



BEN DUNN'S

NINJA

HIGH SCHOOL

THE ANIME & MANGA ROLE PLAYING GAME

BEN DUNN
JONATHAN M. THOMPSON





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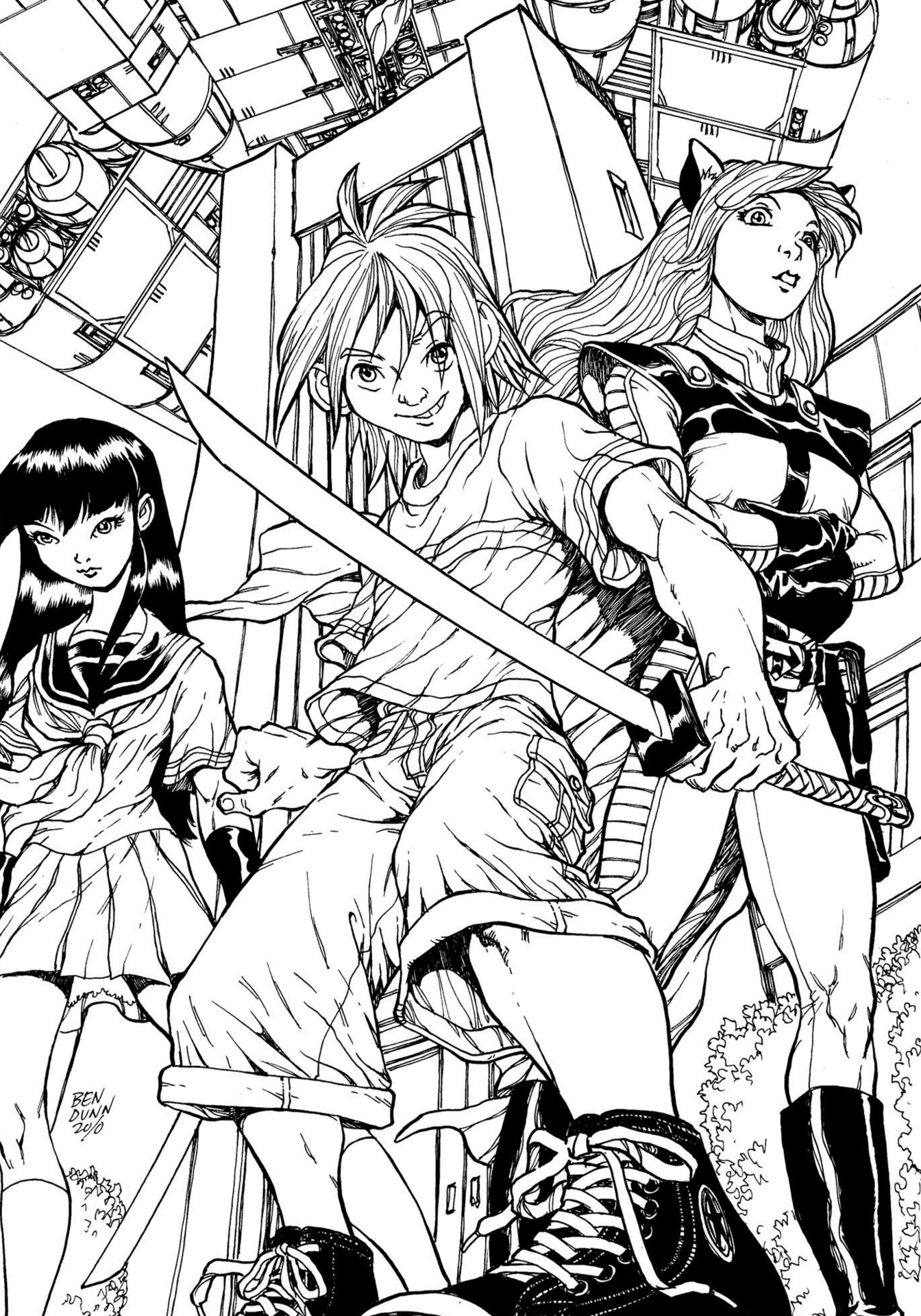
CONTENTS

Chapter 1: INFORMATION STATION, THE GUIDE TO QUAGMIRE, U.S.A, OR SENSEI, I THINK I AM LOST!	9
This Is Our Story	9
The City of Quagmire, U.S.A.	11
Quagmire High School	12
<i>Athletic Clubs</i>	14
<i>Academic Clubs</i>	14
Who else is out there?	14
<i>Salusian Empire</i>	14
<i>Ichinohei Ninja Clan</i>	15
<i>Rivelson Ninja Clan</i>	16
CHAPTER 2: CHARACTER CREATION	17
Making Heroes	17
1) <i>Race</i>	17
2) <i>Attributes</i>	17
<i>Secondary Statistics</i>	19
3) <i>Skills</i>	19
4) <i>Hindrances</i>	19
5) <i>Edges</i>	21
6) <i>Personal Gear</i>	24
7) <i>Magic</i>	25
CHAPTER 3: ARCHETYPES, OR WHAT ARE MY CHOICES WHEN I GROW UP?	27
Gun bunny	28
Magus	28
Ninja	29
Reluctant Prince(ss)	30
Student	31
Teacher	32
Tech Genius	32
Zetramen Member	33

CHAPTER 4: DRAMATIS PERSONA, OR WHO THE HECK ARE THESE PEOPLE ANYWAY?	35
Jeremy Feeple	36
Princess Asrial	36
Ich-Kun (Itchy Koo) Ichinohei	38
Mimi Masters, Witch of the Coven	39
Professor Steamhead	41
Tomorrow Girl (May)	41
APPENDIX ONE: EXTRAS	43
Typical Ninja	43
Typical Police Officer	43
Typical Salusian Soldier	43
Typical Student	44
Typical Teacher	44
Typical Zardon Soldier	44
ADVENTURE SEEDS	45
<i>Adventure Seed: The Dress by James Potter</i>	45
<i>Adventure Seed: The New Kid by James Potter</i>	46
<i>Adventure Seed: Tomorrow May Never Come by Jonathan M. Thompson</i>	46
<i>Adventure Seed: Wyvern Watch by Jonathan M. Thompson</i>	46
APPENDIX TWO: OWNING A BIG MECHA	47
Basic Mecha	47
<i>Mecha Advantages</i>	47
<i>Mecha Hindrances</i>	48







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CHAPTER 1: INFORMATION STATION, THE GUIDE TO QUAGMIRE, U.S.A, OR SENSEI, I THINK I AM LOST!

THIS IS OUR STORY

Our story begins when the Salusian princess Asrial is informed by her father that she must marry Jeremy Feeple, transformed into a human and then send to Quagmire. Unknown to Asrial, the beautiful ninja Itchy-Koo also arrives in Quagmire with the intention of marrying the unaware Jeremy Feeple, which immediately causes problems. Seeing that this could be a problem, Professor Steamhead devises a contest between the two girls, the winner getting to marry Jeremy.

But as any well laid plan, a problem arrives in the form of Lendo Rivalson, who has his own plan, to marry himself to Itchy-Koo. Lendo devises a strategy in which his Rival Ninja Corporation (RNC) kidnaps Jeremy and Professor Steamhead, only to replace them with robot duplicates as the contest begins. Itchy and Asrial find out about the deception and with the help of some other students from Quagmire High School, they prepare a daring rescue of the Professor and Jeremy.

Meanwhile, Jeremy, with the help of Brunhilda, is brainwashed into working for the RNC. Asrial and the Quagmire students are captured, but all is not lost as Itchy-Koo risks it all by using magic to enter the mind of Jeremy. Jeremy can come out of his brainwashed state and save Itchy-Koo, who then realizes she must never underestimate Jeremy again.

After the Professor and Jeremy are rescued from the RNC, a new arrival comes to Quagmire, a witch named Mimi Masters. She claims she knows the reason that Jeremy seems to constantly have bad luck. The reason is the Feeple Curse, which has manifested itself as a troublesome demon named Stanley. With the aid of some time travel, Mimi sets out to dispel the curse, but only has minimum success.

After all of this, Jeremy decides to travel to Japan with his brother Ricky to visit their grandfather. A woman known as Kyoko Tadasuke becomes infatuated with Jeremy,

it is discovered by Grandpa Ichinohei that she became interested because Jeremy nursed an injured crane back to health.

While Jeremy is in Japan, he begins school. Jeremy has an encounter with Itchy-Koo's sister, Hitomi, her friend Fujiko and the girl commandos. Jeremy seems to be involved in yet another love triangle, but this time it involves an exchange student known as Leeanna who immediately takes a liking to him. Unbeknown to anyone she is a Zardoninian, an evil race that wants nothing less than universal domination.

Meanwhile back in Quagmire Asrial persuades Itchy-Koo to go out on a date with Sammi, a reclusive boy that works at the local sushi bar, The Sakura Inn. This does not thrill Lendo and immediately sets out on a plan to kill Sammi and to teach a lesson to Itchy-Koo. Sammi holds his own during the fight, but his big secret is revealed, Sammi is a girl.

Not long after the fight between Sammi and Lendo, the Dog Supreme arrives in Quagmire, bringing Earth the verge of panic. The salvation of Quagmire and the Earth lies in the hands of three absentee students from Quagmire, Mikey, Howard and Phrank, who are turned into the all-powerful Zetramen by Professor Steamhead with some help from the Robo-gal, Terri.

Back in Japan, Leaanna's attempts to woo Jeremy are easily thwarted by the Salusian hitch squad, led by Asrial. Things get interesting for Asrial when she sees her old nemesis, Leanna. In addition, Hitomi and her girl commandos attempt to stop the use of Professor Steamhead and Beanhead's invention; the *Actualizer*. During this battle, the Salusian hit squad accidentally turns Jeremy into a Salusian. While this frustrates Leanna, it begins to intrigue Asrial, as she starts to think about the possibilities. Leanna is continually thwarted by Asrial in her attempts to turn Jeremy back to human. Through the accidentally efforts of the Salusian hitch squad, Hitomi and her girl commandos, and a stray radiation beam setting off an explosion, Jeremy was reverted to his normal, human self.

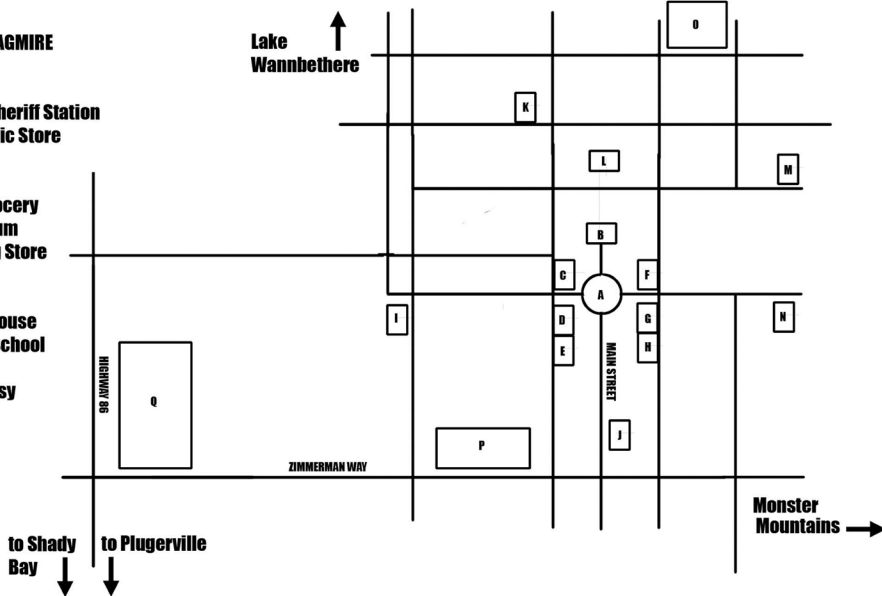


As Jeremy and Ricky prepare to leave Japan to return to Quagmire, Grandpa Ichinohei gives Jeremy his grandfather's diary. On his way home Jeremy reads about his grandfather's exploits during the Second World War and his encounter with a Russian peasant girl named Tasha. He learns about Tasha, his caring for Tasha's child Anna and the relationship between the Rivalson clan and the Feeple household.

Things get strange when a rat seeks out Jeremy and takes him, along with Itchy-Koo and Asrial to Dimension-X, which is ruled by the very person Jeremy least expects to find there.... his father, Bob Feeple. While there he explains his meeting with a being known as King Rat, how he was defeated, the reason Bob Feeple came to Dimension-X and why Bob is now stuck there. Those loyal to King Rat, led by King Rat and Baron Klebek, crash the reunion at the royal reception and they manage to poison Bob Feeple. Jeremy and Itchy leave with Captain Pasha on a mission to save Bob's life, also this journey makes them realize they may be more than just friends.

SIMPLE MAP OF QUAGMIRE (NOT TO SCALE)

- A-Town Square
- B-Town Hall and Sheriff Station
- C-SuperBlast Comic Store
- D-Sakura Inn
- E-Al's Gas Station
- F-Food Monger Grocery
- G-Antique Emporium
- H-Ganggreens Drug Store
- I-RNC Building
- J-Feeples House
- K-Mimi Master's House
- L-Quagmire High School
- M-Y-Men Mansion
- N-Salusian Embassy
- O-Junkyard
- P-J-Mart
- Q-Quagmire Mall



If you think things were not already strange in the Feeple household, an unexpected package arrives with a real-life Transylvanian Count inside, the vampire Count Boscoe. He is welcomed into the Feeple home while he explains his past to the Feeples. However, there is a man named Slade hot on his trail, and is hunting the Count to avenge the death of his ... goldfish.

From here things take quite the turning point, from time travel to clones developed via enhanced photocopier, to a war that originated in outer space. This is the place where the player characters and the players come in. It has been decided that you get to determine the events that happen from here, you can follow the events of the comic, you can make up your own, you can use Jeremy, Itchy-Koo and Asrial or you can make up your own characters and have them go on a totally separate path. The game is what you make of it, all that was done by Ben and I was to give you somewhere to start, the rest is up to you.

THE CITY OF QUAGMIRE, U.S.A.

Quagmire was founded in 1876 by "Old Bob." It is uncertain why Bob founded Quagmire in this spot, but it seems to have been for some reason not yet fathomed by the past or current inhabitants of the city. Its built near the shores of Lake Quagmire, the source of the towns water supply and the local swimming hole for the teenagers of town. It made its name as a railroad hub for the Missouri-Kansas Railroad. What the history does tell us is that the land where Quagmire now sits was gifted to Bob from a local native tribe. Quagmire is just like any other small time in the mid-western United States, except that it seems to have a higher than average number of weird events that happen there. Quagmire is the site of alien crashes, alien invasions, super heroes, robots, time travel events, demons and especially ninja activity. The reasons for this are unknown, but there are speculations that it was built on a lay line, an ancient burial ground or even on top of a dimensional nexus, but no one knows for certain. Per the United States Census Bureau, the city has a total area of 15 square miles (40 km²), of which 10 square miles (28 km²) is land and 5 square miles (11 km²) is water, which is the lake that makes up the main source of the cities drinking water. It also is a place of recreation and family fun. That does not mean that the sea monster that lives in the lake is happy about the intrusion.

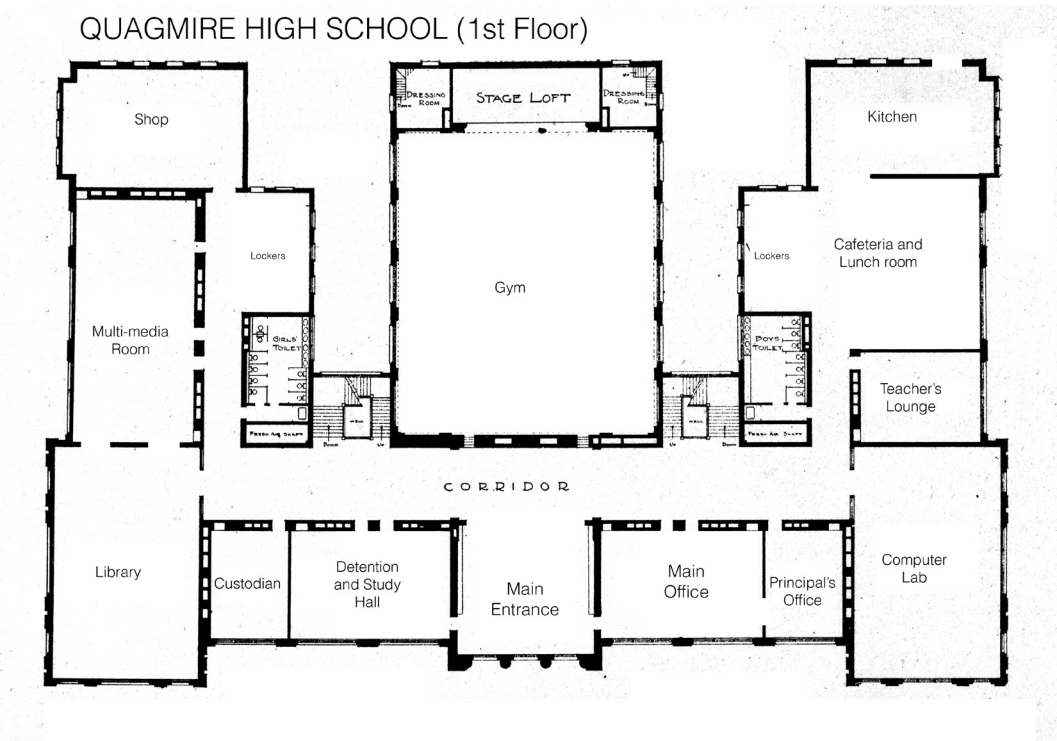
Quagmire has the advantage of being right on the interstate highway system. Quagmire has its share of shops and parks and arcades, just like any other town in the Midwest, and you can find the denizens of Quagmire moving about, working and shopping in these places. Among these places include Quagmire High School (the Quagmire Quasars), Quagmire Elementary School, Quagmire Community College, a medium sized shopping mall, a medium sized library and a sushi bar called The Sakura Inn. Quagmire is just like any other town in the United States of America. It has a Mayor, a City Council, along with a police and fire department. and as of the last census there was a population of 9,879 people that live there as regulars, with an additional 2000 that count in its transitional numbers, people passing through, tourists and students at the nearby community college.

The climate of Quagmire has a varying temperature range; those temperatures can range from 110 degrees F (43 degrees C) to as low as -29 degrees F (-34 degrees C). Blizzards are very possible, but snowfall is typically light, averaging nearly 18 inches (46 cm) seasonally. Quite a bit of Quagmire's precipitation falls during heavy showers and thunderstorms. Thus, people visiting Quagmire not only have to deal with the weather, but things that are happy that the weather exists. It may not be that unusual to see furies doing a rain ceremony when there is a drought, or even a yeti buying an ice cream during the winter.

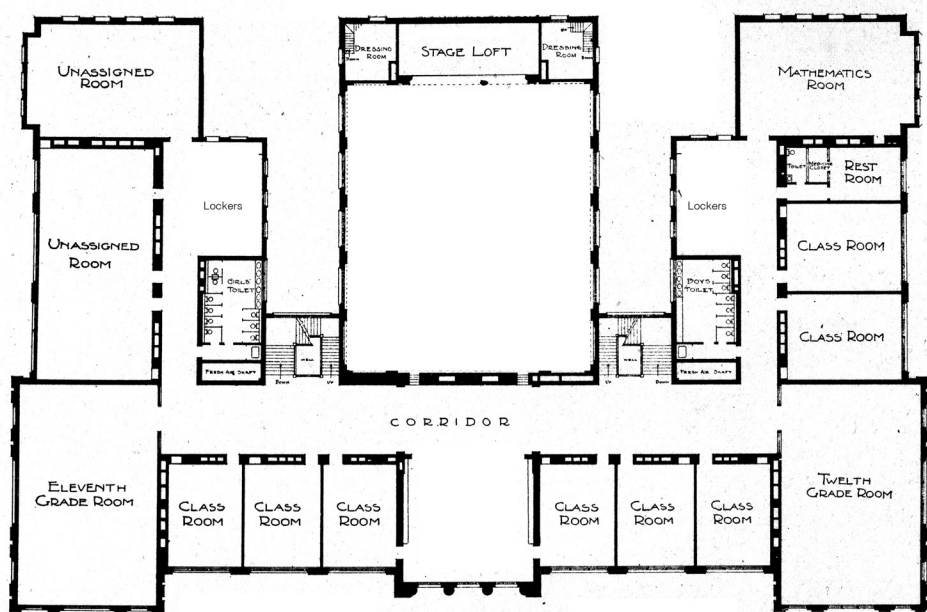
Who knows why the odd things in Quagmire happen, could it be the weather, could it be just luck of the draw. The reasons may remain shrouded in mystery, or they could be discovered tomorrow. That is totally up to your principal. Whatever reason the odd things happen in Quagmire you can be sure that antics will be up and heroes will be present to save the day from whatever happens to threaten it.

QUAGMIRE HIGH SCHOOL

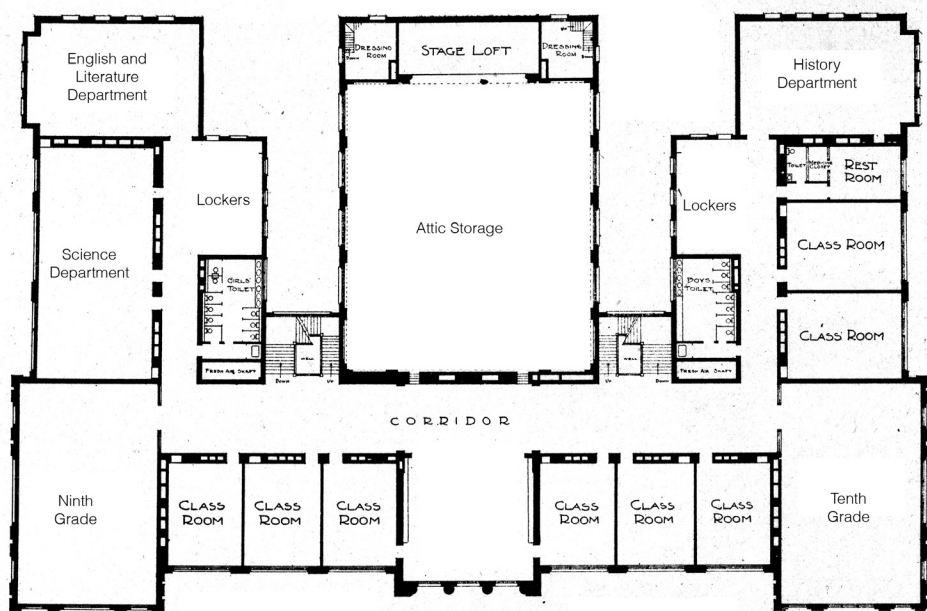
What can you say about Quagmire High School? Originally founded just within a couple of years after the founding of the city of Quagmire under the tutelage of Wilford Shoal. At that time the building was nothing more than a two-room shack, containing an elementary and a high school in different room. It remained in that building until 1925, when its current building was erected. It is three levels above ground, and contains



QUAGMIRE HIGH SCHOOL (2nd Floor)



QUAGMIRE HIGH SCHOOL (3rd Floor)



a basement. It also contains a secret basement that houses a secret laboratory of Professor Steamhead. It is just like any other high school in the Midwestern United States, except for the strange events that seem to happen there. If you need a cursed student, a witch, an alien or even an eccentric genius, you will find them roaming the school campus. You can imagine life in Quagmire is a little strange, once that you get the hang of things, then a spaceship crashes, a princess dons power armor, a ninja falls in love with you. Its normal, run of the mill, boring stuff.

ATHLETIC CLUBS

The Quagmire High School mascot is the Fightin' Koalas with navy blue and silver serving as the school colors. The Fightin' Koalas fields junior varsity and varsity teams in golf (boys/girls), volleyball, basketball (boys/girls), tennis (boys/girls), soccer (boys/girls), track and field (boys/girls), baseball, and softball, along with martial arts, wrestling, cheer and dance.



The Quagmire Fightin' Koalas compete in interscholastic activities within the 2^a Classification, the state's 2nd smallest classification. The Fightin' Koalas play within the 2^a Region 7 Conference for football and the 2^a Region 7 East Conference for basketball, baseball and soccer.

ACADEMIC CLUBS

For those engaged in more academic pursuits they have a different level of activity. These activities are wide reaching such as: Beta Club, Future Farmers of America (FFA), FCCLA, Student Council, Future Business Leaders of America (FBLA), Quiz Bowl, a gaming club, various academic clubs, drama, band and a national ranked chess club. Along with that they also have the science and engineering club (run by the eccentric Professor Steamhead), a history club and even a motor shop (where the students are assisted by the mechanics from the local auto repair shop in downtown Quagmire).

WHO ELSE IS OUT THERE?

SALUSIAN EMPIRE

The Salusians are an advanced technological empire, living in the far reaches of space. They bear a strong resemblance to Earth skunks, with the differences being that instead of a stripe they have a diamond. Males are differentiated from females because the female are the only ones that sport a tail.

Salusians are highly dependent on their technology. This dependency is so high that their idea of "roughing it" is a portable house with satellite communication equipment, including telephone, television and internet reception in the middle of nowhere. They carry several meals in pill form (just add water) and a regular portable computer. This house also includes regular furniture for comfort. One wonders why they go away at all. In their opinion Earth might as well be the Stone Age.

Due to their technological superiority over many races, they tend to equate that to being genetically superior to other races as well, feeling that those other races are not worth their attention, or their time. This attitude upsets and irritates the other races in the galaxy.

Salusian society is based on a monarchy. They are ruled by a King and Queen, with succession of the throne given to those of royal blood. The royal line can possess super strength, that occasionally can get to the level of being able uproot a fully grown oak or maple tree from the ground, roots and all. Those with more “pure” royal blood is stronger than those that have been diluted through the marriage of more “common” Salusians. The more distant from the throne, the weaker their strength will be.

The two greatest inventions in the Salusian Empire are the instant learning pill and the transformation chamber. The instant learning pill enables the person taking it to learn how to speak, read, and write any language and blend into the culture much more easily. In addition to this, the Salusians have the transformation chamber, this piece of technology can alter the cellular composition of the chambers occupant so they will resemble any race known to the Salusians. The changes can be reversed by the just stepping into the chamber again.

As Salusians think of themselves superior, anytime they must change into a species that has no fur, they think of the final form as disgusting. However, regardless of the species they change into they refuse to give up their ears, and their skunk like ears are always present on the top of their head.

ICHINOHEI NINJA CLAN

The famed Ichinohei Clan is headed by Kudusai Ichinohei, the grandfather of Ichy-Koo. Kudusai hired an ambitious associate named Kenjo Rivalsan. After a while, they had a business argument and Kenjo left. Several days later Jerome also left, having served his duty in Japan. Kudusai had gained control over his clan. Shoji had married a woman named Hana and had two daughters. Kudusai’s adopted daughter Anna had grown up and was trained by Kudusai to be a ninja. When Kudusai discovered a rat in his basement, he sent for his old partner Feeple. Feeple sent his son, Bob Feeple. The moment Anna and Bob met, they fell in love and married in Japan. It was arranged that the oldest son of the Feeple would be promised to Kudusai’s oldest granddaughter, Itchy Koo Ichinohei. Several months later, Jeremy Feeple was born. It was this arrangement that sent Itchy to Quagmire to peruse Jeremy, so she could inherit the mantle of the head of the Ichinohei Clan from her Grandfather. They are often trained in the classic style. They use traditional weapons and armor to fight, but are not unaware of the more modern practices by their rivals, the RNC.



RIVELSON NINJA CLAN

The Rivel Ninja Clan's United States division is in the city of Quagmire and is headed by Lando Rivelson, the son of Kenjo Rivalsan. He built his headquarters in Quagmire for the sole reason of keeping an eye on Itchy Koo, who he believes is destined to be his bride. Lendo Rivalsan has had a crush on Ichi-Kun Ichinohei since childhood. When he found out about her prearranged marriage he followed her to Quagmire and tried to kidnap Jeremy Feeple to stop it from happening. He failed in his attempt and was forced by his father to stay. He goes on to be Jeremy's main rival for Ichi-koo's affections. The inhabitants of Quagmire learned about the Rivel Ninja Corporation when their headquarters literally sprung up overnight in the city's downtown business district. This did not bother the citizens because they are used to odd things happening and just decided to ignore it. The RNC is more

modern than traditional in its training. The building they are headquartered contains a state of the art security system, and the ninja are not only trained in stealth and melee weapons, but they also have state of the art armor and weapons.



CHAPTER 2:

CHARACTER CREATION

This section of the *Ninja High School RPG* rules outlines character creation. This is where you make your character for the campaigns (or stories) created by the GM of the game. Your character is like the main characters in *Ninja High School* comic book. The player characters are the ones around whom the action of the stories told by the GM and you and the other players revolve. Like the main characters in a movie, the player characters should be the ones doing the important actions of the story and not the non-player characters (or NPCs) that are played by the GM. The player characters are always the important part of the story, and at the heart of the action.

Really, the only way to play *Ninja High School RPG* incorrectly would be to **not** have the player characters at the center of the action of the campaign. This is not a game just for the GM, it is for everyone at the gaming table – players and GM alike. This is the best way to get the maximum enjoyment out of a *Ninja High School RPG* game session.

MAKING HEROES

1) RACE

The *Ninja High School* setting assumes that all characters are human, or at least a reasonable facsimile. While we are aware that Asrial is a Salusian princess, she transforms herself into a human for life on Earth. The universe is huge, and Quagmire is a focal point for anything weird or alien. Mostly the idea of one the characters being a non-human character can be mostly used for ascetic purposes. Unlike other settings there are no specific races, build your character as a human and call him whatever you desire. If you need a specific race, there is no reason that a GM and a Player cannot work together to create a new race from the guidelines presented in the *Savage Worlds Deluxe Rulebook*.

2) ATTRIBUTES

Your character's attributes are determined normally per the *Savage Worlds* rulebook. Each character has five points to distribute among the five attributes, starting with a d4 in each.



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GIL KANE
+
DAVE COCKRUM
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SECONDARY STATISTICS

Your hero's Charisma, Pace, Parry and Toughness are determined normally.

3) SKILLS

Your character's skills are determined normally per the *Savage Worlds* rulebook with the exceptions noted below. Each character has 15 points to distribute among the skills.

4) HINDRANCES

MODIFIED HINDRANCES

ALL THUMBS

The All Thumbs Hindrance applies only to complex technology, not simple technology as might be found on more primitive planets.

NEW HINDRANCES

CURSED (MINOR/MAJOR)

A Cursed character has likely offended a great being of power in his or her past, or is the direct descendant of someone who did (Curses often pass through bloodlines). The Curse can take a near limitless number of forms, but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM. This can be a major (The character suffers from a severe disadvantage) or minor (The character suffers from a slight disadvantage) hindrance.

DEPENDENT (MINOR)

The character has someone they care deeply for such as a family member, close friend, or lover and will do all they can to protect that person so long as they are able to.

DEPRESSION (MINOR/MAJOR)

Your character's emotional problems make the very act of living a chore. Symptoms include sleep problems (either oversleeping or insomnia), severe procrastination (to the point that the sufferer may lose his job), and a lack of interest in anything. With anti-depressant drugs there is no penalty and this is a Minor Hindrance, without drugs this is a Major Hindrance and characters suffer a -2 to most tasks, and tend to avoid getting involved. A life-threatening crisis or shock may snap the character out of it for a while, but when the crisis is over, the character sinks back into inactivity afterwards.

GIRL/GUY MAGNET (MINOR/MAJOR)

The character attracts susceptible girls (or guys, or even both sexes) like bees to nectar. For some reason they are just drawn to the character, fall helplessly in love (or lust), and will not let go nor give the character a minute's peace. Even worse, they will fight each other over the character to keep one another from consummating the relationship. The Girl/Guy Magnet does not represent some unusual charisma on the part of the character but rather his or her fate to constantly meet obsessed people. The minor version of this hindrance indicates a string of short lived infatuations, while the Major version can apply to a single member or a group of the opposite sex constantly fighting over you and/or getting in your way as you try to save the world from whatever the threat is this week.

LOVE (MINOR)

The character is in love. As this is a Hindrance, it will be either a wild tempestuous destructive car crash type of a relationship, one that is not reciprocated by the other partner or similar tragic and harmful situation such as being in love with the spouse of a powerful political figure.

Whenever you have to choose between your head or your heart in situations involving the one you love,

You must make a Spirit roll and score a raise in order to act as common sense or your head would dictate.

Naturally the Game Master will use this love in adventures in order to make your life difficult – for example, your love may become a villain and you'll need those Spirit rolls to try and bring them to justice, or they may keep getting into situations that require you to abandon other activities and help them out, unless you make those Spirit rolls.

PTSD (MAJOR)

The character has had horrific experiences on the battlefield that have left them with psychological scars. They often wake up screaming in the middle of the night and must make a Fear check whenever an unexpected loud noise goes off.

SECRET (MINOR/MAJOR)

There exists a dangerous and hidden fact about your character. This could be a secret identity or a shady past. The more damaging the secret if it became known, the higher the level of the hindrance. For example, damage to your character's reputation and livelihood or a threat to his well-being (he might be arrested or deported if the truth were known) is Minor; if the secret could end up in the death of the character then it's Major.

SPACESICKNESS (MAJOR/MINOR)

Suffering from Spacesickness can be a major problem, but depending on your point of view and how often you spend in space, it might not be anything more than an annoyance. Your character must make a Vigor check each time he leaves planetside to go into space. On a success, he suppresses his illness. On a failure, he is nauseated and suffers a -2 to all trait rolls until he spends an hour planetside. Spacesickness can cause incapacitation, but not death.

XENOPHOBIC (MINOR/MAJOR)

Whether because of simple racial intolerance or past dealings, the character has a dislike of all races other than his own and finds dealing with them unpleasant at best. He suffers a -2 penalty to Charisma when dealing with aliens with the Minor version and -4 with the Major Hindrance. Openly voicing his xenophobic beliefs, something he finds hard to control, may lead to confrontation or ostracism.

ZEALOT (MAJOR)

He is willing to sacrifice anything, including his life (or the lives of others) in service to the ideals and beliefs (political, religious or personal) he holds dear. This character is dangerous to himself and others, and shows a total disregard for the law whenever it conflicts with his beliefs. Wild-eyed crusader types and other mixed wackos qualify for this. The character is clearly deranged, with no regard for such considerations as the law, the safety of others, or the integrity of his immortal soul (you know, little things like that). That does not mean the character is completely

berserk. He may control herself out of fear of being stopped or discovered by the law or other major threat, but when no such fear exists, watch out.

5) EDGES

This section contains new and modified Edges for the Ninja High School setting.

MODIFIED EDGES

The following Edges from *Savage Worlds Deluxe* have been modified for their use in *Ninja High School*.

LINGUIST

Requirements: Novice, Smarts d6+

The character knows a number of languages equal to his Smarts die. He can also make a Smarts roll at – 2 to make himself understood in any language or dialect that he has heard for a week.

MARKSMAN

Requirements: Novice, Shooting d10

This Edge has different requirements, but otherwise functions as described in the *Savage Worlds Rulebook*.

MR. FIX-IT

Requirements: Novice, Smarts d10+, Repair d10+, at least two other technology-related Knowledge skills at d8+

This Edge has different requirements, but otherwise functions as described in the *Savage Worlds Rulebook*.



PHOTOGRAPHIC MEMORY

Requirements: Novice, Smarts d10+

Your hero can recall everything you've seen, read, or experienced perfectly. If you forget some detail your hero experienced, you may spend a Bennie to have the GM remind you.

RICH/FILTHY RICH

It's obvious, you come from money. You always have what you need, when it's needed. While it's true that money can buy a lot of things, it can not buy you everything. Because the world of Ninja High School does away with the tracking of funds, being rich gives you a +2 bonus to your Charisma check to determine if you have a particular item that you want. This bonus increases to +4 for Filthy Rich. *(These modifiers can stack with those used for the Portable Armory edge, if the GM allows.)*

TACTICIAN

Requirements: Seasoned, Wild Card, Smarts d8+, Knowledge (Battle) d6+, Informed Commander

The tactician has a natural grasp of tactics and can frequently take advantage of a rapidly changing situation. At the beginning of a battle and before any initiative cards are dealt, the hero makes a Knowledge (Battle) roll. For each success and raise he receives one initiative card. These are kept separate from his regular initiative cards and are not placed back into the deck until used or the combat ends (including Jokers!). At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their initiative card for the round in place of the one dealt them. This allows Extras to operate independently of Wild Card characters for one round if they receive their own card.

Only one character per encounter may use this Edge.

BACKGROUND EDGES

ACE!

Requirements: Smarts d8+

Some people just have a knack for doing well in school. They just seem to have a gift for the material. Individuals with this Edge gain a +2 on all Knowledge and Investigation skill tests.

BOOK LEARNING

Requirements: Novice, Smarts d8+

Guess what, you have access to books. You like to read, and you absorb the information like a sponge. These books can be found in classrooms, in libraries or even in the local coffee shop. Book Learning confers 5 additional skill points on the Character, but these points must be spent on the following: Healing, Investigation, or Knowledge skills. Because of your interest in books, a character with this Edge gains one additional language.

OWN A BIG MECHA!

Requirements: Novice

A mecha is a vehicle or construct of some sort such as a giant robot, spaceship, tank, submarine, sports car, motorcycle, helicopter, powered armour suit. Piloting is usually done from a cockpit inside the mecha, though lower-technology or “retro” mecha may be operated from the outside or via remote control. The mecha’s aptitude for combat is determined by the pilot character’s ability. (See *Appendix Two: Owning a Big Mecha on page 47* for details)

STATUS

Requirements: Seasoned, Smarts d8+

The Status Edge is intended to represent those specialized degrees, licenses, and privileges that characters may possess. Several are requirements for professions, while most are status changes that effect how others perceive and react to the character.

The following changes to a character’s status are meant as examples only. Principals are encouraged to alter them, or even create new ones, to better reflect their individual campaigns. Also, Principals may wish to give some as bonuses at no cost as part of a professional package or upon obtaining a set level in a specific skill. This is a common Edge for Teachers or Scientists to have.

Advanced degrees: Requires one slot per degree. These include such degrees as M.D., Ph.D., an MBA, or scientific doctorates. Characters must pay for each degree separately. So, if Eric wants his character, Captain Wiz, to hold doctorates in both physics and biology, he would end up taking the Edge for each one.

Award Winner: Requires one slot per award. This category includes such prestigious awards as the Nobel Prize or the Oscar. The Perk must be purchased for each time a character has been awarded a particular prize. Therefore, a two-time winner of the Nobel Peace Prize would have the edge twice.

COMBAT EDGES

ASSESSMENT

Requirements: Notice d8+

Make a notice check as you take your opponent’s measure. Gain a +1 on your next action against the target for a success and each raise on the roll.

ONE SHOT LEFT

Requirements: Novice, Shooting d6+

The character will always have at least one projectile remaining for his or her



ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, or stone in a sling. This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment.

PORTABLE ARMORY

Requirements: Novice

The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired, but remarkably, the character can access them whenever he needs them instead of being forced to return to where they are normally stored. Characters with Portable Armory may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round. For every piece of gear beyond your starting list, you may make a charisma check (Bennies apply to this roll). You roll this against a Target Number assigned by the Gamemaster. If the check succeeds you are able to own that piece of equipment.

LEADERSHIP EDGES

ART OF WAR

Requirements: Novice, Smarts d8+, Knowledge (Battle) d8+

Some commanders have an intuitive grasp of strategy and tactics. They also have a keen insight into the minds of their enemies and can easily outmaneuver and outfight more mediocre opponents. Characters with the Art of War Edge are the ones whose quotations end up in the history books. Characters with this edge gain a +2 in all combats that include Mass Battles.

PROFESSIONAL EDGES

WEAPONS ENCYCLOPEDIA

Requirements: Smarts d8+

A character can recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, caliber, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly and will need to successfully roll an Intelligence based Knowledge Skill check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a +5 bonus on any Skill checks needed to locate or buy weapons.

6) PERSONAL GEAR

The concept of personal gear is handled differently in Ninja High School than it is in other settings. Characters in this setting get to start off automatically with a limited selection of gear, depending on the archetype they choose to start play. If you are creating your own character, then pick the gear choices of the archetype that matches your character concept the closest (*see Archetypes in Chapter 3*). The Ninja High School setting not only does not track money, but it never gives anyone a starting amount. In the comic, it is just assumed that the characters have money when they need it, and it rarely comes up as an element, except maybe as a plot point. To solve this issue,

we have decided to take a different approach to gear. For every piece of gear beyond your starting list, you may make a charisma check (Bennies and charisma modifiers apply to this roll. In addition, you get a +2 modifier for every level of Wealth you possess). You roll this against a Target Number assigned by the Gamemaster. If the check succeeds you can purchase that piece of equipment. (**NOTE:** This is the same rule used by characters with the Portable Armory! Edge). Additionally, this way of gaining equipment allows the GM to use equipment from any setting they so choose without additional penalties.

7) MAGIC

The concept of magic in the Ninja High School setting is something that can be considered common, even if it is not common place, in the Ninja High School setting. There are varying degrees of magic, from Alien Magic to general Wizardry. Normally in settings this would get its own chapter, but it is listed here with the other sections of character creation for convenience. The rules of magic are a little different in the Ninja High School setting than they are in other settings, and in this section, we are going to give you the few, but significant differences in the use of magic in this setting.



BROADCASTING SPELLS

Spellcasters can do one thing to help them focus their spells, they can cast them out loud so that everyone knows the incantation and the name of the spell. While this helps spellcasters with their spell focus, it also makes it easier for everyone else to identify. If they choose to say the incantation out loud where everyone can hear them, then the caster gets the benefit of a raise, if they chose to say the name of the spell, they also get the benefit of a raise. These stack if they are done in the same casting.

FATIGUED SPELLCASTERS

A spellcaster using too much power in a single day can become fatigued. The spellcaster automatically becomes fatigued when they reach 50% of their allotted power points in a single day. The characters are then required to make a Spirit test. This fatigue goes away after 8 hours of rest. (See *Fatigued in the Savage Worlds Deluxe Core Rulebook*)

EXHAUSTED SPELLCASTERS

A spellcaster using too much power in a single day can become fatigued, if they continue the use then they can become exhausted. The spellcaster automatically becomes exhausted when they reach 75% of their allotted power points in a single day. The character is then required to make a Spirit test. This fatigue goes away after 8 hours of rest. (See *Exhausted in the Savage Worlds Deluxe Core Rulebook*)

DISGUIISING SPELLS

Spellcasters have the ability to fake their spells. Especially if they do not want others to know what spell they are casting. The problem with this is that this makes the casting of the spell more difficult than would be normally. Casting a spell like this requires some fast moving, and a strong sense of sleight of hand. Casting a disguised spell is cast the regular way, but requires a contest versus notice. To see if the spell is disguised requires a Notice roll at -4. If the person attempting to see through a disguised spell has knowledge of that spell (either a d6 in Knowledge: Magic, or knows that Power), they only suffer a -2. If they spend a Bennie they automatically see through the disguised spell

GROUP SPELLCASTING

It is possible for a group of spellcasters to get together to cast a single spell. This usually happens when the spell is nearly impossible for one spellcaster to cast. For every caster in the group at +2 to the skill total when rolling to cast the spell. The final total is based on the magic skill of the actual caster, so it is usually better to allow the caster with the highest skill to roll for the skill success. Failure of a group spell effects all participating spellcasters equally.

CHAPTER 3: ARCHETYPES, OR WHAT ARE MY CHOICES WHEN I GROW UP?

Archetypes are used as a way to make quick characters, all you need is the archetype, the rule book, dice and a piece of paper to play. By using the archetypes, you can begin play within a few minutes. Let's say you have a few friends over and you want to play Ninja High School that night, this is where the archetype comes in. You can read the descriptive text below and determine which character type (or archetype) you would like to play. They are built as any other character would be, with the exception that they have some places that are customizable. Add a name, Hindrances, and gear, spend any remaining skill points, and you're ready to play! This makes these archetypes more uniquely your own, and less like carbon cut outs of character types.

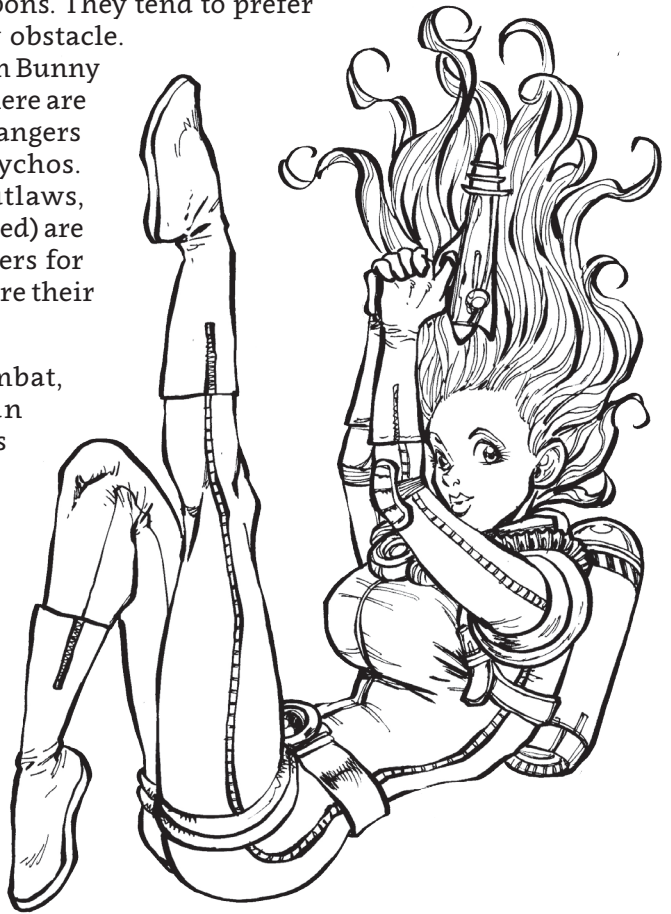


GUN BUNNY

Smoking gunpowder is the perfect drug for a Gun Bunny. Gun Bunnies are all about their weapons. They tend to prefer blasting their way through any obstacle.

Although many people see the Gun Bunny as a crazed force of destruction, there are as many cool, silent, and dark strangers as there are trigger-happy psychos. Snipers, law enforcement, outlaws, bounty hunters (and bounty hunted) are amongst the most common careers for the Gun Bunnies, it is a place where their talent is appreciated.

When a Gun Bunny enters combat, he enters it with style. Gun Bunnies' reflexes and cool hands are almost superhuman and they can draw a gun at an opponent's head before anyone can blink. As they become better, they learn to carry more weapons than physically possible, not to mention the variety of trick shots they master, such as shooting with their eyes closed and doing the damage of a mortar shell with a simple submachine gun. People think that there must be a higher power looking out for the Gun Bunny for all the gunfights he walks away from.



Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d10, Taunt d6, +4 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor (suggested Hindrances - Arrogant, Code of Honor and Enemy)

Edges: Alertness, Quick Draw

Personal Gear: Backpack, Two pistols, one rifle, plus 100 rounds worth of ammunition for each in addition to a set of normal clothes.

MAGUS

From an early age you were trained in the ancient arts of magic by one of the great masters of the art. You were one of the academy's most precocious students, and excelled at all forms of magic. This was a relief to your parents, who were starting to think that you'd never be good for anything. Better to have produced a dangerous magic user than a worthless bum, right? Right?

Since graduating you've been out seeing the world, and occasionally blowing small bits of it up. It's getting kind of ridiculous now – people are starting to leave town when they find out who you are – but what can you do? Besides, it means you can get a job as a court witch, or failing that as a guild enforcer, pretty much any time you want to. You're thinking of trying to find somewhere with really nice weather, and lots of beautiful women around. After all, you're one of the best, so you deserve it.

Which is why every time you realize that you let yourself get caught up in that fool's crusade to save the world from the Dark Overlord you wonder why you're not hanging out somewhere eating grapes peeled for you by a new harem. Conscience or some crap like that. Well, okay, there's also the chance to get a hold of that ancient tome, and with it untold power, so maybe you haven't *totally* lost it yet. It's definitely not because of that mad sword-wielding alien girl. Even if she is kind of cute.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Investigation d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d10, +4 additional skill points

Charisma: –; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: One Major, two Minor

Edges: Arcane Background (Magic), New Power, Power Points

Personal Gear: Robe, Pens, Notebooks, Large tome containing miscellaneous information, plus a standard suit of clothing.

NINJA

“Not only do I know the ancient ninja techniques of the Ichinohei clan, but I look really sexy in this mesh shirt, do not you think?”

The Way of the Ninja is a difficult path, but you've persevered through the training to emerge as a full kunoichi, ready for whatever missions you might be sent on. The functions of the ninja can include such things as espionage, sabotage, infiltration,



and guerrilla warfare. As a Ninja of Justice, you always do what's right! Well... Not really. Mostly you just do what the clan elder (you know, that dirty old man, the one who can defeat you with his pinky finger if he wants) tells you, which lately seems to involve killing a lot of stupid and greedy enemies. They're so tough when they've got their armor on and their swords out, but when they're standing there in those stupid loincloths they wear underneath it all... you have actually seen some of them cry like little girls.

Every occasionally, you wish you could be more like the normal girls you must impersonate now and then. But the feeling of the wind whipping through your hair as you leap through the trees reminds you of why you love being a ninja. Even with all the hardships it involves, you feel more alive than you ever imagined possible

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climb d6, Fighting d10, Intimidation d6, Notice d6, Stealth d8, +1 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: One Major, two Minor

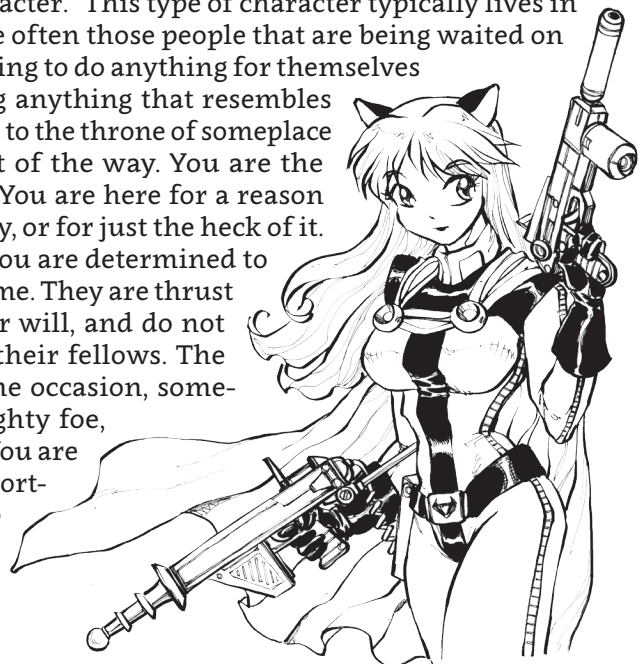
Edges: Assassin, Martial Artist

Personal Gear: Ninjato, a supply of shuriken, disguise kit, grappling hook and rope, a dagger, some smoke bombs, a single black powder bomb, shoulder bag, all in addition to a regular suit of clothing.



RELUCTANT PRINCE(SS)

The Reluctant Prince(ss) is the heir of their respective thrones, and the archetype is a variant of the "reluctant character." This type of character typically lives in a life of laziness. They are quite often those people that are being waited on hand and foot, never ever wanting to do anything for themselves and you can forget them doing anything that resembles real work. You are often the heir to the throne of someplace else, probably somewhere out of the way. You are the representative of your people. You are here for a reason given to you by a parent, by duty, or for just the heck of it. You do not typically fit in but you are determined to be here, regardless of the outcome. They are thrust into the limelight against their will, and do not want to do anything to assist their fellows. The Reluctant Prince(ss) rises to the occasion, sometimes even vanquishing a mighty foe, sometimes avenging a wrong. You are in Quagmire for something important (whatever is important is up to you and your family), so you are determined. You are will be liked, even if the locals think otherwise.



Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Intimidation d8, Investigation d6, Notice d6, Shooting d6, +5 additional skill points

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Noble, Rich (comes with the Noble Edge), +1 additional Edge of choice

Personal Gear: High end laptop, tablet, high end clothing, one personal weapon of choice (as approved by the Principal)

STUDENT

A Student's life is full of little challenges like weird teachers, romantic rivals, and cultural festivals. The best prospect of adventure being is school trip, but some Students hardly have such an idyllic life. Moreover, they must still make some time to prepare for finals and the dreaded college entrance exams. For all their normality, Students seem surrounded by a special aura. They are prone to make friends easily and not only because of the cool uniforms they wear. Their utter normality seems to have the secondary effect of shielding them from all the weirdness they might encounter. Students can count on their friends to lend a hand, and of course their adventures force them into learning things they were not aware that they needed to know, such as befriending aliens and learning how to fix spaceships.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

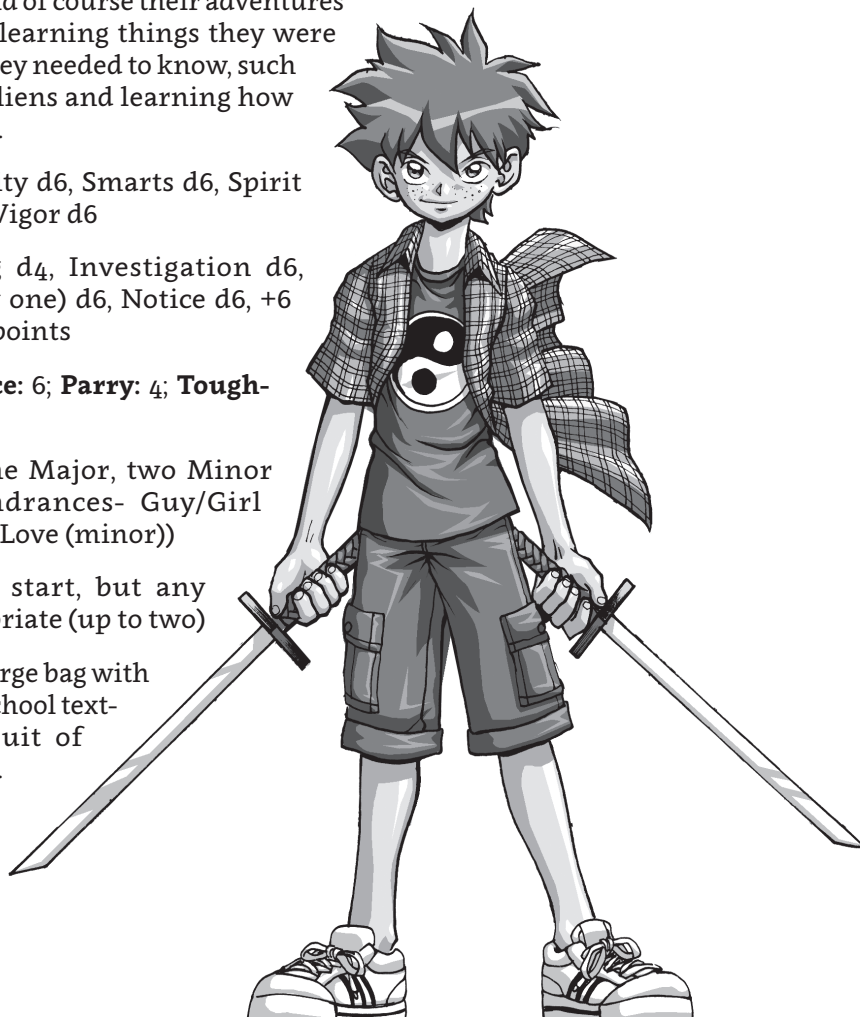
Skills: Fighting d4, Investigation d6, Knowledge (any one) d6, Notice d6, +6 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: One Major, two Minor (Suggested Hindrances- Guy/Girl Magnet (major), Love (minor))

Edges: None to start, but any would be appropriate (up to two)

Personal Gear: Large bag with pen, paper, and school textbooks, plus a suit of normal clothing.



TEACHER

You have spent four years in school, just to find a job teaching children. The high school in Quagmire offered you what you thought was an insane amount of money, but now you know why. There are a lot of weird things happening here. Just yesterday you saw a girl in a suit of power armor kick an army helicopter out of the way, today you passed an alien in the hall, and there are rumors that one of your fellow teachers is building a weird device in the school's basement (you totally didn't know the school had a basement). The truth of the matter is that if you can survive here, then you are probably better off than some of your classmates. It is true that this is a strange place, and it is one that you have happily accepted as home. It seems that the old adage is true, if you cannot beat them, then join them. This is probably the smartest move, because otherwise the place will happily drive you insane.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

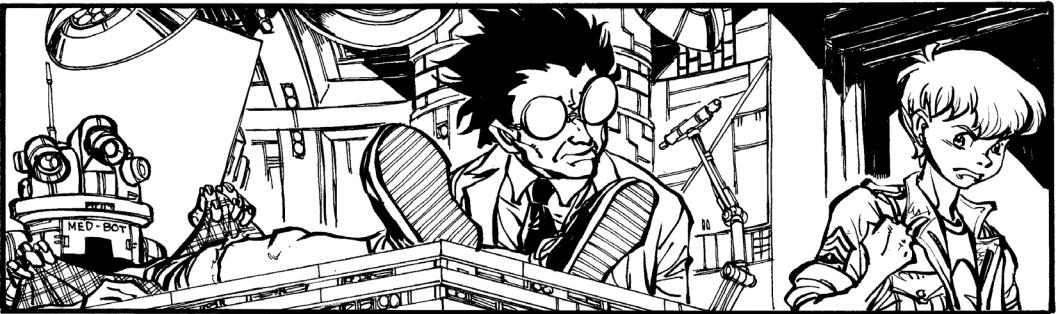
Skills: Fighting d4, Investigation d6, Knowledge (Any, depends on specialty) d6, Notice d6, Persuasion d6, +6 additional skill points

Charisma: –; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: One Major, two Minor

Edges: None to start, but any would be appropriate (up to two)

Personal Gear: Large bag with pen, paper, and school textbooks, plus a suit of normal clothing.



TECH GENIUS

There are those people who greatly enjoy technology, these characters are often gifted with an innate understanding of the science behind the technology, this is the Tech Genius. The Tech Genius can assemble the most astounding machines known to the world ... and a lot of the unknown ones, too. His or her focus on the world of machines distances a Tech Genius from others, often creating odd personality quirks. The most creative Tech Geniuses are unjustly labelled as “mad scientists” by everyone around them, but they know they can be patient. Praise will come when their next invention starts working. The Tech Genius can take anything apart and put it together better than it was before — with parts to spare! They apply their talent to one pet project after another, building amazing gizmos and gadgets for their own use.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Science) d8, Knowledge (Other) d6, Notice d6, Repair d8, Weird Science d10

Charisma: –; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Weird Science), Gadgeteer or McGyver

Personal Gear: Pencils, Pens, Notebooks, Toolkit, Calculator or Slide Rule, Notebook computer or Tablet along with a suit of standard clothing.

ZETRAMEN MEMBER

The Zetramen were a team developed with the help of Professor Steamhead. There is one known team, but that doesn't mean that there are not more working behind the scenes and in the shadows. The Zetramen Member cannot conceive fighting for truth and justice without a group of companions. Some people believe that Zetramen Members lack intelligence and need to color-code their uniforms to tell each other apart, but Zetramen Members wear their colors as a mark of their own individuality, while they identify their allegiance to their team. Zetramen Members are team players to the core. When they gain their personal equipment as members of the group, they also form a bond with their companions that becomes stronger with time. A Zetramen Member knows if one of his friends is in danger and can quickly arrive for a rescue. They learn their own personal attacks that can be very devastating on their own, but increase in power when combined with those of their friends.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, +3 additional skill points

Charisma: –; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Energy Manipulation Power (Chose One Element, 20 PP), Martial Artist

Personal Gear: Costume, vehicle of sometime (work with your Principal on type)





CHAPTER 4: DRAMATIS PERSONA, OR WHO THE HECK ARE THESE PEOPLE ANYWAY?



This section details the characters you have come to know and love in the Ninja High School comic book. All these characters are Wild Cards and are treated as such, regardless of how they are used. They are presented here to be used as pre-generated characters for a quick play, but if the game master prefers these characters can be used in place of any generated character created by the players.

JEREMY FEEPLE

Jeremy Feeple is an extremely ordinary kid. He was raised by his Rat exterminator father, (Bob Feeple) and housewife mother, (Anna Feeple) alongside his younger brother, (Ricky Feeple). When his father suddenly disappeared the remainder of the family moves to a small Midwestern town called Quagmire. Jeremy finds out his mother is a ninja when a beautiful young member of her clan named Ichi-kun Ichinohei moves to town with the intention of marrying Jeremy, so she could be the next in line to take over. At the same time, a gorgeous alien princess named Asrial comes to Earth with the intention of marrying him as well. When Asrial shows up to marry him, mass mayhem ensues as another suitor and local events turn his world inside out.



Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Notice d6, Repair d6, Stealth d8, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Rank: Seasoned

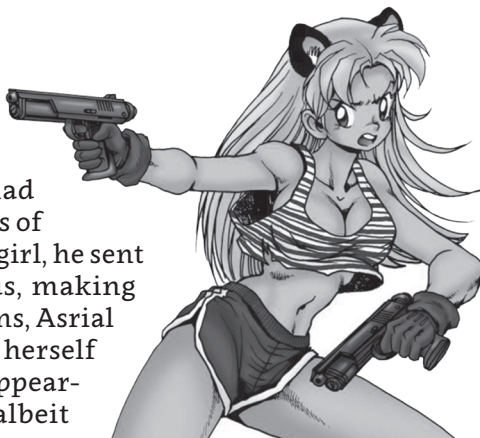
Hindrances: Code of Honor, Cursed, Cautious, Loyal, Pacifist

Edges: Fleet-footed, Lucky, Martial Artist

Personal Gear: Backpack, books, notebooks, pencils and pens. In addition to the listed equipment the Principal can allow the player to have 1d6 additional pieces of miscellaneous equipment.

PRINCESS ASRIAL

Asrial is a Salusian (a race of humanoid skunks) princess. She is the first born and next in line to succeed the throne. The Salusians are part of the ISC (Inter-Stellar Conglomerate). Her father, King Jerka, had devised a plan to keep Earth out of the hands of their rivals, the Zardons. Because Asrial is a girl, he sent her to Earth to marry Jeremy Feeple. Thus, making Earth a part of the ISC. To mix in with humans, Asrial had to undergo a transformation to make herself look more human. This left her with the appearance of a very attractive human female, albeit





with furry ears (that very few people seem to notice). Asrial has always been very child-like in attitude but very mature in accepting responsibility. was sent to Earth to find Jeremy Feeple and marry him, an act that was described as required to ensure that their enemies do not lay claim to the planet. Since Earth was a non-aligned world, anyone could claim it, and the Salusians were desperate to keep it from being used against them. She has to disguise herself as a human to be accepted on Earth. Asrial is the daughter of King Jerka and Queen Shiva. She has two sisters Mylissa and Andromeda.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d8

Skills: Fighting d8, Investigation d6, Knowledge (Navigation) d6, Notice d6, Repair d10, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** ; **Toughness:** 6

Rank: Veteran

Edges: Arcane Background (Super Powers), Attractive, Noble, Portable Armory, Super Strength, Speak Language¹ (24-hour time limit; can also read languages)

Hindrances: Arrogant, Outsider (minor)

Personal Gear: Rifle, suit of clothes, in addition to the previous gear, Asrial possesses a suit of Salusian battle armor²

¹Asrial must take a pill every 24 hour to retain this ability. If she fails to do so, then she is unable to understand anyone for the next 24 hours.

²The power armor has the following stats Toughness 15 (5), Strength d12+7, Pace 8

ICHI-KUN (ITCHY KOO) ICHINOHEI

Ichi-Kun Ichinohei is a ninja of the Ichinohei clan. Her grandfather is Kudusai Ichinohei, the leader of the clan. Itchy moves to Quagmire because of a prearrangement with Jeremy's mother Anna (formerly the top ninja of the clan). Wedding Jeremy would allow her to take over as the new leader. She soon meets Asrial (an alien princess with the same intentions toward Jeremy) and the two spend pretty much every second fighting over him. Ichi came to Quagmire due to a prearrangement with Anna Feeple a former member of the Ichinohei clan. Her goal was to have Jeremy marry her so that she could take over the clan, however she was soon caught up in the general Quagmire craziness. Ichi can be aggressive, and very to the point, though she is a very sweet girl.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d6, Lockpicking d6, Notice d6, Persuasion d6+2, Stealth d6, Taunt d6, Throwing d6, Tracking d6

Charisma: 2, **Pace:** 6, **Parry:** 8, **Toughness:** 6

Rank: Veteran

Edges: Acrobat, Attractive, Command, Martial Artist

Hindrances: Code of Honor, Loyal

Personal Gear: Backpack, pens, pencils, paper and notebooks, and there is a 3 in 6 chance that Itchy-Koo will have a sword (STR + d8) on her person.



MIMI MASTERS, WITCH OF THE COVEN

She is the daughter of Magic Priests David and Shanna Crowe. Her mother was later remarried to a man named Stanley which resulted in the birth of Mimi's half-sister

Selena. It is later revealed that Stanley was actually "Stanley the Demon"; who had plagued the Feeple family since the days of ole' when Jeremiah Feeple accused a Masters' ancestor of witchcraft. Because of an incident back in Salem it is learned that

Mimi's ancestor cursed the Feeple family, stating every first born of the Feeple family will suffer a terrible fate before reaching sixteen years. Mimi shows up in Quagmire during one of Jeremy's football games. She decided that she was going to help the Feeple family by getting rid of the "Feeple Family Curse." She, along with several others, travel back in time to the source of the

curse, but realize that if she were to undo the curse, she would be the cause for a drastic change in Jeremy's life. After rescuing Jeremy, Mimi has now relocated to Quagmire. Mimi spends most of her time in the library and is usually joined by her familiar, the somewhat cynical cat Aloysius.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Alchemy (Arcane) d8, Fighting d6, Healing d6, Investigation d6, Knowledge: Arcane d10, Piloting d8, Ritualism (Arcane) d8, Spellcasting (Arcane) d10

Charisma: 0; Pace: 6; Parry: 5; Toughness: 6

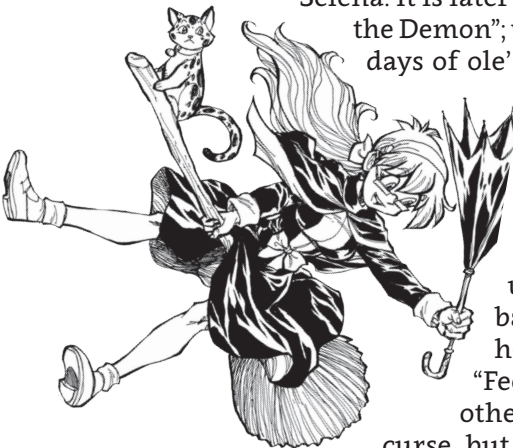
Rank: Heroic

Edges: Arcane Background (Magic), Sidekick (Familiar),

Hindrances: Code of Honor, Enemy (Stanley the Demon; minor), Loyal

Arcane Powers: Any as allowed by the Principal (Powers are determined at the start of play, up to 10)

Personal Gear: Broomstick (gives Mini the ability to fly as per the Spell), Spellbook (gives Mimi a +4 on all Magic/Arcane checks if she can access her book), 1d6 assorted alchemical mixtures





PROFESSOR STEAMHEAD

Professor Johann Steamhein is a German-born Jewish scientist with a passion for harnessing the powers of steam. He left his homeland of Germany in the early 1930s, and came to America where he met and befriended Jeremy and Ricky's grandfather. Although still early in his career, he had already made a name for himself with his inventions in the field of animal control. Professor Steamhead is also the inventor of Zetranite; the substance that gives the Zetramen their powers.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Knowledge: Steam Power d10, Knowledge: Zoology d10, Notice d6, Persuasion d8, Weird Science (Arcane) d10

Charisma: 0; **Pace:** 5; **Parry:** 2; **Toughness:** 4

Rank: Veteran

Edges: Arcane Background (Weird Science), Book Learning, Command, Jack of All Trades, Level Headed, Status (Advanced Degree)

Hindrances: Bad Eyes, Curious, Elderly

Personal Gear: Slide rule, notebook, pen, 1d6 random electronic or mechanical bits.

TOMORROW GIRL (MAY)

Tomorrow Girl is a superhero who regularly defends the town of Quagmire. It is a huge secret that she is not a human at all, but in fact a sythoid; a kind of artificial construct designed to resemble a human right down to the cell structure. May came from a dystopian future where an artificial intelligent race has enslaved mankind. It used a government controlled cloud blocked out the sun. She was sent back in time to capture Jeremy Feeple and bring him back to her time as he was crucial for the survival of that race. She was defeated, and ended up joining the time traveler Professor Azland. She and her adopted "father" Tomorrow Man work together to defend the town of Quagmire.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d10, Investigation d8, Notice d8, Stealth d8, Streetwise d8+2

Charisma: 2; **Pace:** 8/288; **Parry:** 7; **Toughness:** 13

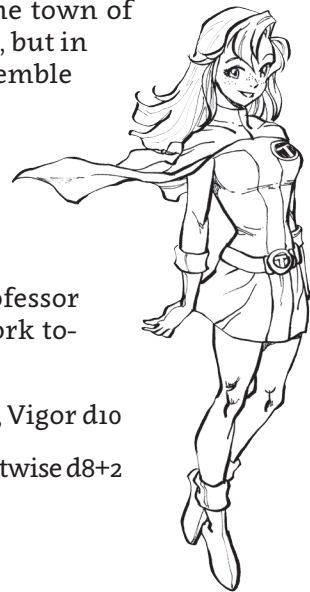
Rank: Seasoned

Edges: Attractive, Arcane Background (Super Powers), Brave, Brawler, Fleet Footed

Hindrances: Code of Honor, Enemy (Future A.I.) (*Principals option on if this ever comes into play*), Secret (sythoid),

Powers: Flight, Regeneration, Super Attribute (Strength), Super Attribute (Agility), Super Attribute (Vigor)

Personal Gear: As May, Tomorrow Girl will have a backpack, pens, pencils and textbooks.





APPENDIX ONE: EXTRAS

This section is lovingly called the “Extras” for a good reason. It is material that may not be directly relevant to a game of Ninja High School, but it is possible that generic forms of these characters will appear during the course of your campaign. Any Extra that you think should be in here and is not can be made up on the spot by the Principal.

TYPICAL NINJA

These can be agents of the Ichinohei Clan, the R.N.C., or even just another ninja clan that happens to be wandering around out there.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Stealth d8, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: Sword (STR+d6)

TYPICAL POLICE OFFICER

These are those people that are willing to protect and serve the citizenry of Quagmire and the surrounding countryside. These could be local city law enforcement, county sheriffs or even someone on the Federal level if needed.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Driving d6, Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d6, Streetwise d4

Pace: 5; **Parry:** 6; **Toughness:** 6 (8)

Gear: Armor (+2), Pistol (2d6)

TYPICAL SALUSIAN SOLDIER

What is a Salusian Soldier? Occasionally you will see people who have shown up to aid Princess Asrial, fight off rouge Zardons, to guard Jeremy Feeple, or even to act as her guard. These soldiers are highly trained specialized personnel.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Shooting d8, Stealth d8, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5 (11)

Gear: Armor (+6), Rifle (3D6)

TYPICAL STUDENT



Have you ever wanted to race your fellow student, or even try to see if you can beat them on the exam or even in the spelling bee? Now is your chance, this is the stats of the typical student in Quagmire.

Attributes: Agility d₄, Smarts d₆, Spirit d₆, Strength d₄, Vigor d₄

Skills: Knowledge: Any as needed d₆, Persuasion d₆, Taunt d₄

Charisma: 0; Pace: 6; Parry: 2; Toughness: 4

Gear: Backpack, notebook, tablet or computer, pencils and textbooks.

TYPICAL TEACHER

Do you have a teacher boring you, maybe you have a favorite one? Maybe one of them is a ninja in disguise? Probably what you have is just your ordinary everyday master of the arts, someone who only has one job, to make sure you

learn. It does not really matter if that class is basket weaving or Xenobiology, it is their job to make sure you leave school being all you can be and preparing you for the next phase of life.

Attributes: Agility d₆, Smarts d₈, Spirit d₈, Strength d₄, Vigor d₆

Skills: Investigation d₆, Knowledge: Specialty d₈, Notice d₆, Persuasion d₆

Pace: 6; **Parry:** 2; **Toughness:** 5

Gear: One bag (like a shoulder bag or backpack) containing pencils, pens, notebooks and a snack, in addition to a suit of regular clothing.

TYPICAL ZARDON SOLDIER

The Salusian's have their share of enemies, and among them are their number one enemy, the Zardons. These soldiers are highly trained and can be found anywhere that harassment of the Salusians can be found, even in the City of Quagmire.

Attributes: Agility d₆, Smarts d₆, Spirit d₆, Strength d₆, Vigor d₆

Skills: Climbing d₆, Fighting d₈, Shooting d₈, Stealth d₈, Throwing d₆

Charisma: 0; Pace: 6; Parry: 6; Toughness: 5 (11)

Gear: Armor (+6), Rifle (3D6)

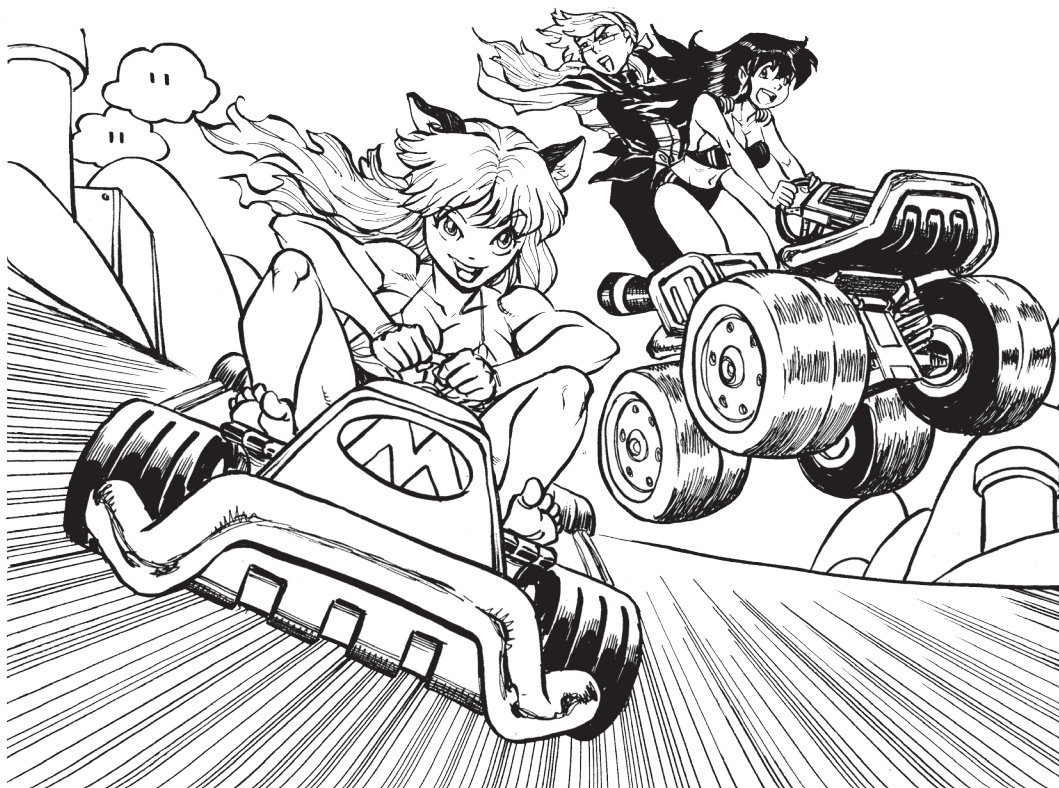
In addition to the above extras, Quagmire has a zoo. Animals can be found at the zoo, they can be found in the forest surrounding the city of Quagmire and of course anything can show up from anywhere, as the city itself sits on a dimensional nexus. As the Principal it is up to you to determine what is appropriate and where when it shows up. Savage Worlds is made up of quite a few varying settings, and it is not at all out of the realm of possibility that something could show up from another source you might own.

ADVENTURE SEEDS

This section is what we call Adventure Seeds. Adventure Seeds are a couple of paragraphs long that detail a possible adventure happening in Quagmire involving plots of Ninja High School. These are here to assist the Principal in making an adventure without having to go out and purchase any of the published adventures that are available for the *Ninja High School Anime and Manga Role Playing Game*.

ADVENTURE SEED: THE DRESS BY JAMES POTTER

Ah, it is Fall time in Quagmire, and can there be anything better? Of course not! And since it is the Fall, that means that it is time for that wonderfully quaint high school tradition, the homecoming dance. Jeremy Feeple has made plans to be at this dance, so naturally, this means that Princess Asrial will be there as well. Now, if only she could find the perfect dress that will ensure that Jeremy will notice her and ask her to dance with him. After several hours of engaging in a thorough search of just about every clothing store in Quagmire, she is on the verge of giving up when she finally lays eyes upon a dress that is just what she is looking for. It is absolutely stunning and with it, Asrial will most definitely get Jeremy's attention, thereby allowing her to continue her efforts to woo him! But bad news though: it is the last one of its type that the store has in stock. However, there's even worse news than that: Ichi-Kun Ichinohei, Asrial's rival for the affections of Jeremy, has set her eyes on the dress too! Each girl makes a vow that no matter what, she will be the one who gets her hands on that dress! And this just so happens to be the point where the PC's come in. Now, there are a couple of ways that the PC's can get sucked into this quest for the dress: possibly they are recruited by one of the girls to protect the dress from the other, or maybe, they are recruited to acquire it, (or to reacquire it). Either way, this adventure has a lot of potential for both comedy and action, for remember what they say: all is fair in love and war.



ADVENTURE SEED: THE NEW KID BY JAMES POTTER

Johnny Frey is a recent transfer student to Quagmire High School, and he seems perfect: he's tall, athletic, devastatingly handsome, popular, friendly and is wicked smart with a 3.8 GPA. Just about every girl in the school has fallen head over heels for him and just about every guy wants to be him. However, all is not as it seems, for Johnny is hiding a shocking secret: he is in his early 20's and is an undercover operative for a secret government agency that knows that Princess Asrial is an alien and fears that she is the vanguard of an extraterrestrial invasion. So therefore, they want to get their hands on her so that they can first interrogate her and then dissect her. Johnny's mission in Quagmire is to first observe the Princess and collect information on her. And then, when he feels that the time is right, he is to kidnap her. Obviously, the PC's might have something to say about this. At what point the PC's get thrown into the action is up to the GM: maybe the P.C.'s must thwart Johnny's efforts to kidnap the Princess. Or maybe he has already succeeded in his mission and they must rescue Princess Asrial before Johnny can hand her over to his superiors. Or, if the GM is feeling cruel, he can have the Princess already turned over to the agency, forcing the PC's to figure out some way to find, and then break into, a top-secret government facility. No matter at which point they get involved, they must find some way to keep the Princess safe, as well as figuring out how to get the agency to leave Asrial alone, after all government agencies usually aren't in the habit of giving up...

ADVENTURE SEED: TOMORROW MAY NEVER COME BY JONATHAN M. THOMPSON

May, also known as Tomorrow Girl, has developed sudden, onset amnesia as the result of a recent encounter with a being only known as The Devastator. The Devastator, true to his name, has plans to lay Quagmire to rubble. Tomorrow Girl has met him in battle on the outskirts of town, just in view of the High School. He was defeated by Tomorrow Girl, but his last words as he ran away were that of revenge on Tomorrow Girl and the city of Quagmire. This can present to be a problem, since May does not remember who she is and since her identity as Tomorrow Girl is only known to a few. To complicate things, it seems that The Devastator is a mercenary for hire, sent by the Shidoshi Clan, to wipe out traces of the Rivalson Ninja Corporation in Quagmire. Tomorrow Girl is the only one powerful enough to stop him. It will be up to her friends must try to help her remember in time to save Quagmire from The Devastator.

ADVENTURE SEED: WYVERN WATCH BY JONATHAN M. THOMPSON

As prone to happen in Quagmire, the night has a few of the funnies. There is a rash of thefts at night, but it is not money or valuables, it is a weird type of loot. The loot that is missing is soda pop and candy. This leads the local police to think it is a student from one of the Quagmire schools. This rash of thefts goes on for several nights, when suddenly a witness is convinced it is being done by a demon. The little dragon just wants candy and to play, so it will be up to the characters to convince him to stay in the forest surrounding the town of Quagmire to play. The bad thing is that Jonah Quay, a dragon collector, has shown up in Quagmire, and is hunting the baby dragon to put in his zoo of the weird and unusual (he also thinks the dragon has the cure of rare diseases). So, this makes the job of the characters a little more difficult. They not only have to provide the baby dragon enough soda pop and candy to keep it happy, but convince it to stay in the woods while at the same time trying to keep the dragon hunter from locating and capturing the baby dragon.

APPENDIX TWO: OWNING A BIG MECHA

Mechs exist in the world of Ninja High School, but they are not seen very often. Which is why the mecha rules are exiled to the back of the book. These rules exist so that your character can pilot a large giant robot, but not only do you have to start with the Own a Big Mecha Edge, but modifications on your basic mech take away from other edges you might already have. Any hindrance on the mecha is applied toward your total.

When you are in a mecha, you replace your Strength, Agility, and Vigor with the Mechas.

Mecha can operate for 3 hours before needing to spend 8 hours recharging.

BASIC MECHA

Mecha are pretty much like any other character, they can do the same things, but on a much larger scale. Assume that Mecha have the same access to skills as your regular character would have. These are the basic abilities for mecha. Modifiers for Mecha combat can be found in the section under Vehicles.

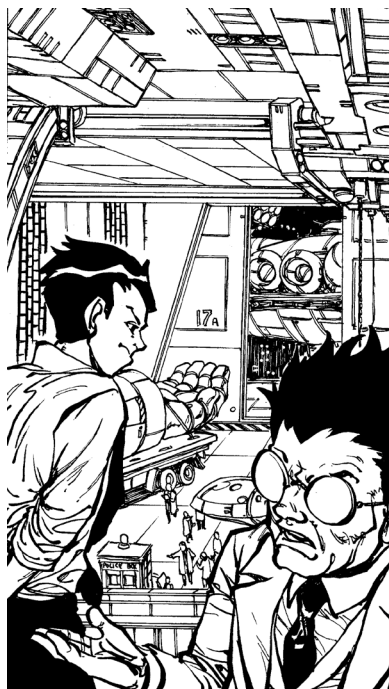
Strength d10, Agility d4, Smarts d4, Spirit d4, Vigor d8 (these stats cannot be modified nor changed during character creation)

The Mecha gets a +2 Armor Bonus to Toughness, and has +1 Size (which grants +1 to Toughness).

MECHA ADVANTAGES

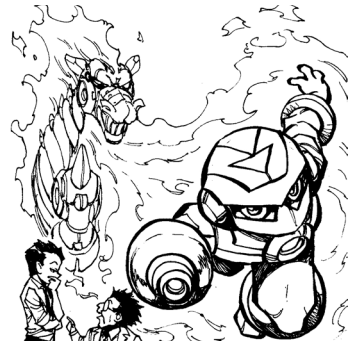
Mecha have access to some unique advantages. These are traits the character can buy that only apply to the Mecha, but cost an edge. Mecha can buy any Edge with a Strength, Agility, or Vigor requirement they meet.

Additional Limbs: The character has additional limbs for manipulation. For each Edge you spend on this, you gain one additional arm. Each additional arm grants you an extra action at -2.



Artificial Intelligence: Your mecha has a limited intelligence. You can select this edge multiple times. You can only buy this edge once per rank.

First Selection: Basic Remote Control: The mecha is controlled from outside it by the owner, who will use a radio (or other) control system. Doing so requires the operator's full attention, and thus he or she cannot carry out any other activities. This also means the operator can only run one mecha at any time. The mecha uses the operator's Stats and Skill dice as if the operator was piloting from within a cockpit. The control system for the mecha must be specified to be in another mecha, an operations base, or a hand-held unit. The GM should decide upon the limitations of the control system (range, vulnerability to ECM, etc.)



Second Selection: Advanced Remote Control: As above, but the mecha requires less supervision: the operator can also carry out another activity while commanding the mecha (including operating his or her own mecha or controlling more than one advanced remote control mecha). If the operator divides concentration in this way, he or she suffers a cumulative -2 on all actions for each mecha controlled simultaneously.

Third Selection: Semi-Autonomous: The mecha can operate without constant supervision but has no self-initiative and lacks emotions and desires. It can be given orders or programmed with directives but obeys in a slavish, unimaginative fashion. The Mecha raises its Smarts to d6.

Forth Selection: Intelligent: The mecha is capable of exercising (or at least simulating) self-initiative and creativity but remains loyal to the character who owns it. Raise the Mecha Smarts to d8, and spend 15 skill points for the Mecha.

Extra Capacity: Your mecha can carry 100 additional kilograms of cargo, or one extra passenger.

Extra Endurance: This edge can be taken multiple times. Your mecha normally only can run for three hours at a time. This Edge perk allows for your mecha to run longer. For one Edge your mecha can run for an entire day before recharge is needed, The second time upgrades this to a week.

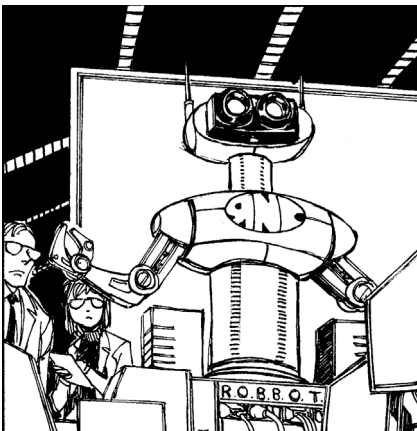
Weapons: You add a weapon to your mecha. Select one Melee or Ranged weapon. Your Mecha now has that attached.

MECHA HINDRANCES

DESCRIPTIONS

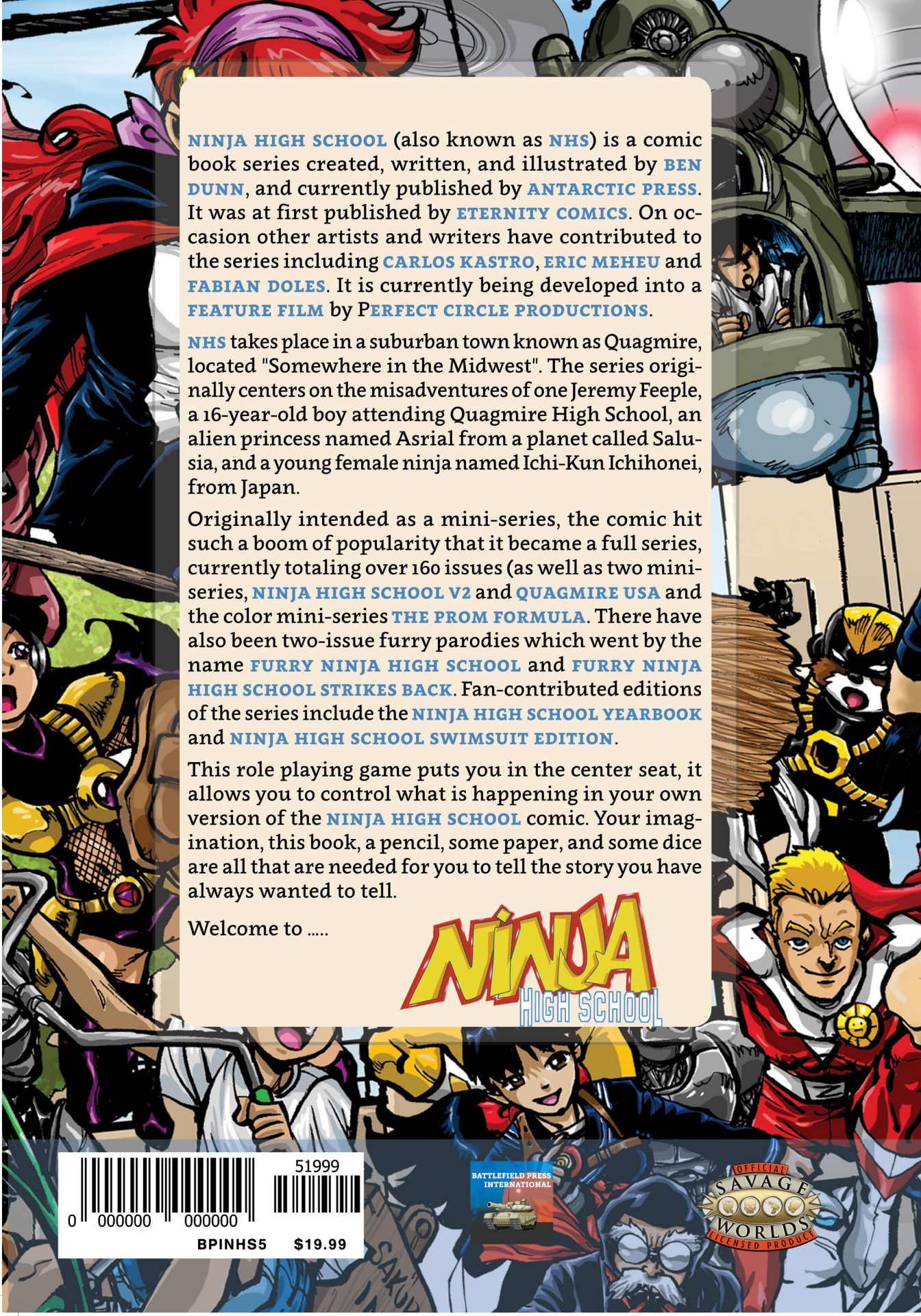
Bug (Major): The mecha has a bug in its programming or systems. At any point if you roll a "1" on the Wild Dice while using the Mecha, the Mecha is automatically shaken.

Delayed Power Up (Minor or Major): This defect causes your mecha to start slower than other vehicles or mecha. At the minor level it takes 1d4 rounds before your Mecha is ready. At the Major level it takes 1 minute for your mecha to power up.









NINJA HIGH SCHOOL (also known as **NHS**) is a comic book series created, written, and illustrated by **BEN DUNN**, and currently published by **ANTARCTIC PRESS**. It was at first published by **ETERNITY COMICS**. On occasion other artists and writers have contributed to the series including **CARLOS KASTRO**, **ERIC MEHEU** and **FABIAN DOLES**. It is currently being developed into a **FEATURE FILM** by **PERFECT CIRCLE PRODUCTIONS**.

NHS takes place in a suburban town known as Quagmire, located "Somewhere in the Midwest". The series originally centers on the misadventures of one Jeremy Feeple, a 16-year-old boy attending Quagmire High School, an alien princess named Asrial from a planet called Salusia, and a young female ninja named Ichi-Kun Ichihonei, from Japan.

Originally intended as a mini-series, the comic hit such a boom of popularity that it became a full series, currently totaling over 160 issues (as well as two mini-series, **NINJA HIGH SCHOOL V2** and **QUAGMIRE USA** and the color mini-series **THE PROM FORMULA**. There have also been two-issue furry parodies which went by the name **FURRY NINJA HIGH SCHOOL** and **FURRY NINJA HIGH SCHOOL STRIKES BACK**. Fan-contributed editions of the series include the **NINJA HIGH SCHOOL YEARBOOK** and **NINJA HIGH SCHOOL SWIMSUIT EDITION**.

This role playing game puts you in the center seat, it allows you to control what is happening in your own version of the **NINJA HIGH SCHOOL** comic. Your imagination, this book, a pencil, some paper, and some dice are all that are needed for you to tell the story you have always wanted to tell.

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