



BASHER!

BASIC ACTION SUPER HEROES

BASHER ACTION GAMES

CREDITS

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INTRODUCTION: A SUPER 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 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 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 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 special protection 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.



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 taking on a weakness, and an additional point by dropping 2 points of powers to a max of 9 points for stats.

BRAWN. This is the character's Strength and overall Toughness.

- | | |
|--|---------------------|
| 1- Normal Man | Lift at least 50lbs |
| 2- Pro Football Player | 400 lbs |
| 3- Minor Super Strength | 2 tons |
| 4- A Brick (or orange rock-man perhaps?) | 10 tons |
| 5- Incredible (a hulking green lummoX) | 100 tons |

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- Black Belt
- 3- Minor Super Agility
- 4- Very Fast
- 5- Ultra Fast

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- PhD.
- 3- Genius
- 4- Super Genius
- 5- Major Brainiac

STEP 2: POWERS. A player can spend 9 points on powers. Or, you may spend 7 points on powers to get an extra point for stats, or reduce the Stat pool to 6 for 11 points of powers.

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 gameplay, but do provide your character with an interesting back story, and make the game more interesting.

One final note about powers: two characters might have the exact same power, that are represented in totally different ways. For instance, two characters, each with 3 points of flight could fly in completely different ways—one might have a jet pack, 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, you must specify how it works. For example, if you buy a range 20 +2DM attack power, you have to explain whether it is a heat ray, sonic boom, lightning, a thrown rock, etc.

POWER LIMITATIONS: You can make a power 1 point cheaper by giving it a limitation (Minimum cost is still 1 point). However, you cannot take a limitation that is not truly limiting the power, such as trying to limit an attack by saying it only affects others. Here is a list of possible limitations:

- Only affects Others
- Only affects You
- Only affects X. The power only works on certain things, or in a limited way. I.E. an illusionist might only be able to make visual illusions, or only illusions on her own body, etc.



•Gadget- A gadget is an item that you must use to make your powers work. Every gadget has some shortcoming. Choose from the following:

1. Easily Taken (it is something that is not attached to you, that anyone can pick up and use)
 2. Fragile (It has 10 Hits per point of cost, and x1 Damage soaking per point of cost)
 3. Ammunition- It uses no energy, but can run out of uses. Each time it is used, roll 1d6. If the number is equal to or less than the power's point cost, put a check mark next to the power. When the power gets 3 check marks beside it, it is no longer usable for the rest of the issue or for the rest of the day in game time, whichever comes first.
- Only works in certain situation; either when conditions have been met (motions and gestures for spellcasting, for instance) or at a certain time or place (i.e. powers that only work at night, etc).
- Does not work under certain conditions: underwater, on anything yellow, etc.

POWER ENHANCEMENTS For 1 extra point, a power can be given an extra advantage:

- Can affect others (if normally unable to do so). If the subject is unwilling, you must make an attack roll against them to use the power.
- Can affect you (if normally unable).
- Reduced Energy Cost: Every point you put in this enhancement lowers the energy cost to use that power by 1 point. You can reduce energy cost to zero.
- Multi-Power: You can add another power to this one, of equal or less point value (excluding the point for this enhancement). These two powers cannot be used simultaneously, and you pay the energy cost for the entire multi-power whenever you use either one. Any power enhancements must be added to the individual power, any limitations affect all powers in the multi-power. If the two powers are not in the same classification, this enhancement costs 2 points, not one. Example: for 4 points, a character could have a multi-power including 3 points of flight and 3 points of super running. If the character uses either one, he must spend 4 energy to do so, not 3. If he wanted a multi-power including 3 points of flight and 3 points of invisibility, this would cost 5 points (they are in different categories) and 5 energy each time it was used.
- Variable: Instead of buying this power with a specified range, radius, or intensity, you have a pool of points to utilize this power, and determine these variables each time you use it. For instance, a 3pt attack power could grant a +1 DM radius 2 attack, or it could be a +3 DM attack or a +2 DM attack with a 5 square range. Any combination is possible.

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, you get an extra point in stats, or an extra 2 points in powers (your choice). In BASH there are 2 varieties of weakness. First, there is the negating weakness. Whenever you are within 5 squares of your weakness, 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. The other variety of weakness is the damaging weakness. A damaging weakness is a specific type of attack that does double damage to you (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.

DEVASTATING WEAKNESS: This is an even more debilitating effect than a standard weakness. If you have a devastating weakness, you get either 2 extra points in stats, 4 extra points in powers, or 1 in stats *and* 2 in powers. If you have a devastating weakness choose one of the following effects: 1. You have *three* standard weaknesses. 2. You take quadruple damage from a given type of attack. 3. 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!

**TYPES OF POWERS:
MOVEMENT POWERS (ONLY
AFFECT YOU)**

CLINGING: 1 Pt. You can stick to and climb walls like a spider. This uses no energy.

FLIGHT: 1-5 pts. You can fly at Agility x flight per panel. You can choose to fly slower to use less energy. You only spend energy when you take off,



but cannot rest off this lost energy until you land, limiting your pool for other powers while flying..

GLIDING- 1 pt. You can move at Agility x 4 per panel, but only when descending from a height. The distance you can glide is equal to 4x the height you jumped from. Also, you take only $\frac{1}{2}$ damage from falling. This power uses no energy.

HOVERING- 2pts. You are able to hover about 3 feet above the ground at all times. You move at Agility x5 per panel. This power costs no energy to use.

RUNNING: Running power costs 1-5 points. Each point increases the number your Agility is multiplied by to figure how fast you move per panel. Normally it is 3 squares per point of Agility per panel, but each point increases the multiplier by 1. Thus a 2 in running lets you move 5 squares per point of Agility each panel. If you attack with a running start, you can add 1 to DM. You can choose to run slower to use less energy.

SUPER SPEED: 2 or 4 pts. You are able to move faster than even other heroes. They just seem to be going in slow motion to you. When you use this power, you can have more than one panel in the page. The 2-point power allows you to take 1 extra panel, while the 4 point power allows you to take 2 extra panels. Remember, this costs energy to use. Alternatively, you can use this power to add the number of points invested in it to your Agility when attempting to hit or dodge an opponent, *instead* of receiving extra panels. One of your speedy panels cannot be resting! A character with 4 points of super speed may choose to act as if he only had 2 points in order to use less energy.

Super Speed and Priority: A character's extra panels occur over the course of the page. The first panel occurs on Agility+4/2 (if Super Speed is 4 or 2 accordingly). The second panel occurs on Agility+2/0 (if Super Speed is 4 or 2 accordingly). If there is a third panel, it occurs on Agility as normal.

SUPER JUMP: 2 pts. You can jump 10 times the normal distance (Brawn²) in a single leap, half of which can be vertical movement. A jumping character covers 10 squares of distance per panel in mid air. (Thus, the a character with 5 Brawn can stay airborne a long time). A melee jump attack made using this power does 1 extra DM



SUPER SWIMMING 1-5pts. Normally, a character can swim Brawn squares per panel. A character with super swimming multiplies this number by 1+# of points in Super Swimming. Also, you can hold your breath that much longer than a regular person. So a 2 Super Swimming lets you swim/hold your breath 3 times longer than normal. You can choose to swim slower and use less energy.

SWINGING: 2 pts. You can websling (or use grappler, etc) like a certain wall-crawler. You move at 4 x Agility.

TELEPORTATION: 5 pts. You can disappear and reappear to somewhere you can see within 100 squares.

WATER WALKING: 1 pt. You can walk on water

and other unstable surfaces.

Top Speed for Super Movement Powers- Your maximum speed is 10mph times your maximum squares/panel. The time it takes to get up to top speed is 1 minute/100 miles per hour. You cannot move this fast in combat. It takes time to get up to speed, so you cannot start to move this fast until you are well out of combat. You cannot do any evasive maneuvers- only move in a relatively straight line, as you would flying a direct course or staying on the freeway.

COMBAT POWERS

ARMOR: 1-3 points. (Only affects you) You have a power that reduces damage by increasing Brawn to soak damage by 1 for each point in the power. This power costs no energy to use.

ATTACK WEAK POINT- 2pts, plus points for range, radius, etc- You must make your attack roll by 20 or your attack misses. If you succeed, your damage roll does double damage. This is a common ability of thieves and assassins who strike from behind or for heroes to take down gigantic foes with precision strikes.

CONTINUAL DAMAGE- This power works much like the special attack power regarding range and radius, with one dramatic difference. The damage multiplier for this power is not based on any attribute, but the power alone. If the attack hits, the target can roll to soak the damage. If the damage is soaked, there is no effect. If the character takes one or more hits of damage however, the character must roll to soak again the next page, until the target successfully soaks the damage (damage is re-rolled every page as well). If the target successfully soaks the damage, the attack ceases. This attack might represent poison, acid, combustion, choking, or various other attacks that would do damage over time, rather than a single strike.