

# Christmas Ninjas, ver 2.0

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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 80s hair bands was but a shallow reflection of the Christmas Ninjas 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,**  
**Starting Hair = 0 in**  
Humans are the most common type of Christmas Ninjas, they are flexible and start with less hair than their fellow ninjas.
- **Panda**  
**Balance 3,**  
**Diejitsu,**  
**Choose 2 other jitsu,**  
**Starting Hair = 1 in**  
More thoughtful and enlightened than others, Pandas tend to be leaders, although in recent years their numbers have been declining.
- **Penguin**  
**Balance 2,**  
**Gayjitsu,**  
**Halibujitsu,**  
**Choose 2 other jitsu,**  
**Starting Hair = 1 in**  
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 (Things some, but not all, Christmas Ninjas are good at)

- **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. Every team of Ninjas should have a Crooner for Rocking Out.

- **Diejitsu** - This jitsu applies solely to meditation rolls. Before each mission and when you have a break in the action, you may meditate, rolling Diejitsu unopposed. Thus all Diejitsu dice may be Balanced.
- **Fleejitsu** - This jitsu applies to athletics and movement, especially running away. It also helps Ninjas safely land as they airdrop to their missions from Penguin-shaped ornithopters. Real Ninjas do not use parachutes.
- **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. Of course this includes percussion instruments (including the Ninja's own body) for Rocking Out.
- **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. Leadership and Rocking Out can both use this jitsu, helping to soften up your foes for your team.

*Things all Christmas Ninjas are good at*

- **Stealth** - Christmas Ninjas are masters of sneakiness, they never need to roll to not be seen, thus they are always the ones who engage their enemies.

- Eating - Christmas Ninjas are trained in the esoteric art of speed eating. This allows them to consume food rapidly and to great effect. Gay Fuel may be eaten at any time before dice are rolled, whether the Ninja is in combat, chained to a cage and suspended underwater, or even Rocking Out.

*Things Christmas Ninjas are not good at*

- Anything Without a Jitsu - Christmas Ninjas are rigorously trained, but without a Jitsu there is no honorable training, so Ninjas are unskilled (rolling only 1 die). Thus no Ninjas are good at technology, disguise, animal training, and flower arranging. However, rumour has it that there exist Lost Temples of the Lost Scrolls of the Lost Jitsus, if so perhaps some of these techniques can be re-learned some day.

*Things Christmas Ninjas shouldn't be good at, but are*

- Forbidden Techniques - Christmas Ninjas are strictly forbidden from using a large variety of dishonorable techniques. They are rigorously trained in these techniques to ensure that they know what not to do. If a Ninja slips and uses such a dishonorable technique it adds a die to their roll, even after dice are rolled. The Ninja also grows 1 in of hair.
- Cheating Death - Christmas Ninjas long ago stole the secret of avoiding death from their ancient enemies, the Saturnalia Ninjas. Because of the dark past of this technique it is highly forbidden. A Ninja that cheats death ignores

the fatal wound or wounds entirely, but grows 6 in of hair.

4. Experience - These rules let you build a novice Ninja. If your Ninja is more experienced then they can take a loss in honor in exchange for more knowledge and wisdom. A Ninja may learn up to four additional jitsu, or in place of two jitsu earn an additional level of Balance (up to twice). For each jitsu so learned the Ninja's starting hair increases by 1/2 in, or 1 in for a level of Balance. Choose carefully, it is much harder to learn any more during play, but once you grow hair it cannot be lost.
5. Choose Merry Weapons - 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/or a lute.
6. Choose Gay Fuel - Before each mission a ninja gains three fuel. These may be chosen from the list on the character sheet. A ninja may select any of them he or she chooses, from three of one fuel to three different ones.
7. Choose Lutenist - Just before the mission begins decide which ninja is the lutenist, the official leader of the squad. Use the following rules, in order, to determine who will be the Lutenist:
  - (a) The lutenist is the highest Balance ninja with Lutenjitsu.
  - (b) If no ninjas in the squad have Lutenjitsu, the lutenist is the ninja with the highest balance.
  - (c) Pandas win ties against non-Pandas.
  - (d) 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 ninja has no appropriate jitsu, and three dice if the ninja 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 1s, rather than 2 from the 3s. If the number of matches is a 0, the action fails, otherwise the ninja succeeds, according to the match table.

Here are some examples of matches. Try to work out each one. Finding the smallest match takes a little getting used to, but becomes much easier after some practice

Ninja's Roll	Opposed Roll	Matches
2,2,2	1,2	0
2,2,2	2,2	3
1,1,3	3,3,3	1
1,2,3	3,3,3	1
1,2,2	2,2	2

Once the matches are determined, any dice not used in any match may be added by the ninja to his or her balanced dice. Note, that after a roll the ninja cannot have more dice balanced than his or her Balance, if so the ninja can discard the unwanted dice. In the original example above, 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
vs. Average Foe	+1 die
vs. Competent Foe	+2 dice
vs. Jitsu Foe	+3 dice
vs. Multiple Foes Strongest	+ 1 die

A competent foe is anyone trained in fighting or otherwise stopping your action. A Jitsu foe has an appropriate Jitsu, such as christmas elves, hair band members, or other christmas ninjas.

These dice totals can be reduced by Leadership and Rocking Out.

### Matches Effect

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

Sometimes the match total is used for other purposes, see Leadership and Rocking Out.

### Wounds

Wounds accumulate until a ninja takes as many wounds as his or her Balance. Any further wounds cause a ninja to die, unless she or he cheats death and immediately grows 6 in of hair.

### Hair

Hair is the outward representation of the ninjas 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	using forbidden weapon
1/2 in	consuming unclean fuel
1 in	Forbidden Technique
2 in	undermining a mission
3 in	betraying a ninja
4 in	killing a christmas ninja*
6 in	Cheating Death

\* note that hair band members are still technically Christmas Ninjas, so killing them does incur this penalty. Fortunately, neither regular folks or elves fall under that clause.

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 Diejitsu roll. Any dice rolled may be added to the balanced dice.

## Leadership

The Lutenist gains the ability to give guidance and instruction to his or her team. By choosing any one Ninja, she or he may roll Lutenjitsu against the difficulty of the task the Ninja is about to perform (but don't add dice for opposition). The match total rolled is then subtracted from the opposed dice for that roll. A Lutenist cannot use this ability on her or himself.

## Rocking Out

Like leadership, but more musical, Rocking Out lets a Ninja or an entire team of Ninjas destroy the morale of their foes. Rocking out uses one of three jitsu: Lutenjitsu on the lute, Croonjitsu on vocals, or Halibutjitsu on percussion. Rocking out takes

the form of a musical challenge, the Ninjas indicate they will rock, and their foes are obligated to try to rock them back harder. Thus Rocking Out is always opposed by the musical skill of the foe.

A single Ninja may Rock Out with an opposed non-combat roll against the foes he or she faces. The match total reduces the opposed dice until that foe is defeated or the Ninja flees.

A team of Ninja may pool their abilities to Rock Out an entire group of foes. To do this there must be at least one Ninja using Lutenjitsu (lead lutenist), one using Croonjitsu (lead singer), and one using Halibutjitsu (lead percussionist). The entire team will all roll against their opposite numbers. Total the match values and divide by two to determine how much the opposed dice pool of the foes is reduced.

Ninjas may only Rock Out against a foe once. After all, once you Rock someone Out, they know how much you rock.

## Teamwork

Ninjas will not usually gang up on a foe, but in some situations it is necessary. Once per mission a team of Ninjas may work together to perform some action or defeat some foe. For this one roll, all participating Ninja roll against the same opposition dice, treat all the dice the ninja roll as being in the same pool, for the purposes of matches and for balancing.

## 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 - these are any weapon you might find lying around, from the Uzi's wielded by Christmas Elves or the swords used by more conventional Ninja. Use the features of any one weapon above but reduce one of the difficulties to a minimum of simple. Each use of this weapon causes 1/2 in of hair growth.

## 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 (even a lost 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 or other source of garbage 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 ninjas halibut. When consumed the ninja may on one

roll use the largest number of matches, rather than the smallest. This must be made, though the 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 dishonorable hair growth. Wasabi is only awarded.
- Unclean Fuel - Unclean food, food other than that on this list, cannot be made or awarded, but is instead found during missions. It acts as both a cheese burger and a dumpster snack, but causes dishonor and subsequent hair growth.

## Blood for Christmas: Being a Christmas Ninja GM

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 mission usually related to defeating Santa and his super powered elves (imagine Lord of the Rings movie elves with holiday outfits and Uzi's), the hair band traitors, or killing people born under the sign of Cancer.

The standard mission will involve being airdropped from a Penguin ornhopter into enemy territory. From there the ninja team must find a way to complete their mission. Throw a mix of enemies at them: elves and hair band members of course, but also mundane security, ravenous shoppers, strange giant animals, and robotic toys of death.

After a big battle or when the players go off in search of them, Gay Fuel should be available, either to cook or to be found. Make sure that each ninja gets a chance for a few pieces of fuel over the course of the mission.

As time goes on set up the final fight, make it big, flashy, and silly. There should

be Rocking Out, Teamwork, and more than not likely the Christmas Elves will have shown up by now, including a named elf in charge, like Belrond, Jaygolas, or Killadriel.

Finally the surviving ninjas will make their escape in a Fox News van.

Not all missions will start or end that way, but its a good formula to start with.

Example missions:

- Find and Destroy Elven Influence at Hasboro
- Seek out the Lost Temple of the Lost Scroll of the Lost Jitsu in the Black

Hole Mountains (they are filled with hair bands)

- Slay Daniel Radcliffe (he's a Cancer) at his birthday party, on the set of Harry Potter 8: Escape from Azkaban.
- Investigate an unexplored sub-basement of the Christmas Ninja's base and recover any of Seller's experiments which could be of use.
- Christmas Eve Santa Hunt
- Escape from the North Pole

Now get out there and save Christmas.

# Christmas Ninjas Character Sheet

Name: \_\_\_\_\_

Player: \_\_\_\_\_

**Human** \_\_\_\_\_

Balance 2

Three Jitsu

Hair = 0"

**Panda** \_\_\_\_\_

Balance 3

Diejitsu

Two Jitsu

Hair = 1"

**Penguin** \_\_\_\_\_

Balance 2

Gayjitsu

Halibujitsu

Two Jitsu

Hair = 1"

Balance O O O O O

## Jitsu:

If you have a Jitsu, roll 3 dice for that action, otherwise roll 1.

### Crochetjitsu

pokey weapons and fabric arts

### Croonjitsu

singing, talking, and speaking

### Diejitsu

meditation only

### Fleejitsu

athletics, especially running away

### Gayjitsu

knifeless cooking

### Halibutjitsu

fishing and blunt weapons

### Lawnjitsu

thrown weapons

### Lutenjitsu

lute playing and leadership

## Success Chart:

Matches	Effect
0	Failure, even wound
1	Simple
2	Difficult
3+	Exceptional

## Wounds:

O O O O O

## Merry Weapons:

Crochets Needle  
slay simple, incap. except.  
OOOOO 3-sided dice  
slay except., incap. diff., ranged

Halibut  
slay except., incap. easy

Lawn Darts  
slay diff., incap. diff., ranged

Lute  
reduce musical difficulty by 1  
**Forbidden Weapons**  
above but reduce difficulty by 1

## Gay Fuel:

OOO Nachos  
immediate meditation roll, difficult to cook

OOO Twinkies  
use any jitsu for one action  
OOO Cheese Burger  
add balanced die of choice, difficult to cook  
OOO Dumpster Snack  
heal one wound, easy to cook (using dumpster or trash)

OOO Old Bay Seasoning  
cook with halibut (exceptional) to make Old Bay Seasoned Halibut - use largest match rather than smallest

OOO Wasabi  
purifies unclean fuel with simple cooking

**Unclean Fuel**  
acts as cheese burger and dumpster snack

## Hair:

Feet	Inches	Eighths

## Hair Growth:

1/8 in	failed task
1/4 in	disobey orders
1/2 in	forbidden weapon
1 in	roll extra die
2 in	undermine mission
3 in	betray a ninja
4 in	kill a ninja
6 in	cheat death

## Hair Penalties:

6 in	-1 Lutenist
1 ft	-2 Lutenist
2 ft	Probation
3 ft	Exiled

## Notes: