



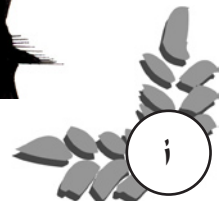
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# NINJA BURGER: THE RPG

— 2<sup>ND</sup> EDITION —

*"This city is a point upon a map of fog...  
Like us, it doesn't quite exist."*

— Ambrose Bierce



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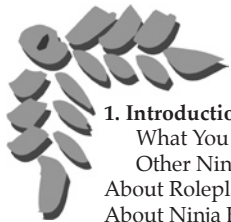
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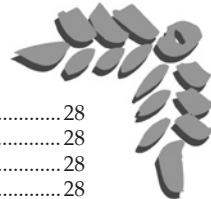
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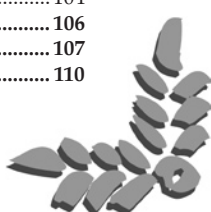


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HOW NINJA BURGER DOES IT

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

Legend says that ninja of old could walk through walls, turn invisible, kill their enemies with a single touch, and breathe underwater for hours at a time. The truth, of course, is that they used a combination of skill, technology and trickery to accomplish all those feats, and others like them. The modern day ninja who work for Ninja Burger use the same basic tools, albeit with a 21st century angle. Let's look at each in turn.

**SKILL**

Ninja Burger hires an incredibly wide variety of people, including those who are already skilled as ninja, those who have similar skill sets (e.g., Navy SEALs), those who show great skill in other areas (e.g., Cab Drivers), and even those who show no skill whatsoever – sometimes you can find a cherry blossom under the dung heap, as the saying goes.

Regardless of background, all new employees are put through a training program that tests their skill in over twenty areas, ranging from classical ninja skills with certain weapons to modern applications of old skills (such as computer use, modern weaponry, etc.) This intensive training program weeds out weaker candidates; everyone who ends up working for Ninja Burger is at the top of their game.

With only the best of the best out on the street, it's easy to see how Ninja Burger's employees can do what they do. They're not just fast food workers – they're fast food workers who are truly ninja.

**TECHNOLOGY**

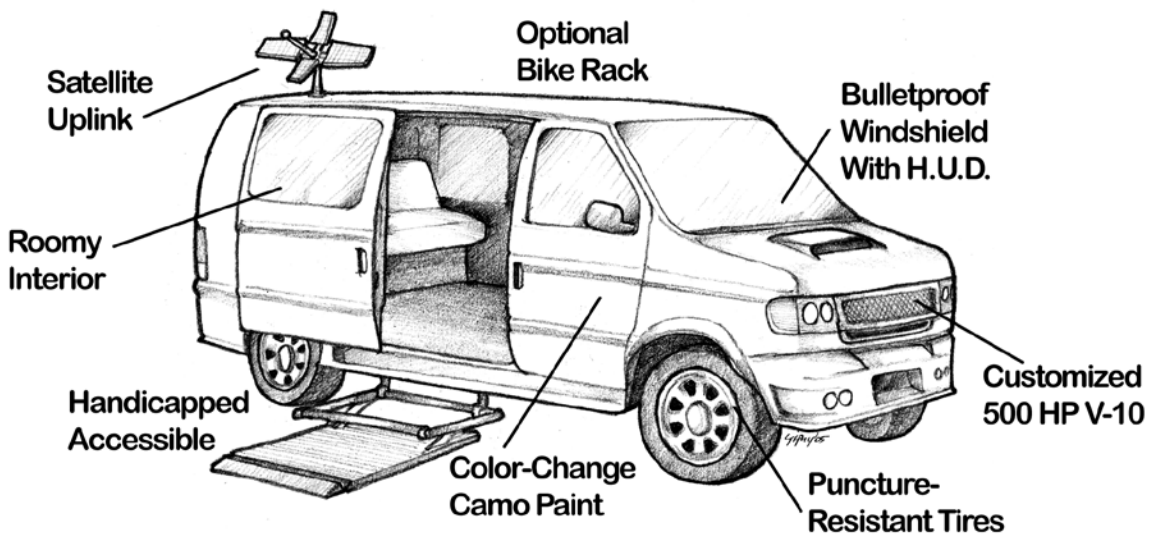
Classical ninja threw eggshells filled with blinding powder, breathed through hollow scabbards, and clambered up walls with spiked hands and split-toed tabi boots. They had the advantage of both cutting-edge weapons technology (*katana, ninja-to*) as well as customized weapons made from farm implements.

Ninja Burger has much more to offer its employees. Not only do they have access to classical ninja tools and weapons, but also a wide array of new technological devices. These range from fire-retardant uniforms made from a custom blend of threads that are "blacker than black," to electronic lockpicks and GPS tracking devices, to customized vehicles such as motorcycles, sports sedans and vans (see below), that incorporate camouflage paint, armor plating, puncture-resistant tires, custom engines and the like. Teams who need a way to get around also have access to specialized vehicles like boats, helicopters and jet planes.

Much of this technology is shared through military or private sector company arrangements; in some cases, tech was given freely to Ninja Burger; other times it was the other way around.

**TRICKERY**

Much of the ninja's "mystical" abilities rely on the fact that many people are gullible, stupid, or both. Since this fact has not changed over the centuries, modern ninja rely on the same social engineering tricks that served their predecessors. Often, Ninja Burger ninja don't dress like ninja at all. Costumes, disguises, fake identification, and the like can make it easier to "vanish" in a crowd than a set of black pajamas. You'd be amazed where a clipboard, a cell phone and a pair of brown shorts will get you.



*Schematic of a typical Ninja Burger delivery van*

## 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, and 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 (for example, taking “Ninja” and “Stealth” separately), it’s perfectly okay to do so, provided that the player realizes that in exchange for a benefit up-front, their character generation choice will affect future Improvement (see page 18 for more on that and other issues of Honor).

**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.

## STARTING RANKS

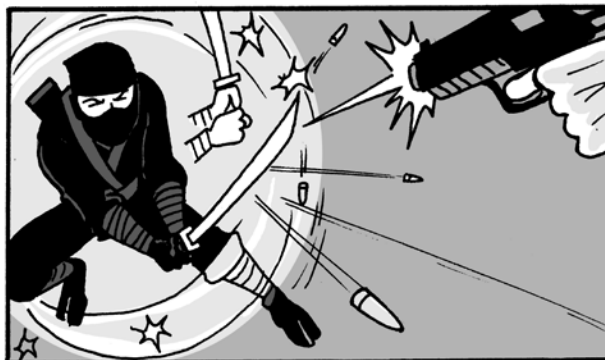
Players have several options when designing the Qualities of their character. They may choose between having more Qualities at a lower level of competency, or having fewer Qualities at a higher level of competency.

As explained earlier, starting Ninja Burger characters automatically get the Ninja Quality (which must be taken at Average [+0]). This reflects the fact that while they are ninja, and can do ninja things (most people can’t), they are still relatively new at the game, and they have to first work at their skills before they can call themselves 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.



*Strength or Weakness? It’s how you spin it.*

## COMPETITION

*"As a Burger Shack employee for the past three years, if there's one thing I've learned, it's that if you're craving White Castle, the burgers here just don't cut it..."*

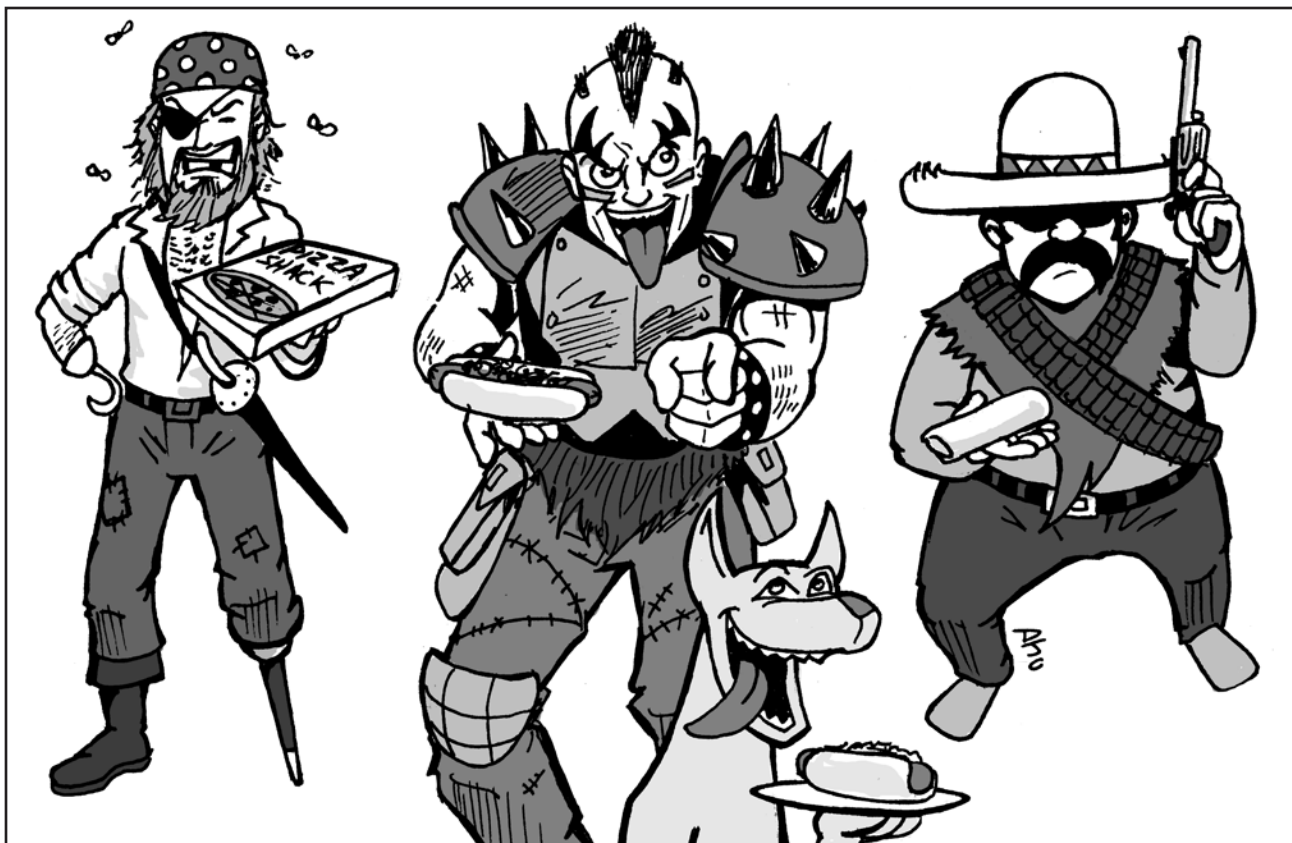
*– Harold & Kumar Go to White Castle*

Aside from the general enemies described earlier, Ninja Burger also has a number of competitors in the fast food arena. Many of these include the "normal" chains that you know (and perhaps love) from the real world, but others include competing chains that share a similar theme. That theme, of course, is the pairing of an ancient archetypal warrior with a type of food. Any warrior type (or other strange archetype) will do, as will any food – sushi, pizza, burgers, tacos, hot dogs, raw meat, bratwurst, nutrient shakes, etc.

Following are the top eleven enemies of Ninja Burger (numbered 2 through 12, to allow you to select one randomly with a 2d6 roll, with the two dice added together). To create enemies on the fly, simply use appropriate stats using stats from the previous pages, or merely assume that they can do anything their warrior archetype could do, at either Average [+0] or Good [+2] Rank. As with everything, if the Dispatcher thinks that a particular concept is too outrageous for the setting he's established, he can ignore any result.

**(2) Pirate Pizza** – *"We don't make pizza. We just deliver it."* Pirate Pizza employees hijack other delivery vehicles, shanghai the delivery person, and complete the delivery, charging outrageous prices to the unwary customer and occasionally looting their house. They are disreputable, dangerous, and the primary enemies of Ninja Burger, a modern version of the age-old battle between the forces of ninja and pirate. Pirates are loud, rude, crude, flashy and dishonorable, and always eager to fight; they loathe the idea that ninjas are quiet, polite, refined, introverted and honorable. Any time these two meet, there's going to be blood. They have a website – [www.piratepizza.com](http://www.piratepizza.com)

**(3) 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. Until the rise of Pirate Pizza, Samurai Burger were the number one enemy of Ninja Burger, but in recent years their popularity has waned. This may be because they've begun to see the light about Ninja Burger's honorable ways, and in the future a partnership or alliance against the pirates may be in order. For now, though, they remain a force to be reckoned with. Like Pirate Pizza, they too have a website – [www.samuraiburger.com](http://www.samuraiburger.com)



*Three of Ninja Burger's Competitors: Pirate Pizza, Dingo Dogs, and Banditos Burritos*



*"Revenge is a dish best served cold.  
Burgers, not so much." – Ninja Proverb*

## THE SETUP

Being a ninja is hard work. Not everybody can leap from rooftop to rooftop. Few can disembowel three scurvy pirates with a single strike. Fewer still can do these things and still deliver piping hot burgers within thirty minutes.

But from time to time, some ninja – the chosen few – breeze through the basic training at Ninja Burger Headquarters. It is these ninja that will be considered for assistant manager posts; these ninja that will be relied upon to make the truly difficult deliveries. The PCs are precisely such ninja. But before their names become the stuff of fast food legend, or a curse spat from between the golden teeth of terror-stricken pirates, they must rise to their greatest challenge.

Bill.

The PCs are new Ninja Burger employees. Brought together from many walks of life, the one thing they have in common is their staggering success at basic training. The brass have certainly taken note, and Staff Trainer Bill is key among them. But Bill is a difficult man to impress, and he needs proof that the PCs are as skilled in the shadowy arts as they appear to be. His skepticism will consign the PCs to Bill's infamous gauntlet, pitting the PCs against disgraced ninja, a simian army, and a stealthy assault on Alcatraz.

No ninja has ever survived the tender ministrations of Bill's lackeys. Perhaps your group will be the first.

## ABOUT THE LOCATIONS

Most of the big scenes in this adventure take place in areas that are well-mapped out in other parts of this rulebook (Alcatraz, Golden Gate Park, Monster Park/Candlestick Point, and the San Francisco Zoo). You will find those maps helpful when plotting out broad plans, but for detailed combats, you should either seek out more detailed maps online, or make stuff up.

## THE ROLE OF THE DISPATCHER

Ninja Burger is unlike many RPGs in that the GM's role is that of a team member – and like every team member, the Dispatcher should have personality! Personal quirks and motivations can make the interaction between PCs and GM exciting, even tense. After all, if the PCs are dishonorable dogs and the Dispatcher is a stolid clan-loyal ninja, hilarity is bound to ensue!

A few sample Dispatcher personalities are presented here, but you are certainly encouraged to invent your own.

Have fun, dear Dispatcher. Ganbatte!

### Steven McAfee

*Your father was a dispatcher, before his... accident. His father was a dispatcher too. It's in the family... so why are you so terrified? I mean, sure, your dad's death was not that well explained, and sure, you have the sneaking suspicion that the Ninja Burger brass had him killed for incompetence. But it won't happen to you! You're GOOD, and your first assignment as a Dispatcher will let you prove it. You hope. No, wait - not hope. You K-N-O-W you can do this, like that self-help book says. No need for anxiety.*

*Gulp!*

### Kibagami Hanzo

*In YOUR day, ninja had honor. They weren't all flash and rock-and-roll like the kids nowadays. Just look at Usagi and Paul – first they make a late delivery, then they're caught necking in the walk-in freezer. Yet still they draw breath, those shiftless dogs! It's an affront to civilized ninja society – any TRUE warrior would have spilled his own entrails in shame! And now you have to babysit your own group of whippersnappers? Bah! Well, at least you can teach them honor.*

*Sayonara, scumbags!*

### Tracy Sadowski

*First in your class. First to work in the morning; last to leave. You've worked your way up the hierarchy, from lowly stock girl to cashier to full-blown ninja, every step guided by the Employee Handbook. You wash your hands every twenty minutes, your breaks last exactly as long as they should, and you spit when a pirate goes by. Finally, your hard work has been rewarded.*

*Today, a dispatcher. Tomorrow? Who knows. Ninja Burger's corporate office is starting to look mighty mighty plush...*

*Greed is good!*