

R i s u s S m i t e !

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It is the time known as the Dark Ages. The Church has been recently established in the magical land of Brityn, but unfortunately it has many enemies. Goblins and other foul creatures have taken delight in raiding the sanctuaries and killing Church members. Worse yet, evil sorcerers have begun to summon demons from hell to wreak havoc. It is a time for the brave members of the Church to become heroes and protect the land.

This is a supplement for *Risus: The Anything RPG* by S. John Ross, which can be downloaded for free at <http://www222.pair.com/sjohn/risus.htm>. It is required to play this game

Character Creation

Create in me a clean heart, O God; and renew a right spirit within me. Psalm 51:10

Players have 10 dice to spend on their characters. Hooks and tales are allowed, but are optional. Player characters may pump, or even double-pump, their clichés if the GM feels it appropriate. Remember, the PCs in this game are members of the Church, and their clichés should reflect that. Below is a brief list of clichés that a PC might have.

SAMPLE PC CLICHÉS (AND WHAT THEY'RE GOOD FOR)

Barbarian (Wielding huge weapons, bashing down doors, being from the frozen north)

Knight (Slaying dragons, rescuing princesses, smiting)

Lore Master (Knowing all sorts of useful information)

Martial Artist (Fighting without weapons, being from the far east)

Missionary (Traveling to far away places, converting pagans)

Psalmist (Singing, playing music, writing poems)

Ranger (Tracking, hunting, making friends with animals)

Rogue (Picking locks, sneaking)

Sailor (Sailing ships, navigating)

Non-Player Characters

Let the people praise thee, O God; let all the people praise thee. Psalm 67:3

There are a lot of common people in the land, but they will usually be non-player characters. NPCs are usually only built with about five dice. Below is a brief list of clichés that an NPC might have.

SAMPLE NPC CLICHÉS (AND WHAT THEY'RE GOOD FOR)

Blacksmith (Making things out of metal, repairing weapons and armor)

Carpenter (Building things out of wood)

Farmer (Growing crops, tending livestock)

Herbalist (Making potions, selling herbs, rolling joints)

Innkeeper (Taking care of the inn)

Priest (Preaching, casting out demons)

Shopkeeper (Selling items, haggling)

Weaver (Making cloth, sewing clothes)

Wench (Serving drinks, flirting)

Monsters

He delivered me from my strong enemy, and from them which hated me: for they were too strong for me. Psalm 18:17

Unfortunately, the land is filled with terrible creatures who want to destroy the Church. They can be built with as many dice as the GM sees fit. Below is a brief list of clichés that a monster might have.

SAMPLE MONSTER CLICHÉS (AND WHAT THEY'RE GOOD FOR)

Demon (Being from hell, serving the Dark One)

Dragon (Breathing fire, flying)

Goblin (Raiding, shrieking, traveling in small bands)

Hell Hawk (Resembling a giant featherless bird, serving as a steed for sorcerers)

Hell Hound (Resembling a huge dog, having flaming eyes)

Ogre (Carrying clubs, smashing things)

Troll (Guarding bridges, turning to stone in the sun)

Sorcerer (Casting spells, summoning demons)

Vampire (Sucking blood, charming people)

Werewolf (Turning into a giant wolf, going berserk)

Wight (Having no mind, smelling of death)

Celestial Beings

Will the unicorn be willing to serve thee, or abide by thy crib? Job 39:9

Although there are many foes in the land, there are also several friends. Celestial beings are holy creatures who have taken physical form. They often aid good people in any way they can. Like monsters, they can be built with as many dice as the GM sees fit. Below is a brief list of clichés that a celestial being might have.

SAMPLE CELESTIAL BEING CLICHÉS (AND WHAT THEY'RE GOOD FOR)

Dragon* (Breathing fire, flying)

Griffin (Being a combination between lion and eagle, having huge nests)

Leviathan (Frolicking in the ocean, being wild)

Pegasus (Having giant wings, serving as a steed for noble warriors)

Talking Animal (Being larger than normal animals, standing on two legs)

Treeman (Looking like a tree, being stiff, guarding the forest)

Unicorn (Having a sharp horn, running really fast)

** You may notice that dragons appear both on the list of monsters and on the list of celestial beings. This is because they were created as celestial beings, but many have fallen.*