

# Risus LXG

## The League of Exceptional Gentlemen

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Welcome to LXG! This is a game of high adventure and excitement in an alternative Victorian England. Characters in this game belong to an elite organization devoted to fighting crime and saving mankind.

### CREDIT WHERE IT'S DUE

This is a supplement for *Risus*, a very exceptional role-playing game 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

Characters have 10 dice to create a character. No character can start off with more than four dice in any single cliché. Characters get extra dice for hooks and tales. Characters can also use any of the options provided in the *Risus Companion*. Funky dice are not used. Characters can also pump or even double-pump their clichés if it seems appropriate.

### SOME SAMPLE CLICHÉS (AND WHAT THEY'RE GOOD FOR)

**Aristocrat** (Wearing fancy clothes, being rich)

**Artist** (Painting, sculpting, being eccentric)

**Bounty Hunter** (Tracking fugitives, shooting people)

**Cyborg** (Having mechanical parts, possessing great strength, requiring oil)

**Detective** (Solving mysteries, looking for clues)

**Doctor** (Healing people, prescribing drugs)

**Engineer** (Operating complex machinery, fixing things)

**Extraterrestrial** (Possessing amazing technology, having special powers)

**Immortal** (Never aging, being very wise)

**Invisible Man** (Walking around unseen, not wearing any clothes)

**Mad Scientist** (Performing crazy experiments, laughing insanely, having funny hair)

**Martial Artist** (Beating people up, being from the far east)

**Merchant** (Buying, selling, haggling)

**Monster Hunter** (Carrying around a huge gun, killing werewolves and vampires)

**Psychic** (Moving things without touching them, reading peoples' minds)

**Sea Captain** (Sailing, using a compass, not getting seasick)

**Sorcerer** (Casting spells, wearing funny clothes)

**Thief** (Picking locks, stealing things)

**Vampire** (Sucking blood, charming people, casting no reflection)

**Werewolf** (Turning into a giant wolf at will, howling at the moon, hating roses)

The clichés listed are fairly basic, so feel free to add interesting adjectives. For instance, instead of simply being a “werewolf”, your character could be a “kind-hearted werewolf”.

**Sample Character: Vyssyr Wolfsbane**

*Description:* Tall and pale with long black hair and violet eyes. He usually wears a black trench coat.

**Clichés:** Charming Vampire [4], Snobby Aristocrat (2)