

DETAILED EXAMPLE OF HERO CREATION

Luke and Michael have decided to create Heroes for their game of *BASH! Ultimate Edition*. The Narrator has told them to create characters for around 25 points because he wants to run a “Street Level” game.

Step 0: Thinking about your Hero

Now that they know the scale, they get to work figuring out their characters. Before they proceed to buying Stats and Powers, they first visualize the type of characters they want to play. They think about themes, and personalities. Luke decides that he wants to play a near-invulnerable, super-strong guy who is made out of basalt. He sees on page 110 the “Brick” Archetype is right on the money for the type of character he wants, and decides to simply use that as the basis of his character, which he will customize.

Michael, on the other hand likes the idea of playing a normal human with gadgets and training to supply his powers. He envisions a dark, brooding avenger with a cape and a mask who fights crime with a pair of tonfas. While the “Master Crime-Fighter” on page 119 would fit this mold, he doesn’t want to take on the many setbacks that would come with being a 36 point Hero in a 25 point game, assuming the Narrator would even allow it.

So Michael decides to create an entirely new character from scratch.

Step 1: Stats

Luke takes the stats from the Brick on page 110: Brawn 5, Agility 1, Mind 1 (14 points worth). Michael decides that his Hero should be a “perfect” physical specimen *and* a genius, giving him a Brawn and Agility of 2, and a Mind of 3 (14 points).

For now, they both pass on adding a weakness to their Heroes, but Luke considers taking one later if he decides he wants to increase his Mind or Agility, or add a couple more points in powers.

Step 2: Powers

Luke also takes the powers from the Brick on page 110: Armor 3, Special Attack 3, Push 0 (Close Range, Small Burst), Super Jump, and Clinging. On top of that, he decides to add 1 level in Mind Shield, just to avoid being so vulnerable to mental attacks, bringing the total of his powers to 11 points, and his grand total to 25 points.

Michael considers that the most important part of his character will be his weapons- the tonfas that he carries, and decides to represent this as “Special Attack”. Because these are no ordinary tonfas, however, he decides to make this “Variable” with a base of 3 levels in the power, and also the “Easily Taken Gadget” limitation, for 3 points. Thus his tonfas not only can be used to whack enemies, but also can shoot projectiles or be thrown.

Next, he decides to aid his Hero in defending himself by giving him Deflect 2, limited by being the “Same Source” as his easily taken tonfas. So he can use the tonfas to block attacks and even deflect bullets. That costs him another point, bringing his total for powers up to 4 points.

For getting around, nothing beats a good old grapple-line, and Michael envisions that this can also shoot out of one of his tonfas. He adds “Swinging” with a limitation that it is the “Same Source” as his Special Attack, for 1 more point, bringing his total to 5 points in powers.

Realizing that he has probably put too much emphasis on the tonfas already, Michael decides to give his Hero some other abilities. He adds a utility belt by taking “Conjuring 2” with the “Ammo Gadget” limitation for 1 point. Then he adds some thermal lenses and radio receiver to his mask taking “Super Senses 2” with the “Fragile Gadget” limitation for another point. This brings his total for powers up to 7 points.

He also decides to add some flash-bang grenades as well, buying Daze (Close Range, Small Burst) with an "Ammo Gadget" limitation. Instead of buying this power on its own (it would cost 3 points) puts it in a Multi-power with his Special Attack (which also costs 3 points). Because Special Attack and Daze are in two different categories, this costs him 2 more points, bringing his total for powers up to 9 points.

Realizing so far all his powers come from gadgets, Michael decides to take 2 levels of Martial Arts Mastery. He decides that the Tough, Tricky, and Fast styles will fit this character best, bringing his total for powers up to 11 points, and his grand total to 25 points. He would have liked to put some points into "Skillful" because he envisions his Hero as a true polyglot, but decides that he can cover this with the "Jack of All Trades" Advantage instead.

Step 3: Skills

Luke looks at his Hero and sees he has 1 Agility and 1 Mind. This leaves him with 1 physical skill slot and 1 mental skill slot. He decides to take Athletics with a specialty in Running, and for a bit of humor, decides to take Domestic with a specialty in Cooking for his hulking basalt giant, claiming that before he got his powers that he was a short-order cook in a diner.

Michael sees that with an Agility of 2 and a Mind of 3 that his Hero has 2 physical skill slots, and 3 mental skill slots. Because he's already decided to take the Jack of All Trades Advantage, Michael decides that he will use the skill slots to represent what his Hero is *very* good at, rather than competent, and decides to double up some of his skill slots.

He puts both physical skill slots into Stealth, giving him a base x3 multiplier. He elects to specialize in prowling, so he can sneak up on criminals unheard. He then decides that of all his mental skills, that Investigation will be the most important, putting two slots there for a x4 multiplier, and specializing in Analysis so he can make sense of any clues he finds. He puts his final slot in Computers because he wants to be able to specialize in Hacking so he can reroll when he is hacking into a criminal syndicate's system.

Step 4: Advantages & Disadvantages

Luke looks at the Brick description on page 110 and looks over the Recommended Advantages / Disadvantages. While the idea of a character who can transform from a normal human to a huge basalt bruiser is intriguing, he thinks it might be more interesting if his character were permanently in this stone form. So instead he decides to take the "Freak" Disadvantage. Also, because he cannot change into any sort of secret identity, Luke also adds the "Public ID" Disadvantage.

Since he has 2 Disadvantages already, Luke has 2 Advantages coming. He decides that a giant made of black stone should have "Frightening Presence" as an Advantage. Further, because he sees his Hero as being rather unstoppable, and decides to take the "Never Surrender" Advantage as well.

Michael has already committed to taking the "Jack of All Trades" Advantage. He also decides to take "Gadgeteer" so he can come up with new tricks for his tonfas and utility belt to pull off on the fly. Lastly, he decides that he would also want a way to get around that is faster than swinging from building to building and takes "Super Vehicle".

Then looking over the Disadvantages, Michael realizes that he is qualified for the "Normal" disadvantage since all his Hero's powers come from gadgets and training. Next, he decides that his Hero has a Villain that is locked with him in an ongoing struggle, and chooses to take "Arch-Enemy". Lastly, he decides that his Hero's gruff demeanor have made him un-trusted by the public. While he thinks about taking "On the Run" he decides that "Social Stigma" might work better for this instead. This way the Disadvantage will not unfairly affect Luke's character, who is going to be fighting crime alongside him.

Now Michael must figure out what to do with his Super Vehicle and Arch-Enemy. He sees that his Super Vehicle must be no more than 20 Character Points (unless he wants to take Setbacks

while using it). He also sees he could have two vehicles that are 18 points each. Torn between something that flies and something that drives really fast, he chooses to take both vehicles. He takes the Helicopter from page 33, and changes it from Size 2 to Size 1, lowering its cost to 18 points. Then he takes the Motorcycle from page 33 and adds Armor 1, Super Jump, and Clinging to it, raising it to 18 points. He gives both the “Remote Control” Vehicle Advantage. The cycle also has the “Open” and “No Seatbelts” Vehicle Disadvantages. Because he has 1 Vehicle Advantage left for his motorcycle, he takes Self-Destruct. That ought to come in very handy when coupled with the Remote Control someday. For his mini-helicopter, he takes the “Cramped” Vehicle Disadvantage, so he can carry only himself and 1 passenger. He is tempted to take another Disadvantage to get an Ejector Seat, but instead decides he can use his utility belt or Gadeteer advantage to come up with a parachute if he ever has to.

For his Arch-Enemy, the Narrator said that Michael can make the character himself, and that he or she must be at least 25 points. The Narrator will also make adjustments to the character later. Michael decides on a female Villain based on the the “Archer” archetype from page 109, and names her “Black Arrow”.

Step 5: Hero Points and Setbacks

This part is easy because both Michael and Luke spent exactly 25 Character Points on their Heroes, so they should get 0 extra Hero Points or Setbacks. However, Luke decides that he'd really like 2 extra Hero Points every issue, so he decides to take a Weakness for his character. Because basalt is a volcanic rock, he decides on a Damaging Weakness to cold for -2 Character Points. Now Luke's Hero has a total of 23 Character Points, allowing Luke an extra 2 Hero Points.

The Final Touch

Luke decides that his character's Mental Malfunction is going to be frustration over his physical appearance. He is made of rough black stone, after all. He desires to be restored to normal human appearance, but so far he does not even know the source of his powers, let alone how to reverse the effect. He decides his Hero will use the code name “Basalt” and that his real name is Peter Black (since Peter means “rock”).

Luke also decides on an origin story for Basalt. He was caught in a volcanic eruption while on vacation to a tropical island, and became buried in tons of hot volcanic ash. This served as a catalyst for his powers to emerge, and he burst free from the ash in his present form. Whether these powers were the result of some mutation or magical heritage, he does not know, nor does anybody who has examined him in his efforts to become “normal” again.

Michael decides that since his Hero prowls in the darkness and because his main weapons are a pair of tonfas that his code name will be “Nightstick” (after the tonfa-like batons carried by police). He decides his real name will be Sam Smith, in a nod to the comic book tradition of characters with alliterative names.

Michael decides that Nightstick's mental malfunction will be that he is motivated to fight crime out of guilt. When he first came onto the crime-fighting scene, he was adopted as the hot-headed sidekick of another hero called Longstride, an archer. Longstride had another jealous apprentice called Black Arrow, who killed their master and stole his bow and arsenal of arrows one night when Nightstick had stormed off after an argument. When he returned, he found Longstride dying, and pledged to continue his fight against crime and avenge his death at the hands of Black Arrow.

Now both characters are complete and ready to play.

Basalt

(23 Points)

Brawn 5 Agility 1 Mind 1 (14 points)

Weakness: Double Damage from ice and cold. (-2 points)

Powers: (11 points)

Armor 3 (x8 Soak) 3pts, Savage Fighter: *Special Attack 3*: +2 Hit (x3), +1DM (x6) 3pts

Shockwave: *Push 0* (Close Range, Small Burst, x10 Knock-back) 2pts

Super Jump (250 Squares) 1pts

Clinging 1pt

Skills: Athletics/Running, Domestic/Cooking

Advantages: Frightening Presence (x3 to intimidate), Never Surrender

Disadvantages: Freak (made of rock), Public ID

Mental Malfunction: Frustration with his body, desire to change his appearance back to "normal".

Hero Points: +2

Nightstick

(25 Points)

Brawn 2 Agility 2 Mind 3 (14 points)

Powers: (11 points)

Unobtainium Tonfas: *Special Attack 3* [Limit: Easily Taken, Enhancements: Variable, Multi-Power w/ Flash-Bang Grenades] 5pts

Flash-Bang Grenades: *Daze* (Close Range, Small Burst) [Limit: Charges Ammo Gadget]

Tonfa Block: *Deflect 2* [Limitation: Same Source as Special Attack] 1pt

Grapple Line: *Swinging* [Limit: Same Source as Special Attack] 1pt

Utility Belt: *Conjuring 2* [Limit: Finite Ammo Gadget] 1pt

Thermal Lenses & Radio Receptor Mask: *Super Senses 2* [Limit: Fragile Gadget] 1pt

Martial Arts Mastery 2 (Tough, Tricky, Fast) 2pts

Advantages: Jack of All Trades, Gadgeteer, Super Vehicle (motorcycle & helicopter)

Disadvantages: Normal, Arch-Enemy (Black Arrow), Social Stigma

Mental Malfunction: Guilt over Longstride's death pushes him to fight crime, especially Black Arrow.

Hero Points: +0

EXAMPLE OF PLAY

Michael and Luke are ready to begin their first BASH! campaign. The Narrator has decided that today's issue is going to count as a 30 point game, giving each player an extra 5 Hero Points. This gives Michael and Luke a total of 5 and 7 Hero Points respectively.

The Narrator stages the scene with our Heroes out on patrol when they spot the Villain Black Arrow, the arch-enemy of Nightstick (Michael's character), and a gang of minions fleeing the scene of a robbery!

Narrator: Okay, you've seen Black Arrow, but she has not yet spotted you. Go ahead and roll for Priority.

Michael: I rolled a 6. Well I've got an Agility of 2 and Fast style martial arts, so that gives me x3, that makes 18.

Luke: I rolled an 8, and since I only have Agility of 1, that means I go on 8.

Narrator: Well it looks like Black Arrow is going on 14, and her minions are going on 7. (*She decided to speed things up by not rolling for the badguys, instead assigning a "7" as their multiplier*). Okay, Michael, it is Nightstick's panel. What is he doing?

Michael: Just how far away am I?

Narrator: Hmmm. 20 squares, perched on a rooftop 10 stories up.

Michael: In that case, Nightstick is going to prowl closer to her so he can get her within range of the blaster he has in his tonfa.

Narrator: Okay, roll Stealth/Prowling.

Michael: (*rolls a 7 with a multiplier of x3*) 21. Since Prowling is my specialty, I get to roll again, so... (*rolls a 3*) 9. I'll take the 21.

Narrator: She got a 14, so she doesn't notice you approach. You've just gotten 6 squares closer if you spend your whole panel moving.

Michael: Okay, that's fine with me. So I'm now 14 squares away. Are we going to use a map and miniatures for this?

Narrator: We could, but I don't think we need to here. Black Arrow hasn't noticed you yet, so she keeps moving along the street. She happens to be moving towards you, unaware of the fact you are on a rooftop above her. She moves only 6 squares because she's got to let her minions keep pace. So now you're 9 squares away.

Luke: My turn? Okay, Basalt is not very stealthy, so he's just going to charge her. Besides, this way, she'll be too distracted to notice Nightstick. You said she moved 6 closer, so that puts her 14 squares from me. I'm going to use my Super Jump twice to close the distance. Next panel I get to use momentum when I hit, right?

Narrator: That's right. So you're just about to make contact with her. As you are approaching, her minions get to go. They're surprised to see you! They stop running, 6 squares away and open fire with their blasters. There are five of them, and I'm going to use the "gang rules" for their attack. Go ahead and make a Defense roll. They have a base of 7 to hit, and because there are five of them, they get +20. So you need a 27 Defense roll to avoid all their attacks.

Luke: (*Rolls and laughs*) 10!

Narrator: Well it looks like one managed to miss you! So you got blasted by four of them. They do a base of x4 damage, and those extra three hits give them a +3 Dice Bonus. (*Rolls a 5*) So 8 times 4... they do 32 damage.

Luke: (*Rolls 5 and laughs*) I soak 40. Basalt laughs and says "That kinda tickles!".

Narrator: Okay, onto page 2. We can keep the same Priority for this scene. I'd like to keep things moving. Michael, it's your turn again.

Michael: Okay, change of plans. I swing down with grappler and toss a flash-bang at her goons. *(Michael crosses off one charge from his flash-bangs and notes he has 8 left, then rolls a Mind check to Daze them).* I got a 24 Mind check.

Narrator: Well you can hit four of them with it, they're in a pretty tight pack. *(She rolls four times and laughs)* Their best one was a 10. Looks like you got them. For her panel, Black Arrow rolls back 5 squares and shoots at Basalt with a fire arrow. She says "Looks like we'll have to find a chink in that rock!" She's making this a called shot for damage. *(She rolls)* She gets a 24 to hit.

Luke: I got a 9 Defense.

Narrator: Okay, so she gets x6 damage and +10 to the result. That's... *(she rolls an 11)* 76 damage total.

Luke: And I soak... *(rolls an 8)* 64. Darn, she actually scratched me! *(He marks down 12 damage).* But now it's my turn. I finish that charge and slam her. Is she going to be smart, or try to hold her ground? I moved a total of 26 squares to reach her, so I get +2 to my multiplier for momentum. That's x7 damage... *(rolls 8)* 56 points coming at her like a freight train.

Narrator: Okay, she is not trying to stand up to that! She's using Athletics, and has Acrobatics as a specialty. *(Rolls twice, getting a 3 and a 11).* She has a 22. Ow. She takes 34 damage, no soak! Your hit would do 56 feet of knock-back, and her Brawn of 2 reduces it by 20, knocking her 36 feet back and on the ground! Time for her minions to go. *(She rolls a Mind check the four who are Dazed)* None of them managed to get a 20, they're still dazed. The one who isn't Dazed decides to make a run for it. Time for page 3.

Michael: Nightstick drops to the ground but decides to Hold Off until Black Arrow gets to her feet, and says "Give it up, Black Arrow. It's over".

Narrator: That's noble of you to offer surrender. Have a Hero Point. She says "No... it's only the beginning!" She impales a smoke arrow into the ground and begins to laugh!

Michael: I...

Narrator: She's using a Villain Die. She gets one for free from you having her as an Arch-Enemy. She uses the die to pull a "Deus Ex Machina" and get away. When the smoke clears, she's gone, leaving four dazed henchmen behind. Because of that Plot-Twist, you each get another 3 Hero Points.

Luke: Looks like we should find out what she's been up to. I'll check the site of the robbery to find out what she stole, you wait for these clowns to wake up and question them.

Michael: Better yet, I'll investigate the robbery site, and you question them. You can be very... persuasive when you need to be!

And that ends the first scene of the Issue.