# MONKEY, NINJA, PIRATE, ROBOT: THE ROLEPLAYING GAME
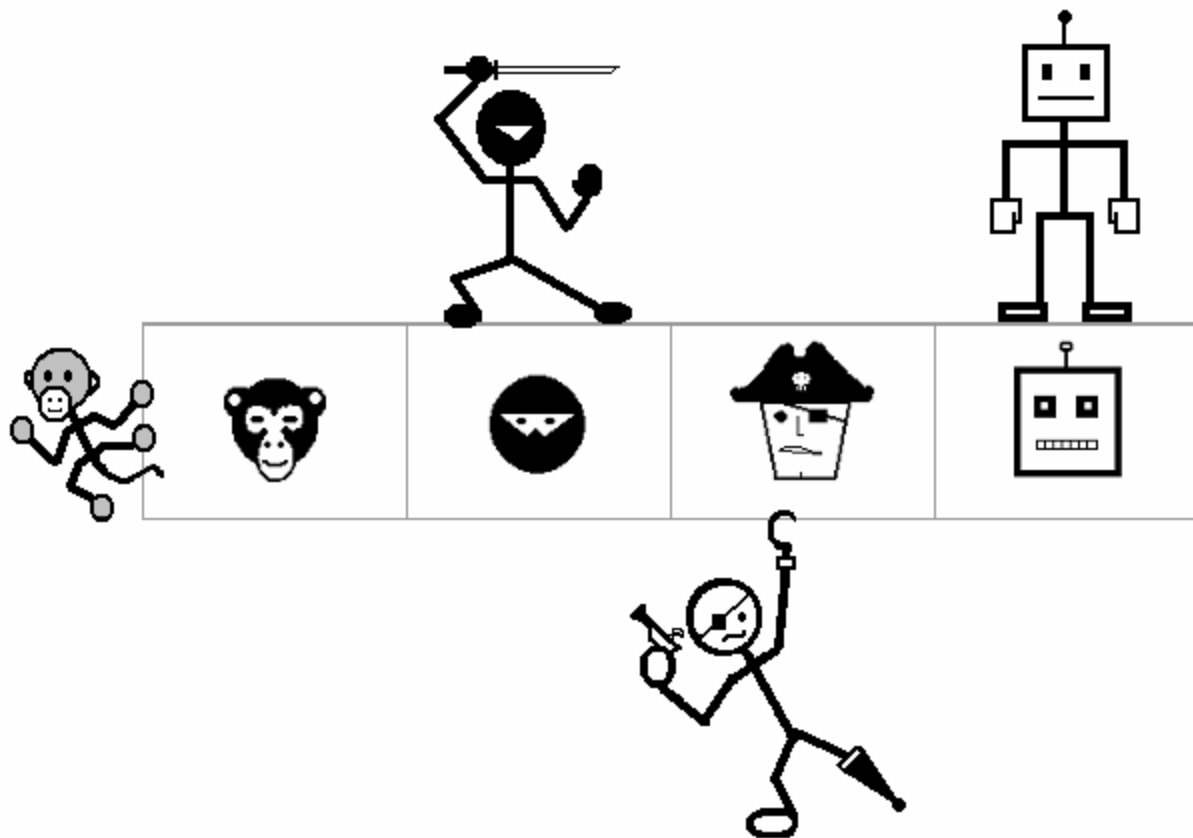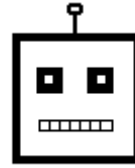
*by Chad Underkoffler*

# M N P R:
# R P G

# MONKEY, NINJA, PIRATE, ROBOT: THE ROLEPLAYING GAME

## by Chad Underkoffler

**Prose Descriptive Qualities (PDQ) System Design by:** Chad Underkoffler

**Art & Layout by:** Chad Underkoffler

**Editor:** Tom Schoene

# M N P R:
## R P G

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## Also check out:

Dead Inside: The Roleplaying Game of Loss and Redemption

Embrace your Virtue.
Resist your Vice.
Perform noble deeds.
Find meaning.
Fight crime.
Regain your soul.

# INTRODUCTION

**Go beyond the board!**

This game isn't supposed to make sense.

This game isn't about high art or deep meanings.

This game is wacky, easy, and shallow as hell.

This game is about *defeating people* and *taking their Mojo*.

Have at it.

Have fun.

## ABOUT THE AUTHOR

Chad Underkoffler is the chief editor for a telecommunications standards body by day and a freelance game writer by night. He's been gaming since 1981, to the confusion of his family. He is the author and publisher of *Dead Inside: the Roleplaying Game of Loss & Redemption*, his column "Campaign in a Box" appears bimonthly in Pyramid Online < http://www.sjgames.com/pyramid/ >, and he has written material for *Gamma World* (Sword & Sorcery), *GURPS* (Steve Jackson Games), and *Unknown Armies* (Atlas Games). Chad currently lives in Alexandria, VA, with his wife Beth and their two black cats.
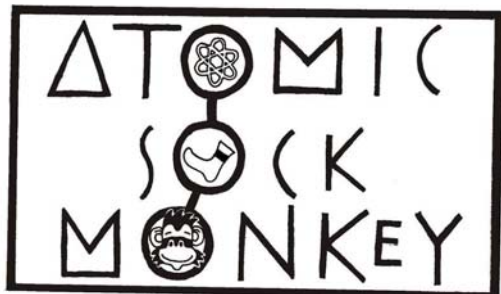
## ABOUT ATOMIC SOCK MONKEY PRESS

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

< http://www.atomicsockmonkey.com/ >

## ABOUT THE PDQ SYSTEM

The *Prose Descriptive Qualities (PDQ) System* has been designed for evocative simplicity, speed, and flexibility in play. Three levels of resolution, suitable for any type of situation. It currently serves as the core game mechanics for *Dead Inside: the Roleplaying Game of Loss & Redemption* (*DI*), as well as *Monkey, Ninja, Pirate, Robot: the Roleplaying Game* (*MNPR:RPG*).

## ABOUT MONKEY, NINJA, PIRATE, ROBOT DELUXE

*Monkey, Ninja, Pirate, Robot Deluxe* is the Origins Award-nominated (Best Abstract Board Game), fast-paced, beer 'n pretzels game suitable for all ages. Each player will take on the role of a champion of a powerful (yet somehow downtrodden) secret group, each with access to unique abilities. We provide the rules and the *MNPR Cards*, and you provide the six-sided dice, tokens, and friends to play with.

SPECIAL THANKS to **S. John Ross**, *who blazed the trail with* **RISUS** *(check it out at < http://www222.pair.com/sjohn/risus.htm >); the playtesters of* **Dead Inside**, *"Sekrit Projekt 7," and* **MNPR Deluxe**; *and* **Beth Underkoffler**, *the best First Reader a guy could ask for.*

# Chapter 1: In A World Where. . .

*A venerable cabal bent on world-domination has sent one of their greatest champions to steal the reactor core. . . but so have their enemies.*

*– from Monkey, Ninja, Pirate, Robot Deluxe*

## THE BASICS

Monkeys, Ninjas, Pirates, and Robots roam the streets, stealing sweet, sweet uranium, challenging each other for their Mojo, and – sometimes – banding together to defend the Earth from Alien invaders.

Yup. That about covers it.

## SAY WHAT?!

Read that bit above again, if you need to. I'll wait.

The setting of **Monkey, Ninja, Pirate, Robot: the Roleplaying Game** (*MNPR:RPG*) is a cartoony sort of world. Sure, somebody's made a vague attempt at justification or rationalization by waving the weird energies of that sweet, sweet uranium around, but c'mon, man – that atomic horror stuff went out in the early Eighties. Ultimately, this is a universe where you just hope the shocks on your Suspension of Disbelief don't give out.

That said, any character who's a boring, ordinary schmoe (i.e., not a Monkey, Ninja, Pirate, Robot, Alien or any other Type of character with Mojo) reacts to a Monkey (or Ninja, Pirate, Robot, etc.) in one of the following ways:

- ♦ Like ("Oooh, look! A monkey! Isn't he cute?");
- ♦ Ignore ("Monkey, shmonkey. You've got to pay the fare like everybody else if you want to ride this bus, bub.");
- ♦ Fear ("Auuugh! A monkey! Get it away from me! I don't want to get the monkeypox!"); or
- ♦ Hatred ("Get your stinking paws off me, you damned dirty ape!").

## WHAT'S YOUR SIGN?

Here's some basic information on the different Types of characters in the *MNPR:RPG*.

*Lifestyle* explains what a Type is generally like; *Gift* describes what sorts of things they are good at; *HQ* indicates a Type's home base (GMs should see *Chapter 5, Type HQs*); *Allies, Neutrals, & Enemies* shows their usual relationship with the other Types; and *Why Uranium?* explains the group's need for the sweetest of all radioactives.

### MONKEYS

**Lifestyle:** Monkeys like to sing, dance, play, eat, sleep, and make baby Monkeys. They are curious and family-oriented.

**Gift:** *Monkeys are Funny*. (Monkeys get one free Upshift to any social situation per session; see *Chapter 3, Using Gifts*.)

**HQ:** The Mönkey Haus.

**Allies, Neutrals, & Enemies:** In general, Monkeys like *Pirates*, dislike *Robots*, have no strong feelings about *Ninja*, and hate *Aliens*.

**Why Uranium?:** They mix it with the fertilizer for their banana and cocoanut trees; the radiation makes them capable of human speech, attractive, lucky, and smart. These attributes combine to grant them particularly effective jokes and japes to pull on their foes – and sometimes, friends! – called *Monkeyshines* (see *Chapter 3, Mr. Mojo Risin'*).

### NINJAS

**Lifestyle:** Ninjas are assassins and spies for hire. They like to plot, plan, sneak, hide, climb, and flip out and whack people. They are inscrutable and traditional.

**Gift:** *Ninjas are Adept*. (Ninja get one free Upshift to any physical situation per session; see *Chapter 3, Using Gifts*.)

**HQ:** The Ninja Hut.

**Allies, Neutrals, & Enemies:** In general, Ninjas like *Robots*, dislike *Pirates*, have no strong feelings about *Monkeys*, and hate *Aliens*.

**Why Uranium?:** They meditate over it, drawing its radiation into them to power their *Ninja Magic* (see *Chapter 3, Mr. Mojo Risin'*).

## PIRATES

**Lifestyle:** Pirates like to sail, drink, sing shanties, fight, pillage, burn, and whore around. They are greedy in general, but otherwise loyal to their shipmates.

**Gift:** *Pirates are Shrewd.* (Pirates get one free Upshift to any business or professional situation per session; see *Chapter 3, Using Gifts.*)

**HQ:** The Pirate Ship.

**Allies, Neutrals, & Enemies:** In general, Pirates like *Monkeys*, dislike *Ninja*, have no strong feelings about *Robots*, and hate *Aliens*.

**Why Uranium?:** Sweet, sweet uranium is great booty: it's treasure, food, and Mojo all in one. The effects of it on the Pirate mind is considerable: the radiation has made them especially devious and given rise to numerous *Pirate Tricks* (see *Chapter 3, Mr. Mojo Risin'*).

## ROBOTS
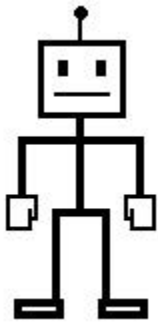
**Lifestyle:** Robots enjoy seeking out new data, collating information, leveraging this knowledge in designing and building new and improved Robots, and blowing stuff up. They are intellectual and technophilic.

**Gift:** *Robots are Logical.* (Robots get one free Upshift to any mental situation per session; see *Chapter 3, Using Gifts.*)

**HQ:** The Robot Factory.

**Allies, Neutrals, & Enemies:** In general, Robots like *Ninja*, dislike *Monkeys*, have no strong feelings about *Pirates*, and hate *Aliens*.

**Why Uranium?:** The sweet radioactive ore powers their internal generators, permitting them to work day and night without rest for centuries. Additionally; its weird rays have granted Robots self-awareness and a level of ingenuity that has inspired a number of super-scientific abilities called *Robot Upgrades* (see *Chapter 3, Mr. Mojo Risin'*).

There are also the weird (NPC) invaders from space: the *Aliens*! Not much is known about the Aliens: many Monkeys, Ninjas, Pirates, and Robots have died bringing the fragmentary information below back to their peoples.

## ALIENS

**Lifestyle:** Unknown (but they sure like flying around in their saucers and probing things).

**Gift:** Unknown (but rumor has it that they have psychic powers).

**HQ:** Unknown (but their base is thought to be on the Moon).

**Allies, Neutrals, & Enemies:** Aliens are enemies of all Earth-born life.

**Why Uranium?:** Unknown (but probably to power their saucers as well as their "Alien Mojo Powers," whatever they're called).

**IMPORTANT NOTE - For unknown reasons, some Aliens are *much* tougher than others. As all Aliens look alike, sound alike, walk alike, talk alike, no one has yet discovered why this is so.**

NOTE - GMs, see *Chapter 4* for further details on the Aliens.

## *MOJO*

*Mojo* is the kingdom, the power, and the glory. It is the go-juice of champions, permitting them to exceed the paltry bounds of the possible. It is luck, skill, knowledge, trickery, willpower, grit, fame, honor, and moxie.

There are two ways to gain points of Mojo:

1. *Be all that you can be.* Characters gain Mojo by living up to the ideal of their Type. The more Monkey-like a Monkey acts, the more Mojo he can generate. (GMs should see *Chapter 5*

for a discussion of how to award Mojo for this).

2. *Beat the hell out of someone else with Mojo.* By defeating other Mojo-empowered characters (i.e., Monkeys, Pirates, Ninjas, Robots, and Aliens) in a *Challenge* (see below), the character will gain Mojo. But all Mojo is not the same (see *Chapter 3*, *Mr. Mojo Risin'*).

## *ARE YOU ASKING FOR A CHALLENGE?*

The way to get ahead in the world of the *MNPR:RPG* is to successfully win *Challenges*. These are formal contests of skill and luck in a variety of spheres – physical, mental, social, and professional. A karate match is a Challenge. So is a chess match. A singing contest or a race to earn the most money in a day are also Challenges.



The correct protocol for offering a Challenge is this:

♦ Stand before your opponent.

♦ Call the opponent by Name (or other specific designator, "You! You in the yellow hat" should be fine), and say "I offer you a Challenge in [whatever]!"

  o If the opponent declines, that's that.

  o However, if the opponent agrees, you move on. *Once a Challenge has been accepted, it **must** be gone through with.* Neither participant may leave or abandon the Challenge until

resolution; to do so would cause one to lose **all Mojo**.

♦ The participants negotiate the rules of the Challenge, the victory conditions, and any referee or judge (if necessary). If they arrive at an impasse, they must find an uninterested third party to set the rules of the Challenge.

♦ Once all is arranged, the Challenge begins, and continues until one participant (or team of participants) wins.

Ultimately, a Challenge is a formal agreement to participate in a *conflict situation* (see *Chapter 3*), with the loser(s) agreeing to cede a point of Mojo to the winner(s). While normally, a Challenge is a one-on-one affair, multiple opponent Challenges are possible (two vs. two, one vs. three, five vs. seven, etc.).

What's important is that the winning characters each get a point of Mojo; these awarded points *must* be donated by the losers, who provide them from their pool of Mojo; if their Mojo pool is empty, bad things happen (see Chapter 3, *Mojo in Challenges*). Competitors may "hand over" a point of Mojo to a Judge to hold in escrow before the Challenge begins in order to avoid these bad things.

Any loser who refuses to hand Mojo over to the winner *dies*, instantly.

So there.

> NOTE - Challenges can be fought for other concessions, not just Mojo. Prizes can include information, money, goods, the right to cross a bridge, etc.

This is so tied up in conflict mechanics that it should probably be put there. Instead you need some general color text about challenges here, to explain how the PCs are going to interact with each other and with their opponents.
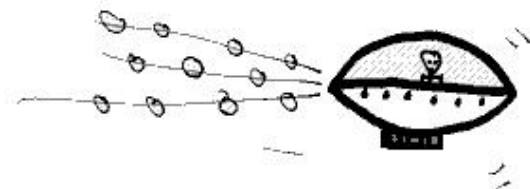
# Chapter 2: . . .One (or More) Heroes. . .

> Bathed in atomic radiation, these champions fight to the death, in order to claim the sweet, sweet uranium for their people. . . and victory!
>
> – from *Monkey, Ninja, Pirate, Robot Deluxe*

## CREATING CHARACTERS

A player creates an *MNPR: RPG* character in six steps:

1. Pick a Type (Monkey, Ninja, Pirate, or Robot);
2. Pick a Goal;
3. Pick a Name;
4. Pick Some Qualities;
5. Roll Your Mojo; and
6. Start Filling in Your Challenge Record.

The first four elements of a character don't have to be completed in any particular order; each could provide ideas for the other elements. *Type* can provide a foundation for determining a character's *Qualities*, *Goal* often points the way for how a character can enter play, and a particular or peculiar *Name* may influence *Goals* or *Qualities*. A random roll determines one's starting *Mojo*. Finally, the player gets the opportunity to place another Mojo into their pool by filling-in their *Challenge Record*.

Two example characters will be generated step-by-step in boxed text alongside the following discussion to illustrate this process.

## PICK A TYPE

Every *MNPR:RPG* character starts as a single *Type* – Monkey, Ninja, Pirate, or Robot. (Normally, Aliens are NPCs only; but if a GM permits PC Aliens in his game, he'll let you know. See *Chapter 4*.)

After reading the information in *Chapter 1*, *What's Your Sign?*, players should select a Type of character to play. Each Type has a special *Gift* and access to special Mojo Powers (see *Chapter 3* for further details).

| Type | Gift | Mojo Powers |
|------|------|-------------|
| *Monkey* | Funny (social Upshift) | Monkeyshines |
| *Ninja* | Adept (physical Upshift) | Ninja Magic |
| *Pirate* | Shrewd (professional Upshift) | Pirate Tricks |
| *Robot* | Logical (mental Upshift) | Robot Upgrades |

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### EXAMPLE CHARACTER 1: JIMBO

Pat wants to play a Monkey. The Monkey Gift is Funny and the Monkey Mojo Power is Monkeyshines.

### EXAMPLE CHARACTER 2: SALTY DAVE

Chris wants to play a Pirate. The Pirate Gift is Shrewd and the Pirate Mojo Power is Pirate Tricks.

---

## PICK A GOAL

All characters must have a *Goal*. This is the reason they participate in Challenges and other adventures – the Goal is the thing they are trying to achieve, support, protect, or promote. In service to this higher purpose, a character can drive himself even harder than most would think possible (see *Chapter 3*, *Using Goals*).

Some possible Goals include:

♦ Become the King of your Type.
♦ Protect your Type.
♦ Protect the whole Earth.
♦ Have fun.
♦ Cause mischief.
♦ Harass or destroy your Enemies.
♦ Collect or achieve something (True Love, Everlasting Fame, Riches Beyond Avarice, Things Monkey / Ninja / Pirate / Robot Were Not Meant to Know).
♦ Achieve the ultimate supremacy of elevating your mortal form to the incalculable power of the famed *Four-in-One*: the **Monkey Ninja Pirate Robot**!

## PICK A NAME

A good Name is necessary, or else everyone will just call the character "hey, you!" Above all, a decent Name is something that sounds good when screamed in a Challenge.

## PICK SOME QUALITIES

*Qualities* help further describe your character's particular talents, skills, and flaw(s). They also provide game mechanics for how those abilities or disabilities work in play (see below, *Task Resolution*). Qualities should grow out of the character concept and game setting.
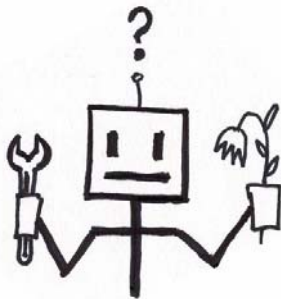
Qualities represent a broad skill or field of knowledge; if a particular Quality is relevant at all to an action or field of knowledge, the character may apply that Quality when attempting that action or using that field of knowledge. This is called the *penumbra* (or "shadow") of the Quality. Therefore, a player shouldn't choose Qualities that are too narrow or its penumbra will cast too narrow a shadow; too broad, and identifying the sorts of things that should fall under the penumbra becomes pointless. The parameters for what's "too broad" or "too narrow" are up to the individual GM.

For example, consider a character that has the Quality of "Teacher." For some *MNPR:RPG* games, that will be perfectly fine; for others, too broad. The GM might ask the player to refine the Quality, to give a better idea of the sorts of things that will fall under the Teacher Quality's penumbra. So: "Teacher" could become "College History Prof," "High School Chemistry Teacher," or "Grade School Teacher." While all would cover the basic concept of education, each individual choice will bring different skills under the Quality penumbra – not just their fields of interest, but also supplementary knowledge: the College History Prof would have more experience with (academic) politics, the High School Chemistry Teacher would know more about adolescent fads, and the Grade School Teacher would be better at dealing with kids on a sugar high.

Take another example: "Gunplay." This Quality would be useful not just in shooting at things, but also in cleaning and repairing guns, discovering the location of nearby gun dealers and shooting ranges, knowing the history of firearms, and so forth. If the player had instead selected a Quality of ".44 Magnum," the Quality would only be useful in shooting that individual model of gun, and involve knowledge surrounding .44 Magnums exclusively.

Other Qualities are often drawn from five general areas:

♦ **Physical**. Having to do with the body, athleticism, or natural talents;
♦ **Mental**. Areas of study, intellectual acuity, education;
♦ **Social**. Groups the character is a member of or associates with, skills in dealing with people;
♦ **Professional**. Knowledge and skills picked up on the job; and
♦ **Other**. Esoteric skills, psychic talents, physical resources, or superpowers.

Qualities have Ranks, which indicate increasing proficiency. From lowest to highest, the Ranks are:

♦ **Poor [-2]**;
♦ **Average [0]**;
♦ **Good [+2]**;
♦ **Expert [+4]**; and
♦ **Master [+6]**.

## Quality Examples

**Physical**: Gunplay, Kung Fu, Roguishly Handsome, Weightlifting, Ballroom Dance, Perseverance.

**Mental**: Oriental Philosophy, Fine Food and Drink, Sports Trivia, Speed-reading, Strategy & Tactics, Computer Programming.

**Social**: Wu-Shen Monks, MI6, Football Team, Conversationalist, Intimidating Guy, Charmingly Effusive.

**Professional**: Teacher, Martial Artist, Spy, Professional Athlete, Freelance Writer, Bounty Hunter, Mad Scientist.

The numbers in square brackets following the Rank of the Quality show the Rank's Modifier – how much is added to or subtracted from a 2d6 dice roll (see below).

Characters have some things going for them (Strengths) and at least one thing working against them (Weakness). At everything else, characters are neither noteworthy nor inept – that is, they're Average [0].

A *Strength* is an inherent positive aspect (benefit, skill, talent, attribute, or power) of a character. Come up with a word or a pithy phrase to sum up the Strength. Examples include Fighting, Credit Rating, Fly Like A Bird, Find Bargains, and Run 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! Come up with a word or a pithy phrase to sum up the Weakness. Examples here include Glass Jaw, Bad Credit Rating, Slow As Molasses, and Wallflower. Weaknesses are always Poor quality.



Depending upon the conception of what a character is like, *any* Quality (other than that gained from

Type) can be a Strength or a Weakness. For example, suppose a character has "Hook-Handed" as a Quality. If it's ranked Average [0] or above, it's a Strength: the character can use his Hook as a weapon (in physical conflicts) or as a threat (in social conflicts) – or even wackier things picking a lock or sliding down a rope – with an increased chance of success. But if the character has "Poor [-2] Hook-Handed," this is a Weakness: the character keeps getting his Hook stuck into things, forgets about it when he tries to scratch his head, has problems holding onto things that require two hands, and so forth. It's all in the way you spin it.

## Type Quality

Each *MNPR:RPG* character has one Quality with a fairly broad penumbra: that of their Type. So, a character who is a Monkey has a Monkey Quality on his sheet, which lets him do anything a Monkey could do in the game. Things like swinging through trees, picking things up with his toes, sign-language, cavorting to organ music for pennies, and so forth.

A character's Type Quality is considered a Strength with a Rank of Average [0]. It can be improved (see main text, Improvement) using Mojo – but only that of their particular Type.

**NOTE – Characters may only acquire other Type Qualities in play!**

### SOME SUGGESTED ADDITIONAL QUALITIES BY TYPE

**Monkey:** Poo Flinging, Banana Addict, Prehensile Tail, Brachiator, Dancer, Nice Pants, Sign Language, Organ Grinder (Enemy).

**Ninja:** Oriental Philosophy, Shuriken, Climb, Kung-Fu, Sneak, Fast Food Delivery, Poisons, Disguise, Sense of Honor.

**Pirate:** Hook-Handed, Peg-Leg, One-Eye, Cutlass, Pistol, Swing from Chandelier, Sailing, Treasure, Cartography, Fight Drunk.

**Robot:** Hover Jets, Laser Eyes, Holo-Projector, Grapple Claw, Superstrong, Armor-Plating, Industrial Manufacturing, Literal-Minded, Machine-Voice.

**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 "Soldier" and "Rifle" 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 *Chapter 3, Improvement*).**

Players should 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.

It's a good idea to first determine how many ranks of Strengths and Weaknesses you wish characters to have, and then to lay the possibilities out simply for the players. In addition to a Rank of Average [0] in their Type (see boxed text, *Type Quality*), *MNPR:RPG* characters have 8 Ranks of Strengths and 1 Rank of Weakness, which breaks down this way:

A. 4 Good [+2] Strengths, 1 Average [0] Type Quality, and 1 Poor [-2] Weakness.

B. 1 Expert [+4] Strength, 2 Good [+2] Strengths, 1 Average [0] Type Quality, and 1 Poor [-2] Weakness.

C. 2 Expert [+4] Strengths, 1 Average [0] Type Quality, and 1 Poor [-2] Weakness.

D. 1 Master [+6] Strength, 1 Good [+2] Strength, 1 Average [0] Type Quality, and 1 Poor [-2] Weakness.

Never fear: if after play 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 GM first.

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### EXAMPLE CHARACTER 1: JIMBO

Jimbo starts with Average [0] Monkey; this lets the character do all sorts of Monkey things. Pat figures that Jimbo's a simple soul, interested in the basics – fighting, food, and fun. She decides to give him Expert [+4] Rasslin', Good [+2] Chef, and Good [+2] Brachiator. For a Weakness, she thinks that making him a Banana Addict – deciding that he gets irritable when denied and "fightin' drunk" when on a banana bender – would be a good complement to his Strengths.

### EXAMPLE CHARACTER 2: SALTY DAVE

Salty Dave starts with Average [0] Pirate; this lets the character do all sorts of Pirate things. Chris is heavily influenced in his character conception of Salty Dave by "The Crimson Permanent Assurance" segment of *Monty Python's The Meaning of Life*. Thus, Salty Dave is a Good [+2] Accountant; he also makes Salty Dave Good [+2] with a Cutlass, Good [+2] at Swinging from Chandeliers, and Good [+2] at Climbing Rigging. For Salty Dave's Weakness, Chris selects Poor [-2] Grizzled. Though Salty Dave looks all withered, gnarled, and bent, don't let that fool you! He's a dab hand with the blade, or a six-column spreadsheet.

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## ROLL YOUR MOJO

To get their starting Mojo, all *MNPR:RPG* characters roll 1d6, halve the result (round up), and mark the number in their Mojo pool. The Type of Mojo is the same as the character's Type. (This is noted in a text-only character write-up by putting the first letter of the Type after the number.)

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### EXAMPLE CHARACTER 1: JIMBO

Pat rolls 1d6 and gets a 1. This comes out to 1 point of Monkey Mojo. She writes in **1M** on Jimbo's character sheet.

### EXAMPLE CHARACTER 2: SALTY DAVE

Chris rolls 1d6 and gets a 6. This comes out to 3 points of Pirate Mojo. He writes in **3P** on Salty Dave's character sheet.

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## START FILLING-IN YOUR CHALLENGE RECORD

A character's *Challenge Record* gives a little back-story (telling about the one victory against an opponent that the PC had before play began) and grants an additional Mojo point. All *MNPR:RPG* characters get 1 free checkmark – and the associated Mojo point – to place in any of the rows to denote this triumph over an enemy. As a character progresses, his victories in Challenges should be recorded here, for bragging and ranking purposes. "Ah, but I have defeated five Ninja, while you have only beaten three – thus we should follow my plan for attacking the Ninja Hut!"

For text-only character write-ups, use the same method for noting victories on the Challenge Record as that mentioned above for recording Mojo.

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### EXAMPLE CHARACTER 1: JIMBO

Since Jimbo likes to rassle, Pat decides that one time, while whacked out of his mind on banana daiquiris on the Ginza, Jimbo out-fought a Ninja. She writes in **1N** twice – once under Mojo and once under Challenge Record (CR) – on Jimbo's character sheet.

### EXAMPLE CHARACTER 2: SALTY DAVE

Chris believes that Salty Dave, coming late to the piratical life, has had to whomp on his own to prove his worthiness. He writes in **1P** twice – once under Mojo and once under Challenge Record (CR) – on Salty Dave's character sheet.

---

## AND THAT'S IT!

Unless, of course, the player wishes to further detail their character with things like his age, sex, height, weight, eye color, hair/fur color, matte/shiny/chrome armor, favorite foods, favorite clothes, hopes and fears, habits, foibles, quirks, turn-ons and turn-offs, measurements, whatever. It's all good.

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**EXAMPLE CHARACTER 1: JIMBOBONIUS (JIMBO) OF THE JUNGLE, MONKEY CHEF**

**Gift:** Funny. **Goal:** Have Fun. **Qualities:** Average [0] Monkey; Expert [+4] Rasslin', Good [+2] Chef, Good [+2] Brachiator, Poor [-2] Banana Addict. **Mojo:** 1M, 1N. **CR:** 1N.

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**EXAMPLE CHARACTER 2: SALTY DAVE ROBICHAUX, PIRATE ACCOUNTANT**

**Gift:** Shrewd. **Goal:** Bury the Biggest Treasure Ever. **Qualities:** Average [0] Pirate; Good [+2] Accountant, Good [+2] Cutlass, Good [+2] Swinging from Chandeliers, Good [+2] Climbing Rigging, Poor [-2] Grizzled. **Mojo:** 2P. **CR:** 3P.

## MNPR:RPG MASTER CHART

| LEVEL | As Quality Rank | MODIFIER TO 2D6 ROLL | As DIFFICULTY RANK | TARGET NUMBER |
|---|---|---|---|---|
| *Poor* | Notably Inept. | -2 | A trivial task. | *5* |
| *Average* | Typical human capability. | 0 | Straightforward task. | *7* |
| *Good* | Better than usual; most professionals or talented newcomers. | +2 | Complex task, requiring attention to detail. | *9* |
| *Expert* | Noted/famed professional; talent with skill to back it up. | +4 | Intricate task, difficult and requiring sharp concentration, hard for a typical untrained person (Average). | *11* |
| *Master* | Acclaimed genius: talent with substantial skill behind it. | +6 | Extremely difficult task, hard for most professionals in the field (Good). | *13* |

## TASK RESOLUTION

When your character tries to do something, the GM will determine if the situation is *simple*, *complicated*, or *conflict*. Let's take each in turn.

### Upshifts (Being Badass)

This is how PCs get more bang for their buck. If the player describes his character's attempt to perform an action in a graphic, flavorful, and entertaining way, the GM can give them an *Upshift*. An Upshift means that for that particular action, the PC rolls as if their Quality were one level higher (essentially giving an additional +2 to his roll). So, rather than "I hit the Pirate" (or "I haggle"), the player says something like "I grab the Pirate's blousy shirt with one hand and pull him closer to punch him in the face with my other fist – arr, matey!" (or says, in character, "May the fleas from a thousand camels infest the beds of your children if you try to rob me in this way!"). If the PC had a Good [+2] Brawling (or Bargaining) Quality, this would change his roll in attempting to hit the Pirate (or haggle with the merchant) from 2d6+2 to 2d6+4, as if he were Expert [+4] Rank.

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

NOTE - Gifts and Goals allow the player to declare – in a few specific and limited situations within a session – that their character receives an Upshift (see main text below, *Using Gifts* and *Using Goals*).

### SIMPLE SITUATIONS

In *simple situations*, the task is clear-cut, there are no outstanding issues interfering with the attempted action, or randomness would bog down the game. In a simple situation, the GM looks at the *Master Chart* (see below), and determines the Difficulty Rank of the task. Then, the GM compares that Difficulty Rank to the character's most appropriate Quality Rank. The higher Rank of the two "wins." If the Difficulty Rank of the task is equal to or higher than the character's relevant Quality Rank, the task becomes a *complicated situation* (see below).

> NOTE - GMs can also use the Master Chart to figure out the equivalent Difficulty Rank of another character's Quality Rank, if appropriate to the situation.
>
> Examples: Salty Dave wants to climb a wall using his Good [+2] Climbing Rigging Quality (he is unsuccessful in convincing the GM that climbing a wall is similar enough to climbing a ship's rigging for it to count), he'll automatically succeed in scaling Poor [5] and Average [7] Difficulty walls.
>
> If Jimbo wanted to climb that wall, he has no applicable Quality (Brachiator is more appropriate for traveling by swinging through trees), and so would have to use his Monkey Quality Rank of Average [0]. This means he can only automatically succeed in climbing Poor [5] Difficulty walls.
>
> For Salty Dave, Good [9] or higher Difficulty Rank walls are complicated; for Jimbo, Average [7] or higher Difficulty Rank walls are complicated.

## COMPLICATED SITUATIONS

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

> NOTE - Some failures – like attempting to walk a skinny building ledge – may carry the chance of getting hurt. For more on that topic, see below, *Environmental Damage*.

Examples: Salty Dave is trying to climb a Good [9] Difficulty wall using his Good [+2] Climbing Rigging Quality. The Target Number of Good [9] Difficulty – as noted in the brackets – is 9. Salty Dave must roll 2d6 and add his Modifier of +2, trying to match or beat a 9. He rolls a 3 and a 5, giving him 3+5+2 = 10! He succeeds in climbing the wall.

Jimbo wants to follow Salty Dave up that Good [9] Difficulty wall: again, he must use the Monkey Quality Rank of Average [0]. He must match or beat a 9 when rolling 2d6. He rolls exactly the same thing that Salty Dave did: a 3 and a 5, and since Average Rank Qualities have no Modifier, that's a total of 8. This is below the Target Number of the wall, so Jimbo fails.

When one character's Qualities are set against the Qualities of another character, this isn't just complicated, it's a *conflict situation* (see below).

## CONFLICT SITUATIONS

*Conflict situations* involve active resistance by another to a character's attempts to perform a task: trying to punch a guy in the face, out-thinking a chess player, running a race, or convincing a cop that, you weren't really speeding. Conflict situations in *MNPR:RPG* include more than just the immediate success or failure of an attempted action; here, conflict includes the back and forth of an active contest, out-maneuvering the competition, and wearing down an opponent's resistance. Examples of conflict situations include combat, seduction, haggling, debating, and so forth. (Note that some groups won't necessarily want to use the conflict situation mechanics to resolve social interactions, and will want to rely on pure roleplaying instead; this is fine – the rules structure is there if a group wishes to use it.)

In conflict situations, the characters involved compare the results of 2d6 plus Modifier rolls; the highest successful result wins. However, there are a few refinements of conflict requiring closer attention. These are *Initiative*, *Moment of Truth*, *Damage*, and *Who Wins the Challenge?*.

> NOTE - In addition to the in-line examples in each section, two detailed examples of conflict situations – with all the bells and whistles – appear at the end of this chapter.
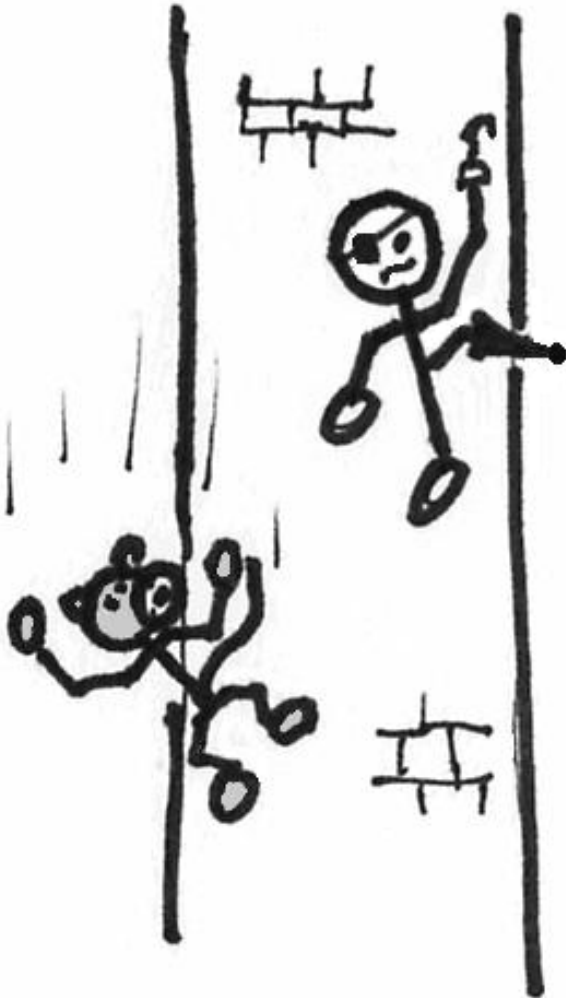
## INITIATIVE

First, figure out who goes first – that is, who has *Initiative*. Most of the time, the flow of the situation will indicate who acts first, but in some cases, this order may need to be determined. Here's how to do it:

1. If a character attacks without warning – taking the victim by surprise – the attacker automatically goes first. (At the GM's discretion, he might even get a free turn, if the target is caught totally unawares.)

2. The character with the highest Rank in a "speed" or "reaction time" Quality relevant to the situation (Fastest Gun in the East, Jumpy, Quick Wits) goes first, followed in order by those with relevant Qualities of lower Ranks.

3. The character with the highest Rank in a Quality not relevant to the situation goes next, followed by those of lower Ranks.

Ties can be broken by either:

♦ Stating that tied characters resolve their actions simultaneously; or

♦ Rolling a die, with the highest number winning Initiative.

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

---

### *Downshifts*

While *functionally* the same thing (a -2 to a 2d6 plus Modifiers roll), the reasons behind having a Weakness or incurring Downshifts are different.

For example, Jimbo has a *Weakness* of Poor [-2] Banana Addict. If he needs to bake a pie in the presence of a banana and hasn't had one for awhile, this Weakness will affect his overall competence (Good [+2] Chef) in the cooking. Instead of rolling 2d6+2, Jimbo will be rolling 2d6. That's just par for the course, an effect of his Strength and Weakness interacting in that particular situation.

A *Downshift* means that for the action in question, the PC rolls as if his Quality were one level lower – essentially giving him a -2 to their roll. Downshifts can come from a number of sources: if a combatant decides to Play It Cagey (see below, *Conflict Jazz*) or the effects of Failure or Damage Ranks (see below, *Taking It On the Chin*).

While judicious use of Downshifts to reflect a sudden or unexpected change in the complexity of a situation can work very well, GMs should resist the temptation to *overuse* Downshifts as situational modifiers. *MNPR:RPG* games tend to run smoother if the GM simply sets the Difficulty Rank (and thus, Target Number) of a task appropriately. For example, if the PCs are attempting to climb a Average [7] Difficulty wall and it begins to rain, a Downshift to each of their relevant Qualities makes sense. However, if it's already raining when they begin their attempt, simply make the wall Good [9] difficulty from the get-go.

NOTE - Downshifts below Poor Rank mean automatic failure in the use of that Quality.

---

Example 1: Jimbo and Salty Dave are sparring, getting ready for a big combat Challenge next week with the Roboto Brothers. Jimbo is using his Expert [+4] Rasslin' Quality here, while Salty Dave is using his Good [+2] Cutlass Quality. Jimbo's Rank is higher, so he goes first.

Example 2: The Roboto Brothers (see the end of this chapter, *Conflict Example 2*) are also sparring in preparation for their throw-down with Jimbo and Salty Dave. Akatron has Good [+2] Laser Eyes and Bakatron has a Good [+2] Laser Arm, so they're tied. The GM has them roll for it. Aka gets a 2 and Baka gets a 5, so Baka goes first.

## *Being Lameass*

*Being Lameass* is – in some ways – the opposite of Being Badass. Boring, uncharacteristic, or disruptive roleplaying can ruin everybody else's fun, and after all, the point of roleplaying is to have a good time. If a player is reading, refusing to pay attention, watching TV, pedantically rules-lawyering, utterly ignoring the characterization of their PC, being pointlessly abusive or distracting to other players, or – saints preserve us! – *sleeping* at the gaming table, they are working against the overall good time. In these cases, the GM *could* give the offending PC a Downshift based on the *player's* behavior. . . but what's the point? If the player's not interested enough in the game to even pay attention, penalizing this character will probably have little effect on his behavior.

Try to discover the cause of the player's Being Lameass. Maybe it's something about the focus or subject matter of the campaign, a difference of roleplaying style, or even an unrelated personal issue that's bugging the player. The answer to Being Lameass is to discuss the situation outside of the game – either by taking a break or talking between sessions – and try to work through it like grown-ups. A little bit of open communication can do wonders for these sorts of issues.

## MOMENT OF TRUTH

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

> NOTE - In conflict situations, the character can *always* use his Type Quality of Monkey, Ninja, Pirate, or Robot in addition to other relevant Qualities (see below, *Using Multiple Qualities. . .*).

If the attacker is successful, *damage* (see below) is applied to the defender; if the attacker fails, no damage is done. A tie is just that – nobody wins, nobody loses. . . but they both muss each other up a little.

> Example 1: As the Turn starts, Jimbo is the attacker and Salty Dave is the defender. Jimbo is going to grapple the Pirate using his Expert [+4] Rasslin' and Average [0] Monkey Qualities, and Salty Dave decides to try and hold him off using his Good [+2] Cutlass and Average [0] Pirate Qualities. Jimbo rolls 2d6+4+0 for a result of 10, Salty Dave rolls 2d6+2+0 for a result of 8. Thus, Jimbo does damage to Salty Dave this turn – see below – and has grabbed the scurvy dog. (If Salty Dave had been a better Pirate, this would give a different result: if he were a Good [+2] Pirate, the characters would have tied and done each other damage; if he were an Expert [+4] Pirate, Jimbo's attack would fail and he'd take no damage.)
>
> On his action, Salty Dave wants to escape from Jimbo's monkey-hug. He gets a result of 11, while the Monkey gets a result of 6. Salty Dave does a *lot* of damage to Jimbo in getting free.
>
> Example 2: As the Turn starts, Baka is the attacker and Aka is the defender. Baka is going blast his brother using his Good [+2] Laser Arm and Good [+2] Robot Qualities, and Aka decides to try and dodge, trusting in his Expert [+4] Armor-Plating and Average [0] Robot Qualities in the effort. Baka rolls 2d6+2+2 for a result of 12, Aka rolls 2d6+4+0 for a result of 7. Thus, Baka does damage to Aka this turn.
>
> On his action, Aka wants to zap Baka back. Using his Good [+2] Laser Eyes and Average [0] Robot, he gets a result of 11, while his brother – dodging with Expert [+4] Hover-Jets and Good [+2] Robot – only gets a result of 8. Aka does some damage to Baka in return.

## TIME IN CONFLICT

The terms used in *MNPR:RPG* for identifying the passage of time:

*Scenes* are the entire conflict; starting with determining Initiative and ending with someone winning, losing, surrendering, or leaving the situation.

Each character takes a *turn* or *action*: that's when they make their move, say their piece, throw a punch, etc. (If Turn is capitalized, it generally means the set of all character's next actions and reactions.)

Other characters *react* during a character's turn – saying something back or performing a defense, usually – but their reactions can only be in response to the actions of the character whose turn it currently is. They cannot initiate actions until their turn.

## RANGE IN CONFLICT

In general, GMs can be really flexible with distance in an *MNPR:RPG* game. Ranges are either *Near* (can punch it), *Middling* (can run up and punch it), *Far* (can throw or shoot at it), or *Too Far* (out of range). If one really wants to connect numbers to this, Near would be any distance up to a yard, Middling would be between 1 and 3 yards, Far would be between 3 and 60 yards, and Too Far is anything over 60 yards.

## MOVEMENT IN CONFLICT

While *MNPR:RPG* tends to leave movement rates for characters abstract and up to the discretion of the GM (like by requiring a character to make a roll using a speed or movement Quality vs. a reasonable Difficulty Rank), some folks like a concrete movement rate. So here it is: characters have a movement rate equal to 2 yards plus twice the sum of all involved Qualities per turn. Half of this (i.e., the sum of their Qualities being used) is taken on their action of their Turn, and the other half is taken during their reactions. This means that a Good [+2] Robot with Qualities of Expert [+4] Hover-Jets and Good [+2] Fast would have a movement rate of 10 yards per Turn (base 2, +2+4+2); they can move up to 5 yards on their action and 5 yards on their reactions.

## DAMAGE

*Damage* (be it physical, mental, emotional, or social) is the loss of capability. As a character takes damage, he is less able to perform at peak efficiency. This is shown by a temporary Downshift applied to the character's Qualities called either a *Failure Rank* or a *Damage Rank*, depending upon the nature of the conflict.
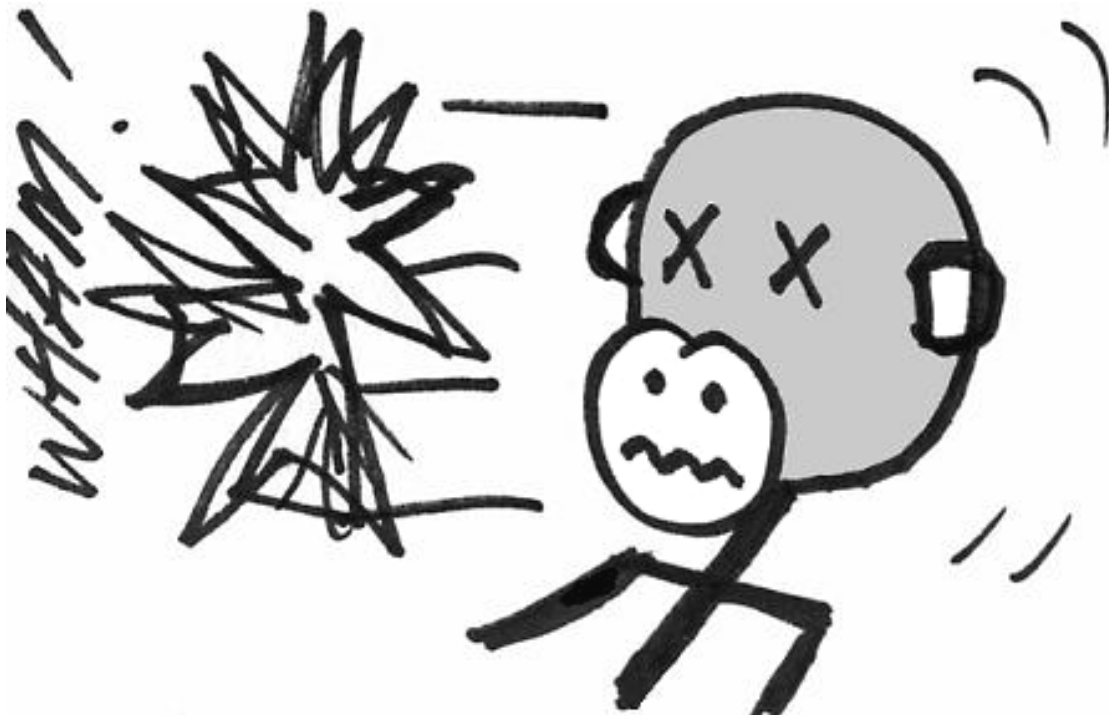
In mental, social, and some physical conflicts, loss of capability is usually temporary, and is represented by Failure Ranks. Examples include a chess match, witty repartee, or running a race.

In many physical conflicts (and even some physical complicated situations), loss of capability is more enduring, and is represented by Damage Ranks. Examples here include combat, running through fire, or falling off of a wall.

## *Dishing It Out*

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

If the roll results are tied, *both* characters take a single Downshift.

> NOTE - Qualities Upshifted above Master Rank provide an additional Rank of Damage to be applied.
>
> Example 1: Following on the first example under *Moment of Truth*, on Jimbo's action, the difference between his roll and Salty Dave's was 2, so he does 2 Damage Ranks to the Pirate.
>
> On Salty Dave's action, he did a whopping 5 Damage Ranks to Jimbo.
>
> Example 2: Following on the second example under *Moment of Truth*, on Baka's action, the difference between his roll and Aka's was 5, so he does 5 Damage Ranks to his brother.
>
> On Aka's action, he did a 3 Damage Ranks to Baka.

*Environmental damage* – like that taken from falling, jumping through a fire, drowning, or other complicated situations – works by comparing the Target Number of the task against the total of the character's failed roll. The difference between roll and Target Number is the Damage Ranks taken.

> Example: Say that in the example above from *Complicated Situations*, where Jimbo wants to follow Salty Dave up a Good [9] Difficulty wall, our Monkey is instead trying to follow the Pirate *down* the wall. As he has no applicable Quality, he must use his Average [0] Monkey Rank, and match or beat a 9 when rolling 2d6. He rolls a 3 and a 5, for a total of 8. This is below the Target

Number of the wall, so Jimbo fails, falls, and takes 1 Damage Rank from the sudden stop.

## *Taking It On the Chin*

*Firstly*, if – in the GM's opinion – a character has *relevant* Qualities of Good [+2] Rank or better that could feasibly allow him to ignore or resist damage in the situation (like Armor-Plating, Iron Will, True Love, or Impeccable Pedigree), the character can not only add it to his reaction rolls (to dodge, parry, block, evade, etc.), but he can choose to *sacrifice* a Rank of this protection in order to ignore Failure or Damage Ranks.

In each Scene (not per turn or reaction; see boxed text, *Time in Conflict*), a character can choose to Downshift the Quality; by doing so, the character can ignore *all* Failure or Damage Ranks from one action. The player chooses if and when to use these freebies. That means that if somebody is trying to pry a donation out of a PC who has Expert [+4] Rank Iron Will, the PC can in theory ignore 2 turns of Failure Ranks over the course of the conflict by reducing his Iron Will once for each attack against him that is successful. However, once a Quality reaches Average [0] Rank (through Downshifting to ignore or resist or from taking Failure or Damage Ranks), it can no longer be used in this fashion.

*Secondly*, any character that has a Weakness related to the type of conflict (for example, Glass Jaw in a combat, Math is Hard! in an arithmetic test, or Can't Say No to a Pretty Face in a seduction attempt), will have to take *two extra* Damage Ranks the *first* time – and only the first time – they get tagged in a relevant situation. (That's why it's a Weakness; if they have an off-setting Strength that allows them to ignore or resist as above, they can use that to ameliorate the badness.)

> NOTE - Qualities reduced to Poor [-2] Rank during a conflict situation by Failure or Damage Ranks are not Weaknesses; Weaknesses are character flaws decided upon at character generation. There's a difference between a Weakness of Poor [-2] Athlete (the character's never been that into sports) versus someone in a race who's Good [+2] Athlete has been temporarily reduced to Poor [-2] Rank by accumulating Failure Ranks (he's out of breath and feeling the burn).

## OPTIONAL RULE: "ARMOR" QUALITY RANK AS A DIFFICULTY RANK

A GM could use the *Master Chart* to treat "armor" style Qualities differently. If one equates the Quality Rank of the "armor" to a Difficulty Rank, an attacker's roll must match or exceed the Difficulty Rank's Target Number (in addition to beating the defender's reaction roll!) to effectively do damage to the defender. The number of Damage Ranks taken is figures as usual from the defender's reaction roll as described under *Dishing It Out*.

**NOTE - If this Optional Rule is used, the sacrifice ability (the voluntary Downshift to ignore all Damage or Failure Ranks) should not be used also.**

Example: Say that Baka is the attacker and Aka is the defender. Aka's Expert [+4] Armor-Plating Quality is an Expert [11] Difficulty Rank obstacle for Baka's attack to overcome. If Baka rolls a 10 or lower on his attack – regardless of Aka's reaction roll total – the attack fails. If Baka rolls an 11 or higher, the attack succeeds and does Damage normally– unless Aka rolled an 11 or higher on his reaction.

Baka rolls 8, Aka rolls 6 = Failed attack (didn't pass armor's Expert [11] Difficulty Rank).

Baka rolls 12, Aka rolls 13 = Failed attack (Aka successfully reacted).

Baka rolls 12, Aka rolls 10 = Successful attack (Aka takes 2 Damage Ranks).

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*Lastly*, if a defender is caught totally and utterly by surprise by an attacker – to the extent of getting a free turn (see *Initiative*) – or makes not the slightest effort to defend himself, that could add an additional Rank to what he Takes On the Chin.

On the positive side, the player of the defending PC decides *where* to apply the Damage Ranks (see the textbox, *The Key to Understanding Conflict Abstraction*). They may only be applied to those Qualities listed on the character's sheet (that is, not any one of the character's infinite number of "default" Average Qualities).

When any one of a character's Qualities drops below Poor Rank, the Quality is said to be *zeroed*, and the character is out of the Scene – that could mean they've totally flubbed their seduction attempt, been knocked unconscious (or killed) in combat, or run out of test-taking time and must put down their #2 pencil. The GM describes how and why the PC is out of the Scene, and lets the player know if/when they can return (see below, *Recovering from Damage*).

> Example 1: From the first *Dishing It Out* example, Jimbo did 2 Damage Ranks to Salty Dave. The Pirate chooses to reduce his Good [+2] Accountant and Good [+2] Climbing Rigging Qualities,

placing them both temporarily at Average [0] Rank.

Salty Dave slammed Jimbo for 5 Damage Ranks. The Monkey chooses to drop his Good [+2] Chef to Poor [-2] Chef (2 Damage Ranks) and his Good [+2] Brachiator to Poor [-2] Brachiator (2 more Damage Ranks). Unfortunately, this leaves one more Damage Rank to be accounted for, so Jimbo is forced to drop his Expert [+4] Rasslin' to Good [+2] Rasslin'.

Both characters have now taken a turn, and can choose to continue the conflict or not. Jimbo decides to call a time-out.

If Salty Dave had somehow used a banana in his action, Jimbo's Weakness of Poor [-2] Banana Addict would have made things much, much worse for our Monkey. If so, Salty Dave would have done 7 Damage Ranks to Jimbo, instead of just 5, bringing the Monkey closer to losing the conflict.

Example 2: From the second *Dishing It Out* example, Baka Roboto did 5 Damage Ranks to Aka. Instead of picking several different Qualities to Downshift, Aka asks the GM if he can sacrifice his Expert [+4] Armor-Plating down to Good [+2] and ignore all the other Damage Ranks. The GM agrees, and it is so.

On Aka's action, he zapped Baka to the tune of 3 Damage Ranks. Baka decides to Downshift his Good [+2] Bass Guitarist to Poor [-2] (2 Ranks) and drop his Good [+2] Singing to Average [0] (1 Rank).

The Robots decide to fight on!

## *Out for Blood?*

For physical conflicts, the default assumption in *MNPR:RPG* is that characters can only be killed once they are unconscious or otherwise helpless. This requires no roll, check, or action, simply a statement on the attacker's next turn that the he wishes to kill the victim. (GMs should feel free to change this rule if they desire. Perhaps characters pick whether they are doing "bruising" damage or "killing" damage at the beginning of a conflict situation.)

> **IMPORTANT NOTE - Unless a Challenge is "to the death," killing a defeated foe is *really* bad sportsmanship. Indeed, it could lead to a new Weakness like Poor [-2] No Honor, where other characters will start refusing Challenges from such an honorless child of a diseased tapir.**

## Who Wins the Challenge?

In *MNPR:RPG*, the winner of a Challenge gains Mojo from the losers. For further details, see below, *Mr. Mojo Risin'*.

## Recovering from Damage

Once a Scene ends, the injured character will begin to recover lost Ranks. How many he gets back depends upon whether he was in *momentary danger* or is still in *continuing danger*.

♦ **Momentary Danger**. If nothing else is going on, and the character is otherwise safe, relaxed, and lacking any time constraints. Examples of momentary danger include playing Go Fish with a six year old, a car chase (though some Environmental Damage could happen. . .), or a seduction attempt. At the end of the Scene, all Failure or Damage Ranks are removed, restoring Qualities to their appropriate levels.

♦ **Continuing Danger**. Danger is continuing if the overarching situation that the conflict happened in is risky, stressful, or under deadline. An example of continuing danger would be playing poker in a seedy dive bar with three Mafiosi. Characters will recover 1d6 lost Ranks of Quality at the end of the conflict Scene. The player selects which Qualities' Ranks are restored. However, the character will not recover any more Ranks until the GM tells them to roll again (or they spend Mojo on Bouncy!; see below).

NOTE - A Strength like "Quick Healer" should allow the character to gain back the standard 1d6 roll, plus their Modifier. A Weakness like "Slow Healer" would mean that the character rolls 1d6-2 (the Modifier for Poor), with a minimum of zero Ranks regained.

Example: Jimbo's been beaten up and stuffed in a garbage can by an Alien. At the end of the conflict, all of his Qualities were Downshifted to Poor, except for Monkey, which he had zeroed. Since this happened in an Alien-infested area, he's still in continuing danger. He rolls for damage recovery and gets a 3. He puts 1 Rank into bringing Monkey to Poor [-2] (now he's conscious), and uses the remaining 2 to get Rasslin' back to Expert [+4], since he figures it'll be the most useful if someone else jumps him.

## CONFLICT JAZZ

Here are some methods to get even more of your tactical or strategic ya-yas out. Any character can choose to use them in the course of their conflicts.

### The Key to Understanding Conflict Abstraction

Basically, in any conflict, some of a character's Qualities can be thought of as useful for either "attack," "defense," or "absorption."

As an example, say a character has Good [+2] Rank in the Qualities of Kung Fu, Debating, and Accountant. In combat (a physical conflict), the character will probably opt to keep Kung Fu at Good [+2], and apply Damage Ranks to Debating and Accountant. In an argument (a social conflict), the character will want to keep Debating high for as long as possible, and take Failure Ranks on Kung Fu and Accountant first. If being audited by the IRS (could be a mental, a social, or even a professional conflict, depending on how the GM spins the situation), the character would protect Accountant, try to keep Debating at Good [+2] as long as he could, and sacrifice Kung Fu.

This allows PCs to play out any sort of conflict with strategy, by providing them the choice of how they are damaged, rather than it simply being dealt to them in the form of hit points or wound levels. "Is it worth the cost?" is a prime consideration in using this system.

The system also allows the *player* to determine exactly *how* they are injured, rather than relying on a chart or a roll of the dice. It's more like Cowboys & Indians in this way – if someone says "you're shot!" (and you accept that yes, you were shot, of course), you get to play out how the shot affected you, ranging from "just winged me!" to "Tarnation! You broke mah hand!" to any number of colorful and noisy death scenes.

The abstraction of how Failure or Damage Ranks are applied isn't meant to be a one-to-one relation ("Hey, why does getting punched in the face lower my Florist Quality?"), but amusing justifications can be made up anyway ("Well, my black eye makes it hard to arrange peonies. . ."). The GM can assist the player describe the damage, if necessary, by taking the Qualities that the player applies the Damage Ranks to and making an attempt to come up with a reasonable narrative for the effects. It's rather fun, once you get into the swing of it.

## OPTIONAL RULE: INCREASING DAMAGE

*MNPR:RPG* assumes that one is using an appropriate tool alongside a Quality – a spreadsheet program with Accounting, a pistol with Gunplay, a little black dress with Seduction, etc. If the GM so chooses, this assumption can be changed such that specialized equipment provides 1 Upshift, limited to Damage Rank determination only.

Under this optional rule, if a character with Good [+2] Kung-Fu uses nunchucks when breaking heads, while he'd be rolling for success at Good [+2] Rank, but when comparing roll results for damage purposes, he'd treat his Kung-Fu as if it were Expert [+4] Rank. (This boils down to an extra 2 Failure or Damage Ranks.) See also *Chapter 5, Cool Stuff.*

## Shift Accumulation

In *MNPR:RPG*, all Upshifts, Downshifts, and bonus dice are cumulative. That means that if a character is Being Badass and Flipping Out simultaneously, he would have 2 Upshifts (or a Modifier of +4) on the attack and damage. Thus, if the starting Quality was of Average [0] Rank (2d6), it would temporarily become Expert Rank (2d6+4); if the Quality was Good [+2], the roll would be 2d6+6, and if the Quality was Expert [+4], the roll would be 3d6+6, because one of the Upshifts would take the Rank above Master [+6] and translate into an extra die to roll.

## CONFLICT STRATEGIES

There are two additional strategies that a character can use in conflicts, depending upon if he wants to specifically concentrate on attack or defense. One can only be used by an attacker and the other only by a defender. If a PC wishes to utilize either of these strategies, they must announce it at the beginning of their turn. They cannot be used on the same Turn by the same character.

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

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

## USING MULTIPLE QUALITIES IN SIMPLE, COMPLICATED, OR CONFLICT SITUATIONS

If the GM agrees that more than one Quality can be brought to bear on a task, simply combine the Modifiers for the relevant Qualities. (If a character spent one of their choices in character generation on buying something under their penumbra as a separate Quality, this is where they reap the benefit.) Furthermore, this case includes not just the Qualities of a single character, but also if *multiple characters* team-up to perform a task. If multiple characters are joining forces, only one of them needs to roll, and that's the character with the higher Initiative.

> Example 1: Standing on the second floor of the food court, Salty Dave sees some Ninjas attacking his buddy Jimbo on the ground floor. He decides to join the fray, and grabs a decorative garland to swing down all Errol Flynn-like while slicing with his cutlass. Salty Dave can combine his Good [+2] Cutlass and Good [+2] Swinging Qualities (as well as his Average [0] Pirate Quality) in his attack on one of the Ninjas. He'll be rolling 2d6+2+2+0, or 2d6+4, for this swashbuckling maneuver.
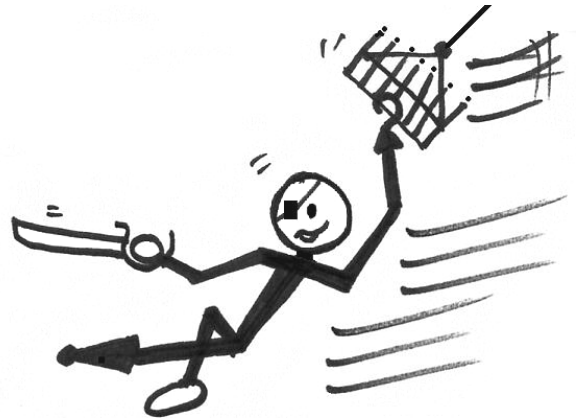


> Example 2: Jimbo (Good [+2] Chef) and Salty Dave (Good [+2] Accountant) decide to open a restaurant. They join forces to convince their bank's Expert [+4] Loan Officer to approve them for a loan. Salty Dave will roll 2d6+2+2; the GM rolls 2d6+4 for the Loan Officer. Salty Dave gets a 4 and a 6, for a total of 14, and the GM rolls a 2 and a 5 for a total of 11. Jimbo and Salty Dave successfully convince the Loan Officer that "the Scurvy Banana Café" is a good risk!

## USING A QUALITY AGAINST MULTIPLE TARGETS

If it's necessary for a character to take on multiple targets simultaneously in a single action, he can split his attentions (and relevant Quality Ranks) between them. Of course, this leads to a commensurate decrease in effective skill. For each additional target selected, apply a Downshift to the Quality Rank.

> Example: Say that Jimbo (Expert [+4] Rasslin') is fighting two Ninja Bikers. If he tries to take them both on, he'll only be at an effective Rank of Good [+2] for his attacks on each. If there were 3 Ninja Bikers, he'd have an effective Rank of Average [0]; if 4, Poor [-2]. If there were 5 Ninja Bikers, he'd automatically fail all five attacks, since his split Rank would bottom out with another Downshift. Better to take them on one or two at a time.

> But wait! Jimbo has Chef at Good [+2] Rank. Perhaps if the melee took place in a restaurant kitchen, the GM might agree that Jimbo could add in his culinary know-how (grabbing cleavers, throwing pots and pans, creative use of the Fryolator, etc.). This circumstance would allow Jimbo to take on 2 Ninja at Expert [+4], 3 Ninja at Good [+2], 4 Ninja at Average [0], 5 Ninja at Poor [-2], and auto-fail only when facing 6 Ninja in the kitchen at once.

## USING GIFTS

Each Type of character gets a special *Gift* of one free Upshift to a particular situation per session. Monkeys get a social Upshift, Ninja get a physical Upshift, Pirates get a business or professional Upshift, and Robots get a mental Upshift. To get this bonus on their next roll, all a player has to do is say "My character is using his Gift on this roll."

## USING GOALS

All characters have a *Goal* – their particular aspiration in life – that can provide one free Upshift to an action in pursuit of that Goal per session To get this bonus on their next roll, all a player has to do is say "My character is using his Goal on this roll" *and* justify how the action helps him get closer to achieving that Goal.

## MR. MOJO RISIN'

*Mojo* is the power that makes a character larger-than-life. It's atomic radiation, magic powers, heroic luck, indomitable will. It's the life's blood of champions!

Mojo points can be used for several things in the *MNPR:RPG*:

1. Activation of Mojo Powers (unless otherwise stated, a Mojo Power can be used for or against any target the character wishes).
2. Improvement of Qualities.
3. Serving as the award gained or stake lost in Challenges.

But first, let's talk about how one gains Mojo and what the different "flavors" of Mojo mean.

## GAINING MOJO

There are three ways to gain points of Mojo: 1) acting like your Type; 2) winning Challenges; and 3) good roleplaying in general. (Advice to GMs on Mojo awards appears in *Chapter 5*.)

## FLAVORS OF MOJO

Each Type of character – including Aliens – has their own "flavor" of Mojo. While any flavor can power *Universal Mojo Powers*, *Flavored Mojo Powers* require the proper flavor to work.

## UNIVERSAL MOJO POWERS

These are the Mojo Powers – fueled by any Type of Mojo – that all character Types can use:

♦ **ATOMIC!** Spending 1 Mojo on Atomic! *before* any roll gives a character an extra die for that roll.

♦ **BOUNCY!** Spending 1 Mojo allows a character to recover 1d6 Damage or Failure Ranks.

♦ **DISCO!** Spending 2 Mojo on Disco! *after* any roll gives a character an extra die for that roll.

♦ **KUNG-FU!** Spending 1 (and only 1) Mojo on Kung-Fu! *after* a successful attack allows a character to apply an extra Damage or Failure Rank to his opponent.

♦ **LASER!** Spending 1 Mojo on Laser! increases the range of a character's Qualities, treating his next action as if the target were Near.

♦ **MAGNETIC!** Spending 1 Mojo on Magnetic! allows a character to sense the direction and relative distance of the nearest other character of their Type.

♦ **MUTANT BRAIN!** Spending 2 Mojo on Mutant Brain! permits a *player* to ask the GM 1 yes-no question about the game, which the GM must answer truthfully, to the best of his ability.

♦ **SCRAM!** Spending 1 Mojo on Scram! allows a character to *block* any other character's use of Mojo in that Turn.

♦ **SUPER!** Spending 1 Mojo on Super! grants an Upshift on any action; unlike Atomic!, Super! can be used after a roll or to avoid a roll in a complicated situation.

♦ **ZOOM!** Spending 2 Mojo on Zoom! *doubles* a character's speed for his next Turn. Whether using an abstract or concrete movement, this doubles the character's relevant speed-related Quality Rank Modifiers (in the case of characters with no relevant Qualities, this acts as a +2).

Example: Jimbo is trying to break down a steel door (Expert [11] Difficulty Rank). If he spends 1 Mojo on Atomic!, he will roll 3d6 for the attempt rather than 2d6. If he spends 1 Mojo on Super!, he will roll at 2d6+2. If he spends 2 Mojo and goes Super Atomic!, he will be rolling 3d6+2!



## FLAVORED MOJO POWERS

Each Type of character has its own collection of special Powers that works with their particular flavor of Mojo. Anyone who possesses both the correct Type Quality and the right flavor of Mojo can use them.

### *Monkeyshines*

♦ **Monkey Business.** Spending 1 Mojo gives the target a Downshift to any professional or business action.

♦ **Monkey See, Monkey Do.** Spending 1 Mojo forces a target to mimic the Monkey's next action.

♦ **Monkeywrench.** Spending 1 Mojo causes a machine (or other complex process) to stumble, skip, hiccup, or some other minor stutter; this acts as a Downshift to the operator of the machine's next action or reaction. This works on Robots, too.

♦ **More Fun Than A Barrelful of You Know.** Spending 1 Mojo grants an Upshift to any social action.

♦ **See No Evil, Hear No Evil, Speak No Evil.** Spending 2 Mojo (and squatting down, closing your eyes, plugging your ears, and biting your tongue; in essence, sacrificing your action for the current Turn) makes the Monkey completely invulnerable to any Damage or Failure Ranks for the entire Turn.

### *Ninja Magic*

♦ **Drop the Spoon.** Spending 1 Mojo gives grants 1 Upshift to any combat action.

♦ **Invisibility.** Spending 3 Mojo turns the Ninja invisible, granting 2 Upshifts to any actions that would benefit from being unseen (sneaking, dodging, attacking). Invisibility ends when the Ninja draws attention to himself (like waving his arms, saying hello, sneezing explosively, attacking a foe, etc.).

♦ **Light Step.** Spending 1 Mojo permits the Ninja to treat any surface (telephone wire, rose trellis, newspapers blowing in the wind, smoke) as if it were solid ground for his next Turn.

♦ **Mesmerize.** Spending 2 Mojo forces a target to immediately obey a short command (like "Drop sword," "Jump," "Blink," "Say No," "Stop," and "Sleep") given by the Ninja; effects of this command last only 1 Turn or until the ordered action is completed. Specific interpretations of the effects of this Ninja Magic are left up to the GM. If he feels the use is iffy, the Ninja must win a complicated situation against the target's appropriate highest mental or psychic Quality, treating the Quality Rank as a Difficulty Rank (see boxed text above, *OPTIONAL RULE: "Armor" Quality Rank as a Difficulty Rank*). The Ninja Quality counts as a "mental or psychic Quality" for uses of Mesmerize.

♦ **Smokebomb.** Spending 1 Mojo causes a thick cloud of opaque smoke to fill the immediate (read, Near) area of the Ninja.

## Pirate Tricks

♦ **Hell's Hornpipe.** Spending 1 Mojo gives an Upshift to the character's next combat action.

♦ **Keelhaul.** Spending 1 (and only 1) Mojo on Keelhaul *after* a successful attack allows a Pirate to apply an extra Damage or Failure Rank to his opponent; this *can* be combined with Kung-Fu!

♦ **Magic Parrot.** Spending 2 Mojo creates a Good [+2] Parrot with no other Qualities that lasts for 1d6 plus Pirate Quality Modifier

Turns. This Parrot follows the Pirate's commands to the best of its ability.

♦ **Piratical Brogue.** Spending 1 Mojo grants a Downshift to an opponent's next mental action (see also < http://www.talklikeapirate.com/howto.html >).

♦ **Yo Ho, Yo Ho!** Spending 3 Mojo makes everyone sing along to a shanty – pick between the one in that Pirate Ride in the Mouse's Park, the one about fifteen men on a corpse's torso, or the one that questions the disposition of inebriated seamen. Yeah, you know at least one of them. This – of course – is quite distracting and causes all other characters to lose their next Turn; only individuals with the Pirate Quality are immune to this effect. (The Pirate gets a Mojo back if the other *players* start singing it.)
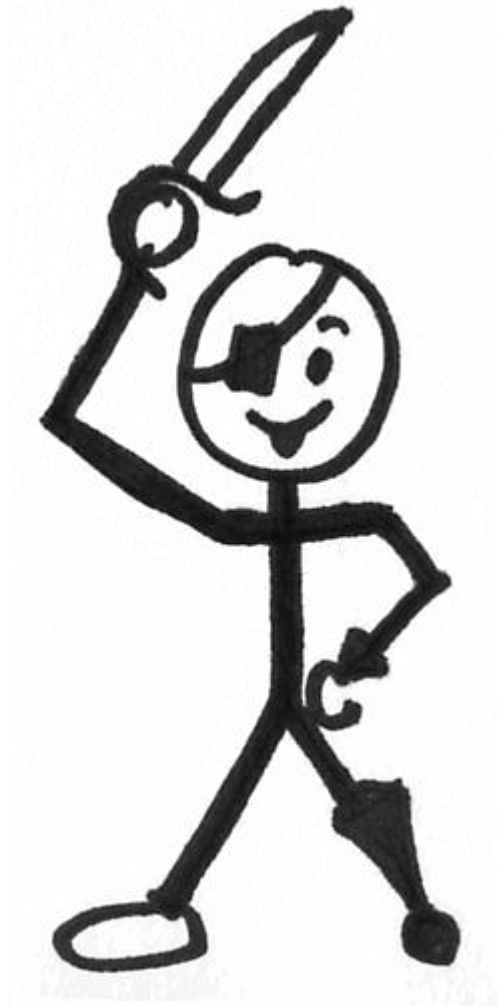
## Robot Upgrades

- **Asimov, Shmazimov.** Spending 1 Mojo forces a machine target to disobey (and/or do the opposite of) any commands given by an operator. The effects of this command last only 1 Turn. This could make a car's steering unresponsive, prevent a gun's trigger from being pulled, or reverse the tuning knobs on a radio. Specific interpretations of the effects of this Robot Upgrade are left up to the GM.

- **Danger, Bill Mumy!** Spending 1 Mojo allows the Robot to scan for "enemies" within Middling Range. This will detect any hidden or invisible foes, and give their rough direction and distance.

- **Interlock.** This Mojo Power permits two or more Robots to combine into a single, bigger, more powerful opponent. All Robots involved in the Interlock must be Near each other and spend 1 Mojo. Then will then unite into one Robot that possesses all of their Qualities and Ranks, with like Qualities adding together. (See below, *Conflict Example 2*, to see this in play.)

- **Modular Mojo.** Spending 1 Mojo allows the Robot to detach a limb, which will act as a separate character under the Robot's control. The Robot can divide up his total Ranks between the "main body" and the "limb," but Modular Limbs *must* contain at least 1 Rank of the Robot Quality.

- **My Brain IBM.** Spending 1 Mojo gives an Upshift to any mental action.
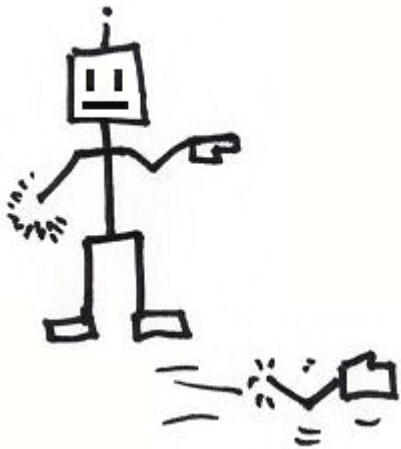
## IMPROVEMENT

*MNPR:RPG* characters can use their Mojo for *Improvement*, reflecting the gaining of skill and experience. To Improve a Quality, a character must spend Mojo equal to two times the Modifier of the next Rank of Quality (that is, 4 Mojo). Improving multiple Ranks must happen stepwise. When a character reaches Master [+6] Rank in a Quality, it cannot be improved further.

> NOTE - Improving a Weakness from Poor [-2] to Average [0] costs 4 Mojo.

For those characters that selected a Quality that falls underneath the penumbra of another (for example, Salty Dave's selection of "Cutlass" when it's almost certainly under the "Pirate" Quality penumbra), this is where they pay the piper: the two Qualities remain separate, and must be Improved separately.

Thus:

- Raising Average [0] Rank Monkey to Good [+2] Rank Monkey costs 4 Mojo.
- Raising Average [0] Rank Monkey to Expert [+4] Rank Monkey costs 8 Mojo (4 for Average to Good and 4 for Good to Expert).
- Raising Average [0] Rank Monkey to Master [+6] Rank Monkey costs 12 Mojo (4 for Average to Good, 4 for Good to Expert, and 4 for Expert to Master).

NOTE - If a character wishes to gain a new Quality, they need to spend 4 Mojo to gain it at Good [+2] Rank.

Even Type Qualities – like Monkey, Ninja, Pirate, or Robot – can be improved or learned as above, with the following proviso: to improve a Type Quality in Rank, the character can only use Mojo of that Type's flavor. This is where Mojo thrift comes in handy.

## MOJO IN CHALLENGES

If a character is victorious in a Challenge, he gains Mojo from the loser. However, if he is defeated, he must offer Mojo to the winner. . . or *die*.

Well and good, but what does a character do when his Mojo pool is empty? Simply, the character's highest Ranked Quality suffers *Breakdown* for Mojo points equal to the Modifier of the Rank. Sort of like Improvement in reverse, only where for Improvement you need 2 Mojo per Modifier point, you only get 1 Mojo per Modifier point from Breakdown.

Breakdown is the reason why many Challenges often utilize a Judge or Referee – simply so that Mojo can be handed over safely at the beginning of the Challenge, to avoid a Breakdown at the end.

> Example: Let's imagine that Jimbo (Expert [4] Rasslin') lost a Challenge to a vile Robot; during the fight, the Monkey completely exhausted his pool of Mojo. When his Robot foes claims his victory Mojo from the fallen simian, Jimbo suffers a Breakdown: he goes from Expert [4] Rasslin' to Good [+2] Rasslin', which grants two points of Monkey Mojo. One goes to the Robot, while Jimbo is left to cry over the other, a broken primate.

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### OPTIONAL RULE: ABSTRACTING CONFLICT FURTHER

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

Example: Salty Dave has gotten to the treasure chamber of a Ninja Hut. His path is blocked by a Henchman Ninja (Average [0] Henchman). Salty Dave rolls his Good [+2] Cutlass Quality against the henchman's Target Number of 7. He rolls a 3 and a 6, plus 2 from Good [+2] Cutlass, giving him a total of 11: Eleven easily beats 7, so Salty Dave slices the henchman from stem to stern in one blow and continues walking toward his prize – the Ninjas' sweet, sweet uranium.

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## CONFLICT EXAMPLE 1: JIMBO VS. MIKE THE NINJA CHEF

Jimbo and Mike Matsutake are having a cook-off Challenge in front of a live studio audience. (Sounds like a social conflict to me.) The Scene opens on the set of *Monkeying with Food*, Jimbo's cable-access show.

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### EXAMPLE CHARACTER 3: MIKE MATSUTAKE, NINJA CHEF

**Gift:** Adept. **Goal:** Cause mischief. **Qualities:** Average [0] Ninja; Good [+2] Chef, Good [+2] Katana, Good [+2] Shuriken, Good [+2] Practical Joker, Poor [-2] Vain. **Mojo:** 1M, 1N. **CR:** 1M.

---

JIMBO: "And that, studio audience and viewers at home, is how you make a coconut omelet, or as the French call it, *Oeufs de Whack-kay*!"

GM: "The audience applauds – except for one guy, who's booing and hissing!"

JIMBO: "What the–? Who's trying to ruin my show?"

GM: "You see a Ninja stand up in the middle of the crowd. He shouts to you "Go back to the Jungle, Monkey, and leave the cooking to experts!""

JIMBO: "Jimbo starts bouncing up and down, beating his chest, and says 'Who the hell are you?'"

GM: "The Ninja says, 'This skilled one is Mike Matsutake, Ninja Chef! I Challenge *you*, Jimbo, to a duel of cuisine!' The audience seems to be holding its breath, waiting for Jimbo's response. . ."

JIMBO: "I accept your Challenge, Matsutake! Bring it on!"

GM: "The Ninja Chef leaps out of the stands, does a mid-air somersault, and lands next to you on the stage. The audience oohs and ahhs." (makes a note) "Okay, this will be a social Challenge, as you're trying to get the highest amount of audience applause through the dishes you produce. Sound good?"

JIMBO: "Sure."

GM: "Since you both are equally-Ranked at Chef, I could make you roll for Initiative, but since it's Jimbo's TV show, I say he should go first."

JIMBO: "Okay, I start to whip up a (um, what else do Monkeys eat?). . . Got it! Termite pie! Jimbo gets a pie shell, goes to the termite farm in the corner and scoops up a couple handfuls of bugs, throws them in the shell, covers it, and slams the tray into the oven! How does the crowd like that?"

GM: "Go ahead and roll."

JIMBO: (rolls 2d6+2, getting 2 and 6 for a total of 10) "I got a ten."

GM (rolling 2d6+2 for the Ninja, getting 2 and 2 for a total of 6): "Matsutake seems a bit flabbergasted by your use of insects! He takes 4 Failure Ranks!" (The GM applies the Failure Ranks, dropping Shuriken and Practical Joker 2 Ranks each; now both are at Poor [-2].)

JIMBO: "Don't mess with the Monkey, man!"

GM (as the Ninja): "'Your jungle arts won't save you from my skills!' And then he reaches down below the counter, grabs something in each hand, and flips them into the air. He draws his sword, screaming, 'Behold the power of my. . . *Super! Banana Sushi!*' Using his katana, he deftly peels the banana, slaps it onto the rice, then slices it into pieces which fall perfectly on the serving plate." (GM checks off the point of Ninja Mojo from Matsutake's write-up.)

JIMBO: "What the hell is that?"

GM: "He's using his Chef and Katana Qualities together, as well as spending a point of Mojo on the Universal Power of Super!"

JIMBO: "Damn."

GM: "Yup, he's pulling out all the stops, since you mussed him pretty bad with your first attack. Oh, and you're at -2 for your reaction roll."

JIMBO: "What?! Why?"

GM: "Because Jimbo's a filthy Banana Addict. That's worth an extra 2 Failure Ranks on the first attack."

JIMBO (studies his character sheet) "Oh, right. That sucks."

GM (rolling 2d6+2+2 for the two Qualities, plus an additional Upshift – or +2, same difference – for the Ninja; he gets 2 and 5 for a total of 15): "13, plus 2 extra Failure Ranks is fifteen!"

JIMBO: "You're kidding." (studies sheet) "I only have 1 Mojo, so I can't use it for Bouncy!, because if I lose, my Expert [+4] Rasslin' will suffer a Breakdown. Damn. Well, better get it over with." (picks up dice, shakes them, then stops.) "Hey wait, since this is a social conflict, I can use my Gift, right? Get the audience on my side? Maybe their cheers of 'Go, go, Jimbo!' and 'Show me the monkey!' keep me all focused and stuff?"

GM: "Sure, why not?"

JIMBO: "Cool. I'll Upshift my Chef from Good [+2] to Expert [+4]." (rolls 2d6+4-2, getting 5 and 6 for a total of 13) "Lucky thirteen! *Awesome*!" (to the Ninja) "Though my eyes glaze over and I start to drool over the Ninja's luscious Super Banana Sushi, I manage to pull myself away from the brink."

GM: "Well done. You only take 2 Failure Ranks. Where are you putting them?"

JIMBO (looking at sheet): "Okay, I'll drop Rasslin' voluntarily – and temporarily! – from Expert [+4] to Average [0]."

GM: "Your action."

JIMBO: (ponders) "Okay, I want to do something like the Ninja did, combining my Qualities. Let's see. . . Rasslin', Brachiator, and Chef. I got it! Okay, I'll make fresh pancakes – *upside down*, swinging from the light gantries of the studio, *by my feet*!"

GM: "I like it! Okay, you can use Chef and Brachiator on this action."

JIMBO: (rolls 2d6+2+2, getting 4 and 5 for a total of 13) "Thirteen again!"

GM (rolling 2d6+2, getting 1 and 2 for a total of 7) "Matsutake gets seven, and takes 6 Failure Ranks." (looks at sheet) "Six Ranks will cause Matsutake to zero out a

Quality, so that means you win! The crowd goes wild, 'Aaaaahhhh!' while the Ninja cries all over his sushi." (scratches out the next to last Mojo point on the Ninja's sheet) "You feel the surge of power as you gain one of the Ninja's Mojo points for winning the Challenge!"

JIMBO: "What Flavor?"

GM: "Monkey Mojo."

JIMBO: "'That will teach you to steal Mojo from Monkeys!' I scream, then I beat my chest, bouncing up and down, and perform the traditional Monkey screech of ass-kicking victory!"

GM: "Like how?"

JIMBO: (demonstrates) "Like 'ooh-ooh-ow-ow-ow!'"

GM: (laughing) "Jimbo gets *another* new Monkey Mojo point."

JIMBO: "Sweet!"

## CONFLICT EXAMPLE 2: JIMBO & SALTY DAVE VS. THE ROBOTO BROTHERS

Finally, the day of the combat Challenge between the team of Jimbo and Salty Dave against the Roboto Brothers comes to pass. In an abandoned warehouse, with Mike Matsutake (played here by the GM) serving as Judge (and holding the "purse" of 1 Monkey Mojo, 1 Pirate Mojo, and 2 Robot Mojo), battle is joined!

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**EXAMPLE CHARACTER 4A: AKATRON ROBOTO, ROBOT RHYTHM GUITARIST**

**Gift:** Logical. **Goal:** Protect Robotkind. **Qualities:** Average [0] Robot; Expert [+4] Armor-Plating, Good [+2] Rhythm Guitarist, Good [+2] Laser Eyes, Poor [-2] Squeaky. **Mojo:** 2R. **CR:** 1M.

**EXAMPLE CHARACTER 4B: BAKATRON ROBOTO, ROBOT BASS GUITARIST**

**Gift:** Logical. **Goal:** Become Robot King. **Qualities:** Good [+2] Robot; Good [+2] Laser Arm, Good [+2] Bass Guitarist, Expert [+4] Hover-Jets, Good [+2] Singing, Poor [-2] One Photoelectric Eye. **Mojo:** 2R. **CR:** 1P.

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GM: "Okay, roll for Initiative!"

JIMBO: "Both of us, or just one of us per side?"

GM: "Everybody roll."

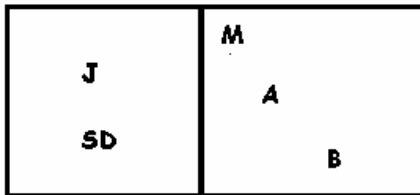JIMBO: "Six!"

SALTY DAVE: "Three."

AKATRON: "Two. Bah."

BAKATRON: "Five."

GM: "Jimbo and Salty Dave go first." (as Matsutake) "Let's get ready to rumble!"

JIMBO: (to GM) "In this abandoned warehouse, are there hanging pipes and wires and stuff? Things I could use my Brachiator Quality with?"

GM (thinks for a second) "Sure, here and there." (sketches a quick map, showing about half of the area with such things, and half as a big open space) "Here's where everybody starts." (Puts in letters to show where folks are.)



pipes and cords and rafters

big open area with crates and pallets and equipment

JIMBO: (studies the map) "Okay, let's start with a bang. I beat my chest, hoot derisively, then leap up to the hanging bits to swing my way over, to end with a flying half-nelson on Akatron!"

AKATRON: "Can he make it that far in one turn?"

GM: (looks at map) "Sure!" (to Jimbo) "Add your Brachiator Modifier to your roll." (to Akatron) "How are you going to react?"

AKATRON: "Well, I have no real hand-to-hand sorts of Qualities, so I'm just rolling against Average [0] Robot, right? What about my Expert [+4] Armor-Plating?"

GM: "Well, if Jimbo were shooting at you with a gun or slicing at you with a sword, I'd probably let you use that to add to your reaction. Since he's grappling with you, I'd say no. But you still get the special benefit of an 'armor' Quality."

AKATRON: "What was that again?"

GM: "If you voluntarily Downshift Armor-Plating one Rank, you can ignore all Damage Ranks you take in a Turn; look under *Taking It On the Chin* in *Chapter 3*. So, if Jimbo succeeds in his attack and does more than one Damage Rank to you, it's probably worth it. You can still use that ability, you're just not getting any Modifier to add to your roll."

AKATRON: "Gotcha."

GM: "Okay, guys – roll."

JIMBO: (rolls 2d6+4+2; gets a 4 and a 5, total of 15) "Fifteen!"

AKATRON: (rolls 2d6; gets a 2 and a 6, total of 8) "Eight. Cripes."

GM: "That'd be 7 Damage Ranks, unless–"

AKATRON: "I'm Downshifting Expert [+4] Armor-Plating to Good [+2]. Whew."

JIMBO: "Crap."

GM: "You've got hold of him in a half-nelson, though, because you succeeded in your attack. It's just that his tough armor defeated your attempts to put your full crushing Monkey force on him."

JIMBO: "Oh, okay."

GM: "Salty Dave, you're up."

SALTY DAVE: "I'll run over to Bakatron and cut open his gizzard with my Good [+2] Cutlass, so all the robot's gears fall out! Arrrrr!"

BAKATRON: "I'll avoid this grizzled old fool, using my Expert [+4] Hover-Jets to float up and over him. I get to count my Good [+2] Robot Quality, don't I?"

GM: "Yup!"

BAKATRON: "Does my Weakness of Poor [-2] One-Eye have an effect?"

GM: "Well, Salty Dave didn't say anything about coming at you from your blind side or anything, so no. Roll."

SALTY DAVE: (rolls 2d6+2; gets 3 and 5, total of 10) "Ten."

BAKATRON: (rolls 2d6+2+4; gets 3 and 4, total of 13) "Thirteen. Bakatron floats up, easily evading your feeble weapon. 'Now, it is my turn, puny human!' his electronic voice rings out."

GM: "Actually, Akatron's turn is first. What do you want to do, Aka? Remember, Jimbo's got you in a half-nelson."

AKATRON: (looks at his sheet) ""Um, if I bounce a beam from my Laser-Eyes off of my Armor-Plating, can I get the Modifiers for both?"

GM: "Like how?"

AKATRON: "Like bouncing it off of a mirror, so the Monkey won't know exactly how to dodge it?"

JIMBO: "That's stupid."

AKATRON: "Not as much as swinging on pipes!"

GM: (ponders) "Nah, I'm not gonna allow them to add together. It sounds kind of chintzy. But, I'll do this – if you describe it well enough, I'll give you an Upshift on the attack."

AKATRON: "My eyes light up red, and I hold my hands up, sort of like this–"
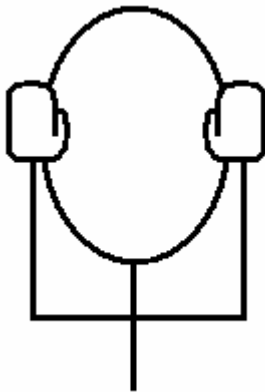
"– so that if I cross my eyes, the rays will bounce off of my palms and come from unexpected angles. 'Now, Monkey, burn in the gaze of my Cross-Eyed Laser Death Ray Beam Blast of Doom!' And that way I can his him with my Laser-Eyes even though he's still got me in a half-nelson."

GM: (chuckles) "Sure, that's worth an Upshift. Jimbo, your reaction?"

JIMBO: "I'll dodge like a fiend, leaping up to the pipes to swing around crazily."

GM: "You're sure you want to let him out of that wrestling hold? Besides, I'd have to say that that sort of escape isn't a Rasslin' move, so you'd only get the Brachiator Mod."

JIMBO: "Oh. Crap. Um, okay, I'll just try and move his head out of line, then. Jiggle his aim."

GM: "Okay, you can use Rasslin' for that. Roll."

AKATRON: (rolls 2d6+2+2; gets a 3 and a 2, total of 9) "Nine."

JIMBO: (rolls 2d6+4; gets 1 and a 4, total of 9)" I got nine, too."

GM: "That's a tie; you both take a Damage Rank."

AKATRON: "I'll lower my Good [+2] Rhythm Guitarist to Average [0]."

JIMBO: "I'll drop Chef the same way, to Average [0]."

GM: "Bakatron, you're up."

BAKATRON: "Let's end this quickly. Instead of attacking the Pirate, I call out, 'Let our powers combine, brother!' and Hover-Jet over to Akatron."

AKATRON: "Interlock?"

BAKATRON: "Yes. Interlock."

GM: "Okay, guys, each spend a point of Robot Mojo."

JIMBO: (to Salty Dave) "What they hell are they doing?"

SALTY DAVE: (to Jimbo) "They're using some strange Mojo Power!"

GM (as the Robots mark off a Robot Mojo on their character sheets) "Jimbo and Salty Dave, you see Bakatron float over to Akatron and they suddenly unite into one big robot! Anything else to add, guys?"

BAKATRON: "Interlock complete! Our doubled voice rings out with 'We are **Abbatron**! Fear our power!' Then we charge up our lasers!"

AKATRON: "Dude, you know, if I hadn't had to lower my Rhythm Guitarist, it would have added to your Bass Guitarist, then, like Abbatron would have been an Expert [+4] Guitarist."

BAKATRON: "We've got to remember this for our next gig."
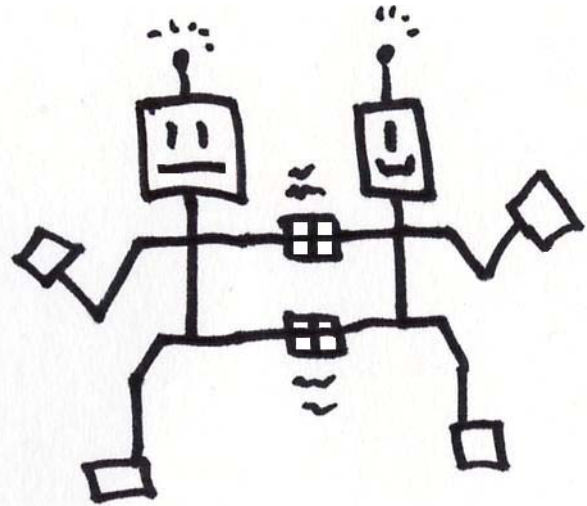
### EXAMPLE CHARACTER 4C: ABBATRON ROBOTO, INTERLOCKED ROBOT

**Qualities:** Good [+2] Robot; Expert [+4] Lasers, Expert [+4] Hover-Jets, Good [+2] Armor-Plating, Good [+2] Bass Guitarist, Good [+2] Singing, Poor [-2] One Photoelectric Eye (in head), Poor [-2] Squeaky. **Mojo:** 0.

JIMBO: "I think we're screwed."

SALTY DAVE: "Arrr!"

GM: "Your turn, Jimbo and Salty Dave."

JIMBO: "We've got to do this together. How much Mojo you got?"

SALTY DAVE: "Just the one."

JIMBO: "I've got two. Any Pirate Tricks that would help?"

SALTY DAVE: "How about this: we attack together, you'll make the roll. You Brachiate from a pipe and Rassle, I'll Swing from one of the hanging light cables as if it were a Chandelier, and lunge with my Cutlass at the head's One

Eye. You spend two of your Mojo on Atomic!, and I'll spend my one on Kung-Fu! or Keelhaul – that'll let us have a really good chance of hitting them hard."

JIMBO: "I could use one Atomic! and the other Mojo for Monkeywrench on them. . . that would give them a Downshift to their defense roll."

SALTY DAVE: "Crap! I just realized, they have Armor-Plating still. No matter how many Damage Ranks we do, they'll be able to ignore it."

JIMBO: "Unless I can Monkeywrench their Armor-Plating." (to GM) "Can I?"

GM: (looks over rules for Monkeywrench) "Interesting. Hm. '. . . acts as a Downshift. . .' Okay, he's what that would do: it would Downshift Abbatron's Armor-Plating to Average [0] during your attack. This means he can't Downshift it himself to avoid damage. However, this means that next turn it'd be back up to Good [+2]; in any case, I'll let him add it to defend against melee attacks – Monkeywrench is only stopping his ability to ignore all the damage done in a turn. And if you had tried to do this to him when his Armor-Plating was Expert [+4], it would have only Downshifted it to Good [+2]. Sound fair?"

ALL PLAYERS: "Sure."

GM: "Okay, Jimbo's gonna roll for both of you. Did you guys burn your Mojo? All right. Jimbo, after your Monkeywrench goes into effect, you're rolling 3d6 – you get the extra die from Atomic! – with +2 for Brachiator, +4 for Rasslin', +2 for Cutlass, and +2 for Swing on Chandelier – that's +10 total. If your attack hits, Salty Dave's Kung-Fu will go into effect for an extra Damage Rank. Abbatron, you're rolling at 2d6, with +2 for Good Rank in Robot, +4 for Hover-Jets, +2 for Armor, -2 for One-Eye, for a total of +6. Do you want to use any Mojo Powers?"

BAKATRON: (glumly) "We're out of Mojo. I'll roll for the defense."

GM: "Go."

JIMBO: (rolls 3d6+10; gets a 4, 4, and 5, total of 23): "Twenty-three skidoo!"

BAKATRON: (rolls 2d6+6; rolls 1 and 3, total of 10): "Ten. Is it enough?"

GM: "That's difference of thirteen."

SALTY DAVE: "Fourteen, with the Kung-Fu!"

GM: "Right."

BAKATRON: "Crap! Our combined Qualities gave us enough to hold off that thirteen, but the extra Rank sunk us!"

JIMBO and SALTY DAVE: (high-five)

GM: "I want to hear this description."

JIMBO: "Out of the shadows of the warehouse's roof, two figures come swinging, screaming bloody murder! The Monkey plummets in, to catch the gigantic robot in a Atomic! Chicken Wing Rasslin' Hold, while the Pirate lunges forward, his whole body a grizzled arrow, its point composed of Salty Dave's trusty Cutlass. With a tremendous smash, the Pirate lays some heavy Kung-Fu! on the mighty Abbatron, who teeters for just a moment before smashing to the ground. . . and Does. Not. Rise! Abbatron is dispatched, and our heroes triumph!"

SALTY DAVE: (making "rah!" crowd noises)

GM: "Matsutake congratulates the winners, and hands over the two Robot Mojo, one to each of you."

JIMBO: "Aw, yeah!"

SALTY DAVE: (to his fallen foes) "Domo arigato, Messieurs Roboto!"

AKATRON: "Oh, that's terrible."

BAKATRON: "You've been waiting this whole Example of Conflict to do that, haven't you?"

GM: "Salty Dave, give yourself a Ninja Mojo for that stylish adding of insult to injury. In the next Scene, you all recover 1d6 Damage Ranks. . . "
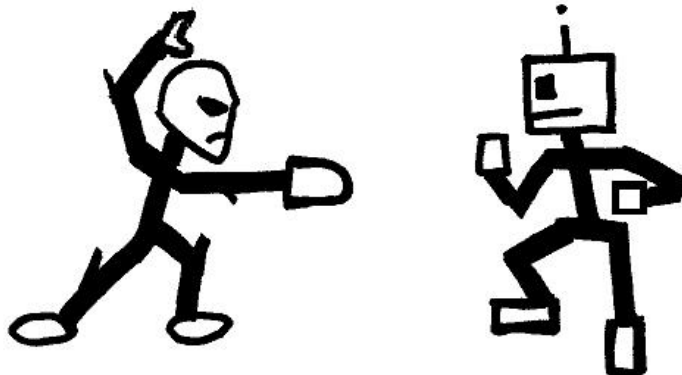
# Chapter 4: . . . From Alien Invaders. . .

## ALIENS AMONG US

Weird Aliens from beyond space, who have come to Earth in order to steal our Mojo and our sweet, sweet uranium. Bug-eyed lot of bastards, they are. Locally-based on the Dark Side of the Moon, you know.

### ALIENS

**Lifestyle:** Aliens like to fly around in their saucers, freak the mundanes, mutilate farm animals, make crop circles (really, more akin to teenagers doing donuts in the yard with their daddy's Camaro than any sort of communication), and probe the hell out of people. They are generally inscrutable, and often act in ways that Earth beings find illogical.

**Gift:** *Aliens are Weird.* (Aliens don't have a traditional Gift; instead, they have a special one called *Alien Invulnerability*; see below.)

**HQ:** The Alien MuthaShip.

**Allies, Neutrals, & Enemies:** In general, Aliens hate everybody.

**Why Uranium?:** It might power their flying saucers. Maybe it gives them their psychic powers. Perhaps they use it to get high, or it tastes like candy, or is included in Alien intimate rituals. Nobody really knows, but damn, they really want the stuff.

### *Special Gift: Alien Invulnerability*

Because of their unearthly nature, Aliens gain resistance to *physical* damage caused terrestrial Types as they gain in power. An Alien may ignore a number of Damage Ranks caused by another Type equal to their Modifier Rank every Turn. However, this Alien Invulnerability does not protect against Environmental Damage (see *Chapter 3*) or Failure Ranks in the slightest. Additionally, if multiple Types work together against an Alien (or one character with multiple Type Qualities), this defense will be negated and Damage Ranks will be applied as normal.

| Alien Quality Rank | Effect | Needed to Negate |
|---|---|---|
| Poor [-2] | Alien takes 2 extra Damage Ranks | N/A |
| Average [0] | No Effect | N/A |
| Good [+2] | Alien ignores 2 Damage Ranks | 2 different Types |
| Expert [+4] | Alien ignores 4 Damage Ranks | 3 different Types |
| Master [+6] | Alien ignores 6 Damage Ranks | 4 different Types |

### ALIEN MOJO

Aliens use Mojo just as other Types do: to participate in Challenges, use the Universal Mojo Powers, and for Improvement. They have their own flavor of Mojo and Flavor-based Mojo Powers (*Alien Psi*). However, the Flavor of Alien Mojo is so weird, it apparently affects the minds of those terrestrial Types that gain it through being victorious in Challenges with Aliens. (GMs should see *Chapter 5* for further details.)

### *Alien Psi*

♦ **ABGG-8D.** Spending 2 Mojo permits the Alien to communicate with anything – *anything* – that is in within Middling range. Now, just because the Alien can talk to a thing, that doesn't mean it will have any control or influence over the thing – a grazing cow might not have much to say, a parked car might not feel particularly chatty, and a television set could be a pathological

liar – but he has a better chance of being able to socially convince the thing to do something than someone who is unable to talk to objects.

♦ **Crop Circles.** Spending 1 point of Mojo causes a wave of psychic energy to swirl out of the Alien, in a widening clockwise path. This force is of Good [+2] Strength, and will knock down anything that cannot win a complicated situation against it.

♦ **Mojo Probe.** Different than your typical sort of probing, Mojo Probing really, uh, digs deep. Spending 2 Mojo permits an Alien to abuse a helpless or totally surprised foe by taking 1 point of Mojo from the victim *and* giving the victim a physical Downshift that lasts 1d6 Scenes (or until healed through the use of Bouncy!). If the Alien wants to extract more Mojo from a target, he can spend more Mojo himself (e.g., to get 2 Monkey Mojo out of a Monkey, an Alien would have to spend 4 of his Alien Mojo on this Power.)

> NOTE – Alien usage of the Mojo Probe on those they defeat in Challenges has led to the profound dislike of these extraterrestrial invaders by the champion Types of Earth.

♦ **Squishy.** Outside of melee, spending 1 Mojo permits an Alien to slide through openings no bigger than a golfball. In melee, Squishy allows an Alien to ignore 1 Damage Rank.

♦ **Telepathetic.** Spending 1 Mojo *and an action* permits an Alien to mentally communicate with up a number of Aliens equal to their Alien Quality Modifier within Far range. During telepathetic communication (transmit or receive), Aliens must stand stock-still and do nothing (except sigh loudly); while thus communicating, their head gets all "wiggly."
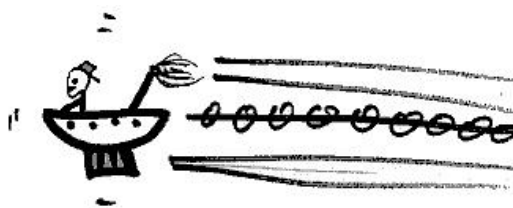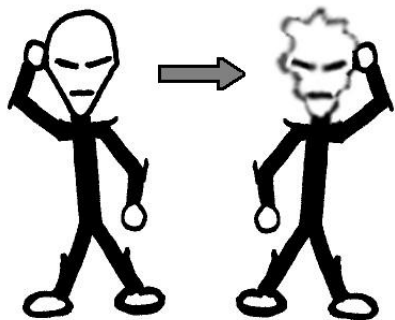
Against a target with the Alien Type Quality, Telepathetic has additional scope. Spending 2 Mojo *and an action* can either force a target with the Alien Quality to:

- o Immediately obey a short mental command (much like the Ninja Magic Ability of *Mesmerize*, only the order is given silently); or

- o Suffer a full-sensory illusion that the target will believe is absolutely real; this effect lasts for a number of Turns (or minutes, out of conflict) equal to the attacker's Alien Quality Modifier.

If the attacker's Alien Rank is higher than the target's, the effect simply works – it's a simple situation. If the target has an equal or higher Alien Rank than the attacker, then this is a complicated situation. The attacker rolls using his Alien Quality, trying to beat the Target Number of the defenders Alien Rank (e.g., a Good [+2] Alien using this power against a Good [+2] Alien would need to beat a [9] on a 2d6+2 roll).

## *ALIEN NPCS*

Alien NPCs are generated in the same ways as other characters, but taking all of the above into account. Please see the boxed text for an example Alien.

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**EXAMPLE CHARACTER 5: QZB, ALIEN JANITOR**

**Gift:** Weird (Alien Invulnerability). **Goal:** Keep Saucer Clean. **Qualities:** Good [+2] Alien; Expert [+4] Raygun, Good [+2] Janitor, Good [+2] Karaoke Singing, Poor [-2] Glue Huffer. **Mojo:** 3A, 1R. **CR:** 1R.

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**A Word to the Wise:** This the GM's Chapter, full of advice and suggestions on running an *MNPR:RPG* game. There are a few things below that – if a player read them before experiencing them for the first time in play – the fun of those things could be reduced. Still, there are no crucial secrets here.

## How Do I Recruit Players?

Some folks are lucky, and game with the same people consistently. Others flutter from group to group, or belong to a larger organization like a college gaming club. Still others hit their local game store for pick-up games, or connect through a bulletin board there. Some folks meet and even play RPGs entirely on the Internet. All of these recruitment options can help you in getting people together for an *MNPR:RPG* game.

You could also try to recruit people who have never played an RPG before (or who haven't gamed in a long time), but who are interested in anime like *Dragonball Z* or *YuYu Hakusho*, martial arts, video games, or over-the-top action-adventure movies.. *MNPR:RPG* lends itself to quick and fun pick-up Challenges in that idiom. Take advantage of the game mechanics of *MNPR:RPG* – the *Prose Descriptive Qualities* (*PDQ*) *System*. It was designed for evocative simplicity, speed, and flexibility in play, and is very welcoming and easy to understand for both long out of practice gamers and complete newcomers. Once someone has the basics of the 3 types of situation and the idea behind the Master Chart (see *Chapter 3*) down, it's all simple. The relative quickness and straightforward nature of character generation can appeal to those folks who don't wish to "read 40 pages of rules" just to start having fun beating the hell out of things.

That's the goal of gaming – to have a good time.

## The Overall Game

There are a few things to think about before playing an *MNPR:RPG* game. (Granted, you don't need to think about them *much*, but still.) These are: *Format*, *Tone*, and *Play Dynamics*. Each is treated below in turn.

### Format (Episodic, Miniseries, or Serial?)

Will *MNPR:RPG* sessions be stand-alone adventures – possibly as a "beer & pretzels" game when everyone can't make it to the "regular" game? A linked group of *MNPR:RPG* adventures telling a single story? Or an ongoing, open ended campaign? (Hey, it could happen!)

For groups that cannot meet regularly, stand-alone *episodes* are probably the best bet. If adventures can be completed in a single session, everyone will feel as if they've gotten the most bang for their buck.

For groups that can meet regularly, but tend to have scheduling discontinuities, a *miniseries* design can work well. These would involve focused quests (or multi-part Challenges) that require a handful of sessions (3 to 6) to complete. If combined with the episodic format, this can allow good stopping places for the PCs, so that in case of gaming interruptions, no one's left hanging.

For groups that can meet regularly and have little variability in schedules, a continuing *serial* game might be possible. Character arcs and Goals can intertwine, branch, separate, and spark subplots or further plots as the game progresses week-to-week, month-to-month, year-to-year. Serial campaigns often become densely detailed, familiar, and much-enjoyed. However, the breezy tone and humorous nature of *MNPR:RPG* can make such a long-term campaign wearing, unless one is playing a semi-serious or fully-serious game.

### Tone

Believe it or not, an MNPR:RPG game can support different moods. The tone of session can be broken down into three different types: *wacky*, *semi-serious*, and *fully-serious*.

♦ **Wacky** games are just that – balls to the wall, weird, silly affairs, where nothing is sacred.

This is probably the basic mode that most people will play the game. It's fast, it's furious, it's fun. Screw continuity! We can blow up the Earth this session, and next session it's back because the universal reset button got hit. It's a cartoon world. Wacky games are best played as episodes.

♦ **Semi-serious** games turn down the silly a notch, and add in a bit more continuity. While ridiculous things happen and folks act ludicrously, everything sort of makes sense on its own crazy terms. This is *MNPR:RPG* in the wilder sort of anime mode, and is eminently suitable for miniseries campaigns.

♦ **Fully-serious** games turn the wackiness almost all the way down, but not all the way off (given the core concepts of the game). This is a harder tone to hang onto, since the setting and rules encourage a mad, free-wheeling style. Still, with the careful application of melodrama (the fate of the world lies in the heroes' hands. . . er, paws. . . er, grippers), and an acceptance of the "solidity" of the core concepts of Types and Mojo, one can still have a rewarding campaign. After all, an adventure party made up of a Monkey, a Ninja, a Pirate, and a Robot is no more inherently silly than one made up of a street brawler, an altar boy, a shoplifter, and a guy who pulls rabbits out of hats, is it (arguably, one way at looking at a stereotypical low-level *D&D* adventuring party)? Fully-serious games benefit most from a serial format.

## *PLAY DYNAMICS*

How many people are playing – and the nature of how they are playing – will change the way *MNPR:RPG* is played. This could have an impact on Format and Tone (mentioned above).

### ONE-ON-ONE

This sort of style works best for simply combat sorts of Challenges; indeed, two players who know the rules don't even need a GM to whomp the spit out of each other in a o*ne-on-one*. Or, if one player wishes to take on the GM role, he can craft adventures perfectly suited to the PC player.

### GROUP PLAY

*Group play* (one GM, more than one player) allows the players to spark ideas and characterizations off of one another. This can make for increasing social interactions and more challenging in-game quests and Challenges (since the party is stronger than a single player). In addition, all around the table can be entertained by the triumphs and failures of their fellows.

Group play is a bit trickier than one-on-one play to manage, since there are more actors on the stage vying (or, in some cases, not vying) for the spotlight. Setting up Challenges becomes more difficult – what may test one player's Combat God Ninja may leave their buddy's Brilliant Robot Scientist character out in the cold, and vice-versa.

Also, friction in the forms of bickering and differing Goals can occur, not just in the fun way between characters, but also in the less-fun way: between players. Disputes can explode over everything from how each portrays their character, to in-game actions by one character that marginalize or hurt another character, to struggles over spotlight time, to bringing out-of-game issues into the game, to table talk disagreements about topics not relevant to the game at hand.

**Solution:** Play with friends and/or learn when to take five to allow people calm down. It's just a game, it's meant to be fun, and it's not cool to harsh another player's gaming buzz.

### TROUPE PLAY

*Troupe play* is a nifty variant on group play for some gamers. Essentially, troupe play is group play, only each of the group members takes a turn being the GM. This works very well in capturing the wacky flavor of the world of *MNPR:RPG*: each GM will have a slightly different GMing style and emphasize slightly different enemies and Challenges, just because they're different people with different interests. Troupe play also can generate a lot more buy-in from members of the group, since they all get a turn in the driver's seat.

This, obviously enough, is also one of the biggest pitfalls in troupe play: some folks don't want to be in the driver's seat. They may game for escapism, and GMing requires too much thinking or preparation to

be fun; they may doubt their own ability to run a game; or they may just not want the responsibility.

**Solution:** Everybody doesn't have to GM, just the folks that want to do so.

# HELPING PLAYERS CREATE CHARACTERS

It's part of the GM's job to help his players create characters that are not only fun for the player to role-play. Here's some general advice on how to do this.

## REFINING CHOICES DURING CHARACTER GENERATION AND AFTER

The optimum way to fashion a character for a new player is for the GM to step the player through the Character Generation process detailed in *Chapter 2*, in whatever order is necessary.

The most important element of this process is the GM's suggestions on the scope and limits of Quality selection. Say a player is building his character as a Monkey Firefighter, and wants to know if the Fireman Quality would let him use a fire-axe as a weapon. If the GM says no, and the player really wants to be able to hack at things with a three-quarter axe, he can take a Choppin' With an Axe Quality. If the GM says "sure, axe use is covered under Fireman," then that frees up another Quality slot for the player's character.

Depending upon the Format and Tone of the game, the GM should also suggest to (especially first-time) players when to broaden up their Qualities to take advantage of the *PDQ System* mechanics. If the game is just a wacky one-off centered on combat Challenges, it's not going to be particularly fun for a PC who's sunk some of his precious Quality slots on mental and social Qualities. If the game is going to be a semi-serious miniseries taking the characters from Earth along the Galactic Challenge circuit to the Milky Way Tournament, a PC that focuses purely on combat could feel left out of the interstellar high society hi-jinks. GMs should point out ways to make their players' characters more efficient under the *PDQ System*, more fun to play (and to watch being played), and more interesting for the player throughout the process of making up a character, *for his sort of game*.

## Single Type PC Groups

This is perhaps the easiest sort of PC group to handle: a family of Monkeys out to destroy the Robot Factory, a band of Ninjas repelling a Pirate Ship's raids, that sort of thing. The hard part for the GM will be finding non-combat Challenges and adventures for the PCs and NPCs to participate in. Perhaps the Monkey Family needs to beg the Ninja King for help or equipment so that they can get past the Robot Factory's security system. Maybe the Pirates have allied with some Robots, who don't care that normally Robots and Ninjas get along fine. On the other hand, extra effort will have to be spent to make each Monkey a distinct character, with his own habits, forte, and foibles.

## Multi-Type PC Groups

Some players may want to generate PCs that are of a different Type from the rest of their playing groups' characters. This is okay, if the GM is comfortable with the idea. This sort of mixed-bag permits the PC group to handle a wider variety of Challenges and adventures, and can provide "fun" intra-party bickering. However, if the PC Monkey and PC Robot are forever at each others' throats, this can lead to unnecessary stress. A simple statement along the lines of "As a Monkey, I generally hate Robots – but you're okay, Bee-Boo-Bop-Boo-Bee-Boo-Beep!" can go a long way.

And remember – all the PC Types hate the NPC Aliens. "The enemy of my enemy is my friend" and all that.

## New Types?

Future supplements may detail further Types of characters (like the Clown, Cowboy, Mutant, Punk, and Zombie of *MNPR Deluxe*), or GMs can create their own (like Vampire, Witch, or Astronaut). Simply come up with an appropriate Gift for the Type, a spiffy name for their HQ, figure out who their natural allies and enemies are, and come up with five Mojo Powers that fit their idiom. Simple!

NOTE - An easy way to prompt Quality choice is to simply remind the player of the general "categories" of Qualities: physical, mental, social, and business/professional. A PC who has his Strengths and Weakness spread out among the categories will be a much more interesting character than one who focuses overmuch on a single type of Quality.

## Campaign Frames

Here follow a few quick justifications for framing structures that could help a PC group stick together:

**The College of Hard Technique.** The PCs are just students among many at a prestigious private school of martial prowess. (Perhaps the Types are just the names of the dorms in which they live.)

**Prisoners of Zero Gravity.** The PCs wake up, shackled to the walls of a circular room. In the center is weird, disturbing machine – an Alien Pro-bo-matic! The PCs have been captured by Aliens and vilely experimented with! Now alarms are going off and lights are blinking: what do they do?

**Students of the Crazy Weasel.** The PCs are the only individuals who have ever passed the stringent requirements to become students of the ancient, powerful Four-in-One warrior, Crazy Weasel.

**Superbuddies.** "Gathered together from the cosmic reaches of space are the most powerful forces of good ever assembled …" The PCs are superheroes, who have banded together to defend Earth from enemies without (i.e., Aliens) and within (criminal sorts, of all Types).

**Tournament Teammates.** The PCs have all won smaller competitions in order to qualify for the Unlimited Class Ass-Kickery Competition to be held somewhere bizarre (Antarctica? The Moon? In the past? The Spirit World?)

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However, the most single powerful ability of the GM should be used rigorously during character generation: the *GM Veto*. Anything that seems like it will lead to less-fun for everyone involved should be struck down if the player cannot describe how the thing they envision benefits everybody's playing experience. Just because he wants to play an Alien Ninja Robot and thinks it'd be cool is not enough: how does Vince being able to play Q-Tau-Pi the Omnipotent make Vivian's time around the gaming table better?

Lastly, if after a session or two the player isn't happy with their character's performance, it is highly recommended that he and the GM sit down to see if any Qualities can be changed, collapsed, or added to reflect the way the character's been played. Whatever maximizes everybody's fun is okay.

### GROUP CHARACTER GENERATION

Instead of allowing players to scamper off to separate corners to work on their characters, the GM may want to suggest everybody sitting around the game table to throw out their ideas and opinions on each other's characters. This can lead to more cohesive groups, as players differentiate their PCs. If two players both want to play a big, dumb, strong guy, simply saying that around the table could cause one of them to change their mind and go with a different character concept, or take the time to flesh out how his big, dumb, strong guy is different than the other player's. Some groups will take advantage of the ability to mix and match character strengths, optimizing the party so as to handle all sorts of threats. ("You be the physical guy, you be the mental guy, I'll be the social guy, and you be the professional guy." Congratulations: you've just made the A-Team – BA, Hannibal, Face, and Murdock – and they lasted a couple seasons.)

Another great feature of group character generation is the option of a common origin for the characters. Perhaps they all are somehow related, or went to high school together, or are the prisoners of Aliens out for their Mojo. A shared beginning point or pre-existing relationship between characters is a powerful tool for keeping groups together and friendly. (See also boxed text, *Campaign Frames*.)

## RUNNING THE GAME

Being the GM for an RPG is tough work: you've got to set the Scene, portray the NPCs, adjudicate the rules, create situations to be resolved, help shape the story of the game with the players, and encourage them to role-play for their entertainment and everybody else's. It's a rough – but rewarding – gig.

In an *MNPR:RPG* game, the main tools to use are your *Sense of Humor* and your *Sense of Fairness*.

◆ **Sense of Humor.** Evaluate characters, scenery, and situations in terms of "What would be the funniest or coolest thing to happen right now?" In many ways, having good Sense of Humor allows you to chuck your session notes and fly by the seat of your pants when the players come up with something cooler than you did. For example, say you've planned out the adventure to revolve around the mysterious NPC who may secretly be the Monkey King. You've left clues left and right pointing to his primate royalty, but the PCs have somehow decided that the Hairy Stranger is really a disguised Alien. If their idea fits the evidence, and is at least (or more) entertaining than your initial concept – change it. *Especially* if their idea is better. Look

to how your players are reacting as a guideline: if they are animated, interested, and laughing, that's a good sign; if they are lackadaisical, bored, and looking off into space, that's a bad sign.

♦ **Sense of Fairness.** Evaluate characters, scenery, and situations in terms of "Is this fair, given the situation?" Depending upon these three elements, what is "fair" may change drastically, however. For example, while some corporations have a basic security system in their buildings, that system probably does not include lethal weaponry. On the other hand, a Ninja Hut probably has a sophisticated security system with man-traps and semi-lethal defenses that can cause serious Environmental Damage.

## SCENERY & NPCS

**Basic Technique:** Describe things by paying attention to what all five senses could tell about them.

### GENERAL LOCATION ADVICE

A few quick, punchy sense impressions is all that's really necessary to set the Scene for many players. "The basement room is about the size of a handball court, and lit by a yellowing 60 watt light bulb on a cord. It's dank and smelly, as if a sewer pipe had burst in here a couple months ago and they never quite got the stench out. Some stains down the cinderblock walls attest to this possibility."

Full architectural drawings of every building a GM plans to use in a campaign are probably unnecessary. However, maps and floor plans are handy things to have around, if but to serve as reminders for descriptions. As a GM, you can use rulers and graph paper (and make one "PC" map and another "GM" map with all the secrets on it) or a crayon and the back of a placemat – whatever it takes to help a GM and his players visualize the area. (Also see below, *Type HQs*).

### GENERAL NPC ADVICE

A quick description like the one for the basement room above works well for NPCs, too. "A tall, thin figure stands in the shadows – and even in the indirect light cast by your flashlights, it glitters. Photoelectric eyes light up red, and in the synthesized voice of Bob Dylan, the Robot tells you, 'The sun's not yellow, it's chicken.' What do you do?"

You can make up full character sheets for every NPC the characters might run into; this is less of a chore in a *PDQ System* game than in some others. But typing up pages and pages of sheets for every Tom, Dick, and Harriet will still take a lot of time. A quick way to handle this is to just list out a single Quality or two that would be important for the NPC if/when the NPC interacts with the PCs. Remember, everybody can do just about anything at Average Rank: you only need to concentrate on where they're better or worse than average. If the NPC is an encyclopedia salesman, he might have only Good [+2] Salesman.

NOTE - NPCs that do not have a Type Quality (Monkey, Ninja, or somesuch) cannot participate in Challenges! (Mostly because they're *not* a challenge to a true champion.) Furthermore, if they somehow possess Mojo, they can spend it only on the Universal Mojo Powers.

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## It's Good to be the (Type) King

Throughout this book, there are some references to Kings – Monkey Kings, Pirate Kings, Robot Kings, etc.

So, what are they?

Well, there are a couple options:

♦ There are no Kings (and that's the joke).

♦ The most capable Master [+6] (Type Quality) is the "king" of his people.

♦ There's actually a Rank over Master [+6], but only one individual of each Type can hold it at a time: **King [+8]**. Only by defeating the current King in a Challenge for the Throne can one win this highest of Ranks. In cases where the King dies outside of a Royal Challenge scenario, the crown devolves to the Master [+6] with the highest total of all his Quality Ranks combined. If no Masters are available, the crown devolves to the Expert [+4] with the highest combined Modifier total.

(An amusing scenario could involve a PC Pirate, say, who suddenly discovers he's actually the new Pirate King. . . What if the new King is approached by a Robot Caravan demanding watering rights at the Pirate Oasis, which the earlier Kings had always previously denied such requests. What does the PC decide to do?)

In addition, Kings are rumored to be able to create the legendary "moj-ical" items known as *Toys* (see main text). By spending their Mojo on behalf of an unliving object as if for Improvement (see *Chapter 3*), the King may imbue that item with any Quality he possesses. He may also increase the Ranks of any Quality the Toy already has.

## CRITTERS

Like non-Typed NPCs, Critters can't be Challenged, but they can still be dangerous obstacles for characters nonetheless. The Animal Quality generally reflects the Critter's overall mass, with Average [0] being roughly man-sized.

Below are some example write-ups for Critters that erstwhile champions could run into in their adventures:

- **Boar.** Good [+2] Animal; Good [+2] Tusks, Good [+2] Trample.
- **Crocodile.** Average [0] Animal; Good [+2] Scaly Hide, Good [+2] Bite, Average [0] Swimming.
- **Dinosaur (generic B-movie).** Master [+6] Animal; Good [+2] Scaly Hide, Good [+2] Bite.
- **Dragon.** Master [+6] Animal; Expert [+4] Scaly Hide, Good [+2] Bite, Good [+2] Breath Weapon, Average [0] Flight.
- **Eagle.** Poor [-2] Animal; Expert [+4] Flight, Good [+2] Talons, Average [0] Beak.
- **Elephant.** Expert [+4] Animal; Good [+2] Prehensile Trunk, Good [+2] Tusks, Expert [+4] Trample, Good [+2] Thick Hide.
- **Griffin.** Expert [+4] Animal; Good [+2] Flight, Good [+2] Talons/Claws, Good [+2] Beak.
- **Horse.** Good [+2] Animal; Expert [+4] Fast, Good [+2] Hooves.
- **Lion.** Good [+2] Animal; Good [+2] Bite, Good [+2] Claws, Average [0] Fast.
- **Octopus (giant).** Expert [+4] Animal; Good [+2] Swimming, Expert [+4] Tentacles, Good [+2] Beak, Average [0] Ink Cloud.
- **Shark.** Expert [+4] Animal; Expert [+4] Swimming, Expert [+4] Bite, Good [+2] Smell Blood in Water.
- **Snake (giant).** Good [+2] Animal; Good [+2] Venom *or* Good [+2] Constriction, Good [+2] Sense Heat.
- **Unicorn.** Good [+2] Animal; Master [+6] Fast, Expert [+4] Magic Horn, Good [+2] Hooves.
- **Wolf.** Average [0] Animal; Good [+2] Fast, Good [+2] Bite, Good [+2] Smart.
- **Xenobug (alien giant insect).** Good [+2] Animal; Good [+2] Venom *or* Good [+2] Constriction *or* Good [+2] Flight, Good [+2] Pincers, Expert [+4] Hard Chitin.

## COOL STUFF

Sometimes, characters want Cool Stuff. This section is here to help GMs bring it to them. Below are some suggestions for Cool Stuff like *Type HQs*, *Toys*, and *Vehicles*.

### TYPE HQS

*Type HQs are where characters live.* Each Type has their own HQ: the Mönkey Haus, the Ninja Hut, the Pirate Ship, the Robot Factory, and the Alien MuthaShip. (Whether there's only one HQ per Type is left up for individual GMs to decide. One campaign may have a single Ninja Hut, high atop a remote mountain, and another could have Ninja Huts as far as the eye can see. Whatever you want to do is cool.)

These special places act as a form of limited character in that they may possess Qualities – like a Good [+2] Security System, Average [0] Secret Escape Tunnel, or even Poor [-2] Back Door Won't Lock. Reading across the Master Chart (see Chapter 3), these Qualities can generate Difficulty Ranks (and Target Numbers) for their in-game effect: for example, besting a Good [+2] Security System would Be Good [9] Difficulty Rank task.

GMs can make creating the HQs of the PCs in the group interesting by allowing the players to take a hand in the selection of HQ Qualities. HQs have as many Qualities as there are *players* in the playing group, even if the PCs are of different Types (in that case, the group will be making up more than one HQ). Each player assigns a Quality to the HQ under discussion, which must be either a Good [+2] Strength *or* a Poor [-2] Weakness. The GM then selects a Strength *and* a Weakness for the HQ.

This means that players with PCs of different Types could saddle their foe's HQ with a plethora of Weaknesses. That's perfectly fine, because the player so harmed will have their opportunity to get revenge when it comes time to detail his enemy's HQ.

Toys normally don't take Damage or Failure Ranks. Additionally, if the player chooses, he can avoid taking some Damage or Failure Ranks by "dropping his Toy." The number of Damage or Failure Ranks avoided can be no more than the Toy's highest Modifier. The Toy ends up at Middling Range distance from the character who dropped it (the Toy was thrown, jostled, or kicked away) and is up for grabs by any character who can get to it first.

Treating Toys as characters means that a Toy adds its Modifier(s) to the user's rolls, if applicable to the situation (see *Chapter 3*, *Using Multiple Qualities. . .*). Toys can also grant new capabilities. For example, if an Average [0] Robot who's a Good [+2] Soldier started blasting away with an Expert [+4] Big Honking Gun, he'd roll against a 2d6+0+2+4, or 2d6+6.

The origins of Toys are mysterious – no one's quite sure where they come from, though some say the hidden Type Kings (see boxed text) can make them. In any case, there aren't many Toys in the world, and it's almost unheard of for a character to own more than one at a time. Also, due to their rarity, everybody will be slavering for a chance to take one off a current owner's hands. . . sometimes not caring if they happen to snag the hands themselves, either. Toys can be bought, sold, traded, found, stolen, whatever.

Below are some example write-ups for Toys:

♦ **Advanced Alien Ray Gun (AARG)**. An Advanced Alien Ray Gun is a more potent tool than a typical Ray Gun, and can be used in two modes. As a *blaster*, the AARG does Expert [+4] extra Damage Ranks on a successful hit. As a *stunner*, on a successful hit, the ARRG forces the target to make a complicated situation roll against an Expert [11] Difficulty Rank or fall unconscious for 1 Scene. After each use of the stunner, the Rank of the AARG decreases for both modes (i.e., if the stunner is used for one action, on the next action it can act as a Good [+2] blaster or Good [9] stunner; if used as a stunner again, it becomes an Average [0] blaster or Average [7] stunner; if used a third time as a stunner, it becomes a Poor [-2] blaster or a Poor [5] stunner; another use zeroes out its battery, and it must be recharged with 4 Alien Mojo).



## Sweet, Sweet Uranium

In the world of *MNPR:RPG*, sweet, sweet uranium is the most sought-after substance. It is more than just a tasty treat and an item of currency – it is raw Mojo in material form.

When used as *food*, a pound of sweet, sweet uranium will heal 1d6+3 Damage or Failure Ranks.

When used as *currency* within the society of Types, a pound of sweet, sweet uranium is considered to be worth $25 cash. If sweet, sweet uranium is used in *barter* for another type of Cool Stuff, one pound counts as equivalent to a Mojo Point in Improvement. Therefore, if a Monkey wanted to barter for a Big Honking Gun (Rank of Expert [+4]), he'd need to have at least 8 pounds of uranium to start the dickering on a level playing field.

A character may directly *convert* a pound of sweet, sweet uranium they are holding into 1 Mojo, usable on their next action for any Universal Mojo Power. The radioactive ore transforms into pure energy, and *must be used*, or is lost forever!

## TOYS

*Toys do things for characters.* Since in *MNPR:RPG* most uses of a Quality are assumed to include the use of any usual tools (see also the boxed text in *Chapter 3*, *OPTIONAL RULE: Increasing Damage*), Toys represent the *unusual* tools: the magic swords, the chromed-up pistols, the hyperspatial wet-dry vac, etc. Toys – like Type HQs – act as if they are a limited kind of character. Toys can possess either:

♦ 2 Good [+2] Strengths and no Weaknesses; or
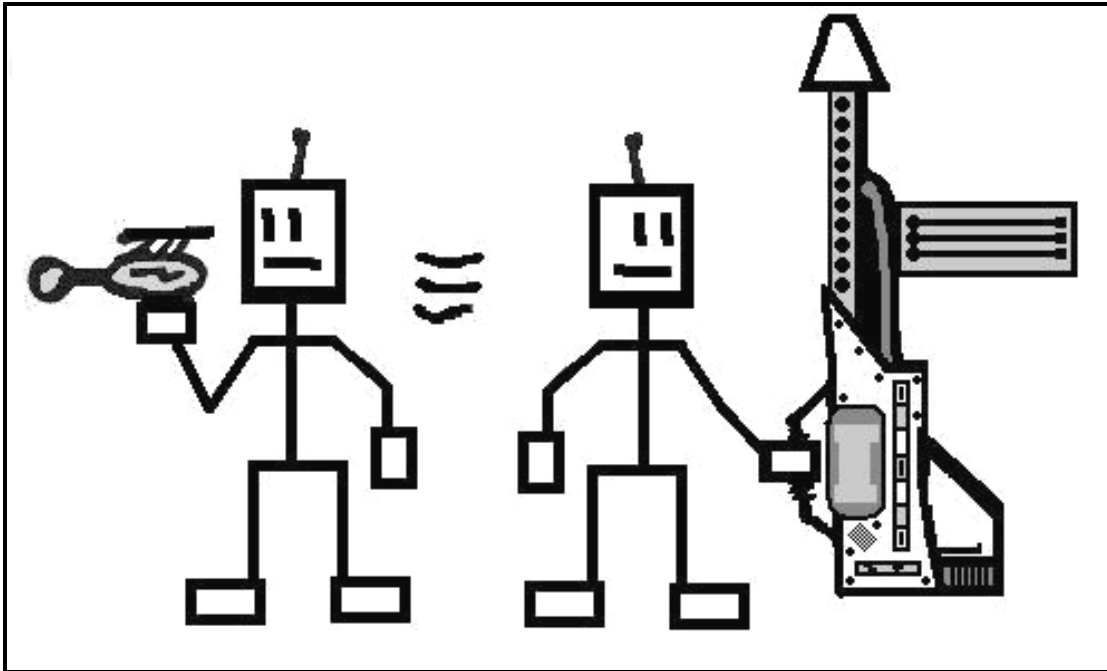
♦ 1 Expert [+4] Strength and 1 Poor [-2] Weakness.

- **The Big Honking Gun (BHG).** The Big Honking Gun is Expert [+4] at hitting things and making them go boom! Unfortunately, it's Poor [-2] Flamboyantly Obvious: the BHG's huge, chromed solidity, combined with its loud "charging up noises" and system check flashes and beeps, makes any of its wielder's attempts to hide, disguise, or sneak while in possession of this Toy quite difficult.

- **The Claw of V3K-Nu-Alpha.** This is the gripping pincer of a legendary Robot King, renowned for his physical prowess. Any Robot who replaces their own manipulator with this Toy gains access to its Expert [+4] Strength and Poor [-2] Need to Gloat Maniacally.

- **Drake's Cuirass.** This piece of Expert [+4] Armor is a powerful Toy worn by a long ago Pirate King; unfortunately, all who wear it speak in a Poor [-2] Fake British Accent. (Think of the Python's portrayal of the "Pepperpots" – when they'd dress up like old ladies.) If the wearer doesn't speak constantly with this accent, the Cuirass will deal 2 Damage Ranks to the character and fall off (without absorbing any Damage Ranks).

- **The Ironic Crown.** This circle of black metal focuses the mental energies of the wearer, granting them Expert [+4] Perception, but cursing them with being a Poor [-2] Wiseass.

- **The Mojo Monocle.** When looked through, the Mojo Monocle shows roughly how much Mojo a character is currently holding as a faint glow around the observed target; this is considered Good [+2] Mojo Sensing. A reddish tinge to the "aura" means the target has low Mojo (1 or 2 points) and up through the spectrum to violet for targets with high (8+ Mojo). Very high Mojo (16+) might appear as a blinding white light, or invisible (ultraviolet).

- **The One, True Floppy Hat.** Sought after by Pirates the world over, the One, True Floppy Hat is a marvel of haberdashery. Its clean lines and artful styling inspire confidence in oneself, respect in one's subordinates, lust in one's romantic partners, and fear in one's enemies. It adds to social situations as a Good [+2] Quality, and can also be used as a Good [+2] Distracting Feature.

- **The Sorcerous Sword.** It is said that a long-dead Ninja King crafted this sword to make him unbeatable in a Challenge. Alas, he slipped in the bath one day and drowned. Funny old world, ain't it? When held, the

Sorcerous Sword grants the Good [+2] Ability to Resist Mojo Powers.

♦ **The Power Tie.** The Power Tie is of an electric lemonade hue that bores directly into the skull of one's associates or rivals in commerce; this naturally distracts them, allowing the wearer of the Tie to maneuver in, shark-like, for the kill. It grants Good [+2] Business Acumen and serves as Good [+2] Armor in social situations *only*.

## VEHICLES

*Vehicles take characters places.* Essentially, Vehicles in *MNPR:RPG* act as a limited type (or even Type, in some campaigns) of character, like Type HQs and Toys. Vehicles have the *Vehicle Quality*; the penumbra for this Quality covers things like:

♦ **Armament.** How many weapons does it mount, and how powerful they are.

♦ **Cargo Space.** How much Stuff it can carry.

♦ **Efficiency.** How much one gets whomped at the fuelling station.

♦ **Handling.** How nimble.

♦ **Passenger Space.** How many characters it can carry.

♦ **Size.** How big or small.

♦ **Speed.** How fast.

♦ **Sturdiness.** How tough/sturdy.

♦ **And so forth.**

These aspects can be bought up or down as separate Qualities, and other Qualities (Stealth Coating, Rad Paint Job, Stylin' Hydraulics, etc.) can be bought. Robot characters can even pick Vehicle as one of their Qualities, if they want to.

Treating Vehicles as characters means that a Vehicle adds its Modifier to the pilot's roll + Modifier when the pilot tries to do something cool with it (see *Chapter 3*, *Using Multiple Qualities. . .*). To go fast, for example, a Good [+2] Sailor in a speedboat (Average [0] Vehicle, Expert [+4] Fast) rolls against a 2d6+2+4, or 2d6+6.

Vehicles gain Failure and Damage Ranks in conflict just as characters do. However, when Damage or

Failure Ranks are taken in vehicular situations, the pilot (or relevant crew member) dictates if the Downshifts are applied to the *Vehicle* or to the *character himself*. For example, say a pilot in fighter A shoots bomber B's gun turret. Bomber B's gunner can split up the damage between his Qualities and plane B's Vehicle Quality – or any specific Armament Quality – as he sees fit.

Looking at this system, one can easily see that a character could go head-to-head with a Vehicle and come off well. A powerful champion could shrug off cannon-fire and smash pickup trucks. In *MNPR:RPG*, this sort of thing is a feature, not a bug.
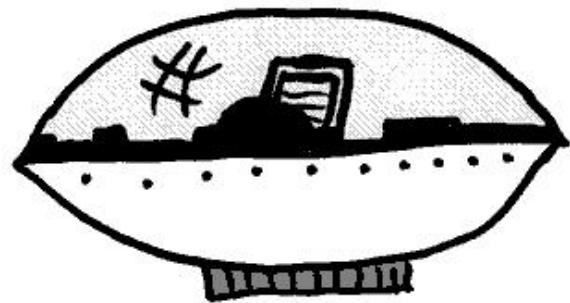


Below are some example write-ups for Vehicles that erstwhile champions could run into in their adventures (feel free to slap extra weapon or armor Qualities on these conveyances; you know you want to!):

♦ **Car (economy).** Poor [-2] Vehicle; Average [0] Handling, Good [+2] Fuel-efficiency.

♦ **Car (luxury).** Good [+2] Vehicle; Average [0] Handling, Poor [-2] Fuel-efficiency.

♦ **Car (sedan).** Average [0] Vehicle.

♦ **Car (sports).** Average [0] Vehicle; Good [+2] Handling, Expert [+4] Fast.

♦ **Helicopter.** Good [+2] Vehicle; Expert [+4] Handling, Average [0] Flight, Average [0] Hover, Poor [-2] Fuel-efficiency.

♦ **Motorcycle.** Poor [-2] Vehicle; Good [+2] Handling, Good [+2] Go Where Cars Can't.

♦ **Plane (prop).** Good [+2] Vehicle; Good [+2] Handling, Good [+2] Flight.

♦ **Plane (jet).** Expert [+4] Vehicle; Good [+2] Handling, Good [+2] Flight, Expert [+4] Fast.

♦ **Saucer (alien).** Good [+2] Vehicle; Master [+6] Handling, Expert [+4] Flight, Average [0] Hover, Poor [-2] Alien Control Panel.

- ◆ **Speedboat.** Average [0] Vehicle; Good [+2] Handling, Expert [+4] Fast.
- ◆ **Submarine (mini).** Good [+2] Vehicle; Average [0] Handling, Average [0] Underwater Travel, Poor [-2] Limited Underwater Endurance.
- ◆ **SUV.** Good [+2] Vehicle; Good [+2] Passenger Space, Good [+2] Cargo Space, Poor [-2] Handling, Poor [-2] Fuel-efficiency.
- ◆ **Tank.** Good [+2] Vehicle; Expert [+4] Cannon, Good [+2] Machine Guns, Expert [+4] Armor, Poor [-2] Handling, Poor [-2] Fuel-efficiency, Poor [-2] Requires Additional Crew.

## CHARACTER GOALS

Pursuit of a Goal motivates a character, and shapes his responses to events and situations. A Robot that wants to become the next Robot King will interact with Pirates in different ways than a Robot who wants to hire them to crew a spaceship. A thing GMs really need to think about is what an NPC's current attitude and mindset (including their Goals) is, since that will influence how they interact with the PCs. The NPC Monkey Cop who's coming to the end of his shift and just wants to go home and sleep will react to a bunch of loitering PCs in a quite different way than the NPC Monkey Cop who's fresh on his shift and behind in his monthly quota of citations given.

Just remember: people will usually consider how to make any random situation benefit them. Having characters define a Goal helps narrow the GMs choices for the NPC when considering random situations.

Sometimes, characters' Goals will intersect with those of other characters. When this happens, it's called *drama*. If both character A and character B want to be the Pirate King, well, when they meet, that's gonna be interesting. A GM's job is to make sure of that. How are the characters alike? Different? Are they friends? Why do they each want to be King? All these things can help generate really interesting adventure and roleplaying opportunities for player and GM alike.

## CHARACTER DEATH

Eventually, a character will take on a Challenge or adventure that they don't have the Mojo to overcome. Alas.

However, death doesn't have to be the end for a true champion, if the player wishes to continue running him. GMs could consider the addition of a new Weakness to the character, like Poor [-2] Unquiet Spirit or Poor [-2] Complete Amnesia. Some fun might be had by allowing a dead character to "come back" as a different Type.

Otherwise, mourn the character, then create a new one and get back into the game.

# MOJO MACHINATIONS

Other than the quest for sweet, sweet uranium, an MNPR:RPG character's life tends to revolve around the acquisition of Mojo – the force that makes them a champion!

## EVALUATING ACTIONS FOR MOJO GAIN

Simply, when a character performs an action that is *particularly* exemplary of their Type (see the *Lifestyle* sections of the write-ups under *What's Your Sign?* in *Chapter 1*), the GM should consider if the character gains Mojo for doing it. This doesn't mean that every time a Monkey throws Poo or a Ninja jumps over a wall they should get Mojo, though – it's got to be something special to be worth a dose of uncut moxie. When a character performs an typical action, the GM should ask himself three questions:

1. Was it appropriate for (one of) the character's Type(s)?

2. Was it funny?

3. Was the action cool, or will it have interesting ramifications down the road?

If the GM comes up with two or more *yes* answers, then the character's action was probably worth a point of Mojo. Note that a "cool action" in this case is not the same thing as Being Badass (see *Chapter 3*). When a player describes his character doing something cool or flashy *during a conflict situation*, that's usually Being Badass, and as such is its own reward. If the character is doing something cool or

flashy *outside of a conflict situation*, it's probably worth a Mojo point.

If a player says something laugh-out-loud funny that disrupts play while everyone tries to catch their breath, give his character a Mojo point.

Lastly, it's up to the individual GM if he wants to hand out multiple flavors of Mojo to characters without that particular Type. If Jimbo does something particularly sneaky and inscrutable, a GM can feel free to give him a Ninja Mojo if he so chooses.

## AWARDING MOJO

The GM says to the player, "Your character gains a Mojo point" or "Jimbo's successfully earned some more Ninja Mojo after using those frozen banana slices like shuriken." Simple.

However, GMs and players who enjoy props might prefer a tangible illustration of Mojo gain over pencil scratches on their character sheets: *Mojo Tokens*. Feel free to use buttons, beads, poker chips, extra dice, playing cards, cookies, matchsticks, whatever, to represent a PC's Mojo pool. When spent, the Mojo Token gets tossed back at the GM. It's a little, but sometimes fun, thing to do. And it keeps a character sheet from getting too raggedy. (See the *Mojo Cards* at the end of this book.)

## PCs WITH ALIEN MOJO

What happens when PCs start acquiring Alien Mojo? Glad you asked!

First, whenever a GM hands out a point of Alien Mojo, he should tell the players that they need to warn him before they use it on anything. That will alert the players that something's different about this Flavor. If a PC wants to spend Alien Mojo on a Universal Mojo Power, the GM should say, "Are you sure you want to do that?" If the players asks what the big deal is the GM should smile, look at his papers or notebook, look back at the player, *smile wider*, and say, "Oh, no reason." If they back off of using the Alien Mojo, nothing more needs to be done.

If they do end up using the Alien Mojo, stuff happens:

♦ All Aliens within Middling Range know that somebody just used Alien Mojo.

♦ The GM then rolls 1d6 for one of the following results:
  1. Something nearby makes a mysterious noise.
  2. Something nearby small falls down or tips over.
  3. Somebody nearby stubs his toe, trips, or slips.
  4. The PC "feels funny." (PC: "Funny how?" GM: "Oh, never mind. You feel fine again.")
  5. The PC "feels like someone flicked your ear."
  6. The PC sneezes.

## PCs WITH THE ALIEN TYPE

When PCs save enough Alien Mojo to Improve themselves with the Alien Type, the fun really begins. When a PC has the Alien Type Quality, the GM is permitted to give the player a number of short notes up to the PC's Alien Type Modifier each session. The player must follow the suggestions on the notes, or lose the Alien Type Quality. Generally, these notes should be phrased as simple, random actions like:

♦ For the next 5 minutes of game time, your character has an outrageous accent.

♦ For the rest of the session, your character cannot use a door.

♦ For the next two Scenes, your character thinks that (other character) is his best friend.

♦ For the next 5 minutes of play, your character thinks that (other character) is Lassie, and will react accordingly.

♦ For the next Scene, your character acts as if he's in a soap opera.

♦ For the rest of the session, your character cannot refuse to accept any Challenge.

♦ And so forth.

In Wacky games, the potentials for silliness are obvious. In a Semi-serious or Fully-serious game,

however, there could very well be a method to this madness: perhaps the character's mind is attempting to interpret his new Alien impulses, or is receiving garbled signals from the Alien MuthaShip, or perhaps an Alien is gestating within his body and trying to protect its "Mommy." Who knows? (Only the GM!)

## THE MONKEY NINJA PIRATE ROBOT ALIEN CHARACTER

Whoa, man – these guys would be nearly unstoppable. Maybe that's the Aliens' plan: infect the most powerful champions in the galaxy with their own Alien Mojo, recruit them to the Alien cause, then zip over to the next galaxy and commence the major ass-kickery on Alien Type 2: Electric Boogaloo.

## *HOARDING & SQUANDERING MOJO*

What happens when a PC hoards his Mojo, refusing to use it on Mojo Powers? What about if a PC runs through Mojo like water? How about if they sink it all into Improvement of their Qualities?

The *way* a GM hands out Mojo can have effects on how players use it:

- ♦ If the players aren't using Mojo *at all*, hand out more.
- ♦ If the players aren't using any Mojo for rolls, award the last session's earnings at the beginning of the session.
- ♦ If the players are using Mojo every roll, hand out less.
- ♦ If the players are using all their Mojo for Improvement, award it throughout the session.
- ♦ If the players aren't using any Mojo for Improvement, award it all at the end of a session.

Ultimately, it's the player's choice what to do with their Mojo. Some want to kick ass now, others want to kick ass later. It's all good. Really. Whatever they want to do with them, let them; they earned them, after all.

## *INVENTING NEW MOJO POWERS*

Feel free! Take your favorite Monkey, Ninja, Pirate, Robot, and Alien clichés and turn them into Powers for the champions. A quick rule of thumb: the more potent the effect, the more Mojo it costs – use the Mojo Powers in *Chapter 3* as a guide. Have fun!



# ADVENTURE DESIGN

"[Man] can stand the most incredible hardships when he is convinced that they make sense; he is crushed when, on top of all of his misfortunes, he has to admit that he is taking part in a tale 'told by an idiot.'"

– Carl Gustav Jung

Designing good adventures for their players is a large part of a GM's craft. GMs must be ready with Places, NPCs, Cool Stuff, and Scenarios to enable the fun. Here is some general advice for designing your own *MNPR:RPG* Scenarios; take what is useful and leave what is not.

## *GENERAL PRINCIPLES*

Before sitting down to design a new adventure for his group, a GM should sit down and think about two things:

1. **What Is/Are the Objective(s)?** The GM should set the *Objective(s)* for the adventure, taking into account character goals for PCs

and NPCs (especially allies and enemies), and past events in the campaign. Objectives can range from "Throw a surprise party for our Ninja friend" to "Infiltrate and destroy the Alien MuthaShip."

2. **What or Who Is/Are the Obstacle(s)?** What *Obstacle(s)* stand(s) between the PCs and achieving the Objective? Is it a character, a group of characters, the nature of a location, some type of Cool Stuff, weird events, a task that must be performed, or some combination of these? Obstacles could be "But we don't know where his Ninja Hut is" to "I don't think the Aliens are gonna like us doing that, Y0-6i."



## SCENARIOS: SEEDS, SCENES, AND SKELETONS

There are three components to Scenarios: *Seeds*, *Scenes*, and the *Scenario Skeleton*. Seeds grow into Scenes, Scenes hang on the Skeleton, and the Skeleton connects and holds everything together. Depending upon how the GM assembles these components, the resulting game could meander (focusing on picaresque exploration and discovery) or dash (focusing on action, reaction, and result).

This is a modular toolbox approach to adventure design: GMs can select the structure and pieces they think will work best with their group. Arranging these components into different configurations with different players and/or characters ensures that every Scenario will look, feel, and play differently, even if the GM is working from the same text.

Let's tackle these components in order.

### SEEDS

*Seeds* are very basic ideas, situations, or images that can serve as the starting point for Scene design. A Seed can be a thought problem ("what happens when an irresistible force meets an immovable object?"), a situation ("A Monkey, a Ninja, and a Pirate walk into a Robot bar. . ."), or an image ("An Alien, posing for a snapshot while sitting on the lap of the headless statue inside the Lincoln Memorial").

### SCENES

Seeds are developed into *Scenes* by asking "what's going on here?" followed by "why is this happening?" When a GM asks the questions sparked by a Seed and tries to come up with answers, intriguing patterns and potentials can emerge, which will coalesce into the whos, whats, wheres, whens, and whys necessary to help the players experience the Scene. Do not neglect the Gifts, Allies and Enemies, and Goals of relevant characters (PC and NPC) when pondering a Seed into a Scene!

Every Scene should offer a path towards at least one (preferably more) of the overall Scenario's Objectives, and place at least one Obstacle in the PCs' path. Obstacles just don't have to be kill-bots or steep cliffs – having to pump a witness for information (a social conflict) could be an Obstacle, as could be outplaying a computer at chess, or purchasing a specific car at public auction (because of the envelope hidden somewhere in its upholstery). Another excellent source of Obstacles is presenting situations that put the PCs' Goals into conflict (see also above, *Group Play*).

> NOTE - Some players really enjoy the excitement of working through in-game logic puzzles, word games, or riddles as if they were their characters.

Other players like to abstract such things down to a mental complicated or conflict situation, finding the mind-twisters frustrating or otherwise mood-breaking. GMs may want to include an example of each method in an early Scenario, to see how his players respond. If they prefer one over the other, he can use that method in the future.

GMs should take the time to build several Scenes that he thinks are interesting or fun to run, and then only select the Scenes that he thinks will be fun for the players to experience. These two things – fun to run and fun to experience – are not always the same. Go too heavy on the former and a GM may become more adversarial, interested in "getting" the PCs; go too heavy on the latter and the GM could feel stifled. A happy medium should be sought: GMs should select the Scenes that maximize fun for them and the players.

## SCENARIO SKELETON

The *Scenario Skeleton* should not to be confused with a "plot" or the tracks of a railroad from which the PCs cannot deviate. Where a plot is related to the *story* of a game, the Scenario Skeleton is intended to be a *map* to the game of a story. Plot and story come from the histories, personalities, and actions of the characters (both PCs and NPCs), while the Scenario Skeleton simply helps the GM lay out all the pieces to see how they connect, so that he can understand, select, and order those elements such that the PCs can create that plot and story.

The Skeleton basics are easy:

- The Skeleton indicates the overall adventure Objective ("Find the Maltese Chicken," "Save your Monkey's Uncle," or "Escape from the hidden village").
- The Skeleton is the connection between the Scenes – the GM lists the Scenes he's chosen for the adventure, and the Skeleton is all of the ways Scene A can link (or can't link) to Scenes B, C, D, E, etc.

That's it.
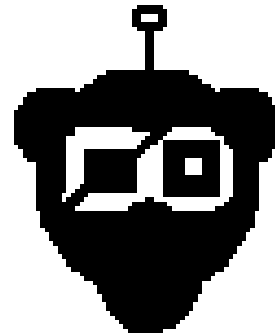
## Some Adventure Seeds

♦ Forced to labor as slaves in the Monkeys' Banana Mines, the PCs band together in an attempt to escape.

♦ Someone has stolen the Golden Gear; the Robot King wants it back, **now**. He's sent the PCs to find it.

♦ A Challenge Judge has absconded with the PCs hard-won Mojo! They must get it back. . . or die!

♦ Some Aliens with rayguns burst in, demanding "Your bunny or your knife!" What do the PCs do?

♦ The PCs have all been invited to a Ninja Party, which has all sorts of mystifying rituals and taboos one must not violate. Unfortunately, somebody's replaced the wasabi with Fulgur's Krystals – let's see if any of the hyperstimulated, edgy Ninjas notice the PCs' faux pas!
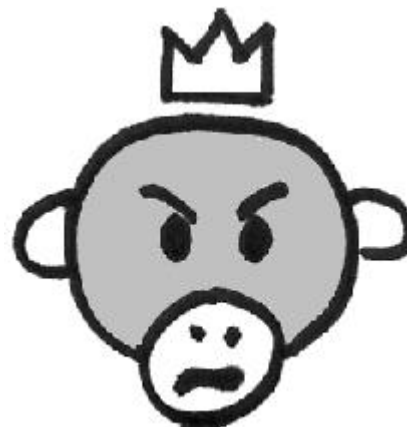
# Chapter 6: Introductory Scenario:
## *Invasion of the Mojo Snatchers*

## BEFORE STARTING

This Scenario deals with a Ninja clan gone wrong from meddling with Things Ninja Weren't Meant to Know. GMs running this adventure should keep the information on Ninja Lifestyle and so forth from *Chapter 1* and the Ninja Magic Mojo Powers from *Chapter 3* in mind when running the NPCs, especially the Ninja Gift of being Adept (which gives a Ninja one physical Upshift per session).

Additionally, if the PC group is of a single Type, GMs can use this oddness of the Golden Pagoda Ninjas as a spur to adventure – especially if the PCs are Pirates or other Ninja. In the first case, the bizarre actions of the Golden Pagoda Ninjas can be seen as opportune weakness; in the second case, perhaps the Ninja King wants to know why the Golden Pagoda Ninja haven't been sending their tribute: are they hoarding it in their Ninja Hut?)

The two most important choices the GM needs to make are:

1. *Are the Golden Pagoda Ninjas **Plotters** or **Dupes**?* That is, are they trying to steal Alien Mojo and Alien Psi Powers for their own purposes, or are they being corrupted by the Aliens for unfathomable reasons?

2. *Are the Aliens are **Slick** or **Shabby**?* Are the Aliens in control of the situation, or are they banged-up and disoriented?

These decisions can put a particular spin on some of the Scenes below.

|  | **Ninjas are Plotters** | **Ninja are Dupes** |
|---|---|---|
| **Aliens are Slick** | Team Up | Being Used |
| **Aliens are Shabby** | Being Used | Playing Prisoner |

- ♦ **Being Used.** Either the Aliens or the Ninjas have control over the other group.

- ♦ **Playing Prisoner.** Though physically injured, the Aliens are mentally dominating the Ninjas.

- ♦ **Team Up.** The Aliens and Ninjas are working together as equal partners and allies.

## SCENARIO SKELETON

**Scenario Objective.** Find out what is going on with the Golden Pagoda Ninjas. (*Secondary Objectives*: Stop them from whatever it is they're doing and also steal their reserves of sweet, sweet uranium!)

Take a look at the chart on the next page for a graphical representation of the Skeleton for this Scenario.

S1a  S1b  S1c  S1d

5c

S5b

S5a

S5

S2

S3

S4

S4a

S4b

S3a

S3b  S3c  S4c

S3d

S6
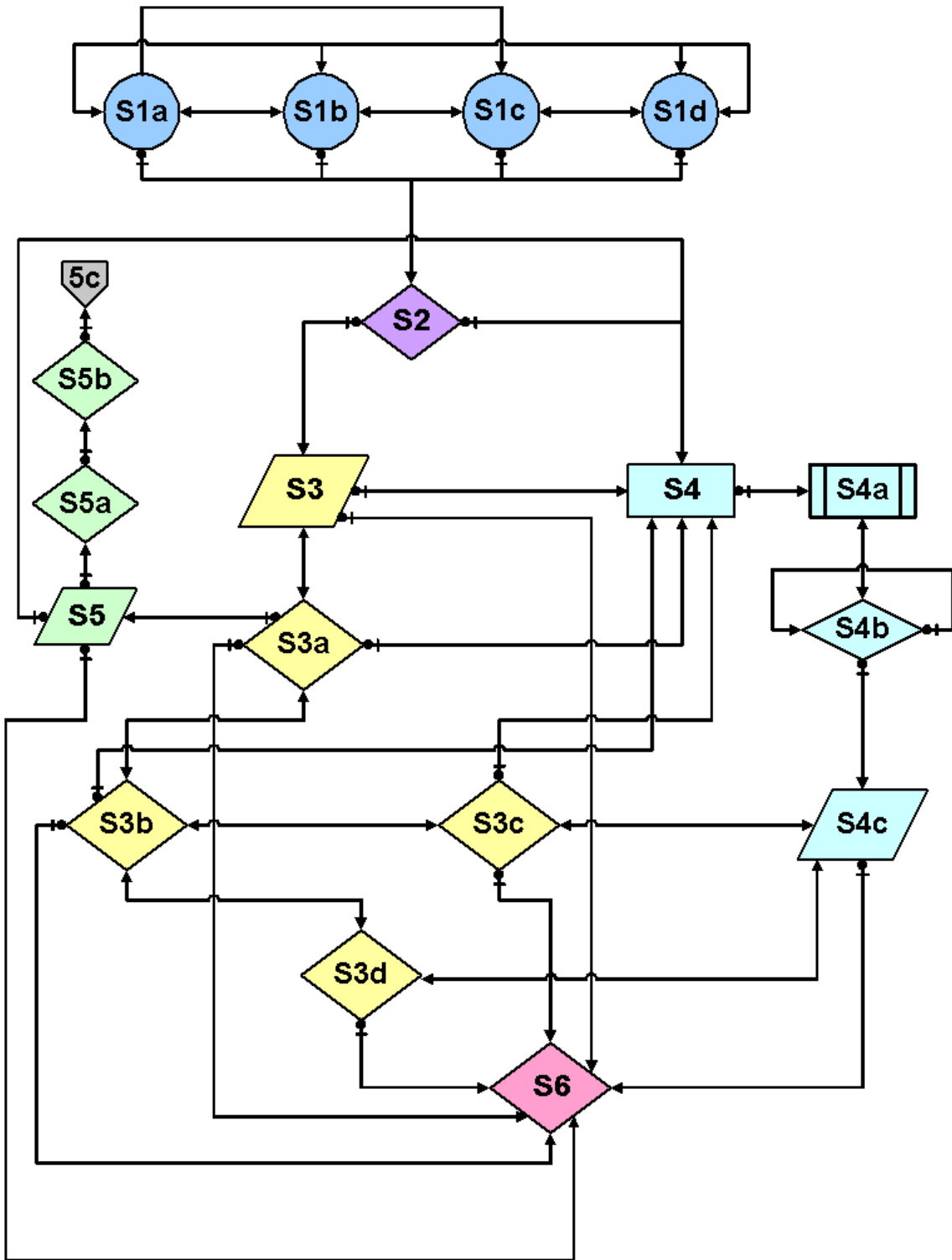
# S1: SOMETHING ROTTEN IN THE GOLDEN PAGODA

The Ninjas of the Golden Pagoda Ninja Hut are acting strangely. They make a lot of Challenges to other champions, which isn't weird in and of itself, but the opposing Challengers, win or lose, always seem to disappear soon after. Additionally, nearby HQs are reporting substantial losses of sweet, sweet uranium. . . and evidence points to the Golden Pagoda Ninjas being responsible. Rumor has it that they're stealing from other Ninja Huts, too!

There are several starting Scenes to enter this Scenario: a PC can be Challenged by Neko Wayfarer, Golden Pagoda Ninja (*S1a*); the PCs can check out Slade's (*S1b*); the PCs can be directly ordered to investigate the Golden Pagoda Ninjas by one of their superiors (*S1b* or *S1c*); and so forth.

## S1A: CHALLENGED BY NEKO WAYFARER

### NEKO WAYFARER, GOLDEN PAGODA NINJA

**Gift:** Adept. **Goal:** Become a Master Alien-Ninja. **Qualities:** Expert [+4] Ninja; Good [+2] Alien, Good [+2] Katana, Good [+2] Motorcycle, Poor [-2] Bully. **Mojo:** 2N, 2A. **CR:** 3M, 3A. (Neko also possesses a yellow Wakamakatori motorcycle – Good [+2] Handling and Speed – and an **Advanced Alien Ray Gun**; see *Chapter 5*).

### GOLDEN PAGODA SIDEKICK NINJA

**Gift:** Adept. **Goal:** Be like Neko. **Qualities:** Good [+2] Ninja; Average [0] Alien, Good [+2] Katana *OR* Good [+2] Shuriken *OR* Good [+2] Motorcycle, Poor [-2] Bully. **Mojo:** 1N. **CR:** 2M, 2A. (The Sidekicks each possess a yellow Wakamakatori motorcycle.)

*Neko Wayfarer* crosses the PCs' path accompanied by his **Sidekick Ninjas** (1 or 2 per PC); this could happen at Slade's (*S1b*), the Abandoned Firehouse (*S1d*), or while they're searching for the hidden Ninja Hut of the Golden Pagoda (*S1c*). Neko will pull up on his banana-yellow Wakamakatori "Street Kami" motorcycle (see *S2*) and Challenge one of the PCs, usually to combat. If desired, other PCs can participate in the Challenge against Neko's Sidekick Ninjas. There will always be at least 1 Ninja who will not participate in any Challenges.

- *If Neko wins the Challenge*, he will knock the helpless character out, tie him up, and whisk him away to the Golden Pagoda (go to *S4a*). His associates uninvolved in Challenges will cover his escape. If all the Golden Pagoda Ninjas win, all the PCs are similarly treated.

- *If Neko loses the Challenge*, he will cede the Mojo Point to the PC, bow (and secretly remove the AARG from his gi), then attempt to stun the winner. He will exhaust the AARG in this attempt, if necessary. Then, he and his compadres will team up to beat down the PC(s) and capture them (go to *S4a*).

- *If Neko and his buddies cannot beat down the PCs*, even using the AARG and trickery, they will scatter, ducking into shadows, running up walls, leaping across the rooftops, all that Ninja crap to escape the PCs. If successfully followed (treat as a conflict situation, like a race using athletic, speed, and stealth Qualities as relevant), the NPCs could lead the PCs back to the Golden Pagoda Ninja Hut (go to *S1c*) – or into a trap at the abandoned firehouse (go to *S1d*).

- *If Neko or his Sidekick Ninjas are prevented from escaping*, they will grudgingly lead the PCs to the Wakamakatori Motorcycle showroom (see *S2*), but will make every attempt to sound the alarm.

## S1B: EVERYBODY KNOWS YOUR TYPE AT SLADE'S

Slade's serves the best banana beer, sake, grog, and crankcase-oil stingers in town. Every Type of champion comes to hang out, have a drink, and relax in a safe, more-or-less friendly establishment. The bar is a designated sanctuary area – no fighting inside, all Challenges (or other conflicts) have to be resolved outside. The Masters of the area's HQs all support this safe haven, and any of their subordinates who violate the peace or cause problems with the owner will suffer their combined wrath.

On any given night, Slade's has four employees, all non-Typed humans. *Peter Slade* is the owner (Expert [+4] Boxer, Good [+2] Bartender, Good [+2] Businessman, Poor [-2] Trick Knee) who's more than happy to serve drinks and food to a diverse clientele. *Janet Wright* is the bartender: she can mix up a drink that can knock even the toughest Robot's lugnuts loose (Master [+6] Bartender). *Philo* is the waiter and general handyman; while he's not particularly skilled at either job (Poor [-2]), he makes up for it by being friendly and knowledgeable about his patrons (Good

## Slade's

1 yard
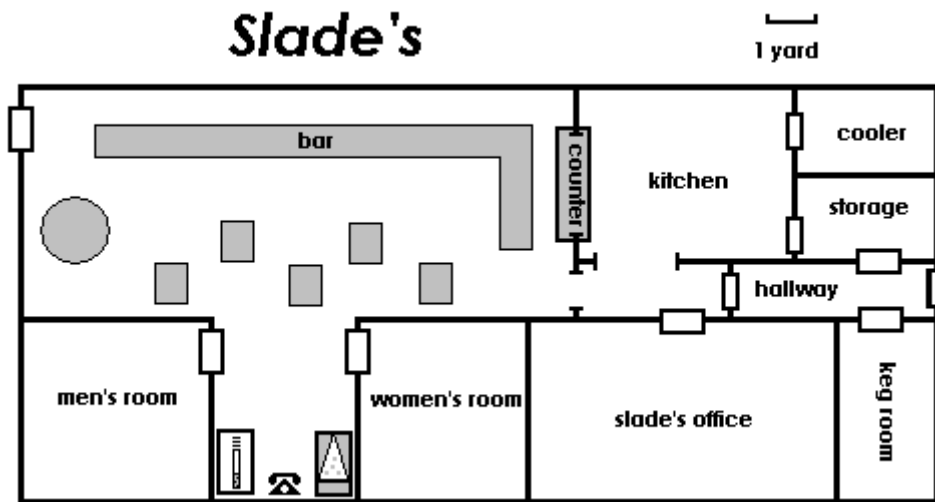
[+2] Charismatic and Expert [+4] Scuttlebutt). Lastly, there's *Lionel*, the "cook" – if it's greasy or radioactive (preferably both), Lionel can dish it up (Good [+2] Short Order Cook and Good [+2] Radiation-Proof).

**Slade's:** The *bar* is outfitted in wood and brass, and has plenty of stool seating. Behind the bar is all the booze (the regular stuff, plus a few mildly-radioactive treats for the champion patrons). The seating area has several square tables for four, and one large circular table for eight. The walls of the room are covered in pictures – about half are from Slade's boxing career, and the other half are photos of notable Monkeys, Ninjas, Pirates, and Robots about town. The area between the restrooms contains a *pinball machine*, *payphone*, and *cigarette vending machine*. The *men's room* has 1 sink, 2 stalls, and 2 urinals. The *women's room* has 2 sinks and 4 stalls.

An open *counter* connects the back of the bar to the kitchen. The *kitchen* contains a grill, a deep fryer, a fridge, a microwave, a sink, and an industrial dishwashing machine. From here, Lionel can access the walk-in *cooler* (for foodstuffs) and the *storage* area (for dry goods) easily.

*Slade's office* contains a desk, executive chair, computer, filing cabinet, a safe, two rolling chairs, a loveseat, and a low coffee table. From the *hallway*, one can access the storage room, the *keg room*, and the back door of the joint.

### S1C: RESEARCHING THE GOLDEN PAGODA NINJAS

Tapping the staff at Slade's (see *S1b*) – or other informants (any social Qualities the PCs have could come in handy here) – for information on the Golden Pagoda Ninjas can glean valuable rumors, some true and some false; each informant will only be able to give one rumor, except Philo, who will suddenly "remember" additional rumors for Cool Stuff or favors. These rumors can also be gathered by talking to other local Types, or by a PC verifying information back through their own HQs. (Roll 2d6 on chart below.)

**2 =** Most of the Ninjas don't come around as much anymore. They stopped coming into Slade's about two months ago. (True.)

**3 =** When there was that big fire that burned down the firehouse to the west, there were two Ninja hanging around that were laughing their asses off about it. I think they were behind it. (False.)

**4 =** I heard the Golden Pagoda was destroyed, and all the Ninja killed, by the crew of the Pirate Ship *Ludwig Van*. (False.)

**5 =** The Golden Pagoda Ninjas all have their own motorcycles. (True.)

**6 =** Neko Wayfarer is a tough Ninja of the Golden Pagoda. (Somewhat True.)

**7 =** I hear the Golden Pagoda Ninja Hut is hidden under an abandoned firehouse to the west. (False)

**8 =** Brendan, a local homeless guy, is rumored to be an trainee Ninja who was kicked out of the Golden Pagoda. (False.)

**9 =** Neko Wayfarer was in Slade's last week, giving everyone the hairy eyeball. (True.)

**10 =** Neko Wayfarer and his sidekicks seem to be the only Golden Pagoda Ninjas out and about these days. (True.)

**11 =** Three of the regular patrons of Slade's have vanished in this last month, one a week, and everybody thinks the Golden Pagoda Ninjas are behind it. (True.)

**12 =** The Ninjas always come from the east, and return to the east. (True.)

## Further details:

♦ *Two Months Ago*, there was a big meteor shower. You remember, the night of the city-wide blackout? Yeah, they think that a power station over on the East Side got hit by a fragment.

♦ They say that *big fire* burned out a secret Monkey gambling casino next door to the firehouse, and it was the Robots who attacked. (Any Monkey or Robot would know or could learn this easily.)

♦ The Pirate Ship *Ludwig Van*, while the enemy of the Golden Pagoda, has been in Patagonia for the last six months. (Any Pirate would know or could learn this easily.)

♦ About those *motorcycles*, they're all the same make – something like "cacciatore" (Wakamakatori)? See *S2*. (Any Ninja would know or learn this with a Good [9] Difficulty Rank roll vs. Ninja; the Golden Pagoda clan was founded by a former Hell's Angel.)

♦ For the *abandoned firehouse*, see *S1d*.

♦ *Brendan's* an amiable loon; see *S1d*.

♦ *Neko Wayfarer* (see *S1a*) has always been a bully, but he seems even worse these last couple months. He and his sidekicks have been the most visible of the Golden Pagoda Ninjas recently.

♦ The *three regular patrons* who disappeared were Bobo the Monkey (3 weeks ago, fairly weak), Bosun Ecru the Pirate (2 weeks ago, average power), and Omnidroid-X the Robot (last week, pretty tough).

♦ Yeah, it's like thunder from the *east*, when all their bikes are revving up – you can hear it at least four blocks away.

## Behind the rumors:

The Golden Pagoda Ninja Hut is hidden under a motorcycle dealership five blocks away to the east. An Alien Saucer Carrier crashed into a power station nearby, and the Ninjas took advantage (were taken advantage of by) the wreckage and/or survivors. They are taking on stronger and stronger opponents. . . but why?

## S1D: THE ABANDONED FIREHOUSE

The only things in the abandoned firehouse are junk, rats, and homeless people. However, it's a great red herring and a fantastic place for Neko Wayfarer (see *S1a*) to Challenge – or bushwhack – the PCs.



Abandoned Firehouse    1 yard
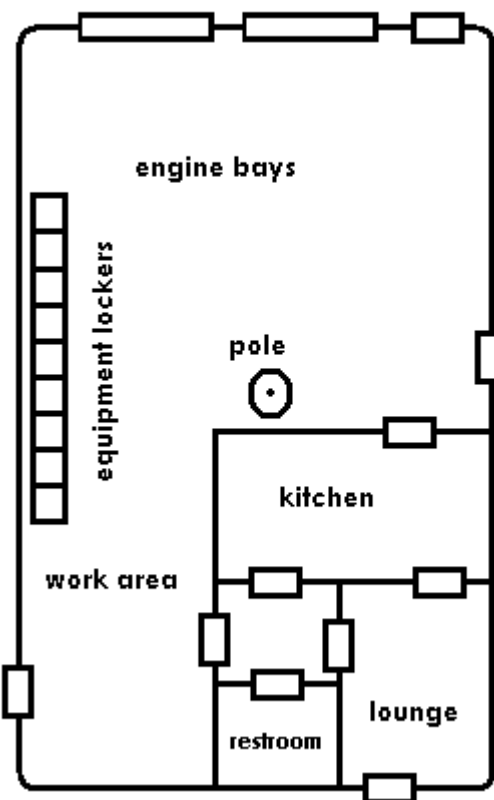
The *engine bays* are full of junk and refuse – crates, oil drums, fire truck parts, broken ladders, shattered toilets, bits of the second floor, that sort of thing. All of the *equipment lockers* have been rifled through, and anything of value has been stolen; while there may be the odd fireman's helmet or lone boot, the most interesting thing in the lockers is the colony of rats who have taken up residence. The *work area* is stained with oil, but most of the tools have been swiped – there could possibly be a loose carjack or socket wrench or fan belt or something. The *pole* leads up to the gutted second floor, which used to have showers and bunks (most of which have fallen into the engine bays, but a nimble character could brave the creaky flooring and shifting beams). The *kitchen* is stripped bare, except for the old cast iron stove. A homeless man named **Brendan** (Good [+2] Scrounging, Good [+2] Friendly, Poor [-2]

Pathological Liar) lives in the *lounge*. The *restroom* is buried under rubble from the second floor shower room.

If the PCs talk to Brendan, they may be able to get some of the rumors from *S1c* out of him. What's more likely, though, is that Brendan will just start lying his ass off, following whatever leads and hints the PCs give him, weaving a grandiose story of which he will invariably be found to be a central player. He knows nothing (other than the above rumors) about the Golden Pagoda, nor really any solid details on the world of Monkey, Ninja, Pirate, and Robot champions.

> NOTE - If the PCs are trying to come up with a place to serve as an HQ their own little mixed-Type group, this might not be a bad choice. A little paint, some spackle, a couple of throw pillows. . .

## S2: SCOUTING THE SHOWROOM

Wakamakatori motorcycles are expensive, high-performance, flashy street bikes. The only local dealership is on the East Side of town, and is open from 9 to 9 daily. It is staffed by during working hours by 3 *trainee-Ninja Motorcycle Salesmen* (Poor [-2] Ninja, Good [+2] Salesman, Good [+2] Motorcycle) in front and 3 *Ninja Mechanics* (Average [0] Ninja, Good [+2] Mechanic, Good [+2] Motorcycle, Average [0] Wrench *OR* Average [0] Shuriken), and after working hours by 2 *Ninja Security Guards* (Good [+2] Ninja, Good [+2] Security Guard).

Getting into the dealership to snoop around is totally up to the PCs. They could approach it as a purely physical conflict (attack!), a mental one (study the plans!), a professional one ("hey, you need a new mechanic?"), a social one ("dude, how much will one of these rad bikes set me back?"), or some combination.

Since it's pretty easy to fool a trainee-Ninja, if the PCs approach during the day and make *any* attempt at disguise (a fez, a false mustache, a mop-wig, anything), the trainees will buy it. If not, a trainee-Ninja gets a 1d6 roll. If the NPC gets:

♦ An *even* number, the trainee accepts the PC's story, but remains suspicious.

♦ An *odd* number, this initiates a social conflict of deception (the PC's Lie or whatever Quality vs. a trainee's Salesman Quality).

  o If the trainee wins the conflict, he twigs to the deception and will try to slip the PC a mickey in some coffee (see *Coffee Station* below).

  o If the trainee loses the conflict, the PC has successfully pulled the wool over his eyes.

### Wakamakatori Motorcycles
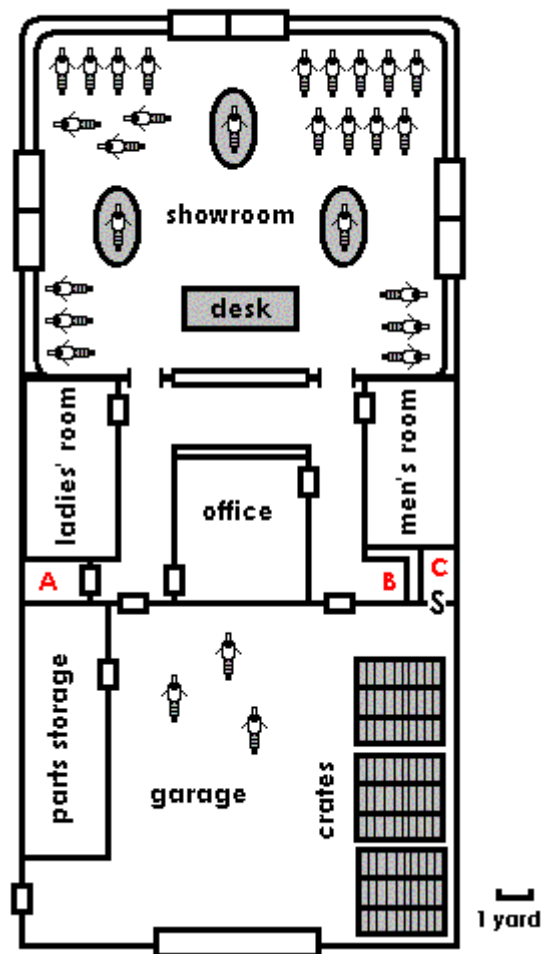


The *showroom* is walled on three sides by a doubled-layer of thick glass (the double-lines), and is full of numerous types of Wakamakatori motorcycles – including a few "Street Kami" models like the one Neko Wayfarer and his boys ride (but none in yellow). At least one of the trainee-Ninja Salesmen always sits at the *desk* when the dealership is open; at night, one of the Ninja Security Guards sits there.

Technically-minded PCs may notice something weird about a "modern art" sculpture sitting on the desk if they win a complicated situation against an Expert [11] Difficulty Rank; the sculpture appears to be some sort of electronic device, and 2 cables run from the sculpture under the carpet: one to a wall-socket, and one that plugs into the glass wall near the ladies' room. When activated, the double glass creates the illusion of a showroom full of motorcycles for anyone looking in (this is so the Ninja can use the floor models one their escapades unseen).

From the *office*, the trainee-Ninja Salesman who's acting as manager for the day may look out through glass walls and see the desk and showroom; the office contains a desk, a filing cabinet, a computer and printer, a rolling chair, and two three-legged wooden chairs. The **men's room** has 1 sink, 1 stall, and 1 urinal. The **women's room** has 1 sinks and 2 stalls.

There are 3 lettered areas on the map:

A. **Broom Closet.** Mops, buckets, rags, polish – and a hidden katana rack.

B. **Coffee Station.** Three big urns of coffee (Columbian Supremo, decaf, and "Hazelnut Surprise"), with mugs, sweeteners, and a counter-top fridge for half-and-half. The "Hazelnut Surprise" coffee is laced with *sleep poison*, which does 2d6 temporary Failure Ranks to the consumer (unless, of course, he's a Robot, in which case the potion has no effect).

C. **Secret Entry to the Golden Pagoda.** This door is hidden behind a full-length poster of "Miss Wakamakatori 1999" astride the then-new Street Kami bike. The only access to the Secret Entry is through the garage. When using a relevant Quality to search, the door is Good [9] Difficulty Rank to detect.

Most repairs or modifications to cycles are done in the *garage*, which contains all the equipment – tools, diagnostic computers, hydraulic lifts, drums of oil, etc. – for a working shop; additionally, this is where Neko and his Sidekicks park their yellow Street Kamis when they're "at home." The **parts storage** room holds just about every part needed to fix a Wakamakatori motorcycle, as well as some odd (broken) pieces of scientific equipment – centrifuges, mass spectrometers, microscopes, and such. There are also 3 huge wooden *crates* (9' x 9' x 9') here, all

stenciled with the Wakamakatori Motors logo as well as "This Side Up" and "2003 Street Kami Overstock" notes. (However, each crate secretly holds an Alien Saucer – see *Chapter 5* and *S5b* below. Only 2 of the saucers are even close to being semi-functional).

## S3: ENTERING THE GOLDEN PAGODA NINJA HUT

Hidden in the garage of the motorcycle dealership is a secret door, leading to the staircase down into the Golden Pagoda. For all maps of the Golden Pagoda complex:

♦ A red **G** indicates a **Ninja Security Guard** (Good [+2] Ninja, Good [+2] Security Guard). If given sufficient time (2 actions, *not* reactions), they can raise an alarm – rapid chimes will ring throughout the HQ, summoning all the Ninja (from *S2*, *S3a*, *S3b*, plus Neko and his Sidekicks) *except* Stahl (see *S3c*), and eventually – 2d6 Turns later – the Master of the Golden Pagoda (see *S6*) himself.

♦ A black **S** indicates a secret door (Expert [11] Difficulty Rank to detect, unless otherwise noted).

♦ Grayed doors are locked with a punch-code – "W-K-M-K-T" or "9-5-6-5-8" on a keypad – (Expert [11] Difficulty Rank to pick or break open).

♦ Since a Type HQ is a form of Cool Stuff (see *Chapter 5*), the overall complex has Strengths and a Weakness. The Strengths of the Golden Pagoda are:

   o *Good [+2] Secret Escape Routes.* Any of the Golden Pagoda Ninja can take advantage of this to bug out, possibly as an added Modifier to a reaction; and pursuers will need to find the secret door into the passage they just took. These escape tunnels do not appear on the maps below, because a Ninja could invoke them at any time.

   o *Good [+2] Unobtrusive Entry.* The constant ebb and flow of customers to the showroom makes it easy for the Golden Pagoda Ninja to slip into and out of the crowds into the secret HQ without being noticed (Good [9] Difficulty Rank to tail).

   o *Weakness [-2] Crappy Acoustics.* Except for the alarm chimes (and boy did they

spend a lot of money on security systems before they found one that works), sounds don't travel well in the complex. While the soundproofing aspect is nice, this means that someone on one side of a door can be screaming bloody murder, and it's doubtful that someone on the other would hear it.

deter invaders, because all of the Ninjas know about it.

## S3A: LEVEL ONE

The stairs down from the secret *Entry* are watched by two Ninja Security Guards standing in niches to either side; the door at the bottom of the staircase is locked. The *first aid* station contains bandages, splits, antibiotics, tape, heating pads, and so forth. The *Moon Dorm* houses those Ninja who work the night shift (mostly Ninja Security Guards) and the *Sun Dorm* houses those Ninja who work during the day (mostly Ninja Salesmen and Ninja Mechanics); both contain 2d6+2 Ninja of the appropriate type. Each Ninja has a cot, a footlocker for personal gear, and a cupboard for Ninja gear (however, except for knives and shuriken, no hand weapons can be found in a dorm; see the *armory*). The *dining hall* can seat all the Golden Pagoda Ninja at once; it serves meals twice a day – dawn and dusk – but has vending machines for fruit juice and snacks that are restocked daily. The *kitchen* has an basic industrial set-up, with a rice cooker, plenty of knives, mixing machines, gigantic pots, etc. The *storage* room is locked, and contains a small freezer of perishables alongside huge sacks and containers of dry goods like rice, pasta, coffee, tea, dried seaweed, potatoes, breakfast cereals, etc. The *restroom/showers* are co-ed; there are 4 stalls, 4 urinals, a gigantic tub, two washer/dryer units, a linen closet (with soaps and shampoos as well), a big hamper, and a big, tiled area with 8 showerheads. The *Dojo* is floored with thick wrestling mats, over which woven tatami mats have been laid; the walls alternate between floor-to-ceiling mirrors and wooden panels bearing Ninja aphorisms ("Silence is golden," etc.). A chest in one corner of the room holds sparring and practice gear. At any time between 8 am and midnight, there are 1d6 Ninja Salesmen here, training. (Roll 2d6; on a 12, the Master himself – see *S6* – is present.) Live weapons – swords, nunchucks, staves, spears, maces, manriki-gusari, etc. – are held in the *armory*, which is always locked.

Behind a "secret" door in the hallway (painted with a pagoda of gold atop a weirdly-Alpine looking mountain) is the *blue ladder*, which leads down to Level Two (see *S3b*). The door is only "secret" to



*Golden Pagoda Ninja Hut Level One*
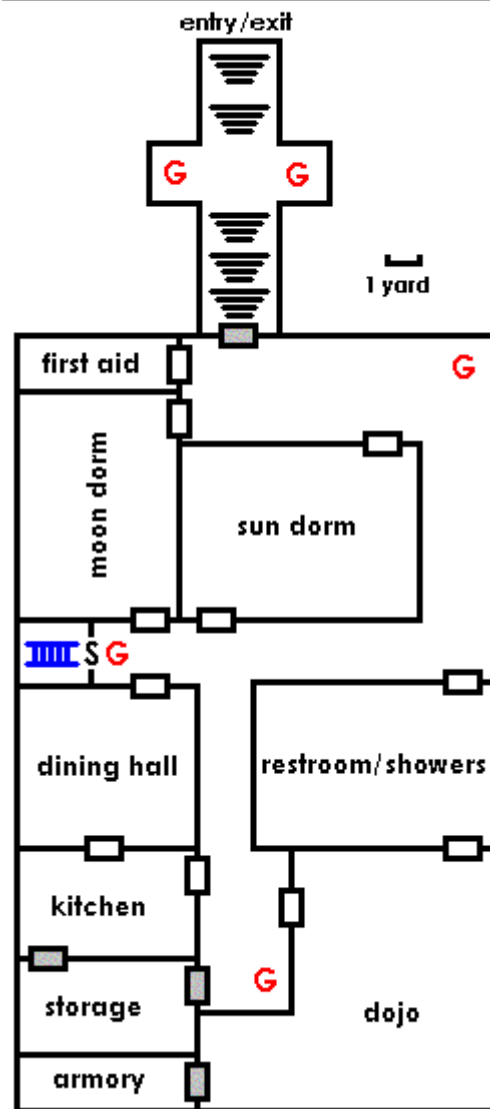
## S3B: LEVEL TWO



Golden Pagoda Ninja Hut, Level Two
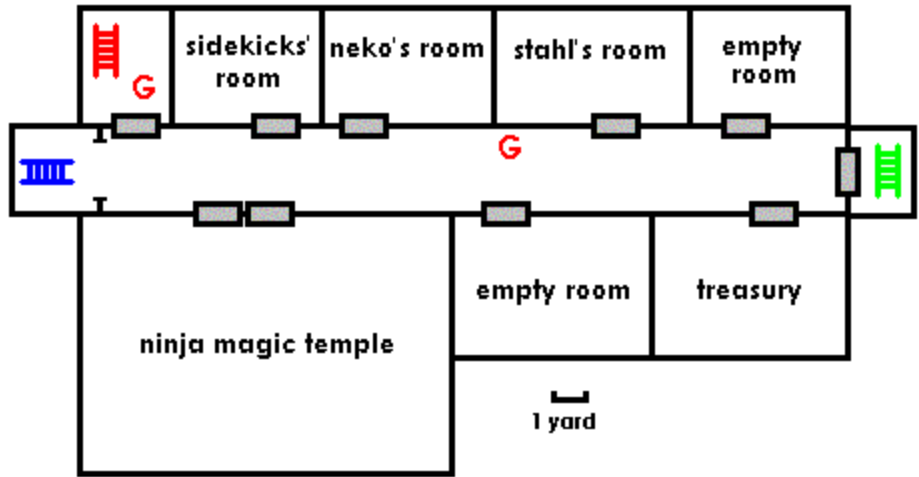
The **blue ladder** leads up to Level One (see *S3a*), the **red ladder** leads down to Level Three (see *S3c*), and the **green ladder** goes far, far down to Level Four (see *S3d*).

All of Neko's pals bunk in the **Sidekick's Room**, though they're not in there unless Neko is in his room; they each have a cot, footlocker, and cupboard for Ninja gear. **Neko's Room** is a single, befitting his high status; in addition to the standard cot, footlocker, and cupboard, Neko also has a small desk, a shelf with several volumes of his memoirs (*Neko Wayfarer, Omnipotent Master Ninja*), and a stuffed octopus (named "Steve"). **Stahl's Room** is Spartan, with only a cot, because he spends most of his time in his lab on Level Three (see *S3c*) – the other Ninjas have stolen his footlocker, cupboard, and spare Ninja uniforms. The **empty rooms** are, well, empty. The **Ninja Magic Temple** is where the Golden Pagoda Ninja learn their secret Ninja Magic – a Mojo Dojo, if you will. In a locked cabinet are 2 pounds of sweet, sweet uranium, to replenish energy used in training. At any time between 8 am and midnight, there are 1d6 Ninja Security Guards here, meditating. (Roll 2d6; on a 2, the Master himself – see *S6* – is present.) The **Treasury** contains the cash reserves and art objects collected by the Golden Pagoda Ninja over the years – unfortunately, the place looks kind of barren. While there is some nice statuary, paintings by the old masters, Oriental vases, and a couple strongboxes of various currencies (call it $10,000 in small denominations), from the blank spaces on the walls and the deep gouges in the floor, there used to be a lot more.

## S3C: LEVEL THREE



Golden Pagoda Ninja Hut Level Three
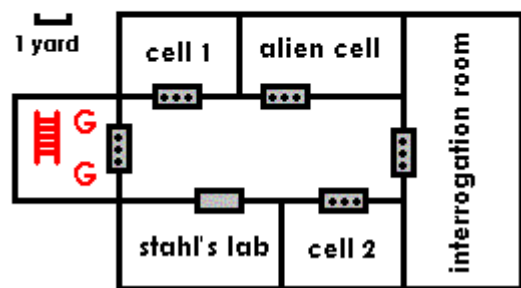
NOTE - The doors with three black dots on this Level possess a small barred window about 5 feet off the ground.

**Cell 1** is a bare, dirty little room with sets of weird, organic looking manacles (see boxed text) set into the

walls. From one pair – that look a bit scarred up – dangles the dried-up husk of a dead Monkey with a gold incisor (any Monkey will know this is Bobo with a successful roll of Monkey vs. a Good [9] Difficulty Rank; since Bobo's only been missing 3 weeks, something horrible must have happened to him). The withered corpse sits on top of a sharpened spoon, which can be used as a makeshift weapon or tool.

*Cell 2* is also a bare, dirty little room with sets of weird, organic looking manacles set into the walls, but from one pair – that look a bit scorched – dangles the deactivated body of a Robot (any Robot will know this is Omnidroid-X with a successful roll of Robot vs. a Good [+2] Difficulty Rank; since Omni's only been missing a week and was by all accounts a pretty tough customer, something really bad must have happened to him). Hidden in the detritus of the corner opposite from the dead Robot is a small sphere of metal and glass – one of Omni's eyes, which apparently has been rewired into a weak cutting torch (Poor [-2] Laser). Alas, the eye's battery is dead. (If a Robot hooks the laser up to its internal energy supply, it could recharge it with a successful roll against a Good [9] Difficulty Rank.)

---

## Alien Manacles

These goopy, rubbery blobs trail great strings of extraterrestrial mucus. Once placed around a being's wrist, they don't let go  – a prisoner must win a conflict situation vs. the manacles' Master [+6] Strength to break free. (If attacked physically, treat the manacles like a character with Qualities of Master [+6] Strength and Good [+2] Rubbery; they will transmit half of any Damage Ranks they receive as Failure Ranks' worth of bioelectric shock to the character they are clamped to.) Furthermore, whenever their victim attempts to use a Mojo Power; the manacles suck away an extra Mojo Point instantly – this can cause a character to have a Breakdown (see *Chapter 3, Mojo in Challenges*). The manacles can use this Mojo to survive for a week or Upshift their Strength. They can be opened with a thought – provided one uses the Alien Psi Power of Telepathetic vs. a Good [9] Difficulty Rank.

---

The *Interrogation Room* has two chairs fitted with sets of *Alien Manacles* (see boxed text), a wooden table, and a bright light.  (See also *S4b*.)

For those characters who've seen the relative poorness of the *Treasury* (see *S3b*), one look at **Stahl's Lab** will explain everything. The room is packed with

exceptionally expensive and delicate scientific equipment and several sets of precision tools. Stahl Schmidt the Ninja Scientist (see boxed text) spends most of his time here (or in the *Interrogation Room*) trying to puzzle out the mysteries of Alien Technology. On different workbenches around the room, one can see a partially-disassembled AARG, a dissected Alien Manacle, and a welter of shiny tubes and blue-gray goo (Alien Saucer Engine); all are non-functional.

---

### STAHL SCHMIDT, NINJA SCIENTIST

**Gift:** Adept. **Goal:** Build his own Ninja Saucer. **Qualities:** Expert [+4] Scientist; Good [+2] Ninja, Good [+2] Alien, Good [+2] Nunchucks, Poor [-2] Easily Distracted by High Tech. **Mojo:** 4N, 1A. **CR:** 3M, 4N, 3A. (Stahl also possesses a ratty Ninja uniform and an **Advanced Alien Ray Gun**; see *Chapter 5*).

---

The furnishings of the **Alien Cell** depends upon whether the Ninjas are *Plotters* or *Dupes* and whether the Aliens are *Slick* or *Shabby* (see above, *Before Starting*).

|  | **Ninjas are Plotters** | **Ninja are Dupes** |
|---|---|---|
| **Aliens are Slick** | Nicely Appointed | Luxurious |
| **Aliens are Shabby** | Squalid | Nicely-Appointed, (*all* Ninjas see it as Squalid) |

The Aliens residing here (between 1 and 3, plus MxW, see below, *S5a*), spend their time in study, discussion, and contemplation of what they're learning about Earth, humans, Monkeys, Ninja, Pirates, and Robots. For an example of an Alien prisoner feel free to use Qzb (*Example Character 5* from *Chapter 4*), MxW (see below, *S5a*), or make up your own.

## S3D: LEVEL FOUR



Golden Pagoda
Level Four

1 yard
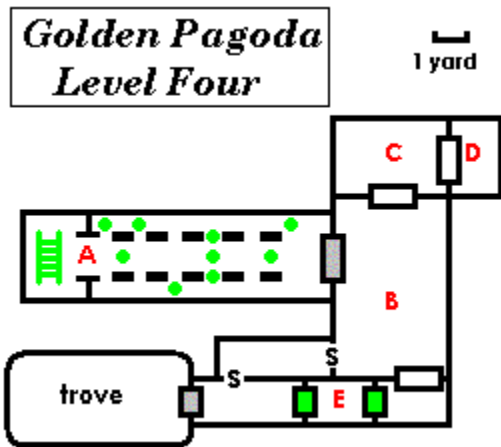
The *green ladder* goes far, far up to Level Two (see *S3b*).

There are 5 lettered areas on the map:

A. **Hall of Pillars.** A double-row of rectangular black marble pillars supports the ceiling of this long, narrow hallway (see *hallway detail* map). The green dots indicate hidden pressure plates (Expert [11] Difficulty Rank to detect each). If stepped on, they fire *Poison Darts*. Any characters near the plates must roll a combat or agility-type Quality vs. a Good [9] Difficulty Rank. If a character takes any Ranks of Environmental Damage from this (see *Chapter 3*), on his next Turn he gets 1d6 Failure Ranks as the sleep poison enters his system.

While Robots are immune to the Sleep Poison (but not the Damage Ranks from being hit by darts), the firing mechanism of the darts involves electromagnetic acceleration; whenever a pressure plate is set off, a Robot must roll vs. a Good [9] Difficulty Rank; if he takes any Environmental Damage from this situation, on his next Turn he gets 1d6 Failure Ranks as the powerful energy fields mildly scramble his systems.



1 yard     *hallway detail*
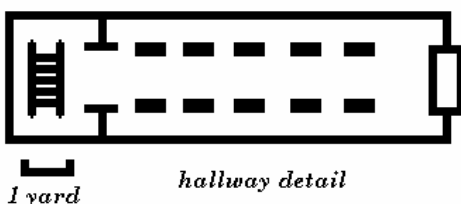
B. **Master's Chambers.** These are the chambers of the Master of the Golden Pagoda (see *S6* for his write-up). He seems to like wicker and pictures of young girls on motorcycles a lot. When not eating, sleeping, or teaching his students in the Dojo or the Ninja Magic Temple, the Master meditates here on questions of importance to Ninjakind. . . and how to improve the fuel-injection system of Wakamakatori motorcycles. If the PCs have not already met the Master on the upper Levels, he's probably here. And he's probably asleep, due to his Narcolepsy (see his write-up for further details). The GM rolls 1d6:

> **1 =** Awake in main chamber, poring over cycle schematics. This is bad news.
>
> **2-3 =** Asleep in office, slumped over cycle schematics.
>
> **4 =** Asleep in bedroom, under the covers. This is the second-best case.
>
> **5 =** Asleep in the bathroom (on the pot or in the tub, GM's choice). Don't laugh at the naked, dripping wet old Ninja – he's still plenty dangerous.
>
> **6 =** Not in right now. . . maybe he slipped out for a latte? Lucky PCs! (Will return in 3d6 minutes.)

If the Master is asleep, characters must win a complicated situation of a sneaking-type of Quality vs. a Good [9] Difficulty Rank (Average [7] if he's in bed) or wake the old Ninja up; any Environmental Damage here is due to a "reflexive attack" by the roused Master Ninja.

> *NOTE - The Secret Door in this chamber is of Master [13] Difficulty Rank to detect.*

C. **Master's Bedroom.** Waterbed. Satin sheets. Leopard print velvet cover. Lava lamp. Oh, yeah, the Master Ninja is a pimp-daddy. (More like he had a mid-life crisis in the late Sixties or early Seventies and never got over it.) A *huge copper key* hangs over the bed (see *E*).

D. **Master's Bathroom.** All black marble and gold fittings. He has a rubber ducky.

E. ***Hall of the Green Doors.*** Obvious mechanisms (pulleys, levers, gears, bars, portcullis, whatnot) here seem to show that the second Green Door *cannot* be opened until the first is shut. (Which is bogus, because the second Door is a complete fake, and cannot be opened. It can be busted down, though, with a complicated situation against a Master [13] Difficulty Rank.) There's also a sizable keyhole in the center of the second Door, which would seem to accommodate the *huge copper key* from the Bedroom (see *C*).

If the first Green Door is closed, the room fills with Sleep Poison (see *S2* and immediately above, *A*); all non-Robot characters within must try to hold their breath for 5 minutes (Expert [11] Difficulty Rank) or take 2d6 Failure Ranks per minute (a roll of 7+ means that the character only suffers 3 minutes of poison, while a roll of 9+ means they only suffer 1 minute of poison). If the *huge copper key* is used – the first Door can be opened or closed, it doesn't matter – the holder of the key must roll any toughness or armor-type Qualities vs. a Master [13] Difficulty Rank electric shock as they plug into a booby trap.

The ***Trove*** contains the Golden Pagoda's uranium stores (25 pounds!) and at least one item of Cool Stuff, GM's option (see *Chapter 5, Cool Stuff*).

## S4: CAPTURED!

There are many ways for the PCs to be captured:

♦ Beaten, blasted, or tricked by Neko Wayfarer and his Sidekicks (see *S1a*).

♦ Drugged by Ninja Salesmen (see *S2*).

♦ Caught by Ninja Security Guards (see *S2* and *S3*)

♦ Swarmed by all the Ninja (see *S3*, first bullet).

♦ Tripping a trap (see *S3d*).

Whichever occurs, if captured somehow, all PCs must roll 1d6. On an *odd* result, they end up in *Cell 1* of *S3c*; on an *even* result, they end up in *Cell 2* of *S3c*. Prisoners are given one meal a day, and are interrogated or forced into a Challenge once per day by Neko or Stahl (see *S4c*).

Remember, if they manage to win free of their cell(s), they'll still have to sneak or fight their way up through the rest of the HQ.

### S4A: WAKING UP IMPRISONED

Imprisoned characters are shackled to the wall with some strange goopy material (see above textbox, *Alien Manacles*). With effort, they can stretch the "stringy bits" far enough to permit them to explore their cells and even reach other prisoners.

### S4B: FORCED TO CHALLENGE AN ALIEN

In the *Interrogation Room* (see *S3c*), questions are asked, answers are given, and Challenges are offered. Prisoners are "strongly encouraged" – i.e., a katana to the head, playing on Weaknesses, offers of freedom or preferential treatment – to Challenge the Alien Prisoners to tests of skill (often boardgames), to win their Alien Mojo. If a PC wins, he will be immediately beset; the interrogators use the Ninja Magic of Mesmerize (see *Chapter 3*) against the weakened character, and command him to "Hand over that Mojo!" (GMs are suggested to treat this as a mental or psychic conflict situation, and are reminded to review the rules for *Continuing Danger* in *Chapter 3*). If the Aliens are Shabby (see above, *S3c*), there are two ways an Alien victory at the Challenge could play out:

1. **Ninjas are Plotters.** Ninjas Mesmerize the winning Alien just as they would a PC.

2. **Ninjas are Dupes.** Ninjas Mesmerize the winning Alien, who uses the Alien Psi Power of Telepathetic to force the Ninja to give the Mojo back, plus an extra point for their human impertinence.

### S4C: ESCAPE!

If the PCs can free themselves from their manacles and their cells, well, then they can escape. There are the Ninja Security Guards on duty to deal with, as well as sneaking through the upper levels, and not setting off alarms and such. Fun fun fun.

## S5: BACK IN THE GARAGE. . .

Whenever the characters leave the underground complex and make it back into the Garage (see *S2*),

they'll see what looks to be a Ninja disappear into one of the crates – if they weren't already opened, he'll have pried up a couple boards with a crowbar. Go to *S5a*.

## S5A: ALIEN ESCAPE!

The GM should roll 1d6. This is how many Turns before *MxW* (see boxed text below) starts up one of the functional Alien Saucers and barrels out – through the crate, through the wall, to freedom. MxW has been disguising himself as a Ninja for weeks, and has just decided (probably due to the PCs' presence) that it was time to get back to his MuthaShip. Depending upon the nature of the Aliens in this Scenario, MxW hung around for different reasons:

- **If the Aliens are Slick**, he's a spy that they've infiltrated into the Ninjas, to keep yet another eye on them.

- **If the Aliens are Shabby**, he stuck around in an attempt to free them, ease their suffering, and/or repair the Saucers.

Unless the PCs totally removed all three Saucers, he'll be able to get one of them to work. If the PCs wish to follow MxW in a Saucer, go to *S5b*.

### MxW, ALIEN NINJA SAUCER PILOT/MECHANIC

**Gift:** Weird (Alien Invulnerability). **Goal:** Fly Saucer Fast Now! **Qualities:** Good [+2] Alien, Good [+2] Ninja; Expert [+4] Pilot, Good [+2] Raygun, Good [+2] Mechanic, Good [+2] Motorcycle, Poor [-2] Show-off. **Mojo:** 3A, 1R. **CR:** 1R.

## S5B: SAUCER CHASE

With a successful Expert [11] Difficulty Rank science, technology, or mechanic-type Quality roll, a PC can get one of the other Saucers activated. Then, all if someone can pilot the damned thing (remember the -2 for the saucer's Alien Control Panel), they can give chase to the escaping MxW.

Like any race, this would be a conflict situation, with the operative Quality being Pilot (and the benefits from the Cool Stuff Vehicle – see *Chapter 5*).

Passengers in either Saucer – maybe MxW rescued a fellow Alien, or has a crush on a Ninja, or just wants something to probe later, who knows? – can attack the other with any ranged attacks they have; passengers can also use Mojo Powers to help or hinder either side.

- *If MxW wins the conflict*, he gets away.

- *If the PCs win the conflict*, they catch up with MxW.

- *If they tie*, both Saucers arrive at the MuthaShip (go to *S5c*).

## S5C: MUTHASHIP?

If MxW makes it back to his MuthaShip, or even if he gets shot down in the Saucer Chase, well, that sounds like a whole *new* adventure, doesn't it? Have fun!

## *S6: CONFRONTING THE MASTER!*

If the PCs are unwise or unlucky, they might run into Wakamakatori, the Master of the Golden Pagoda. Even if the Aliens are Slick, they've left the old man alone: he's too dangerous, at least for them.

However, if the PCs get really good rolls, have Mojo to burn, or are just very good at working together and manage to get Wakamakatori on the ropes (possessing less than 6 Ranks), he has no compunction about fleeing – using the Good [+2] Secret Escape Tunnels (see *S3*, fourth bullet) and living to fight another day.

### WAKAMAKATORI,
### the NINJA MASTER OF THE GOLDEN PAGODA

**Gift:** Adept. **Goal:** Become Ninja King. **Qualities:** Master [+6] Ninja; Expert [+4] Engineer, Expert [+4] Katana, Good [+2] Poisoned Darts, Poor [-2] Narcoleptic. **Mojo:** 8N, 2 M, 4 P. **CR:** Too many to count. (**NOTE**: Wakamaktori's Weakness of Narcolepsy gives him a -2 to all actions immediately upon waking or when drowsy; additionally, he gets drowsy really easy – a sung lullaby could probably get him ready for beddy-bye.)

## *MOJO AWARDS*

At the end of the adventure, there are some additional Mojo awards for PCs (in addition to those gained through acting like their Type, defeating enemies in Challenges, and good general roleplaying):

If the PCs:

♦ *Find out why the Golden Pagoda Ninjas are acting so weird (Aliens!),* they gain an extra 1 Mojo.

♦ *End the Golden Pagoda Ninja-Alien "alliance,"* they gain an extra 1 Mojo.

♦ *If they successfully steal the Golden Pagoda Ninjas' sweet, sweet uranium,* they gain an extra 1 Mojo.

♦ *If they successfully bring back Alien technology (a saucer, manacles, or raygun) to their HQ,* they get an extra 1 Mojo (2 if the technology is functional).

---

*Below, all of the NPC textboxes from this Scenario are collected in one place for the GM's convenience:*

### TRAINEE-NINJA MOTORCYCLE SALESMAN

**Gift:** Adept. **Goal:** Become a Ninja. **Qualities:** Poor [-2] Ninja; Good [+2] Salesman, Good [+2] Motorcycle, Poor [-2] Bully. **Mojo:** 1N. **CR:** N/A.

### NINJA MECHANIC

**Gift:** Adept. **Goal:** Repairs by stealth. **Qualities:** Average [0] Ninja; Good [+2] Mechanic, Average [0] Wrench *OR* Average [0] Shuriken. **Mojo:** 1N. **CR:** 1N.

### NINJA SECURITY GUARD

**Gift:** Adept. **Goal:** Guard quietly, from the shadows. **Qualities:** Good [+2] Ninja; Good [+2] Security Guard. **Mojo:** 1N. **CR:** 2N.

### GOLDEN PAGODA SIDEKICK NINJA

**Gift:** Adept. **Goal:** Be like Neko. **Qualities:** Good [+2] Ninja; Average [0] Alien, Good [+2] Katana *OR* Good [+2] Shuriken *OR* Good [+2] Motorcycle, Poor [-2] Bully. **Mojo:** 1N. **CR:** 2M, 2A. (The Sidekicks each possess a yellow Wakamakatori motorcycle.)

### NEKO WAYFARER, GOLDEN PAGODA NINJA

**Gift:** Adept. **Goal:** Become a Master Alien-Ninja. **Qualities:** Expert [+4] Ninja; Good [+2] Alien, Good [+2] Katana, Good [+2] Motorcycle, Poor [-2] Bully. **Mojo:** 2N, 2A. **CR:** 3M, 3A. (Neko also possesses a yellow Wakamakatori motorcycle – Good [+2] Handling and Speed – and an **Advanced Alien Ray Gun**; see *Chapter 5*).

### STAHL SCHMIDT, NINJA SCIENTIST

**Gift:** Adept. **Goal:** Build his own Ninja Saucer. **Qualities:** Expert [+4] Scientist; Good [+2] Ninja, Good [+2] Alien, Good [+2] Nunchucks, Poor [-2] Easily Distracted by High Tech. **Mojo:** 4N, 1A. **CR:** 3M, 4N, 3A. (Stahl also possesses a ratty Ninja uniform and an **Advanced Alien Ray Gun**; see *Chapter 5*).

### WAKAMAKATORI,
### THE NINJA MASTER OF THE GOLDEN PAGODA

**Gift:** Adept. **Goal:** Become Ninja King. **Qualities:** Master [+6] Ninja; Expert [+4] Engineer, Expert [+4] Katana, Good [+2] Poisoned Darts, Poor [-2] Narcoleptic. **Mojo:** 8N, 2 M, 4 P. **CR:** Too many to count. (**NOTE**: Wakamaktori's Weakness of Narcolepsy gives him a -2 to all actions immediately upon waking or when drowsy; additionally, he gets drowsy really easy – a sung lullaby could probably get him ready for beddy-bye.)

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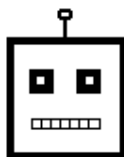
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# M N P R

**MONKEY, NINJA, PIRATE, ROBOT: THE ROLEPLAYING GAME**

**CHARACTER SHEET**
*©2004 Chad Underkoffler*

| NAME: | | | | | | |
|---|---|---|---|---|---|---|
| TYPE: | | | | | | |
| GOAL: | | | | | | |
| QUALITY LIST | MASTER [+6] | EXPERT [+4] | GOOD [+2] | AVERAGE [0] | POOR [-2] | ZEROED |
| QUALITY | O | O | O | O | O | |
| QUALITY | O | O | O | O | O | |
| QUALITY | O | O | O | O | O | |
| QUALITY | O | O | O | O | O | |
| QUALITY | O | O | O | O | O | |
| QUALITY | O | O | O | O | O | |
| QUALITY | O | O | O | O | O | |
| QUALITY | O | O | O | O | O | |

| | MONKEY | NINJA | PIRATE | ROBOT | ALIEN |
|---|---|---|---|---|---|
| MOJO | | | | | |
| CHALLENGE RECORD (defeated foes) | | | | | |
| MISCELLANY | | | | | |

## MNPR:RPG MASTER CHART

| LEVEL | As Quality Rank | MODIFIER TO 2D6 ROLL | As Difficulty Rank | TARGET NUMBER |
|---|---|---|---|---|
| *Poor* | Notably Inept. | -2 | A trivial task. | *5* |
| *Average* | Typical human capability. | 0 | Straightforward task. | *7* |
| *Good* | Better than usual; most professionals or talented newcomers. | +2 | Complex task, requiring attention to detail. | *9* |
| *Expert* | Noted/famed professional; talent with skill to back it up. | +4 | Intricate task, difficult and requiring sharp concentration, hard for a typical untrained person (Average). | *11* |
| *Master* | Acclaimed genius: talent with substantial skill behind it. | +6 | Extremely difficult task, hard for most professionals in the field (Good). | *13* |

## UNIVERSAL MOJO POWERS

- **ATOMIC!** 2 Mojo *before* = +1d6 any roll.
- **BOUNCY!** 1 Mojo = Recover 1d6 Damage/Failure Ranks.
- **DISCO!** 2 Mojo *after* = +1d6 any roll.
- **KUNG-FU!** 1 Mojo *after* = + 1 Damage/Failure Rank.
- **LASER!** 1 Mojo = Next action, all targets are Near.
- **MAGNETIC!** 1 Mojo = Sense nearest character of Type.
- **MUTANT BRAIN!** 4 Mojo = Ask the GM yes-no question.
- **SCRAM!** 1 Mojo = Block a character from using Mojo.
- **SUPER!** 1 Mojo = An Upshift on any action.
- **ZOOM!** 2 Mojo = *Doubles* a character's speed.

## FLAVORED MOJO POWERS

| POWER NAME | EFFECT | TYPE | MOJO COST |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

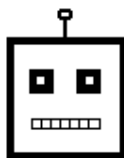| **Monkey Mojo** | **Ninja Mojo** |
|---|---|
| **Pirate Mojo** | **Robot Mojo** |
| **Alien Mojo** | **Alien Mojo** |
| **Pirate Mojo** | **Robot Mojo** |
| **Monkey Mojo** | **Ninja Mojo** |

M N P R

M N P R

M N P R

M N P R

M N P R

M N P R

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M N P R

M N P R

M N P R