

Christmas Ninjas

A 4-hour RPG from Annacon 2005-6

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There is a war to save Christmas. And on the front lines are the much maligned Christmas Ninjas. Some say these noble warriors are monsters, though they fight to save Christmas from Santa Claus and his secular elven legions. Some say that the ninjas are poor musicians, though the magic of the 80's hair bands was but a shallow reflection of the Christmas Ninja's talents. Some say that they are heartless killers, though they struggle day and night to eradicate Cancer, selflessly slaying any born under that sign to help make the world a better place. While they are funded by Fox News, those who claim that the christmas ninjas are Nazis mistaken. The Nazis live next door.

A Short Chronology of the Christmas Ninjas

- **3712 BCE** - Mythical founding of the Order of the Christmas Ninjas, founded by Master Gingerbread
- **2016 BCE** - Death of last Gingerbread male, beginning of the preeminence of the Panda Bear Masters, when no human ninja proved capable of leading the ninjas.
- **1361 BCE** - Christmas Ninjas, with the help of several other secret societies, found Yule.
- **1233 BCE** - Saturnalia Wars begin.
- **784 BCE** - Saturnalia Wars end with uneasy truce.
- **27 BCE** - Christmas invented.
- **129 CE** - First successful christmas, due to assistance of Saint Nick and his elven followers.
- **132 CE** - Second Saturnalia Wars begin.

- **971 CE** - Final eradication of the Saturnalia Ninjas.
- **1399 CE** - Santa Claus becomes nominal leader of Christmas Ninjas, deposing current panda bear master.
- **1734 CE - Great Betrayal** - Santa Claus and his elves attack the ninjas, driving them out of the Christmas Fortress. They hide in the Black Hole Sun Mountains and begin to rebuild under their new panda leader. Global decline in panda population begins.
- **1964 CE - Great Schism** - Under the heretical guidance of the panda, Maxwell, over half the Christmas Ninjas break from the no-hair code. These heretics become hair band members, slowly driving the loyal ninjas out of their home.
- **2003 CE** - With the assistance of Fox News, the Christmas Ninjas relocate to Antarctica, into a dire penguin guarded fortress previously inhabited by a mad scientist. In exchange the ninjas vow to help defend Christmas and eradicate Cancer.

Making Your Ninja

1. **Choose a Name**
2. **Choose a Race**

- **Human** - Balance 2, Choose 3 jitsu, Hair = 0 in
- **Panda** - Balance 3, Diejitsu, Choose 2 jitsu, Hair = 1 in

- **Dire Penguin** - Balance 2, Gayjitsu, Halibujitsu, Choose 2 jitsu, Hair = 1 in (Dire Penguins are the perverted creations of Dr. Ernesto Sellers, former owner of the ninjas' current home. They have only recently been permitted to become Christmas Ninja.)

3. Choose your jitsu

- **Crochejitsu** - This jitsu applies to pokey weapons, especially the weapon of honorable suicide, the crochet needle. In addition this jitsu also applies to the clothing and fabric arts.
- **Croonjitsu** - This jitsu applies to the uses of the voice, whether singing, persuasion, or fast talking.
- **Diejitsu** - This jitsu applies solely to meditation rolls.
- **Fleejitsu** - This jitsu applies to athletics and movement, especially running away.
- **Gayjitsu** - This jitsu applies to knifeless cooking, as Christmas Ninjas are prohibited from using any sort of blade by the no-hair code.
- **Halibujitsu** - This jitsu applies to fishing, as well as hitting things with fish and other blunt objects.
- **Lawnjitsu** - This jitsu applies to thrown weapons, especially lawn darts, and ninja meditation dice.
- **Lutenjitsu** - This jitsu applies to lute playing and other forms of leadership.

4. **Write down gear** - All ninjas start with as many 3-sided meditation dice as their Balance, a metallic crochet needle, for combat as well as honorable suicide. The ninja then chooses two of the following items: set of three lawn darts, a halibut, and a lute.

5. **Gain Hair** - Each ninja may gain 1 jitsu by gaining 1/2 in of hair or 1 Balance by gaining 1 in of hair. Either may be done multiple times, but no ninja may gain more than 2 in of hair in this manner.

6. **Choose Lutenist** - Once all ninjas have been created, decide which ninja is the lutenist, the official leader of the squad.

- The lutenist is the highest Balance ninja with Lutenjitsu.

- If no ninjas in the squad have Lutenjitsu, the lutenist is the ninja with the highest balance.
- Pandas win ties against non-Pandas.
- If there is still a tie, the squad votes to determine the lutenist.

Being a Ninja

The Basic Roll

Each time a ninja attempts an uncertain, but possible, action the player rolls one die if their has no appropriate jitsu, and three dice if the character does. The player then attempts to match the opposed roll, which is a number of 3-sided dice based on the difficulty and the ability of any opposition.

Once both sets of dice are rolled, the ninja may add any balance dice saved to his or her roll. Then the player attempts to match the each distinct value appearing in the opposed roll. For example, a 1,1,3 on an opposed roll requires that the 1 and the 3 be matched, but not the 2. The player counts the smallest number of matching dice he or she of the dice values rolled by the opposition. So if the player needs to match the above roll and had rolled a 2,3,3 and had added a 1 as a balance die, the smallest match would be 1, from the 1's, rather than 2 from the 3's. If the number of matches is a 0, the action fails, otherwise the ninja succeeds, according to the match table.

Once the matches are determined, any one die not used in any match may be added by the ninja to his or her balanced dice, provided that the ninja has less dice balanced than his or her Balance. In the above example, the ninja can add a 2 to the balanced dice, replacing the 1 used. These balanced dice are literally being balanced by the ninja, as they go about their ninja business.

Opposing Dice	
Simple Task	1 die
Difficult Task	2 dice
Exceptional Task	3 dice
Average Foe	+1 die
Competent Foe	+2 dice
Jitsu Foe	+3 dice
Multiple Foes	Strongest + 1 die

Matches	Effect
0	Failure, in combat you take a wound
1	Simple task success
2	Difficult task success
3+	Exceptional task success

Wounds

Wounds accumulate until a ninja takes as many wounds as his or her Balance. Any further wounds cause a ninja to die, or immediately gain 6 in of hair.

Hair

Hair is the outward representation of the ninja's failure in their path. As hair lengthens the ninja is forced to either leave the order and join the hated hair bands, or to honorably commit suicide with their crochet needles.

Hair Gains	Action
1/8 in	failing a task
1/4 in	disobeying orders
1/2 in	forbidden weapons or unclean fuel
1 in	roll an extra die on an action
2 in	undermining a mission
3 in	betraying a ninja
4 in	killing a christmas ninja
6 in	cheating death

Hair Levels	Effects
6 in	-1 Balance for Lutenist
1 ft	-2 Balance for Lutenist
2 ft	Probation
3 ft	Immediately Exiled

Meditation

Using an hour of peace and quiet a ninja may make an unopposed meditation roll. Any dice rolled may be added to the balanced dice.

Merry Weapons

- **Crochet Needles** - Slaying is simple, incapacitation is exceptional.
- **Halibut** - Slaying is exceptional, incapacitation is simple.
- **Lawn Darts** - Slaying is difficult, incapacitation is difficult, ranged.
- **3-sided dice** - Slaying is exceptional, incapacitation is difficult, ranged.
- **Lute** - reduced musical actions by one difficulty level.
- **Forbidden weapon** - as any of the above at one difficulty lower, minimum of simple.

Gay Fuel

- **Nachos** - Nachos are a core food of the ninja, used in ancient techniques to develop balance. When eaten the ninja immediately makes a meditation roll. Making Nachos is difficult.
- **Twinkies** - Twinkies are a link to the ancestral ninja. This deep connection allows a ninja to act as if they had any one jitsu for an action. Twinkies may only be awarded, not made.
- **Cheese Burgers** - Cheeseburgers are the center of any healthy ninja diet. When eaten the ninja may gain one balanced die of the players choice. Making cheese burgers is difficult.
- **Dumpster Snacks** - Carefully salvaged from dumpsters, these snacks allow a ninja to heal one wound. Once a dumpster has been found making these snacks is simple.
- **Old Bay Seasoned Halibut** - This cherished food of last resort requires an exceptional gayjitsu task using both Old Bay Seasoning and a ninja's halibut. When consumed the ninja may on one roll use the largest number of matches, rather than the smallest. This must be made, though Old Bay Seasoning may only be awarded.
- **Wasabi** - A substance of great purity it can even refine unclean fuel. With a simple gayjitsu roll, unclean fuel no longer causes hair growth. Wasabi is only awarded.
- **Unclean Fuel** - Unclean food cannot be made or awarded, but is instead found during missions. It acts as both a cheese burger and a dumpster snack.

Blood for Christmas

The task of the Christmas Ninja GM is to act as the superiors and antagonists of the ninja squad. Each session the ninjas should receive a main mission, and several minor ones, usually related to defeating Santa and his super powered elves (not the wimpy short ones you've heard of), the hair band traitors, or killing people born under the sign of Cancer. When the session ends award each ninja a gay fuel for each successful mission. You can award nachos, twinkies, cheese burgers, dumpster snacks, or Old Bay Seasoning. Or you can let the ninjas pick which one they want.

Now get out there and save Christmas.

Appendix - Original Terms

1. lutenist
2. dumpster
3. twinkies
4. gay fuel
5. Zodiacide
6. panda bear
7. Fox News
8. cheeseburger
9. Metallic crochet needles that kill people
10. hair
11. lawn darts
12. flocks of dire penguins
13. 3-sided die for combat with an improvised weapon
14. The Black Hole Sun Mountains (they're filled with bands)
15. christmas ninjas!
16. Nachos
17. **Mid-design Bonus:** Old Bay Seasoning