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Risus

## Risus Rules

Risus, the Anything RPG by S. John Ross, can certainly be used for any campaign as it is. Nevertheless, everyone creates their own house rules. Even me. I don't really ever use them, but I want to contribute to the Risus mailing list, too. And I want to be able to offer something to You Visitors Out There, too.

### Armor

Armor is part of the equipment for the Warrior cliché.

Having said that, this is how I'd possibly handle it: Armor absorbs certain dice values, NOT the overall die result. Clothes (1) cancel out ones, Leather armor (2) cancels out every (single die) roll of 2. Chain mail (1,4) cancel out any opponent's rolls of one OR four, but not the 2s, 3s, 5s and 6es.

The rationale is that really strong strikes still get through. You can always hit your opponent where he isn't protected. Plus, armor won't protect you much when faced by many opponents, most of whom contribute their sixes only.

### Animal Companions

Many heroes, and even some Risus characters, have animal companions. These may be the hunter's dog, a witch's raven, the dancing bear of an entertainer. Heck, even robots and computers with artificial intelligence.

Animal (and other) Companions never have the clichés given in here, but rather become a cliché themselves when domesticated. A Risus character can thus train a cat to accompany him, which is reflected in a cliché of Cat Companion, starting at (1) as usual.

In case the player asks, the score represents not the creature's abilities, but its usefulness to the player character. The general rule is: The statistics presented on the [Risus Roster page](#) are for animals played by the GM. If a player wants to take control, he must do so by developing a cliché.

Often, it will be a good idea to make Companions a double-pump cliché as they tend to do various unforeseeable things.

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[[S. John's official Risus page](#)]

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