

BASH!

BASIC ACTION SUPER HEROES
FANTASY EDITION



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CREDITS

Writing: Chris Rutkowski

Artwork: Jason Walton from Image

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Playtesters: Michael Mikulus, Andrew Mailhot, Michael Barnard, Joel Mahler, Evan Zilbert, Doug Laurora

For Pap

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INTRODUCTION: A HEROIC RPG FOR BASICALLY ANYONE!

The BASH! System 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 a super heroes RPG for gamers of all ages. I also found that the rules could be applied to genres other than super heroes. The rules are light and simple, yet expansive and precise. BASH gives a complete list of powers (both magic and mundane) 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 2 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?

Key Terms

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*

PRIORITY- The order in which heroes' and their adversaries' "panels" occur. This is based on whomever has the highest Agility, and is affected by super speed.

ISSUE- The current game session, within an ongoing plot known as a story arc.

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 character creation step 1 for more details.

D6- An ordinary six-sided die. In this game, you often have to roll two at once.

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.

HITS- This is how much physical damage your character can withstand before being knocked out. Heroes usually begin with 100 hits. Minions have less.

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.

SOAK- The amount of damage all attacks are reduced by when wearing armor, or using the armor power.

ACTIVE MULTIPLIER- The number by which any action is multiplied other than damage. The maximum active multiplier is x10.

E.C. Stands for: Energy Cost. When writing down a character's information, you should write down the E.C. next to the power if it is not simply equal to the point cost of the power.



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CHARACTER CREATION

STEP 1: STATS. Spread 7 points between each of the 3 attributes, rating 1-5. You may gain 1 extra point of stats by dropping 2 points of powers to a max of 8 points for stats.

BRAWN. This is the character's Strength and overall Toughness. An example of a typical person with this brawn and a description of how much they can lift is included.

1- Normal Man	Lift 100 Pounds
2- A Black Smith	200 Pounds
3- Barbarian	300 Pounds
4- Barbarian Chieftain	400 Pounds
5- An Ogre	500 Pounds

AGILITY. This is how quick the character's reflexes are. It is used to see who goes first in combat, to dodge all physical attacks, and strike in close combat.

- 1- Normal Man
- 2- An average swordsman
- 3- A skilled swordsman or a pickpocket
- 4- The most magnificent swordsman in all the land or a cat-burglar
- 5- Greatest swordsman ever to live or the "king of thieves".

MIND. This is the character's IQ, will power, and psychic potential. It is also used to make ranged attack damage and check perception.

- 1- Normal Person
- 2- Scholar
- 3- Brilliant
- 4- Genius
- 5- Supra Genius



RACES: What fantasy RPG would be complete without them? In BASH fantasy, there can be many different sentient beings occupying the world other than humans. Elves, dwarves, halflings, and other creatures of fantasy are options for you to choose as your character's species, hereafter referred to as "race". Your race does not give you bonuses or penalties. It establishes a guideline of what skills or powers you *should* pay points for, which ones you cannot buy, and what advantages or disadvantages you *should* take based on what race you are playing. However, some races do enable you to buy powers normally treated as magical (gliding, super swimming) as "mundane" powers. The races here are just examples. Feel free to change or add to this list!

BIRDMAN: 1pt Gliding (counts as mundane), Cannot buy Armor Familiarity power, Max Brawn =3. Birdmen live in cliff dwellings. They have wings on their back as well as arms ending in taloned fingers.

ELF: Max Brawn = 3, 1pt Charisma, Keen Senses (vision). Fairer and nobler than humans, the elves live much longer, but are far more rare. The onetime lords of civilization have declined over the centuries, and now tend to occupy wooded areas where men do not bother them.

FROGFOLK: 1pt fleet of foot, 1pt snatch (tongue: reach 2), 1pt Super Swimming (counts as mundane), 1pt Super Jumping (counts as mundane), Disadvantage: Freak. Frogfolk inhabit

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swamps, ponds, and other wetlands. They look like giant frogs that walk upright and have human-like hands.

CATFOLK: 1pt fleet of foot, Athletics Skill (Acrobatics), 2pts Danger Sense. Minimum Agility =3. These feline humanoids look relatively human, but they have cat-like ears, eyes, and tails. They tend to be curious and it often gets them into trouble!

DWARF: Craftsmanship Skill, 2pts Super Senses (Infrared Vision, counts as mundane), Minimum Brawn =2. Short, stocky, and sturdy people, the dwarves tend to reside under the mountains, where they mine and work metal better than any other species.

HALFLING: Small (size -1), Max Brawn =2. Standing at half the size of a man, halflings live in country villages and make a living as subsistence farmers. Known for their hairy feet, and love of good food and comfort, halflings seldom leave their burrows to go on adventures.

HALF-GIANT: Large (size 1), Outcast, Minimum Brawn =3. The unnatural spawn of a man and a giantess, half-giants are unwanted members in both societies, which makes them perpetual wanderers.

HUMAN: Maximum Brawn =4, Maximum Agility =4. Humans have no other restrictions and can buy whatever other stats and powers they wish.

WOLFKIN: 1pt Keen Senses (smell). Wolfkins are men with the heads of wolves. They live in wandering family groups called packs, and are full of loyalty to their friends and

wanderlust.

ADVANTAGES Your race is not the only important part of your background you need to determine before deciding the special abilities and skills of your character. An advantage is a special edge that grants your character some unique ability. You "buy" advantages by taking an equal amount of disadvantages, character flaws which we will discuss later.

Some aspects of your character (especially social ones) are determined by buying advantages. These advantages will help you decide what kind of person your hero is, and will help you establish a guideline for buying powers later. For instance, if you want to play a wizard, you would have to buy the "Magic" advantage, while a Berserker might want the "Fearless" advantage.

BLAZE OF GLORY- When reduced to 30 or less Hits, you get a +2 bonus on all dice rolls before multiplying. You may also take an additional panel as soon as you fall in combat (they occur simultaneously) including an extra attack even if you have already made one this page. You may also ignore the penalties for wounds for one panel by taking 10 damage.

COMPANION- You have a companion who helps you through your adventures. A companion is essentially a weak hero controlled by the narrator. A companion does not need to be humanoid- it can be a wizard's familiar or a knight's faithful steed for instance. Companions have a base of 6 points of stats and 5 points of powers.

CONTACTS- You know people who owe you favors all over the realm. It seems everywhere you go, you know someone who can help you out, whether it be information, a place to hide, etc. As long as you don't ask a contact to put themselves at great risk, they will help you however they can. Contacts can really help you find out things that would otherwise remain unknown—like a villain's whereabouts, or the



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secret ritual of a cult—but you will usually get this info in the form of subtle hints—not direct information.

DIEHARD—You are very stubborn when it comes to giving up your life. You may re-roll any dice roll that resulted in your hero's death. Example- if you fell to your death after failing a climbing check, you can re-roll the climbing check. If you were struck down by an axe-blow, you can re-roll your dodge roll to avoid being hit, etc.

DUMB LUCK—Once per issue, you may re-roll any dice roll.

FEARLESS—You are completely immune to the effects of fear, including magical effects intended to drive you away (like the Daze power). Any attempt to frighten or intimidate you automatically fails. Whenever you try to intimidate people, you add +2 to your dice rolls before multiplying.

GRIMOIRE—You are a spell caster, and you have a spell book that is the source of your powers. You do not need to use the same spells all the time, however. At the start of an issue, you can choose to learn new spells from your grimoire and discard old ones. You may trade any of your current spell powers for new ones of equal or lesser point cost. If you are adding spells you have never used in an issue before, you must make an Occult (Mysticism) check equal to 10 times the point cost of the spell you are learning. Once a spell has been added to your repertoire, you don't need to research it again. You must have the Magic advantage to have this one.

LARGE—You are a size 1 creature. You must be a member of a race that is much bigger than humans, like an ogre, troll, half-giant, etc. As a size 1 creature, you add +1 to all Brawn dice before multiplying, but you must subtract 1 from all Agility dice before multiplying. You also get to add 5 to all damage dealt and soaked, even if you are unarmored.

MEMBERSHIP—You are a member of something exclusive and important, perhaps a guild, order, league, or secret society of some kind. You and your narrator must work together to figure out the benefits and obligations of this membership. It is likely that this membership will also require you to take an oath, duty, or some other disadvantage

MAGIC—You can use magic/are magical by nature. You can purchase supernatural powers. If you are using magical colleges, this advantage only allows you to learn powers from one college. Magic has limits- you must always take a limitation that your magic powers require in order to work. In other words, you cannot cast spells with your hands tied and mouth gagged, or without your special staff, etc!

QUICK HEALER—Your natural healing is double the normal rate. This does not influence the effects of magical healing upon yourself, however.

SHREWD—It is very difficult for a person to deceive, cheat, or take advantage of you. You get a +4 to dice rolls before multiplying to resist these circumstances.

THE CAUSE—Choose a cause worth dying for (abolishing slavery, defending the king, etc). Whenever you do something directly for the cause, you receive a +2 bonus to your dice rolls before multiplying. This includes attack rolls, damage rolls, skill rolls, social interaction rolls—everything.

UNKNOWN ALLY—Some mysterious stranger keeps coming to your aid whenever you are in your most desperate peril, and then disappearing with no explanation. The narrator decides all the details of this NPC, as well as how much to reveal about their true identity.

UNLIVING—You are not alive, but either a machine, undead, or magical construct of some sort. As such, you automatically gain immunity to mind control, suggestion, and other "psionic" powers (unless the power is bought with an enhancement that allows it to affect you). You also require no food, water, sleep or oxygen, and you do not age. The downside to this is that you cannot heal normally. You cannot buy the healing power, and the physician skill cannot work on you. Instead, it takes either a successful technology or occult skill check (Narrator determines which is appropriate, use as you would medicine skill) to heal you of hits. This is obviously a slow process.

VIRTUOUS—While you maintain your principles, you cannot be broken. You have a +4 before multiplying to resist being compelled doing anything shameful, even under torture. Example: a virtuous squire is being interrogated on the rack to reveal his master's whereabouts. The squire gets a +4 to his dice rolls before multiplying to resist torture. You also can re-roll resistance to suggestion or mind control if compelled to do something disgraceful again. Example: an honorable knight fails his Mind check and is magically commanded to kill his ally. Before every attack roll, he gets to roll another attempt to break free of the control. It is common to have the Honor-Bound disadvantage along with this.