

Ninja Burger: Paragon City Franchise



By: Gabe Carlson, I.O.R. #433
Dedicated to Danny Deepfreeze, Cpt. Shiny Shield, Distracting Beauty,
Grinning Wolf, and Major Mirage
Special Thanks to: Bill, for being a huge geek

Inspired by "Ninja Burger: The RPG" (www.ninjaburger.com/rpg/) and
"City of Heroes" (<http://na.cityofheroes.com/en/>)
Incorporating "Risus: the Anything RPG" by S. John Ross
(<http://www222.pair.com/sjohn/risus.htm>)

THE PREMISE:

The PC's are a team of Ninja Burger delivery ninja working in a city full comic book superheroes, supervillains, and the like. What could POSSIBLY go wrong?

THE RULES:

Standard Risus with the fixin's you usually like and the honorable addition of:

Ninja Pockets: Ninja keep ALL KINDS of things in their pockets! All Ninja Burger employees have a "Ninja Pockets" cliché, which allows them to produce anything they might desire at a moment's notice. Failing a "Ninja Pockets" roll doesn't mean that they don't produce anything, just that the GM decides what actually comes out of the Ninja Pocket. Producing something from Ninja Pockets also doesn't count as an action, and ninja never fail, so it makes perfect sense for ninja to assume that they will grab what they want on the first try and be able to use it immediately. At the GM's discretion, the usual amount of character creation dice/points may be increased to accommodate Ninja Pockets.

Team Spirit: Rather than members of a team-up adding only the 6's they roll to the leader's total, teammates add their highest die rolled and all duplicates. So if you roll "3, 3," add those 3's to the team's total. If you roll "4, 4, 5," add that 5 to the team's total.

Also: It is highly recommended by our ancestors that PC ninja not actually have a "Ninja" cliché, but instead break up the qualities/skills that make ninja what they are. "Master of Disguise," "Silent as a Doormouse," "Kung Fu Killer," "Saboteur Extraordinaire," and the like allow for more variety and flavor; most important qualities to the Ninja Burger experience.

THE CREW (12 dice +Hooks):

Gedde Wannabe

Gedde is an aspiring hero. You'd think ninja skills would be plenty qualification to fight crime, but in Paragon, it barely lifts you out of the minor leagues. Gedde is working at Ninja Burger to pay the bills while looking for a patron hero to sidekick for.

Master of Exotic, Esoteric, and Other-"E"-Word Weapons (4), Batman-Like Stealth (3), Fry Cook (2), Ninja Pockets (2); Quest Dice (Impress a Superhero) x10

HOOK: Networking (Gedde gets all starry-eyed around named superheroes and will go out of his way to introduce himself to and show off in front of them)

Silken Viper

"Silky" is an undercover Arachnos agent. There are 100,000 heroes living dual lives in Paragon City, so why the heck can't the bad guys track down anyone's secret identity?? Working for Ninja Burger gives her license to break into homes, get close to heroes, and, hopefully, turn up information about who

the heroes are when they aren't fighting crime, and then report back to Arachnos.

Ninja Pockets (4), Master of Disguise (4), Violent Acrobat (2), Iron Chef (2); Lucky Shots x3

HOOK: REALLY secret mission (You're on a mission so secret that you don't know what it is. You don't know who you're working for or what the end goal is, but you're constantly finding notes left for you, secret messages in TV broadcasts, and other spur-of-the-moment instructions that tell you to perform odd, seemingly random tasks throughout your normal day. You tried to disobey one of these instructions once; you woke up in the hospital missing a few days.)

Scott Resnick (a.k.a. Hiro Notzomuchi)

“Hiro” has no sense of direction, which is why he got lost going home one night in a bad part of Talos Island. While forcing a gate at the end of an alley, the gate slammed into the back of a Tsoo Sorcerer, knocking him out COLD and saving the last semi-conscious Burger Ninja from the the team that the Tsoo had ambushed. The Ninja Burger franchise swore gratitude, the Tsoo swore vengeance. So, he's working for Ninja Burger for protection, despite not being the ninja they think he is. Or any sort of ninja at all, really.

Office Temp (3), Common Sense (So rare, it's a goddam super power) (3), Veteran of the Food Service Industry (3), Ninja Pockets (1); Lucky Shots x9

HOOK: Slick... Real slick... (You're about as graceful as a stoned guinea-pig and as stealthy as an excited yak. You're a Pisces, not because you were born between February 20th and March 20th, but because you trying to be slick or cool is like watching a fish out of water.)

Miso Edamame

Miso is a flower-powered champion of the environment and healthy, ethical eating. She decided to work with NinjaBurger in order to advance a vegetarian agenda and get people to order Ninja Burger's delicious meat-free menu items... for their own good... Or ELSE!

Master of Meat-Free Cuisine (4), Hippie Plant Whisperer (3), Stealth Monkey (3), Ninja Pockets (2); Questing Dice (Convert, Convert, Convert!) x5

HOOK: “I speak for the trees... WITH MY FISTS!” (People disrespecting the environment and plants [ESPECIALLY vegetables] turns Miso green with rage.)

Itsu Tohotso

A mystic warrior trying to find perfection of spirit and perfection of Five Spice Powder. Grandfather said, “True power can only be gained through struggle and pain, but, when attained, brings tears to the eyes of the enlightened one's foes. Now, pass the sriracha.”

Master of Heat (4), “Body of Steam” Technique (3), Ninja Pockets (3), Muay-Thai Disciple (2); Questing Dice (Ambiguously Asian) x5

HOOK: Feel the Burn (Itsu has a champion's need to test himself against any form of heat and/or spiciness he comes across in order to prove that he is the true master of “hot.”)