

REAL ULTIMATE POWER

The Role-playing game



RUP CORE

1st Edition



By Evil the Ferret

The REAL ULTIMATE POWER Role-Playing Game

Introduction

Everyone knows about Ninjas.

They are so awesome that everyone wants to be like them. They can kill anyone they want! They cut off heads ALL the time and don't even think twice about it. These guys are so crazy and awesome that they flip out ALL the time

This game let's you play a Ninja, but not any kind of Ninja; a **REAL Ninja**, and that's why is so cool; and by cool, I mean totally sweet.

That's why it's called the REAL ULTIMATE POWER ROLE-PLAYING GAME!!!!!!

What is a Role-playing game?

If you don't what a role-playing game is, you better get a life right now or **REAL Ninjas** will chop your head off!!!

Now, before you read on, visit <http://www.realultimatepower.net> to witness the super awesomeness of REAL ULTIMATE POWER (and also to get pumped up!)

Thanks

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Disclaimer

This PDF was not created by the author of the REAL ULTIMATE POWER webpage and should be considered as homage to Mr. Hamburger. Most images and information in this PDF wer taken directly from the webpage and it should not be considered as theft of Mr. Hamburger's intellectual property but more as testament to his genius.

For more information on REAL Ninja, go to his website at:

<http://www.realultimatepower.net>

This game uses a modified version of the Clawring Crabe's d02 system, it can be found at:

<http://www2.hawaii.edu/~rdeese/RPG/D02/D02.htm>

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Rules

The REAL ULTIMATE POWER ROLE-PLAYING GAME uses the **D02 System** for rules. The **D02 System** knows no limits and is totally sweet and that's why it's used for the game.

To play, you need at least two players unless you are crazy. One player is called the **Ninja Master!** and he is in charge of everything. Every other player makes characters, they are simply called **Ninjas Wannabes** but they are still cool.

Character creation

First take the sheet of paper and a pen. Write down a cool name for your **REAL Ninja** and divide 20 points between the **REAL Ninja Stats**.

REAL Ninja Stats

- 🌀 **Wailing on Guitar**
This **REAL Ninja Stat** is used to show awesomeness or at the end a story. Some **REAL Ninjas** just wail because they feel like it and that's really cool.
- 🌀 **Popping a Boner**
This **REAL Ninja Stat** is used to impress *Hot Babes* and to look very sweet. But sometimes **Popping a Boner** can be used for other things, like this one guy once popped one that was so long it discovered America. **REAL Ninja Chicks** can also pop a boner, if they feel like it.
- 🌀 **Flipping Out** (and killing people)
As the name says, you use this **REAL Ninja Stat** when you want to flip out and kill people. Since **REAL Ninjas** flip out ALL the time, you'll use this stat ALL the time too! Sometimes you'll flip out and won't even think twice about it, but you'll still use this **REAL Ninja Stat**.
- 🌀 **Committing Seppuku**
Sometimes a **REAL Ninja** will get bored and won't feel like **Flipping Out** or **Popping a Boner** but they still want to do something Awesome. In that case, Committing **Seppuku** is the next best thing!
- 🌀 **Flying**
REAL Ninjas can run really fast, but they can also fly and that's pretty sweet. **Flying** was invented by cool magic a long time ago and nowadays most **REAL Ninjas** fly almost everywhere. That's why you don't see them on airplanes or boats.

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Meaning of Scores

To give an idea of what it all mean, here is the description of what the scores mean:

- | | | | | | |
|----|---|-------|-----|---|----------------|
| 1. | → | OK | 6. | → | Tubular |
| 2. | → | Neat | 7. | → | Really Tubular |
| 3. | → | Neato | 8. | → | Sweet |
| 4. | → | Crazy | 9. | → | Awesome |
| 5. | → | Cwazy | 10. | → | Totally Sweet |

Example: if you have a score of 6 in **Flipping Out**, it means you are *Tubular* at **Flipping Out**.

A score of zero means you can't use that skill AT ALL. So, if you have 0 in **Flying**, well you just can't fly and it sucks to be you!

Awesomeness

Awesomeness is the thing that defines **REAL Ninjas**. It's what makes a **REAL Ninja** what he is because *Mooks* (that's how **REAL Ninjas** call *normal people*) can never get **Awesomeness** no matter how hard they try.

The main use of **Awesomeness** is to make your **REAL Ninja** character even more Awesome. When a **REAL Ninja** does anything that needs a *slap-down* to see if he can, he adds his **Awesomeness** in coins to his *coin-pool*.

It also tells you how many *Ninja Swords* (or weapons) you can use at the same time

All **REAL Ninja** start with an *Awesomeness* of one but you can buy more point later when you have some *Getting Better Points*.



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Resolution Mechanic

Determining success or failure

Sometimes, the **Ninja Master!** will say that you need to randomly check if you succeed at something or not. Here is how it's:

First take the *REAL Ninja Stat* that most fits what you are trying to do.

Example: if you are trying to impress a *Babe*, you'd use **Popping a Boner**. If you want to go get pizza you'd use **Flying**. You get the idea.

Then dig in your pocket and get some change. Take a number of coins equal to your *REAL Ninja Stat*, call a side, and slap it down on the table. If the side you called comes up, you win. If you have less coin in your pocket than your score; too bad, just use those coins and remember to bring more next game. This is called *Slapping-down* and it's the *modified* D02 coin-pool system.

Difficulty Range

Now, you **Ninja Master!** can give you bonus coins if the challenge is really easy or he can give you penalties to your coin-pool if it's really hard.

Example: Let's say that *Hot Babe* you are trying to impress is a real airhead; the **Ninja Master!** can tell you to use one more coin than your **Popping a Boner** score. If the *Hot Babe* is, like, super famous, he can tell you to remove coins.

If after the penalty you have no coins, you fail no matter what and look stupid.

Being Totally Awesome

When you do something and the **Ninja Master!** tells you to *Slap-Down* some coin, you can give a description of what you are doing. If you give a cool description you can get a bonus to your *Coin-Pool*. It's up to the **Ninja Master!** to decide how big is your bonus.

The bonus you will get depends on how the **Ninja Master!** reacts to your description. The number of coins you get as bonus will be as follow:

<u>Reaction of Ninja Master!</u>		<u>Coin bonus</u>
Nice!	➔	+ 1
Cool!	➔	+ 2
Sweet!	➔	+ 3
Awesome!	➔	+ 4
<u>Woah!</u>	➔	+ 5

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Being Totally Lame

But if you give a lame description the **Ninja Master!** can give you a penalty; instead of getting more coins for your *Slap-down* you will get some taken away.

The number of coins you loose will depend on how the **Ninja Master!** reacts:

<u>Reaction of Ninja Master!</u>		<u>Coin bonus</u>
Bah!	➔	- 1
<i>Weak!</i>	➔	- 2
Dude!	➔	- 3
Get a life!	➔	- 4
<u>Lame!</u>	➔	- 5

As always, if after removing the penalty from your coin-pool you have no coins, you fail and look really stupid. Also, every player will be laughing at you.

Critical success and failure

If all coins turn up the side you called, then that is critical success; it means you succeed and looked super cool at the same time. If they all are wrong side, it's a critical failure and you are a loser and look stupid and you still fail. You can only a critical if you have a score of higher than one, you are not cool enough.

Other uses for Ninja Stats

Sometimes you'll come up with some weird ways to use a *REAL Ninja Stat*, like using **Popping a Boner** to kill or **Flipping Out** to break something. If you can convince the **Ninja Master!** it's a good idea AND it looks cool, you can do it!

If it's too weird or stupid the **Ninja Master!** can give you a penalty to your *Coin-Pool* for that action but it still might be better than using another stat.

Example: let's say that *B.Spears Ninja* is trying to kill a mean *Ghost* but she's only *OK* at **Flipping Out** so she'll have her ass handed to her on a spoon. She's *CRAZY* at **Wailing**, so she tells the **Ninja Master!** that she'll scream like mad at the *Ghost* to hurt him. Imagine that the **Ninja Master!** is pretty dumb and says it works. *B.Spears Ninja* could then use her **Wailing** to kick the *Ghost's* ass.



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Fights!

REAL Ninjas fight ALL the time, so it's no surprise that fighting has its own section, here is how fights work. Using weapons will change the way fights work, the ways fights are changed are found in the *REAL Ninja Gear* section.

Mook Kombat:

Mooks are whiny, slimy and easy to kill. When you decide to kill normal people you are doing **Mook Kombat**. It works like this: just use your **Flipping out** score and the number of coins that comes up the side you called is the number of *Mooks* you killed. This can be done as often as you want but your enemies can also try to do something every time you slap down some coins. They will try to flee or wet their pants or something, but you can still kill them with *Ninja Stars*.

Example: The *Flying Guitar Monkey* is at a diner and some dude drops a spoon, so he decides to kill the whole town. He is *Cwazy* at **Flipping out** so he slaps down 5 coins and calls head. The result is the number of *Mooks* he's just killed. If there are any survivors he'd need do it again until they are all dead.

REAL Ninja Kombat:

When fighting another **REAL Ninja**, it works a bit differently than **Mook Kombat**. First, **REAL Ninjas** can use any *REAL Ninja Stats* for fighting each other. Both enemies slap down coins but to win you need to have more coins on the side you called than the other dude. If you win, the other **REAL Ninja** loses one point in the *REAL Ninja Stat* you are using in this Kombat and if he wins you are the loser and take a point off your *REAL Ninja Stat*. You need to keep doing this until either of you have lost all their points; the loser can now be laughed and has to do what the winner tells him to do. The winner then gets back all his *REAL Ninja Stat* points at the end of the **REAL Ninja Kombat**.

Example: You are *Neato* at **Flipping out** and you fight a *Red Ninja* that is *OK* at **Flipping out**. You slap down 3 coins and call a side and he slaps down only one coin but he still calls a side. If you get more coins on the side you called you beat him and you can laugh at him and even kill him because he lost all his points in **Flipping out**. If the *Red Ninja* wins, you lose a point in **Flipping out** and become only *NEAT* at **Flipping out**. But remember, if you win you'll get back to being *NEATO* at **Flipping out** so it's not too bad.

This example could have been done with any *REAL Ninja Stat*, **Wailing on Guitar**, **Popping a Boner**, **Flying** or even **Committing Seppuku!**

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Committing Seppuku

Committing Seppuku is the ancient art of killing yourself if you get super pissed and can't find anybody else to kill. If you want to commit **Committing Seppuku**, you can do it by swallowing a Frisbee. The only catch is you have to be super pissed to do it but it's really cool.

Example: A **REAL Ninja** who is *Really Tubular* in **Committing Seppuku** decides to be cool; so he gets a **Frisbee** and does it: He slaps down 7 coins.

If you kill yourself with a successful **Committing Seppuku**, you come back as an undead or in some other way at the end of the story (it's up to the **Ninja Master!**). This is different from when you are killed normally, because you just die and go to *Ninja Hell* when that happens.

If you miss your **Seppuku** roll, look pretty stupid but you don't die. You can try as often as you like or until you get it right.

Getting Better

At the end of every game, the **Ninja Master!** will give the **Ninjas Wannabes** a number of *Getting Better Points*. These points are used to buy more *Stats* or other stuff like *Awesomeness!* Buying new stuff can only be done between games when your **REAL Ninja** gets some chill out time.

Buying more REAL Ninja Stats

The cost to raise a *REAL Ninja Stat* is the new *REAL Ninja Stat* that you are going to have. So, if you are level 2 (*Neat*) and want to buy it up to 4 (*Crazy*), it would cost $3+4=7$ *Getting Better Points*.

Example: After a game the **Ninja Master!** gives 2 points to the Crocodile Ninja who decides to put them in his *Wailing on guitar* score. He was *OK* at **Wailing on Guitar** and pays 2 *Getting Better Points* to be *NEAT* at it.

Buying Awesomeness

To raise your **Awesomeness** you need to pay a number of *Getting Better Points* equal to the new **Awesomeness** score that you are going to have multiplied by FIVE. So, to go from ONE to TWO it costs 10 *Getting Better Point*. You see *Awesomeness* points are totally sweet but expensive

Example: The Insane Ninja has 25 *Getting Better Points* to burn, so he decides to dump them all in **Awesomeness**. He has only one right now, so with his 25 *Getting Better Points* he can get to level 3! (10 points to get to 2 and 15 more to get to 3 for a big total of 25!)

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REAL Ninja Gear (Every Ninjas Wannabe starts with this stuff)

Ninja Swords:

Every **REAL Ninja** has at least one sword, and not any kind of swords, they have to be *Ninja Swords*! They are super important in *Mook Kombat*, for every *Ninja Sword* you have, you can kill twice as many *Mooks* when **Flipping Out**.

Example: If you slap down in 3 coins on the side you called you kill 3 Mooks. But you have a *Ninja Sword*, you'd kill 6! And if you have 2, then you'd kill 12!

In *REAL Ninja Kombat*, the number of *Ninja Swords* used tells you how many more points of **Flipping Out** the other **REAL Ninja** loses. That's unless the other **REAL Ninja** also has *Ninja Swords*! Then he'd lose the difference in *Ninja Swords* used plus the normal one point.

Ninja Stars:

REAL Ninjas also carry *Ninja Stars* for when enemies run away they still can be killed even if the **REAL Ninja** doesn't feel like running after them. So, for every *Ninja Star* a **REAL Ninja** has he can kill on person running away.

Ninja Outfit:

Everyone knows **REAL Ninjas** wear *Ninja Outfit* all the time, even when they sleep. If you don't wear your *Ninja Outfit* you can't use any **REAL Ninja** abilities and are as easy to kill as normal people. Better not be caught without a *Ninja Outfit*, that's why **REAL Ninjas** have several sets of *Ninja Outfit*.

Ninja Guitar:

If you don't have a *Ninja Guitar*, you just can't wail. Also *Ninja Guitars* are used as weapons in **Wailing Kombat** and work like *Ninja Swords*, but for only **Wailing Kombat**.



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Being the Ninja Master!

Being the ***Ninja master!*** is hard work but it's also pretty cool, you get to make fun of ***Ninjas Wannabes*** who mess up and stuff.

Telling REAL Ninja Stories

Your job as ***Ninja master!*** is to make up stories so the ***Ninjas Wannabes*** can go around **Flipping Out** and killing people. To have a really good story you'd need some **Flying** and maybe **Popping a Boner** or two. And a totally sweet story will ALWAYS end with some **Wailing**.

Here are some ideas for stories:

- ④ Some Babes are all staying at this stupid guy's place, so the ***REAL Ninjas*** need to go in the house to kill the stupid guy.
- ④ Some ***Pirates!*** have been attacking some schools and the ***REAL Ninjas*** have to kill them all.
- ④ Something is making Baby Jesus cry and the ***REAL Ninjas*** have to find out what and stop it.

These are just some ideas but you can make your own.

Giving Getting Better points

When a story ends, you should give Getting Better points to the REAL Ninja so they can get better. The number of point depends on how awesome the Ninjas Wannabes were in the story. If they were lame you take them points for them. If they are totally lame, make fun of them and don't make them play anymore.

Stats for Mooks

Mooks are not as cool as ***REAL Ninjas*** and don't have ***REAL Ninja Stats***, they have only ***Normal Stats*** but it's better than no Stats at all. They still get the same number of points than ***REAL Ninjas*** but you will see they are still pretty lame. They are lamer because they can only be used for what they were meant, not like ***REAL Ninja Stats*** that are used for anything.

Example: A ***Pirate!*** has stats for Killing, Pillaging and Stealing Treasures. It means he can only do that He could not sing, eat hot dogs or ride a bike.

Normal Stats are very restrictive since ***Mooks*** are way lamer than ***REAL Ninjas***. A stat for "Chopping wood" is good but a stat for "Being a ***REAL Ninja***" is not.