

Pre-Teen Dirty- Gene Kung-Fu Kangaroos

(and other Weirdness)

A Martial Arts Mutant Animal Mini-Sourcebook
by Zamiel Al'Shaitan
for Risus: the Anything RPG by S. John Ross

Sourcebook Information

Ok, I admit it. I'm almost ashamed. This is a TMNT Sourcebook, named after a (very) short-lived TMNT spoof comic book called "Pre Teen Dirty Gene Kung-Fu Kangaroos". Hey, I just write up the stuff that pops into my head - don't blame me, blame my shrink.

Whether you like to play the dark comic book style, the outright goofy original animated series, or the in-between of the movies and/or new animated series, this should point you in the right direction. And for those who don't know TMNT (are there any of them out there?) then WHY are you reading THIS?

Character Creation

Creating a character is easy. Below, there are a few charts, pick a word from each chart (or for even more fun, roll a die and pick the nth entry) and make that your primary cliché, following standard Risus rules. 10 dice, +1 for hook and tale, pumps and double-pumps allowed, no funky dice.

PRIMARY CLICHE WORDLISTS:

Choose a word from each column, or roll 2d6 once for each column and choose the nth word down. As always, feel free to substitute words, or create your own cliché entirely.

Roll (2d6)	Age Group	Mutation Factor	Martial Artist Type	Animal Breed
2	Adolescent	Alien Parasite	Tae Kwon Do	Platypus
3	Pre-Teen	Dirty-Gene	Kung-Fu	Kangaroo
4	Teenage	Mutant	Ninja	Turtle
5	Late-Teen	Toxic Waste	Wrestling	Bear
6	Twenty-Something	Radiation Accident	Karate	Chameleon
7	Thirty-Something	Nuclear Explosion	Samurai	Rabbit
8	Forty-Something	Glowing Ooze	Sumo	Bullfrog
9	Fifty-Something	Science Project	Judo	Badger
10	Senior Citizen	Alien Experiment	Fencing	Dog
11	Old Fart	Siamese Twin	Knight	Ferret
12	Ancient	Drug-Induced	Acrobat	Cat

Other cliché should be devised by the players (and approved by the GM), and may include their history, hobbies, stereotypes, and anything else the player wishes. Maybe they're also a Dark Brooding Poet-Warrior(3) or a Technowhiz with poor hygiene[2] - what do I care, this is about skull-bashing mutant action!

ANIMAL ARCHETYPES AND SPECIAL ABILITIES:

Each character will be influenced by their base animal type, and here I will present some of my thoughts on each. Of course, the player and/or GM may alter these as they see fit - Maybe their Twenty-Something Siamese Twin Judo Chameleon isn't really the wall-sticking color-changing type, but more the sitting around drinking Budweiser and trying to murder Bullfrogs type - you never know.

Animal Type	Special Abilities
Platypus	Other than the general monotreme coolness, you have a wide, ducklike bill and poisonous spikes on your feet (if you're a male, that is).
Kangaroo	Well, you have a pouch so you can carry your gear, and you can hop real well, not to mention cracking open a can of whoop-ass when needed.
Turtle	Um, well, you have a shell. That's cool.
Bear	You're big, hairy and have some wicked claws, but are you smarter than the average bear?
Chameleon	Being a lizard you can climb walls real well, and you can change your skin color to blend into your surroundings.
Rabbit	You can hop real fast, and come Easter, all the little kids love you.
Bullfrog	Bud-Weis-Er! You can croak real loud, and jump pretty well, and you're most likely slimy to the touch (good defense against girls, for those adolescent characters).
Badger	You're a Raging BadAss(tm) with wicked claws and teeth. You can also dig burrows pretty well.
Dog	You dig, drool, and bark (and sometimes bite) - or are you more of the french poodle type?
Ferret	Ferrets are natural little sneak thieves - you can find your way into anything, and make plenty of trouble.
Cat	Are you the timid housecat type, or the wild lynx? Well, either way, at 5' foot tall you've got some wicked claws and teeth, and amazing stealth and agility.

Another thing you need to think about is exactly how anthropomorphic are you? Is your Teenage Science Project Tae Kwon Do Cat essentially a human with fur and whiskers, or is it a quadruped with a quick wit and a glib tongue (and a mean flying side kick)? Sure, you could be a dog who stands upright (though your knees are still turned the opposite of humans) and humanlike hands and voice, but still basically canine, or again, you could be basically a human with fur and an elongated face. Other than RP-ability this may influence the GM in modifying TN's for certain tasks. Sure, not having opposable thumbs might be tough, but if you're 100% canine-looking, it sure makes hiding in plain sight a whole lot easier.

TOOLS OF THE TRADE AND OTHER GEAR:

Essentially anything your character might need (shuriken, katana, nunchaku, sai, rapier, bo staff, spandex tights, etc.) are assumed to be on-hand. It doesn't matter if you throw your bo staff like a javelin, we're sure you'll pick it up before the guy rushes you with murder in his eyes. Heck, even if your weapon is shattered into a billion pieces, you can probably fight without it (ok, maybe not the fencers, but they're wussies anyways) or have another in your Winnebago parked nearby.

Bonus die gear? Not likely. Ok, you might find a 'Glowing Black 97-pointed Shuriken of Doooooom(+1)' adding 1 point to the attack roll once in your life, but hey, what fun would it be if everyone walked around with magic or technowhiz doo-dads that detracted from their mutant-goodness?

TYPES OF CONFLICT:

All combat in P-TD-GK-FK is assumed to be "Mutant Battlin' Goodness" - meaning that Ancient Alien Parasite Sumo Bear (with a walker) is on equal footing with the Forty-Something Glowing Ooze Knight Ferret in a combat setting.

CREDITS AND SOURCES:

Risus: the Anything RPG by S. John Ross
<http://risus.cumberlandgames.com>
Ooh, Risus - Yum.

LordZamiel.is.Dreaming
<http://lordzamiel.is.dreaming.org>
Home to my sourcebooks, as always, all free.

A healthy(?) dose of watching old TMNT cartoons, and probably a healthy dose of mental illness. Want to see my Michaelangelo costume?