

NINJA BURGER™ DEMO EMPLOYEE REFERENCE SHEET

Name: _____

Hair Color: Unknown

Eye Color: Unknown

Favorite Color: Black



Employee Sketch

MAKING A NINJA?

1. Roll 3d6 for each STAT
2. Roll 1d6 for each SKILL group to determine Mastery, player's choice on a 6.
3. Select a starting weapon
4. Compute:

HITS = STRENGTH

AGILITY	Combat Dice
0-4	1
5-9	2
10-14	3
15-19	4

EXTRANEIOUS MOVE!

0	1
1-4	2
5-8	3
9-12	4
13-16	5
17-20	6

5. Name your Ninja.

WEAPON

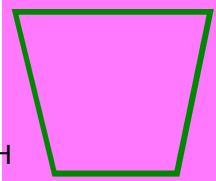
1. **Nekode** (TAI-JUTSU) 4 DAM +Climb (Ninja hand claws)
 2. **Spatula** (BO-JUTSU) 2 DAM +Cook (A spatula)
 3. **Nunchaku** (KUSARIGAMA-JUTSU) 3 DAM +Fast
 4. **Ninja-to** (KENPO-JUTSU) 7 DAM (Ninja Sword)
 5. **Yari** (YARI-JUTSU) 7 DAM +Reach, +Large (A long stick with a blade at one end)
 6. **Bo** (BO-JUTSU) 5 DAM +Reach, +Large (A big piece of bamboo for smacking down enemies)
- Ninja Hand/Foot** (TAI-JUTSU) 3 DAM
Shuriken (SHURIKEN-JUTSU) 2 DAM +Fast, +Fast

Weapon Ability Explanation

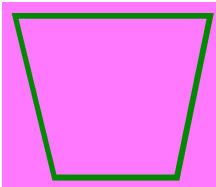
- +Climb** - CHOHO climbing rolls are -1 die of DIFFICULTY
+Cook - MAKUDONARUDO cooking rolls are -1 die of DIFFICULTY
+Fast - Ninja may make a second attack with no penalty to the attack roll.
+Large - Requires two hands to attack with this weapon
+Reach - Can strike opponents one square away

NINJA STATS

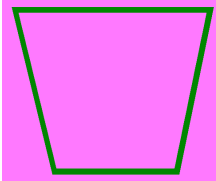
S
STRENGTH



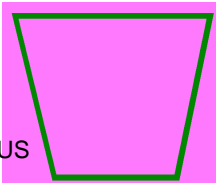
A
AGILITY



K
KI



E
EXTRANEIOUS



NINJA SKILLS

STRENGTH

1. TAI-JUTSU (Unarmed)
2. KENPO-JUTSU (Swords)
3. BO-JUTSU (Staffs)
4. KUSARIGAMA-JUTSU (Chain)
5. YARI-JUTSU (Spears)

AGILITY

1. BAJITSU (Horsemanship)
2. SUIREN (Swimming)
3. SHINOBI IRI (Infiltration)
4. INTONJITSU (Lying Low)
5. SHURIKEN-JUTSU (Thrown)

KI

1. KAYAKU-JUTSU (Guns)
2. CHOHO (Espionage)
3. HENSOJITSU (Disguise)
4. SEISHEN (Meditation)
5. WUJENITSU (Magick)

EXTRANEIOUS

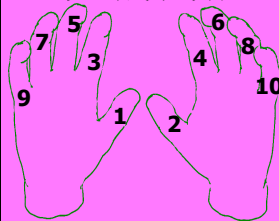
1. BO RYAKU (Strategies)
2. TENMON (Meteorology)
3. CHIMON (Geography)
4. KYOJITSU (Philosophy)
5. MAKUDONARUDO (FastFood)

C D

MOVE

HITS

DISHONOR



NINJA POCKETS

	1	2	3	4	5	6
1	Snake-Eyes!	Bag of Caltrops	Random Weapon	Ninja Oil	Head-band	NB Meal
2	Random Weapon	Eggshell Grenade	Medicinal Herbs	Lock Pick	NB™ Meal	Shuriken (d6)
3	Lock Pick	Ninjal Oil	Eggshell Grenade	NB™ Meal	Special	Random Weapon
4	Shuriken (d6)	Special	NB™ Meal	Eggshell Grenade	Medicinal Herbs	Disguise Kit
5	Head-band	NB™ Meal	Shuriken (d6)	Random Weapon	Eggshell Grenade	Special
6	NB™ Meal	Disguise Kit	Special	Bag of Caltrops	Shuriken (d6)	Eggshell Grenade

Weapon

Equipment