

# RisusPUNK

*A Future Punk Genre Sourcebook for Risus: the Anything RPG by S. John Ross*

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## **SOURCEBOOK INFORMATION**

**THIS SOURCEBOOK IS AN UNOFFICIAL CAMPAIGN GENRE BOOK FOR RISUS- THE ANYTHING RPG BY S. JOHN ROSS. RISUS IS AVAILABLE FREE FOR DOWNLOAD - SOURCES ARE LISTED AT THE END OF THIS BOOK.**

**IN THIS SOURCEBOOK, WE PRESENT CLICHE'S FOR RUNNING AND PLAYING A FUTURE EARTH CAMPAIGN WHERE THE STREETS ARE RUN BY GANGS OF CYBER-BANDITS, THE GOVERNMENTS ARE CONTROLLED BY THE ALMIGHTY MEGACORPORATION AND THEIR VAST FINANCIAL AND POLITICAL WEALTH, AND LIVES ARE EXTINGUISHED AT THE DROP OF A HAT. THE ONLY "OFFICIAL" LAW IS THE CORPORATE LAW.**

**PLAYERS MAY TAKE THE ROLES OF VIGILANTES ATTEMPTING TO TAKE BACK THEIR STREETS, CORPORATE OPERATIVES TRYING TO CRUSH THE OPPOSITION, OR SOMETHING ENTIRELY DIFFERENT - IT'S ALL UP TO THE INDIVIDUAL PLAYER'S AND GAME MASTER'S TASTES.**

## **CHARACTER CREATION**

**CHARACTERS ARE CREATED AS PRESENTED IN THE RISUS- THE ANYTHING RPG RULEBOOK - 10 DICE, +1 FOR HOOK, +1 FOR TALE, PUMPS AND DOUBLE-PUMPS ALLOWED, NO FUNKY DICE, AND A MAXIMUM OF 4 DICE IN ANY STARTING CLICHE.**

**FOR THOSE NEW TO THE 'PUNK GENRE, A QUICK READ-THROUGH OF THE COMMON CLICHE'S PRESENTED BELOW WILL (HOPEFULLY) BRING YOU UP TO SPEED QUICKLY. IF YOU HAVE ANY QUESTIONS, CONSULT YOUR GAME MASTER.**

## **COMMON CLICHE'**

**THE FOLLOWING IS A LIST OF CLICHE' COMMON TO A FUTURE 'PUNK CAMPAIGN WORLD. FROM THE LOWLY STREET THUG TO THE MEGACORPORATE EXECUTIVE, YOU'LL FIND THEM ALL HERE.**

<b>CLICHE'</b>	<b>WHAT IT'S GOOD FOR</b>
<b>GOP</b>	<b>WHETHER WALKING A BEAT, DRIVING IN AN ARMORED CRUISER WITH GATLING CANNONS, OR FLYING AROUND IN A PERSONAL AERO VEHICLE, YOUR VERY PRESENCE INSPIRES FEAR (OR AT LEAST LOATHING) BY THE CRIMINAL POPULACE. YOUR BEST FRIENDS ARE YOUR ARMORED JACKET AND YOUR ANTI-CYBORG RIFLE FULL OF ARMOR PIERCING EXPLODING AMMO - DOES YOUR BOSS KNOW YOU CARRY THAT?</b>
<b>CYBORG</b>	<b>WHETHER YOU'RE 99% METAL, OR ONLY A LOWLY 65%, YOU'VE GOT A WHOLE LOT OF POWER PACKED ONTO YOUR AVERAGE-JOE FRAME, OR DID YOU GO FOR THE 9' TALL COMBAT 'BORG MODEL WITH THE CHEST-MOUNTED CHAINGUN? EITHER WAY, YOU'RE PROBABLY STRONGER, FASTER, AND ALL AROUND NASTIER THAN A NON- 'BORG, AND MIGHT BE BRISTLING WITH WEAPONRY (THAT <u>REALLY</u> ANNOYS THE COPS..)</b>
<b>DOCTOR</b>	<b>YOU'RE A MEDICAL DOCTOR, WHETHER YOU HAVE THE SHINY GLASS-AND-GOLD FRAMED DIPLOMA THAT SAYS SO OR NOT. MAYBE YOU WENT TO MED SCHOOL, MAYBE YOU DID A STINT IN THE MILITARY, MAYBE YOU JUST PRACTICED UNTIL YOU STARTED GETTING THINGS RIGHT (POOR KITTIES...) - BUT THE POINT IS, NOW YOU'RE NOT TOO BAD. YOU'RE CAPABLE OF ALL MANNER OF DOCTORLY-TASKS SUCH AS DIAGNOSING AND TREATING ILLNESSES (EASY TASK), AND STOPPING THE BLEEDING FROM A SUCKING CHEST WOUND (MODERATE) TO INSTALLING CYBERNETICS (DARN DIFFICULT). YOU MIGHT BE A RESPECTED DOCTOR WITH A STOREFRONT PRACTICE, YOU MAY WORK FOR A CORPORATE MILITARY GROUP, OR YOU MAY BE A "STREET DOCTOR", HELPING THOSE IN NEED FOR LITTLE OR NOTHING IN RETURN.</b>
<b>DRIFTER</b>	<b>YOU'RE A DRIFTER - A ROVER, WANDERER, NOMAD, VAGABOND - CALL IT WHAT YOU WILL. YOU PROBABLY DON'T HAVE MUCH CASH, AND MIGHT NOT SMELL TOO NICE, BUT YOU PROBABLY HAVE A PACK OF OTHERS LIKE YOU TO WATCH YOUR BACK, YOUR BIKE, AND LOAN YOU AMMO WHEN YOU RUN LOW. YOU CAN LIVE OFF THE LAND, WHETHER IT'S A MILE-HIGH MEGOPOLIS OR THE LONG, DUSTY ROADS INBETWEEN.</b>

<b>CLICHE'</b>	<b>WHAT IT'S GOOD FOR</b>
<b>ENGINEER</b>	<b>THE LIFE OF AN ENGINEER REVOLVES AROUND MAKING THINGS, AND MAKING THINGS BETTER. SO WHAT IF YOU JUST BUILT A WATER-POWERED HYDROGEN TURBINE GAMMA RAY PISTOL THAT CAN FRAG A GUY AT 2 MILES? YOU KNOW YOU CAN MAKE IT BETTER. AUGH! AUGH! MORE POWER! AHEM.. SORRY. YOU CAN ALSO PERFORM MORE MUNDANE TASKS LIKE REPAIR DAMAGED VEHICLES, CYBORG BITS, AND WEAPONS, AS WELL AS IMPROVISE WORKING REPLACEMENT PARTS FROM MEAGER MATERIALS.</b>
<b>EXECUTIVE</b>	<b>YOU'RE A JUNIOR-EXECUTIVE, AKA A "SUIT". PROBABLY ABOUT AS LOW ON THE CORPORATE LADDER AS YOU CAN GET WITHOUT BEING A STREET OPERATIVE - OR MAYBE YOU ARE ON THE STREET, KEEPING AN EYE ON THE CORPORATION'S SECRETS, ASSETS, OR DOING FIELD STUDY ON THE LOWLIFES, ERM, "CLIENTS" THAT YOUR COMPANY CATERS TO. EITHER WAY, YOU GET PAID WELL, YOU PROBABLY HAVE NICE CLOTHES AND WEAPONRY, AND A NICE CAR. YOU PROBABLY ALSO HAVE ENEMIES. LOTS OF THEM.</b>
<b>HACKER</b>	<b>WHETHER YOU USE A SOUPED-UP PORTABLE PC, OR PLUG THE CABLE DIRECTLY INTO YOUR BRAIN, YOU'RE A HACKER. YOU CAN WRITE CODE IN YOUR SLEEP, AND BREAK A LEVEL 6 ENCRYPTION USING A POST-IT NOTE AND A RED CRAYON. BUT BE CAREFUL - IN CYBERSPACE A VIRUS CAN MELT YOUR BRAIN, YOUR RIG, OR BOTH IN AN INSTANT.</b>
<b>KID</b>	<b>WHY IS THERE ALWAYS AN ANNOYING KID HANGING AROUND? OK, YOU MIGHT BE GOOD AS BAIT, YOU MIGHT BE ABLE TO GO UNNOTICED WHERE THE AFOREMENTIONED 9' TALL COMBAT 'BORG CAN'T, BUT TO BE REALLY HONEST, YOU'RE RATHER USELESS ;-)</b>
<b>MEDIA</b>	<b>YOU'RE A JOURNALIST - MIGHT BE FOR THE NIGHTLY VID, MIGHT BE A WRITER FOR THE LOCAL E-PAPER, EITHER WAY, YOU'VE GOT A KNACK FOR GETTING THE "DIRT". YOU PROBABLY HAVE A LOG OF EVERY SECOND OF YOUR LIFE FOR THE LAST 10 YEARS ON MICRODISC - AND PROBABLY CARRY IT ON YOU - JUST IN CASE YOU NEED TO LOOK UP A LONG-GONE FACT FOR YOUR LATEST STORY.</b>
<b>MERCENARY / MILITARY</b>	<b>YOU'RE A SOLDIER - MIGHT BE FOR THE HIGHEST BIDDER, OR MAYBE YOU LANDED ONE OF THOSE CUSHY CORPORATE MILITARY GIGS - THEY PAY YOUR RENT, YOUR AMMO TAB, YOUR MEDICAL, AND YOUR SALARY - DAMN THAT'S SWEET. OH, BY THE WAY, THEY IMPLANTED A CRANIAL BOMB DURING YOUR DENTAL VISIT - BUT DON'T WORRY ABOUT THAT. EITHER WAY, YOU KNOW HOW TO USE DARN NEAR ANYTHING THAT GOES "BANG!" BE IT A GUN, GRENADE, BOMB, OR TANK. YOU'RE ALSO PROBABLY PRETTY TOUGH - OTHERWISE YOU'D BE DEAD ALREADY.</b>

<b>CLICHE'</b>	<b>WHAT IT'S GOOD FOR</b>
<b>MUSICIAN</b>	<b>MAYBE YOU'RE A CYBER-HIPPIE, OR MAYBE YOU'RE A HEAVY METAL (2030-STYLE) ROCKER WITH A CHROME-PLATED SKULL AND A GUITAR THAT DOUBLES AS A LASER RIFLE.. WHICHEVER.. YOUR GREATEST POWER IS IN YOUR FLOCKS OF FOLLOWERS - YOU CAN PLAY THEM JUST AS EASY AS THAT POWERCHORD...</b>
<b>SNEAK</b>	<b>SNEAKS, THIEVES, SPIES, ASSASSINS - THEY'RE ALL GENERALLY THE SAME - THEY USE STEALTH (AND POSSIBLY STEALTH TECHNOLOGY) TO FILL THEIR ROLES. MAYBE YOU WALK THE STREETS LOOKING FOR AN EASY MARK, MAYBE YOU BREAK INTO CORPORATE FACILITIES FOR DATA OR PRODUCT, OR MAYBE YOU WORK FOR THE CORPORATION, AS AN ESPIONAGE AGENT, RAIDING (AND POSSIBLY DESTROYING) THEIR COMPETITION...</b>
<b>STREET VENDOR</b>	<b>MAYBE YOU SELL "POLEX" WATCHES ON THE STREET CORNER, OR PIRATE VID COPIES AT A SWAP MEET, MAYBE YOU ACT AS A "FENCE", OR EVEN SELL THE LATEST TWEAK TO COME OUT OF SOME COLLEGE STUDENT'S LAB KIT - WHATEVER IT IS, YOU KNOW HOW TO WORK THE STREETS, MAKE A PROFIT, AND AVOID THE EYES OF THE LAW. YOU ALSO KNOW HOW TO FIND INFORMATION - RUMORS AND THE LIKE - WHICH CAN OFTEN BE THE MOST VALUABLE "PRODUCT".</b>
<b>THUG</b>	<b>YOU'RE A COMMON STREET THUG. YOU PROBABLY OWN A KNIFE OR 2, A GUN OR SIX, AND PROBABLY HAVE SOME BODY ARMOR YOU SWIPED OFF THAT HEAD-SHOT A FEW WEEKS AGO.</b>

## **COMMON HOOKS**

**THE FOLLOWING HOOKS ARE SOME OF THE MOST COMMON, PRESENTED HERE TO HELP YOU CHOOSE OR CREATE SOME BEFITTING YOUR CHARACTER. FEEL FREE TO COME UP WITH YOUR OWN (WITH GM APPROVAL, OF COURSE).**

<b>HOOK</b>	<b>DESCRIPTION</b>
<b>FREEZES</b>	<b>MAYBE YOU FREEZE UNDER STRESS, MAYBE YOU HAVE FLASHBACKS OF THE LAST 'BIG WAR' DURING FIREFIGHTS, OR MAYBE YOU'RE JUST A CHICKEN AND THINK PEOPLE WON'T SHOOT A UNMOVING TARGET THAT'S NOT RESISTING THEM (PFAH!) HECK, MAYBE YOU HAVE FULL-BLOWN NARCOLEPSY AND TAKE A NAP AT THE MOST INOPPORTUNE MOMENTS...</b>
<b>MEMORABLE</b>	<b>YOU HAVE A MEMORABLE FACE, CYBORG EXTERIOR, GUN, SOMETHING THAT WILL GET YOU NOTICED AND REMEMBERED.</b>
<b>PARANOID</b>	<b>SOMEONE IS OUT TO GET YOU. WELL, PROBABLY, AT LEAST. BUT YOU ALSO <u>THINK</u> PEOPLE ARE OUT TO GET YOU - YOUR PARENTS, FRIENDS, THE GUY AT THW KWICKY-MART, THAY GUY POINTING A GUN AT YOU... EVERYONE!</b>
<b>PHOBIA</b>	<b>YOU'RE SCARED OF SOMETHING.. NOT JUST A LITTLE SCARED EITHER, BUT JUMP OUT OF YOUR SEAT, SCREAM LIKE A LITTLE GIRL, AND POSSIBLY WET YOURSELF TERRIFIED.</b>
<b>WANTED</b>	<b>YOU'RE WANTED BY CORPORATE POLICE, OR ANOTHER, SIMILARLY LARGE AND ICKY ORGANIZATION. MAYBE IT'S SOMETHING MINOR, LIKE MURDER (PAY THE FINE AND OFF YA GO) OR MAYBE IT'S SOMETHING WORSE (CORPORATE ESPIONAGE, PERCHANCE?) THAT WILL GET YOU SHOT ON SIGHT. WHATEVER IT IS, IT'S EITHER A DEATH SENTENCE, OR RECURRENT - OTHERWISE, WHY WOULD IT BE A HOOK?</b>

## **TYPES OF CONFLICT**

**THESE ARE THE COMMON TYPES OF CONFLICT ENCOUNTERED IN AN AVERAGE GAME. DEPENDING ON THE PARTICULAR GAME THEME, SOME OF THESE MAY NOT APPLY.**

<b>CONFLICT</b>	<b>WHEN IT'S USED-</b>
<b>CYBERSPACE CONFLICT</b>	<p><b>THIS IS COMBAT IN THE VIRTUAL WORLD, USING ATTACK AND DEFENSE PROGRAMS. YOUR GUNS AND KNIVES WILL DO YOU NO GOOD HERE, UNLESS THEY'RE 3D MODELED AND PACK A HOSTILE CODE FRAGMENT..</b></p> <p><b>ONLY HACKERS CAN (NORMALLY) PARTICIPATE IN THIS CONFLICT TYPE, THOUGH IF PROVIDED WITH AUTOMATED TOOLS (CREATED BY A HACKER) OTHERS MAY JOIN (OFTEN REFERRED TO AS "SKRIPT KIDDEES").</b></p>
<b>PERSONAL COMBAT</b>	<p><b>WHEN TWO (OR MORE) PEOPLE ARE FIGHTING EACH OTHER USING FISTS, KNIVES, GUNS, GRENADES, ANTI-CYBORG RIFLES, ROCKET LAUNCHERS, OR OTHER METHODS. THIS WILL MOST LIKELY BE THE MOST COMMON TYPE OF COMBAT.</b></p>
<b>VEHICLE COMBAT</b>	<p><b>VEHICLE COMBAT IS ON A LARGER SCALE THAN PERSONAL COMBAT. THIS IS COMBAT BETWEEN ARMORED CARS, TANKS, ATTACK AEROS, POWERED ARMOR, AND THE LIKE. INDIVIDUALS MAY ALSO PARTICIPATE IN THIS CONFLICT TYPE IF USING A VEHICLE-SCALE WEAPON, SUCH AS A ROCKET LAUNCHER.</b></p>

## **WHEN SOMEBODY CAN'T PARTICIPATE**

**AS PER THE STANDARD RISUS RULES, IF SOMEONE CAN'T PARTICIPATE IN A CONFLICT, ALL PARTICIPANTS ARE GRANTED AN ADDITIONAL 2 DICE TO USE. FOR CYBERSPACE CONFLICTS, THEY MUST BE PROVIDED WITH A TERMINAL AND TOOLS BY A HACKER, BUT FOR OTHER CONFLICTS NO SPECIAL CONCESSIONS ARE REQUIRED.**



## **SAMPLE GEAR**

**EVERY HACKER HAS HIS 'DECK, AND EVERY COP HAS HIS SIDEARM, BUT HERE WE WILL EXPLORE THOSE PIECES OF EQUIPMENT THAT HAVE DIRECT GAME CONSEQUENCE - BONUS DIE GEAR, AND STANDALONE CLICHE' GEAR.**

**FOR A CHARACTER TO PURCHASE A PIECE OF BONUS DIE OR STANDALONE CLICHE' GEAR, THEY MUST SPEND DICE EQUAL TO 1/2 THE VALUE OF THE ITEM. FOR EXAMPLE, TO PURCHASE A HOWITZER WHICH ADDS +2D TO THEIR MILITARY CLICHE, IT WOULD COST THEM 1 CLICHE' DIE AT CREATION. THE DRAWBACK BEING, IF THIS PIECE OF EQUIPMENT IS STOLEN OR DESTROYED THE DICE SPENT ARE PERMANENTLY LOST.**

**THE MOST COMMON TYPE OF STANDALONE CLICHE GEAR ALLOWS THE CHARACTER USING IT TO HAVE ACCESS TO A CLICHE' THEY HAD NOT PURCHASED, SUCH AS HACKER(3) GRANTED BY AN AI CYBER-LINKED PORTA-TERMINAL, OR SNEAK(2) PROVIDED BY A OPTICAL CAMOUFLAGE CLOAK. ANOTHER TYPE OF STANDALONE CLICHE' DICE ITEM IS A VEHICLE. THESE HAVE THEIR OWN CLICHE' REPRESENTING THEIR SPEED, DURABILITY, COMBAT WEAPONRY, WHATEVER. WHEN IN A VEHICLE COMBAT, THE VEHICLE WILL NORMALLY TAKE THE "DAMAGE" DURING A ROUND BEFORE THE PILOTING CHARACTER. THE LAST TYPE OF STANDALONE DICE GEAR IS ARMOR. SEE THE SECTION ON ARMOR BELOW FOR DETAILS.**

**THOUGH CALLED "BONUS DICE GEAR" SOME ITEMS MAY ACTUALLY REDUCE THE DICE OF A CLICHE, REPRESENTING SOMETHING INFERIOR IN QUALITY. THESE ITEMS ALLOW A CLICHE TO BE USED AT A PENALTY, RATHER THAN BE DISALLOWED DUE TO LACK OF EQUIPMENT.**

## **WEAPONS**

**MOST WEAPONS ARE CONSIDERED TOOLS OF THE TRADE, REQUIRED TO USE A GLICHE' AT FULL DICE. THE EXCEPTIONS TO THAT RULE ARE THOSE PIECES OF GEAR PURCHASED WITH GLICHE' DICE, OR THOSE AWARDED BY THE GAME MASTER.**

### **VIBRO AND MONO-MOLECULAR WEAPONRY(+1)**

**VIBRO SWORDS, KNIVES, AND OTHER SUCH WEAPONS GENERATE A HIGH-FREQUENCY FIELD AROUND THEM, ALLOWING THEM TO SLICE THROUGH ARMOR (AND PEOPLE) LIKE BUTTER, RESULTING IN A BONUS DIE. SIMILARLY, MONO-MOLECULAR WEAPONS (BEING ONLY 1 MOLECULE WIDE) CAN PASS THROUGH MOST ARMORS EFFORTLESSLY.**

### **SPECIALTY AMMUNITION (+1)**

**AMMUNITION SUCH AS HYPERSONIC, ARMOR PIERCING, EXPLODING, ACID-TIPPED OR THE LIKE ADDS 1 DIE. THESE ARE NORMALLY HANDED OUT BY GM'S IN PREFERENCE TO BONUS-DICE GUNS, AS AMMO RUNS OUT AT THE GM'S WHIM ;-)**

### **ANTI-CYBORG RIFLES (+1 - +3)**

**DEPENDING ON THE RIFLE, (AND HOW BAD A GM WANTS A CYBORG DEAD) AN ANTI-CYBORG RIFLE MAY BE FROM +1 TO +3 DICE. THESE ARE LARGE, SHOULDER-FIRED RIFLES WITH INTERNAL RECOIL SUPPRESSORS, SOUND BAFFLES, AND GYROSCOPES THAT FIRE ROCKET-PROPELLED (AND OFTEN ARMOR PIERCING AND EXPLODING) AMMUNITION.**

### **VEHICLE-SCALE SHOULDER-FIRED WEAPONRY (+2)**

**ROCKET LAUNCHERS, HEAVY RAILGUNS, AND THE LIKE THAT ARE INTENDED TO BE FIRED AT, OR FROM VEHICLES ARE OFTEN TREATED AS BONUS DIE GEAR, DUE TO THEIR INCREASED LETHALITY.**

### **POCKET PISTOL (-2 TO -1)**

**POCKET PISTOLS, AND OTHER SIMILARLY CHEAP TO PRODUCE, LOW-QUALITY GUNS ARE AVAILABLE ALL OVER THE STREETS IN 2030. THE UPSIDE, YOU CAN STEAL ONE FROM A 12 YEAR OLD, THE DOWN SIDE, THEY'RE GARBAGE. HORRIBLY INACCURATE AND SMALL CALIBER - BUT IT'S (SOMETIMES) BETTER THAN WALKING INTO A FIREFIGHT WITH ONLY YOUR KNUCKLES..**

## **VEHICLES**

**EVERYONE IN 2030 HAS SOME KIND OF RIDE, WHETHER IT'S AN "EXEC-LITE" ELECTRIC SCOOTER, OR AN ANCIENT HARLEY HOG, TO THE LATEST IN CUTTING EDGE HYDROGEN CARS, TRUCKS, MOTORCYCLES OR AEROS.**

**CHARACTERS THAT HAVE NOT ALLOCATED DICE TO BUYING A VEHICLE ARE ASSUMED TO HAVE SOME FORM OF "OLD BEATER", BE IT A CYCLE, CAR OR TRUCK. NOTHING FANCY, JUST A SET OF WHEELS TO GET AROUND.**

### **OLD BEATER(2)**

**THIS CAR, TRUCK, OR CYCLE CAN BE BEST DESCRIBED AS "RUST HOLDING HANDS" - IT'S NOT GONNA STOP A BULLET FOR YOU, AND YOU'RE NOT GONNA OUTFRAN ANYTHING FASTER THAN A 10-SPEED BIKE (AND EVEN THAT'S SOMETIMES A RACE..) BUT IT'S BETTER THAN WALKING.**

### **AVERAGE CYCLE(4)**

**THIS IS ANY TYPICAL BIKE, WHETHER IT'S A PLASTIC SPORTS BIKE, OR A STEEL AND CHROME CHOPPER. THEY'RE FAST, AND MANEUVERABLE, BUT THEY DON'T PROTECT YOU FROM TAKING A GRENADE LAUNCHER TO THE FACE.**

### **AVERAGE CAR, TRUCK, OR VAN(4)**

**NOT AS FAST AS A CYCLE, BUT THEY ALSO HAVE SOME LEVEL OF PROTECTION. AFTER 2010 ALL VEHICLES WERE REQUIRED TO USE BULLET-RESISTANT GLASS AND BODY PANELS, MAKING THESE RELATIVELY SAFE TO RIDE AROUND IN.**

### **AVERAGE ARMORED VEHICLE(6)**

**THESE ARE SLOW, BUT THEY'RE TOUGH - AND LIKELY PACKING GUNS. 20MM RAPID-FIRE VULCANS ARE THE NORM, THO SOMETIMES YOU DO FIND 60MM CANNONS FOR THOSE VEHICLES USED TO PATROL KNOWN "HOT SPOTS".**

### **ASSAULT AERO(5)**

**FAST, SMALL AND MANEUVERABLE, THESE ARE THE MOST COMMONLY ENCOUNTERED AIRBORNE VEHICLES, IN USE BY CORPORATE POLICE FORCES AS WELL AS THEIR MILITARY UNITS. APPEARING MUCH LIKE THE 20<sup>TH</sup> CENTURY ULTRALIGHT HELICOPTER, THESE USE VECTORED THRUST ENGINES FOR PROPULSION. COMMON ARMAMENTS ARE 20MM CANNONS AND LIGHT ROCKETS.**

## **ARMOR**

**ARMOR IS A SPECIAL TYPE OF BONUS DIE GEAR. WHEN IN COMBAT, ALL DICE GAINED FROM ARMOR SHOULD BE OF A DIFFERENT COLOR THAN THE REST.**

- x IF A COMBAT ROUND IS LOST, THE DICE FIRST COME FROM THE ARMOR, ONLY AFTER THAT IS DEPLETED IS THE CHARACTER'S CLICHE' REDUCED.**
- x IF THE ROUND IS WON WITHOUT ADDING THE ARMOR VALUE, THE ROUND ENDS NORMALLY WITH THE OPPONENT LOSING DICE.**
- x IF THE ROUND IS WON, BUT ONLY BECAUSE OF THE ADDITION OF ARMOR DICE, NO DAMAGE IS SCORED ON EITHER SIDE (IT [GLANCED OFF/WAS ABSORBED BY/GOT STUCK IN] THE ARMOR), AND THE NEXT ROUND BEGINS.**

### **COMMON POLICE ARMOR(1)**

**THIS IS THE TYPICAL ARMORED VEST, USED FOR DAILY PATROL BY POLICE. IT IS VIRTUALLY UNDETECTABLE UNDER CLOTHING AND LIGHTWEIGHT, ALSO MAKING IT POPULAR WITH EVERYDAY PEOPLE.**

### **SWAT ARMOR(2)**

**THIS IS HARD ARMOR, ISSUED TO COPS IN HOT SPOTS, AS WELL AS TACTICAL RESPONSE TEAMS AND MEDICS. NORMALLY THESE ARE STOP-GAP TROOPS TO TRY AND CONTAIN A SITUATION UNTIL THE MILITARY CAN ARRIVE TO NEUTRALIZE THE SITUATION.**

### **MILITARY HARD ARMOR(3)**

**LARGE, HEAVY, AND TOUGH, THIS IS THE MOST PROTECTIVE ARMOR TO DATE. THESE SUITS ARE OFTEN REFERRED TO AS "PLATEMAIL" DUE TO THEIR RESEMBLANCE TO THE HISTORIC ARMOR. MOBILITY IS SEVERELY LIMITED IN THESE SUITS BUT THE PROTECTION IS UNPARALLELED.**

## **SAMPLE NPC'S**

### **JOHNNY CHROMECK**

**MUSICIAN(2)**

**MERCENARY(4)**

**MEDIA[2]**

**JOHNNY IS A POPULAR ROCKER, HIS TRADEMARK BEING HIS CHROMED, UM, YEAH. OF MEDIOCRE MUSICAL TALENT, HE'S MOST POPULAR AMONGST REBELLING PRETEENS. TO TRY AND KEEP HIMSELF ON TOP, HE ALSO WRITES REVIEWS OF HIS BAND UNDER THE PEN NAME "YNNHOJ" FOR THE LOCAL EPAPER.**

### **BILLY JOE BOB**

**MERCENARY[3]**

**SNEAK(3)**

**ENGINEER(2)**

**HOOK- WANTED BY SUPERMEGALOCORP, INC. FOR TRADEMARK INFRINGEMENT (ON THE PHRASE "BANG, YOU'RE DEAD") WHILST KILLING A BUSLOAD OF JPOP MUSICIANS (FINE WAIVED FOR MURDER - JUSTIFIABLE MASS-HOMICIDE.)**

**BILLY JOE BOB IS THE NEW IDENTITY GIVEN TO A EX-CORPORATION JAPANESE ASSASSIN AFTER MANY YEARS OF COVERT OPERATIONS. INSTEAD OF RETIRING, HE BECAME A FREELANCER, AND NOW HE WORKS FOR THE HIGHEST BIDDER.**

## **SOURCES AND REFERENCES**

**RISUS- THE ANYTHING RPG BY S. JOHN ROSS**

**WWW.CUMBERLANDGAMES.COM**

**RISUS IS THE FINEST AND FREE'EST RPG I'VE FOUND. WHERE ELSE CAN YOU DOWNLOAD A HIGH QUALITY PDF FORMAT ROLE PLAYING SYSTEM IN ONLY 6 PAGES? ADD ANOTHER FEW PAGES FOR THE BIG LIST OF RPG PLOTS AND YOU'RE SET FOR YEARS TO COME, OR SOMETHING LIKE THAT. OH YEAH, AND YOU NEED MY BOOKS, HONEST.**

**LORDZAMIEL.IS.DREAMING**

**LORDZAMIEL.IS.DREAMING.ORG**

**HERE'S WHERE YOU CAN FIND ALL MY BOOKS IN PDF AND PALMDOC FORMAT.**