

The Risoid Chronicles

In the course of my thinking, I've devised a couple of "House Rules," for Risus. Here they are:

Extended Damage for Funky Dice

This option can only be used when Option IV: Funky Dice is in use. With this option, a combat hit on a cliché that uses funky dice doesn't cost them a die, it knocks them down a die size instead.

Example: Gravitonne, uses her Gravity Girl [4d12] to try and propel The Thing From Beyond (3d20) into orbit. Unfortunately, Gravitonne loses the round. Her Gravity Girl drops from [4d12] to [4d10].

If a character gets knocked down to d6's, they are reduced in dice as normal. All other combat rules apply. (i.e., inappropriate cliché hits knock them down 3 sizes/dice, etc.)

Example: It's just not Gravitonne's day. A little later, she's down to Gravity Girl[4d8]. The Thing from Beyond uses its Rampaging Fanboy(6) against her. She loses the round. Due to the attack with an inappropriate cliché, she goes from [4d8] to [2]. [4d8] -> [4] -> [2]

Grunt-squads may not benefit from Extended Damage.

Ammo Gear.

Ammo Gear is intended to represent things such as magic wands, missile launchers, etc., items which while capable of adding to a player's roll, are ultimately disposable and have a limit of how many times they can be used. Ammo gear has more than one rating.

The first one is the item's maximum bonus. This represents the maximum amount of dice the item can add to the character's roll. It may also have a minimum bonus, representing the minimum number of dice that may be added to a roll. Alternatively, the item may just have a flat bonus, with no variance in power level.

The thing that makes Ammo Gear different from most bonus-die items is that it has a 'pool rating.' For every die added to a roll (or every time it's used, for those giving a flat bonus), one is subtracted from the item's pool rating.

This becomes a handy option for GMs looking to give away an item with short-term usefulness. Some good examples:

- A high-end missile launcher, which gives a flat bonus, but only has a limited number of shots.
- Magic wands, which can be varied in power from little explosions to big explosions.

Other rules for bonus-die items can be found on Carl Hewett's page, [The Flames of Risus](#)

Critical Success/Failure

Critical success: For every multiple of the TN (or your opponent's roll), you get an extra benefit. In combat, you'd do an extra die of damage. If you're bargaining over something, you get a better deal.

Critical Failure: If they roll all 1s, not only do they fail, but something extra bad happens. In combat, they'd take an extra die of damage in combat. If you're bargaining over something, you get ripped off.

Grunt-squads are unaffected by Critical Success/Failure. Over the group, it tends to even out. :)

My space naval combat rules, "And the Sky Full of Stars..." are on a separate page [here](#).

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