

# BASH!

BASIC ACTION SUPER HEROES  
FANTASY EDITION



# BASH! FANTASY EDITION

## CREDITS

**Writing:** Chris Rutkowski

**Artwork:** Jason Walton from Image

Portfolio Anthology volume 1 and Rudolf Montemayor Image Portfolio 1.13 (Devil's Workshop). Cover and some interior artwork copyright Paul Daly, used with permission. Some artwork in this book is also ©2005 Team Frog Studios, used by permission.

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

For Pap

## CONTENTS

Introduction & Key Terms	2
Stats	3
Races	3
Advantages	4
Disadvantages	6
Powers, Mundane	7
Energy	9
Pushing Yourself	10
Supernatural Powers	10
Limitations	10
Casting & Spells	11
Enhancements	11
How does Magic Work	12
Supernatural Powers List	12
Movement Powers	12
Perception Powers	13
Mental Powers	13
Combat Powers	14
Bio-Manipulation Powers	15
Low Magic Worlds	16
Colleges of Magic	16
Air College	16
Earth College	17
Fire College	18
Water College	18
Light College	18
Shadow College	19
Universal Magic	19
Skills	20
Assistants	20
Skill Descriptions	21
Equipment	22

Weapons	22
Armor	22
Adventuring Gear	22
Equestrian Supplies	23
Inn & Tavern Prices	23
Magic Items	24
Creating Magic Items	24
Playing the Game	27
Dice & Doubles	27
Experience Points	27
Combat Rules	27
What Can I do in a Single Panel?	28
The Golden Rule	28
Wounds	28
Non-Magic Healing	28
Cover	29
Knock-Back	29
Wrestling	29
Vulnerability	29
Ships	29
Siege Engines	30
Collateral Damage	30
Mass Combat	30
Other Hazards	33
Traps	33
Minions	34
Monsters	35
Monster List	36
Sample Story-Arc: "The Jewel Caravan"	48
Sample Heroes	53
Appendix 1: Gods & Priests	56
Appendix 2: Alternate Fantasy Settings	56
The Ancient World	56
The Forgotten Age	59
Ninjas & Samurai	61
Swashbuckling	67
Steam Punk	71
Wild West	75
Appendix 3: Converting Super Hero BASH	76



\* **BASH!** and Basic Action Games are registered trademarks of Chris Rutkowski, ©2004, All rights reserved.

# BASH! FANTASY EDITION

## 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.



# BASH! FANTASY EDITION

## 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

# BASH! FANTASY EDITION



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

