

THE RED PANDA INTELLIGENCE DIVISION'S REVENGE !

YOU'RE A SPECIAL UNIT OF RED PANDA NINJAS FROM OUTER SPACE.

YOU HAVE BEEN ABDUCTED ON EARTH. YOU'RE VERY ANGRY AND REALLY, REALLY BADASS !!

STARTING THE ADVENTURE

YOU WAKE UP IN A LAS VEGAS BASEMENT.
YOU DON'T KNOW WHO GOT YOU ON EARTH, BUT
YOU WILL FIND OUT AND GET YOUR GODDAMN
REVENGE !

YOU HAVE 4 MISSIONS

1. FIND OUT WHO BROUGHT YOU ON EARTH
2. FIND OUT WHY THEY DID IT
3. FIND OUT HOW TO GET BACK AT THEM
4. FIND A WAY TO GO BACK HOME

NAME

YOU HAVE TO CHOOSE YOUR RED PANDA NINJA NAME.
IT MUST HAVE RED OR PANDA OR NINJA IN
IT. MAKE IT COLORFUL AND DANGEROUS!

SKILLS

YOU CHOOSE ONE SKILL YOU ARE VERY GOOD AT (MAKE A V) AND ONE
SKILL YOU ARE NOT AS GOOD AS YOU THINK YOU ARE AT (MAKE A X).

HIT POINTS

YOU HAVE NO HIT POINTS. WHY DO YOU HAVE
NO HIT POINTS? BECAUSE YOU ARE MOTHER
FREAKING BADASSES, MAN. WHEN YOU'RE
HIT, YOU HURT LIKE A REAL RED PANDA AND YOU
GO BACK FIGHTING FOR REVENGE.

- BEING DEADLY : YOU MURDER PEOPLE. JUST LIKE THAT
- BEING CUTE : YOU'RE A GODDAMN RED PANDA !
- BEING INVISIBLE : NOBODY NOTICES YOU. NOBODY..
- BEING EQUIPPED : YOU'VE GOT THE STUFF !
- BEING PREPARED : YOU ALWAYS HAVE A PLAN.
- BEING FROM OUTER SPACE : YOU CAN DO SOME WEIRD SHIT, MAN.

ALSO, OTHER PLAYERS GET TO CHOOSE ONE THING THEY LIKE ABOUT YOU & ONE THING THEY DON'T.

GETTING SHIT DONE

WHEN YOU DO SOMETHING RISKY, ROLL 1D6.

- 1-3 : YOU FAIL. YOU TELL WHAT HAPPENS.
- 4-6 : YOU WIN. YOU TELL WHAT HAPPENS.

YOU CAN ALSO CHOOSE TO WIN WHEN YOU ROLL 1-3. YOU TELL WHAT HAPPENS, BUT GM CAN INFLICT YOU A SETBACK AND YOU CAN'T GET OUT OF IT.

- > IF YOU ARE VERY GOOD AT WHAT YOU DO, 1-3 IS A WIN, AND 4-6 IS A PERFECT ACTION.
- > IF YOU ARE NOT AS GOOD AS YOU THINK YOU ARE, 4-6 IS STILL A WIN, BUT THE GM INFLICTS A SETBACK TO ANOTHER PLAYER.
- > YOU CAN USE WHAT PEOPLE DON'T LIKE ABOUT YOU TO HELP YOU. YOU ROLL 2D6 AND KEEP THE BEST.
- > GM CAN USE WHAT PEOPLE LIKE ABOUT YOU TO GET YOU INTO TROUBLE. IF YOU HAVE TO ROLL THE DICE, ROLL 2D6 AND KEEP THE LOWEST.

THE BAD GUYS

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| 1. DRUNK BEARS | 1. KGB |
| 2. A FUNK MUSIC BAND | 2. HOLLOW EARTH |
| 3. CYBER LIZARDS | 3. DUTCH MAFIA |
| 4. MAD NAZI ROBOTS | 4. MARS |
| 5. SOCCER MOMS | 5. THE LOST CITY OF MU |
| 6. RACCOON SAMURAI | 6. AN ALTERNATE REALITY |

FROM

THEIR MOTIVES

1. STEALLING 1 BILLION \$!
2. STARTING A CLONE ARMY
3. FINDING ATLANTYS
4. INVADING THE MOON
5. SAVING PANDAS. THE OTHER KIND.
6. FIGURING OUT ETERNAL LIFE

YOUR WAY HOME

1. THROUGH A WORMHOLE. A BIG ONE.
2. WITH A MACHINE THAT NEED REPAIRING
3. THROUGH A PORTAL IN A HUGE MILITARY BUILDING
4. WITH AN EXPERIMENTAL ROCKET BELONGING TO THE BGS
5. BY WITCHCRAFT (YES, WITCHES ARE TOTALLY REAL !)
6. THERE IS NO WAY HOME. TOUGH !

THEIR SECRET

1. THEY ARE BROKE.
2. THEY HAVE A SECRET BOSS. ROLL THE BOSS.
3. THEY HAVE A SECRET LAIR.
4. THEY HAVE A SILLY WEAKNESS
5. THEY HAVE AN HOSTAGE.
6. THEY HAVE RED PANDA WORKING FOR THEM