

THE TROUBLESHOOTERS

FREE STUFF



ARTICLE COMPENDIUM 2

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SECRET MISSIONS

Sometimes a little spark is needed to get you going. In *The Troubleshooters*, players sometimes get stuck when they decide how they met. Just knowing where they met is not enough to get their imagination going.

Don't worry: here is a list of 100 secret missions. Use them in conjunction with the Meetup Location table on page 37 in the core book for inspiration on how the

characters met. You can also use it to get an idea of a quick and random adventure. Roll for a location, then roll for a mission (re-roll if it doesn't work) or pick a suitable one. If the rolled location contradicts the secret mission, the mission starts at one location and has its climax at the other one.

d% Secret mission	
1	Catalogue giant insects hitherto unknown to science.
2	Liberate an unhappy gorilla from the zoo.
3	The ceremonial hammer used by the camerlengo to check whether a dead pope is actually dead is stolen. Recover it, but quietly. Nobody must know.
4	Soak in the sun and show off swimsuit fashion.
5	Secure a fashion design or modelling deal.
6	Hike in the mountains.
7	Explore a cave closed off for millions of years.
8	Explore a supposed UFO crash site.
9	Steal the famous Cohr-i-door diamond from the Raja of Ibrastan.
10	Rescue the crew from a sunken submarine.
11	Help a scientist defect from behind the Iron Curtain.
12	Rescue a princess from her evil cousin who wants to marry her to secure the throne.
13	Explore the ruins of a fortress from history.
14	Recover a genuine stolen Stradivarius.
15	A super-smart enhanced corgi has escaped from an illegal biology laboratory and hid in your home.
16	Raise a sunken Spanish galleon.
17	Discover a lost Stradivarius.
18	Expose a fake Stradivarius.
19	The Octopus has hidden an intercontinental missile in a lighthouse off the coast. What is its purpose?
20	Recover a crypto machine stolen from the army.
21	Stop the manufacture of a mind control drug.
22	Stop the evil vampire menacing the town.
23	Test out a mad inventor's anti-gravity belt.
24	Stop a viral infection from spreading.
25	Get the atomic warhead stolen by the Octopus back.
26	Investigate the bull ghost in the lake.
27	Go on a sailing adventure with an archaeologist trying to recreate an ancient boat.
28	Participate in the rally/formula 1/motorbike championship.
29	Compete in the horse/dog sleigh/camel/ostrich race.
30	Explore a sunken warship.
31	Spend Christmas with Mother.
32	Take a photo of the Loch Ness monster.

d%	Secret mission		
33	Find a lost jungle/mountain temple.	51	Octopus agents have stolen an atomic war-head from the Soviet Union. Get it back!
34	Stop the assassination of the Crown Prince of a small principality in Europe.	52	Solve out the mystery of the abandoned "ghost ship" which has appeared off coast.
35	Study martial arts.	53	Find a buried pirate treasure.
36	Expose a spy in the government.	54	Stop the assassination of the President of France.
37	Help a whisky heiress recover her inheritance which her uncle stole from her.	55	Stop the assassination of the Prime Minister of the United Kingdom.
38	Stop the mining company from exploiting the workers and destroying ancestral land.	56	Stop a coup d'état in a war-torn young republic.
39	Stop the mini-sub disguised as a killer shark which terrorises the beach resort.	57	Stop The Octopus from stealing the crown jewels.
40	Prove the claim to the throne of a prince trying to fix his principality.	58	Liberate a stolen Fabergé egg and restore it to the rightful owner.
41	There is a ghost haunting the Opera. Bust it!	59	A mad scientist has invented a shrinking ray. Find out its purpose and his sponsors.
42	Hijackers hijack the plane in order to kidnap a business leader onboard, and force the plane to divert to another location.	60	A gang of street urchins has helped an upper class girl escape from her overbearing parents.
43	Figure out the secret formula which a boarding school student used to make her Vespa fly.	61	The minister of interior is an Octopus agent. Expose them.
44	Find and destroy the sound weapon which crashes all the windows near the office.	62	Save Willy.
45	Help a Countess get her beloved husband back from the clutches of The Octopus.	63	A friend is getting married, but one of the relatives does not approve and intends on crashing the party.
46	Stop the killer shark terrorising the beach resort.	64	A dragon has been sighted in the vicinity. Get the first photos of it, or expose the hoax.
47	Whisky smugglers operate from a local cove.	65	Steal or sabotage the new Octopod which is supposedly invisible from radar.
48	Several people in the village seem to have been replaced by robots.	66	Find what happened to the scientists who disappeared on Svalbard.
49	Enjoy an ice cold lager in Alexandria.	67	Steal the Mona Lisa. No, not that one, the other one!
50	Find the mummy of a lost pharaoh.	68	Explore an unknown labyrinth in the Egyptian desert.

d%	Secret mission		
69	Participate in a poker tournament in Las Vegas.	85	Find the Holy Grail.
70	Lose your fortune at Casino de Monte Carlo.	86	Find the Ark of the Covenant.
71	Explore the city ruins from a lost civilisation in Rhodesia (just seceded from South Rhodesia).	87	Save the life of a scientist who invented zero calorie chocolate from goons of the mafia-controlled sugar company.
72	The Countess is hosting a party, and all the local top dogs will be there, including Graf Albrecht Vogelin Erwin von Zadrieth. What is he up to?	88	Be a consultant in a movie about your own adventures, starring the famous French actor Geofroy Armancour as you.
73	The Octopus is planning a heist against a casino known for cheating.	89	Visit a witch coven in Salem.
74	Celebrate the new year in New York.	90	Find Haddon Sundblom's photo reference of the real Santa Claus.
75	Steal a UFO hidden at a secret air force base in the middle of nowhere.	91	Capture a sasquatch or a yeti.
76	Explore a sunken city from before antiquity.	92	Swim in the Dead Sea.
77	Find the rest of the Dead Sea scrolls.	93	Find the lost Inca treasure.
78	Visit a forgotten tribe in the Amazonas.	94	Be the leading actor in a movie.
79	Climb Mount Kilimanjaro.	95	Save the astronauts stranded in a spacecraft with a destroyed heat shield and who cannot reenter Earth's atmosphere on their own.
80	Protect the Czechoslovakian singer Kara Milovy as she is supposed to perform in Vienna and intends to defect to the West.	96	The Octopus has kidnapped the son of a landowner in order to make him stop pursuing them.
81	Explore the bottom of the Mariana trench.	97	Visit an hidden kingdom ruled by lizard people.
82	An East German/Soviet spy has stolen the secret communications device used by the Prime Minister to signal launch codes to Britain's atomic weapons.	98	Find the secret behind uisce beatha, the water of life, as it is made on the island Coll in the Hebrides.
83	Explore a tropical jungle hidden in a deep valley on Greenland.	98	Document the megafauna on a remote Pacific island, including the giant green gorilla.
84	Find the mines of King Solomon.	100	The Octopus have hijacked Space Station Aurora. Take it back.



HEIRS OF ROBO-SANTA

After the Robo-Santa incident at Bazar d'Hotel de Ville in Paris (see the quickplay scenario *How Robo-Santa Stole Christmas*, available for free at Helmgast's web page at <https://helmgast.se/the-troubleshooters/the-troubleshooters-archive>), the fields of positronics and robotics have had some media attention.

The positronic brain is a cutting-edge development in robotics and cybernetics, which potentially would allow for amazing applications. Not many scientists are working in the field of positronics. The leading expert, Dr Elinore Mauvin, has disappeared and taken her knowledge with her. Other than that, it is known that the Soviet Union is developing their own positronic androids in the Iron Soldier program, although the location is not known. The Octopus is also known to use drones with positronic control circuits.

However, since so little is known about how positronics actually work, most respected scientists consider it to be unreliable at best and crackpot science at worst. Sometimes it even seems to defy logic, which is possibly the reason why only lone geniuses and mad scientists seem to have any progress in the field.

Warning!

Do not use without the approval of the Director of Operations. Do not use in any other way than specified in the manual. Do not insert foreign objects. Do not expose to water. Do not use other cabling than provided by the manufacturer. Do not feed after midnight.

NEW TEMPLATE: ANDROID

The fact is that you're not born. Let's not mince words: you're a machine, an android, a robot, a tool. You're manufactured, produced by the skill and science of a mad scientist for a purpose. You don't have muscles, but hydraulics and servo motors; you don't have eyes, but cameras; and your brain is positronic, not neuronc.

But that doesn't change the fact that you're a person, a real (kind of) living (kind of) breathing (kind of) human!

As for who your maker? creator? father? is, and for what purpose that person built you, who knows?

Skills: Set the following skills: **Security** 75, **Agility** 65, **Alertness** 65, **Endurance** 65, **Prestidigitation** 65, **Engineering** 45, **Languages** 45, **Melee** 45, **Science** 45, **Strength** 45, **Willpower** 45. Set all other Skills to 15.

Abilities: You get the Android Ability. In addition, pick two of the following Abilities: Tool Hand, Enhanced Sensors, Hyper-Alloy Chassis, Perfectly Human, Pet

Complications: Pick one of the following Complications: Activated Yesterday, Limited Battery Time, Mechanical Appearance, Zero Program

Vitality: 6

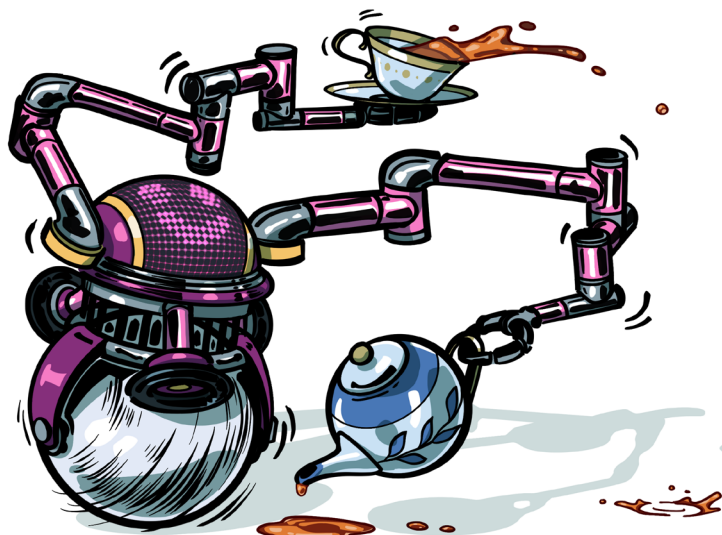
Languages: Pick one extra language, for instance the programming languages COBOL or ALGOL.

Gear: You have a Disguise Kit, an **Electronics** Toolbox, and a Ham Radio. Select one of them as your **Signature Gadget**. Pick up to two more gear kits of your choice.

Suggested Plot Hooks: Pick one or preferably two **Plot Hooks**, for instance one or two of these: **I Owe You**, **Exile**, **Secret Service**

"Excuse me, do you have an electrical outlet I can borrow?"

—m4R13 "Marie", Maid Droid



NEW ABILITIES

If you learn a new android ability, it may either be because of a physical upgrade, or unlocking a new unknown sub-routine in your programming.

ANDROID

Tier 0

Learning: Science or Engineering

Cost: 5

You're an android, a machine built to mimic some human functions and appearance. Decide how you get the power needed to drive your functions:

- **Glucose reactor:** You get your energy from a glucose reactor in your tummy. You need to eat lots of sugar-rich food to continue functioning. As a consequence, you have a sweet tooth from hell!
- **Nuclear reactor:** You have a small nuclear power plant in your chest. The problem is not as much power itself, but cooling: unless you can cool yourself (showers, baths, cold drinks), the reactor will go into low power mode to cool off from time to time, making you lethargic and tired. You will probably not explode if you overheat.
- **Batteries:** You have to plug yourself into an electricity outlet every now and then to recharge your batteries. The charging cable is hidden in a compartment in your left forearm or at your lower spine.

I am what I am: This ability is mostly about being a prerequisite for the other android abilities in this article. Except for Regular tune-up and Are you ... a machine?, it has no effect on the rules.

Regular tune-up: Caring for your medical conditions or your wounds requires **Engineering** instead of

Medicine. You are also immune to Poison and Drowning (page 102-103 in the Core Book).

Are you ... a machine?: On a closer inspection and a successful **Medicine** or **Search check** during that closer inspection, someone else (but not you) can figure out that you are not entirely human.

Am I ... a machine?: Learning this ability in-game means that you were a machine all along, but never knew it since you were programmed with fake memories of being human.

BUILT-IN DISNEURO RAY PROJECTOR

Tier 3: Requires Tool Hand

Learning: Engineering or Electronics

Cost: 5

There is a Disneuro Ray Projector built into the palm of your right hand, which you can use to paralyse people. It glows when active.

Story Points: Spend 1 Story Point to activate the Disneuro Ray Projector. When active, it has the tags **Ranged Combat**, **4dX**, **Short Range**, **Paralytic**, **Reload (0)**. The projector is active for the rest of the scene. If you get a **Reload**, it will automatically deactivate for the rest of the day while it is recharging.

ENHANCED SENSORS

Tier 2: Requires Android

Learning: Engineering or Electronics

Cost: 5

Your eyes can change to enhanced modes, allowing for a wider range of sensations.

Story points: Spend one **Story Point** to change to one of the Enhanced Modes. You don't have to **spend Story Points** to return to Normal mode.

- **Heat vision:** Your eyes glow red. You can see heat sources and residual heat in the terrain, making it **+2 pips** easier to track someone or find hidden openings, but you can't read.
- **Telescopic vision:** Your eyes glow blue. You get **+2 pips** at spotting at a distance, but you miss things in the same zone.
- **Microscopic vision:** Your eyes glow white. You can see microelectronics or even bacteria, giving you a **+2 pips** on **Medicine** or **Electronics**, but you do not notice things bigger than a strand of hair.

While using an Enhanced Mode, you do not see things normally. Your vision is completely focused on the scope of the Enhanced Modes, so noticing anything else is at -2 pips.

HYPER-ALLOY CHASSIS

Tier 2: Requires Android

Learning: Engineering or Electronics

Cost: 5

Your chassis is built from advanced alloys. It's powerful, strong, and damage resistant. It's also quite heavy, despite being built from hyper-alloys.

Very Heavy: You weigh at least twice as much as a human of similar size. Moving you is -2 pips harder.

Very Tough: You have **1dP** protection.

Story Points: Spend **2 Story Points** to succeed with a **Strength** Check, regardless of how inhuman the feat may be. However, you may take damage from the feat at the Director's discretion.

LASER EYES

Tier 3: Requires Enhanced Sensors

Learning: Engineering or Electronics

Cost: 8

You can shoot laser beams from your eyes.

Let there be light: You set something combustible on fire using your laser eyes.

Story Points: Spend **1 Story Point** to weld two pieces of metal together using your eyes.

Spend 2 Story Points to cut apart a piece of metal, or cut an opening in a piece of metal.

Spend 2 Story Points to use the laser eyes as a weapon with the tags **Ranged Combat**, **5dX**, **Short Range**, **Reload** (9-0). If you get a **Reload**, you cannot use the laser eyes until they have recharged, which they cannot do until the next scene.

MEDICAL MECHANICA

Tier 3: Requires **Medicine** 65% and Tool Hand

Learning: Medicine

Cost: 5

Your fingers can open up to reveal a set of scalpels, syringes with painkillers and antibiotics, pliers, scissors, medical sensors, and an automatic medical tape dispenser.

Inhuman: Using this ability reveals to everyone else in the scene that you are a machine.

I'll patch you up: Treat **Wounded**, **Out Cold**, illnesses and poisoning at **+2 pips**.

Story Points: Spend **1 Story Point** to flip a **Medicine** task check, or a **Science** task check related to biology or medicine.

Spend 1 Story Point to scare the heck out of any *Mook* in the scene by revealing the medical tools in your fingers. Those *Mooks* now have the **Frightened** condition for the rest of the scene.

PERFECTLY HUMAN

Tier 2: Requires Android

Learning: Engineering or Charm

Cost: 3

Not even a close or medical inspection reveals that you are a machine. You can even "bleed". The condition **Wounded** still needs to be treated with **Engineering**, but **Medicine** works for every other case.

TOOL HAND

Tier 2: Requires Android

Learning: Engineering or Electronics

Cost: 5

Your fingers can open up to reveal a set of screwdrivers (flat, Allen key or Philips), adjustable torque wrench, pliers, cutter and a cigarette lighter in your thumb.

Inhuman: Using this ability reveals to everyone else in the scene that you are a machine.

I'll fix this: You get a **+2 pip modifier** on checks for jury-rigging, creating or repairing machines when you use your tool hand.

Story points: Spend **1 Story Point** to flip an **Engineering** task check.

NEW COMPLICATIONS

These new complications are only available for characters with the Android Ability.

ACTIVATED YESTERDAY

You were only activated at most one year ago. Your maker didn't bother to program you with a set of memories, which means that all your skills reflect programming and no experience. You have no idea how to handle emotions from the things you experience.

Story Points: Gain 3 Story Points when you make a fool of yourself because of your lack of social grace or experience.

EVIL TWIN

There is another copy of you out there. Or maybe you are the copy, and the original is out there? Either way, there is an identical person – either “android #2” or the original human from whose likeness you were created – who wants you deactivated.

Story Points: Gain 3 Story Points when someone blames you for your evil twin's evil-doing.

Gain 6 Story Points for playing your evil twin in a scene and sabotaging for the group and yourself.

LIMITED BATTERY TIME

The capacity of your batteries or internal accumulator is limited, meaning that you often run out of energy.

Story Points: Gain 3 Story Points for taking -2 pips on all physical actions in the scene because of your reactor going into energy saving mode.

Gain 6 Story Points when you are deactivated and recharging for a scene, and thus not present.

MECHANICAL APPEARANCE

Your creator did not bother about making you look human. You actually look like a machine, with exposed mechanics. You constantly have to hide under cloaks, hoods, coats etc to not expose yourself, and even then it's easy to show that you're not human.

Story Points: Gain 3 Story Points for taking -2 pips on all social interactions in a scene from being a machine.

Gain 3 Story Points for giving all Director characters in a social scene the **Frightened** condition.

Gain 3 Story Points for forfeiting all interactions in a scene due to nobody talking to the machine.

ZERO PROGRAM

There is a hidden mode in your programming, the Zero Program that may reflect your basic programming during creation, an emergency berserk mode, a memory-wipe security function, a self-destruction routine or any evil manipulation hidden deep in your positronic brain. You may or may not know that it is there, and the triggering condition is unknown or not completely understood even if you know that the Zero Program exists.

Story Points: Gain 3 Story Points for accessing the Zero Program. You still control your character, but you must follow the Zero Program to its conclusion and it's always bad for you..

Gain 6 Story Points for activating the Zero Program. The Director now controls your character to whatever sinister purpose you were created for. It may save your bacon, but it may cost you more than you are willing to pay.





WAY OF THE SHINOBI

As the Troubleshooters core book suggests on page 194, ninja can attack whenever the players are stuck. To do that, you need ninja. But that is not the only thing you can do with the shadow warriors from Japan. These masters of stealth and subterfuge add a layer of intrigue to any Troubleshooters campaign.

Although historical records on the ninja are as elusive as the very operatives they depict, their legend has cast an indomitable shadow over Japanese folklore and popular culture. With their mythic abilities and enigmatic allure, ninja have transcended the boundaries of history to become iconic and mysterious characters. Join us as we delve into the world of ninja in *The Troubleshooters*,

exploring their rich tapestry of skills, their hidden arts, and the unforgettable moments they create when the dice are cast.

Real or unreal ninja?

The practices and traditions of the ninja have been romanticised and exaggerated over time, making it challenging to separate fact from fiction when exploring their true origins and history.

As usual in *The Troubleshooters*, we prefer historical coolness over historical reality.

ORIGIN

The origins of the ninja, also known as shinobi, are shrouded in historical mystery and have been a subject of debate among scholars. Ninja emerged in feudal Japan during the 15th and 16th centuries, the Sengoku period. They were not a distinct class or profession but were individuals who possessed unique skills in espionage, covert warfare, and unconventional combat techniques. The roots of ninja can be traced back to the earlier samurai

and warrior monks who engaged in various forms of guerrilla warfare and espionage.

Ninja were known for their expertise in espionage, sabotage, and assassination, using tactics like infiltration, disguise, and stealth to gather information or carry out covert missions. They often operated in the shadows, working as mercenaries or spies for various warlords or political factions during Japan's turbulent history.

THE MODERN NINJA

In the world of *The Troubleshooters*, the traditions of ninja survived to the modern day. Some schools have opened up to the public, while others remain secret. It is rumoured that some schools work with the government and military in its intelligence community. Others are corporate mercenaries, doing the biddings of the conglomerates of Japan and sometimes even foreign companies. It is even rumoured that at least one clan works for The Octopus.

Even in the modern world, ninja schools often use the traditional roles.

- **Kanchō (Spy):** An infiltration specialist who gathers information on enemy activities and plans. They are experts in disguise and infiltration.
- **Teisatsu (Scout):** A reconnaissance expert responsible for scouting and mapping terrain. They use stealth to gather information about the enemy's positions and movements, and help the ninja team to navigate difficult terrain and avoid obstacles.
- **Kishu (Ambusher):** Ninja strike teams consist of specialists in surprise attacks and ambush tactics. They use a variety of weapons and traps to incapacitate or eliminate targets, including modern ones. They are mostly used for assassinations, but also to cause chaos, disrupt plans, and distract from the actual operation.
- **Konran (Agitator):** Psychological warfare is getting even more important in the modern world, to sow discord and confusion among the enemy ranks. *Konran*

specialises in spreading false information, rumours, or propaganda to create dissent.

Ninjutsu, often referred to as the “art of the ninja,” is a comprehensive and multifaceted martial art used by the ninja. It encompasses a wide range of skills and techniques that were traditionally employed by ninja warriors for espionage, sabotage, and survival. It's a highly secretive and versatile discipline that goes beyond physical combat, emphasising mental and strategic prowess as well – some say that it is borderline magic.

Ninja or shinobi

The terms “ninja” and “shinobi” both have the same origin: the kanji 忍者, with “忍” meaning “to endure” or “to hide,” reflecting their ability to remain concealed and blend into their surroundings.

“Ninja” is the *on'yomi* (Early Middle-Chinese influenced) reading of those kanji, while in the native Japanese *kun'yomi* reading, it is pronounced “shinobi”, and is a shortened form of 忍びの者 *shinobi-no-mono*, “person who hides”). Other historical names are *monomi* (“one who sees”), *nokizaru* (“macaque on the roof”), *rappa* (“ruffian”), *kusa* (“grass”) and *Iga-mono* (“person from Iga”). In literature, “shinobi” is the most common term.

In this article, we don't use the plural “s” when referring to several ninja, since the Japanese language doesn't have a plural form.

GEAR

TEKKO-KAGI, HAND CLAWS

Story Points: 1

Contents: Sharpened iron claws, straps.

Tags: Climbing: **+2 pips**, Sharp claws: **Melee**, Damage **3dX**

SHIKOMIZUE, CANE SWORD

Story Points: 1

Contents: Cane with hidden sword sheathed inside, uchiko powder ball, oil flask, cotton cloth

Tags: Shikomizue: **Melee**, Damage: **5dX**, Cutting

MAKIBISHI, CALTROP

Story Points: 1

Contents: Bag, lots of caltrops.

Tags: Hindering: entering the zone requires an **Agility**, **Willpower** or **Endurance task check**.

KUSARIGAMA, CHAIN AND SICKLE

Story Points: 1

Contents: chain and sickle, whetstone

Tags: Kusarigama: **Melee**, Damage: **4dX**, Snaring, Long reach

BANSENSHŪKAI, NINJA TEXTBOOK

Story Points: 2

Contents: Ninjutsu secrets

Tags: Teachings: a total of five Gain Abilities checks related to learning **Sneak**, **Melee**, **Subterfuge**, **Swordsman**, **Shadow Walker** or **Shadow Step** can be flipped if you are in possession of the Bansenshūkai at the debriefing. After that, you have mastered its arts.

NEW DIRECTOR CHARACTERS

Traditionally, there are four ranks of ninja, the lowest being *genin*, or foot soldier. Above them, *chūnin* are their mentors and team leaders. *Jōnin* make up the elite and also teaches the younger ninja. Finally, *kage* makes up the leaders of ninja schools or clans.

NINJA HORDE

The ninja horde is the archetypal “ninja attack” character. Suddenly they jump in through the windows, down from the ceiling or up through hidden compartments in the floor to add confusion to the scene. It is actually not just one ninja, but an entire swarm of several *kishu* ambushers. The ninja horde usually consists of about 8 *genin*, the lowest rank of ninja.

Ninja horde

Tags: Underling, Swarm

Initiative: 5 **Vitality:** 8

Attacks:

- Ninja sword: 55%, 5dX, Cutting
- Ninja bow: 55%, 4dX, Single Shot, Swift Reload
- Shuriken: 55%, 4dX, Thrown, Silent, Short Range, Concealable

Protection: 1dP safety in numbers

Skills: Basic 35%, Ninjutsu 75%, Hide in Shadows 65%, Run and jump 95%



Chūnin ninja

Tags: Underling, Flips (2), Multiple attacks (2)

Initiative: 9 **Vitality:** 5

Attacks:

- Ninja sword: 65%, 5dX, Cutting
- Shuriken: 55%, 4dX, Thrown, Silent, Short Range, Concealable

Defence: 35%

Skills: Basic 45%, Specialist 65%, Sneak 95%, Ninjutsu 105%

Genin

Use the same stats as Ninja Horde, but replace the tags *Underling* and *Swarm* with *Mook* and set **Vitality** to 2, if you want the player characters to fight genin ninja individually.

CHŪNIN

Field missions are often led by a *chūnin*, the middle rank of ninja. They are more experienced, having survived several missions in the past.



JŌNIN

The elite of the ninja, *jōnin*, are usually reserved for the most difficult missions. They are often sent on missions alone. If you ever meet them, you are in for a formidable enemy. But their duties do not end there: their job is also to teach the junior ninja.

Jōnin ninja

Tags: Lieutenant, Flips (2), Multiple attacks (2)

Initiative: task check **Vitality:** 7

Attacks:

- Ninja sword: 75%, 5dX, Cutting
- Shuriken: 65%, 4dX, Thrown, Silent, Short Range, Concealable
- Martial arts: 75%, 3dX
- Blinding powder: 55%, 3dX, Blinding, Thrown, Single-shot,

Defence: 35%

Skills: Basic 45%, Specialist 65%, Disguise 75%, Sneak 95%, Ninjutsu 105%, Alertness 65%, Agility 65%

KAGE

The leader of a ninja “village” – sometimes a literal village, sometimes a monastery, and sometimes a dojo in a city – is called *kage* or “shadow”. They are the undisputed leader of the village, the ninja masters.

Kage ninja

Tags: Boss, Flips (4), Leader (8), Multiple attacks (3)

Initiative: task check **Vitality:** 9

Attacks:

- Ninja sword (2): 75%, 5dX, Cutting
- Shuriken: 65%, 4dX, Thrown, Silent, Short Range, Concealable
- Martial arts (3): 105%, 3dX
- Blinding powder: 65%, 3dX, Blinding, Thrown, Single-shot,

Defence: 45%

Skills: Basic 45%, Specialist 75%, Disguise 105%, Sneak 105%, Ninjutsu 105%, Alertness 65%, Agility 65%, Menacing laugh 95%

NEW TAGS

Swarm: The director character is actually a swarm of director characters which covers a zone. 1 point of **Vitality** is roughly equal to one person or medium-sized creature. On their turn, they attack up to **Vitality** number of opponents in the zone once. If they have ranged attacks, they can also attack targets in an adjacent zone.

Blinding: If the attack causes loss of **Vitality**, the target gets the **Blinded** condition. At the end of their turn, targets of the attack may make an **Endurance task check** as a Bonus action. If successful, they drop the **Blinded** condition.

NEW TEMPLATE AND ABILITIES

NUKENIN, ROGUE NINJA

You escaped your ninja clan. The reason you left is your business alone: perhaps you objected to being an assassin for hire, learned a terrible secret of your clan, or maybe you were left for dead and discarded. Whatever the reason is, you’re now on the run, trying to live a “normal life” while avoiding the wrath of your former clan.

However, it is hard to live a “normal life” when you are an expert in stealth, infiltration and murder. But if you can use your skills for good, then maybe you can find some peace. So now you’re a troubleshooter.

Skills: Set the following skills: **Sneak** 75, **Melee** 65, **Entertainment** 65, **Subterfuge** 65, **Survival** 65, **Agility** 45, **Endurance** 45, **Prestidigitation** 45, Ranged combat 45, **Security** 45, **Willpower** 45. Set all other skills to 15.

Abilities: Pick two of the following Abilities: Acrobat, Actor, Extra gadget, Shadow walker, Swordsman. Ignore any requirements on these Abilities.

Complications: Pick one of the following Complications: Code of Honour, Honest, Overconfident.

Vitality: 6

Languages: –

Gear: You have one of the new gear kits in this article, a Disguise kit, and a Samurai Sword. Select one of them as your **Signature Gadget**. Pick up to two more gear kits of your choice.

Suggested Plot Hooks: Pick one or preferably two **Plot Hooks**, for instance one or two of these: **Exile**, **Foreign**, **I Owe You**.

It is time to remind them why they fear the dark.

–Natsuki Kawagama, Rogue Ninja

Ninja characters

Ninja characters may be an interesting role in your Troubleshooters campaign, but it does take the game into a more violent direction than originally envisioned. It is suggested that players need the Director’s express approval before making a ninja character.

We chose to make the ninja template a fugitive ninja, since it gives the player character freedom to act independently, removes the resources they would have access to as part of a ninja clan, and also creates opportunities for interesting adventures when the clan catches up.

SHADOW WALKER

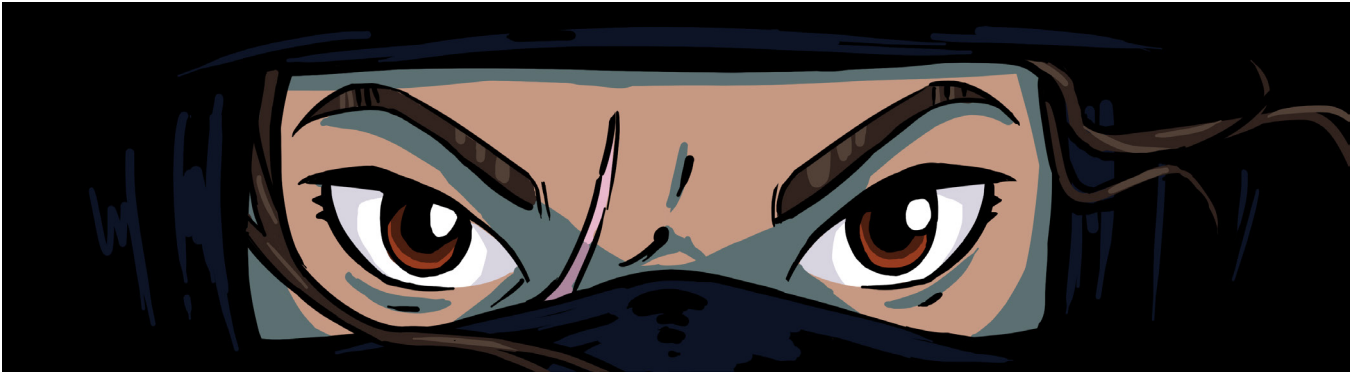
Tier 1: Requires **Sneak** 65%.

Learning: **Sneak**, **Agility**

Cost: 5

Being trained as a ninja, you are used to the darkness and can use it to your advantage.

I am the terror that flaps in the night: Use your action to make a **Sneak task check** to disappear into the shadows. If successful, then on your next attack action in the same scene and zone, the target gets the **Surprised** condition.



I am the banana peel you slipped on: If hidden, use your main action to make **1d6+2** Mooks in the same zone become **Prone**. Describe the trap you set for them in advance, for instance throwing ball bearing balls or oil on the floor (or indeed banana peels), trip wires that nobody saw, or a heavy sack which pulls a rope along the floor.

Story Points: Spend 1 Story Point to flip a **Sneak** or **Agility** task check.

SHADOW STEP

Tier 2: Requires Shadow walker

Learning: **Sneak, Agility**

Cost: 5

Your sneaking and hiding skills are so awesome that they almost seem like magic.

Poof, a ninja appears: Whenever you are not in a scene, and not concurrently in another scene, you can suddenly appear in the current scene, dropping down from the ceiling, stepping out of the shadows, etc. You cannot do this if you have activated a complication to **gain story points** for not being in the scene.

Poof, a ninja disappears: Once per session, and it is not your turn but someone addresses or attacks you, you can declare that you are no longer there. You disappeared when they were not looking. Any attack action against you is forfeit.

Story Points: Spend 2 Story Points to silently and unnoticed move into an adjacent zone as a Free action.

Spend 2 Story Points when attacking an enemy to give them the **Surprised** condition, as you suddenly appear from the shadows and attack them.

WHY YOU HAVE NINJA IN YOUR ADVENTURES

- **Corporate Espionage:** The troubleshooters are hired by a company to discreetly investigate a series of mysterious heists. As they dig deeper, they discover that The Octopus has employed a group of ninja to steal their groundbreaking research. The players must track down the ninja, navigate corporate intrigue, and ultimately decide whether to expose the espionage or use the stolen tech for their benefit.
- **Ninja Heist:** A valuable artefact, rumoured to possess mysterious powers, is scheduled to be unveiled at a prestigious museum, and the characters need that artefact for themselves. However, on the night of the event, a team of ninja infiltrates the museum with the intent to steal the artefact. The characters, who happen to be in attendance, find themselves embroiled in a tense standoff between the ninja and museum security.
- **The Shadow Clan's Revenge:** Vito Calzone, the capo of the New York mafia (known from The U-Boat Mystery), has unwittingly crossed paths with a notorious ninja clan, and their reckless actions have provoked the ninja's wrath. He has nowhere else to turn to than the characters, and pleads for their help in dealing with the mysterious and deadly ninja assassins hunting them down. The characters must navigate New York's criminal underbelly, uncover the source of the conflict, and decide whether to protect Vito Calzone's gang or negotiate a truce between the two factions.