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PRESENTS:

COMPATIBLE WITH
DCC
RPG

MONDO CITY





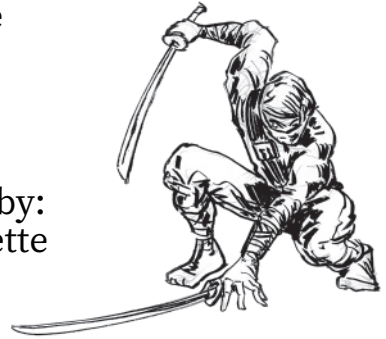
NINJA CITY



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COMPATIBLE WITH

DCC RPG

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WELCOME TO

NINJA CITY



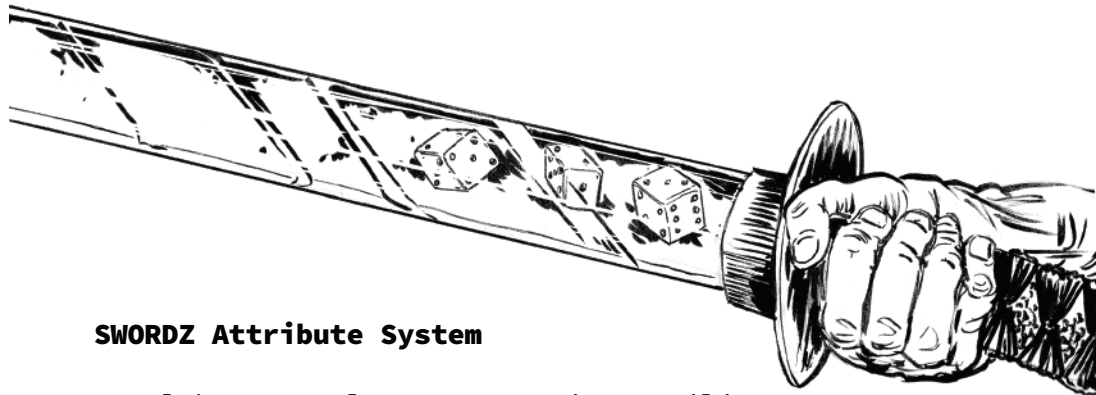
THE BAD GUYZ HAVE TAKEN OVER! DRUG LORDS, STREET GANGS, AND CROOKED COPS HAVE THE CITY IN A STRANGLEHOLD!

YOU AND YOUR CREW HAVE REDISCOVERED THE LOST SECRETS OF THE NINJA AND IT IS TIME TO TAKE BACK YOUR TURF!

*In Ninja City , Ninja is a proper noun
due to its awesome nature.*

DONNING THE HOOD

The Ninja is a dynamic warrior well-versed in multiple specialties. In Ninja City, Ninjas are their own class. It is up to the player to build upon the guidance in the manual. The SWORDZ attribute system will help you in this mission. For each attribute, roll 4d6 and add the three highest die results.



SWORDZ Attribute System

STEalth- Concealment, Deception, Agility

WISdom- History, Geography, Technology

OFFense- Martial Arts, Weapon Usage, Sabotage

RESpect- Leadership, Connections, Trust

DIScipline- Kuji-in, Physical Threshold for damage.

Z-Force- Super Moves, Luck (see Dungeon Crawl Classics Luck Rules)

A Ninja's Armor Class is 10 plus DIS modifier.

A Ninja's Hit Points at Level 1 are 10 and increase by 5 HP each time they level up. The Judge will use their discretion as to when levelling-up occurs.

Z-FORCE

Z-Force represents a limited pool of magic energy that the Ninja draws from to carry out supernatural feats. Ninjas will regain their maximum Z-Force points after 24 hours of meditation. Z-Force allows access to The Three Forces:

Force of Tiger

The Ninja may attempt mind-blowing moves during melee or ranged combat. The Ninja can spend 1 Z-Force point to attempt a Mighty Deeds of Arms (See DCC rule book) once per round.

Force of Monkey

The Ninja may ascend sheer surfaces or leap over obstructions. For every Z-Force point spent, the Ninja clears 10 feet.

Force of Butterfly

The Ninja may descend from dizzying heights. For every Z-Force point spent, the Ninja descends 10 feet of free-fall without harm.



Ninja Strike

For an armed attack, roll 1d20 and add the Ninja's Offense modifier and level.

The number of unarmed attacks a Ninja can attempt is 1 plus their level. Roll 1d20 for each strike and add the Ninja's OFF modifier. Each successful strike inflicts 1d4 plus OFF modifier. A failed unarmed attack still inflicts 1 point of damage against the target. Ninjas are just that sick.

DEATH AND RESURRECTION

A Ninja can never truly die. The power of the Ninja clan crosses the veil into the afterlife.

If a member of the Ninja clan dies (reaches 0 hp), the clan has choices:

1. Another Ninja may pass any amount of HP onto their fallen brother or sister to revive them. These two Ninjas' life forces are now intertwined. Any damage dealt to one will now be dealt to both until their sensei completes an unbinding ritual with the Ninjas in the hideout.
2. The fallen Ninja may Embrace the Darkness. The Ninja is given 5 HP, but must make a DIS check (roll under) every hour or be overtaken by the Shadow Force causing them to attack their clan members until a life is taken. The sensei will be able to remove the Embrace during an unbinding ritual with the Ninja in the hideout.
3. The Ninja's energy will be transferred into an item or dispersed into the universe to aid others in righteous causes. In this case, distribute the fallen Ninja's Z-force points to the other Ninjas. The player of the fallen Ninja can now play as a possessed item like a sentient sword or as a ghost.





CLAN DYNAMICS

Each Ninja clan has an area of refuge where it communes with its sensei. The hideout also provides a safe area for meditation. Unless its location is intentionally exposed, the hideout will never be found by enemies. Before the action begins, decide who the sensei is and where the hideout exists in The Big City.

When I say “Who is the master?”, you say...

Sensei (d10)

1. Ancient, Learned Martial Artist
2. Golden Child
3. Soul Lingering in the Mist
4. Sewer Dwelling Mutant
5. Spirit Trapped in Inanimate Object
6. Park Hermit
7. Misunderstood Demon
8. Council of Elemental Elders
9. Millionaire Philanthropist
10. DJ with a Secret Past



Ninjas can count on their sensei to deliver mystical guidance, healing, and refreshments.

HIDEOUT

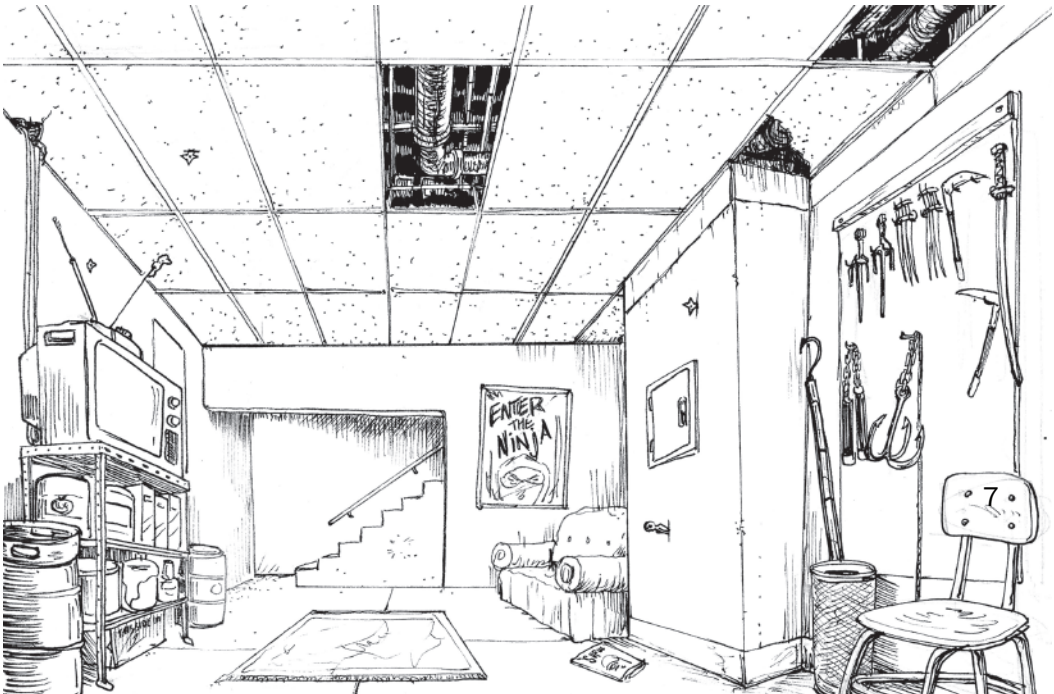
That's Paul's Boutique, and they're in Brooklyn

The Hideout is in the basement of a(n) (d20)

1. Restaurant
2. Electronics Shop
3. Video Arcade
4. Movie Rental Shop
5. Punk Club
6. Disco
7. Hip Hop Club
8. Youth Center
9. Karate Studio
10. Pet Shop
11. TV Station
12. Dive Bar
13. Gym
14. Modelling Agency
15. Music Studio
16. Fireworks Shop
17. Antiques Shop
18. Import Shop
19. Rare Book Shop
20. Church



The hideout will give Ninjas access to related material resources and contacts.



CHARACTER DAY JOBS *(d100)*

Cash is king and even Ninjas need a day job. A Ninja's civilian occupation, in addition to providing an income, also provides them with relative connections, wisdom, and skills.

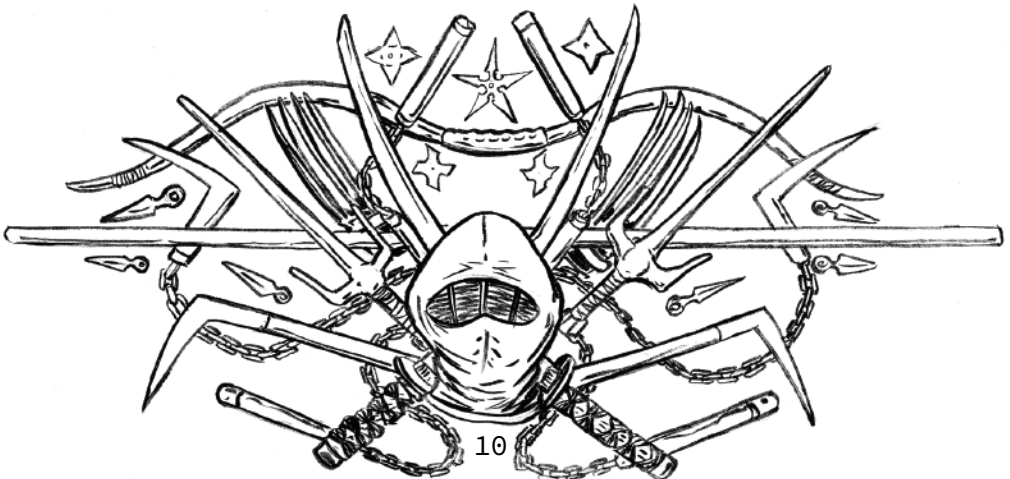
1. Sponsored Skateboarder
2. Bartender
3. Aerobics Instructor
4. Bouncer
5. Sponsored BMX Biker
6. Librarian
7. Pharmacist
8. School Teacher
9. Nurse
10. Doctor
11. Orderly
12. Fast Food Worker
13. Waiter at a High-End Restaurant
14. Cook at a High-End Restaurant
15. High Fashion Boutique Clerk
16. Club DJ
17. Radio DJ
18. Street Performer-Breaker
19. Soup Kitchen Director
20. Punk Rock Band Member
21. Heavy Metal Band Member
22. Youth Center Director
23. Rogue Police Officer
24. Comic Book Store Worker
25. Environmentalist
26. Factory Worker
27. Custodian
28. Ex-Soldier
29. Gym Trainer
30. Youth Karate Instructor
31. Community Sports Coach
32. University Professor
33. Museum Docent
34. Priest or Nun
35. Sanitation Worker
36. Taxi Driver
37. Street Vendor
38. Baker
39. Firefighter
40. Mailperson
41. Office worker
42. Grocer
43. Food Delivery Person
44. Surfer
45. Dog Walker
46. Pet Store Clerk
47. Mechanic
48. Plumber
49. Electrician
50. IT Person
51. Hair Stylist
52. Fashion Designer
53. Tailor
54. Carnival Worker
55. Banker
56. Door to Door Salesperson
57. TV Repair
58. Newsstand Attendant
59. Subway Conductor
60. Construction Worker
61. Photomat Operator
62. Journalist
63. News Anchor
64. Weatherperson
65. Shoe Shiner
66. House Painter
67. Locksmith
68. Parking Lot Attendant
69. Glamour Shot Photographer
70. Lifeguard

71. Bellhop
72. Concierge
73. Hotel Housekeeping
74. Landscaper
75. Computer Programmer
76. Park Ranger
77. Restaurant Inspector
78. Building Inspector
79. Animal Control Officer
80. Public Access Studio Worker
81. Public Access Host
82. Birthday Clown
83. Stage Magician
84. Street Performer-Magician
85. Antiques Dealer
86. Movie Theater Usher
87. Department Store Security
88. Fisherman
89. Zookeeper
90. Arcade Attendant
91. Record Store Worker
92. Ballet Dancer
93. Street Performer-Graffiti Artist
94. Model
95. Theater Actor
96. Video Jockey
97. Delivery Truck Driver
98. Street Performer-Portrait Artist
99. Street Performer-Musician
100. Telephone Psychic



WEAPONS AND EQUIPMENT

Ninja Weapons (all 1d6 dmg)	Street Weapons	Equipment (roll 3d16 to equip)
Katana Nunchaku Bo Staff Sais Tekko-Kagi- <i>hand claws</i> Kama- <i>sickle</i> Kusarigama- <i>chained sickle</i>	Pistol (1d6 dmg) <i>Disadvantage over 80'</i> Rifle (1d8 dmg) <i>Disadvantage under 80'</i> Shotgun (1d8 dmg) <i>One shot every other turn</i>	1. Smoke bomb 2. Flash bomb 3. Caltrop 4. Grappling hook 5. Lockpick set 6. Gunpowder 7. Flashlight
----- Bow and Arrows(20) Fukiya- <i>blow gun</i> Shuriken- <i>throwing star</i> Kunai- <i>throwing knife</i>	Machine gun (1d10 dmg) <i>Disadvantage always</i> Metal Stuff (1d4 dmg) <i>-Pipe, Wrench, Chain</i>	8. Hand claws/ Foot spikes 9. Poison kit 10. Storage pouch 11. Camo netting
<i>Ninjas should choose one melee weapon and one ranged weapon that defines them.</i>	Sharp Stuff (1d4 dmg) <i>-Knife, Glass, Razors</i> Wood Stuff(1d4 dmg) <i>-Boards, Bats</i>	12. 20' wire 13. Fire source 14. Medicine can 15. Disguise kit 16. 50' rope



BAD DUDEZ!

Don't switch the blade on the guy in shades, oh no...

Bad Dudez are disposable enforcers employed by a Bad Guy. Each group of Bad Dudez adheres to a distinct style of fashion and fighting. Roll a d6 to find out what you will be up against!

1. **Rival Ninjas** have access to ninja weapons and some may even have access to Kuji-in. They wear standard Ninja garb with clans embracing particular uniform colors. Their skills represent an equal playing field against Ninjas PCs.

2. **Karate Fighters** always present as they have just walked out of the dojo. They wear gis containing their dojo's symbol. Karate Fighters rely on their limbs for combat and will avoid the use of weapons. Because of their high hand-to-hand attunement, Karate Fighters make two melee attacks per turn (1d4+level dmg). Ninjas gain advantage when attacking Karate Fighters with ranged attacks.



3. **Renegades** are radical criminals with a penchant for firearms, knives, and explosives. Each neighborhood has its own style of Renegade that deck themselves out in outlandish uniforms to intimidate citizens and identify allegiance to their ruling Bad Guy. A gang of Renegades can only use one specific weapon type and have access to firearms.



4. **Bikers** terrorize the streets on their thundering choppers. These leather-clad hellions depend on chains and knives to inflict damage. Bikers receive advantage on all initiative rolls. They can only use melee weapons.

5. **Mutants** thrive in the chemically-tainted sewers of The Big City. Exposure to pollutants have given these freaks deadly powers. When a Mutant makes a successful attack, the target must make a DC 10 DIS Check or take poison damage related to the mutant's physiology (See DCC Appendix P: poisons), Mutants are allergic to a specific element or compound as determined by the Judge.

6. **Cyborgs** are technology-enhanced reanimated humans programmed to kill. Cyborgs' bodies are equipped with cutting-edge firearms. Their engineering provides them with high Armor Class, but they are susceptible to shut-down if their power source is revealed and destroyed.

Contraband

*A million magic crystals, painted pure and white,
a multi-million dollars almost overnight...*

What are the Bad Dudez pushing on the street? (d10)

1. Super Drugs

MondoDLT will keep you dancing all night long. But when the music stops, the thirst for blood begins.

2. Scientifically Modified Super Soldiers Awaiting Activation

Empty graves, a dry-ice shortage, and power outages plague Ninja City this summer.

3. Exotic Creatures with Supernatural Abilities.

Dante Columbus, eccentric importer and poacher, is set to make millions with the introduction of a cute-as-a-button invasive species marketed on TV as Perfect Petz. See how they glow!

4. Laser Weapons to Level the City

The crazy late-night public access host is warning about new television antennas popping up on the roofs of abandoned high-rises on the south side of town.

5. **Mind Control Technology**

The young prodigy and cult-leader known as The Dream Warrior, wants to eliminate everyone over 18. They have developed a device that turns sleeping teens into somnambulist assassins. WALK AMONG US

6. **Sentient Transforming Robot Toys Programmed to Kill.**

All those neatly wrapped Robo-Lordz toys are on countdown to sentience.

7. **Weather Control Technology**

Last week's Purple Rain phenomenon over the baseball stadium resulted in a violet, corrosive blob that continues to grow.

8. **Superfoods Made From People**

As riots erupt over food shortages in Ninja City, street evangelist Heston Thorn appears with the promise of full stomachs with his new super-protein Globen. As sales of Globen rise, the population of Greaser Alley plummets.

9. **A Virus With Mutating Powers**

The residents of the high-end Ivory Towers condominiums have been absent from tee time recently. As a viral slime drips from floor to floor, their penchant for single-malt transforms into a hunger for brains.

10. **The Corpse of an Evil Master Awaiting Ritual Reanimation**

The Master is not dead, they are just sleeping. A turf war between street preachers is brewing. Which side can you trust?



ADVENTURES!

I love it when a plan comes together...

This basic framework can help build an adventure session:

Intro Montage

Each Ninja should describe a quick scene from their day job. What is life like for them with their hoods off?

Invite to Adventure

The action in Ninja City should explode on the table before things get too comfortable. The clan just happens to be in the right place when the first threat appears to unsuspecting citizens.

Hot on the Trail

A clue at the scene leads the clan to a business front where Bad Dudez are doing their thing.

Showcase Showdown

After receiving sage guidance from their sensei, the Ninjas are ready to shut down the operation of the Bad Dudez once and for all.

Conclusion

Slow walk into the sunset? Pop n' Lock challenge? Pizza party? How will the Ninjas conclude their adventure?



RISE OF THE METAL PSYCHOS

Intro

Montage of the Ninjas at their day job. Meetup at 7:00 at the Gallery Mall.

Someone hears on the news that there have been recent robberies from the morgue at Cedar Grove Sanitarium, the state hospital for the criminally insane.

Mall Ratz

The Eastgate Mall is a two-story mall with every store one can imagine. Its parking garage doubles as a hang out for breaking crews and skateboarders.

While hanging out, there is a brief confrontation with the Stashes, a low-level bunch of thieves who always have the latest news from the street. They are attempting some poorly-planned shoplifting from Record World.

As the Clan interacts with the Stashes, they are interrupted by the sounds of gunshots and a body falling from the second floor.

Freakquency, the electronics hobby shop, is under attack. By the time the clan gets to the store, it has been totally trashed. Two men in identical olive jumpsuits, aviator sunglasses, and flattops are exiting through the back door, with one of them dragging out the female salesperson. Obviously, these guys are members of The Aviators, mercenaries for hire. One of the Ninjas (highest RES score) recognizes the salesperson as Karla, the girl they met at Great Skate last weekend—the girl that he has a date with tomorrow night! They are heading through the employee hallway that leads out to the employee section of the parking garage.

Smoke is dissipating from a breached safe that was hidden behind a boombox display. The safe has 5 compartments, all empty except for one. That one holds a heavy black battery the size of a VHS tape. It is labeled “X-Tek Industries”.

If the body is searched, a crumpled up paper will be found in one of their pockets. It reads, “Thresher, 20k, 5 units to start, 50 more next shipment. Shrimp Van.”

Aviator (2) Init +1 Atk fist +1 melee (1d4 dmg), ruger pistol (1d6 dmg); AC 12; HD 2d8; hp 10; MV 30'; Act 1d20; SV Fort -1, Ref +1, Will +2

Back at the Secret Lair

The Next Day...

Players will describe the lair and sensei.

As the sensei peers into the mystical incense mist, clues emerge.



An alarm goes off on the wall panel- Robbery in Progress at the First Federal Bank . That's just three blocks away!

First Federal Savings Bank

The First Federal Savings Bank is a 40 ft. tall Greek-revival style building. It has no windows on its exterior walls but pyramidal skylights on the roof provide natural light. The interior is mostly marble, with a high, u-shaped counter separating the lobby from the teller's area. A large vault door covers the majority of the back wall behind the tellers.

Four Aviators have 12 hostages at gun-point (automatic rugers). A 7 foot tall half man/ half machine is attempting to open the bank vault with an arm that ends in a laser torch. The other arm ends in a giant metal claw.

Aviator (4) Init +1 Atk fist +1 melee (1d4 dmg), ruger pistol (1d6 dmg); AC 12; HD 2d8; hp 10; MV 30'; Act 1d20; SV Fort 0, Ref +1, Will +1

Cyborg (1) Init +1 Atk claw +1 melee (1d6 dmg), laser torch (1d6 dmg); AC 13; HD 2d8; hp 10; MV 30'; Act 1d20; SP Self Destruct, DC 10 STL Save or anyone in 30 ft. radius takes 1d6+1 dmg; SV Fort +2, Ref +1, Will -1

One Aviator holds a large remote control containing one red button. If a Ninja gets a hold of the remote and presses the button, the Cyborg will shut down and initiate a 60 second self-destruct mode. There is a blue glowing battery in the Cyborg's back. If removed, it will shut down the Cyborg without entering self-destruct. The battery is marked X-Tek and is similar to the one found in the safe at Freakquency.

If any of the Aviators are searched, the Ninjas find the following: a Top Hat swipe card, an X-Tek business card with the numbers 01-38-666 scrawled on the back, 3 switchblades, and around \$500 in bills. Interrogating an Aviator will be difficult (DC 15), but if successful, the clan will learn of a cyborg army ready to be unleashed upon the city by Herman Thresher, a once-brilliant scientist turned crime lord.

A light blue van with the logo of a shrimp in a top hat can be found around the block. This is the vehicle that was used by the Aviators. There is a 1 in 6 chance that it is rigged with a bomb set to blow when the ignition is turned.

Gear Up and Head Out:

Montage at the Hideout of Ninjas getting ready for the Big Fight!

Top Hat Seafood Plant

The plant houses a legitimate front office that handles the paperwork and transport of seafood to local restaurants. Areas of the plant have been turned into makeshift laboratories, weapons storage, and cyborg containment units. All doors require swipe cards for entry.

Out of fear for their lives, the secretary and office administrator will attempt to activate alarms and leave the area when they see the Ninjas in uniform.

Building Layout

Exterior

The rectangular metal building is surrounded by a 20', concertina wire-topped chain link fence on its South, West, and East sides. The South fence is the main entrance for traffic and contains a gate that is retracted when deemed appropriate by the guard manning the security booth in front.

A. SECURITY BOOTH

This one-person wooden booth manned by an over-confident and underpaid rent-a-cop contains a phone, a phone book, and a red alarm button connected to the main building's security system. The phone can make regular calls and connects to four extensions labeled:

1. Front Desk
2. Shipping
3. Security
4. Plant Floor



B.WEST FENCE

The chain link fence protects the employee parking area. There is a 2 in 6 chance that a car will be unlocked. If a car is unlocked, roll a d6 to find the following item, in addition to a parking pass:

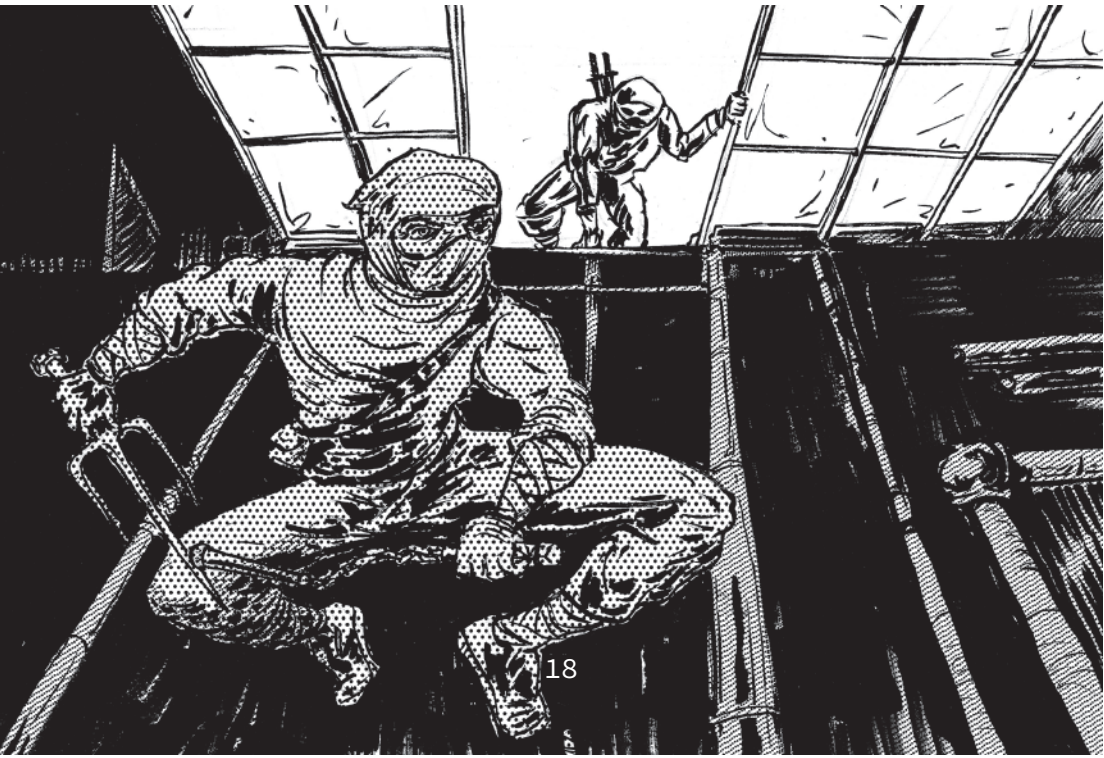
1. Company ID swipe card
2. Extra uniform
3. Surgical supplies
4. Alarm code
5. Report exposing security weakness
6. Layout of work floor

C.EAST FENCE

The chain link fence protects the MAIL AREA. There are two delivery trucks parked nose out from the building. Behind each truck is a garage door. One is locked and one is not. These doors lead to the MAIL AREA.

D.MAIL AREA

The MAIL AREA (D) contains various boxes of paper and packing supplies placed against the back wall. If the boxes are moved in any manner, a set of scrape marks on the cement floor will be exposed. These scrape marks are from the movement of a hidden panel that leads to a SECRET ROOM (D2)



serving as Dr. Thresher's planning area. Tacked to the walls are medical diagrams and mechanical plans for X-Tek cyborg systems. Polaroids of the bodies procured for experiments are scattered around the floor. A working X-Tek transmitter remote lies on a desk.



E. FRONT OFFICE

This glass-fronted office area is separated by a long, high counter, behind which sits a receptionist answering the phone and filling out paperwork. A door against the west wall leads to the STAFF LOUNGE (F). The two doors directly behind the receptionist lead to small administrative offices, each containing one desk, one chair, and a computer.

The RIGHT OFFICE (E1) is occupied by a business manager. He has full knowledge of delivery routes, schedules, and business accounts, but no idea about the specific crimes going on behind-the-scenes.

The LEFT OFFICE (E2) is unoccupied. A vent above the desk leads to the VENT SYSTEM leading to a grate above the SURGERY AREA (I).

F. STAFF LOUNGE

This room contains several fold-out tables and chairs where employees take their break. There is a television, a bulletin board with social announcements, and a candy machine, above which is a grate leading to the VENT SYSTEM. There is a 1 in 6 chance that the room is empty, otherwise the room is occupied by 1d6 WORKERS. Two doors are on the north wall, one labeled "Men" and the other labeled "Women". These lead to changing rooms.

G. LOCKER ROOMS

These rooms are never occupied. Each of the 20 lockers is secured with a padlock, but can be picked with a DC 10 check. Each locker contains a civilian outfit and one spare worker uniform and helmet.

The locker rooms have a door on the north wall that leads to the staircase to the MAIN WORK FLOOR (H).

H.MAIN WORK FLOOR

This hangar-like room has been crudely repurposed as an operating room and X-Tek battery assembly line, while still operating as a fish processing plant. The floor is a foul, slippery mess of blood, fish, and grease.

Six Aviators will be patrolling the area while ten civilian workers nervously construct X-Tek cyborg transmitters on one of the conveyor belts. The other two conveyor belts continue to be used by workers for fish processing.

I.Surgery Area

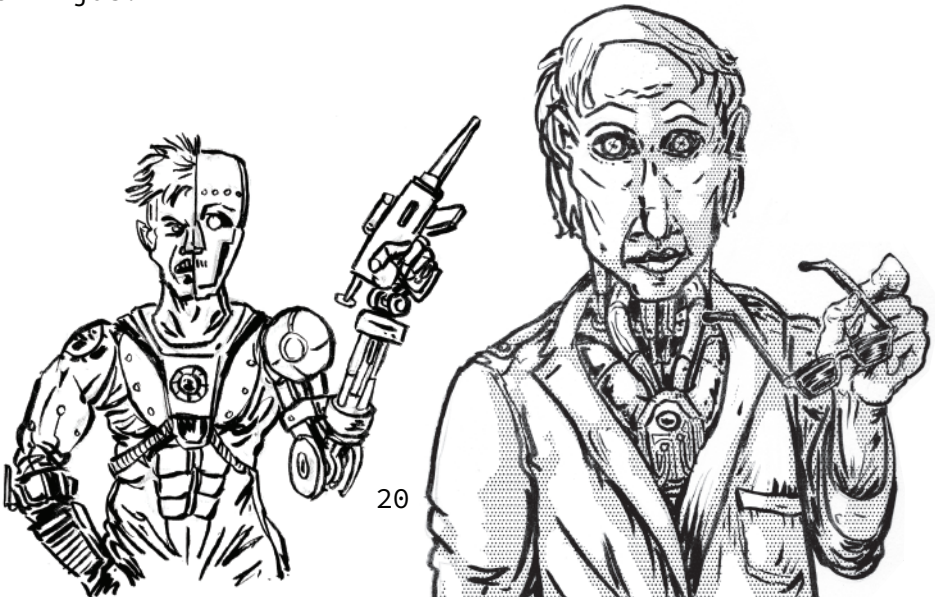
The buzz of bone saws come from a curtained area where several surgeons are attaching X-Tek transmitter units, armor, and weaponry to three muscular corpses.

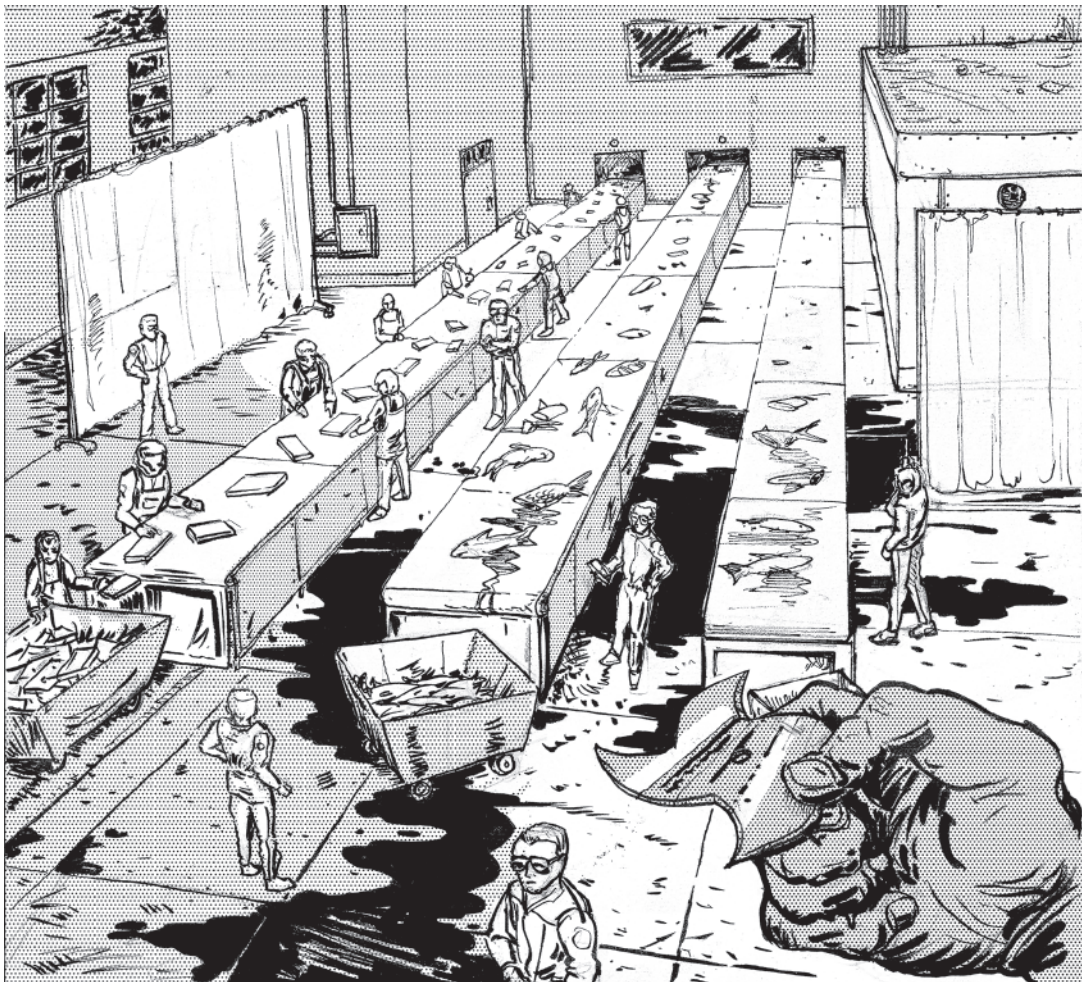
J.Freezer

A freezer unit that holds ten muscular corpses already outfitted in X-Tek cyborg gear, but awaiting batteries.

If an X-Tek battery is placed in the slot in their back, the cyborgs will activate and attack anyone not wearing sunglasses. If the Ninjas have access to a X-Tek transmitter remote, they can power them up or shut them down with the click of a button.

If any power supply is interrupted, if an alarm is triggered, or if a gun is fired, Dr. Thresher will burst through a retractable back wall panel and begin to attack the Ninjas.





Dr. Thresher, in his increasing insanity, has fused his body with next-level X-Tek technology, relying on the electromagnetic waves of his body for power rather than the batteries seen on the other cyborgs. He will fight to the death. His cybernetic enhancements include:

- * Chrome skull cap and torso plate for armor
- * Heat and night vision cybernetic left eye
- * Mini-gun left arm , robotic right hand
- * Hydraulic leg extenders allowing for a 4 ft. height increase from 6ft. to 10 ft

Dr. Thresher

Init +3 Atk claw +3 melee (1d6 dmg), mini-gun (1d8 dmg);
AC 15; HD 4d8; hp 30; MV 30'; Act 2d20; SP Crush; SV Fort +2,
Ref +1, Will +2



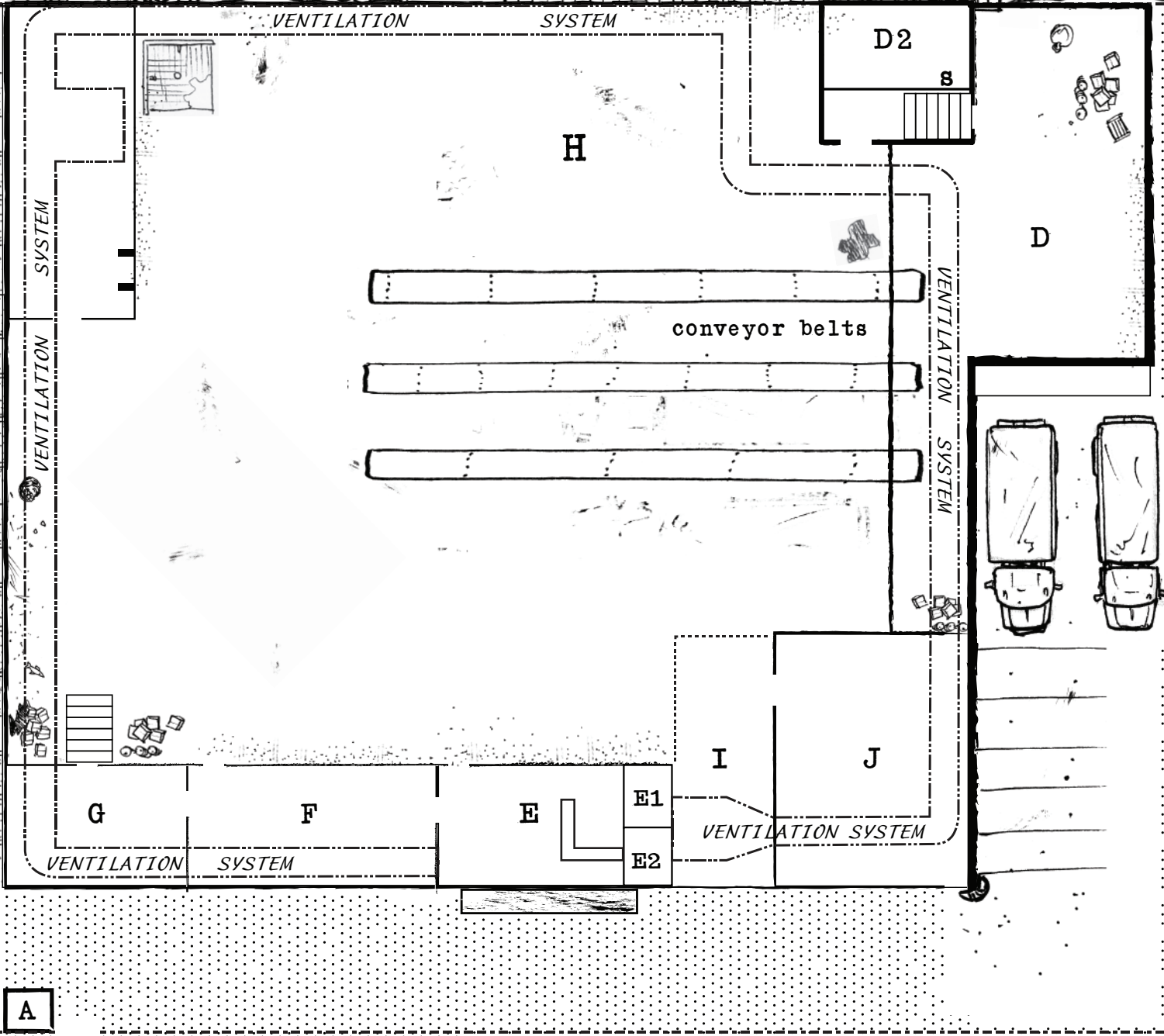
East River

Dock

West Fence

Parking Lot

East Fence



Given Name _____ Code Name _____

HP _____ AC _____ Day Job _____

SWORDZ- Attribute System

Stealth- Concealment, Deception, Agility (REFLEX)

Wisdom- History, Geography, Technology (WILL)

Offense- Martial Arts, Weapon Usage, Sabotage

Respect- Leadership, Connections, Trust

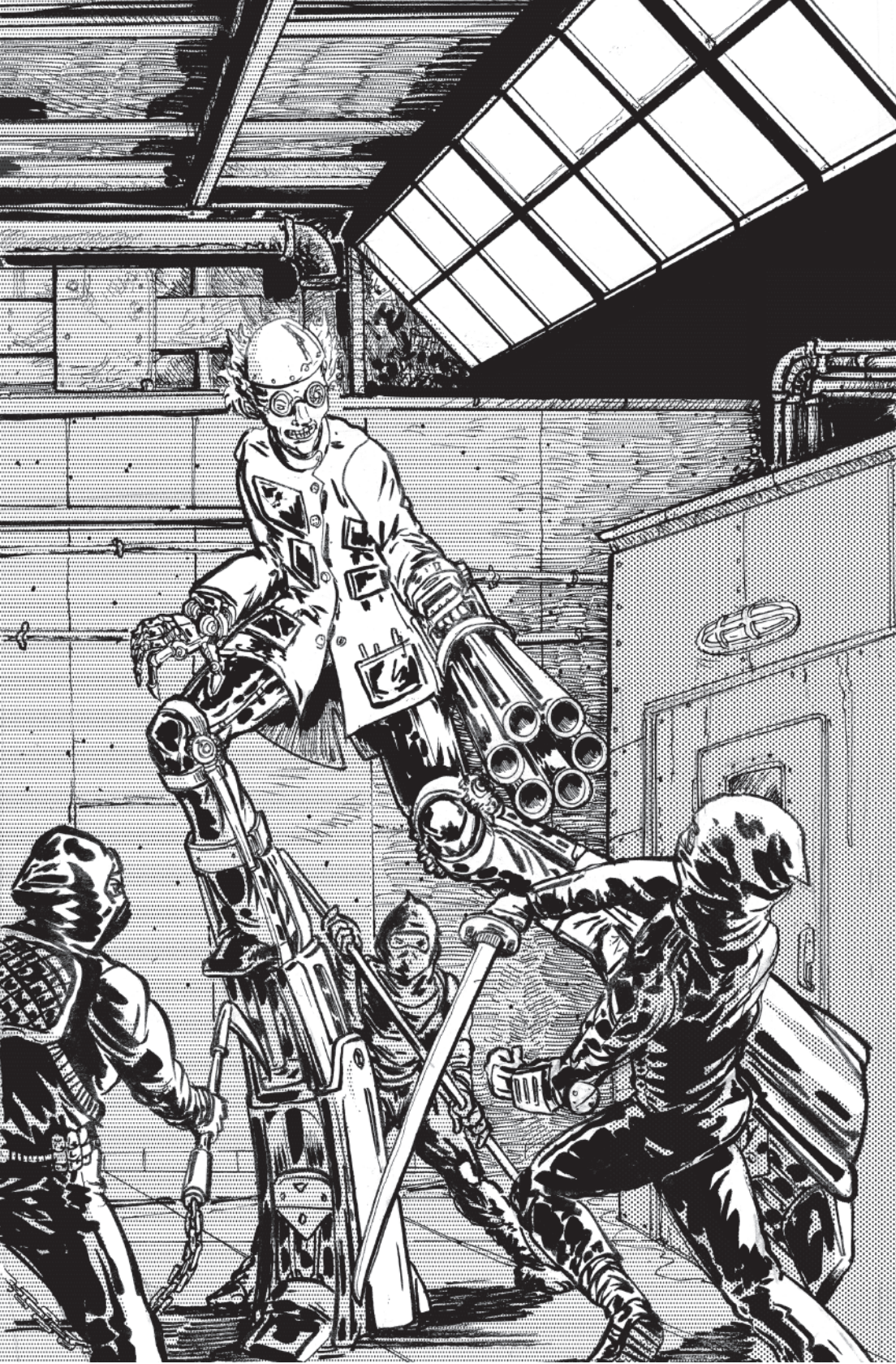
Discipline- Kuji-in, Physical Threshold for Damage (FORTITUDE)

Z-Force- Super Moves, Luck(see Dungeon Crawl Classics Luck Rules)

	Score	Modifier	Picture of Ninja in Action
STE			
WIS			
OFF			
RES			
DIS			
Z-F			

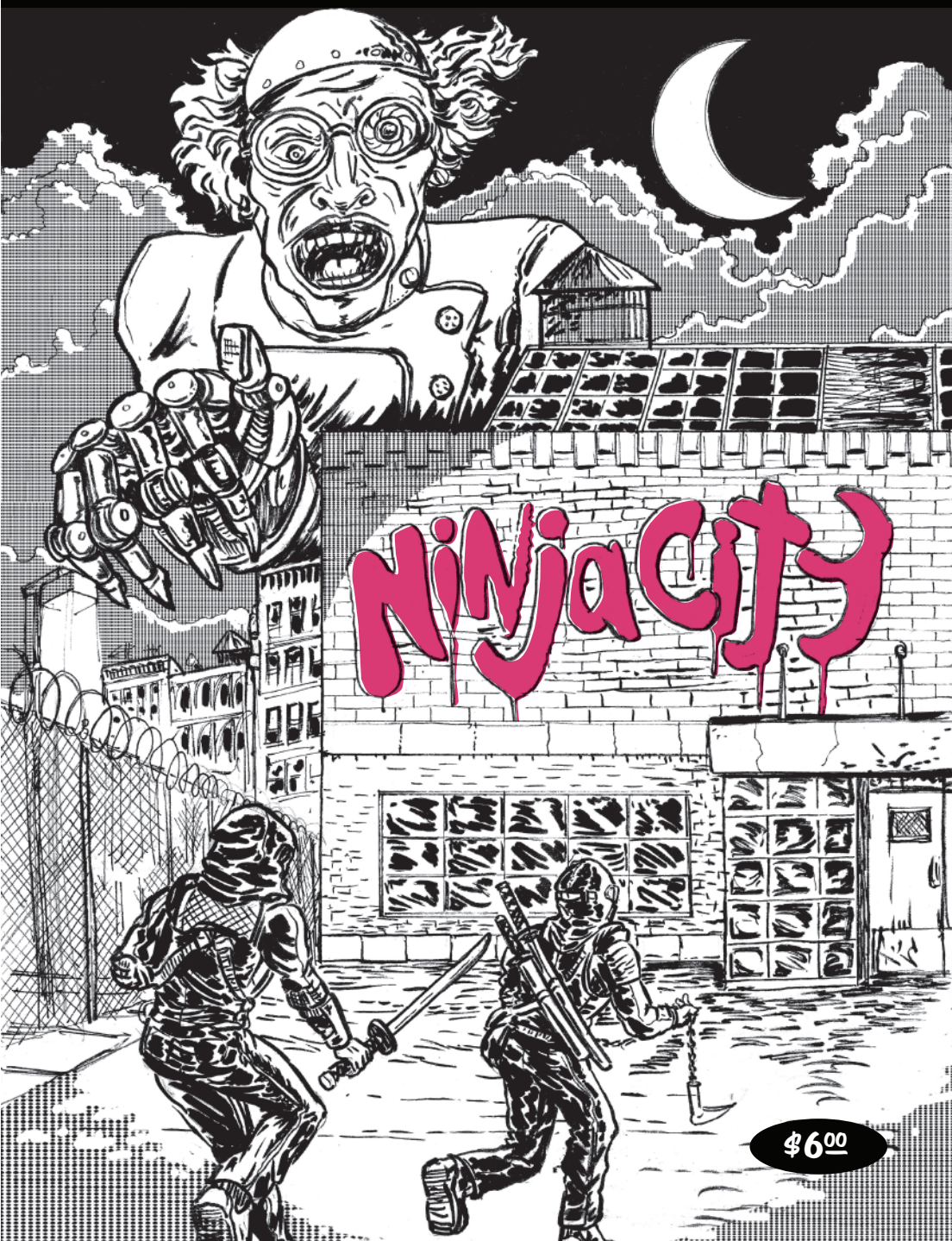
Kuji-In _____

Equipment



COMPATIBLE WITH
**DCC
RPG**

This product is compatible with the
Dungeon Crawl Classics Role Playing Game.



\$6.00