

## SETTING INTRODUCTION

Some time in the 1970s in a prison cell on Robben Island, a man named Nelson Mandela suddenly became a ninja. This game is not about him though.

In fact, it turns out that most people can become ninja. All it takes is a special kind of introspection over a significant length of time and you suddenly develop ninja powers. And it just so happens that housewives are just the kind of people who do this kind of introspection.

Yeah, really. Incredible speed and agility. An instinct for stealth and violence. Super acute perceptions and ultra fast reactions. Making a lethal weapon out of anything. A penchant for striking dramatic poses. And so on. Wearing black is still a matter of taste though.

Unfortunately, becoming a ninja automatically and mystically puts you on the ninja registry, and participation in the ninja underworld is fairly compulsory. Your employers take a dislike to wild cards, so prepare to be hunted if you disobey.

Soon, you will be receiving contracts to kill people for significant sums of money. To do this you will need concealable weapons. Since a ninja can kill with pretty much anything, the time honored method of modifying gardening implements and kitchen utensils is often employed. Many an unfortunate soul has fallen to a carving knife, whisk/blender combo or portable vacuum cleaner.

But of course, a lot of the money you earn goes right back to your employers via licensing fees, etc and to supporting your family.

And then suddenly you do not have time for a boyfriend anymore. Who would stay with a woman who does not need to sleep, and instead jumps from rooftop to rooftop in the middle of the night committing cold-blooded-but-dramatic murder?

And thus a Ninja Mom is born. The eternal dichotomy between super skills and style and the frantic struggle to make ends meet in a tough neighborhood.

## GAME OUTLINE

This is a game for 3-5 players. You can have a GM too, if you like, but one is not needed. A scenes' content and general direction is decided by the mechanics, and other players may modify and add to each other's narration, so the role of a GM is drastically reduced.

To play you will need:

- ~ A copy of these rules on the table (sorry, I'm afraid there are charts).
- ~ 5 six-sided dice per player.
- ~ One character sheet per player.
- ~ Two or three different kinds of poker chips. One to represent Money points, one for Social Services points, and if possible, one for Time points. Keep the points in a communal pile in the middle of the table and dole them out when people own them.

## CHARACTER GENERATION

Each player creates and controls **one Ninja Mom** and **two kids**. The kids are not hers though, but some other Ninja Mom's. Yup, no one can control their own kids.

After the characters are made, players must distribute their kids to two different players of their choice. As long as each Ninja Mom has between **one and three kids** then any combination is fine.

Each Ninja Mom has a name, an age between 20 and 40, some kind of physical description, some ninja weapons, 5 dice divided between the two pools Ninja and Mom, and some Money (starting at 2). You can have an idea about a character history and personality and so on, but let it come out during play.

Each kid has a name, a Ninja Mom, an age between 3 and 12, some kind of physical description and some kind of hobby.

*Dave makes his Ninja Mom, and it turns out she is called Lisa Parks, and she is quite a young mother at 26 years old. She is fairly slim and blonde with her hair tied back in a pony tail. She tends to wear large gold earrings and casual sports clothes.*

*Dave also makes two kids, one is the 5 year-old Max who has mousy brown hair and a camouflage t-shirt and he likes dinosaurs. The other is 10 year-old dark-haired Lucy, who likes to wear her favorite blue dress and climb trees.*

*Dave gets 2 kids given to him, so Lucy Park's children are 9 year-old Simon, who wears messy brown hair, baggy pants and t-shirt and a skateboard. And 3 year-old Christina with light brown hair wears lots of pink and likes to pick flowers (and other pretty things) and give them to people.*

## THE TURN

Each game has many turns and each turn is broken down as following:

1. Resolve any **triggered events**.
2. Each player is given a **random event** and resolves it.
3. Determine a **ninja contract**.
4. Give 3 Time to each player.
5. Players may choose **player events**.
6. Players may **buy necessities**.
7. Players may **change their stance**.

There is no set order in which players act in these turns, but its usually a good idea to spread it out and 'cut' from one Ninja Mom to another quite liberally. This keeps everyone involved and allows more opportunities to weave the Ninja Moms' stories together.

Each turn, every Ninja Mom gets 3 Time chips. They have to use these chips to try to earn a minimum of 5 Money chips by the end of the turn, or there are dire consequences. Time is not carried over from turn to turn so spend it all!

Money is carried over from turn to turn, so feel free to amass as much as you can, but beware that the more you have the more you will attract ninja thieves.

### **Buying Necessities.**

At the end of each turn (when everyone's Time has been spent) spend the following:

- ~ 2 Money on your employer's **licensing fees**. If not, you are **attacked by ninja** each turn and you cannot take **ninja contracts** until you pay them again.
- ~ 1 Money goes to **amenities** like food and bills. If you do not, your services will be cut off and you and your kids will go **hungry**.
- ~ 1 Money goes to **rent**. If you do not pay, then you will become **homeless**.
- ~ 1 Money goes to your **kids' upkeep** like clothes, toys and school stuff. If not, your kids will **become unruly**.

## TRIGGERED EVENTS

These are events triggered by a Ninja Mom's circumstances or occasionally by random events.

### Attacked By Ninja.

If you still have Money at start of a turn then roll a die. If it rolls under the amount of Money you have then you will be **attacked by ninja** thieves. There are lots of rogue ninja around, and though your employers would stamp down hard if they attacked civilians, other ninjas are often considered fair game.

Of course, if you have lots of Money but you still did not pay your **licensing fees**, you might well be attacked twice in a turn. Or three times if you get an inexplicable **ninja attack** random event too. Sucks to be you.

To resolve a ninja attack roll your Ninja dice. If you roll a 6 then the ninja are successfully fought off. If you do not, then you may spend 1 Time to reroll them all, and this may be done as many times as you have Time available. If you do not have the Time to spend, or you are unwilling to, then you and your kids are killed and all your possessions are seized. You can no longer play as a Ninja Mom.

*Dave is a bit strapped for cash and decides to skip his fees. He narrates as he rolls Lucy's Ninja dice. Shortly before dawn, a ninja slips into Lucy's bedroom and beheads her sleeping form so hard it severs the bed in two. Fortunately, there was only a dummy in the bed anyway. Dave did not get a 6, so he spends one Time to represent fixing the bed later and rerolls and gets a single 6. So he describes Lucy dropping down from the ceiling on top of the bewildered ninja and twists his head with her thighs, breaking his neck with an audible crack.*

### A Visit from a Social Worker.

If you have Social Services chips at the beginning of a turn then people are suspicious about you and think that you might be a bad parent, so roll a die. If the result is lower than the number of Social Services chips you have then you will be **visited by a Social Worker**.

Of course, if you get harsh random events as well, you could be visited twice (just represent this in narration as an extra long visit, or maybe they check up on you regularly for the turn).

To resolve a visit from a Social Worker roll your Mom dice. Each 6 you roll will deduct one from your Social Services chips, and if this happens they leave you alone.

If you do not get any 6s then things are not going well. You can spend 1 Money trying to impress them with how well you are getting on (or else bribe them directly) and each time you do you get to reroll all your dice.

But, if you still can not roll any 6s then Social Services are forced to take your kids. You are no longer a Ninja Mom, and whether you fall into depression, go on a murderous rampage, or suicidally attack Social Services, you can no longer play as a Ninja Mom.

*Lucy, through misdeed or misfortune, has fallen afoul of Social Services. A sickly pleasant young lady 'pops round to see how she's doing'. Dave's lack of Mom dice means he doesn't roll any 6s for a first impression. The lady makes an offhand comment that Christina does not seem to have many toys, but even promising to buy more does not assuage her (1 Money for a reroll, still no sixes). It turns out the nicey nicey lady really wanted a 'charitable donation' to help the 'good causes' she is interested in (another 1 Money for a reroll, this time with a six). Greedy bitch.*

## CHANGING CONDITIONS

### Changing Stance.

A Ninja Mom has to be flexible so at the end of each turn, players may reallocate their dice between Ninja and Mom.

*At the end of the turn, Lucy is running low on Money so she focuses on training for a ninja contract and puts 4 dice in Ninja and 1 die in Mom. If something domestic happens though, she is going to be ill equipped to handle it.*

### Hungry.

While hungry you have -1 dice. People are just not as effective without electricity or food. To stop being hungry, just buy some amenities at the end of a turn. Add 1 Social Services chip for each turn spent hungry.

### Homeless.

While homeless you cannot invite people or kids round to your flat (obviously) and you have -2 dice representing your lack of resources. This penalty is cumulative with being hungry if that is also applicable. Add 2 Social Services chips for each turn spent homeless. It's not all bad news though, you do not have to pay rent. To stop being homeless, **get a new flat.**

### Unruly Kids.

While you have unruly kids you cannot **invite other kids over.** Add 1 Social Services chip for each turn spent with unruly kids. To get your kids back under control **take some family time.**

*If Lucy were to have all three conditions at once, it might be because a water main bursts and she cannot afford to fix it. It ruins her ninja gear (-1 die) and she is forced to stay at her sister's house while she gets a new flat (-2 dice). Simon takes the chance to roam the streets with his skateboard and cause trouble. It's hard to ground him when it's not her house though.*

## NINJA CONTRACTS

There is usually only one ninja contract per turn (unless another turns up as a random event). But, Ninja Moms can cooperate in accomplishing it. Who goes and who stays is negotiated amongst the players. If players cannot decide, they may **duel** of course.

To create a ninja contract roll a die and look up the result on this chart:

1-2: Requires 1 6. Reward: 4 Money.

3-4: Requires 2 6s. Reward: 8 Money.

5-6: Requires 3 6s. Reward: 12 Money.

Ninja contracts will usually be taken out against politicians, businessmen, criminal bosses and so on. Sometimes a contract might just involve sabotage, espionage or surveillance, but usually it is assassination.

When it is time to complete the ninja contract, each player involved spends 1 Time and rolls their Ninja dice. Each 6 rolled counts towards the required number. If all the required number of 6s for the contract are met, then the contract is successfully completed and the Ninja Moms are paid.

A ninja is an expert at stealth and caution so a player may reroll their non-6s by spending 1 Time per reroll. Who sacrifices their Time to reroll is up to the players.

If there are still not enough 6s to meet the contract's requirements then the Ninja Moms with the most 6s all die and the rest only escape with their lives and the contract unfulfilled. So, the Ninja Moms who were most dedicated to the mission are the ones who killed when it goes south.

The Ninja Moms are paid the Reward value in Money, divided between them as the players see fit (if they are feeling fair, they may want to reward players who spent Time to reroll). If they cannot decide then they may **duel**.

## RANDOM EVENTS

Each player is assigned one random event at the beginning of each turn. Feel free to interpret the event in your narration quite liberally to fit in with the rest of the story.

If an event calls for a Mom test, this just means rolling your Mom dice and you pass if you get any 6s.

Roll a die and consult this chart:

**1-2: Nothing randomly eventful occurs.**

**3: Something ninja related is happening, roll again:**

1-3: An extra Ninja Contract is available this turn. Roll it up as normal.

4: Discover some new use for a household item, making a free set of ninja tools that give you an extra automatic 6 any time you roll your Ninja dice.

5-6: Suffer an inexplicable and immediate ninja attack. Hey, it is just what ninja do.

**4: Something is happening to your flat, roll again:**

1: Someone had overcharged you. You get your amenities for free this turn.

2: The flat needs a serious clean. Take 1 Time or add 1 Social Services chip.

3: The neighbors are getting suspicious. Assuage their distress by talking to them or something by taking a Mom test. Fail and you gain 1 Social Services chip.

4: There's been some mix up with your amenities. Take a Mom test to handle it, or you will have to go hungry (though you do not pay them this turn).

5: A crappy old appliance is broken. Spend 1 Money to get a new one or add 1 Social Services chip.

6: Ninja life is seriously taking its toll on the flat. You need 1 Money and 1 Time to fix things, or you become homeless.

**5: Something is going on with your kids, roll again:**

1: The kids are away on a school trip or something. You get 1 extra Time this turn, but you cannot invite kids over.

2: A kid gets into trouble. Take a Mom test to discipline them and sort it out, if you fail then your kids become unruly.

3: A kid is ill. Spend 1 Time with them or add 1 Social Services chip.

4: It is Parents Evening, or some kind of PTA meeting. Take a Mom test, fail and your behavior raises some alarms and you gain 1 Social Services chip.

5: A kid needs something new. Probably because they broke the old one. Spend 1 Money or add 1 Social Services chip.

6: A kid's birthday is coming up. Better spend 1 Money on some presents and invite some kids over. If not, your kids will become unruly.

**6: Something else? Roll again:**

1: You gain an unexpected 1 Money. Perhaps someone died or you got a small win on the lottery.

2: Probably because your boss is being unfair to you, you cannot work your day job this turn.

3: Dad has been visiting the kids without your knowledge or some other severe domestic crisis has arisen, pass a Mom test for damage control, or you will suffer a visit from a Social Worker.

4: Benefit payments have been withheld. Take a Mom test to see if you can budget, or else you will need to spend 1 Money to cover the shortfall.

5: Your divorce has been having expensive complications, spend 1 Money or suffer a visit from a Social Worker.

6: Dad seeks custody of the kids or some other obvious catastrophe. Suffer a visit from a Social Worker.

## PLAYER EVENTS

These are the events which players choose their Ninja Moms to perform.

### Ninja Contract.

Details on ninja contracts are given in its own section, entitled Ninja Contracts, since it is a bit more complex.

*Lucy and her fellow Ninja Moms are sent to rescue some mafia don's son from a rival gang. It will make a nice change to killing people at least.*

### Invite Ninja Moms around.

Invite whichever Ninja Moms are desired, but each must pay 1 Time to attend (including the host). Each Ninja Mom present may select someone as a friend and then roll their own Mom dice to see how well they can help them. If they roll a 6 then they give their friend an extra automatic 6 to be used at any time they roll their Mom dice. These meetings coordinate mutual support and alibis.

*Since Lucy is having a hard time, one of her Ninja Mom friends offers to baby-sit if she needs it. Her friend rolls two 6s and so Lucy knows she can rely on domestic support if she needs it.*

### Invite Other Kids around.

Presuming that your kids are not unruly, you may spend 1 Time to organize some of their friends to come over. Roll your Mom dice to see how well you manage things, and each 6 you get will remove a Social Services chip. Go to the zoo or something and act normal for a change.

### Work the Day Job.

Spend 1 Time and gain 1 Money from casual factory work and the like. Its not ideal, but it can pay some of the bills.

*Lucy works part time at a slaughter house. She is very good at it, but it smells bad.*

### Get a New Flat.

If you are homeless, to get a new flat costs 1 Time to move in and 1 Money in fees. You still need to pay the 1 Money for rent for that turn too.

*Lucy's new flat is nice. It has plumbing at least. She just has to be careful no one sees her dealing with the hooligans outside.*

### Take Some Family Time.

If your kids are unruly, you can get them back under control by spending 1 Time with them. They will go right back to being unruly next turn if you cannot pay their upkeep at the end of the turn though. Take your kids to the park, discipline them, tell them you love them, etc.

*Lucy grabs her wayward son, Simon, and snaps his skateboard in half. He will be hell to live with for the next few days, but hopefully he will learn his lesson.*

### Craft Ninja Tools.

This costs 1 Money, but not much Time. It gives the player a free automatic 6 to be used any time they roll their Ninja dice. Having extra weapons is always handy.

*Lucy has some spare cash, so she rigs some high heels with spring loaded blades. Stylish and functional, at the same time!*

### Duel.

This costs no Time and no Money, but may cost a Ninja Mom her life. Even if the duel is just a cook-off, ninja contests always have the possibility of being lethal. If some Ninja Moms cannot resolve their differences amicably then all the players involved roll their Ninja dice. The largest number of 6s wins and the losers die if the winner chooses not to spare them. If there are an equal number of 6s then roll again.

*After a Ninja Contract went bad and Lucy had to sacrifice a lot of Time to get out of it, she is out for pay-back.*

## NARRATING STUFF

Aside from contradicting an event, players may freely narrate their Ninja Mom or the kids under their control doing or saying anything, and also describe everything that goes on around them. The roll of the dice may decide the direction of the scene, but anything can occur to fill in the details.

However, this free narration may be (and should be) modified by anyone else at the table, whether their characters are present or not, alive or not, it does not matter.

To modify someone's narration, start a sentence with one of these phrases:

**“Nah, that didn't happen”.** This is a veto reserved for inappropriate or boring narration. Use it wisely.

**“And then...”** This is to add an extra detail to the narration, to elaborate on things or to describe consequences.

**“But then...”** This is to add a twist to the narration such as an unexpected consequence that still fits in with what is happening. Since players will usually narrate good things for their characters, this is important to make life more interesting for them.

These modifications can also be modified, until everyone is satisfied.

If players just cannot agree whether a detail is allowed, then the player who controls the character in question has the final say, or just compromise or vote like normal people.

Since Ninja Moms might not interact with each other that much except during Ninja Contracts and when Invited (though feel free to 'bump into each other') players can use the kids under their control to influence a Ninja Mom's behavior 'in-character', if that is what they want. Otherwise, feel free to chat no matter who's Ninja Mom is present in the scene.

*Lucy, Trisha and Catharine have been sent to blow up a hardware store. They do not know why, and they did not ask. As they narrate, they roll their Ninja dice and count 6s as normal. Spending Time and rerolling until they have the required number of 6s.*

*Dave (Lucy's player) narrates that they sneak into the back, and plant dynamite under the cash register. They don't have enough 6s so Trisha's player says “But then, a noise interrupts you, and you hear the owner walking down the stairs, he is still in the building!”. Catharine, ever the bloodthirsty one, offers to gut him, but Dave narrates that Lucy is worried that they are exceeding their contract and will spend 1 Time to represent trying to sort it out with their employers later. Unfortunately, this still is not enough 6s.*

*Trisha's player takes the initiative though and describes her appearing behind the old man and severing his head with one swing of a nearby hacksaw. Dave is not cool with this though, and says “Nah, that didn't happen, he already has a pair of chisels in his hands and blocks your swing. It turns out our contract is a ninja himself”. Trisha's player is fine with this and adds “And then he starts frizbee-ing circular saw blades across the room and we're like, jumping around and cart-wheeling. Trisha is a little slow and she will have to spend 1 Time hiding at home to recover from a slash across the face though”.*

*They have enough 6s now so Catharine's player says “Catharine catches a saw blade out of the air and throws it back, pinning the man against a wall”. Dave then says “And then Lucy steps from nowhere holding a stick of fizzing dynamite and duct tapes it to his chest”.*

*All three Ninja Moms barely have time to dive through the window as the fireball engulfs the building.*

## SETTING INFORMATION

Japanese ninja traditions will tell you that Buddha became the first ninja when he reached enlightenment (hence why so many ninja are Buddhist), but the truth is that ninja have probably existed for as long as people have.

Eventually though, from the fear of an uprising arose an organization to monitor and control the ninja population using their own loyal ninja.

Whether or not it can be called enlightenment, becoming a ninja is definitely a mystical and irreversible process, and so there is no escape from your employers. They can use infallible ninja mystics to track any other ninja in the world, and so the few that do go wild are mercilessly hunted. And for a Ninja Mom, going wild is not really an option while they have kids anyway.

And so a ninja's skills have meant that they are always condemned to the shadows to do dastardly things for other people. They can never become their own master. They can never reveal their nature to the wider world. They can never hope to live a normal life again. A Ninja Mom cannot hope to just be a mother.

Still, though a Ninja Mom is at the mercy of fate, they are still incredibly formidable (not to mention cool).

Consider this, if you will, a thirty-six-year-old woman wearing a green and blue polka-dot dress and a blue bonnet once deflected a hundred fifty-caliber machinegun rounds using nothing but a frying pan and dived from a burning plane in the same day. Later that night, as she tucked her children in to bed, she said "Today was quite boring, wasn't it? We'll do something interesting tomorrow, I promise."

Just as ancient ninja used peasant tools to disguise their formidable arsenal, like trowels (kunai), rice flails (nunchaku), scythes, needles and so on, the modern Ninja Mom also uses household items as easily concealable weapons. Obviously kitchen knives feature prominently, but do not underestimate pot-flails (a saucepan swung on a length of washing line), modified staplers, knitting needles or CDs thrown as shuriken.

One Ninja Mom killed a whole Russian drug cartel with just a spatula.

Equally amazingly, Ninja Moms also have to use these household items for actual household things. Cooking is not just used to make poison and smoke bombs after all. They have mouths to feed and a home to run and there are always people watching to see if single mothers slip up. A Ninja Mom cannot hope to just be a ninja.

Her kids are too young to understand that one wrong word in the wrong ear and then suddenly the Ninja Mom is condemned as an unfit parent and her kids are taken away by Social Services. Since all major organizations are protected by your employers and their ninja horde, there is not a chance of getting them back.

Neighbors, non-Ninja Mom friends, your kids' father, work colleagues and so on are all enemies of the unwary Ninja Mom.

And so a Ninja Mom's life is one of struggle, sacrifice, uncertainty and impressive displays of martial arts prowess punctuated by the possibility of death. And if they ever let the mask of normalcy slip, then everything will be taken from them.

Harsh, yeah? It's a good job they have cool ninja powers to compensate for all the angst they go through.

## DESIGN NOTES

This game could actually just be about ninja. Replace Social Services with your Daimyo's displeasure, kids with your clan, and so on and you have a tale of a group of peasants, secretly struggling to serve their lord and ensure the safety of their village. The Mom dice would be their ability to still fit in with their families and community despite being killers.

This game could actually just be about moms too, of course. Replace the ninja contracts with some other unsavory job, and ninja attacks with the violent repercussions. The Ninja dice would then be the ability to handle yourself.

So my reinvention of ninja here was to show the tension between being the feared killing tool of an uncaring master and being a person who still needs to survive in society. On the one hand you have the measures required to make ends meet, on the other hand you have the invulnerable face you must maintain and show the world.

I want a game that is at heart fairly bleak and hopeless to highlight that a lot of ninja were just peasants doing a tough job because they were forced to do it. Few folk became ninja because they thought it was cool. You are controlled by unassailable powers and the whims of fate to struggle until you just cannot take any more and give up.

So I hope there is a death spiral. One day you will take on too many ninja or Social Services will take your kids or a former friend will betray you and there is not much you can do about it. Stockpile auto-6s, keep your dice well distributed, stave off the dire consequences, but I hope there just is not enough Time or Money to stop it all for long. A couple of bad random events and you're on the slippery slope.

Despite this, I still want the game to make playing a ninja cool and playing a mother rewarding. So, let the narration flow cheerfully and let the mechanics force the grittiness. I think inappropriate lightheartedness can be more poignant than melodrama if it is in the right circumstances anyway.

I mean, there are so few real player choices for a good reason (your characters are not free to live their own lives after all), but you can still kick some ass in every one of them.

*Fireborn* actually inspired the idea of a finite number of dice stretched across opposing pools to represent a character's current strengths and weaknesses, but it should have come from *Trollbabe* now I think about it. The only difference here is that the split is meant to directly represent two alter egos, rather than just different abilities.

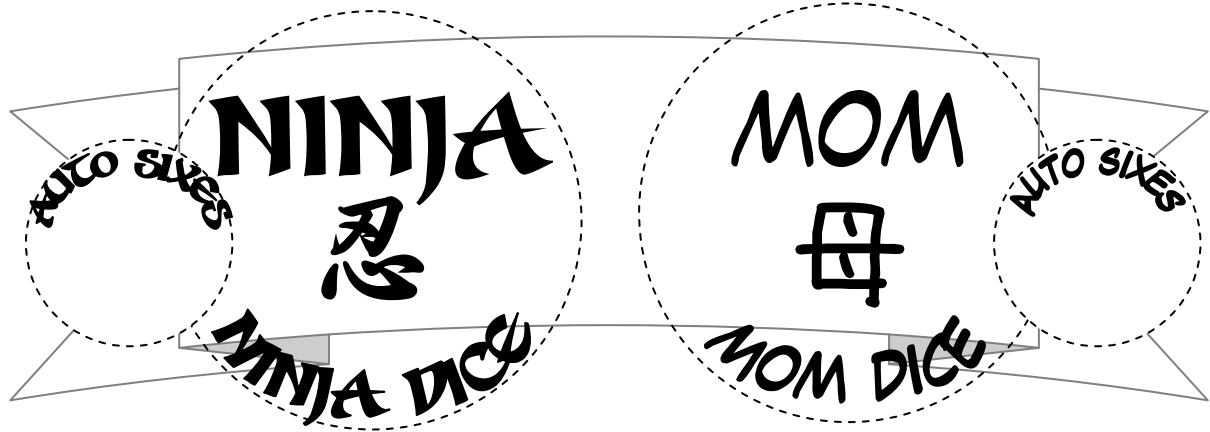
*My Life with Master* and particularly *Nicotine Girls* have obviously informed this game's tone. Also, they probably planted the idea of mechanics not only determining what happens in a scene, but what type of scene happens at all.

Using key phrases to modify narration is ripped straight from *Polaris*.

The core inspiration was actually Nelson Mandela becoming a ninja. I do not know why, it just felt right. And since I've always suspected single mothers to be superhuman, the rest was obvious.

By the way, if you actually play Ninja Mom, or even if you are just interested in some of its ideas, let me know what you think!

Contact oreso on RPG.net or add ricklacy [at] hotmail [dot] com to your messenger!



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

Description: \_\_\_\_\_

\_\_\_\_\_

**Hungry?** [ ] -1 dice, +1 SS per turn

**Homeless?** [ ] -2 dice, +2 SS per turn

**Unruly Kids?** [ ] Cannot invite kids over, +1 SS per turn

Ninja Weapons: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Kids: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Each turn:**

1. Resolve any **triggered events**.
2. Each player is given a **random event** and resolves it.
3. Determine a **ninja contract**.
4. Give 3 Time to each player.
5. Players may choose **player events**.
6. Players may **buy necessities**.
7. Players may **change their stance**.

**Player Events**

**Ninja Contract.** -1 Time. Ninja Test.

1-2: Requires 1 6. Reward: 3 Money.

3-4: Requires 2 6s. Reward: 6 Money.

5-6: Requires 3 6s. Reward: 9 Money.

**Invite Ninja Moms around.** -1 Time.

Mom test, each 6 gives someone else an auto Mom 6.

**Invite Other Kids around.** -1 Time. Mom test, each 6 reduces SS by one.

**Work the Day Job.** -1 Time, +1 Money.

**Craft Ninja Tools.** -1 Money, gain an auto Ninja 6.

**Duel.** Roll Ninja dice, highest number of 6s wins, and may kill the losers.

**Narrating Things.** Modify others with:

“Nah, that didn’t happen”. Veto for bad details. Use with caution.

“And then...” Add an extra detail.

“But then...” Add a twist (often bad).

**Ninja Tests.** Roll Ninja dice. Not enough 6s then you die. Reroll non-6s by spending 1 Time.

**Visit from a Social Worker.** Roll Mom dice. Each 6 reduces SS by one. No 6s and they will take your kids away. Reroll non-6s by spending 1 Money.

**Other people’s kids you play as:**

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

Description: \_\_\_\_\_

\_\_\_\_\_

Hobby: \_\_\_\_\_

\_\_\_\_\_

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

Description: \_\_\_\_\_

\_\_\_\_\_

Hobby: \_\_\_\_\_

\_\_\_\_\_