

Dopethrone

A Risus Module by dougsko.

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What is Risus?

Risus is a complete Role Playing Game (RPG) designed to provide an "RPG Lite" for those nights when the brain is too tired for exacting detail. Risus is especially valuable to GMs assembling a quick convention game, or any late-night beer-and-pretzels outing. While it is essentially a Universal Comedy System, it works just as well for serious play (if you insist!). Best of all, a Risus character takes about 20 seconds to create!

Dopethrone

You're a marijuana grower with a mission: to grow the greatest grass man-kind has ever seen! But, your mission won't be easy. You will need seeds, supplies, and skill. Thieves and rival growers will try to rip you off, and cops will try to put you in jail. Once you've grown the perfect reefer, you'll compete in the elite, underground marijuana competition, Dopethrone. This game follows the Risus rules, but none of the special rules have been tested, so I'm not sure how they'd play out. The only extra rule, is that when appropriate, packing up a bowl in real life will boost the cliché you're using by one die. When this is appropriate is up to the GM. Also, keep in mind that none of this stuff is set in stone. You can really change anything you want to make this game your own.

Cliches

Gardener Proficient in organic as well as hydroponic gardening. Expert in mixing soil and fertilizers. Germinating seeds and cloning plants are no problem for this guy. Kind of geeky, so while very intelligent, he has poor people skills.

Macgyver Great at improvising. Can build a bong out of anything, but doesn't smoke. Very intelligent and perceptive. Macgyver always gets the girl. Can't use a gun to save his life, but usually doesn't need one. There isn't a lock on earth that can keep him out.

ITEM: swiss army knife

Stoner Loves to smoke. Great at rolling joints and blunts. Can think and do tasks better when high, but has a short attention span. Can't remember things for shit. Creative, loves music, and hacky sack, and video games. This guy can eat a lot.

Old Head Expert at rolling joints, and smokes nothing but J's. Hates the government, and is very paranoid around cops. Slow moving, great at frisbee, but overall, not very coordinated. This guy can smoke everyone under the table and not think twice about it.

Scavenger Never has weed, but always manages to still smoke somehow. Smooth talking and personable, yet shady as hell.

Dealer You friendly neighborhood pharmacist. Can make money quickly and easily. Well connected. Attracts cops. He's armed and not afraid to defend his stash. Not much of a grower, but can handle the business side of things very well.

Rastaman Smokes spliffs and fat cones, and a lot of them. Good at outdoor, organic growing. He doesn't like cops, and they don't like him. Normally peaceful, but can fight when the situation calls for it.

Thug Likes rap music and blunts. Not very book smart, but he rules the street. Great at fighting, and will rob anyone, given the chance. Very good at Madden, but sucks at all other video games. This guy's been to jail a million times.

NPC

Vince Crazy punk kid that has drank himself retarded. He likes to fight and play video games, though he's not very good at them. Has a tattoo across his chest that says, "Fuck Yinz".

Store Owner The Sunshine Octopus is the place to buy your supplies. A guy named Grover owns the place and is usually a very shrewd business man, but he can be softened up.

Cops Fuckin pigs...They're fat, and stupid, but they're everywhere. It pays to keep things on the down low. They may show up at any time and try to bust you, so you need to be on your toes.

Thieves These guys come in many different flavors, but for the most part, they're good fighters and fairly smart. However, they scare easily.

The Guru This guy has won Dopethrone seven times in a row, but gave it all up when he discovered the meaning of life. He can levitate when on 'shrooms.

Judges Very tough. The judges at Dopethrone have the most discriminating tastes in bud.

Story Outline

Phase 1: Getting an invite

Players start out as roommates and begin in their apartment. It's Wednesday evening, and they're out of bud. All pipes have been scraped and there's not even a resin hit, let alone something green left in the house. Obviously, this is unacceptable, so you go on the hunt.

Success: Go to dealers house, get weed, find out about Dopethrone

Failure: No weed, but find out about Dopethrone anyway

You all decide to not only enter Dopethrone, but to be the only amateurs ever to win. But, somehow you'll need an invite. Your dealer mentioned that his friend, Vince had an extra invite, but was not likely to give it up very easily.

You go to Vince's house and can try things like a video game contest, smoking contest, drinking contest, or smooth talking to get the invite.

Phase 2: Starting the garden

Now, you'll need a garden. Decide if you're going hydro or organic, where it will be, what it'll be made of. Players can get these items any way they want. They can buy items, steal them, make them, barter for them, or any other way the players want to get their stuff. They may want to start selling weed around now. Hydro gardens produce more weed, faster, while organic gardening is easier.

Hydro components Tubing, rockwool, water tank, fertilizer solution, lights

Organic components Buckets, dirt, fertilizer, lights

Seeds and commercial gardening supplies can mostly all be bought from Grover at the Purple Octopus. People skills come in handy when it comes to haggling. This phase is over when the player have a complete garden, with all the components to grow some heady shit.

Phase 3: Gettin' good at growing

Now it's time to get serious. Things like books and advice from other growers are very helpful. Getting better parts/lights/fertilizers are also good. You may even get some better seeds. At some point thieves might try to rip you off.

This level ends when you get "The Guru's" seal of approval. Your final product must be loved by the most knowledgeable pot head around. This guy will accept nothing less than the best, which is what you'll need to win Dopethrone. The more things you do to improve your craft, the easier this task will be.

Phase 4: Win Dopethrone!

Players get to Dopethrone somehow. But once they get there, a group of weed snobs is blocking you from the entry table. They want to challenge you to a smoking competition.

After taking care of them, you decide to mingle a little. You see this super hot babe from across the room and decide to go over and talk to her. You find out her name is Jenna and she's one of the 420 Girls models. However, she's only interested in guys who can roll spectacular J's. Show her who's boss.

Now all that's left is to impress the judges. There are four of them and they must be beaten one at a time. After impressing all four judges, you win Dopethrone and are dubbed the greatest growers on earth!