hooks & Tales; Pumping Clichés

Points/Dice

10 Dice

Description

Take part in the adventures of kids as they try to enjoy their time on the playground.



Risus, The Anything RPG is © S. John Ross and is freely available from the Cumberland Games website at: <http://risus.cumberlandgames.com/>

Sample Clichés

Sport

Kick ball, bombardment, it doesn't matter. You're good at all sports.

Prankster

Practical jokes are your forté.

Smarty Pants

No one knows more than you (except maybe another Smarty Pants).

New Kid

You're labeled as "new kid" and can't shake it until another new kid comes along. Most other kids will cut you some slack since you're the new kid.

Tough Kid

Fear is unknown to you. You laugh in the face of danger.

Bully

Intimidation is your game. Getting what you want from others is fun, especially if you can make them cry.

Tattletale

Rules are meant to be followed. You're the first to run to an adult when trouble is about.

(Specific Playground Equipment) Kid

You rule a specific piece of playground equipment (swings, monkey bars, etc.).

No one is better than you on your turf.

Teacher's Pet

The teachers love you and are always asking for special favors.

Office Helper

Similar to a teacher's pet, but you hang out in the office.

Guru Kid

You exude an aura of knowledge and wisdom. Other kids come to you for advice.

Hustler

You've got your finger on what's hot and are looking to cash in.

(Game) Champ

No one stands a chance against you in your game (Marbles, Jacks, etc.).

Kindergardener

Not accepted by older kids (some even fear you). Seen as belonging to a primitive tribe who focusses on candy, being messy, and naps.

Quiet Kid

Never really says much of anything (but you have to be careful of the quiet ones; who knows what they'll do).

Popular Kid

Everyone seems to want to be like you. You hang around others like you (all seem to have the same name).

Big Kid

You tower over the rest of the kids on your grade.

Special Kid's Rules

Migrating Clichés

Kid's change a lot, even during a single school year. A kid should be allowed to trade one cliché for another (at equal rank) at the beginning of any new adventure (with GM approval). Note: This is a full trade, not a lowering of one cliché to get a new one. For example: Petey was the New Kid at school, but someone else moved in so Peter traded in **New Kid 2** for **Sport 2**.

Growing Up

Sooner or later, kids start to grow up. They are expected to give up childish things. It is a sad and scary time for a kid. Your parents put new expectations on you. They sign you up for special classes and activities. Many times, they don't even ask for your permission or thoughts. In game terms, more "adult" clichés come with a price. In order to acquire a cliché that the GM deems adult in nature, you must give up some of your childhood clichés. For every rank in an adult cliché you acquire, you must give up 2 ranks in childhood clichés (this can be split between multiple clichés).

When acquiring other adult clichés, a kid is not allowed to give up other adult clichés.

Petey's parents sign him up for a web design. He decides he likes it. To add Web Master: 1 to his clichés, Petey gives up 1 rank from Teachers Pet and 1 rank from Big Kid.

Dealing with Adults

Adults have strange ways of dealing with children. Adults' cliché rolls are modified based on their relationship to a given kid (the modifier is added/subtracted from the total roll for the cliché).

Relationship	Modifier
Authority Figure (principal, parent)	+2
Teacher	+1
Stranger	0
Relative	-1
Neighbor	-3

Petey is trying to cut through Mrs. Fisher's yard to get to the playground. Mrs. Fisher uses her Nosy Neighbor: (3) cliché and rolls an 8 (this is reduced to a 6 due to her role as neighbor).

Adventure Ideas

Teacher's Lounge

Every kid wants to see what's inside the teachers lounge. Will you be able to find your way in?

King of the Playground

Every playground has a king. The one who defines and upholds the rules. The current king is moving, and it's time to pick a new king.

Bully Trouble

A bully is tormenting someone in the group. How will you stop it?

Birthday Party

Your mom wants you to give up your favorite toy (you're too old for it now). What will you do?

Watch Disney's Recess

For the most part, just watch an episode or two of [Disney's Recess](#). You'll come back with a ton of adventure starters. Below are a couple of ideas.

Sample Character



Petey Jones

Smarty Pants: (4) Teachers Pet (3) Sport (2) Big Kid (3)

Hooks

Petey always wears his lucky blue baseball cap (consider it a proper tool for the Sport cliché).

Tale

Up until the start of the year, Petey was the new kid at school. Thankfully, someone else has filled that position at school and he can just be Petey.

Description

Petey is a gangly 4th grader, a bit larger than his friends. His clothes often appear a bit on the small side. He tries to hide his smarty pants nature and has recently taken up sports.



image is from [West Haven Public Schools website](#) (support your schools).