



This 8-page comic is an introduction to the N.B. Crew comic (as featured on the Ninja Burger website) as well as an introduction to the Ninja Burger 2nd Edition Role-Playing Game, which uses the Prose Descriptive Qualities (PDQ) game engine from Atomic Sock Monkey Press. Below each comic page you will find that page translated into PDQ stats and rolls, as it might occur if it were happening within a Ninja Burger game session.

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For the purposes of this introductory adventure, Dougna and Steve have the following **Qualities**:

*Dougna the Chef*

*QUALITIES: Average [+0] Ninja, Good [+4] Chef, Good [+2] at Using Sharp Things, Good [+2] at Handling Stress, Poor [-2] Temper.*

*Steve the Deliverator*

*QUALITIES: Average [+0] Ninja, Good [+2] Ninja Magic, Good [+2] Deliverator, Good [+2] at Fleeing, Good [+2] Video Game Trivia, Poor [-2] Cowardly.*

Time flows in **Scenes** and **Turns**. A Scene is an entire conflict situation, starting with an **Initiative** roll and ending with the situation being resolved.

The above panels represent one Scene, beginning with Steve winning Initiative (more on that later) Steve opts to do nothing but sit in his chair on his turn, leaving Dougna all the opportunity in the world to toss Steve into the basement on his own turn.

With the situation completely resolved, the scene ends. A new scene begins when a new conflict situation presents itself. In this example, that will occur on the very next page.



Steve heads into the basement, rather unwillingly. Wandering down the creaky basement stairs isn't hard, but it's kind of dark, so there's some risk involved. This will require some **Task Resolution**.

This is what the PDQ system calls a **Simple Situation**, and the **Dispatcher** does not wish to bog down the game on such a simple task. Instead, she just compares Steve's **Ninja Quality** [Average] to the **Difficulty Rank** of the stairs [Poor].

Since Steve's rank is higher, he succeeds in the task automatically, and makes it safely to the bottom of the staircase, where further danger awaits.

Beside the furnace is a sign, but it's kind of hard to read in the shadows. This starts as a **Simple Situation**, so the **Dispatcher** compares Steve's **Ninja Quality** [Average] to the **Difficulty Rank** of reading the sign in the shadows [Average]. It's a tie.

This escalates into a **Complicated Situation**. Steve's player rolls 2d6 and adds any modifiers (in this case, **Ninja** [0]). To succeed, he must match or beat the **Target Number** of the task's **Difficulty Rank**. Steve's player rolls a total of 8; the **Difficulty** is a 7. Steve succeeds, and thus he can read the sign.

Unfortunately, Steve disregards the warning.



Steve is not like most Deliverators. He has learned a trick or two in his short career, and has picked up a bit of Ninja Magic. **Ninja Magic** can work (at least) two different ways in the Ninja Burger RPG, depending on the desire of the Dispatcher.

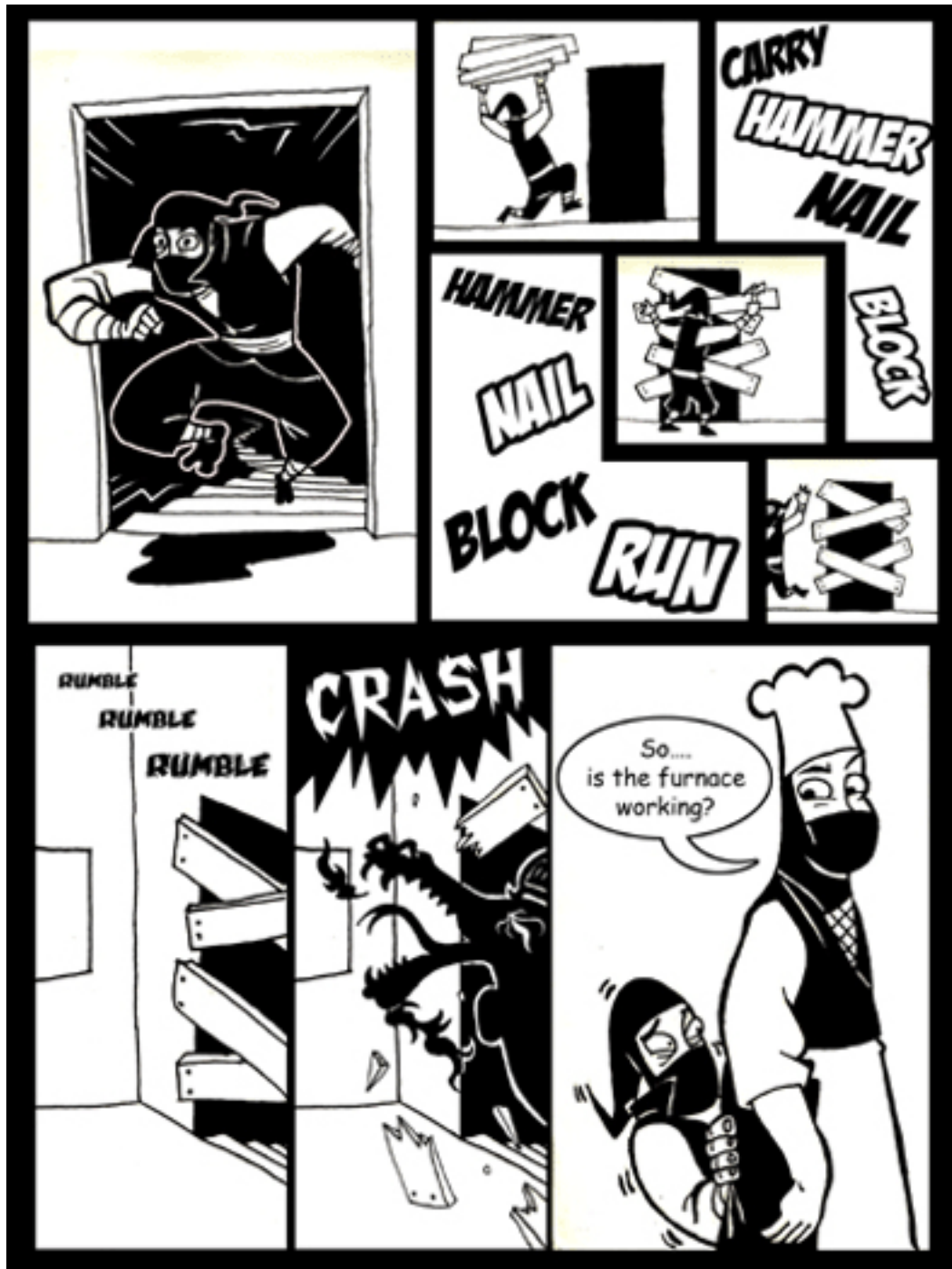
In less realistic worlds where magic is flashy and showy, it can have major effects visible to everyone. In more realistic worlds where magic is less visible, its effects are more internally focused.

The world of the N.B. Crew has a **Realism** rating of +2, which means that in this world, Ninja Magic will have **Flashy** effects.

Ninja Magic theory is based on nine hand signs, called the **Kuji-In**. However, the renegade Steve has learned a tenth hand sign - **Utsushi**. Utsushi consists of the index and middle finger held up, with the ring and pinky finger curled inward beneath the thumb.

The **Focus** effect (not used here) is to allow the ninja to copy any action done in the previous turn, using the same result (including die roll), with a -2 **Downshift**.

The **Flashy** effect is to generate 1d6 "copies" of the ninja. These copies have all the original's skills and personality, but take a -2 Downshift on all actions. They last for the duration of the Scene.



Steve makes his getaway and runs upstairs, quickly gathering up a quantity of wood, nails and other tools and boarding up the entrance to the basement. The PDQ system generally allows players to have access to whatever reasonable tools their skills will allow, and the Dispatcher decides that in this situation (based on the world's Realism rating of +2) it will be funny to allow Steve to do this.

This is a Complicated Situation, so Steve's player rolls 2d6 and adds in any relevant qualities (of which there are none). His result is a 7, and the Dispatcher assigns that number to the makeshift door.

Meanwhile, the Dispatcher decides that down in the basement, the Fire Demon makes quick work of the two ninja copies.

Here, the Dispatcher could choose to roll out the entire combat, but really, it makes more sense here to pick up the pace and stick with the players. The copies have served their purpose as a distraction, after all.

The Dispatcher has the Fire Demon compare its Fire Demon Quality Rank of 13 to the door's rank of 7. The Fire Demon obviously wins, and smashes easily through the planks of wood.



The Dispatcher opts to treat this as a new Scene, so Dougna, Steve and Caldo the Fire Demon all determine **Initiative**. Typically this is done without rolling by simply comparing relevant Qualities. Here, Steve and Dougna's Ninja Qualities [+0] are compared to Caldo's Fire Demon Quality [+6], and Caldo wins.

Caldo rears back and slams the first target he sees, which happens to be Dougna. As this involves direct conflict between parties, it is a **Conflict Situation**, which means both sides roll 2d6 and add in any relevant Qualities or Modifiers. Caldo gets a 7 on the dice, and adds his Fire Demon Quality of +6, for a 13.

Dougna's player rolls 2d6 and gets a result of 6. The Dispatcher allows him to add in Dougna's Chef Quality of +4 since the battle is taking place in the kitchen, which gives Dougna a total of 10. As this is less than Caldo's 13, Dougna takes 3 **Ranks of Damage**.

Each Rank of Damage represents a -2 Downshift applied to Dougna's Qualities. Thus, Dougna must reduce his Qualities by a total of -6. He opts to reduce his Chef, Using Sharp Things and Handling Stress Qualities by -2 each. As he still has Qualities that are 0 or higher, he is still conscious.

However, now it's Steve's turn (see next page).



Steve rolls 2d6 and gets a result of 11. Not bad! But Steve's adds in his Video Game Trivia [+2] Quality and gets a bonus +2 Upshift for Acting Ninja, as he describes a super ninja flying kick directly to the Fire Demon's weak spot. This total of 15 is compared to Caldo's defense of 11 (a roll of 5, plus his Fire Demon Quality [+6]), and Caldo takes 4 Ranks of Damage.

Caldo is only a medium-sized Fire Demon (how could he fit in the furnace otherwise?) so he only has a total of 6 Ranks, all in Fire Demon. Taking 4 Downshifts of -2 puts his Fire Demon Quality at Poor [-2], which means he is Knocked Out of the Conflict. Steve wins!

As has been explained, the N.B. Crew's World has a Realism rating of +2. It also has a Violence Rating of 0. With a VR Rating of V0, R2, the Dispatcher decides that combat is non-fatal except under extreme circumstances. This means that – as is the case in most Ninja Burger settings – all Damage Ranks taken during a Scene is recovered when the Scene ends, as long as the threat of Danger is removed (if danger looms, the healing is limited to 1d6 Ranks per person).

Dougna and Caldo recover from their wounds, and everyone gets back to work doing what it is that they do best – serving Ninja Burger's customers!



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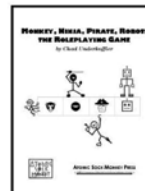
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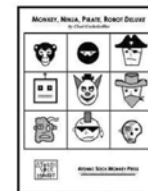
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