



TM

NINJA BURGER®: THE RPG

— NO HONOR EDITION —





DELIVERY MENU

Order online 24 hours a day at
<http://www.NinjaBurger.com>

ITEM	DESCRIPTION	PRICE
1. Ninja Burger	Our specialty. Two soy-meat patties hand-broiled in the traditions of our ancestors, special sauce, lettuce, cheese, pickles, onions, and Kung-Fu Grip! All inside a roll.	\$3.50 (¥374)
2. Double Ninja Burger	Four soy-meat patties cooked over an open flame fueled by the bones of our enemies, special sauce, lettuce, cheese, pickles, onions, and Kung-Fu Grip. All inside a roll.	\$5.50 (¥588)
3. Junior Ninja Burger	A single soy-meat patty with special sauce, cheese, pickles, and onions (no lettuce or Kung-Fu Grip), inside a roll.	\$2.00 (¥214)
4. Samurai Chicken Sandwich	Get it? Samurai chicken? Hahahahahahaha. Erk. Does not contain real Samurai (stupid FDA regulations), but does contain a spicy coating, lettuce, tomato, and wasabi sauce.	\$3.50 (¥374)
5. French Fries of Our Ancestors	Crispy French fries cooked in secret Ninja Burger™ style, sprinkled with a secret selection of spices.	\$2.50 (¥267)
6. Onion Death Blossom	Specially requested by Ninja friends Down Under. Sliced by katana and deep-fried. Ninjariffic!	\$5.50 (¥588)
7. Large Cola	What were you expecting? Sake? We do not offer sake. When we offer sake, old gaijin lady, spill hot sake on her lap. Sue Ninja Burger™ for million yen. You will drink cola! Cola is good enough for Ninja, and it is good enough for you too.	\$1.50 (¥160)
8. Ninja Burger Combo Meal #1	Ninja Burger, French Fries of Our Ancestors, and Large Cola. Do not ask for better perfection because there is none, also we would kill you for asking. Enjoy!	\$7.00 (¥756)
9. Ninja Burger Combo Meal #2	Double Ninja Burger, French Fries of Our Ancestors, and Large Cola. Made for Sumo Ninja!	\$9.00 (¥972)

Ohashi, wasabi, and napkins are free of charge with every order, but a minimum of \$10 (¥1,068) must be spent with every order or we will mock you. Keep in mind that although Ninja Burger provides free delivery in most areas, a nominal delivery charge may be applied depending on your delivery location. Finally, we do NOT serve fortune cookie with food. Fortune cookie is Chinese. Ninja Burger is Japanese. Stupid gaijin. Ninja Burger is a registered trademark of æthereal FORGE. All Rights Reserved.

INTRODUCTION

"Life is a fragile thing. One minute you're chewin' on a burger, the next minute you're dead meat."—Dumb & Dumber

Welcome to the No Honor Edition of *Ninja Burger: The RPG*, the world's only RPG featuring ninja who deliver fast food. In this special edition of *Ninja Burger: The RPG 2nd Edition*, we've taken the game back to its Beer and Pretzels roots to give you a lighter, faster, awesomer alternative to regular gaming.

If you've played the original 9th Level Games version of *Ninja Burger: The RPG*, you'll find this edition—which uses Atomic Sock Monkey Press's PDQ System—keeps to the spirit of the original edition, offering a freewheeling, wacky way to pass an hour or two between sessions of your regular game.

Want something meatier? *Ninja Burger: The RPG 2nd Edition* lets you go beyond "Beer and Pretzels." You can still play the game as a one-shot, but you can also develop characters that gain honor, advance over time, and aspire to greatness and domination of the fast food industry. Assuming they survive, of course.

To enjoy either edition of *Ninja Burger: The RPG*, you'll need the rules, plus:

- Two (or more) 6-sided dice
- Two (or more) friends
- Something to write on (paper, whiteboard, the table, friends, etc.)
- Something to write with (pens, markers, pencils, condiments, etc.)
- Optional: Ninja costumes, ninja masks, paper shuriken, fast food

C O N T E N T S	INTRODUCTION.....	1
	About Ninja Burger.....	2
	CHARACTER CREATION.....	3
	Name.....	3
	Job Title	4
	Qualities	6
	Background	12
	Equipment	12
	PDQ CORE RULES.....	13
	Task Resolution	13
	Initiative	14
	Upshifts (Acting Ninja)	15
	Damage	16
	Time and Space.....	18
	Conflict Strategies.....	18
	Employee Application	20
	Equipment List	21
	Conflict Example	22
	THE DISPATCHER.....	23
	Dispatcher vs. GM.....	23
	Delivery Design.....	25
When Animals Attack Cops.....	26	
Super-Sized Bad Guys.....	27	
Competition.....	30	
MISSIONS.....	31	
Mission 1 — Diet Hard	31	
Mission 2 — House on Hamburger Hill	34	
CREDITS	37	
CAPITALISM	39	



ABOUT NINJA BURGER

Ninja Burger was founded in the 1950s, during the dawn of the fast food era. The key difference between Ninja Burger and those other chains was, of course, that Ninja Burger employed real ninja. This gave them the opportunity to cater to a clientele that other chains were ignoring: powerful people in impossible situations who needed food delivered. Presidents in the midst of high-pressure negotiations in secret chambers. Wealthy elite in remote chateaus atop distant mountains. Chances are, if there was a major turning point in history, Ninja Burger was there. So why does nobody remember them then? Because they're ninja.

As the years went by, Ninja Burger saw a need to branch out and expand their operations; while catering to the elite in secrecy was lucrative, it greatly limited Ninja Burger's customer base. Now, as the world plunges into the 21st Century, they serve not only the wealthy and powerful, but anyone who is hungry and in need of food within 30 minutes, no matter who or where they are.

ABOUT NINJA BURGER EMPLOYEES

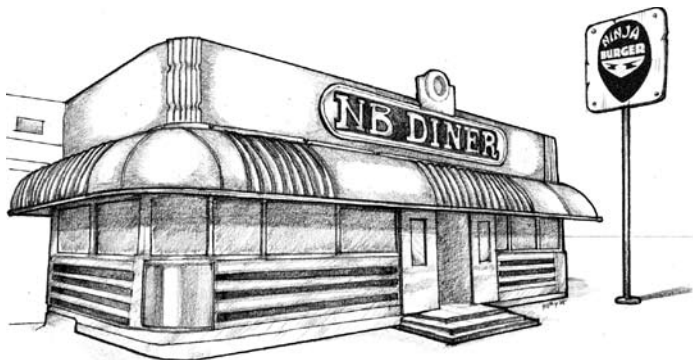
Ninja Burger hires everyone who shows some useful skill: ninja, Navy SEALs, cab drivers, and even game designers (rarely). All new employees are put through a training program that tests their skill in over twenty areas, from classical ninja skills to computers. Like any company, Ninja Burger has an *Employee Handbook* (for details, visit the Ninja Burger website at <http://www.ninjaburger.com/heh>). However, like most employees, nobody who works for Ninja Burger bothers to read the thing. Luckily, all you need to remember are these basic concepts:

1. Ninja Burger delivers to Anyone, Anytime, Anywhere. Ninja Burger has no affiliations or allegiances and delivers to whomever they are chosen to serve at any given time, 24 hours a day, seven days a week.

2. "Guaranteed delivery in 30 minutes or less, or we commit Seppuku." Ninja who fail must die. It is left to individual franchise owners (and Dispatchers) to interpret this either literally, or just as a creative marketing slogan.

3. Company before Self. What the company needs comes first. Employees must eliminate competitors to Ninja Burger when possible, exercise discretion during deliveries, and not publicly defame the Ninja Burger name.

4. Ninja Burger employees do not exist. Employees must be stealthy at all times, sneaking and hiding when possible, wearing disguises, etc. Ninja Burger will publicly deny knowledge of any employee who is captured, killed, caught on camera, etc. Ninja are free to talk with customers at their own discretion.



CHARACTER CREATION

“Ninja? What the hell are ninja?”—American Ninja 2: The Confrontation

The *Ninja Burger RPG* uses an engine called the Prose Descriptive Qualities (PDQ) System. The specific mechanics of the PDQ system are described in more detail in Chapter 3; this section includes only that information needed to create a character.

Every Ninja Burger character is described via these categories:

- **Name**
- **Job Title**
- **Qualities**
- **Background, Element, & Clan**
- **Equipment** (Optional)



NAME

Of course, a **real** ninja should never reveal his or her true name, even if Ninja Burger already knows what it is. Therefore, players should pick an appropriate pseudonym for their character, or roll on the chart, using two 6-sided dice.

Rather than add the dice, treat each result separately, in order, with the first die representing the D1 column, and the second representing the D2 column. Roll twice for each ninja, first selecting a male or female first name (as appropriate), and then selecting a family name.

Example: I roll 3 and a 5, so my ninja (a guy) is named Kyuzo. I then roll 2 and 6, so his family name is Kato.

Japanese convention puts the family name first when referring to the person, so my ninja would be referred to as Kato Kyuzo. It is also common to add “-san” to the person’s family name in a casual context, or “-sama” in a formal context, so my ninja would be called “Kato-san” by his co-workers. Of course, not all ninjas are Japanese, but since most people associate ninja with Japan, these sorts of names work well on the job. This isn’t necessarily how other ninja will refer to you; it’s just what’s on your nametag.

D1	D2	Male Name	Female Name	Family Name
1	1	Akira	Akemi	Chiaki
1	2	Bokuzen	Aoi	Chieko
1	3	Daisuke	Chiyo	Fujita
1	4	Gisaku	Chiyoko	Fujiwara
1	5	Gorobei	Fumiko	Futaba
1	6	Hansuke	Haruka	Hidari
2	1	Haruko	Hiroko	Higuchi
2	2	Hideko	Hisako	Hiroshi
2	3	Inokichi	Kana	Ichikawa
2	4	Izumi	Kaori	Inaba
2	5	Jinjiro	Kazuko	Katayama
2	6	Kamataru	Keiko	Kato
3	1	Katsushiro	Kiyo	Kimura
3	2	Kazuko	Kumiko	Kiyokawa
3	3	Kinjiro	Kyouko	Kodo
3	4	Kiyoshi	Mai	Kosugi
3	5	Kyuzo	Mami	Kurosawa
3	6	Manzo	Mayumi	Makabe
4	1	Mataakishi	Megumi	Mano
4	2	Mosuke	Misaki	Mifune
4	3	Nakada	Mitsuki	Mitsui
4	4	Naosuke	Miu	Miyoshi
4	5	Rinsaku	Miyoko	Nagakura
4	6	Sadao	Miyu	Nakamaru
5	1	Sanjuro	Moe	Ohashi
5	2	Seibei	Nanami	Sakamoto
5	3	Seiji	Natsuki	Sawamura
5	4	Setsuko	Riko	Shimada
5	5	Susumu	Rin	Tadokoro
5	6	Tachikawa	Sachiko	Tatsuya
6	1	Tadao	Sakura	Toyama
6	2	Takeshi	Setsuko	Tsuchiya
6	3	Toshiro	Shizuko	Tsukasa
6	4	Unosuke	Tomoko	Uehara
6	5	Ushitora	Yoshiko	Yamada
6	6	Yoshio	Yumiko	Yamashita

JOB TITLE

Yes, we know you're a ninja. That's nice. But what can you do for us? Everyone who works for Ninja Burger has a special talent, and if you expect to get hired, you'll need to describe what sort of function you want to fill. In an organization like Ninja Burger, there are many possibilities, but the most common are discussed on the pages that follow.

Note that your Job Title may (at your option) have an impact on what your character can do in the game. This is discussed a bit later, under Qualities.

NINJA DISPATCHER

In many ways, the Dispatcher is just another word for Game Master. But the Dispatcher's function in a Ninja Burger game is a bit different; the Dispatcher is also considered to be a member of the team (albeit a remote one), with skills like observation, surveillance, etc. More details on Dispatching are in Chapter 4; for now, it's just important to decide who's going to do it, and have him choose Dispatcher as his job. In all other aspects, they make a character like everyone else.

Inspiration: *Bruce Wayne in Batman Beyond*, *Theora Jones in Max Headroom*, "Tank" in *The Matrix*, "God" in *Navy SEALs*, "Lt. Gorman" in *Aliens*

NINJA CHEF

You prepare, cook, assemble, and package all of Ninja Burger's food. You can tweak recipes to improve flavor, taste small doses of poison in food, quickly prepare a burger at the very last minute, crack two eggs at the same time, split a burger bun in midair with a katana, and pretty much chop everything from onions to enemies. Let's just say you like knives. Of course, many of those skills also apply outside of the kitchen too—not only are there always enemies around that need slicing and dicing, but you never know when a team is going to drop the food, and require your quick assistance in whipping up a new Combo Meal for a customer.

Inspiration: *Beverly Hills Ninja*, *Iron Chef*, *Of Cooks and Kung Fu*, *Tam-popo*, *Under Siege*

NINJA DELIVERATOR

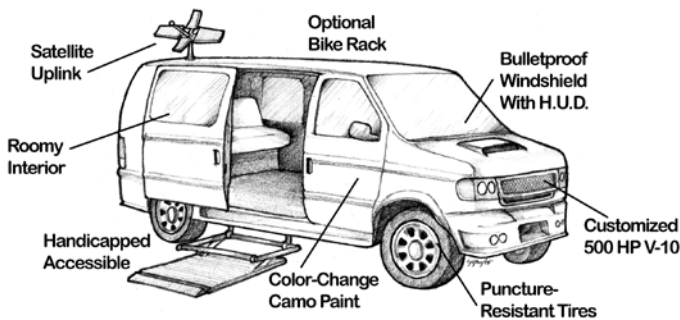
Although everyone pitches in during a delivery, you do most of the actual breaking and entering (aka delivering). In addition to your many skills, which come in handy while you're actually delivering, you also have an assortment of tricks that you've picked up over the years, perhaps in a previous life as a con man or bike messenger. You can pick a lock like no tomorrow, get inside a building without breaking a window, and make exact change even if someone tries to pay with a two-dollar bill.

Inspiration: *Die Hard*, *Leon*, *Loveboy*, *Kiki's Delivery Service*, *The Postman*, *Samurai Pizza Cats*

NINJA DRIVER

For you, getting there is half the fun. In a former career, you were a pro driver—cab driver, ambulance driver, stunt driver—or possibly even a pilot. You can take off-ramps at highway speeds, pull off a four-wheel glide or controlled skid without dropping speed, and take a vehicle up on two wheels—or the sidewalk—without losing control. You can find parking downtown in the middle of the day, avoid speed traps and other obstacles, and parallel park uphill into oncoming traffic at night in a fog bank. With your eyes closed. Your vehicle is not just your baby—it's an extension of yourself.

Inspiration: *Big Trouble in Little China*, *Convoy*, *The Dukes of Hazzard* (TV series, not film), *The Road Warrior*, *Ronin*, *Smokey & The Bandit*, *Snow Crash*, *The Transporter*



NINJA NAVIGATOR

You are like Chewbacca to Han Solo. Chekov to James T. Kirk. “Goose” to “Maverick.” Nobody calls “shotgun” when you’re around. You got dibs. You are at home in the passenger seat, surrounded by computers, GPS devices, and radio transceivers, a headset over your ninja mask and a compass tucked in your pocket (just in case). Google Maps is your homepage. You’ve got an internal compass and sense of direction beyond compare, a mental map of the entire city. If it came down to it, you could probably give directions blindfolded, locked in the trunk, without any sleep. And in your line of work, that’s far more likely to happen than most people might think.

Inspiration: *The Core, Death Race 2000, The Hunt For Red October, One Piece, Star Wars*

NINJA SPOTTER

When you’re doing your job, nobody notices you. Your job is to back up the main delivery ninja, keeping an eye out for trouble, solving any “problems” that arise, and getting the team out without a fight. You’ve got excellent night vision, and you’re a creative problem solver and quick thinker. At times, you have a sort of “sixth sense” that warns you of danger. Problem is, it’s on most of the time. You favor long-distance weapons—whether it’s shuriken, a bow and arrows, or even a sniper rifle.

Inspiration: *Brotherhood of the Wolf, Hunted, Last of the Mohicans, Navy SEALs, Silent Warrior, Sniper*

ALTERNATE CAREERS

You might also try one of these if your Dispatcher lets you:

•**Kunoichi**—Female ninja specializing in assassination. Skills include: seduction, emotional manipulation, and carrying concealed weaponry. You could get past a metal detector into a private nightclub, seduce the owner and dispatch him without raising alarm.

•**Mahoutsukai**—Specialist in the arts of Ninja Magic (Kuji-in and Kuji-kiri), but only if your setting uses Ninja Magic (ask your Dispatcher). You can summon the powers of the elements, achieve oneness with the universe, heal wounds, and slay your enemies from afar.

•**Saboteur**—One who sabotages competitors in order to help Ninja Burger. Skills include: demolitions, engineering, and guerilla tactics. You can demolish a competing franchise without even getting dust on the windows across the street.

•**Shikaku**—You are all about assassination, and nothing but. Skills include: backstabbing, poisons, and a strong stomach. You can kill a man with chewing gum, a straw, a paperclip, a small cup of water, or a length of dental floss.

•**Sales & Marketing**—The most feared and ruthless of all ninja. Other ninja in the company probably avoid talking to you. Skills unknown. You can negotiate prime time advertising on all the major network for prices you’d normally only get on weekend talk radio. Pure evil!

QUALITIES

The core element of the **PDQ** system is the concept of a **Prose, Descriptive**, do-it-yourself, wide-ranging **Quality**, which stands in as attribute, advantage, merit, flaw, skill, etc. Qualities help further describe your character's particular talents, skills, and flaw(s). They also provide mechanics for how those abilities or disabilities work in play (see Chapter 3).

Qualities represent a broad skill or field of knowledge; if a particular Quality is relevant at all to an action or topic, the character may apply that Quality when attempting that action or understanding that topic. In ninja-like fashion, this is called the penumbra (or “shadow”) of the Quality. Therefore, a player shouldn't choose Qualities that are too narrow or its penumbra will cast too narrow a shadow; too broad, and identifying the sorts of things that should fall under the penumbra becomes pointless. The parameters for what's “too broad” or “too narrow” are up to the individual Dispatcher.

***Example:** A “Swordplay” Quality would be useful not just in slicing things, but also in polishing and sharpening swords, knowing the history of sword making, etc. A Quality of “Kendo” would only be useful in that specific style of swordplay.*

QUALITY RANKS

All Qualities have Ranks, indicating increasing proficiency. From lowest to highest, the Ranks are:

- **Poor** [-2]
- **Average** [0]
- **Good** [+2]
- **Expert** [+4]
- **Master** [+6]

The numbers in brackets show the Rank's Modifier—how much is added to or subtracted from a 2d6 dice roll (see below). Characters have some things going for them (**Strengths**), and at least one thing working against them (a **Weakness**). At everything else, characters are neither noteworthy nor inept—they're Average [0].

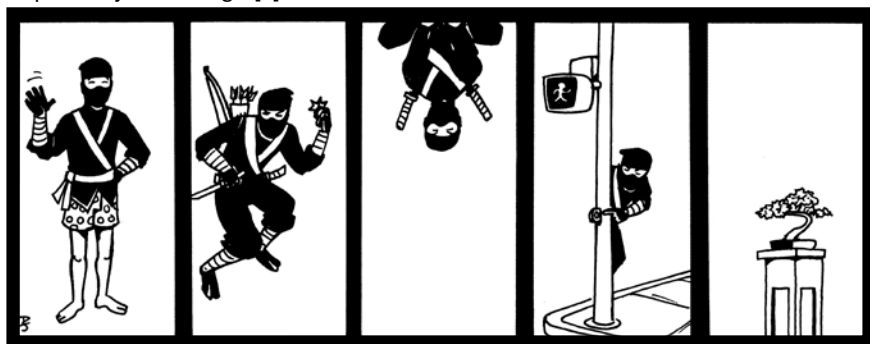
THE NINJA QUALITY

As a ninja, your character starts with the Average [+0] Ninja quality, which lets him do ninja things. Normally you wouldn't take a Quality at Average [+0], but since everyone will be a ninja this serves as a balancing factor.

Ninja ranks are defined as follows:

- **Kusa**—Newbie (Poor [-2])
- **Genin**—Junior (Average [+0])
- **Chunin**—Trainer (Good [+2])
- **Jenin**—Manager (Expert [+4])
- **Kage**—Boss (Master [+6])

You'll learn more about starting ranks on the pages that follow.



(L-R) Kusa (Poor [-2]), Genin (Average [+0]), Chunin (Good [+2]), Jenin (Expert [+4]), Kage (Master [+6])

STRENGTHS & WEAKNESSES

A **Strength** is an inherent positive aspect (benefit, skill, talent, attribute, or power) of a character. If you can, come up with a word or a pithy phrase to sum up the Strength.

Examples: Fighting, Credit Rating, Find Bargains, Good Looking, Running Away.

A **Weakness** is an inherent negative aspect of the character, stemming from ignorance, flawed understanding, physical or mental incapability, or some other vulnerability. A word of advice: pick something that will be fun or entertaining (for you the player, not necessarily you the character) to flub at! As above, try and come up with a word or a pithy phrase to sum up the Weakness. Weaknesses are always taken at Poor [-2] Rank.

Examples: Glass Jaw, Bad Credit Rating, Slow As Molasses, and Wallflower.

Depending upon what your character is like, any Quality can be a Strength or a Weakness. The Ninja Quality, however, is a special case. While your “ninja-ness” can be increased over time, for starters every character is on an even playing field (granted, it’s a matte-black field with razor-sharp goalposts and toxic paint, but it’s an even field nevertheless).

Example: Suppose a character has “Katana Use” as a Quality. If it’s ranked Average [0] or above, it’s a Strength: the character can use his katana to deflect bullets (in physical conflicts) or as a threat (in social conflicts)—or even wackier things such as picking a lock or scratching someone’s back—with an increased chance of success. But if he has “Poor [-2] Katana Use,” this is a Weakness: the character keeps getting his katana stuck into things, forgets to polish and maintain it, and even has trouble cutting a sandwich in half. It’s all in the way you spin it.

Important Note: If a PC wants to be particularly better at some Quality that might normally fall under the penumbra of another Quality (e.g., taking “Ninja” and “Stealth” separately), it’s okay to do so, provided that the player realizes that in exchange for a benefit upfront, their choice will affect future Improvement.

Also Note: While it is probably a good idea for characters to have their Job Title listed as a Quality, it is Not Required. Simply because you are employed as a Driver does not necessarily mean you are any good at it, as anyone who’s ridden public transit knows. To reiterate: your Job Title may be reflected as a Quality, but it does not have to be.



TYPES OF QUALITIES

Qualities fall into five categories:

- **Physical.** Related to body, athleticism, talent (Swordplay, Kung Fu, Sumo, Handsome, Tough)
- **Mental.** Areas of study, intellect, wisdom, education (Zen Philosophy, Haiku, Tea Ceremony, Trivia, Computer Hacking, Bilingual)
- **Social.** Groups, memberships, people skills (Ninja Clan, Wu-Shen Monks, MI6, Gang Member, Conversationalist, Seduction)
- **Professional.** Skills picked up on the job (Driver, Martial Artist, Chef, Bounty Hunter, Cop)
- **Other.** Esoteric skills, physical resources, and ninja magic.

STARTING RANKS

Players have several options when designing their character's Qualities. They may choose between having more Qualities at a lower level of competency, or having fewer Qualities at a higher level of competency. As mentioned earlier, starting characters get the Ninja Quality (which must be taken at Average [+0]). This reflects the fact that while they are ninja, they are still new at the game, and they have to practice before they can be Good, Expert, and Master Ninja.

In addition to the Ninja Quality, all characters may take 6 Ranks of Strengths and 1 Rank of Weakness, which may (at their option) include a Quality based on their Job Title. There are three possible ways to divvy up these Quality Ranks:

A. 3 Good [+2] Strengths, 1 Poor [-2] Weakness

B. 1 Expert [+4] Strength, 1 Good [+2] Strength, 1 Poor [-2] Weakness

C. 1 Master [+6] Strength, 1 Poor [-2] Weakness

Never Fear: If after gameplay begins, a particular Quality sees no use and doesn't really add to the characterization of a PC, a player should feel free to change it to something that fits better—but only after talking to the Dispatcher.

NOT A NINJA?

The Ninja Burger RPG makes the bold default assumption that players will want to have ninja characters. Go figure. But maybe the characters are not trained ninja, but new recruits. In this case, these ninja trainees don't get the Average [+0] Ninja Quality, but instead get Poor [-2] Ninja as a Weakness. They can either use this as their existing starting Weakness, or take it as a second Weakness, in which case they also get another 2 Ranks of Strengths to balance things out (for a total of 8).

It's also possible that the characters aren't normal people at all, but some other strange thing. Want to play a monkey that delivers for Ninja Burger? Take Average [+0] Monkey instead of Ninja. Want to play a robot that delivers for Ninja Burger? Take Average [+0] Robot. Want to play a pirate that delivers for Ninja Burger? ARE YOU INSANE? Pirates and ninja are totally mortal enemies. That would never fly. No pirates! Anything else is probably OK, though it's always up to the Dispatcher.

QUICK PICKS

If you're in a hurry to get started, use one of the following templates for your character type, which offer a good balance of standard Qualities based on the main job titles.

Chef: Average [+0] Ninja, Good [+2] Chef, Good [+2] at Using Sharp Things, Good [+2] at Handling Stress, Poor [-2] Personal Hygiene.

Deliverator: Average [+0] Ninja, Good [+2] Deliverator, Good [+2] at Fleeing, Good [+2] Dirty Fighter, Poor [-2] at Following Orders.

Driver: Average [+0] Ninja, Good [+2] Driver, Good [+2] at Karaoke, Good [+2] at Multitasking While Driving, Poor [-2] at Customer Service.

Navigator: Average [+0] Ninja, Good [+2] Navigator, Good [+2] at Speed Reading, Good [+2] at Auto Repairs, Poor [-2] Driver.

Spotter: Average [+0] Ninja, Good [+2] Spotter, Good [+2] at Causing a Distraction, Good [+2] Snappy Dresser, Poor [-2] Impulse Control.

Dispatcher: Average [+0] Ninja, Master [+6] Dispatcher, Poor [-2] Sense of Humor.

SO WHAT CAN A NINJA DO?

Your ninja can do anything a ninja can do. Running, jumping, climbing, stabbing, all that stealth stuff... But if that's too broad, a good place to start thinking about ninja is with the Ninja Burger training program, wherein all ninja receive basic training in the "20 Ninja Juhakkei." All Ninja Burger ninja are assumed to have survived this training. As such, all ninja are also assumed to have the ability to perform to some reasonable degree in the following areas, all under the basic auspices of their Average [+0] Ninja Quality:

- **Taijutsu**—Unarmed combat
- **Kendo**—Swordsmanship
- **Bojutsu**—Staff/club fighting
- **Shurikenjutsu**—Shuriken use
- **Kusarigama**—Sickle and chain
- **Yari**—Spear fighting
- **Naginata**—Halberd/axe fighting
- **Bajutsu**—Horsemanship/Riding
- **Suiren**—Swimming techniques
- **Kyakujutsu**—Gunpowder
- **Bo Ryaku**—Strategies
- **Choho**—Espionage
- **Shinobi Iri**—Infiltration/Stealth
- **Intonjutsu**—Lying low/Hiding
- **Hensojutsu**—Disguise
- **Tenmon**—Meteorology
- **Chimon**—Geography
- **Seishin Teki Kyoyo**—Spirituality
- **Kyojitsu Tenkan Ho**—Philosophy
- **Makudonarudo**—Fast food

Most archaic skills here have modern day applications. Horsemanship might include the ability to stay on the back of a motorcycle, and Geography would include not just knowing where Mt. Fuji is, but being able to navigate around downtown San Francisco based on the location of the hills it's built on.

The degree to which the Ninja Quality applies is up to the Dispatcher. As long as the player can defend why his ninja can do it, the Dispatcher can allow it. Horsemanship would not allow a PC to repair a motorcycle (horses don't have wheels), and Geography wouldn't tell a PC whether or not he could make a legal left turn off Market onto 10th.

Also note that the list does NOT include picking pockets, detecting traps, tracking enemies, etc. Ninja are ninja, not thieves or rangers! If a player wants those skills, he'll simply have to take another Quality.

IMPROVEMENT WITHOUT HONOR

In the *Ninja Burger 2nd Edition RPG*, players spend Honor Points to improve their ninja. But in this *No Honor Edition* there is no Honor, as ninja are not expected to last very long. Players who find themselves craving the ability to advance ninja can purchase a copy of the *Ninja Burger 2nd Edition Roleplaying Game*, or use the following alternative option.

For each delivery that a Ninja survives, he earns 1 Survival Point. Survival Points may be saved up, or spent to improve a Quality. Qualities can be improved by 1 Rank per Survival Point (e.g., Raising Poor [-2] Rank Driver to Good [+2] Rank Driver costs 2 Survival Points—1 for Poor to Average and 1 for Average to Good, and so on). When a character reaches Master Rank in a Quality, it cannot be improved further. If a character wants a new Quality, he can get it by spending 1 Survival Point to gain it at Good [+2] Rank.

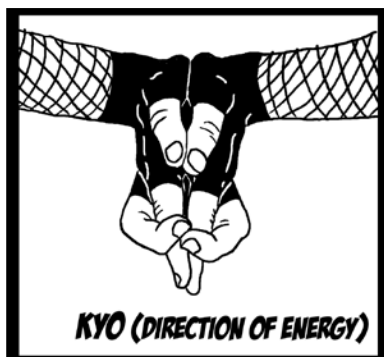
Characters may also save their Survival Points and trade them in during gameplay for Upshifts or to avoid certain death. They may also be traded in for 1d6 x \$100 in additional cash, whenever a player wants.

NINJA MAGIC (KUJI-IN)

Ninja Magic is like any other Quality, taking the same amount of time and requiring the same sorts of rolls for success. However, a failed Ninja Magic roll during any Situational check means that the character has done something wrong, and results in a backlash. Roll 2d6 and consult the chart, or pick any one that looks fun. Characters may choose to ignore any result by sacrificing 1 Survival Point.

There are 81 different Kuji-In, but in actual practice only nine hand signs have been found to have any power. Six of the nine signs are presented here—others can be found in *Ninja Burger: The RPG 2nd Edition*. Ninja may know a number of these hand signs equal to their current Ninja Quality Rank (in other words, they'd know 0 signs at Poor [-2] and Average [+0], 2 Signs at Good [+2], 4 Signs at Expert [+4] and 6 at Master [+6]. Mahoutsukai who specialize in this sort of thing have access to all hand signs right off the bat, regardless of rank.

Roll	Ninja Magic Backlash Result
2	"You have offended your ancestors!" Character instantly dies.
3	"Ouch, that really hurt!" Character takes 1d6 Wound Ranks.
4	"Who am I?" Character gets temporary amnesia, losing their top-ranked Quality for the rest of the Scene.
5	"Look out!" The effect works, but it only affects one other person nearby, either friend or foe (roll randomly).
6	"Something bad is gonna happen." Paranoia! Character is Acting Cagey for the duration of the Scene.
7	"Fate has intervened." Player rolls 3 dice (not 2), keeping highest and lowest, for the duration of the Scene.
8	"You are filled with anger at your failure." Character is Flipping Out for the duration of the Scene.
9	"This could be bad." The effect works, but it also affects everyone else nearby, both friend and foe.
10	"Oops." The character has accidentally used a different sign. Roll 1d6 until you get a different random sign.
11	"You feel really drained." The character cannot use any Ninja Magic for the duration of the Scene.
12	"The power has left you." The character cannot use any Ninja Magic for the duration of the Game Session.



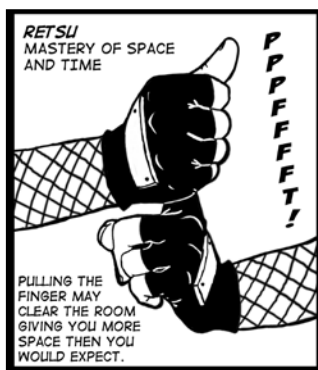
Kyo—“Index fingers and thumbs extended. Middle fingers curled over index fingers. Other fingers interlocked.” The ninja channels his chosen element for outward effect. The ninja launches an elemental burst from his fingertips, which is treated as a normal ranged effect in terms of range, damage, etc. The burst is based on the character's own personal element. The effect is instantaneous, and has no duration.



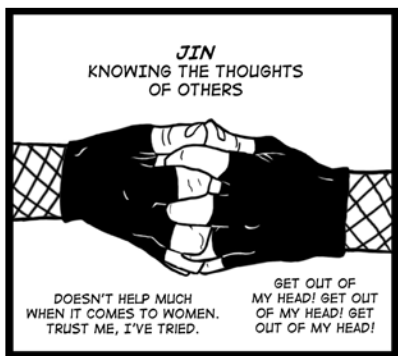
Toh—“Pinky and ring fingers extended, tips touching. Thumbs extended. Other fingers interlocked.” The ninja temporarily gains the **Good [+2] Buddha-like Quality**. This can be added to checks involving Social exertion, and will defuse a situation with Zen-like wisdom. The ninja automatically fails any Physical or Other checks (including Ninja Magic), due to their focus. This effect lasts for the duration of the scene.



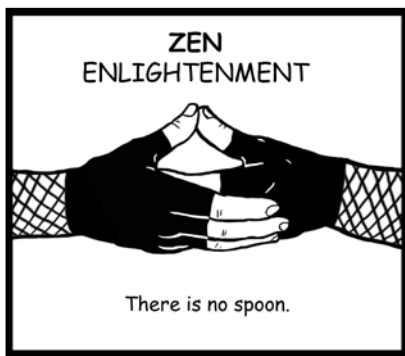
Sha—*“Index fingers and thumbs extended. Other fingers interlocked.”* The ninja temporarily gains the **Good** [+2] **Supernatural Healing** Quality. This can be added to any rolls involving the recovery of Wound Ranks, and can be applied to the character or someone he touches. This can be used only once per Scene. The character can use this Quality to purge diseases, viruses, and poisons from the body (his own or someone else’s); this is a Complicated Situation and requires a roll.



Retsu—“*Left index finger up. Right fingers curling around it. Right thumb pressed on the outside edge of the left index finger.*” The ninja is removed from the action, stepping out of time and space. All others take actions as normal. If the ninja wishes, she can re-enter time and space at any time to intercede in any action (e.g., block a blow, trip someone, etc.), provided she does so immediately after the effect. The effect lasts up to the duration of the scene, or until the ninja intercedes.



Jin—“*All fingers interlocked inwards.*” The ninja temporarily gains the **Good [+2] Psychic** Quality, which can be used to read the thoughts of others, one per turn, and may be added to appropriate Social or Professional rolls (Dispatcher discretion). The ninja automatically fails any Physical or Other checks (including Ninja Magic), due to his focus on reading minds. This effect lasts up to the duration of the scene, or until the ninja chooses to end it.



Zen—“*Right hand covers the left hand. Thumb tips touch.*” The ninja can manipulate her Qualities. The player may move her character’s Quality Ranks around between Qualities as she sees fit. This effect lasts up to the duration of the scene, or until the character chooses to end it, at which time all the Qualities snap back to normal. During this time, no Upshifts or Downshifts can affect her—she is what she is, and nothing more.

BACKGROUND

Describe your character's family, schooling, martial arts training, military experience, etc. If he wasn't always a ninja, explain what his former career was, and why he decided to take the plunge into ninjitude. Then determine your character's Element and Clan.

ELEMENT

There are six elements, one of which is linked to all aspects of a ninja's life, and may reflect everything from personality and color preferences to the type of job she'd be good at. Players may choose an element, or roll 1d6 to randomly pick.

- 1. **Air (Fu)**—Yellow, ESP, Willpower, Wisdom, Cleverness, Electricity, Wind, Movement.
- 2. **Earth (Chi)**—Green, Touch, Strength, Substance, Stubbornness, Dependability, Reliability.
- 3. **Water (Sui)**—Blue, Taste, Power, Defense, Adaptability, Flexibility, Magnetism (Social).
- 4. **Fire (Ka)**—Red, Smell, Energy, Offense, Passion, Anger, Aggression, Heat.
- 5. **Darkness (Kage/In/Yin)**—Black, Hearing, Shadow, Moon, Absorption, Night.
- 6. **Light (Ku/Yo/Yang)**—White, Sight, Creativity, Communication, Sun, Void, Energy, Metal.

The Dispatcher should give Upshifts (discussed later) if characters adhere to an Element in terms of behavior, or apply that behavior explicitly to situations (Dispatcher discretion). The Dispatcher should penalize players if everyone takes Darkness as their element.

CLAN

Players may combine a Color or Action Word with an Animal to create a Clan, or roll two 6-sided dice, reading each result in the order it falls. Consult the line on the chart corresponding to that result.

Example: A player rolls a 3 and a 5. His ninja belongs to the Shrunken Sea Bass Clan or the Viridian Sea Bass Clan (his choice).

D1	D2	Color	Action Verb	Animal
1	1	Tan	Hopping	Kangaroo
1	2	Khaki	Flatulent	Barracuda
1	3	Beige	Belching	Hippo
1	4	Fuchsia	Tasty	Trout
1	5	Hazel	Bashful	Badger
1	6	Chartreuse	Impertinent	Hedgehog
2	1	Magenta	Impatient	Goose
2	2	Maroon	Nervous	Chinchilla
2	3	Salmon	Licking	Anteater
2	4	Pink	Swinging	Panda
2	5	Indigo	Cuddly	Okapi
2	6	Mauve	Talking	Parrot
3	1	Asparagus	Swollen	Koala
3	2	Burnt Sienna	Twisted	Zebra
3	3	Celadon	Crooked	Hamster
3	4	Denim	Elongated	Ferret
3	5	Viridian	Shrunken	Sea Bass
3	6	Orchid	Spiteful	Duck
4	1	Strawberry	Cocky	Stinkbug
4	2	Lemon	Pretentious	Meerkat
4	3	Saffron	Gibbering	Mockingbird
4	4	Chestnut	Loquacious	Cockroach
4	5	Raspberry	Spasmodic	Gerbil
4	6	Chocolate	Asthmatic	Prairie Dog
5	1	Olive	Industrious	Beaver
5	2	Lavender	Mischievous	Squirrel
5	3	Marigold	Scampering	Chipmunk
5	4	Dandelion	Naked	Mole
5	5	Mustard	Sucking	Leech
5	6	Periwinkle	Tipping	Cow
6	1	Plaid	Crazy	Platypus
6	2	Checkered	Hungry	Seagull
6	3	Striped	Ill-tempered	Halibut
6	4	Spotted	Slothful	Sloth
6	5	Mottled	Boring	Barnacle
6	6	Paisley	Wacky	Penguin

Ninja who do not take any clan will be considered Clanless Dogs by most other ninja they meet, and may be subjected to extreme harassment.

EQUIPMENT

PDQ assumes that one is using an appropriate tool alongside a Quality—a katana with Ninja, a sexy dress with Seduction, etc. PCs are assumed to have a basic ninja kit that allows them to do ninja things. If players want to buy other things, the Dispatcher can give them each 2d6 x \$100 to buy gear.

PDQ CORE RULES

“There are no utensils in medieval times, thus, there are no utensils at Medieval Times. Would you like a refill on that Pepsi®?”—Cable Guy

Like a ninja, PDQ is designed with simplicity, speed, and flexibility in mind. However, unlike a ninja, the PDQ System also has three levels of resolution, suitable for any type of situation. Whenever a character tries to do something, the Dispatcher will determine if the situation is Simple, Complicated, or a Conflict.

TASK RESOLUTION

SIMPLE SITUATIONS

In simple situations, a task is clear-cut, with no outstanding issues interfering with the attempted action. In this case the Dispatcher looks at the Master Chart (see below), and determines the Difficulty Rank of the task. Then, the Dispatcher compares that Difficulty Rank to the character's most appropriate Quality Rank. The higher Rank of the two “wins.” If the Difficulty Rank of the task is equal to or higher than the character's relevant Quality Rank, the task becomes a complicated situation (see below).

Example: Sanjuro and Toshiro are Average [+0] Ninja who want to climb a wall. Sanjuro adds his Good [+2] Outdoorsman Quality (he convinces the Dispatcher that climbing a cliff is similar to climbing a wall), so he'll automatically succeed in scaling Poor [5] and Average [7] Difficulty walls. Toshiro has no applicable Quality, and so has a default Quality Rank of Average [0]. This means he can only automatically succeed in climbing Poor [5] Difficulty walls.

COMPLICATED SITUATIONS

Dice rolls are made in complicated situations where randomness is desired, or when comparisons of Rank are inconclusive, such as when Quality and Difficulty Ranks are tied, or when a PC's Quality Rank is lower than the action's Difficulty Rank. In these situations, the PC rolls two regular six-sided dice (2d6), and adds the Modifier for their Quality Rank. To succeed, the PC must match or roll higher than the Target Number of the task's Difficulty Rank.

Examples: Sanjuro is climbing a Good [9] Difficulty wall using his Good [+2] Outdoorsman Quality. The Target of Good [9] Difficulty is 9. Sanjuro must roll 2d6 and add his Modifier of +2, trying to match or beat a 9. He rolls a 3 and a 5, giving him $3+5+2 = 10!$ He succeeds. Toshiro has no applicable Quality, and so uses a default Rank of Average [0]. He must match or beat a 9 when rolling 2d6. He rolls a 3 and a 5, and since Average Rank Qualities have no Modifier, that's a total of 8. This is below the Target Number, so he fails.

Level	As Quality Rank	Modifier to 2d6 Roll	As Difficulty Rank	Target Number
Poor	Notably Inept.	-2	A trivial task.	5
Average	Typical human capability.	0	Straightforward task.	7
Good	Better than usual; most pros or talented newcomers.	2	Complex task, requiring attention to detail.	9
Expert	Noted or famed professional; talent with skill to back it up.	4	Intricate task, requiring sharp concentration, hard for a typical untrained person (Average).	11
Master	Acclaimed genius: talent with substantial skill behind it.	6	Extremely difficult task, hard for most pros in the field (Good).	13

CONFLICT SITUATIONS

Conflict situations involve two parties: the one trying to do something, and the one trying to stop them from doing it—imagine trying to punch a pirate, out-thinking a chess player, running a race, or even convincing a cop you weren't really speeding. Conflict situations in PDQ include more than just the immediate success or failure of an attempted action; here, conflict includes the back and forth of an active contest, out-maneuvering the competition, and wearing down an opponent's resistance. Examples of conflicts include: combat, seduction, haggling, debating, etc.

In conflicts, those involved compare the results of 2d6 plus Modifier rolls; the highest successful result wins. However, there are a few refinements of conflict requiring closer attention: Initiative; Moment of Truth; Upshifts and Downshifts; and Damage.

MAGICAL SITUATIONS

Ninja Magic is at least a Complicated Situation (that is, it's never Simple, but it can be a Conflict). The base difficulty for Ninja Magic is 7, with situational modifiers as the Dispatcher sees fit.

INITIATIVE

Here's how to see who goes first:

1. If a character surprises a victim, he goes first. (He may get a free turn—Dispatcher discretion.)
2. Those with the highest Rank in a "speed" or "reaction" Quality relevant to the situation (Quick Draw, Quick Wits) go first, followed by those with relevant Qualities of lower Ranks.
3. The character with the highest Rank in a Quality not relevant to the situation goes next, followed by those of lower Ranks.

Ties can be broken by rolling 2d6, with the highest total winning Initiative.

Characters with a higher Initiative may "hold their actions," but after the last character has done something, they need to take that held action or lose it. After everyone involved in the conflict situation has taken an action (or chosen not to), the characters can act again, in the same order.

Example: *Kenshiro and Salty Dave face off. Ken is using his Expert [+4] Sumo Wrestling Quality here, while Salty Dave is using his Good [+2] Cutlass Quality. Kenshiro's Rank is higher, so he goes first.*

MOMENT OF TRUTH

The character whose turn it is will be called the attacker; the character that is the target of the attacker's action is called the defender. The attacker explains what his action is, and the defender explains how he'd try to counter that action. Then, the attacker rolls 2d6 for his relevant Quality and adds the appropriate Modifier for Quality Rank. The defender does the same. The character with the higher total wins.

If the attack is successful, damage is applied to the defender; if the attacker fails, no damage is done. A tie is just that—nobody wins, nobody loses... but they both muss each other up a bit.

Example: *Kenshiro is the attacker and Salty Dave is the defender. Kenshiro is going to grapple the Pirate using his Expert [+4] Sumo Wrestling and Average [0] Ninja Qualities, and Salty Dave decides to try and hold him off using his Good [+2] Cutlass and Average [0] Pirate Qualities. Ken rolls 2d6+4+0 for a result of 10, Salty Dave rolls 2d6+2+0 for a result of 8. Thus, Ken does damage to Salty Dave this turn—see page 25—and has grabbed the scurvy dog. (If Salty Dave had been a better Pirate, this would give a different result: if he were a Good [+2] Pirate, the characters would have tied and done each other damage; if he were an Expert [+4] Pirate, Ken's attack would fail and he'd take no damage.) On his action, Salty Dave wants to escape from Ken's Sumo grip. He gets a result of 11, while the ninja gets a result of 6. Salty Dave does a lot of damage to Ken in getting free—must be that cutlass!*

UPSHIFTS (ACTING NINJA)

This is how ninja characters get more Yin for their Yang. If the player describes his character's attempt to perform an action in a way that explicitly and intentionally adheres to their Element or Clan, the Dispatcher can give them an Upshift. Players may also, at any time, spend a Survival Point for an Upshift. An Upshift means that for that particular action, the PC rolls as if their Quality were one level higher (essentially giving him an additional +2 to their roll).

Example: *The van's radar tells Toshiro a Samurai Burger truck is headed straight for him. Oh, it's a game of Chicken? Fine. He grits his teeth and hits the gas. As this stubborn show of fortitude is in keeping with Toshiro's Element (Earth), the Dispatcher offers Toshiro an Upshift on his Driver roll (which goes from 2d6+2 to 2d6+4).*

The Dispatcher may give Upshifts if PCs describe actions in a graphic, ninja-like fashion. So, rather than "I hit the pirate" (or "I seduce the secretary"), the player says "I grab the pirate's shirt with one hand and pull him closer to punch him in the face with my other fist—arr, matey-san!" (or says, in character, "Yes, beautiful. Not only is that is a sword in my pocket, but I am also happy to see you!"). If the PC had a Good [+2] Pirate (or Seduction) Quality, this would change his roll in attempting to hit the pirate (or seduce the secretary) from 2d6+2 to 2d6+4.

Note: Upshifts above Master Rank add an extra die to the character's roll (i.e., instead of rolling 2d6+6+2, the character rolls 3d6+6).

DOWNSHIFTS

A Downshift means that for the action, the PC rolls as if his Quality were one level lower (giving him a -2 to his roll). Downshifts come from a number of sources, such as a combatant trying to Play It Cagey, the effects of Failure or Wound Ranks, or if a PC is acting out of line with their Element or Clan.

Example: *Sanjuro has a Weakness of Poor [-2] Reader. If he needs to read a repair manual for his Kawasaki Ninja, this Weakness will affect his competence (Expert [+4] Biker Dude). Instead of rolling 2d6+4, Sanjuro will be rolling 2d6+2 (which is really 2d6+4-2).*

Dispatchers should be careful not to overuse Downshifts as modifiers. PDQ games run smoother if the Dispatcher sets the Difficulty Rank (and thus, Target Number) of a task appropriately.

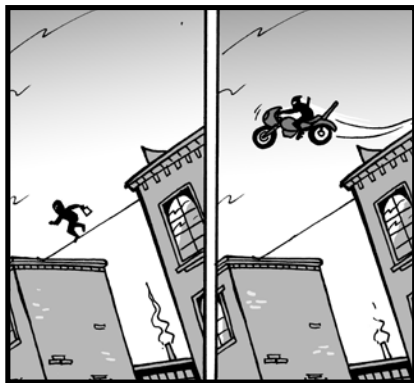
Example: *If the PCs are trying to climb an Average [7] Difficulty wall and it begins to rain, a Downshift to each of their relevant Qualities makes sense. But if it's raining when they begin, make the wall Good [9] Difficulty.*

Note: Downshifts below Poor Rank mean automatic failure.

ACTING VS. BEING

In a game where everyone is a ninja, it can be hard to distinguish between "Acting Ninja" and just "being a ninja." Actions that use the Ninja Quality should not get Upshifts; they are expected of any ninja. Actions related to other Qualities can and should draw Upshifts if the action is truly ninja-like in complexity and coolness.

Example: *Time running out, Toshiro (a Driver) says he's going to take a corner at full tilt, doing a four-wheel glide to maintain speed. The Dispatcher gives him an Upshift on the attempt.*



Being Ninja vs Acting Ninja

DAMAGE

Damage (physical, mental, emotional, or social) is the loss of capability. As a character takes damage, he is less likely to be able to perform at peak efficiency. This is shown by a temporary Downshift applied to the character's listed Qualities, called either a Failure Rank or a Wound Rank, depending on the conflict.

In mental, social, and some physical conflicts—a chess match, witty repartee, a race—loss of capability is temporary, and is represented by Failure Ranks. In many physical conflicts (and some physical situations), loss of capability is enduring and involves Wound Ranks—examples include combat, running through fire, or falling off of a wall. The key difference is that Failure can't kill; Damage can. If someone breaks a heart, it's Failure; if he breaks an arm, it's Damage.



DISHING IT OUT

In a successful attack, the difference between the attacking and defending rolls determines how many Failure or Wound Ranks are done to the defender. If the attacker has any Upshifts or Downshifts on their successful attack, that shift will carry through to damage resolution. If the roll results are tied, both characters take a Downshift.

Note: Qualities that are Upshifted above Master Rank provide an additional Rank of Damage to be applied.

Example: On Kenshiro's action, the difference between his roll and Salty Dave's was 2, so he does 2 Wound Ranks. The Pirate chooses to reduce his Good [+2] Accountant and Good [+2] Climbing Rigging Qualities, placing them both temporarily at Average [0] Rank.

On Salty Dave's action, he did 5 Wound Ranks. Kenshiro chooses to drop his Good [+2] Chef to Poor [-2] Chef (2 Wound Ranks) and his Good [+2] Clambering to Poor [-2] Clambering (2 more Wound Ranks). This leaves one more Wound Rank to be accounted for, so Kenshiro is drops his Expert [+4] Sumo Wrestling to Good [+2] Sumo Wrestling.

KNOCKOUT

When one of a PC's Qualities drops below Poor, she is out of the Scene—she's flubbed her seduction, been KO'd or killed, etc. The Dispatcher describes how and why, and lets the player know if/when they can return.

Example: Kenshiro did 2 Wound Ranks to Salty Dave, and Salty Dave slammed him for 5 Wound Ranks. If Salty Dave had used a chocolate bar in his action, Kenshiro's Weakness of Poor [-2] Chocoholic would mean that Salty Dave did 7 Wound Ranks instead of just 5. He would have to drop his Good [+2] Sumo Wrestling by two more Wound Ranks, to Poor [-2] Sumo Wrestling. At this point, all his Qualities would be at [-2] Poor, and one more Wound Rank would be a KO.

OUT FOR BLOOD?

For physical conflicts, the default assumption is that one can only be killed once he is KO'd or otherwise helpless. This requires no roll, check, or action—simply a statement on the attacker's next turn that he wishes to kill the victim. Dispatchers should feel free to change this rule if they desire. Perhaps ninja choose “bruising” damage (Failure Ranks) or “killing” damage (Wound Ranks) at the beginning of a conflict situation.

RECOVERING FROM DAMAGE

Once a **Scene** ends, all injured characters will begin to recover lost Ranks. How many they each get back depends upon whether they were in momentary danger or are still in continuing danger.

Momentary Danger. If nothing else is going on, and a ninja is safe, relaxed, and lacking time constraints. Examples of momentary danger might include a seduction attempt or car chase (though Environmental Damage could happen...). At the end of the Scene, all Failure or Wound Ranks are removed, restoring Qualities to normal levels.

Continuing Danger. Danger is continuing if the conflict happened in a risky, stressful, or under deadline situation. An example of continuing danger would be playing poker in a seedy dive bar with three Mafiosi, or most Ninja Burger deliveries where the clock is still running. Characters recover 1d6 lost Ranks of Quality for free at the end of the conflict Scene. The player selects which Ranks are restored. However, the character will not recover any more Ranks until the Dispatcher tells him.

SURVIVALISM

Ninja are hard to kill—sometimes. At any point, a player can spend a Survival Point to negate the effects of death or KO on his ninja, bringing the character back to full health.

CONFLICT ABSTRACTION

In any conflict, some Qualities can be thought of as useful for either “attack,” “defense,” or “absorption.”

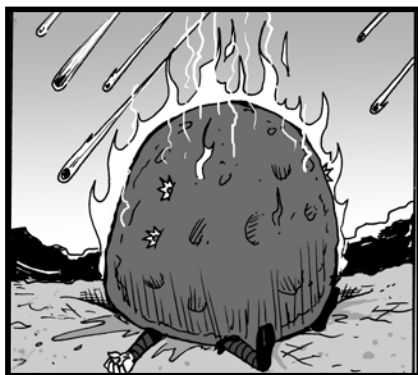
Let's say a character has Good [+2] Kung Fu, Debating, and Accountant. In combat (physical), the character will probably opt to keep Kung Fu at Good [+2], and apply Wound Ranks to Debating and Accountant. In an argument (social), the character will want to keep Debating high for as long as possible, and take Failure Ranks on Kung Fu and Accountant first. If being audited by the IRS (could be mental, social, or even professional, depending on how the Dispatcher spins it), the character would protect Accountant, try to keep Debating at Good [+2] as long as he could, and sacrifice Kung Fu.

This abstraction of Failure and Wound Ranks isn't meant to be a one-to-one relationship (“Hey, why does getting punched lower my Florist Quality?”), but amusing justifications can be made up anyway (“Your black eye makes it hard to trim bonsai...”).

ENVIRONMENTAL DAMAGE

Environmental damage from falling, burning, drowning, etc. works by comparing the Target Number of the task vs. the total of the character's failed roll. The difference between roll and Target Number is the Wound Ranks taken.

Example: Trying to climb a Good [9] Difficulty wall, Toshiro rolls 3 and a 5, for a total of 8. This is below the Target Number, so Toshiro falls, and takes 1 Wound Rank.



TIME AND SPACE

TIME IN CONFLICT

Scenes start with Initiative and end with someone losing, winning, surrendering, or leaving the situation. Each character takes a **turn** or **action**. If **Turn** is capitalized, it generally means the set of all characters' actions.

Others **react** during a character's turn—replying or defending—but reactions can only be in response to actions of the character whose turn it currently is. She cannot initiate actions until her turn.

RANGE IN CONFLICT

In general, Dispatchers can be really flexible with distance in a PDQ game. Ranges are either Near (can punch it), Middling (can run up and punch it), Far (can throw or shoot at it), or Too Far (out of range).

If one really wants to connect numbers to this, Near would be any distance up to a yard, Middling would be between 1 and 3 yards, Far would be between 3 and 60 yards, and Too Far is anything over 60 yards.

MOVEMENT IN CONFLICT

While PDQ tends to leave movement rates for characters abstract and up to the discretion of the Dispatcher (like by requiring a character to make a roll using a speed or movement Quality vs. a reasonable Difficulty Rank), some folks like a concrete movement rate.

So here it is: characters have a movement rate equal to 2 yards plus twice the sum of all involved Qualities per turn. Half of this (i.e., the sum of their Qualities being used) is taken on their action of their Turn, and the other half is taken during their reactions.

This means that a Good [+2] Robot with Qualities of Expert [+4] Hover-Jets and Good [+2] Fast would have a movement rate of 10 yards per Turn (base 2, +2+4+2); it can move up to 5 yards on its action and 5 yards on its reactions.

CONFLICT STRATEGIES

There are three strategies a character can use in conflicts, depending upon if he wants to specifically concentrate on attack or defense, or cooperate with other team members. If a PC (or an entire team) wishes to utilize these strategies, she must announce it at the beginning of her turn. They cannot be used on the same turn.

Flip Out. The attacker flips out, making strong attacks (physical, mental, or social) without any heed to defense. A Flip Out grants an Upshift for the attack (and damage) and a Downshift on all defensive reactions and other non-conflict-related actions until next turn.

Play It Cagely. The defender opts for safety by not taking any chances, holding back in the conflict. Playing It Cagely grants an Upshift for all defensive reactions and a Downshift on all the character's non-conflict-related actions until their next turn; unfortunately, Playing It Cagely means that the character's next attack action will suffer from this Downshift.

Go Team! The entire ninja team (at least three ninja) channels their energy and power through one chosen member, and decides whether to Flip Out or Play It Cagely en masse. The chosen ninja then attacks or defends normally, but he receives one Upshift on the attack (if Flipping Out) or defense (if Playing It Cagely) for each ninja who is pitching in. All ninja in the team must agree to join in or this doesn't work, and all ninja other than the chosen one lose their actions for the turn. No Downshifts are suffered.

Example: *A team of four ninja is facing off against a Super Cyborg Samurai who they can't beat alone. They declare that the next turn they will Go Team! They choose Sanjuro to lead the attack with his Good [+2] Katana Quality. Since there are three additional ninja pitching in, Sanjuro receives three Upshifts, taking him from 2d6+2 up to 3d6+6 for the attack.*

MULTIPLE TARGETS

A character can take on multiple targets simultaneously in a single action. For each additional target selected, apply a Downshift to the Quality Rank.

Example: *Kenshiro (Expert [+4] Sumo Wrestling) is fighting two Pirate Bikers. If he tries to take them both on, he'll only be at an effective Rank of Good [+2] for his attacks on each. If there were 3 Pirate Bikers, he'd have an effective Rank of Average [0]; if 4, Poor [-2]. If there were 5 Pirate Bikers, he'd automatically fail all five attacks, since his split Rank would bottom out.*

But Kenshiro has Good [+2] Chef. If the melee took place in a kitchen, Ken could add his culinary know-how (grabbing cleavers, throwing pots, creative use of the Fryolator, etc.). This would allow Kenshiro to take on 2 Pirates at Expert [+4], 3 Pirates at Good [+2], 4 Pirates at Average [0], 5 Pirates at Poor [-2], and auto-fail only when facing 6 Pirates in the kitchen at once.

MULTIPLE QUALITIES

If the Dispatcher says that more than one Quality can be used on a task, combine Modifiers for the relevant Qualities. (If a player spent one of his choices in character generation on buying something under their penumbra as a separate Quality—for example, taking Katana on top of already having Ninja—this is where he reaps benefits.) Furthermore, this case includes not just the Qualities of a single character, but also if multiple characters team-up—as with Go Team! on the previous page. If multiple characters are joining forces, only one of them needs to roll, and that's the character with the higher Initiative.

Example: *Sakamura sees some Pirates attacking Kenshiro. He decides to join the fray, and grabs a decorative garland to swing down Errol Flynn-like while slicing with his katana. Sakamura can combine his Good [+2] Katana and Good [+2] Swinging Qualities (as well as his Average [0] Ninja Quality) in his attack on one of the Pirates. He'll be rolling $2d6+2+2+0$, or $2d6+4$.*

ABSTRACTING FURTHER

You could streamline conflict situations further by treating them as complicated situations. That is, instead of having characters roll using their Qualities against each other to determine success, simply treat their Quality Rank as a Difficulty Rank. Then, the attacker uses the Target Number of that Difficulty Rank to roll against for success; as with Environmental Damage, the difference between roll result and Target Number gives the Wound Rank. No fuss, no muss (especially for faceless henchmen, if your PDQ game is in the cinematic idiom).

Example: *Sakamura has infiltrated the headquarters of the evil upstart pizza delivery chain, Ninja Hut. His path is blocked by a Henchman Ninja (Average [0] Henchman). Sakamura rolls his Good [+2] Kendo Quality against the henchman's Target Number of 7. He rolls a 3 and a 6, plus 2 from Good [+2] Katana, giving him a total of 11: Eleven easily beats 7, so Sakamura slices the henchman's head right off, causing it to fly into the pizza oven.*



EMPLOYEE APPLICATION

Name: _____

Job Title: _____

Qualities: Average [+0] Ninja (Genin) _____

Background: _____

Element: _____ Clan: _____

Juhakkei: (Things you can do as a ninja):

- **Taijutsu**—Unarmed combat
- **Kendo**—Swordsmanship
- **Bojutsu**—Staff/club fighting
- **Shurikenjutsu**—Shuriken use
- **Kusarigama**—Sickle and chain
- **Yari**—Spear fighting
- **Naginata**—Halberd/axe fighting
- **Bajutsu**—Horsemanship/Riding
- **Suiren**—Swimming techniques
- **Kayakujutsu**—Gunpowder
- **Bo Ryaku**—Strategies
- **Choho**—Espionage
- **Shinobi Iri**—Infiltration/Stealth
- **Intonjutsu**—Lying low/Hiding
- **Hensojutsu**—Disguise
- **Tenmon**—Meteorology
- **Chimon**—Geography
- **Seishin Teki Kyoyo**—Spirituality
- **Kyojitsu Tenkan Ho**—Philosophy
- **Makudonarudo**—Fast food

Employee Photo

EQUIPMENT LIST

MELEE WEAPONS

Ashiko/Shuko—Spiked claws for feet/hands. \$50
Bo Staff—A 6' long hollow hardwood staff. \$100
Bokken—Wooden longsword. \$50
Kakute—Sharpened rings. Can be poisoned. \$100
Kama—Curved blade on a foot-long handle. \$125
Katana—Long single-edged sword. \$250
Kusari-gama—Kama on the end of a long chain. \$150
Manriki-gusari—Chain weighted at the ends. \$125
Naginata—Long staff with a blade on one end. \$350
Nekode—Steel claws fitted over the hands. \$125
Nunchaku—Two handles connected by a chain. \$75
Sheath—For any edged weapon. \$25
Tanto—Chisel-tipped knife. \$50
Tessen—Iron folding fan with sharp edges. \$100
Tetsubishi—Caltrops. \$5 each
Tonfa—That club that police carry. \$125
Wakizashi—Short single-edged sword. \$200

RANGED WEAPONS

Ammunition—A single arrow, bolt, or dart. \$1 each
Bandolier—Chest strap that holds 10 shuriken. \$10
Bow—A compound bow. Arrows extra. \$150
Blowgun—A hollow bamboo tube. Darts extra. \$50
Crossbow—A small crossbow. Bolts extra. \$250
Quiver—Holds up to 100 arrows, bolts, or darts. \$25
Shuriken—Throwing stars and spikes. \$10 each

INFILTRATION & DISTRACTION

Costume—Uniform or other clothing (no mask). \$100
Fake ID—You are now Jebediah Gonzalez. \$500
Flashpowder—A nice little distraction. \$25
Grenade—Flashbang, not Bangouch. \$100
Kaginawa—Grappling hook with 15' rope. \$75
Lockpicks—For breaking and entering. \$300
Lockpicks, Electronic—For electronic locks. \$500
Mask, Latex—Look like someone else. \$150
Makeup—Blush, concealer, etc. \$75
Metsubishi—Eggshell full of blinding powder. \$15
Smoke bomb—Fills a room with smoke. \$50

PORTABLE COOKING GEAR

O.M.G.—Oscillating Micro-Grill. \$250
Ingredients—Burger meat, potatoes, etc. \$5 each
Spatula—For flipping burgers or fighting. \$25
S.T.F.U.—Supplemental Thermo-Fry Unit. \$200

ELECTRONICS & SURVEILLANCE

Binoculars—See things that are far away. \$150
Bug—Eavesdrop on conversations. \$175
Cellphone—Cloned and anonymous. \$250
Geiger Counter—Detect radiation. \$500
G.P.S. Tracker—Follow people from afar. \$275
Laptop—Linux, Mac, or Windows, you choose. \$1,500
Night Vision Goggles—See in the dark, sort of. \$500
P.D.A.—Personal Digital Assistant. \$500

MISCELLANEOUS TOOLS

Door Jam—Jam a door open, or shut. \$10
Duct Tape—For taping everything (except ducts). \$10
First Aid Kit—For patching people up. \$75
Flashlight—Illuminate dark places. \$50
Guitar—For wailing. \$250
Hand Tool—Hammer, saw, screwdriver, etc. \$15
Inflatable Raft—1' inflatable cube becomes raft. \$150
Power Tool—Power saw, power drill, etc. \$100
Rope—For climbing or tying things. \$1 per foot.

VEHICLES

Bicycle—Pedal-powered locomotion. \$200
Bus Fare—Man, that guy smells! \$2 per jinja
Cab Fare—Hang on. 1d6 x \$10 (Random every time)
Compact Car—Good gas mileage. Holds 4. \$7,500
Hang Glider—Fly like a bird. Holds 1. \$500
Helicopter—Unmarked helicopter. Holds 4. \$50,000
Limousine—Travel in style. Holds 10. \$25,000
Moped—Not fashionable, but economical. \$500
Motorcycle—Sleek, black, and oh so fast. \$4,000
Pickup Truck—Utilitarian styling. Holds 6. \$15,000
Rental—Any vehicle can be rented. 1% cost per day
S.C.U.B.A.—For breathing under water. \$500
Skateboard—Grind some ollies and stuff. \$100
Skijet—Personal watercraft. \$1,000
Speedboat—Skip across the water. Holds 6. \$20,000
Sports Car—Speed, speed, speed. Holds 3. \$35,000
Submarine—We all live in... Holds 10. \$100,000
Surfboard—Surf's up, dude. Holds 1. \$500
SUV—Built tough and sturdy. Holds 5. \$30,000
Van—The standard in delivery. Holds 6. \$10,000



CONFLICT EXAMPLE

Two recruits get into a fight—Toshiro (Good [+2] Using Sharp Things) and Sanjuro (Good [+2] Dirty Fighter). Since they are in a kitchen, Toshiro has an edge, since he also adds in his Good [+2] Chef Quality, making his total fighting-relevant Quality Ranks higher than Toshiro's.

Sanjuro: "You insult my burger? You die! You die now! I skewer you with very big chef's knife!"

Toshiro: "Aiyi cook's gone insane! I'll try to duck under the Fryolater."

Sanjuro (rolls 2d6+4; he rolls a 3 and a 1 for a total of 8): "Eight!"

Toshiro (rolls 2d6+2; he rolls a 4 and a 5 for a total of 11): "Eleven! Ha!"

Dispatcher: "Toshiro hits the deck, and Sanjuro misses. Toshiro's turn."

Toshiro: "I kick his meatballs!"

Sanjuro: "Ooooooh, not honorable. Why go for the low-blow?"

Toshiro: "My Quality is Dirty Fighter, sport. I got no honor."

Sanjuro: "Well, I'll parry his kick away from my groin with a cleaver."

Toshiro (rolls 2d6+2, he rolls a 4 and a 5 for a total of 11): "This one goes to eleven! Heh!"

Sanjuro (rolls 2d6+4; he rolls a 6 and a 3 for a total of 13): "Thirteen. Guess it's not your lucky day!"

Dispatcher: "Sanjuro swats Toshiro's kick aside with a heavy cleaver."

Sanjuro: "Grandfather say, 'Can't take heat, go into cellar and cool off.'"

Toshiro: "That's not how it goes. Your Grandfather got it wrong."

Sanjuro: "Now you insult my ancestors? Prepare to die!" (to Dispatcher) "I'm gonna grab his tabi-booted foot, flip him onto the table, and stuff his toes into the meat grinder."

Toshiro: "Hey, that's more than one action!" (looks at Dispatcher)

Sanjuro: "Nope, it's Acting Ninja."

Dispatcher: "Yeah, that's pretty ninja. Sanjuro gets an Upshift."

Toshiro: "This is gonna hurt."

Dispatcher: "What's your reaction going to be?"

Toshiro: "I'm gonna Play It Cagey."

Dispatcher: "That'll screw up your next attack..."

Toshiro: "Nah, it's not worth it. I need to tag this guy a couple times, and I'll need all the bonuses I can get. I won't Play it Cagey."

Dispatcher: "Alright, Sanjuro's rolling against an effective Master [+6] Using Sharp Things for this attack, or 2d6+6. Go for it."

Sanjuro (rolls 2d6+6; he rolls two 5s for a total of 16): "Sweet sixteen, baby!"

Toshiro (rolls 2d6+2; he rolls a 2 and a 4 for a total of 8): "Dammit. No go."

Dispatcher (calculating, 16 minus 8 is a total of 8): "Sanjuro drops Toshiro on the table and stuffs his foot in the meat grinder, which does 8 Wound Ranks."

Sanjuro: "Take that, little buddy. Should've Played It Cagey."

Toshiro: "Well, I could drop all my Goods to Averages, that's 3 Wound Ranks. Drop them all to Poors, that's another 3. Two more... okay, I drop my Average Ninja to Poor. That leaves one Wound Rank, and everything I got is at Poor now. Crap. I'll take it on Dirty Fighter and bottom out. I'm unconscious."

Dispatcher (to Toshiro): "After a couple seconds, you come around. You're in continuing danger since Sanjuro can cleave you. Roll 1d6 for Damage Recovery."

Toshiro (rolls 1d6; he rolls a 4): "Four Ranks back... Hmm, I'll put Dirty Fighter back to Good, that's 1 to hit Poor and 2 more to get to Good, total of 3. Ninja back to Average, that's 1. That should do it."

Sanjuro: "Apologize or die!"

Toshiro: "I'd rather die!"

Dispatcher: "Might I remind both of you that you now have only 10 minutes left to deliver those burgers? Better get moving or you're BOTH dead!"

THE DISPATCHER

"You guys must be studying the abridged book of ninja fighting."—TMNT

This section of the rules is intended for Dispatchers, those who intend to run *Ninja Burger* (in addition to playing as a character). However, there's nothing your players could read here that could *possibly* spoil the game, because you have something they can't get their dirty little fingers on—improvisation.

DISPATCHER VS. GM

The Dispatcher is the person who tells the players what they see, hear, etc. as they go about their delivery. He gives them deliveries, punishes them for dishonor, and wraps things up at the end by giving everyone any salary and Survival Points they may have earned. In this respect, he's the same as a Game Master in any other game.

In the game world, the Dispatcher is "Dispatch," the guy at the other end of the two-way satellite radio link that connects *Ninja Burger* with a delivery team. Out-of-game, he may be omniscient, but in the game he can only tell players what might reasonably be seen or heard by the other characters, using any number of surveillance devices to "follow the action" and "report to the team" what they see.

The basic assumption is that you (as the Dispatcher) can see and hear anything that any *Ninja Burger* character can see or hear, as well as anything within sight or earshot of any *Ninja Burger* vehicle. However, this is *Ninja Burger* after all—you don't need to tell them where you are; they already know—and so your potential reach extends further. Consider GPS devices, ATMs, store cameras, surveillance cameras, helicopters, cell phones, radar guns... If it's electronic, chances are *Ninja Burger* can tap into it:

"The mic in your lapel is picking up a hum, maybe a machine. Let me see... I tapped into a camera on the other side. Looks like we got a laser grid. I'm pulling down schematics now, and I'll have 'em in a sec."



WE, NOT YOU

One way to cement the concept of Dispatcher is to use the words "We" or "I" when possible, instead of "You." Doing so consistently will convey the idea that the in-game "You" is right there with the other characters, even if it's only as a little voice in their heads. And keep in mind you're a radio Dispatcher—talk like one, and sprinkle your words with slang and military lingo.

DEUS EX MACHINA

As the Dispatcher—a ninja with hook-ups to all sorts of technology—you have the ability to manipulate things in the world to assist the team: twiddle an electronic lock, call an elevator at the right moment, make a phone ring as a distraction, etc. Done properly, it will help the players feel that you are there alongside them.

You should put these checks up to dice rolls, with failure as a possibility. Part of the fun is surprising yourself along with all the other players. Nothing is as fun as when it all goes to Hell.



TICK TICK TICK

The Ninja Burger setting places a great deal of importance on the clock. Ninja must deliver within 30 minutes, so every single action they take—driving down the street, waiting for an elevator, etc.—impacts their overall mission.

One way to handle time is to assume that every action a player describes has a specific amount of time attached to it: driving ten city blocks might take one minute (assuming there are no lights or stop signs), and taunting an enemy might take 30 seconds. This can build suspense as everyone watches the seconds tick off on a sheet of paper (provided the Dispatcher keeps good track), and the players appreciate the impact of every one of their actions. Nothing is more disappointing than missing a deadline six times in a row because someone forgot to add in the three minutes it took to park the car.

Another option is to use Relativity, in which actions take variable amounts of time as befits the situation at hand. With this option, there's no keeping track of each second gone by, so nobody has to worry about the clock too much on the way to the delivery. But when it gets close to the end, actions become relatively more important, and the Dispatcher reminds everyone of the deadline by carving off a chunk of time—1d6 minutes, perhaps.

NIGHT AT THE IMPROV

While Dispatchers are encouraged to plan out detailed deliveries for characters to complete, it's also easy to improvise. After all, when you strip out the police, guards, dogs, pirates, samurai, robots, laser-guided monkeys, and all that nonsense, every delivery mission is pretty much the same thing. *Deliver Food to Customer*. There's no carrying a magical ring to a volcano, no stopping the Nazis from resurrecting Zombie Cyborg Hitler, no thwarting attempts by the vast right- (or left-) wing conspiracy to smear your candidate.

Of course, all those things will no doubt be intruding into the course of each night's deliveries at some point or another, and if you like, that's where you can feel free to let your imagination run wild. Or, if you're not in the mood for thinking, you can let your dice run wild, using the charts on the pages that follow to help you design your deliveries. Allowing fate to dictate the events that unfold has at least two obvious benefits: first, it takes some of the design burden off your plate, which is a big help when you're running a short playing session in between longer games; secondly, it makes it more interesting for you, as Dispatcher, to insert yourself into the story when you're as surprised by unfolding events as the players are.

You might also consider letting some of your in-game description rely on dice rolls, using either your character's Dispatcher Quality or applicable Qualities from the other characters on the team. In this way, you can maintain a sense of fun and randomness while still retaining control over the action; you, the Dispatcher, know what will happen, but you, the Dispatcher *character*, never knows what the characters are going to see until it's right on top of them. This can be used for an excellent advantage to surprise, trick, or confuse players through misinformation.

DELIVERY DESIGN

The following randomizer will help you create custom deliveries on the fly. For a quick delivery, roll 2d6 and find the line with that result. For a more customized delivery, roll 2d6 for each column (four times) and combine the results. “When” only describes how long the ninja have to complete the delivery; it has nothing to do with how long it will *actually* take to get there.

D1	D2	Who	What	Where	When
1	1	Celebrity	Small Cola	Restaurant	20 Minutes
1	2	Tourist	Double Ninja Burger	Hotel Room	30 Minutes
1	3	Driver	Samurai Chicken Sandwich	Bank	6 Minutes
1	4	Accountant	Ninja Burger	Office Building	29 Minutes
1	5	Politician	2 Double Ninja Burgers	Courtroom	25 Minutes
1	6	Programmer	2 Junior Ninja Burgers	Apartment	30 Minutes
2	1	Policeman	2 Ninja Burgers	Crime Scene	9 Minutes
2	2	Engineer	2 Samurai Chicken Sandwiches	Parking Garage	10 Minutes
2	3	Housekeeper	Large Cola	Large House	30 Minutes
2	4	Hit Man	Onion Death Blossom	Alley	11 Minutes
2	5	Lawyer	2 Combo #2s	Studio	20 Minutes
2	6	Policeman	2 Samurai Chicken Sandwiches	Crime Scene	12 Minutes
3	1	Dancer	3 Junior Ninja Burgers	On Stage	30 Minutes
3	2	Musician	French Fries of Our Ancestors	Back Stage	27 Minutes
3	3	Housekeeper	Large Cola	Large House	22 Minutes
3	4	Doctor	2 Onion Death Blossoms	Hospital	13 Minutes
3	5	Parent	2 Ninja Little Human Meals	Small House	20 Minutes
3	6	Salesman	2 Small Colas	Dive Bar	14 Minutes
4	1	Fireman	Combo #2	In Moving Vehicle	20 Minutes
4	2	Priest/Clergy	French Fries of Our Ancestors	Church	15 Minutes
4	3	Biker	Extra Napkins	Street Corner	8 Minutes
4	4	Hiker	Junior Ninja Burger	Under a Bridge	21 Minutes
4	5	Artist	3 Samurai Chicken Sandwiches	Laboratory	16 Minutes
4	6	Judge	2 Combo #1s	On a Bus	17 Minutes
5	1	Editor	3 Double Ninja Burgers	Large Apartment	30 Minutes
5	2	Writer	Combo #1	Apartment	7 Minutes
5	3	Jogger	French Fries of Our Ancestors	Park	18 Minutes
5	4	Manager	3 Combo #1s	Beach	28 Minutes
5	5	Technician	3 Combo #2s	Secure Building	19 Minutes
5	6	Reporter	3 Ninja Burgers	Shopping Plaza	26 Minutes
6	1	Competitor	Extra Straws	Shopping Mall	20 Minutes
6	2	Teacher	3 Ninja Little Human Meals	Library	24 Minutes
6	3	Clown	Ninja Little Human Meal	Shack	20 Minutes
6	4	Chef	3 Small Colas	Bus Stop	5 Minutes
6	5	Hacker	3 Onion Death Blossoms	Small Apartment	23 Minutes
6	6	Athlete	3 Large Colas	Sports Arena	30 Minutes

Example 1 – Quick: Dispatch rolls 2d6, getting a (5,3) and generating the following: A Jogger has ordered French Fries of Our Ancestors, to be delivered to a Park in 18 Minutes. This is a fairly straightforward delivery, although finding a moving jogger inside a large park will be a challenge.

Example 2 – Detailed: Dispatch rolls 2d6 four times, generating: A Policeman (2,1) has ordered 2 Combo #2s (2,5) to an Office Building (1,4) in 28 Minutes (5,4). Dispatch says the delivery is to two cops on a stakeout. He rolls 2d6 and multiplies the result (3,6) to put the delivery on the 18th floor.

WHEN ANIMALS ATTACK COPS

If everything went smoothly all the time, the world wouldn't need Ninja Burger. It's pretty much guaranteed that something is going to go wrong during a delivery. For a quick obstacle, simply roll 2d6 and find the line with that result. For a slightly more customized obstacle, roll 2d6 twice and combine the results. Dice can also be used to determine the amount of time the ninja are delayed by the event.

D1	D2	Obstacle (D1 = delay in minutes)	Complication (D1+D2 = delay in minutes)
1	1	A news crew is filming a story. Lots of cameras.	A crew is filming a story about Ninja Burger. They see you.
1	2	There's a bus in your way, moving very slowly.	There's a school bus in front of you, full of kids.
1	3	Heavy fog is rolling in from the ocean.	Your fog lights/night goggles break; streetlights are out.
1	4	Kids in the street are taking their time moving.	A child's parent comes out of a house to scold you.
1	5	Dog attack. Dogs eat meat. Ninja are made of it.	The angry dog that attacks you is foaming at the mouth.
1	6	An eclipse. Could it foreshadow some event?	Amateur astronomers fill the area to stare at the sky.
2	1	A scuffle breaks out between 2d6 individuals.	A scuffle erupts into a riot as 2d6x10 people get into it.
2	2	Utility crews have closed off the street.	You spot an enemy in disguise. What could they be up to?
2	3	Rain starts to fall, making everything a bit slick.	Heavy rain starts to fall, obscuring vision and activity.
2	4	A ball from a sports field flies out and hits you.	Fans in search of autographs swarm around you.
2	5	Enemy ninja spot you and rush in to attack.	A Ninja Burger team mistakes you for enemy and attacks.
2	6	A construction crane drops a heavy I-beam.	Screams! Someone is pinned beneath a fallen object.
3	1	A politician is doing a meet and greet.	Your customer is on camera, talking to someone.
3	2	Road construction has traffic all snarled up.	Police officers direct traffic. They eye you suspiciously.
3	3	A heat wave has struck, and you're all in black.	The air-conditioning is broken, making life uncomfortable.
3	4	A game is about to start. Crowds fill the area.	Someone has fireworks. Sparklers, smoke bombs, etc.
3	5	A robot gone haywire starts to attack everything.	An innocent customer is threatened. Save them!
3	6	Alarms go off as robbers rush out of a bank.	Masked men fire guns as a battle erupts in front of you.
4	1	A new business opening has drawn crowds.	Someone recognizes you and tries to say hello.
4	2	A neighborhood street fair is being held.	A street fair includes food served by a competitor.
4	3	Strong winds rock vehicles and down tree limbs.	Power lines are down. Lights go out, live wires sizzle.
4	4	A sports star is holding a press conference.	A reporter sees you and asks you to comment on camera.
4	5	The man who killed your ancestor has found you.	Someone you least expect reveals they are a relative.
4	6	A manhole blows into the air in a gout of flame.	The odor of gas is strong. An explosion looms near.
5	1	A building is on fire! Smoke, fire trucks, crowds.	The delivery location is on fire; your customer is in there!
5	2	Protestors fill the area, chanting and waving.	Police have closed off the area and are arresting people.
5	3	A wave/hydrant/water main has flooded the area.	Children are playing in the area.
5	4	A game lets out of a stadium; crowds fill the area.	Rowdy fans are rocking vehicles, throwing bottles, etc.
5	5	A competitor spots you and rushes in to attack.	A police car notices you and flips on the lights and siren.
5	6	Two men in black start asking you questions.	A black van pulls up and 2d6 men in black surround you.
6	1	A national politician is holding a public meeting.	A politician makes a speech about crime by ninjas.
6	2	A tractor-trailer has jackknifed, spilling cargo.	A crashed truck catches fire and threatens to explode.
6	3	A freak thunderstorm hits the area.	A freak hailstorm breaks glass, etc.
6	4	A marathon is being run. Streets are closed.	Costumed marathon runners think you're part of the race.
6	5	Police pull you over for speeding/loitering.	Police try to search/pat you down for acting suspiciously.
6	6	An earthquake hits. Traffic stops, buildings sway.	A major earthquake! Windows break, buildings fall down.

Example 1—Quick: Dispatch rolls 2d6, getting a (3,5)—an Enemy obstacle that causes a delay of 3 minutes. A robot has gone haywire and begins to attack everything. If a complication is added, the robot attacks a bystander, and Ninja Burger must save them; the delay increases to 8 minutes (3 + 5).

Example 2—Detailed: Dispatch rolls 2d6 twice for a Weather (4,3) obstacle and Enemy (6,5) complication. Strong winds rock the delivery van and make travel difficult as tree limbs fall for a delay of 4 minutes. Police notice the van swerving, and the van is pulled over—an additional 5 minute delay.

SUPER-SIZED BAD GUYS

It's not easy being a ninja. Half the world thinks you're an assassin; the other half thinks less of you. Nobody trusts you, nobody likes you, and there's nothing you can do about it since technically you don't exist. Sucks. No wonder that Ninja Burger has managed to run up a long list of enemies. Some of them will try to arrest or detain you, and others will just try to kill you—no questions asked.

All bad guys come in one of five sizes: Child-Sized, Small, Medium, Large, and Super-Size. Each type has five bits of info: First, the number that appear in a group; second, functions that type might fill; third, the Rank their defining Quality has; fourth, the total Quality Ranks they possess; fifth, a sample Rank breakdown.

Type	# In Group	Possible Functions	Key Quality	Total Ranks	Possible Breakdown
Child	1d6	Pet, Sidekick, Evil Son	-2	2	1 Poor [-2], 1 Good [+2]
Small	2d6	Mall Guard, Rookie Cop, Henchman	0	4	1 Poor [-2], 1 Average [+0], 2 Good [+2]
Medium	1d6-3	Sergeant, Alpha Dog, Trooper	2	6	1 Poor [-2], 1 Good [+2], 1 Expert [+4]
Large	1d6-4	Number 2 Man, Enforcer, Assassin	4	8	1 Poor [-2], 2 Good [+2], 1 Expert [+4]
Super	1	Evil genius, CEO, Mayor, Governorator	6	10	1 Poor [-2], 1 Expert [+4], 1 Master [+6]

Enemy Ninja—It has been said that only a ninja can kill a ninja. As many ex-Ninja Burger employees have proven, this is not at all the case. However, that doesn't change the fact that one of the deadliest foes a ninja can face is another ninja. After all, he has all the skills and knowledge that you do. Think about everything you can do as a ninja. Now imagine someone else doing all that to you. Scary, eh?

Ninja might be hired by a corporation that hates Ninja Burger. They might be members of the ancient Ninja Clan that killed your best friend's brother's second cousin. They might be working for an evil mastermind who wants to rule the world. Or they might just hate that you work for a fast food chain (something they see as dishonorable). But it's all moot—ninja don't need a reason to kill you! They'll swoop down when it's convenient for them and start stabbing. Be wary, Ninja Burger employees!



*NINJA INVERSE SQUARE RULE

Every time a group of enemy ninja doubles in size, they get more inept, and the PCs get an Upshift against them. Two ninja give a +2 modifier; four ninja give +4; eight give +6; etc. This does NOT apply to the Ninja Burger team, who train to work as a team.

Type	Enemy Ninja
Child	Poor [-2] Ninja, Good [+2] Enraging Foes With Cryptic Insults
Small	Poor [-2] Fighting in Large Groups*, Average [+0] Ninja, Good [+2] Shuriken Use, Poor [-2] or Good [+2] Flipping Out
Med.	Poor [-2] Temper, Good [+2] Ninja, Expert [+4] Use Furniture/Props To Impede Enemies As He Escapes At The Last Minute
Large	Poor [-2] Following Orders, Good [+2] Demolitions, Good [+2] Dig Up Dirt on Player Characters, Expert [+4] Ninja
Super	Poor [-2] Overconfidence, Expert [+4] Helicopter Pilot, Master [+6] Ninja



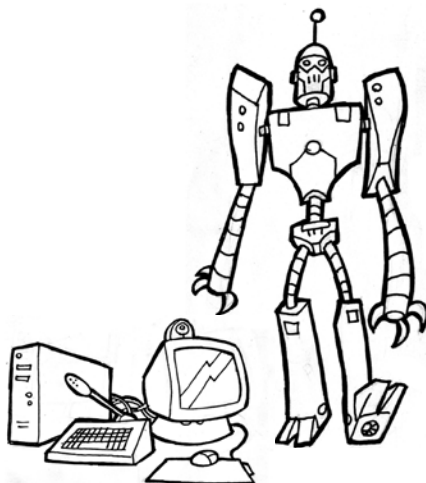
Evil Primates—Not only are they friends with pirates, but monkeys and other primates can do some things ninja can do—climbing, throwing, sneaking, etc.—and they’re cute! You might find monkeys at the zoo, in an pet shop, or on the shoulder of a bad guy. Imagine a world where Koko the Gorilla signs “Kitty Apple Koko Want Job Now” and the President signs a Simian Employment Act into law. Everyone has always said of some jobs that “a monkey could do it,” and now they’re going to show the world it’s true! Orangutan mail delivery, monkey cashiers, gorilla bodyguards... the only limit is how silly you get.

Type	Evil Primates
Child	Poor [-2] Monkey, Good [+2] Throwing Feces
Small	Poor [-2] Sitting Still, Average [+0] Chimpanzee, Good [+2] Banana Use, Good [+2] Acting Cute
Med.	Poor [-2] Flatulence, Good [+2] Baboon, Expert [+4] Not Getting Back In That Cage
Large	Poor [-2] Temper, Good [+2] Librarian, Good [+2] Brawling, Expert [+4] Orangutan
Super	Poor [-2] Etiquette, Expert [+4] Sign Language, Master [+6] Gorilla

Pets & Companion Animals—Man’s best friend is a ninja’s worst nightmare. Dogs come in all shapes and sizes, from the little yappy rat things to big guard dogs. Any other animal could also turn into a foe—angry cats, talkative parrots, ferrets, snakes, spiders, scorpions, etc.

Computers & Robots—There are already quite a lot of robots around – they’re simply in the sorts of places normal people don’t ever go, like high-security laboratories, secret bunkers, and the like. Unfortunately, these are the sorts of places that ninja are required to go all the time. Of course, depending on the setting, robots might be even more common. Maybe traffic cameras are robots that automatically give tickets. Perhaps there’s an “Automat Fast Food” joint that’s all robotic. Even robot vacuums, robot dogs, or the AI controlling security could go rogue.

Type	Computers & Robots
Child	Poor [-2] Vacuum Cleaner, Good [+2] Scaring Pets and Small Children
Small	Poor [-2] Food Preparation, Average [+0] Automat, Good [+2] Irritating People, Good [+2] Standing Still
Med.	Poor [-2] Chronic Depression, Good [+2] Android, Expert [+4] Brain = Size of the Universe
Large	Poor [-2] Empathy, Good [+2] Governor, Good [+2] Find Sarah Connor, Expert [+4] HK-Robot
Super	Poor [-2] Self-Control, Expert [+4] Opening Pod Bay Doors, Master [+6] Artificial Intelligence



Type	Pets & Animals
Child	Poor [-2] Excuse for a Dog (aka Chihuahua), Good [+2] Yapping
Small	Poor [-2] Digestion, Average [+0] Cat, Good [+2] Scratching, Good [+2] Get Underfoot
Med.	Poor [-2] Can’t Look Up, Good [+2] Guard Dog, Expert [+4] Smelling Things
Large	Poor [-2] Limbless, Good [+2] Snake, Good [+2] Scaring People, Expert [+4] Venomous Bite
Super	Poor [-2] Bumping Into Walls, Expert [+4] Getting Into Trouble, Master [+6] Ferret

Security Personnel—Bouncers, police, security guards, SWAT, or mall rent-a-cops—those who protect other people's things are always a thorn in the side of ninja. Even if you're not doing something illegal, they usually see the mask and sword and assume you are anyway. Of course, delivering does often involve breaking and entering, and technically that is against the law.

Modern Day Warriors—Ninja aren't the only modern warriors around who follow an ancient code of honor. The world is full of monks, samurai, Vikings, Gurkhas, and the like. Some of them are only playing pretend (of course), attending Ren Faires on the weekends or LARPing in the park on Tuesdays, but others take it quite seriously. Whether they're playing out a role in service of a military organization, or working for a rival fast food chain (for more, see "Competition," on page 30), the one thing they share in common is the ability to inflict pain.

Type	Modern Warriors
Child	Poor [-2] Knight, Good [+2] Computer Programmer
Small	Poor [-2] Hygiene, Average [+0] Viking, Good [+2] Pillaging, Good [+2] Sailing
Med.	Poor [-2] Blending Into A Crowd, Good [+2] Samurai, Expert [+4] Get Away With Murder
Large	Poor [-2] English Skills, Good [+2] Death Touch, Good [+2] Zen Aphorisms, Expert [+4] Monk
Super	Poor [-2] Short Stature, Expert [+4] Scaring the Crap Out Of People, Master [+6] Gurkha



Type	Security Personnel
Child	Poor [-2] Rent-a-Cop, Good [+2] Acting More Important Than He Is
Small	Poor [-2] Temper, Average [+0] Security Guard, Good [+2] Brawling, Good [+2] Bowling
Med.	Poor [-2] Preachy, Good [+2] Police Officer, Expert [+4] Overzealous Taser Usage
Large	Poor [-2] Following Orders, Good [+2] Driving, Good [+2] Shenanigans, Expert [+4] Trooper
Super	Poor [-2] Itchy Trigger Finger, Expert [+4] Sniper, Master [+6] SWAT Team Member



Pirates—Where ninja are quiet and introverted, pirates are loud, obnoxious and extroverted. Ninja wear black, pirates wear frilly purple lace coats and big hats. But most importantly, pirates are full of betrayal and scoundrelousity. Little wonder that pirates are the enemies of ninja everywhere. But where do pirates fit into the modern day? More places than you'd think. There are software pirates, music pirates and cable TV pirates, though these sorts aren't very dangerous. Far more insidious are the true pirates, like buccaneers and privateers (who, though they mostly attack other pirates, are known to engage in looting). And then there's the Oakland Raiders, the infamous Pirates of the Caribbean, and of course Pirate Pizza, Ninja Burger's rival.

Type	Pirates
Child	Poor [-2] Music Pirate, Good [+2] MP3 Collection
Small	Poor [-2] Vocabulary, Average [+0] Pirate, Good [+2] Swilling Grog, Good [+2] Sing Dirty Songs
Med.	Poor [-2] Sense of Decency, Good [+2] Pirate Pizza Employee, Expert [+4] Carjacking
Large	Poor [-2] Twitchy, Good [+2] Bounty Hunt, Good [+2] Legal Paperwork, Expert [+4] Privateer
Super	Poor [-2] Fashion Sense, Expert [+4] Escaping At the Last Minute, Master [+6] Pirate Captain

COMPETITION

Ninja Burger has many competitors in the “[Historical Warrior] + [Type of Food]” arena. Several of these are described below. To create specific foes, use stats from the previous pages, or simply assume that any given employee can do anything their warrior archetype could do, at either Average [+0] or Good [+2] Rank.

(1) Pirate Pizza—“*We don’t make pizza. We just deliver it.*” Pirate Pizza employees hijack other delivery vehicles and complete the delivery, charging outrageous prices to the customer and looting their house. They are the primary enemies of Ninja Burger, a modern version of the age-old battle between the forces of ninja and pirate. www.piratepizza.com

(2) Banditos Burritos—“*We don’t got no stinking burgers.*” Home of the Pancho Vanilla Shake, this chain is run by banditos with ponchos, sombreros, mustaches and bandoliers of bullets. When an order is served, they fire their pistolas into the ceiling.

(3) Dingo Dogs—“*Two hungry men enter, one man leaves.*” Home of Dingo Dogs, Dingo Fries, and Dingo Berry Pies, this chain is run by outback mutant road warriors. With a “No Rules, Just Fight” policy, visitors are better off just walking away. Just walk away and there will be an end to the horror.

(4) Samurai Burger—“*The way of the burger.*” Samurai Burger’s menu is quite similar to Ninja Burger’s, although a rumor says they actually use pets for ingredients. They follow the code of Bushido (sort of), and they think ninjas are dishonorable and worthy of scorn. A partnership or alliance with Ninja Burger against the pirates may be in order. www.samuraiburger.com

(5) Guerilla Republic—“*Che Guevara ate here. Prove he didn’t.*” The hit-and-run tactics employed by servers make it difficult to order. Delivery is more popular, with sneaky tactics being used to deliver the restaurant’s banana-themed desserts.

(6) Burger ViKing—“*Have it our way. Or else.*” Burger ViKing raids other chains; the name is based on the chain they target most. Their employees are louts who can barely count, and their food is overcooked—but they retain market share through intimidation. Burger ViKing often finds itself allied with Pirate Pizza.



MISSIONS

*"They have just given the Deliverator a twenty-minute-old pizza.
He checks the address; it is twelve miles away."— Snow Crash*

MISSION 1 - DIET HARD

Terrorists have taken over a building! Unfortunately, they got the wrong one, and invaded not a corporate tower, but a high-rise apartment complex. Making their lives more difficult is the fact that the building they chose is the abode of one of the city's vigilante cops, home on paid leave and an enforced diet due to the fact that he failed his physical. Now, overrun by "terrorists," he says "to hell with the diet" and calls Ninja Burger. They've got to get in and deliver in 30 minutes, or the bad guys will find him. He's all that stands between them and... something.

CALL TO ACTION

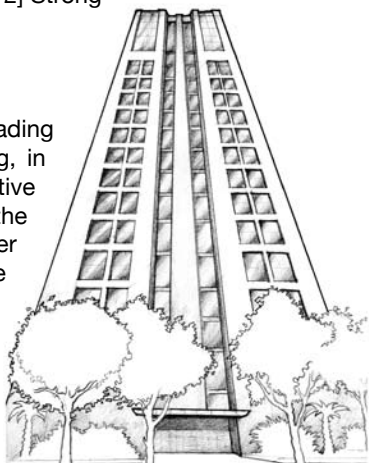
"Kay, we got a SWiM (that's a Single White Male), age 45, 13th floor of the Sockitome Apartment Complex, suite 1312. Order is for a burger, extra mayo, extra cheese, extra burger, plus an order of fries, with extra fries. 27 minutes to go. It's a condo, 1,200 square feet, standard layout. Door on one end, glassed-in patio on the other, elevators, two staircases. Looks pretty clean. Oh, except for the terrorists. Did I mention them?"

CAST OF CHARACTERS

- **John "Big Mac" McLean.** Expert [+4] Cop, Good [+2] Aim, Good [+2] Desert Trivia, Poor [-2] Physique
- **Hans Uppe.** Expert [+4] Bank Robber, Good [+2] Acting, Poor [-2] Speaking German
- **Carl "The Dragon" Marks.** Good [+2] Terrorist, Good [+2] Aim, Poor [-2] Self Control
- **Random Goons.** Good [+2] Following Orders, Average [+0] Bank Robbers, Poor [-2] Aim
- **Random Cops.** Good [+2] Cop, Poor [-2] Strong Dislike of Masked People

ACT 1

A group of would-be-terrorists masquerading as bank robbers have taken over a building, in the hopes of kidnapping a corporate executive for ransom. Unfortunately for them, they got the address wrong and they wound up taking over a condominium instead. As luck would have it, this condo just so happens to be the home of a police officer on leave—he spotted the bad guys, pulled the alarm, and dodged a hail of gunfire on the way back to his room. Then, exhausted from the ordeal, he placed a second call to Ninja Burger.



Getting to the parking lot outside the apartment complex is a fairly simple process, but the building is surrounded by fire trucks, police cars, reporters, and several heaps of smoldering metal. Apparently these bad guys have come armed, and they're fond of launching rockets out the windows at any vehicles that come too close. If the delivery vehicle comes closer than a block away, the terrorists will likely launch a rocket at it. This is easily dodged on an Average driving check, but it will also draw the attention of the crowds surrounding the building. This could be bad.

The biggest challenge here is getting inside the building, of course. Sneaking past the police [Target 9] might do the trick, or a disguise [Target 7] might very well be an option, as long as a nosy reporter doesn't try to ask any questions along the way, which will require some bluffing [Target 9].

Once inside, ninja need to get past the terrorists, who are more than happy to blast anyone they see trying to get inside the first floor. They have all the elevators and stairways covered, but if the ninja are suitably sneaky, they might avoid a direct conflict at this point and get through into a stairwell. However, no matter what happens, the characters will inevitably (and possibly accidentally) kill one of the bad guys as they enter, whether by stabbing him, squishing him, knocking something on top of him, etc. This is "Little Dragon," aka Carl Marks's brother, and when he finds out what happened, he will not be at all happy.

Act 2

Once inside the condo, there are numerous challenges to overcome. John McLean (who is not so lean) is wedged in an air vent he unsuccessfully tried to climb through above his bathroom. Not only will the characters have to get up to the 13th floor—bypassing broken elevators, terrorists with machine guns, potential random SWAT team members, and the like—but they'll have to figure out where their customer is before 30 minutes have elapsed. And of course, the skilled cop won't be able to help them fend off terrorists along the way, though if they do manage to establish radio contact [Target 13], he will be able to help them navigate around the building. He will not, however, mention the fact that he's stuck in a vent.

He's too embarrassed.

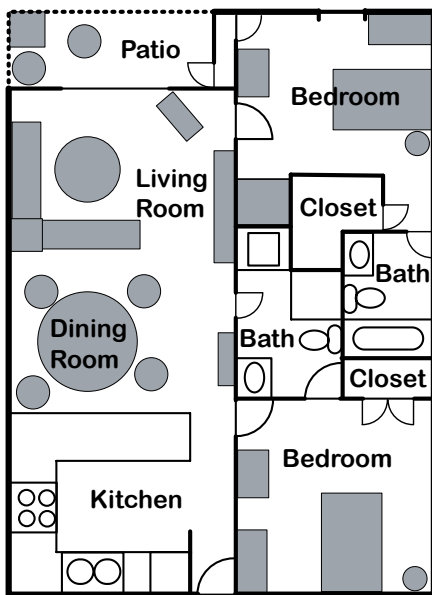
There are at least three groups of terrorists roaming the halls, each group coincidentally consisting of the exact number of player characters in the team.

The primary tactic of the first group is to take up positions at the end of a hallway, or just inside a condo apartment, and fire wildly, filling the hall with bullets to prevent anyone from passing through the area. The characters will really have to make a concerted effort to get killed here; simply sneaking down a different hallway or filling the area with smoke will be enough to slip by with very little effort [Target 7].

The second group is a bit better armed, as well as a bit more tactically astute, and while the characters are distracted by gunfire, one of them will busily set up a rocket launcher. If combat is somehow drawn out for longer than 30 seconds, he will appear around a corner and fire the rocket at the characters. Assuming they are not all killed in the ensuing explosion, two things result from this. The first is that any remaining terrorists in this group are knocked out of combat, either dead or unconscious. The second is that the loud explosion draws the attention of the third group of terrorists wandering the halls. The really bad one.

The team's biggest challenge will come in the form of "The Dragon," Hans' second-in-command and the would-be leader of the group. Eager to seek revenge for the death of his brother, he will lead a group of goons (again, equal in number to the number of PCs) in an all-out assault on the ninja team, not stopping until they are all dead, or he is. He is quite a tactician, and will position his men in flanking positions, have them provide covering fire while he advances, and the like. It will take some effort to take him down.

Of course, while the battle ensues, the clock is ticking... throughout all this noise and fire, the Dispatcher should keep reminding the characters that they have a job to do, and they are running out of time. Leave the terrorists to the police—deliver the food!



Act 3

Once The Dragon is dispatched, only one obstacle stands between Ninja Burger and their delivery—Hans. While they've been dealing with Carl, Hans has wired the entire building to explode, with the intent of killing everyone inside. *Except*, he hopes, *himself*.

Unfortunately, Hans is holed up inside John's condo apartment, lurking in the living room near the patio. Holding a detonator in one hand, and an assault rifle in the other, he orders the delivery team to drop the food and leave the premises. Of course, if they do this, they'll have failed to complete the delivery.

Clever ninja will notice that John, their customer, is stuck in the vent above the bathroom, and that he has a pistol. If they can somehow coax Hans into the dining room, John will have a clear shot, and will shoot the detonator right out of Hans' hands. Of course, ninja might try the same thing with shuriken, but this will be extremely difficult [Target 13], and failure will result in the detonator being triggered anyway.

This can really only end two ways:

- 1) The detonator IS triggered, The building begins to collapse from the top down, and the ninja have ten seconds to devise a way to get out. Many people will be killed, including their customer, but if they've delivered already, then they might avoid Seppuku.

- 2) The detonator is NOT triggered. Hans may or may not escape, but his plans are foiled, and the delivery is a success. With a little effort, and some butter, John can be extricated from the vent, and all ends well. Or as well as these things go, as it were.

MISSION 2 - HOUSE ON HAMBURGER HILL

This is a delivery to a haunted house, but exactly *how haunted* depends on the Dispatcher's mood. The descriptions that follow leave the real facts about what's going on to the imagination. Obviously, the house is portrayed as being haunted, but depending on the Dispatcher's whims, this might be real ghosts, a technological trick, or old Man Winters trying to fool those darn kids again. Up to you.

CALL TO ACTION

"OK, we got an order for ten, count 'em, ten combo number twos. That's ten burgers, ten fries, ten colas, and we got twenty-five minutes left on the clock. Drop zone is... oh no. Let me double check that..."

"Yeah, I was afraid of this. The delivery point is the old mansion on the top of Hamburger Hill. We've lost more ninja there than I can count. Well, anyway, off you go. Customer's name is... Tippy? Says here he's a... beagle? That can't be right. Just get going. I'll check on that and update you along the way. Watch yourselves."



CAST OF CHARACTERS

- **Frank.** Good [+2] Amateur Detective, Good [+2] Leader, Poor [-2] Predictable
- **Tiffany.** Good [+2] Amateur Detective, Good [+2] Looking, Poor [-2] Dumb Blonde
- **Valerie.** Expert [+4] Intellect, Poor [-2] Fashion
- **Scruffy.** Good [+2] Driving, Poor [-2] Cowardice
- **Tippy.** Good [+2] Dog, Poor [-2] Cowardice

Act 1

A group of amateur detectives has taken a bet. They're spending the night in an old haunted mansion, and if they uncover the mystery inside, they'll earn themselves a cool \$1,000. (Hey, times are tough!) They're confident they'll solve this mystery the same way they've done it before: prove it's all a hoax, collect the cash, and head out for burgers.

The terms of their bet stipulate that they can't leave the house for any reason—not even to eat. Thing is, the fridge is empty, and their rations are depleted. Now, a couple members of the group don't want to wait for dinner, and they've called Ninja Burger in. They might not be able to leave, but if anyone can get inside this house—haunted or not—it's ninja.

Pulling up outside the house, which is on a hill in a bad part of town, the team will notice a van parked in the driveway. Inside, there's nothing but the remnants of some dog biscuits and the faint smell of patchouli. It's clear that whoever drove the van is inside the house, waiting for their order.

Getting inside the old Victorian house will not be easy, however. All the doors have been boarded shut from the outside—an obvious attempt to keep whoever's inside from leaving—and all the windows are likewise sealed shut with heavy boards. Prying an entrance open will be noisy and take a few minutes, but is doable.

However, the first ninja through any such opening—window or door—will fall victim to a cleverly placed guillotine trap. The ninja can make a Complicated check [Target 11] to avoid the blade; otherwise, he takes 4 Ranks of damage and loses a hand or foot (his choice). Ouch!

The Dispatcher can assure the team that they can probably reattach that back at Ninja Burger HQ.

Probably.

If the team opts to skip the doors and windows, there's always the garage. This seems like a good plan, except for the fact that it's full of vampire bats. Anyone prying the door open will release a cloud of the bloodsuckers, which will swarm all over the ninja and deal 2 Ranks of damage to everyone before fluttering off into the night.

Another option is the chimney, which will require a climbing check [Target 9]. Getting down the chimney is much easier—it's quite large, and can fit even an overweight ninja. However, the first one down will discover that someone has lit a fire underneath them. Anyone without protection (Ninja Magic, for example, if anyone has it) takes 4 Ranks of fire damage; ninja whose Element happens to be Fire only take 2 Ranks. This only affects the first one down the chimney.

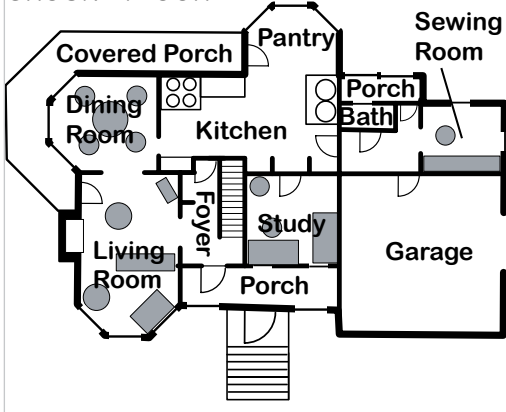
Once the ninja are inside, the real fun begins.

Act 2

The house doesn't appear to be that large, but for some reason it's difficult to find any of the people in the house. In part, this is because the house is working against everyone—but it's also because the kids are a bunch of hiding cowards, as they believe the ninja are ghosts and ghouls out to get them. Each of the five is in a different room of the house.

Valerie is in the Study on the first floor, studying the history of the building. Anyone entering the room will see a sword on the wall detach itself and fly towards her. If the ninja do not stop the sword, it will impale and kill her; if they do intervene, other swords will also detach (one per ninja) and they will become engaged with invisible swordsmen whose skill matches their own. If defeated, the swords will drop to the ground. Valerie will be quite thankful and amorous, and will tell the ninja that she didn't order the food, and that it was probably Frank and Tiffany. "They're upstairs in the B E D room," she will say scornfully.

GROUND FLOOR



Frank is in the Master Bedroom on the second floor, hiding in a closet beside the walk-in bathroom. He will react at first with panic, swinging a large board at the first person to find him, but if he can be calmed down or subdued, he will be indignant that he is not afraid, and was just surprised. He knows nothing about any food delivery, and suspects it was “probably Scruffy.” He does not know where Scruffy is, but seems eager to get the ninja to head back downstairs.

The reason for his evasiveness is the ninja have interrupted a heavy make-out session between him and Tiffany, who scurried into the adjoining Bathroom, sans several pieces of clothing. Unbeknownst to Frank, Tiffany stumbled into one of the house’s secrets, and was knocked out and pulled into the shower, which is quickly filling with blood. If the ninja do not find her and break the glass, Frank will begin calling for help after they head back downstairs. As long as they assist him before the delivery time expires, she can be saved. If they wait until they deliver the food, though, she will be in serious trouble of a fatal kind.

Scruffy is a shaggy hipster who will be discovered in the kitchen, curled up inside the empty refrigerator, cowering in fear. He will assume the ninja are demons and will do everything in his power to flee the room. During the chaos, the gas line on the stove disconnects, and the room fills with gas [Target 11 to notice]. Once this happens, everyone has 5 minutes to leave the house before it explodes in a ball of flame.

Scruffy will steadfastly deny having ordered the food, and will insist that it was Tippy. Tippy, he adds, is a dog. In fact, Scruffy is lying—he ordered the food—but in any case, Tippy can be found nearby, in the first floor bathroom, drinking from the toilet.

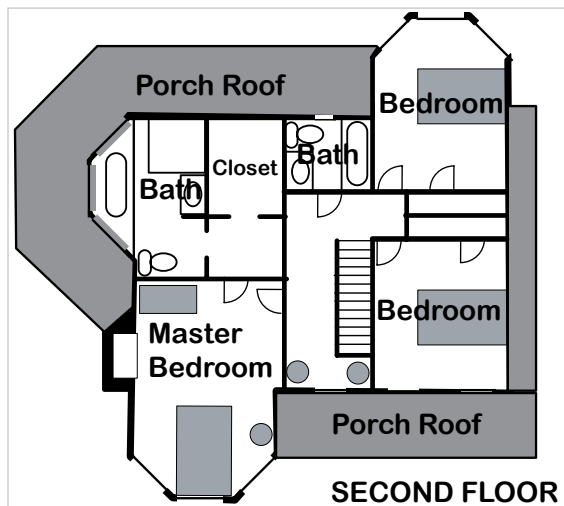
Act 3

Regardless of whether anyone noticed or not, the entire house is going to explode in a ball of blue flame at some point. If the ninja notice, presumably they will attempt to get everyone out, although Valerie, in particular, will put up a fight since this means they’ll have to give up the prize money.

If any ninja are in the house when it detonates, they take 10 Ranks of damage, which can only be reduced through appropriate Qualities like Armor, or Ninja

Magic (if allowed). Any of the amateur detectives in the house at the time are killed, which is bad, since they are all Ninja Burger customers. This will result in a loss of honor for any survivors—Seppuku!

After the explosion, police and fire trucks will show up quickly, so the team will have to scramble to avoid being detected or arrested. A car chase might ensue.



CREDITS

"Calm down, baby. This is what I do."—Strange Days

Design, Writing, Maps & Layout:
Michael "æon" Fiegel

Prose Descriptive Qualities (PDQ)

System Design: Chad Underkoffler,
Atomic Sock Monkey Press

Editing: Jen Schoonover

Ninja Burger Logo: Ken Lustig

Interior Art: Shane Campos, D.J. Coffman, Rocco Commisso, Abby Perry, Gifny Richata, Colin Throm, Pål Christian Andersen

Playtesters & Peer Reviewers:
Aimee Heavener, Emily Heavener, Samuel Hendricks, Billy Long, Mike Reed, Neal Stidham, Jeremy Watt, Chad Underkoffler



Thanks to: BizFu, Ninja Burger's web host; Jestyr, Ken, Ean, Katlyn, Rois and the rest from Iconoclast (www.iconoclast.org) for their help with the Ninja Burger concept; Drew Curtis and Fark.com for their support over the years; 9th Level Games, for doing the first version of this game when nobody else thought it could be done; Steve Jackson Games, for the Ninja Burger Card Game and all their support; Chad Underkoffler and Atomic Sock Monkey, for continuing to let us use the PDQ Ruleset for this version of the game; and to our many fans.

Ninja Burger: The RPG, its contents (except for the PDQ System) and the Ninja Burger logo are © and ™ 2008 æthereal FORGE—All Rights Reserved. Ninja Burger is a registered trademark of æthereal FORGE. The **PDQ System** is used under license from Chad Underkoffler; the following materials are not necessarily endorsed in any way by Chad Underkoffler, nor is he in any way responsible for the content of these materials unless specifically credited. ©2005 Chad Underkoffler—All Rights Reserved. Except for purposes of review, no portions of this work (save those specified) may be reproduced by any means without the permission of the relevant copyright holders. This is a work of fiction. Any similarity with actual people or events, past or present, is purely coincidental and unintentional. All mentions of copyrighted works within the text are for reference purposes only and are not a challenge of copyright or trademark.

ISBN 978-0-9793196-1-7



ABOUT THE AUTHOR—<http://www.aeforge.com/~aeon>

Michael Fiegel is a freelance writer and game designer best known as the primary force behind *Ninja Burger*. He is the founding member of æthereal FORGE, a loose coalition of artists and writers responsible collectively for *Ninja Burger* and several other projects including *Gamegrene*, *Iconoclast*, and *Hellas*. From 2002 to 2006 he was the Lead Columns Editor for *RPG.net*. He has written extensively for a variety of game companies including *Dog Soul*, *Khepera*, *MTV/AddictingGames*, *P.I.G.*, *R. Talsorian*, and *Turpitude Design*. He is a book reviewer for *Slashdot.org* and wrote for *Dragon Magazine* until their last issue. He resides in Seattle, WA.

ABOUT NINJA BURGER—<http://www.ninjaburger.com/>

Ninja Burger was founded in 1954, and soon became the world's predominant underground ninja-run fast food delivery service. The *Ninja Burger* website debuted in 2000, and in 2001 was turned into an RPG by 9th Level Games; three supplements followed. In 2003 it was also turned into a card game by Steve Jackson Games, with a supplement following in 2004. In 2005, the *Ninja Burger Honorable Employee Handbook* was published as a Print-On-Demand PDF; in 2006 it was published in print form by Citadel Press, an imprint of Kensington Books; a 2nd Edition of the RPG was also released in 2006; it is now in its fourth printing.

ABOUT THE PDQ SYSTEM

The **Prose Descriptive Qualities (PDQ) System** has been designed for evocative simplicity, speed, and flexibility in play, with three levels of resolution, suitable for any type of situation. It currently serves as the core game mechanics for: *Dead Inside: the Roleplaying Game of Loss & Redemption* (DI); *Ninja Burger: The RPG 2nd Edition*; *Monkey, Ninja, Pirate, Robot: the RPG* (MNPR:RPG); *Truth & Justice* (T&J); and *The Zorcerer of Zo* (ZoZ). PDQ Core is available as a free download from the following URLs:

<http://www.atomicsockmonkey.com/freebies/di/pdq-core.pdf>

http://www.rpgnow.com/product_info.php?products_id=4175&

<http://e23.sjgames.com/item.html?id=ASM-000>

ABOUT ATOMIC SOCK MONKEY PRESS—<http://atomicsockmonkey.com/>

Atomic Sock Monkey Press is dedicated to high-quality, off-kilter, imaginative fun. Currently, that means tabletop games of both the “beer & pretzels” and roleplaying game (RPG) varieties. In the future, they may expand into other areas, but for now Atomic Sock Monkey Press is concentrating on games.

ABOUT CHAD UNDERKOFFLER

Chad Underkoffler is an editor for a telecommunications standards body by day and a freelance game writer by night. He's been gaming since 1981, to the confusion of his family. His column “Campaign in a Box” appears in *Pyramid Online* at <http://www.sjgames.com/pyramid/>; he has written material for *Gamma World* (Sword & Sorcery), *GURPS* (Steve Jackson Games), and *Unknown Armies* (Atlas Games); and he is the author and publisher of *Dead Inside*, *Monkey, Ninja, Pirate, Robot: the RPG*, *Truth & Justice* and *The Zorcerer of Zo*. Chad currently lives in Alexandria, VA with his two black cats.

CAPITALISM

"You have no honor!"—Lo Wang, Shadow Warrior

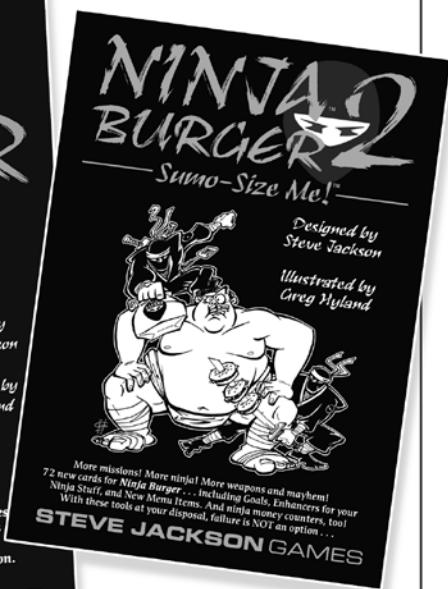
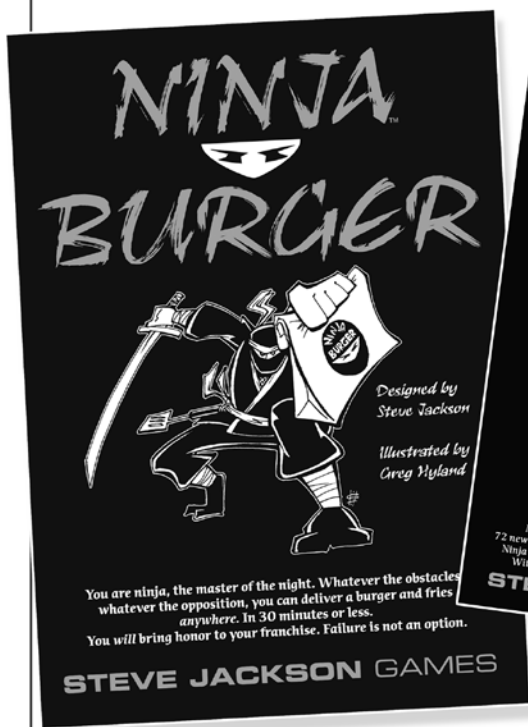
Even ninjas need to eat. Please help feed the little minjas by purchasing one of our Ninja Burger products. The *Ninja Burger Honorable Employee Handbook*, Steve Jackson Games' *Ninja Burger Card Game*, T-shirts, posters, aprons and more are available for purchase online at <http://www.ninjaburger.com>

No matter how secure your office,

how deep your bunker,

how dedicated your guards . . .

we deliver your burger in 30 minutes or less.



NINJA BURGER

STEVE JACKSON GAMES

www.sjgames.com/ninjaburger/

NINJA BURGER® THE RPG — 2ND EDITION —



BASED ON THE AWARD-WINNING
NINJA BURGER WEBSITE:
WWW.NINJABURGER.COM

GUARANTEED DELIVERY IN 30 MINUTES OR LESS,
OR WE COMMIT SEPPUKU.

If you enjoy the No Honor Edition of *Ninja Burger: The RPG* that you now hold in your hands, then we've got something even meatier! Ninja Burger®, the only fast-food chain run by ninja, invites you to check out the complete *Ninja Burger: The RPG 2nd Edition!*

- 114 pages with 4 pages of color maps and photos
- Uses the rules-light PDQ system, as seen in award-winning games such as *Dead Inside*, *Truth & Justice*, and *The Zorcerer of Zo*
- A complete game system featuring: honor and advancement; ninja careers, more ninja magic, a San Francisco city setting, detailed color maps, an 8-page adventure, four mini-deliveries and more!
- ISBN: 978-0-9793196-0-0
- Retail: \$20.00



HOW TO SPEAK NINJA

NINJA RANKS & TRAINING

Chunin—Mid-level ninja who act as supervisors and crew trainers for other ninja. (Good [+2] Ninja)

Daimyo—Lord (especially a feudal one).

Deshi—Student, disciple.

Dojo—Training hall.

Genin—Low-ranking junior ninja sent on general missions as part of a team. (Average [+0] Ninja)

Gi—Martial arts uniform.

Jenin—High-ranking elite ninja who act as managers and are sent on special missions. (Expert [+4] Ninja)

Kage—Highest-ranking ninja, supervising entire districts; literally, “Shadow.” (Master [+6] Ninja)

Kusa—A novice, or trainee, ninja who has little or no training; literally, “weeds.” (Poor [-2] Ninja)

Sempai—Senior.

Sensei—Teacher.

FOOD, DELIVERY & ORDERS

Baagaa—Burger.

Haitatsu—Delivery.

-Kai—A coming together, group, or team, as in Haitatsukai, or “Delivery Team”

Keitai—Cellphone.

Kechappu—Ketchup.

Koora—Cola.

Masutaado—Mustard.

Okane—Money.

Seppuku—Ritual suicide accomplished through painful disembowelment.

Shinobi—Sneaking; another word for ninja.

Tori—Bird, and specifically, chicken.

Yami—Darkness.

COMBAT

Bushi—Warrior.

Chi—Blood.

Daisho—“Long and short,” describing the two swords worn by samurai: katana and wakizashi.

-Do—“Way of...” as in Bushido.

-Jitsu/-Jutsu—“Art of the...,” as in Bojutsu, which is the “Art of the Bo-staff.”

Ochimusha—A dishonored warrior.

Saya—Scabbard.

Sutemi Waza—Self-sacrificing techniques. (“Time for some Sutemi Waza, eh guys?”)

Yojimbo—Bodyguard.

EXCLAMATIONS & PHRASES

Abunai!—“Look out!”

Anone—“Hey, listen!”

Anoo...—“Uh, hey...”

Baka!—“Stupid!”

Banzai!—“Hooray! Let’s go!”

Butsu Yo!—“I’ll hit you!”

Daijoubu—Safe, or doing well. (“How are you?” “Daijoubu.”)

Domo Arigatou—“Thank you.”

Hajimemashite—“How do you do?”

Hayaku!—“Hurry!”

Itai!—“Ouch!”

Kawaii—“(That’s so) cute!”

Konnichiwa—“Good day.”

Nani?—“What?”

Ohayo Gozaimasu—“Good morning.”

Oi!—“Hey! Yo!”

Sayonara—“Good bye.”

GENERAL VOCABULARY

Bakemono—Monster, spirit, etc.

Bishoujo/Bishounen—Beautiful young girl/man.

Ichiban—Number one, best. (“How do you feel about your manager?” “Hanzo Ichiban!”)

Juhakkei—Ninja skills.

Kanji—Japanese written characters.

Ki—Inner spirit; a spirit-summoning shout is known as a Kiai.

Nihon/Nippon—Japan.

Omoi—Serious, important.

Oni—Monster, esp. a horned demon or ogre.

Tamashi—Soul, spirit.

Tomodachi—Friend.

NUMBERS/COUNTING

1	ichi	6	roku
2	ni	7	nana, shichi*
3	san	8	hachi
4	yon, shi*	9	ku
5	go	10	ju

* The Japanese word for death is “shi” and out of superstition some people avoid words that use it; hence, the alternate words.

NINJA BURGER®: THE RPG

— NO HONOR EDITION —

You are ninja. You move through the night like a black shadow, unseen, unheard. No one can stop you. You can kill a man with your hands. You can walk through walls. You can turn invisible.

But right now, you've got more important business. You have to deliver a burger, fries and cola within the next 30 minutes, or else you must commit seppuku.

Welcome to Ninja Burger...

This No Honor Edition of *Ninja Burger: The RPG 2nd Edition* takes the game back to its old Beer & Pretzels roots... or is that Sake & Pocky? Using the rules-light PDQ System, it keeps to the spirit of the original edition, offering a freewheeling, wacky way to pass an hour or two between sessions of your regular game.

You will purchase this book, or you will DIE!

Eventually.



ISBN 978-0-9793196-1-7 \$5.00 USD

