

BASIC ACTION SUPER HEROES!

ULTIMATE EDITION



ROLE-PLAYING GAME



BASIC ACTION SUPER HEROES! DICE ROLL CHART

Roll	x2	x3	x4	x5	x6	x7	x8	x9	x10
1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100
11	22	33	44	55	66	77	88	99	110
12	24	36	48	60	72	84	96	108	120
13	26	39	52	65	78	91	104	117	130
14	28	42	56	70	84	98	112	126	140
15	30	45	60	75	90	105	120	135	150
16	32	48	64	80	96	112	128	144	160
17	34	51	68	85	102	119	136	153	170
18	36	54	72	90	108	126	144	162	180
19	38	57	76	95	114	133	152	171	190
20	40	60	80	100	120	140	160	180	200
21	42	63	84	105	126	147	168	189	210
22	44	66	88	110	132	154	176	198	220
23	46	69	92	115	138	161	184	207	230
24	48	72	96	120	144	168	192	216	240
25	50	75	100	125	150	175	200	225	250

- 10 TYPICAL
- 20 TOUGH
- 30 SUPERHUMAN
- 40 EPIC
- 50 HIGH-IMPOSSIBLE
- 80 IMPOSSIBLE
- 120 BEYOND IMPOSSIBLE
- 160 BEYOND BELIEF
- 200 BEYOND IMAGINATION

YOU DON'T HAVE TO BE A MATH WIZARD TO ENJOY BASH! SIMPLY ROLL THE DICE, THEN FIND YOUR ROLL IN THE LEFT COLUMN.

FIND YOUR MULTIPLIER IN THE TOP ROW. WHERE THEY MEET IS THE RESULT OF YOUR ROLL. SIMPLE!



EVER WANT TO BE A SUPERHERO? ALL YOU NEED IS A PAIR OF DICE, THIS BOOK, AND IMAGINATION! STREAMLINED RULES MAKE IT QUICK TO MAKE A HERO, AND EASY TO PLAY. CUSTOMIZE DOZENS OF POWERS TO MAKE ANY SORT OF SUPERHERO FROM LOW-POWERED MYSTERY MEN TO COSMIC HEROES WHO DEFEND THE GALAXY. PLAY IN A VARIETY OF ERAS AND SETTINGS, SUCH AS THE GOLDEN AGE OR SILVER AGE OF COMICS, SCI-FI SUPERHEROES, AND MORE. DOZENS OF PRE-MADE ARCHETYPES LET YOU QUICKLY CREATE HEROES AND VILLAINS SO YOU CAN JUST PICK UP AND PLAY.





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QUESTIONS? COMMENTS? IDEAS? VISIT OUR WEBSITE AT WWW.BASHRPG.COM FOR INFORMATION AND FREE DOWNLOADS, OR LOOK FOR BASIC ACTION GAMES ON FACEBOOK.

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INTRODUCTION

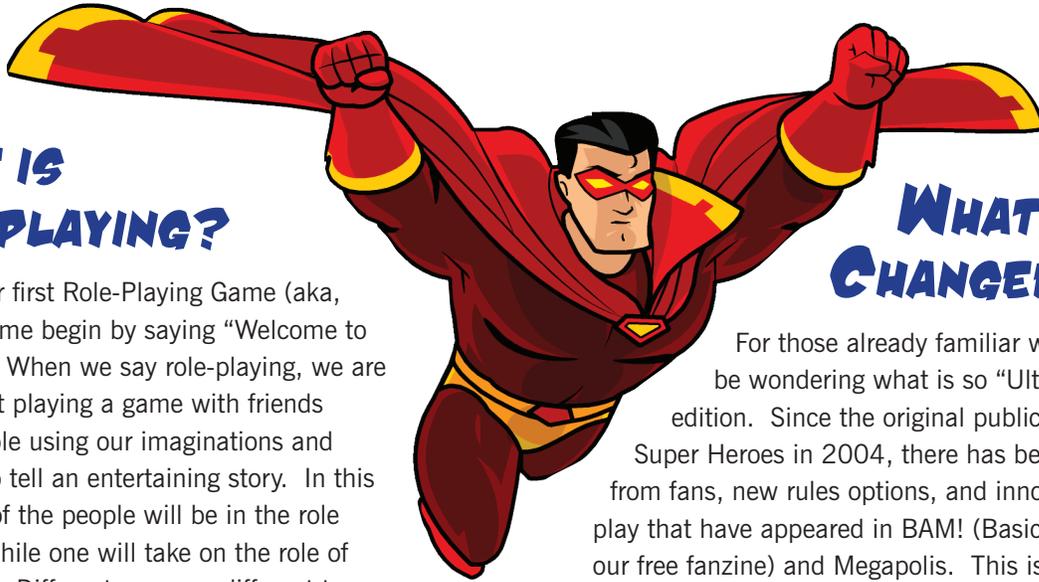
WHAT IS ROLEPLAYING?

If this is your first Role-Playing Game (aka, “RPG”), let me begin by saying “Welcome to the hobby!” When we say role-playing, we are talking about playing a game with friends around a table using our imaginations and some dice to tell an entertaining story. In this story, most of the people will be in the role of Heroes, while one will take on the role of the Narrator. Different rpgs use different terms, rules, and dice, but they have one thing in common: spending some time with your friends and living a story together. Rpgs are also memories of that crazy character you made, laughing about that day you botched that easy skill check, pride in your best performance, meeting interesting people, or when you felt truly Heroic saving the day!

WHAT IS BASIC ACTION SUPER HEROES?

The Basic Action Super Heroes (aka BASH!) game was a product of my attempt to invent a role-playing game that would appeal to kids. What I found, however, was that it really worked well as an RPG for gamers of all ages. The rules are light and simple, yet expansive and precise. Most superhero rpgs are either too bogged down with details (describing every imaginable attack as a unique, separate power), or far too simplistic (telling players to just “make up their own powers and let the GM decide how many points it should be worth”. We know how that often goes...). BASH gives a complete list of powers without requiring the players to learn complicated formulas or memorize charts. In short, you will spend less time creating your hero, and more time playing your hero.

The way that the system works is that the players roll two standard six-sided dice, and multiply the result by their stat or power to indicate the result relative to their opponent’s or the difficulty of an unopposed task. If the roll is “doubles”, roll another die and add it (repeat if it matches) before you multiply. The higher number is victorious. Simple, eh?



WHAT'S CHANGED?

For those already familiar with BASH! you may be wondering what is so “Ultimate” about this edition. Since the original publication of Basic Action Super Heroes in 2004, there has been a lot of feedback from fans, new rules options, and innovations in game play that have appeared in BAM! (Basic Action Magazine, our free fanzine) and Megapolis. This is an attempt to incorporate those ideas into a single work. In addition there are some entirely new ideas that are appearing in BASH! Ultimate Edition. The biggest are described below:

Energy: Players no longer have to keep track of a pool of energy points that fuel their powers. A character having limited use of their powers is now a Limitation rather than the default.

Weapons: Weapons no longer add to damage- instead they do a set multiplier of damage that might be augmented by Brawn (but not by Mind).

Range and Area: These aspects of powers are now figured differently, in a way that will give more bang for your buck on Character Points. Radius attacks are now known as Burst. Burst attacks now are much easier to hit with than standard attacks (no need to roll vs. each target).

KEY TERMS

Active Multiplier: The number by which any action is multiplied other than damage. The maximum active multiplier is normally x10.

Contest: When two or more characters are in direct opposition with one another at some task, they both roll dice. After multiplying by the relevant stat or power, the character with the higher result wins. Ties go to the Hero, or whoever is acting more heroic at that moment.

D6: An ordinary six-sided die. In this game, you usually roll two at once.

Dice Bonus/Penalty: A number that is added/subtracted from the 2d6 roll before multiplying. When written, the dice bonus comes before x. So a roll with a multiplier of 3 and a dice penalty of 2 is written -2x3.

DM, Damage Multiplier: The number by which 2d6 are multiplied to determine how much damage an attack does, how much damage is soaked, or how much damage is healed.

Domino Effect: The ability for Heroes or Villains to attack an additional minion in hand-to-hand combat if they have just taken one out.

Doubles: When both d6s display the same number. If this happens, roll another d6 and add it. If this also matches, roll and add until it doesn't. This is sometimes also called "exploding" dice.

Issue: The current game session, within an ongoing plot known as a "story arc".

Hero: A character portrayed by a player in the BASH! game. Heroes have abilities far beyond ordinary men, and use them in the name of justice. In game mechanics, Heroes have several advantages over Minions (more Hits, ability to utilize Doubles) and Villains (Heroes always win on a tie).

Hero Dice: Special Dice that can give Heroes an edge- even when they are at a disadvantage. They can be used for many purposes. A Hero Die is worth five Hero Points.

Hero Points: A pool of points that some Heroes can spend to improve a dice roll result after seeing the initial result. When a Hero is created, any "left over" Character Points become Hero Points that refresh every issue. Narrators can also award Hero Points to players for good play.

Hits: This is how much physical damage a character can withstand before being knocked out. Heroes usually begin with 100 hits. Minions have less.

Intensity: This is how strong the effect of a power is, whether it is damage, healing, or knock-back.

Minion: Less important characters in the story. Minions may be a Villain's faceless army of henchmen, but may also be innocent bystanders, ordinary police, etc. In combat, Minions are less capable than Heroes & Villains.

Multiplier: This is the number by which you are multiplying your 2d6 roll. When written, the multiplier comes after x. So if you are multiplying by 3, you'd write x3.

Multiplier Bonus/Penalty: A number that is added to/ subtracted from the multiplier. For example, a +2 Multiplier Bonus would change a x3 to a x5.

Narrator: While most of the players in a BASH! game are portraying Heroes, the Narrator's job is to set up the story, the backdrop of the setting, and portray all characters other than the Heroes- from innocent bystanders to Villains and their Minions.

Page: One round of combat is known as a "page". On each page, there are several "panels" that take place.

Panel: During a "page", each character takes an action, known as a panel. Panels are numbered according to the combatants' priority.

Power Stunt: A common occurrence in superhero comics, a Power Stunt is when a character uses one power in a creative way, to essentially emulate another power- for example a super-speedster vibrating his molecules in order to move through a solid wall.

Priority: The order in which Heroes' and their adversaries' "panels" occur. This is based on whoever has the highest Agility, and is affected by speed-wiring or similar powers.

Setbacks: Somewhat similar to Hero Points, Setbacks are spent by the Narrator to reduce the dice rolls of Heroes.

Scene: A part of the issue that takes place at a given time and place. When the Heroes leave that place, or a significant amount of time passes in the game, that scene is over. There are usually several scenes per issue. Some powers have a duration that lasts for an entire scene.

Soak: The number by which 2d6 are multiplied to reduce the number of damage Hits taken from a given attack/accident. This is based on Brawn, and reinforced by the Armor power.

Square: The standard area of physical space used to measure distances of movement, attack range, Burst, etc. A square is 5 feet by 5 feet. Thus a range 5, attack has a 25' range. Squares of measurement is handy for people who play using a battle mat with miniatures, but you can just as easily measure in inches, use a hexagonal mat, or just play without any miniatures.

Story Arc: The ultimate goal of the Heroes over a given time. Once that goal is achieved, players may move on to another story arc.

Stats: These are the fundamental raw aptitudes of any character. They are Brawn, Agility, and Mind. See page 3 for more details.

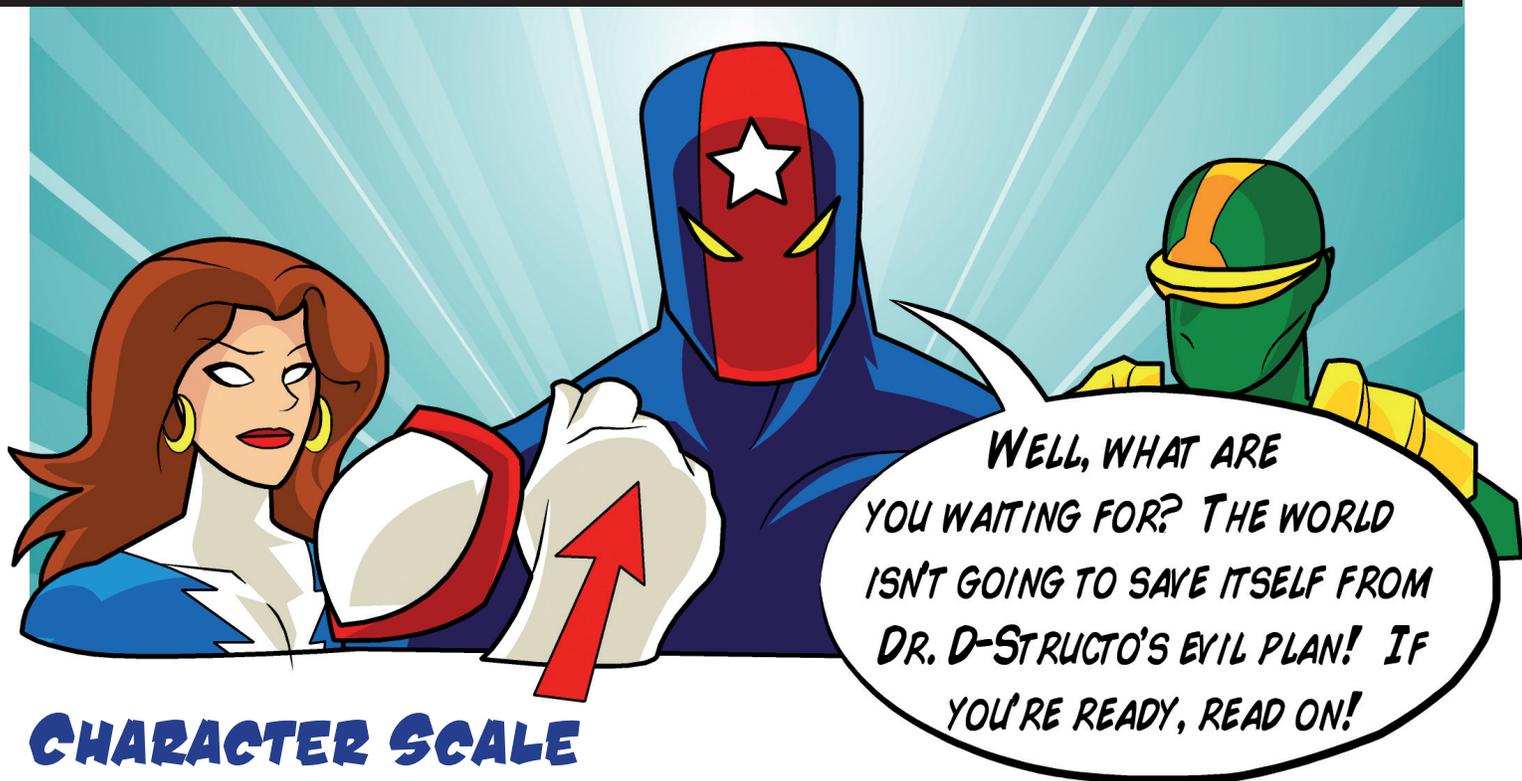
Result Bonus/Penalty: A number that is added/subtracted from the total result of a die roll after multiplying. It is written after the multiplier. For example, with a +5 Result bonus, x3 multiplier, you write x3+5.

Villain: A character portrayed by the Narrator in the BASH! game. Like Heroes, Villains also possess abilities beyond those of ordinary people- but use these abilities for evil.

Villain Dice: The evil equivalent to a Hero Die. Villain dice are used against Heroes.

x: A lowercase letter x represents multiplication. So if you multiply by 3, it would be written as x3.

CHAPTER 1: CHARACTER CREATION



CHARACTER SCALE

Before you begin making your own superheroes, you should have a general idea about the “scale” that the Heroes will be playing at. Are these teenage Heroes just coming to grips with their powers, or are they cosmic entities vying for control of an entire galaxy? The degree of power that Heroes have is represented as Character Points, and these points are used by the Heroes to create their characters.

The Character Point Value is determined by the scale of the campaign. Below are examples of several scales of play, how many Character Points a Hero gets for that scale, and a recommended breakdown of Stats & Powers for that scale. These recommendations are a guideline of course—you can feel free to invest more or less of your points in Stats or Powers as you see fit (though the Narrator is free to set limits). The Narrator is also free to set the scale of the campaign somewhere between these guidelines.

BUILDING A HERO STEP 1: STATS

Each Stat is rated from 0-5, rating the characters in terms of their physical and mental prowess. Each point of stats costs 2 Character Points. Thus, a Character with a Brawn of 3 would have to pay six Character Points for it.

A Stat of 0 costs no Character Points, and indicates a Stat that is far below average, indicating some sort of severe impairment. When using a multiplier of zero, roll only 1d6 whenever making a roll. It “explodes” only on a result of a 6.

Table 1-1. Character Scale and Point Values

Point Value	Campaign Scale, Example, and Recommended point division
20 points	Mystery Men. Low-powered heroes common to the Pulp era. <i>Recommended: 12 pts for Stats, 8 pts for Powers.</i>
25 points	Street Level. Mid-powered Heroes who usually protect a city or neighborhood. <i>Recommended: 14 pts for Stats, 11 pts for Powers.</i>
40 points	World Class. Among the most powerful in the world, these Heroes often save the Earth. <i>Recommended: 18 Pts for Stats, 22 pts for Powers.</i>
60+ points	Cosmic. God-like Heroes who battle over the fate of entire galaxies. <i>Recommended: 24+ pts for Stats, 36+ pts for Powers</i>

BRAWN

This is the character's strength and overall toughness. Below is a description and benchmark examples of what a character with given level of Brawn could expect to be able to do.

Table 1-2. Brawn			
Score	Cost	Examples	Lifting
0	0	Weak & Feeble	Cannot lift 50 lbs
1	2	Normal Man	Lift at least 50 lbs
2	4	Pro Football Player	Lift 400 lbs
3	6	Minor Super Strength	Lift several tons
4	8	Greater Super Strength	Lift tens of tons
5	10	World's Strongest	Lift hundreds of tons

MIND

This is the character's IQ, will power, and psychic potential. It is also used to make ranged attack damage, social interactions, resist mental attacks, and represents the character's awareness.

Table 1-4. Mind		
Score	Cost	Examples
0	0	Severely Impaired Faculties
1	2	Normal Person
2	4	PhD.
3	6	Genius
4	8	Super Genius
5	10	One of the greatest Minds in history

CHARACTER OPTION: WEAKNESS

You do not have to have one, but it is very common for Heroes (and Villains) to have a weakness, a fatal flaw that makes them vulnerable despite their mighty powers. If you have a weakness, your character gets additional Character Points. At the Narrator's option, you may have more than one weakness if you choose.

There are three varieties of weaknesses. First, there is the Negating Weakness. Whenever you are exposed to your weakness (often within 5 squares of it), or you go 1 day without the source of your powers, you lose all of your powers, and your Brawn and Agility are reduced to 1 each. In essence, you have become a normal person, and extremely vulnerable to attack. This is worth 2 Character Points.

Examples: An aquatic, amphibious Hero might have a Negating Weakness to being without salt-water (the source of his powers) for 24 hours; a fire-elemental Hero might have a Negating Weakness to fire dousing effects such as vacuum or being submerged in water.

Another variety of weakness is the Damaging Weakness. This means your character is vulnerable to a specific type of attack, and takes double damage from that source (before rolling to soak). A character might have a damaging weakness against electricity, heat, cold, magic, blades, or anything else you can think of and the Narrator approves. This is worth 2 Character Points.

AGILITY

This is how quick the character's reflexes are. It is used to determine priority in combat, to dodge all physical attacks, and strike in close combat. It also determines how fast a character can move.

Table 1-3. Agility			
Score	Cost	Examples	Movement
0	0	Severely Disabled	Run 1 square
1	2	Normal Man	Run 3 squares
2	4	Black Belt	Run 6 squares
3	6	Superhuman Agility	Run 9 squares
4	8	Very Fast	Run 12 squares
5	10	Ultra Fast	Run 15 squares

Example: A robotic hero might have a Damaging Weakness to electricity.

Even more debilitating effect than a standard weakness is the Devastating Weakness. Choose one of the following effects: You take triple damage from a given type of attack or you have a Negating Weakness that in addition to losing stats and powers as above, also causes you to take x3 damage each page whenever you are within 5 squares of the substance or without the source of your powers! This is worth 4 Character Points. It may be possible to have more than one weakness, but it is not recommended to players.

Example: A vampire might have a Devastating Negating Weakness to daylight and a Devastating Damaging Weakness to wooden piercing weapons.

BUILDING A HERO STEP 2: POWERS

Once points have been spent on Stats (and possible gained by taking Weaknesses), a character is ready to acquire the powers that make them super!

Something a player should also consider is the source of his/her powers, and how s/he acquired them. In most comic books, there are three standard sources of powers: genetic (you are an alien/mutant), mechanical (you are a robot/cyborg/gadgeteer), and mystical (you are a sorcerer or a magical being). The origins of your powers are not important to game mechanics, but do provide your character with a back-story, and make the game more interesting.

One final note about powers: two characters might have the exact same power, but each may be represented in totally different ways. For instance, two characters, each with Flight 3 could fly in completely different ways- one might have a jetpack, while the other has wings growing out of his back. These sorts of details also make your character more unique and interesting. When you buy a power, specify how it works.

POWER LEVEL

All powers have a base cost of 1 Character point per level in the power. So a

level 3 power would have a base cost of 3 Character Points. However, the Character Point cost of a power may be higher or lower than the power's level due to enhancements and limitations placed on the power. For a list of power enhancements and limitations see Chapter 3: Powers.

POWER CATEGORIES

Powers come in seven Categories: Movement, Combat, Perception, Mental, Intense Training, Mastery, and Bio-Manipulation. Below is a list of powers sorted by category, giving a page number to each power in Chapter 3: Powers.

Movement: These powers enable you to move in ways beyond that of mortal men, be it super speed, flight, or even burrowing. See Page 41.

Combat: These powers are useful in a fight, whether it is taking damage or dishing it out. See Page 44.

Perception: These powers give you sensory abilities beyond that of normal humans. See Page 46.

Mental: These powers cover a wide variety of mind-powered abilities and resistance to them. These powers are usually psionic in nature, but may be magical or technological. See Page 47.

Intense Training: These “powers” are actually the result of hard work. Even “normal” people can have these powers. See Page 50.

Mastery: These powers give a character great awareness or control over a certain thing. These powers can often be used for a great variety of effects. See Page 52.

Bio-Manipulation: These powers involve transforming or controlling one's own body far beyond normal ability. See Page 54.

SPECIAL EFFECTS

Characters in comics often use their powers for everyday tasks not represented by the powers in this book. Assume that your characters also can produce similar “special effects”. For example, a character who can blast flames at his enemies could also make a torch to see in the dark, or light a candle by snapping his fingers. Such minor uses of power are inconsequential to a character, and don't need to be “bought” with points- assume they are part of the package.

