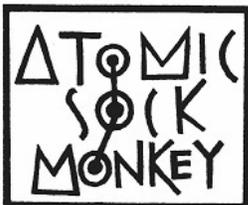
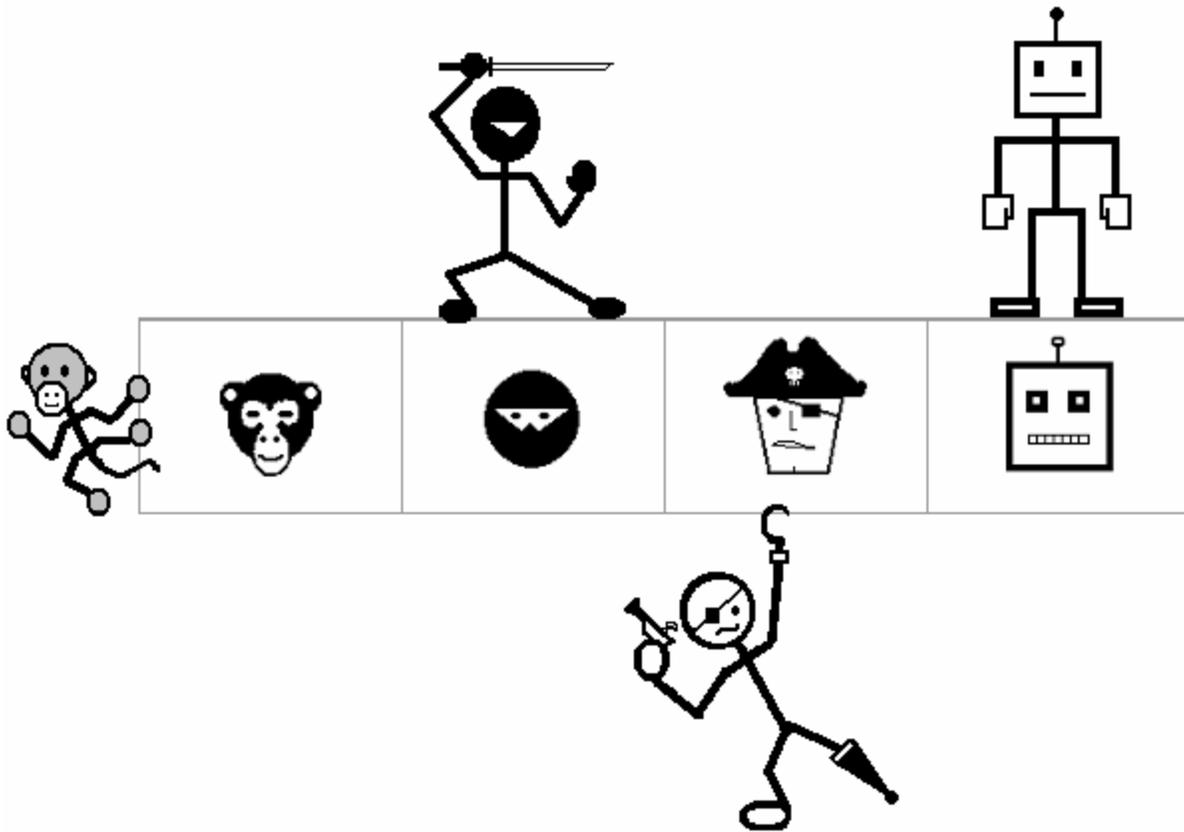


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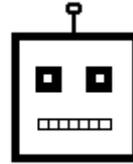
# **MONKEY, NINJA, PIRATE, ROBOT: THE ROLEPLAYING GAME**

*by Chad Underkoffler*



**ATOMIC SOCK MONKEY PRESS**

< <http://www.atomicsockmonkey.com> >



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# **MONKEY, NINJA, PIRATE, ROBOT: THE ROLEPLAYING GAME**

*by Chad Underkoffler*

**Prose Descriptive Qualities (PDQ) System Design by:** Chad Underkoffler

**Art & Layout by:** Chad Underkoffler

**Editor:** Tom Schoene

Visit the *Atomic Sock Monkey Press* website at < <http://www.atomicsockmonkey.com> > for more information on our games.

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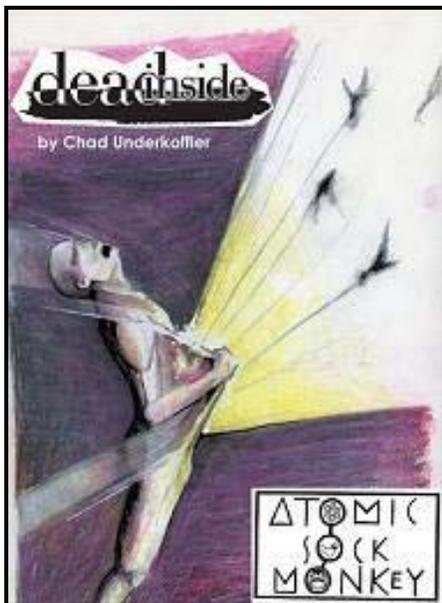
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**Also check out:**



**Dead Inside:**      **The Roleplaying Game of**  
   **Loss and Redemption**

Embrace your Virtue.  
Resist your Vice.  
Perform noble deeds.  
Find meaning.  
Fight crime.  
Regain your soul.

*Written by Chad Underkoffler*  
*Art by Chris Cooper*  
*Cover by Steve Archer*  
**ASM-010**



## INTRODUCTION

Go beyond the board!

This game isn't supposed to make sense.

This game isn't about high art or deep meanings.

This game is wacky, easy, and shallow as hell.

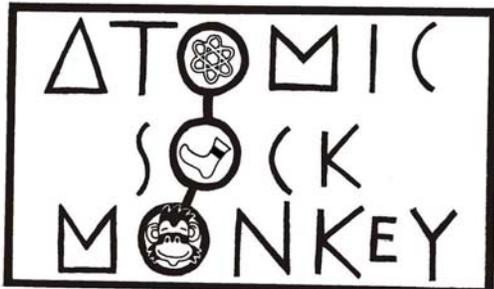
This game is about *defeating people* and *taking their Mojo*.

Have at it.

Have fun.

## ABOUT THE AUTHOR

Chad Underkoffler is the chief editor for a telecommunications standards body by day and a freelance game writer by night. He's been gaming since 1981, to the confusion of his family. He is the author and publisher of *Dead Inside: the Roleplaying Game of Loss & Redemption*, his column "Campaign in a Box" appears bimonthly in Pyramid Online < <http://www.sjgames.com/pyramid/> >, and he has written material for *Gamma World* (Sword & Sorcery), *GURPS* (Steve Jackson Games), and *Unknown Armies* (Atlas Games). Chad currently lives in Alexandria, VA, with his wife Beth and their two black cats.



## ABOUT ATOMIC SOCK MONKEY PRESS

*Atomic Sock Monkey Press* is dedicated to high-quality, off-kilter, imaginative fun. Currently, that means tabletop games of both the "beer & pretzels" and roleplaying game (RPG) varieties. In the future, we may expand into other areas; but for now, Atomic Sock Monkey Press is concentrating on games.

< <http://www.atomicsockmonkey.com/> >

## ABOUT THE PDQ SYSTEM

The *Prose Descriptive Qualities (PDQ) System* has been designed for evocative simplicity, speed, and flexibility in play. Three levels of resolution, suitable for any type of situation. It currently serves as the core game mechanics for *Dead Inside: the Roleplaying Game of Loss & Redemption (DI)*, as well as *Monkey, Ninja, Pirate, Robot: the Roleplaying Game (MNPR:RPG)*.

## ABOUT MONKEY, NINJA, PIRATE, ROBOT DELUXE

*Monkey, Ninja, Pirate, Robot Deluxe* is the Origins Award-nominated (Best Abstract Board Game), fast-paced, beer 'n pretzels game suitable for all ages. Each player will take on the role of a champion of a powerful (yet somehow downtrodden) secret group, each with access to unique abilities. We provide the rules and the *MNPR Cards*, and you provide the six-sided dice, tokens, and friends to play with.

*SPECIAL THANKS* to *S. John Ross*, who blazed the trail with *RISUS* (check it out at < <http://www222.pair.com/sjohn/risus.htm> >); the playtesters of *Dead Inside*, "Sekrit Projekt 7," and *MNPR Deluxe*; and *Beth Underkoffler*, the best First Reader a guy could ask for.

# Chapter 1: In A World Where...

A venerable cabal bent on world-domination has sent one of their greatest champions to steal the reactor core... but so have their enemies.

– from *Monkey, Ninja, Pirate, Robot Deluxe*

## THE BASICS

Monkeys, Ninjas, Pirates, and Robots roam the streets, stealing sweet, sweet uranium, challenging each other for their Mojo, and – sometimes – banding together to defend the Earth from Alien invaders.

Yup. That about covers it.

## SAY WHAT?!

Read that bit above again, if you need to. I'll wait.

The setting of *Monkey, Ninja, Pirate, Robot: the Roleplaying Game (MNPR:RPG)* is a cartoony sort of world. Sure, somebody's made a vague attempt at justification or rationalization by waving the weird energies of that sweet, sweet uranium around, but c'mon, man – that atomic horror stuff went out in the early Eighties. Ultimately, this is a universe where you just hope the shocks on your Suspension of Disbelief don't give out.

That said, any character who's a boring, ordinary schmoe (i.e., not a Monkey, Ninja, Pirate, Robot, Alien or any other Type of character with Mojo) reacts to a Monkey (or Ninja, Pirate, Robot, etc.) in one of the following ways:

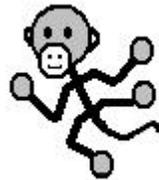
- ◆ Like ("Oooh, look! A monkey! Isn't he cute?");
- ◆ Ignore ("Monkey, shmonkey. You've got to pay the fare like everybody else if you want to ride this bus, bub.");
- ◆ Fear ("Auuugh! A monkey! Get it away from me! I don't want to get the monkeypox!"); or
- ◆ Hatred ("Get your stinking paws off me, you damned dirty ape!").

## WHAT'S YOUR SIGN?

Here's some basic information on the different Types of characters in the *MNPR:RPG*.

*Lifestyle* explains what a Type is generally like; *Gift* describes what sorts of things they are good at; *HQ* indicates a Type's home base (GMs should see *Chapter 5, Type HQs*); *Allies, Neutrals, & Enemies* shows their usual relationship with the other Types; and *Why Uranium?* explains the group's need for the sweetest of all radioactives.

## MONKEYS



**Lifestyle:** Monkeys like to sing, dance, play, eat, sleep, and make baby Monkeys. They are curious and family-oriented.

**Gift:** *Monkeys are Funny.* (Monkeys get one free Upshift to any social situation per session; see *Chapter 3, Using Gifts*.)

**HQ:** The Mönkey Haus.

**Allies, Neutrals, & Enemies:** In general, Monkeys like *Pirates*, dislike *Robots*, have no strong feelings about *Ninja*, and hate *Aliens*.

**Why Uranium?:** They mix it with the fertilizer for their banana and cocoanut trees; the radiation makes them capable of human speech, attractive, lucky, and smart. These attributes combine to grant them particularly effective jokes and japes to pull on their foes – and sometimes, friends! – called *Monkeyshines* (see *Chapter 3, Mr. Mojo Risin'*).

## NINJAS



**Lifestyle:** Ninjas are assassins and spies for hire. They like to plot, plan, sneak, hide, climb, and flip out and whack people. They are inscrutable and traditional.

**Gift:** *Ninjas are Adept.* (Ninja get one free Upshift to any physical situation per session; see *Chapter 3, Using Gifts*.)

**HQ:** The Ninja Hut.

**Allies, Neutrals, & Enemies:** In general, Ninjas like *Robots*, dislike *Pirates*, have no strong feelings about *Monkeys*, and hate *Aliens*.

**Why Uranium?:** They meditate over it, drawing its radiation into them to power their *Ninja Magic* (see *Chapter 3, Mr. Mojo Risin'*).

**PIRATES**



**Lifestyle:** Pirates like to sail, drink, sing shanties, fight, pillage, burn, and whore around. They are greedy in general, but otherwise loyal to their shipmates.

**Gift:** *Pirates are Shrewd.* (Pirates get one free Upshift to any business or professional situation per

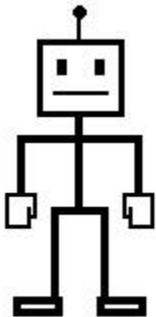
session; see *Chapter 3, Using Gifts.*)

**HQ:** The Pirate Ship.

**Allies, Neutrals, & Enemies:** In general, Pirates like *Monkeys*, dislike *Ninja*, have no strong feelings about *Robots*, and hate *Aliens*.

**Why Uranium?:** Sweet, sweet uranium is great booty: it's treasure, food, and Mojo all in one. The effects of it on the Pirate mind is considerable: the radiation has made them especially devious and given rise to numerous *Pirate Tricks* (see *Chapter 3, Mr. Mojo Risin'*).

**ROBOTS**



**Lifestyle:** Robots enjoy seeking out new data, collating information, leveraging this knowledge in designing and building new and improved Robots, and blowing stuff up. They are intellectual and technophilic.

**Gift:** *Robots are Logical.* (Robots get one free Upshift to any

mental situation per session; see *Chapter 3, Using Gifts.*)

**HQ:** The Robot Factory.

**Allies, Neutrals, & Enemies:** In general, Robots like *Ninja*, dislike *Monkeys*, have no strong feelings about *Pirates*, and hate *Aliens*.

**Why Uranium?:** The sweet radioactive ore powers their internal generators, permitting them to work day and night without rest for centuries. Additionally; its weird rays have granted Robots self-awareness and a level of ingenuity that has inspired a number of super-scientific abilities called *Robot Upgrades* (see *Chapter 3, Mr. Mojo Risin'*).

There are also the weird (NPC) invaders from space: the *Aliens*! Not much is known about the *Aliens*: many *Monkeys*, *Ninjas*, *Pirates*, and *Robots* have died bringing the fragmentary information below back to their peoples.

**ALIENS**



**Lifestyle:** Unknown (but they sure like flying around in their saucers and probing things).

**Gift:** Unknown (but rumor has it that they have psychic powers).

**HQ:** Unknown (but their base is thought to be on the Moon).

**Allies, Neutrals, & Enemies:** *Aliens* are enemies of all Earth-born life.

**Why Uranium?:** Unknown (but probably to power their saucers as well as their "Alien Mojo Powers," whatever they're called).

**IMPORTANT NOTE -** For unknown reasons, some *Aliens* are *much* tougher than others. As all *Aliens* look alike, sound alike, walk alike, talk alike, no one has yet discovered why this is so.

**NOTE -** GMs, see *Chapter 4* for further details on the *Aliens*.

**Mojo**

*Mojo* is the kingdom, the power, and the glory. It is the go-juice of champions, permitting them to exceed the paltry bounds of the possible. It is luck, skill, knowledge, trickery, willpower, grit, fame, honor, and moxie.

There are two ways to gain points of *Mojo*:

1. *Be all that you can be.* Characters gain *Mojo* by living up to the ideal of their Type. The more *Monkey*-like a *Monkey* acts, the more *Mojo* he can generate. (GMs should see *Chapter 5*

for a discussion of how to award Mojo for this).

2. *Beat the hell out of someone else with Mojo.* By defeating other Mojo-empowered characters (i.e., Monkeys, Pirates, Ninjas, Robots, and Aliens) in a *Challenge* (see below), the character will gain Mojo. But all Mojo is not the same (see *Chapter 3, Mr. Mojo Risin'*).

## ARE YOU ASKING FOR A CHALLENGE?

The way to get ahead in the world of the *MNPR:RPG* is to successfully win *Challenges*. These are formal contests of skill and luck in a variety of spheres – physical, mental, social, and professional. A karate match is a Challenge. So is a chess match. A singing contest or a race to earn the most money in a day are also Challenges.



The correct protocol for offering a Challenge is this:

- ◆ Stand before your opponent.
- ◆ Call the opponent by Name (or other specific designator, “You! You in the yellow hat” should be fine), and say “I offer you a Challenge in [whatever]!”
  - If the opponent declines, that’s that.
  - However, if the opponent agrees, you move on. *Once a Challenge has been accepted, it **must** be gone through with.* Neither participant may leave or abandon the Challenge until

resolution; to do so would cause one to lose *all Mojo*.

- ◆ The participants negotiate the rules of the Challenge, the victory conditions, and any referee or judge (if necessary). If they arrive at an impasse, they must find an uninterested third party to set the rules of the Challenge.
- ◆ Once all is arranged, the Challenge begins, and continues until one participant (or team of participants) wins.

Ultimately, a Challenge is a formal agreement to participate in a *conflict situation* (see *Chapter 3*), with the loser(s) agreeing to cede a point of Mojo to the winner(s). While normally, a Challenge is a one-on-one affair, multiple opponent Challenges are possible (two vs. two, one vs. three, five vs. seven, etc.).

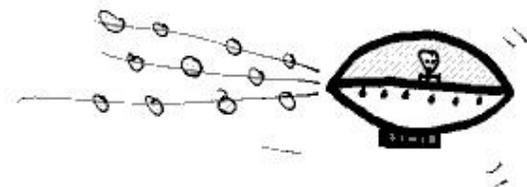
What’s important is that the winning characters each get a point of Mojo; these awarded points *must* be donated by the losers, who provide them from their pool of Mojo; if their Mojo pool is empty, bad things happen (see *Chapter 3, Mojo in Challenges*). Competitors may “hand over” a point of Mojo to a Judge to hold in escrow before the Challenge begins in order to avoid these bad things.

Any loser who refuses to hand Mojo over to the winner *dies*, instantly.

So there.

NOTE - Challenges can be fought for other concessions, not just Mojo. Prizes can include information, money, goods, the right to cross a bridge, etc.

This is so tied up in conflict mechanics that it should probably be put there. Instead you need some general color text about challenges here, to explain how the PCs are going to interact with each other and with their opponents.



# Chapter 2: . . .One (or More) Heroes. . .

Bathed in atomic radiation, these champions fight to the death, in order to claim the sweet, sweet uranium for their people. . . and victory!

– from *Monkey, Ninja, Pirate, Robot Deluxe*

## CREATING CHARACTERS

A player creates an *MNPR: RPG* character in six steps:

1. Pick a Type (Monkey, Ninja, Pirate, or Robot);
2. Pick a Goal;
3. Pick a Name;
4. Pick Some Qualities;
5. Roll Your Mojo; and
6. Start Filling in Your Challenge Record.

The first four elements of a character don't have to be completed in any particular order; each could provide ideas for the other elements. *Type* can provide a foundation for determining a character's *Qualities*, *Goal* often points the way for how a character can enter play, and a particular or peculiar *Name* may influence *Goals* or *Qualities*. A random roll determines one's starting *Mojo*. Finally, the player gets the opportunity to place another *Mojo* into their pool by filling-in their *Challenge Record*.

Two example characters will be generated step-by-step in boxed text alongside the following discussion to illustrate this process.

### PICK A TYPE

Every *MNPR:RPG* character starts as a single *Type* – Monkey, Ninja, Pirate, or Robot. (Normally, Aliens are NPCs only; but if a GM permits PC Aliens in his game, he'll let you know. See *Chapter 4*.)

After reading the information in *Chapter 1, What's Your Sign?*, players should select a *Type* of character to play. Each *Type* has a special *Gift* and access to special *Mojo Powers* (see *Chapter 3* for further details).

Type	Gift	Mojo Powers
<i>Monkey</i>	Funny (social Upshift)	Monkeyshines
<i>Ninja</i>	Adept (physical Upshift)	Ninja Magic
<i>Pirate</i>	Shrewd (professional Upshift)	Pirate Tricks
<i>Robot</i>	Logical (mental Upshift)	Robot Upgrades

#### EXAMPLE CHARACTER 1: JIMBO

Pat wants to play a Monkey. The Monkey Gift is Funny and the Monkey Mojo Power is Monkeyshines.

#### EXAMPLE CHARACTER 2: SALTY DAVE

Chris wants to play a Pirate. The Pirate Gift is Shrewd and the Pirate Mojo Power is Pirate Tricks.

### PICK A GOAL

All characters must have a *Goal*. This is the reason they participate in Challenges and other adventures – the *Goal* is the thing they are trying to achieve, support, protect, or promote. In service to this higher purpose, a character can drive himself even harder than most would think possible (see *Chapter 3, Using Goals*).

Some possible Goals include:

- ◆ Become the King of your Type.
- ◆ Protect your Type.
- ◆ Protect the whole Earth.
- ◆ Have fun.
- ◆ Cause mischief.
- ◆ Harass or destroy your Enemies.
- ◆ Collect or achieve something (True Love, Everlasting Fame, Riches Beyond Avarice, Things Monkey / Ninja / Pirate / Robot Were Not Meant to Know).
- ◆ Achieve the ultimate supremacy of elevating your mortal form to the incalculable power of the famed *Four-in-One*: the *Monkey Ninja Pirate Robot!*



**EXAMPLE CHARACTER 1: JIMBO**

Pat decides Jimbo just wants to Have Fun.

**EXAMPLE CHARACTER 2: SALTY DAVE**

Chris figures that Salty Dave wants to Bury the Biggest Treasure Ever.

**PICK A NAME**

A good Name is necessary, or else everyone will just call the character “hey, you!” Above all, a decent Name is something that sounds good when screamed in a Challenge.

**EXAMPLE CHARACTER 1: JIMBO**

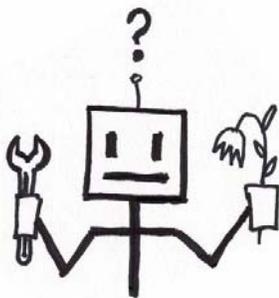
Pat has settled on “Jimbo of the Jungle” – “Jimbo” for short – for her Monkey.

**EXAMPLE CHARACTER 2: SALTY DAVE**

Chris thinks that a Pirate named “Dave” would be funny, but “Dave’s” not exactly a standout choice. So he slaps a piratical nickname in front, and a Louisiana surname, giving “Salty Dave Robichaux.”

**PICK SOME QUALITIES**

*Qualities* help further describe your character’s particular talents, skills, and flaw(s). They also provide game mechanics for how those abilities or disabilities work in play (see below, *Task Resolution*). Qualities should grow out of the character concept and game setting.



Qualities represent a broad skill or field of knowledge; if a particular Quality is relevant at all to an action or field of knowledge, the character may apply that Quality when attempting that action or using that field of knowledge. This is called the *penumbra* (or “shadow”) of the Quality. Therefore, a player shouldn’t choose Qualities that are too narrow or its penumbra will cast too narrow a shadow; too broad, and identifying the sorts of things that should

fall under the penumbra becomes pointless. The parameters for what’s “too broad” or “too narrow” are up to the individual GM.

For example, consider a character that has the Quality of “Teacher.” For some *MNPR:RPG* games, that will be perfectly fine; for others, too broad. The GM might ask the player to refine the Quality, to give a better idea of the sorts of things that will fall under the Teacher Quality’s penumbra. So: “Teacher” could become “College History Prof,” “High School Chemistry Teacher,” or “Grade School Teacher.” While all would cover the basic concept of education, each individual choice will bring different skills under the Quality penumbra – not just their fields of interest, but also supplementary knowledge: the College History Prof would have more experience with (academic) politics, the High School Chemistry Teacher would know more about adolescent fads, and the Grade School Teacher would be better at dealing with kids on a sugar high.

Take another example: “Gunplay.” This Quality would be useful not just in shooting at things, but also in cleaning and repairing guns, discovering the location of nearby gun dealers and shooting ranges, knowing the history of firearms, and so forth. If the player had instead selected a Quality of “.44 Magnum,” the Quality would only be useful in shooting that individual model of gun, and involve knowledge surrounding .44 Magnums exclusively.

Other Qualities are often drawn from five general areas:

- ◆ **Physical.** Having to do with the body, athleticism, or natural talents;
- ◆ **Mental.** Areas of study, intellectual acuity, education;
- ◆ **Social.** Groups the character is a member of or associates with, skills in dealing with people;
- ◆ **Professional.** Knowledge and skills picked up on the job; and
- ◆ **Other.** Esoteric skills, psychic talents, physical resources, or superpowers.

Qualities have Ranks, which indicate increasing proficiency. From lowest to highest, the Ranks are:

- ◆ **Poor [-2];**
- ◆ **Average [0];**
- ◆ **Good [+2];**
- ◆ **Expert [+4];** and
- ◆ **Master [+6].**

### Quality Examples

**Physical:** Gunplay, Kung Fu, Roguishly Handsome, Weightlifting, Ballroom Dance, Perseverance.

**Mental:** Oriental Philosophy, Fine Food and Drink, Sports Trivia, Speed-reading, Strategy & Tactics, Computer Programming.

**Social:** Wu-Shen Monks, MI6, Football Team, Conversationalist, Intimidating Guy, Charmingly Effusive.

**Professional:** Teacher, Martial Artist, Spy, Professional Athlete, Freelance Writer, Bounty Hunter, Mad Scientist.

The numbers in square brackets following the Rank of the Quality show the Rank's Modifier – how much is added to or subtracted from a 2d6 dice roll (see below).

Characters have some things going for them (Strengths) and at least one thing working against them (Weakness). At everything else, characters are neither noteworthy nor inept – that is, they're Average [0].

A *Strength* is an inherent positive aspect (benefit, skill, talent, attribute, or power) of a character. Come up with a word or a pithy phrase to sum up the Strength. Examples include Fighting, Credit Rating, Fly Like A Bird, Find Bargains, and Run Away!

A *Weakness* is an inherent negative aspect of the character, stemming from ignorance, flawed understanding, physical or mental incapability, or some other vulnerability. A word of advice: pick something that will be fun or entertaining (for you the player, not necessarily you the character) to flub at! Come up with a word or a pithy phrase to sum up the Weakness. Examples here include Glass Jaw, Bad Credit Rating, Slow As Molasses, and Wallflower. Weaknesses are always Poor quality.



Depending upon the conception of what a character is like, *any* Quality (other than that gained from

Type) can be a Strength or a Weakness. For example, suppose a character has “Hook-Handed” as a Quality. If it's ranked Average [0] or above, it's a Strength: the character can use his Hook as a weapon (in physical conflicts) or as a threat (in social conflicts) – or even wackier things picking a lock or sliding down a rope – with an increased chance of success. But if the character has “Poor [-2] Hook-Handed,” this is a Weakness: the character keeps getting his Hook stuck into things, forgets about it when he tries to scratch his head, has problems holding onto things that require two hands, and so forth. It's all in the way you spin it.

### Type Quality

Each *MNPR:RPG* character has one Quality with a fairly broad penumbra: that of their Type. So, a character who is a Monkey has a Monkey Quality on his sheet, which lets him do anything a Monkey could do in the game. Things like swinging through trees, picking things up with his toes, sign-language, cavorting to organ music for pennies, and so forth.

A character's Type Quality is considered a Strength with a Rank of Average [0]. It can be improved (see main text, Improvement) using Mojo – but only that of their particular Type.

**NOTE – Characters may only acquire other Type Qualities in play!**

#### SOME SUGGESTED ADDITIONAL QUALITIES BY TYPE

**Monkey:** Poo Flinging, Banana Addict, Prehensile Tail, Brachiator, Dancer, Nice Pants, Sign Language, Organ Grinder (Enemy).

**Ninja:** Oriental Philosophy, Shuriken, Climb, Kung-Fu, Sneak, Fast Food Delivery, Poisons, Disguise, Sense of Honor.

**Pirate:** Hook-Handed, Peg-Leg, One-Eye, Cutlass, Pistol, Swing from Chandelier, Sailing, Treasure, Cartography, Fight Drunk.

**Robot:** Hover Jets, Laser Eyes, Holo-Projector, Grapple Claw, Superstrong, Armor-Plating, Industrial Manufacturing, Literal-Minded, Machine-Voice.

**IMPORTANT NOTE -** If a PC wants to be particularly better at some Quality that might normally fall under the penumbra of another Quality (for example, taking “Soldier” and “Rifle” separately), it's perfectly okay to do so, provided that the player realizes that in exchange for a benefit up-front, their character generation choice will affect future Improvement (see Chapter 3, Improvement).

Players should have several options when designing the Qualities of their character. They may choose between having more Qualities at a lower level of competency, or having fewer Qualities at a higher level of competency.

It's a good idea to first determine how many ranks of Strengths and Weaknesses you wish characters to have, and then to lay the possibilities out simply for the players. In addition to a Rank of Average [0] in their Type (see boxed text, *Type Quality*), *MNPR:RPG* characters have 8 Ranks of Strengths and 1 Rank of Weakness, which breaks down this way:

- A. 4 Good [+2] Strengths, 1 Average [0] Type Quality, and 1 Poor [-2] Weakness.
- B. 1 Expert [+4] Strength, 2 Good [+2] Strengths, 1 Average [0] Type Quality, and 1 Poor [-2] Weakness.
- C. 2 Expert [+4] Strengths, 1 Average [0] Type Quality, and 1 Poor [-2] Weakness.
- D. 1 Master [+6] Strength, 1 Good [+2] Strength, 1 Average [0] Type Quality, and 1 Poor [-2] Weakness.

Never fear: if after play begins, a particular Quality sees no use and doesn't really add to the characterization of a PC, a player should feel free to change it to something that fits better - but only after talking to the GM first.

**EXAMPLE CHARACTER 1: JIMBO**

Jimbo starts with Average [0] Monkey; this lets the character do all sorts of Monkey things. Pat figures that Jimbo's a simple soul, interested in the basics - fighting, food, and fun. She decides to give him Expert [+4] Rasslin', Good [+2] Chef, and Good [+2] Brachiator. For a Weakness, she thinks that making him a Banana Addict - deciding that he gets irritable when denied and "fightin' drunk" when on a banana bender - would be a good complement to his Strengths.

**EXAMPLE CHARACTER 2: SALTY DAVE**

Salty Dave starts with Average [0] Pirate; this lets the character do all sorts of Pirate things. Chris is heavily influenced in his character conception of Salty Dave by "The Crimson Permanent Assurance" segment of *Monty Python's The Meaning of Life*. Thus, Salty Dave is a Good [+2] Accountant; he also makes Salty Dave Good [+2] with a Cutlass, Good [+2] at Swinging from Chandeliers, and Good [+2] at Climbing Rigging. For Salty Dave's Weakness, Chris selects Poor [-2] Grizzled. Though Salty Dave looks all withered, gnarled, and bent, don't let that fool you! He's a dab hand with the blade, or a six-column spreadsheet.

**ROLL YOUR MOJO**

To get their starting Mojo, all *MNPR:RPG* characters roll 1d6, halve the result (round up), and mark the number in their Mojo pool. The Type of Mojo is the same as the character's Type. (This is noted in a text-only character write-up by putting the first letter of the Type after the number.)

**EXAMPLE CHARACTER 1: JIMBO**

Pat rolls 1d6 and gets a 1. This comes out to 1 point of Monkey Mojo. She writes in **1M** on Jimbo's character sheet.

**EXAMPLE CHARACTER 2: SALTY DAVE**

Chris rolls 1d6 and gets a 6. This comes out to 3 points of Pirate Mojo. He writes in **3P** on Salty Dave's character sheet.

**START FILLING-IN YOUR CHALLENGE RECORD**

A character's *Challenge Record* gives a little back-story (telling about the one victory against an opponent that the PC had before play began) and grants an additional Mojo point. All *MNPR:RPG* characters get 1 free checkmark - and the associated Mojo point - to place in any of the rows to denote this triumph over an enemy. As a character progresses, his victories in Challenges should be recorded here, for bragging and ranking purposes. "Ah, but I have defeated five Ninja, while you have only beaten three - thus we should follow my plan for attacking the Ninja Hut!"

For text-only character write-ups, use the same method for noting victories on the Challenge Record as that mentioned above for recording Mojo.

**EXAMPLE CHARACTER 1: JIMBO**

Since Jimbo likes to rattle, Pat decides that one time, while whacked out of his mind on banana daiquiris on the Ginza, Jimbo out-fought a Ninja. She writes in **1N** twice - once under Mojo and once under Challenge Record (CR) - on Jimbo's character sheet.

**EXAMPLE CHARACTER 2: SALTY DAVE**

Chris believes that Salty Dave, coming late to the piratical life, has had to whomp on his own to prove his worthiness. He writes in **1P** twice - once under Mojo and once under Challenge Record (CR) - on Salty Dave's character sheet.

## AND THAT'S IT!

Unless, of course, the player wishes to further detail their character with things like his age, sex, height, weight, eye color, hair/fur color, matte/shiny/chrome armor, favorite foods, favorite clothes, hopes and fears, habits, foibles, quirks, turn-ons and turn-offs, measurements, whatever. It's all good.

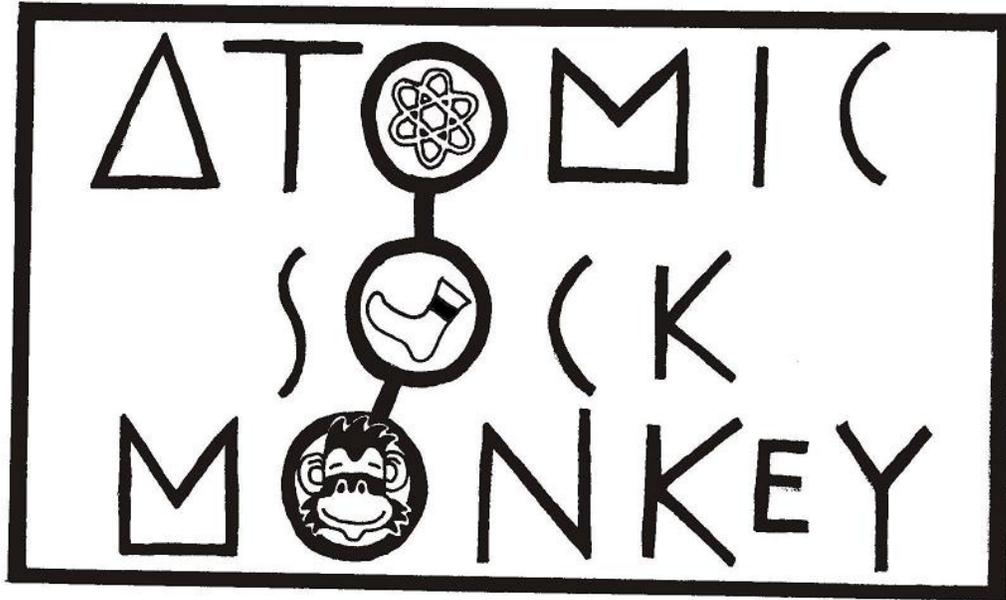
### EXAMPLE CHARACTER 1: JIMBOBONIUS (JIMBO) OF THE JUNGLE, MONKEY CHEF

**Gift:** Funny. **Goal:** Have Fun. **Qualities:** Average [0] Monkey; Expert [+4] Rasslin', Good [+2] Chef, Good [+2] Brachiator, Poor [-2] Banana Addict. **Mojo:** 1M, 1N. **CR:** 1N.

### EXAMPLE CHARACTER 2: SALTY DAVE ROBICHAUX, PIRATE ACCOUNTANT

**Gift:** Shrewd. **Goal:** Bury the Biggest Treasure Ever. **Qualities:** Average [0] Pirate; Good [+2] Accountant, Good [+2] Cutlass, Good [+2] Swinging from Chandeliers, Good [+2] Climbing Rigging, Poor [-2] Grizzled. **Mojo:** 2P. **CR:** 3P.





## MISSION

Atomic Sock Monkey Press is dedicated to high-quality, off-kilter, imaginative fun. Currently, that means tabletop games of both the "beer & pretzels" and roleplaying game (RPG) varieties.

In the future, we may expand into other areas. For now, Atomic Sock Monkey Press is concentrating on games.

## GOALS

To produce fun games that are quirky, thought-provoking, professional, and affordable.

## WHY ATOMIC SOCK MONKEY?

Well:

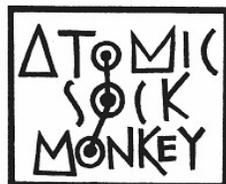
- Monkeys are funny.
- Sock Monkeys are weird.
- Atomic energy gives you superpowers (unless comic books have lied to me).

See? Simple.

## ABOUT THIS GAME

This is a sample of one of our roleplaying games: *Monkey, Ninja, Pirat, Robot: the Roleplaying Game*.

The complete book is a 64 page PDF file, and can be purchased at [RPGNow.com](http://RPGNow.com) for just \$8. Check it out!



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