

# SILENT BUT DEADLY

*In the Ancient Edo Period of 1983, ancient masters of death are tasked with a secret mission, but it is a more civilized age, and humiliation cuts sharper than a sword.*

## PLAYER INFO

### CHARACTER GENERATION

**Name** - A thing I call myself

**Style** - Choose one style for your character. You get an extra d6 for roles relating to this style, and get to keep the better result.

- Way of the Himbo - *As strong and smart as an ox*
- Way of the Sneaky Little Rat - *The twerp in the shadows*
- Way of the Honeypot (Gender Neutral) - *Your wit and charm know no limits, bit chatty though*
- Way of the Drunken Master - *Like in the hit 1978 film!*
- Way of the Meat Shield - *Capable of taking any hit, odd how that keeps coming up*
- Way of the Ancient Master - *Back in my day, we had to deliver vengeance uphill both ways*

**Special Move** - Once per game, you can use this special move to achieve an auto success on one challenge. This special move should have a consequence to its use.

Ex: *Touch of Death* - *Great, now you have a body to deal with*

**Ninja Color** - The unique color of your ninja



### ACTIONS

Any action you undertake where the result is unclear, roll the closest die to your hand and consult the table for the result

### STYLES

This is the main path you were trained in as a ninja, any action that you can justifiably argue falls under your style, rolls an extra die, second closest to your hand. Keep the better result of the roll

### GOAL

The game ends when the ninjas publicly embarrass the target, whether they took advantage of the Weakness or not.

### FLOW OF THE GAME

#### Character Generation

- Each player selects a name, style, special move, and color for their ninja

#### Scenario Building

- The GM takes suggestions from the players for the Target, Weakness, Situation, and Location.

#### The Briefing

- The players plan out their approach to the mission, with input about the Location from the GM

#### The Mission

- The players and GM go back and forth reacting to each other until the target has been successfully embarrassed

### RESULTS TABLE

1	Failure
2	Failure with a positive twist
3	Success with a hindrance
4	Success with a twist
5	Success
6	Success but it gets better
Anything else	reroll

*You can use any die you like, this game has incorporated every die imagined.*



**SILENT BUT DEADLY** Character Sheet

Ninja Color

Special Move

Style

Name

## GM INFO

### SCENARIO

To build the scenario, you will need a Target to embarrass, an exploitable Weakness for the target, Situation the ninjas will need to disrupt, Location to be infiltrated, and an unforeseen Complication to the mission. We recommend you take suggestions from your players, like an improv show, and play off of their ideas, but we provide a list of examples if you would prefer to roll against a table.

#### TARGETS

1. Techbro CEO - *Oops, he invented buses again*
2. 80s Business Guy - *Hans, bubby!*
3. Has-Been Celebrity - *Do you know who I am?!*
4. Superstar Athlete - *The guy from the cereal box!*
5. Sweet old lady - *She baked cookies! The Fiend!*
6. Greg -

#### LOCATION

1. Convention Center
2. Office Building
3. Cruise Ship
4. Amusement park
5. Penthouse
6. Retirement Home/Hospital

#### SITUATION

1. Big important speech
2. Televised live interview
3. First Date ;)
4. Closing the Deal
5. First day on the job
6. Visit with friends/family

#### WEAKNESS

1. Embarrassed by Bodily Functions/Weak Stomach
2. Will not break character (kayfabe)
3. Luddite
4. Secret SOVIET SPY!!!
5. Phobia
6. Is actually a bear in a hat

#### COMPLICATIONS

1. Broke your leg on the drive over - *Your leg's not supposed to bend there*
2. I gotta take this - *The babysitter keeps calling, this is really important*
3. Cringingly distracted by pretty people - *Master Roshi meets Johnny Bravo*
4. Accidentally revealed our plan - *Will you keep your voice down!?*
5. Target is dead, but must still be embarrassed - *Just like Weekend at Bernie's*
6. Cut the Wrong Wire - *Why are the sprinklers on?*