

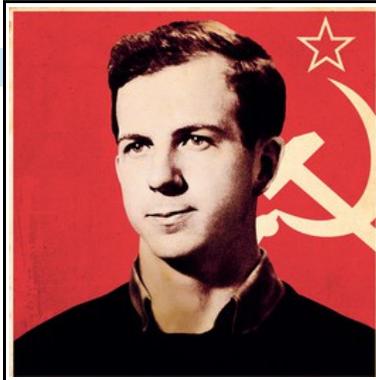
## The Magic Bullet

by Mark L. Chance

An Adventure for *Risus: The Anything RPG* by S. John Ross  
and *SHGGFTAWSGDSSFDF* by Dan Suptic

### Pre-Game

Everyone makes up standard 10-dice characters. No special rules, et cetera, unless you feel like having them. Per Mr. Suptic's instructions found at the second link above<sup>1</sup>, don't tell your players what sort of adventure they're going to play. Instead, tell them they can make any sort of character they want. Genre, setting, time period, et cetera, do not matter. The one big rule is this: *The players may not converse with each other about their characters or compare their characters at all.*



### The Mission Briefing

The characters are Mr. Kuri-kana-suro-san's newest employees. After he explains the characters' new job, he gives them their first mission:

*"Deliver this magic bullet to L. H. Oswald at 1026 North Beckley Avenue, Dallas, Texas. He need magic bullet by breakfast Friday morning. You arrive Thursday evening. No failure, or you get bamboo sword. You go to Transportatron now!"*

### Delivering the Magic Bullet

The characters, upon activating the Transportatron, begin the adventure, which has three parts:

1. Arrival in John Neely Bryan State Park
2. On the Road
3. Meeting L. H. Oswald

<sup>1</sup> If you've not read about *SHGGFTAWSGDSSFDF*, do so while the players are making up their characters at the latest.

### John Neely Bryan State Park

*Complication 1:* The characters arrive at about 8:00 p.m., Thursday, November 21, 1963. They appear in the middle of a campground currently occupied by a **Band of Hippies (3)** on their way to Dallas, Texas, to take part in a civil rights protest. The

hippies are Moonglow, Aquarius Petunia, Big Lew, the Pinch, and Sunshine. They are perpetually under the influence of **Drugs (2)** of various sorts. Like most hippies, they consider personal hygiene a tool of societal oppression. Their **Odious Personal Habits (3)** and **Incoherent Belief System (4)** may pose difficulties, but, in general, they're harmless and well-intentioned. The campground is just outside Fort Worth, Texas, which puts it about 40 miles from L. H. Oswald's home. That's not that far, but the characters probably have no means of transportation, which leads us to...

*Complication 2:* The hippies have a **Broke-Down VW Microbus (3)**. It currently isn't running, and the hippies aren't sure how they're going to get to Dallas, but Aquarius Petunia insists **The Stars Are Right (1)**, and so there's nothing to worry about. Of course, Aquarius Petunia is wrong.

*Complication 3:* Some time after the characters arrive, but before they get too far away from the campground, **Some Good Ol' Boys (3)** led by Buford Puckett come roaring in in their **Battered Pick-Up Truck (2)**, ready to show the hippies the painful consequences of their vagabond lifestyle choices.

## On the Road

After the encounter with the hippies and the rednecks, the characters likely have one or two vehicles available to them, assuming they can fix the **Broke-Down VW Microbus (3)**. Then, assuming one of the characters can drive, all that's left to do is travel about an hour to Dallas and make the delivery. Easy, right? Wrong.

*Complication 4:* About 20 miles outside of Dallas, the characters' vehicle breaks down, gets a flat, and/or runs out of gas. Fortunately, the characters see a farmhouse atop of a low hill a short distance from the highway. The porch light is on. A barn sits to one side of the farmhouse. The residents can probably help. Of course, the residents are **A Family of Cannibals (3)** led by a chainsaw toting maniac called Suede-Face. The interior of the farmhouse and barn are mazes of horror and depravity, riddled with **Booby Traps (3)**.

*Complication 5:* If any of the hippies are with the

characters, they almost certainly panic and do stupid things, resulting in their capture and/or evisceration. Any character who falls victim to a

**Booby Trap (3)** ends up lost in the **Subterranean Mess of Tunnels (3)** that runs underneath the property. The family's several **Inbred Degenerate Relatives That Can't Be Seen in Public (2)** live in the tunnels.

## Meeting L. H. Oswald

After escaping from and/or defeating Suede-Face and family, the characters get back on the road. As they turn onto Oswald's street, their goal finally in sight, employees of one of Mr. Kuri-kana-suro-san's business rivals timewrap into the scene. They've been hired by John Robert Theodore Kennedy XVI to go back in time and prevent the assassination of his most famous and revered ancestor. This leads to the final conflict.

*Complication 6:* The rival competitors are led by Phil Warner, rogue veteran of the Time Enforcement Commission. He and his **Team of Rival Time-Travelers (4)** have only one goal: Steal the magic bullet and return it to their boss.

### **Buford Puckett**

*Description:* Pudgy, red-faced, chaw of tobacco wedged firmly in place, sweat-stained deputy sheriff's shirt and dark brown pants.

*Clichés:* Loud-Mouthed Redneck (4), Tobacco Juice Spitter (3), High School Dropout (2), Sheriff's Deputy (1)

### **Suede-Face**

*Description:* Hulking brute in a bloody butcher's apron. Wears a crude mask made of blue suede. Wild hair and a large chainsaw complete the look.

*Clichés:* Chainsaw Butcher (4), Surprisingly Sneaky (3), Wizard with Meat Pies (2), Finger-Painter (1)

### **Phil Warner**

*Description:* Short, broad-shouldered, with bulging biceps and muscular thighs. Wavy dirty blonde hair and a five o'clock shadow. Dressed in hiking boots and black denimite.

*Clichés:* Veteran Time Cop (4), Employee of the Month...Every Month (3), Charming Foreign Accent (2), Sassy Hairdo (1)