

WARRIORS

A campaign setting for *Risus: The Anything RPG*

Created by Samuel “Grail” Barry

Adapted from the books written by Erin Hunter

Genre: Modern Animal Folklore (can work with any)

Tone: Serious

Campaign Options: Hooks and Tales; Pumping Clichés; Lucky Shots; Questing Dice; Starting Dice: 10

Description: The world of WARRIORS is set in a modern world where the main characters are portrayed by cats. These cats reside in Clans and must struggle for survival in a world ruled by “Twolegs” (humans). The setting is roughly Native-American based using slightly anthropomorphic (humanized) domestic cats.

What is Risus?

Risus: The Anything RPG is a free roleplaying game created by S. John Ross and can be found here: <http://www222.pair.com/sjohn/risus.htm> Check it out!! ‘Cause free RPGs are rockin’ cool!!

Credit Where It’s Due

This setting was created using the guidelines found in Larry Bullock’s Risus GM Guide which can be found here: <http://risusiverse.wetpaint.com/page/Rule+Elucidation>

This setting is based on the WARRIORS series of books written by Erin Hunter. In NO WAY do I mean to impugn upon any copyrights held by said author or their publishers. Please do not sue me.

To my own love of all things Kittypet.

And finally, my daughter Karma, who introduced me to the world of the Clans.

Author's Note

Admittedly, I decided to make this campaign for two reasons: 1) I love modern folklore and anthropomorphic animals; 2) My gaming group consists mostly of my own children. This campaign is based on a series of books, written by Erin Hunter, titled *Warriors*. The story begins in book 1, *Warriors: Into the Wild*. While it is not necessary that players read the entire series, it is recommended that they at least read the first book.

Character Creation

Characters are created using the standard rules from *Risus: The Anything RPG*. Hooks and Tales are mandatory; even if the tale isn't that long it is still required, and may be added to as the character improves. Pumping Clichés are allowed (and will be used often---I guarantee it). Lucky Shots and Questing Dice are advanced options detailed in the *Risus Companion* (not required for play). The gist of Lucky Shots is that for every cliché die you give up, you are given 3 Lucky Shots - dice that can be added to any cliché roll at any time. Questing Dice are pretty much the same thing, but you get 5 Questing Dice for every cliché die you give up. Questing Dice must be tied to some specific personal aspect of your character ,e.g., a personal grudge, a personality flaw, a firm personal belief, or a lifetime goal. Both Lucky Shots and Questing Dice are a use once/adventure type of thing (just check them off your list as you use them up, they won't be refreshed until the next adventure). All player characters begin as either an apprentice (warrior or medicine cat) or as a kittypet. Note: All characters for WARRIORS are domestic cats. Not pampered housecats, but feral wildcats. Therefore, it should be noted that most characters will have the following traits: Extremely Agile, Excellent Senses - Night-vision/Hearing/Smell, and Natural Weapons - Claws/Fangs; these traits should be treated as Tools of the Trade for all

clichés except Kittypet (unless the character has the Hook: Former Kittypet).

Sample Character

Fireheart

ThunderClan Warrior (3), Former Kittypet (2), Hunter of Mice (3), Touched by StarClan [1]

Lucky Shots [] [] []

Questing Dice (fulfill the role of "Prophesized Hero of ThunderClan") [] [] [] [] [] []

Hooks: Fireheart's past (being a kittypet) hinders his credibility with other Clan cats. He isn't taken seriously and is often ridiculed.

Tale: Fireheart used to be a housecat named "Rusty." After he accidentally stumbles into ThunderClan territory, the Clan Leader, Bluestar, wishes to bring him into ThunderClan as a warrior apprentice. "Rusty's" ginger-red coat earns him the name Firepaw, and he is believed to be the one who can save ThunderClan.

"Only fire can save our clan." - StarClan (as prophesized by Spottedleaf, Medicine Cat of ThunderClan)

Clichés used in WARRIORS

Many clichés in WARRIORS will have a Clan attachment, e.g., ThunderClan Warrior, ShadowClan Medicine Cat, WindClan Warrior Apprentice, etc. The Clans themselves will be covered later on. For now, choose an appropriate cliché and then add the Clan attachment later.

Remember, all starting player characters must have either the apprentice or kittypet cliché.

- *Kittypet (being pampered by Humans, eating dry/wet cat food not even fit for a mouse, going to the Vet, becoming fat and lazy)*
- *Clan Apprentice* (being young and inexperienced, going through training)*

**must choose either Warrior or Medicine Cat*

- *Clan Warrior (hunting for the Clan, protecting Clan territory, knowing/following the Warrior Code, training apprentices)*
- *Clan Medicine Cat* (knowing herbs, healing wounds, being mystical and wise)*
*requires the special cliché - *Touched by StarClan*
- *Clan Leader* (being mystical and wise, ruling over the Clan, knowing/following the Warrior Code, being fair, honorable, and just)*
*requires the special cliché - *Blessed by StarClan*
- *Clan Deputy (being honorable, leading when the Clan Leader is away, overseeing Clan Warriors, knowing/following the Warrior Code, being very brave)*
- *Clan Queen (nursing kits, expecting kits, helping to raise Clan kits, being a protective mom)*
- *Clan Elder (having lots of battle scars, being old and venerable, reminiscing/telling old stories)*

Special Clichés

As mentioned, there are two special clichés used in WARRIORS. These clichés follow the Advanced Option III: Double-Pump rules from *Risus*.

- *Touched by StarClan (having prophetic dreams, interpreting the will StarClan, having Sixth-Sense)*

This cliché is required for anyone wishing to be either a Medicine Cat or Medicine Cat Apprentice. A minimum of 1 die in this cliché is required for an Apprentice. To be a Medicine cat requires a minimum of 4 dice in this cliché.

- *Blessed by StarClan (having nine lives, being bonded to StarClan, knowing the secrets of the Moonstone, aging slowly)* □ □ □ □ □ □ □ □ □

Only a character with Clan Leader (see Becoming Clan Leader) may take this cliché. After a

character gains the Clan Leader cliché, they must then go on a quest to the Moonstone. After the quest they are then required to make an advancement roll in their Clan Leader cliché. If that roll succeeds, then they are granted the Blessed by StarClan cliché for free with 2 dice in the cliché. Otherwise, they must purchase the cliché as per the normal Adding New Clichés rule under Character Advancement located on pg. 4 of *Risus*. Blessed by StarClan has some special rules: The cliché begins with 9 slots added to it, much like Lucky Shots or Questing Dice with a few exceptions. First, these slots may never be used as bonus dice. Whenever one of the character's clichés is reduced to 0, you must cross out one of the nine slots under Blessed by StarClan; all of that character's clichés are then returned to their full value. Finally, when there are no more slots available, the next time one of that character's clichés would be reduced to 0, that character dies and joins StarClan and may no longer be played.

Suggested Hooks for WARRIORS

These are just a few to get you started. Players should be encouraged to come up with more Hooks on their own. With GM approval, of course.

- **Former Kittypet** - This Hook is only available to characters with 2 or fewer dice in their Kittypet cliché. The character is un-trusted and ridiculed by some members of the Clan. Even after the character has proven themselves, there will always be those who hold the fact that they were once a kittypet over them.
- **Rogue/Loner** - The character has been kicked out of their Clan or never had a Clan to begin with. Either way, the character is usually only trusted by one individual from a Clan, and only trusted by others when that Clan member speaks on their behalf. Even then, they are never fully trusted by all.
- **Injured/Permanently Scarred** - The character has an injury, most likely from combat, that

has never fully healed properly. While still an active member of their Clan, the injury acts up every once in a while, causing problems for the character.

- **Traitor** - The character has forsaken the Warrior Code. Thus, the character looks out only for themselves, is power hungry, and will stop at nothing to get what he/she wants. These characters have their own "Code of Honor," twisted though it may be. Understand that the character will be suspected of being a traitor by one or more members of the Clan.
- **Code of Honor** - The character follows the Warrior Code blindly and without deviation. To them any act done outside the Code is one act too many.
- **Weak Willed** - The character is easily browbeaten into submission, can be convinced of almost anything, and is unable to keep a secret for very long---no matter what its nature.
- **Blabber Mouth** - The character talks too much. Even when they shouldn't, they are usually speaking, making some comment or talking about nothing at all.
- **Coward** - The character is generally not the first one into battle, and has a tendency to fear that which they do not understand.
- **Opportunistic** - This goes hand-in-hand with the coward. The character takes advantage of situations. For example, taking credit for winning a battle if the *real* hero has died in combat (who's going to argue if they never saw the whole thing?).

Becoming a Clan Leader

In order to become a Clan Leader, a player must follow these steps. 1) A character must have 6 dice in their Warrior cliché, 2) A character needs to obtain and have 6 dice in the Clan Deputy cliché, 3) The current Clan Leader must either die, step down, or be kicked out of the Clan, 4) The next time that character may advance, they may roll against their Clan Deputy, if they succeed, their Clan Deputy changes to Clan Leader; at which point they may then attempt to gain

Blessed by StarClan as mentioned above.

The WARRIOR Clans

In the books, there are four distinct Clans; ThunderClan (forest cats), WindClan (plains/moors cats), RiverClan (water/fisher cats), and ShadowClan (junkyard cats). There are clear territories and hunting grounds for each Clan. This document will touch briefly on the world of the Clans as they are presented in the books. Being that the books progress, so too do the Clans. As has been previously mentioned, this setting may be used in any genre or other setting. For example: Let's say that our story takes place in a city (the name is unimportant since the cats would give it their own name). Then the Clans located there might be called TunnelClan (sewer cats), DarkClan (alley cats), SkyClan (roof cats), and NatureClan (park cats). The changing of the Clans should be left up to the GM based on whatever genre/setting they wish to use; be it fantasy, cartoon/anime, modern, or post-apocalyptic. The one Clan that remains a constant is StarClan. It is the sacred resting place of all Warriors, and is located in the night sky in what is called Silverpelt. It is StarClan that guides all other Clans through their Medicine Cats. There are 3 Ancient Clans from which all other Clans are descended; those Clans are TigerClan (the night hunters), LionClan (lovers of the Sun and its warmth), and LeopardClan (the swift runners). It is from these Clans that all other cats owe their current skills as hunters and warriors.

The Warrior Code

- The Clan comes first
- The Clan is always fed first
- Protect Clan borders from intruders
- A warrior is brave and never thinks of himself before the Clan
- Fight to defend territory, hunting grounds and protect the Clan; never to kill or for revenge

The World of WARRIORS

Within the books there are a few places of interest. These places will be briefly covered here as it is assumed that players will already be familiar with the area. Again, GMs are encouraged to create their own settings and timelines.

- **Twoleg Place** - This is the land of the Twolegs (humans) and kittypets. Most warriors will not venture here unless it cannot be helped.
- **Treecut Place** - Again, this is a place for Twolegs. Where they cut down the very trees they plant using loud, foul smelling monsters (chainsaws).
- **ThunderClan Camp** - Located near the center of ThunderClan territory. It is hidden within a clearing in the woods.
- **RiverClan Camp** - Located just on the other side of the river within RiverClan territory.
- **WindClan Camp** - Located up on the moors within WindClan territory. (currently controlled by ShadowClan after the brutal defeat of WindClan over hunting rights.)
- **ShadowClan Camp** - Located across the Thunderpath (road/highway) and just East of the Carrionplace (junkyard) within ShadowClan territory.
- **Fourtrees** - The gathering place of all Clan Leaders under a banner of peace during the time of the full moon.
- **Highstones** - The sacred place of Mothermouth, the cave where the Moonstone resides.

Note: The seasons among the Clans are - Newleaf (spring), Greenleaf (summer), Leaf-fall (autumn), and Leaf-bare (winter)

Threats and Dangers

- **Thunderpath Monster** - A large foul smelling beast which travels along the Thunderpath.
Clichés: Large Fast Moving Monster With Night Eyes (5)

- **Pack of Rats** - Rodents which hide out in barns and washed out gullies. They are vicious in large groups and will even attempt to take down a small group of warriors by swarming them in the hundreds. Clichés: Rat (3), Hungry Vicious Swarm of Rats (10)
- **Fox** - Another cunning rodent that is an equal match for any warrior. *"Looks like a dog. Thinks like a cat."* - Graypaw. Clichés: Clever Hunter (4), Sneaky (6)
- **Dog** - The enemy of all cats everywhere. Clichés: Vicious (4), Big and Stupid (3)
- **Twoleg** - Not so much an enemy as a nuisance. Clichés: Average Human (4), Destroyer of the Environment (6)

Adventure Hooks

- **The Hunting Test** - The apprentice characters must pass this test by catching as much prey as possible within their assigned areas.
- **Defend the Border** - Cats from another Clan are daring to hunt with the characters' Clan territory. They must be taught a lesson in respect and the Warrior Code.

The Rare Herb - Some members of the Clan have taken ill. The Clan Medicine Cat sends the characters out to find more herbs to treat the illness.