

It's LINT!

A mini-Sourcebook for
Risus: The Anything RPG by S. John Ross

by Zamiel Al'Shaitan

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Sourcebook Information:

In *It's LINT!* you play the role of, you guessed it, lint. Lintforms (lint lifeforms) are constantly under persecution by those that inadvertently created them, the humans, as well as the minions of humans, such as cats, dogs, and gerbils. Your goal in *It's Lint!* is survival, but to thrive, aye, that's the prize.

Character Creation:

Standard character creation as presented in the *Risus: the Anything RPG* handbook should be followed, 10 dice, pumps and double-pumps allowed. Hooks and tales may be used as well, granting +1 die. Funky dice are not used.

Most characters will select one of the lint "archetypes" for creating a character, however it is not mandatory; the character could just be "generic lint" ;-)

Common Cliché:

The most common cliché will be related to the day-to-day (or even minute-to-minute) life of lint. From sneaking and hiding, to rolling and floating, to frightening the cat, it's all here.

*** Bellybutton Lint**

This is one of the 4 archetypes of lint, the others being sweater lint, dryer lint, and pocket lint. Bellybutton lint springs to life from the navels of humans, often those that are unwashed, and as such are considered the lowest form of lint-life. Bellybutton lint stinks, and as such it gains bonuses for frightening and disgusting, however it suffers in social relations and is generally "icky".

*** Dryer Lint**

This is one of the 4 archetypes of lint, the others being sweater lint, bellybutton lint, and pocket lint. Dryer lint is the largest and most hearty of lint. As dryer lint, you are capable of amazing feats of (lint-scale) strength, however you do suffer in the hiding and floating departments.

*** Frightening Things**

Frightening only works on non-humans, as to the humans you are nothing more than lint, which is to be destroyed. When used successfully against animals, dust bunnies, or other lint-beings, they will run in terror and not look back. This is the primary combat form for a lintform, as they are not very capable combatants.

*** Healing**

Healing allows the character to repair themselves (or others) if enough raw material (ie: non-sentient lint) is available. Healing amount may be determined by quality and quantity of lint.

*** Hiding**

This is an invaluable skill to lint of all ages, as it allows the lint to go unnoticed by those that would hunt them. Hiding only works if the lint remains immobile, and bonuses or penalties to the TN may be assigned for particularly good or poor hiding spot.

* **Pocket Lint**

This is one of the 4 archetypes of lint, the others being sweater lint, bellybutton lint, and dryer lint. As pocket lint, you are thin and lithe, able to hide in the smallest cracks and crevices, and even in the very pockets of those that would destroy you (that being the humans, for our Canadian friends.) Being so thin is not without it's disadvantages however, as you suffer in the area of strength.

* **Spawning**

Spawning is bringing new lintforms to life from precious, nonsentient lint. This is a long, slow process, requiring the span of many days and a suitably large quantity of lint.

* **Sneaking**

Sneaking is moving about unnoticed. It is related to hiding, but focuses more on remaining unremarkable, therefor unnoticed, rather than attempting to conceal oneself from view. Sneaking DOES NOT work against cats.

Conflicts:

The life of a lintform is full of conflict, both deep, moral turmoil, and being chased by the human's pet cat, Bootsies. Being made of lint, combat is hardly an option, but sometimes it's unavoidable...

* **Physical Conflicts, aka Combat**

Combat is rarely resorted to, as lint is not the most hearty of lifeforms. If a physical conflict is resorted to, a lintform is ALWAYS considered to be using an inappropriate cliché. The only exception to this is *Frightening Things* (see below).

* **Frightening Things**

This is in most respects identical to a physical conflict, however the lintform is not attempting to harm the opponent, only frighten them away. The lintform however DOES suffer physical damage in such conflicts.

Other Beings of Note:

Though not lint, these lifeforms are sure to cross paths with you sometime...

* **Cat**

The cat is one of the most deadly of all animals, with its hunter instincts and lightning-quick reflexes, your only hope is to stand your ground and frighten it away (possibly in a team) before it rips too many of you apart. There are 2 varieties, the domestic, or "house" cat, and the feral "wild" cat. Rarely will you cross a wild cat, as lint is native to indoor areas.

Cliché:

Cat(5)

* **Dog**

Dogs are larger than cats, but thankfully somewhat dim. Though they are ferocious, they are also quite easily startled.

Cliché:

Dog(4)

Special Note:

Dogs are susceptible to the *Frighten Things* cliché, suffering a loss of 2 dice in any round they lose.

* **Dust Bunny**

Though sometimes mistaken for lint, the dust bunny is evil. Made of stray hairs, cobwebs, dust, and other such nastiness, they hunt lint for sport. Dust Bunnies often travel in packs.

Cliché:

Dust Bunny(3)

* Human

The human is the most deadly of all creatures. Even though they created the great lint-life, they now seek to destroy it. Most humans (save the young ones) don't even seem to notice those they destroy as life at all!

Cliché:

Human(6)

Special Equipment:

Feather Duster(+2d)

Broom(+3d)

Vacuum Cleaner(+4d)

* Human, Baby

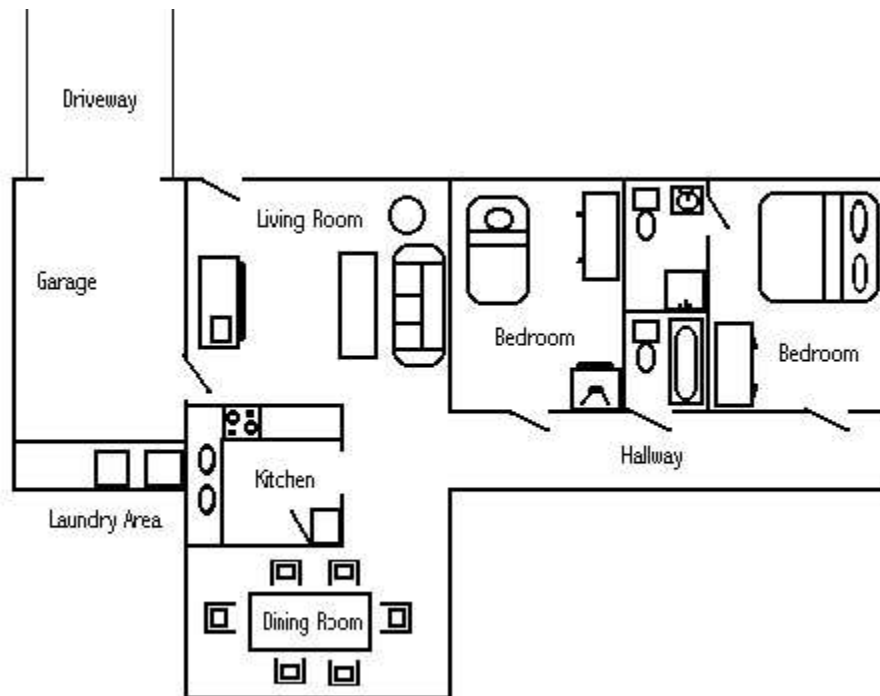
Though technically still human, these are more deadly in certain circumstances. A human baby may ingest a lintform in any conflict round they win by 3 or more points. Luckily (for the lintforms) the human baby moves very slowly, and can usually be avoided altogether.

Cliché:

Baby(5)

The House:

This is a simple, sample house for use in a campaign. It is the equivalent of a city or even country in other genres, as it may be the only place the characters ever see.



Garage

The garage is one of the safest places in the entire house for lint. It is rarely cleaned, and being the home of the dryer (in the laundry area) it is also source of healing. Lint thrives in this environment, unfortunately however, so do dust bunnies.

Living Room

This is the lair of the man-folk humans. Content to sit on the sofa, (under which lint can find shelter) throw his feet up on the coffee table, and drink beer while watching football on the bigscreen TV, he couldn't care less about lint. HOWEVER, the female-folk humans are almost neurotically driven to clean this area, while complaining about the sloven habits of the man-folk.

Kitchen

The kitchen is the haven of woman. Avoid it at all cost. Under the counters is the only safe area, however dust bunnies are known to inhabit these places as well - you have been warned.

Dining Room

The dining room is a somewhat neutral location, it can be safely navigated on most occasions, though it should not be taken up as residence, for the vacuum doth cleaneth monthly.

Bedroom 1

This bedroom is the smaller of the two bedrooms, is generally occupied by a teen-aged human. By their very nature the room is left in a constant state of disarray, making it generally safe for lint-kind.

Bedroom 2

The larger of the two, this room is kept spotless by the woman-folk human. The only semi-safe haven in this room is under the bed, and even that gets vacuumed on occasion.

Bathroom 1

This is the bathroom attached to the hallway. Bathrooms in general are not safe for lintforms. Their lack of carpeting makes them easy targets.

Bathroom 1

This is the bathroom attached to bedroom 2. Bathrooms in general are not safe for lintforms. Their lack of carpeting makes them easy targets.

Hallway

The hallway is a high-traffic area, making it suitable for lintforms, however it is vacuumed almost every week, making long-term stays unadvisable.

Final Thoughts:

Well, that's about it for *It's LINT!*, I hope you find it as amusing as I did when I wrote it - Now I just hope S. John Ross and the rest of the *Risus: the Anything RPG* community forgive me ;)

The home of *Risus: the Anything RPG* is at:
<http://www222.pair.com/sjohn/risus.htm>

The works of Lord Zamiel Al' Shaitan can be found at:
<http://lordzamiel.is.dreaming.org>