



BASHER!

BASIC ACTION SUPER HEROES

BASHER'S
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.

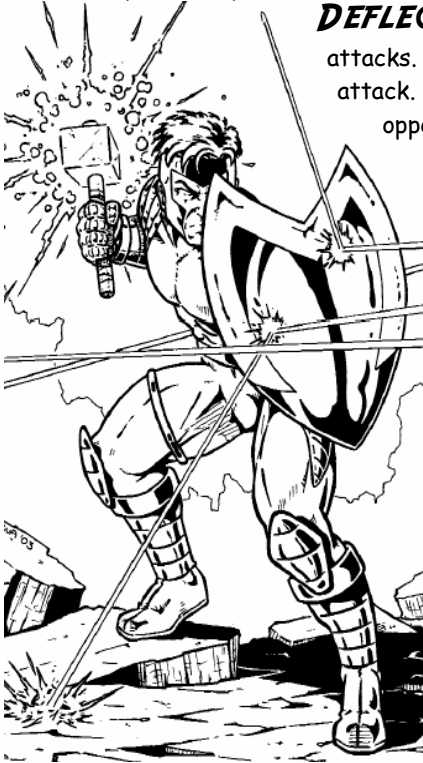
COMBAT POWERS

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.

IMMUNITY: 1 pt. (Only Affects You) Pick something normally harmful. You are immune to it. E.g., for 1 point, you can be immune to suffocation, acid, or fire. These must be pretty specific. You cannot be immune to energy, but you could buy immunity to heat, electricity, or sonic energy for 1 point, for instance.



DEFLECT: 1-5 Pts (this power does not use energy). You have an ability to deflect physical attacks. Add the number of points invested in this power to your Agility when dodging an attack. If you successfully deflect a ranged attack and your roll was within 5 over your opponent's roll, you also managed to reflect the attack back on your attacker. They must defend against your deflect roll as if it were an attack. Note- You cannot deflect attacks that affect a radius.

FORCE FIELD: 1-5 points. You can erect a force field to create a damage-soaking barrier around yourself and others. BEFORE any damage is done to the people inside the force field, the force field must be destroyed. The force field has a number of hits equal to your Mind $\times 10 + 30$ for each point you devote to this purpose. It automatically soaks 10 damage each time it is struck. The field can be erected around a single person/object, or over an area (every 1 square radius for a sphere or 3 squares for a wall costs 1 point), at a range (touch/5/10/20/40 squares for 0/1/2/3/4 points). The force field lasts until it is destroyed by damage. When the force field takes more hits than it has, it is destroyed. Any remaining hits penetrate the field, and damage those inside the force field as they would normally (those inside may still soak the damage). You need to spend the full energy cost to generate the force field, which requires a full panel of concentration. Note: you cannot attack through a force field, but mental abilities will work through it. Also, as a 1 point limitation, you may indicate a weakness in your force field, against which it takes double damage. You can also make a damaging force field. For 1 point, you can make anyone who touches your force field take $\times 1DM$ and you may spend up to 5 points on this aspect of the power,

known as a damage shield. The damage shield remains intact as long as the force field does. Once the force field is destroyed the damage shield is as well.

IMMOBILIZATION. This is a move that restricts the target's movement, preventing them from attacking until they break free. To break free, the target must succeed in a Brawn test against the entanglement's difficulty. A target can try once per panel. An attempt, whether successful or not, spends an action. However, if the target succeeds by more than 10 points, s/he breaks free instantly, not requiring an action to do so. The difficulty of the Brawn check to break free is 10/point you spend on the strength of this power. For 1 point, you can increase the range of the immobilization, or the radius, or chance to hit as per a standard attack.

SPECIAL ATTACK: 1-5 pts. You have a power that can do extra damage, reach further, affect more targets, or is more likely to hit than a normal punch. You can increase the range of the attack to 5/10/20/40 squares for 1/2/3/4 points (ranged attacks add Mind to damage multiplier rather than Brawn, unless it is a thrown weapon). For 1 point, you can increase the radius of the attack by 1 (energy attacks with a radius add Mind to damage, physical attacks [like a cyclone kick for instance] add Brawn). For 1 point, you can add 1 point to the damage multiplier. Finally, adding a point could increase your attack roll multiplier by 1.



PERCEPTION POWERS (ONLY AFFECTS YOU)

KEEN SENSES: 1pt. You can hear, see, or smell far better than a normal person. Mind is +3 for sense checks for this sense. This power uses no energy.

SUPER SENSES: 2 pts. You can see or hear outside normal parameters. Perhaps you can see infrared or ultraviolet light (and thus see in the dark and people who are invisible), or perhaps you can hear radio waves. This power uses no energy.

X-RAY VISION: 3 pts. You can see through up to 5 feet of solid objects, except lead.

MENTAL POWERS

CLAIRVOYANCE: 1, 2, 3 pts. You are able to see into the past/present/or future. For 1 point, you choose one of these, for 2 points, choose two, for 3 points, all three. Sometimes, you have visions involuntarily. If this is the case, the narrator will just tell you what the vision is. The ability to sense the past indicates that the vision occurred at least 24 hours ago, but may have taken place thousands of years in the past. Deliberately using this ability is far more difficult. You must make a 30 Mind check to acquire general knowledge about a person, place, or thing. Succeeding by 10 or more will make the knowledge more specific. If you fail, you cannot try again for the rest of the issue. Visions of the future will usually be very vague and tend to represent a possible, not definite future. If the future is unclear, then that is the answer the player will receive, even on a successful check with raises. This will not count as a failure.

CONFUSION: 1-5 pts. This ability confuses/blinds targets when you win a Mind Contest against them. A confused target has -2 to their Agility die rolls for each point you devote to this purpose. You can increase the range to 5/10/20 for 1/2/3 points, and the radius by 1 per point you devote to this. This lasts until the target makes a 20 Mind check or 3 pages elapse.

DANGER SENSE: 2pts. (Only Affects You) You may add your Mind to your Agility when dodging attacks. You can also dodge opponents you cannot see, but you use Mind *instead of* Agility.

DAZE: 2-5 pts. Make a mental attack roll against the target's Mind. If successful, the target loses his/her panel until s/he rolls a 20 Mind check (one try per panel). The base cost is 2 points for zero range. Each extra point can increase the range to 5/10/20 or the radius by 1. A dazed person cannot dodge an attack, but being struck un-dazes him or her. For 1 extra point in this power you can repel the targets you daze.

ESP: 2 pts. You can read other people's thoughts. If the mind is shielded, you must win a Mind contest to do so.

ILLUSION: 1-5 Pts. This spell can make people believe something is there that is not. The size of the illusion can be 1 square for free, or 1 square radius per point in the skill. The range can be 1 square, or 5 squares per point. For 1 point the illusion can affect video, audio, or olfactory components. The points paid for this power can be allocated as it is used, i.e. 3 pt illusionist can make a 1 square radius visual, audio illusion next to him, or an audio illusion 10 squares away. The first time someone witnesses an illusion; they may make a Mind check to notice that something about it is not right (not that it is an illusion). How they determine it is an illusion or not is up to them.



INVISIBILITY: 1,3,5 Pts. (Only affects you). You can make yourself invisible under varying conditions based on points spent. 1: Only when standing still. 3: While moving normally. 5: Even while fighting. An enemy cannot attack you unless you somehow give away your position. Even then, their chance to hit is based on Mind/2, not Agility. If this leaves them with only a $\frac{1}{2}$ chance to hit, they may only have a x1 chance to succeed every second attempt.

MEMORY TAMPERING: 4 Pts: (Only affects others). You can remove or alter a person's memories if you succeed in a mental attack against them. This will only ever work ONCE on a given person, and can only alter/remove memories of a specific sequence of events.

MIND CONTROL/POSSESSION: 5pts. You can completely take over another person's mind, thus forcing them to do whatever you want, by succeeding in a mental attack against them. This lasts (6-Target's Mind)^2 pages. It may only be attempted

once every issue on an individual. If you have Ghost form, you may use this to possess somebody, where you go inside their body and control it. If any harm comes to the body, it does not affect you, but you must maintain the ghost form.

MIND SHIELD: 1-3 pts. Add 2x these points to your Mind for defending against mental attacks. (Only affects you)

OMNI-LINGUIST 2pt- You speak and understand all known languages, though you cannot necessarily read them. This power uses no energy.

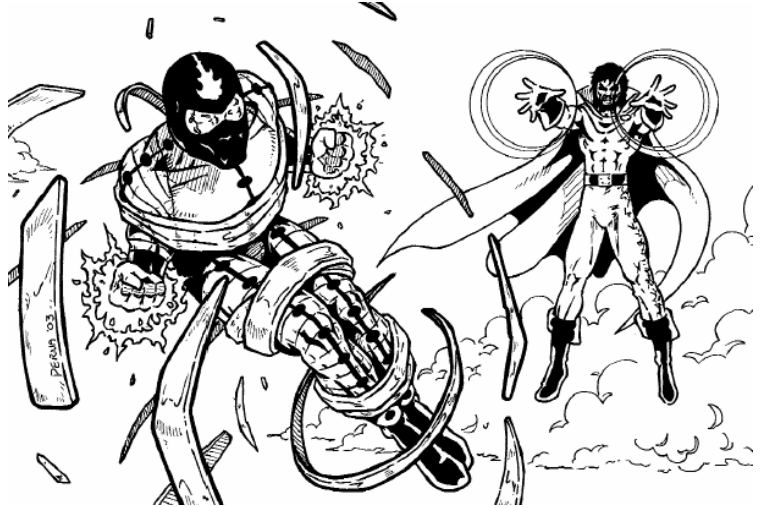
OMNI-READER. 1pt- You can read and write all known languages, though you cannot necessarily speak them. This power uses no energy.

TELEKINESIS: 1-5 pts. You may move objects with your Telekinesis power as if it were Brawn. The rate at which an object can move is Telekinesis +Mind minus the Brawn necessary to lift the object, +1 square per panel. The damage that can be done by this (by slamming an object into an opponent or vice-versa) is as if it were a special attack, treating Telekinesis as Brawn for damage and Mind as Agility to hit. For 1 point, you can reduce the effective strength of your telekinesis by 1, and increase its range by 5 squares above the normal range of 5 squares.

TELEPATHY: 3 pts. You can read other people's thoughts *and* broadcast your thoughts to others for mental communication.

SKILLFUL: 1pt: You have 4 extra skills, and make checks for skills you don't have at only -1 multiplier.

SUGGESTION: 1 pt. You can tell someone what to do by contesting Mind against their Mind. If you succeed, they do it. It must be simple, and something that does not put them in immediate peril. (You cannot tell someone to jump off a cliff). The most time this can last is equal to the 6 pages - the target's Mind. This will not work in combat!



MASTERY POWERS: This can affect a certain group of things, hereafter known as X. X cannot equal people.

SENSE X 1pt You can detect the presence of X on a successful Mind Check.

CONTROL X 2pts You can take control of X on a successful Mind check (or contest if X is alive).

SUMMON X 3pts You can make X appear out of nowhere on a successful Mind check. (Note that this power is useful for summoning tools as a utility belt!)

MASTER X 5pts You can sense, control, *and* summon X, all with this single power.

BIO MANIPULATION POWERS (ONLY AFFECTS YOU)

DUPLICATION: 1-3 pts. You are able to make clones of yourself. The clones share a single mind, and they are all "you", possessing the same powers (but not gadgets) as you do. You know everything the clones know and vice-versa. Every page, you may move all of the clones, but only 1 can act (attack, activate a power, etc) per panel (if you have super-speed, though, you get to take more panels per page). You and your clones evenly divide your hits up, and share a common energy pool. If a clone takes more than this number of hits, it is destroyed. You and your clones may rejoin, pooling together the hits remaining between them. If a clone is destroyed, or unable to rejoin (at which point it is destroyed), you will be damaged (and unable to soak) the missing amount of hits. This damage is healed normally. For 1 point, you can make a single clone of yourself. For 2 points, you make 4 clones of yourself, for 3 points, you can make up to 9 clones of yourself. Note that for combat purposes, because they have 50 hits or less, clones count as minions! This power only uses energy when you split, not when you rejoin.

GHOST FORM: 3 pts: (Only Affects You) You can become insubstantial, able to walk through walls, bullets pass through you, etc. You can still be harmed by energy and mental attacks, however.

GROWING: 2-4 pts. You can increase your size by two, four, or eight times normal. You also add 20, 40, or 80 to your maximum hits for until it is turned off. It only costs energy to turn on, not to maintain. You also add this size multiplier to your reach in combat, and your effective Brawn for resisting knock-back. This makes it hard to fit through doors, etc however. You also have difficulty dodging attacks: -1/-2/-4 to dodge rolls (before multiplying) respectively based on how big you get.

HEALING: 1-5 pts. You may spend a panel in combat to heal damage by rolling Healing as if it were a damage roll. You cannot rest, move, or attack while doing this. Outside of combat, you heal 10 hits of damage/hour/point in the power without using energy.

MIMIC: 3 pts. You can change into an inanimate object. The object can be as small as a shoe, or as large as a door. If the function of the object is not mechanical or electronic, you can also reproduce the function. I.e. you can turn into a working hammer, but not a pair of scissors or a remote control.

SHAPE-SHIFTING: 4 pts. This allows you to turn into an animal or monster or something of that nature. It lets you rearrange your points for Brawn and Agility as you like (you keep your Mind). If the form you take allows you to fly, breath water, etc, reduce one of the stats by 1. Bite, claw, and other attacks in this form do +1 Damage Multiplier. Each time you *change* forms, you expend the energy. It does not take energy to maintain it.

SHRINKING: 1-3 pts. You can decrease your size to $\frac{1}{2}$, $\frac{1}{4}$ or $\frac{1}{8}$. Add one point to your effective Agility for each size difference while you remain shrunk. You also move at the speed equal to your size fraction. You also take double, quadruple, or octuple knock-back respectively. Aside from improved Agility, you can also easily fit into small areas not normally accessible.

STRETCHING: 1-5 Pts. You can stretch your limbs 2 extra squares per point invested in this. Thus a character with 3 points can punch someone standing 7 squares away. It costs energy to stretch, but not to maintain or reform normally.

SKILLS

Heroes have more going for them than super powers and flashy costumes. They know how to do things too, from sports to surgery. There are two types of skills: mental (based on Mind) and physical (based on Agility). The number of skills you will have for a given stat are equal to it. Brawn does not grant skills as most physical skills are

accomplished by Agility, whether they require muscle or not. Note that ALL super heroes know how to fight, so combat skills are not included on the list. In order to make a skill check, roll against the ability listed for that skill. Your roll must equal or exceed a certain difficulty. 10 is the difficulty for normal tasks, 20 is tough even for professionals, and a 30 difficulty requires superhuman ability for any chance of success. Each skill has a list of specific uses for it. You may pick one of these uses as a specialty, to which you receive a re-roll in case of failure. You may also try to use a skill you do not know. This is called "defaulting". Whenever you do this, subtract 4 from the die roll before multiplying. Instead of choosing multiple skills, you can also choose to focus on one skill, either by choosing an extra area of expertise, or by getting a +1 to that stat for resolving checks for that skill. Either case is equal an entire skill.



ASSISTANTS- When you try to do something with a skill, you can have people with the same skill help you. These are assistants. Each one up to 5 gives you a +1 to your die roll (before multiplying) for skill check. The person with the highest chance of success rolls, but only once. Assistants are very useful for surgery, gathering information, making repairs, and several other things. Example: a mechanic wants to repair a damaged jet. He has a Mind of 3, with repair as a specialty, and a garage with 3 mechanics beneath him. He rolls 2d6+3, and gets 10 x3= 30. Without his assistants, he would have only had a 21, so they make a rather significant difference!



AGILITY SKILLS

Athletics- Running, Throwing, Acrobatics, Climbing, Horseback riding, Swimming, etc.

Stealth- Hiding, Shadowing, Moving Silently, Evading Security Cameras and Alarms, Palming & Planting items.

Driving- Cars, Boats, Motorcycles, Trucks, Tanks

Escapology- Breaking free of ropes, hand cuffs, straight jackets, Getting out of cells

Performing Arts- Play Instrument, Dance, Figure Skating, Juggling, Singing, etc



MIND SKILLS

Investigation- Dusting for Prints, Finding Clues, Gathering Information, Gut

Security- Cracking Safes, Picking Locks, Disabling Security Alarms and Cameras, Surveillance

Pilot- Operating planes, space ships, submarines, Blimps

Social Science- Law, History, Archeology, Geography

Science- Mathematics, Physics, Biology, Chemistry

Medicine- Diagnosis, Research, Paramedic, Surgery

Technology- Repair, Invent, Jury-Rig, Modify, Sabotage

Computers- Hacking, Building, Repairing, Programming, Encrypting

Humanities- Occultism, Art, Foreign Cultures, Religion

Deception- Disguise, Lying, Jargon, Detect Deception, Manipulation

Outdoor- Tracking, Direction Sense, Forest Survival, Desert Survival, Arctic Survival, Jungle Survival, Marsh Survival

SKILL DESCRIPTIONS

Athletics- This skill grants the character greater than normal ability to perform physical tasks, such as climbing, running, throwing, etc.

Stealth- This skill enables the character to hide and prowl around undetected, and even take/place objects without being noticed.

Driving- This skill allows the character far greater control over vehicles than a common person. Almost any character can be assumed to know how to drive, but characters with this skill can drive circles around them.

Escapology- You have trained long and hard for this task, or perhaps you are double-jointed. In either case, you can escape from handcuffs, ropes, straightjackets, etc just like Houdini.

Performing Arts- You can use your grace and natural talent to entertain people, through dance, music, juggling, etc.

Investigation- You might be a detective, you may be a reporter, but for some reason, you are really good at analyzing pieces of information, and putting them together into a larger picture.

Security- You are skilled either in the proper use, or the circumvention of, security devices. This includes safes, locks, alarms, and surveillance equipment.

Pilot- You are able to handle vehicles most people cannot-planes, space-ships, submarines, and even blimps are no problem for you.

Social Science- You are a student of man's rational disciplines: history, law, geography, etc.

Science- As a scientist, you have a good understanding of all the fundamentals: math, physics, biology, chemistry- but you are a master at one of these fields.

Medicine- You might be a doctor, or maybe a paramedic. Regardless, you know how to identify and treat injuries and illnesses in humanoid.

Technology- You have a gift for machinery, and you know how it works inside and out. You can fix it, build it, and if need be, figure out how to destroy it.

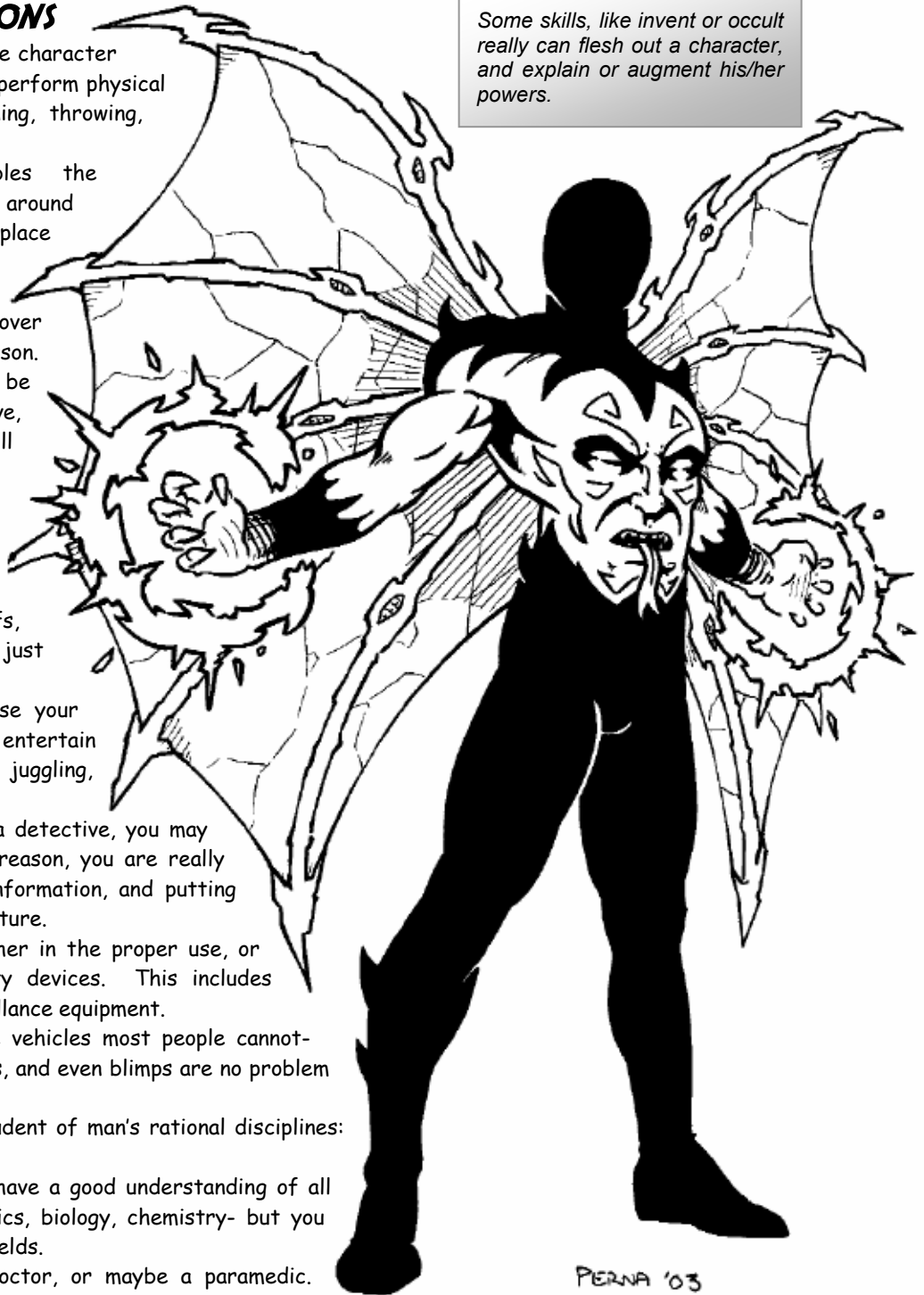
Computers- You know computers far better than a typical user. You can hack systems, build machines, program, and encrypt just about anything on a computer.

Humanities- You are a student of man's irrational disciplines: art, music, culture, religion, and the supernatural. While some may view these as a waste of time, you see it as a deeper reflection into the nature of being human, or possibly a source of power over humanity...

Deception- You are particularly skilled in making others believe you, whether you are telling the truth or not. Likewise, you may be better at discovering when people are trying to deceive you as well.

Outdoor- You are more at home in the wild than most other people. You could survive indefinitely without civilization.

Some skills, like invent or occult really can flesh out a character, and explain or augment his/her powers.



ADVANTAGES

An advantage is a special edge a hero has that are not governed by their skills and powers. Super vehicles, headquarters, and sidekicks are all purchased as advantages. If you want to have advantages for your character, you must purchase an equal number of disadvantages. Here are sample advantages below.

APPEAL- People like you and want to be around you. It may be because you are very attractive, it may be something about your voice, or the way you dress, but people like you. Whenever you try to persuade someone of anything, you get to add +3 to the die roll before multiplying. This will not work on enemies, or in combat.

CELEBRITY- You are loved by millions. Everywhere you go you are met by well-wishers and autograph seekers. People are often willing to listen to you, and are anxious to do favors for you.

CONTACTS- You know people who owe you favors all over town. 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 a laboratories top secret project—but you will usually get this info in the form of subtle hints—not direct information.

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

GADGETEER- You do not use the same arsenal of equipment at all times, but are always making new equipment for yourself to meet specific needs. Once per issue you can invent (you must successfully use the science skill), build (you must successfully use the technology skill), and use a new piece of equipment. To do this, one piece of your normal equipment must be replaced by the new piece. The point value of the new piece must be equal or less than the old piece. Similarly, you could build two or even three weaker devices to replace a more powerful one.

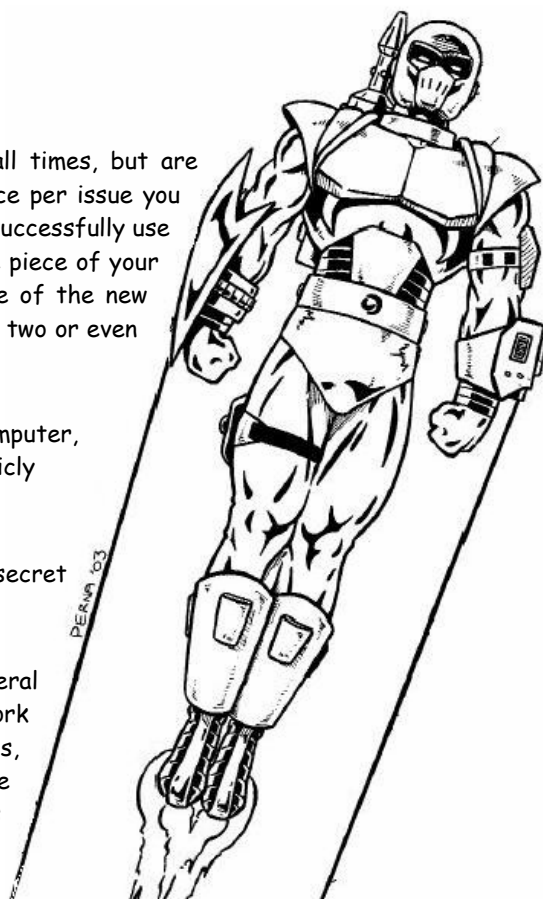
HEADQUARTERS- You have a headquarters, complete with a supercomputer, sickbay, and private laboratory. The headquarters can be secret or publicly known—it is up to you.

INSTANT CHANGE: You can instantly transform from your secret id/normal mode to super mode.

RESOURCES- You are a multi-millionaire. You probably own several companies and have access to such things as private jets, R&D labs to work on your own special projects, etc. There is a drawback inherent in this, however, in that you will be in the public eye, and your wealth may be the target of villains. Likewise, it is possible that unsupervised employees who work in your companies can do things in your name you don't want or embezzle your money.

SIDEKICK: You have a loyal protégé who you have trained to help you fight crime. You must build the sidekick's character as well. The sidekick begins with only 6 points of stats and 7 points of powers. Moreover, a sidekick cannot have any advantages. If you want your sidekick to have his own super vehicle, you have to buy it yourself!

SUPER VEHICLE: You have a super vehicle of some type: a car, plane, boat, submarine, spacecraft, or even a combination of the two. The way a super vehicle works is similar to building a hero. It has the same points for stats (Mind stat equates the vehicles computing ability and overall firepower) and powers. However, the pilot of the vehicle must abide these restrictions. A character with an Agility of 5 driving a car with an Agility of 3 only moves as fast as the new Agility allows for. It is recommended that vehicles take powers such as super running, super swimming, flight, etc. While a vehicle obviously does not need to breath itself, immunity to suffocation power might enable the driver to



breath with a self-contained air supply (an essential power for a submarine). One major advantage of a vehicle is that their powers do not use energy. However, any non-movement power than normally consumes energy automatically has the ammo/charge restriction and gains no extra points from it! ("Shoot! Out of retro-rockets again!")



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 medicine 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.

DISADVANTAGES

Just as heroes have their perks, they also have drawbacks. For every advantage you chose, you must choose a disadvantage. Note that you cannot have disadvantages that obviously conflict with your advantages. A destitute character for instance cannot afford a super vehicle!

AGE: You are either over 50 or under 18. Old characters are less resilient, only having 80 hits instead of 100, while young characters are considered minors according to the law, and must deal with things such as attending school, and being unable to go certain places, like bars.

DESTITUTE: You are poor. Very poor. You live in a bad neighborhood, in a small apartment, probably with room mates/family. You cannot afford many of the things most people consider a normal standard of living, such as a car, computer, or even a television set.

HIDDEN POWERS- You do not know what your powers are at the start of the campaign. You will have to discover it by trial and error. The narrator will decide what powers (and a weakness if any) you have (after you assign your stats) and keep track of it himself. If you want to use one of your powers, tell the narrator, and s/he will pick one, tell you how much energy you used, have you roll whatever dice are appropriate, and from there, explain the result. When you figure out what your power is (by deduction and practice) you may write it down on your character sheet. Once you have figured out all of your powers (and your weakness, if any) you can then buy off this disadvantage by selecting a new one (perhaps you've made an enemy in the time it took you to discover it, etc).

WARD: You are the primary caretaker of a normal person. They may or may not know about your being a super hero. This person can be used by villains as bait, attacked, etc to get to you. You are constantly having to rescue this person as a result.



ENEMY: Someone has it in for you. This person is at least your equal in character points, and often utilizes advantages such as resources to get to you. Perhaps you are hunted by the police, an evil billionaire's private army, or a certain newspaper is constantly trying to smear you (work this out with the narrator). In any case, it is a continual pain in your side.

SECRET: Most commonly it is your secret identity, but you may have another secret you try to protect at all costs. The narrator decides if the secret is damaging enough to allow it as a disadvantage. Note that this secret is something that NOBODY other than yourself knows. If your family or team-members know it, then you cannot take this disadvantage.

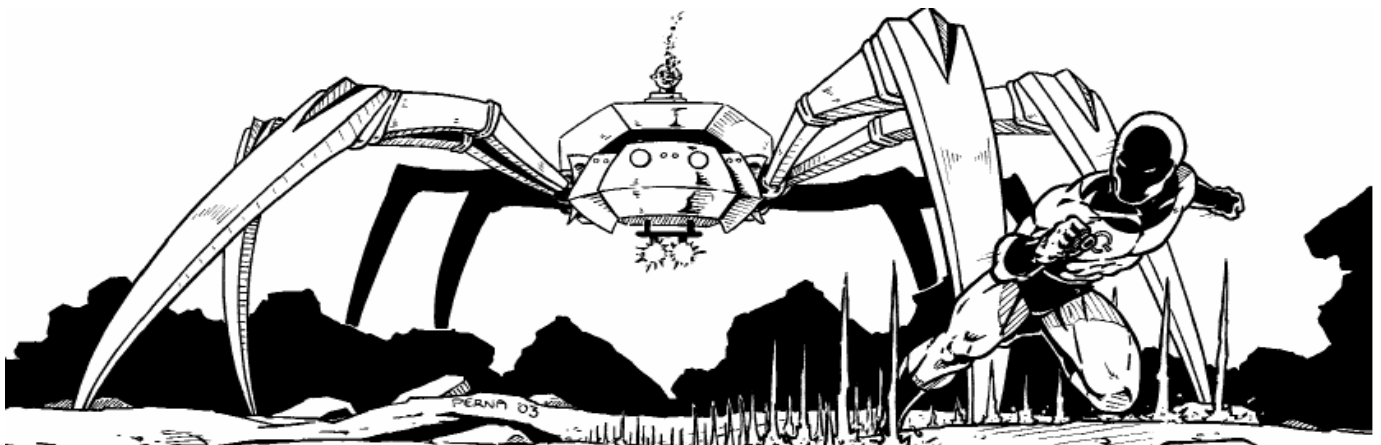
FREAK: You are physically unlike a normal person. You might be a big orange rock man, or a green hulking lummo. This does not necessarily make you unattractive, as proven by many green female supers, but you are obviously not a "normal" human.

NORMAL: You are a normal person, either all the time (like a certain caped crusader) or some of the time. This makes you vulnerable at times when you are in "normal" mode. While the former may be a skilled martial artist even in normal mode, he does not normally carry around all his gadgets!

UNCONTROLLABLE POWERS. You do not have perfect control over your abilities. Whenever you want to use powers that need to be turned on, you must roll 2d6. If the result is less than 3+your points in the power you are trying to activate, the power failed to activate this panel (and cost you no energy). For example, TD4000 has uncontrollable powers. He wants to use his Super Jump power to jump to the rooftop across the street. He rolls 2d6 and gets a 4, when he needed a 5 to turn the power on. TD runs to the edge of the building and leaps off, but instead of flying hundreds of feet, he moves only a few dozen, and crashes to the pavement below! Fortunately, he also has the armor power, which thankfully does not need to be turned on! If you buy this disadvantage, at least half of your powers must have to be activated in order to function.

THE FINAL TOUCH; MENTAL MALFUNCTION

There is no such thing as a "Normal" superhero. The very nature of being a superhero warps one's reality. Every superhero/villain has some mental quirk. One hero may be the prototypical boy-scout while another has an unending thirst for vengeance. One may have amnesia while another is trying to forget his past. How are you mentally abnormal?

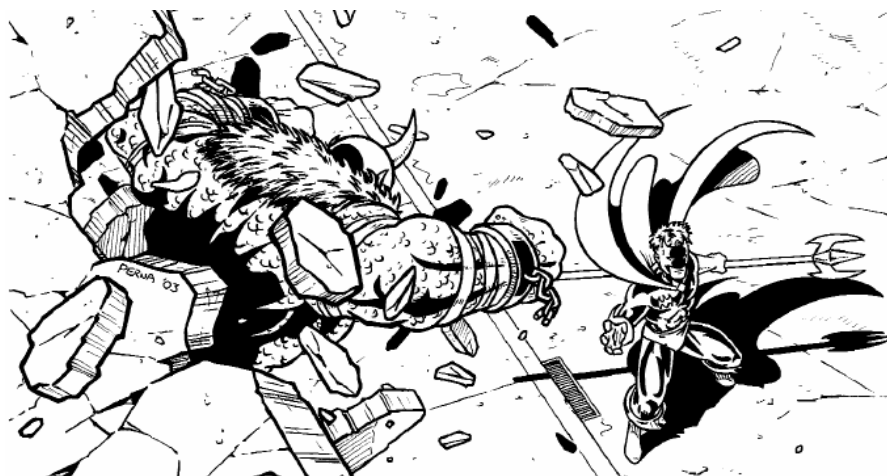


PLAYING THE GAME: DICE MECHANICS AND DOUBLES

The game is played with two standard six-sided dice. Whenever the result of a situation is not certain, the narrator may call upon the players to roll the dice to determine the result. The narrator must decide which of the three stats, Brawn, Agility, or Mind is most important in the given situation (in many situations, this is indicated by the rules). The player rolls the dice and multiplies the results by the number of that stat +any bonuses (for instance, many powers, such as Deflect, grant bonuses to certain rolls). If this character is in conflict with another, the narrator (or player controlling that character) rolls the dice multiplied by their relevant attribute. Whoever rolls the highest wins.

In situations where the character is not in conflict with another, but is still trying to use a skill or ability that is not certain of success, the player still rolls the dice as written above. However, in this case, the player is trying to beat a set number (decided by the narrator) rather than an opposing dice roll. The standard numbers based on difficulty are: 10 (easy), 20 (standard), 30 (tough), 40 (heroic), 50 (nigh-impossible).

This doesn't necessarily mean that characters with higher multipliers will always defeat those with lower multipliers. Sometimes, random chance has a part to play. When a player rolls "doubles" (two of the same number) on the dice, roll another d6 and add this to the result before multiplying. If this die matches the other two, roll and add again, until you get something that does not match. Example: A player rolling at x3 rolls a pair of twos. He then rolls another two, then a six. Instead of $3 \times 4 = 12$, his end result is $3 \times 12 = 36$. As you can see, rolling doubles can make quite a difference between success and failure.



COMBAT RULES

The first thing to consider is who goes first, which is whoever has the highest Agility. If it is a tie, they may each roll an Agility contest to determine the winner. If that is a tie as well, then they go simultaneously. In battles, characters have different modes of attack. They are: hand to hand, ranged, thrown, and mental. All attacks except mental are made by rolling Agility against the opponent's Agility. If the attack hits, proceed to determining damage. Mental attacks are usually made by rolling Mind against the opponent's Mind. Mental attacks don't usually do damage, but if they do, Mind is the damage multiplier. Hand to hand and thrown attacks use Brawn as the damage multiplier, plus any bonuses for a special attack. This number is then multiplied by the result the dice rolled. The person struck by an attack rolls the dice and multiplies the result by (Brawn +Armor). This is called 'soaking' damage. If the damage roll exceeds the soak roll, the target loses a number of hits equal to the difference. E.g. a roll of 35 damage is soaked by a roll of 22. The target of the attack loses 13 hits of damage.

If the damage is less than the soak roll, the person takes no damage, but still may have been knocked back a bit (see next paragraph). Every hit that got through the soak is marked off on the character's record. When his total hits equals zero or less, a character is out of commission.

WHAT CAN I DO IN A SINGLE COMBAT PANEL? There are three possible options:

1. Move, activate any number of non-combat powers you have energy to spend on, and attack.*
2. Move double the number of squares allowed for no extra energy cost.
3. Attack, and then move your allotted number of squares (but you cannot activate any powers).

*You can activate multiple powers at once if you choose. Thus, a person can fly, sense the presence of robots, and use eyebeams all in one panel- but as soon as you attack, your panel is over.

THE GOLDEN RULE Heroes always win on a tie. If two heroes are contesting each other, and tie, the winner is whoever is being more heroic at that moment!

HEALING Healing usually happens "off camera" but if you need to know how long it will take to recover from injuries, you heal Brawn +Agility Hits per hour, double if you receive successful paramedic attention, with a difficulty equal to half the damage you've sustained. If you are knocked unconscious (brought down to 0 hits or less) you heal Brawn +Agility hits per day until you are healed up to 50 hits, at which point you are restored to consciousness. A successful surgery skill check will triple the rate of healing until consciousness is restored

KNOCK-BACK is when a character is struck in combat. Whether any damage got through or not makes no difference. Every 10 points of damage rolled on an attack knocks the opponent back 1 square minus the opponent's Brawn. If this reduces the number of squares to zero or less the character is not knocked back at all. If a character is knocked back into a wall or other object, he may take even more damage (see Collateral Damage).

WRESTLING- Another thing to consider is wrestling. Characters may hold and squeeze in addition to punching and blasting their enemies. To get a hold, the attacker must win an Agility contest with the opponent. If s/he is successful, they make an immediate Brawn contest. If the opponent succeeds, he immediately escapes. If the attacker wins, the opponent takes Damage multiplied by the holder's Brawn. In order to free himself, the opponent must win a Brawn contest. Each panel, if the opponent fails, they continue to take damage.

VULNERABILITY- Sometimes, a character will be left unable to defend himself properly- being blind, unaware of your opponent, or in some way restrained. In this case, when rolling to avoid being hit, the player subtracts 4 from the die roll before multiplying. This results in a much lower chance to avoid being hit.

ENERGY

Energy is what fuels a superhero or villain's powers. A character has 10 points of energy available. When a character is out of energy, s/he cannot use powers anymore. Every time a character uses a power, it expends an amount of energy equal to the point cost of the power (including cost modification for enhancements or limitations). Some powers have a duration. This means that the energy is paid first, then the power lasts for a set number of panels/pages. However most powers require that the character expend energy each panel it is in use (such as flying). A character may spend a panel to rest, in which s/he regains an amount of energy equal to Mind +Brawn. A character may rest while using a power that does not require concentration (such as flying or invisibility), but must still pay the energy for using the power. Some powers do not require energy.

PUSHING YOURSELF You can instantly regain 1 point of energy (that can be immediately spent if you choose) by loosing 10 Hits (no soak, you just take the damage). You can spend as many hits as you like this way, and can even fall unconscious from overexerting yourself (dropping to 0 Hits) in this manner. This is a good thing to save as a last resort, when you *must* use powers (to save an innocent or escape certain death) when you have no energy to spend.

HAZARDS OTHER THAN FIGHTING!

UNDERWATER: If you hold your breath, you cannot rest. Additionally, each panel you hold your breath you lose 1 energy. When your energy reaches 0, you inhale water, and take x3DM each panel from drowning (this cannot be soaked).

FALLING: Every building story (about 15 feet) you fall, you take x1 D.M, to terminal velocity of x10. So falling from a 5 story building causes you to take x5 Damage Multiplier. Falling from a 10, 13, or 20 story building causes x10DM

FIRE: If you move through flames, you take x2DM per page. If you stand in a burning room, you take x4DM and lose 1 energy per page you hold your breath (see drowning rules above for dealing with smoke inhalation). If you are standing IN fire, you take x6DM per page. If you actually lost any hits do to any of these situations, you are ON FIRE. The first panel you are on fire, you take x1DM, which doubles every panel after that, until you do something to extinguish the flames (stop, drop, and roll; jump into water; etc).

GUNS & EXPLOSIVES- Guns are not normally used by either super-heroes or villains. A normal gun that you could buy in a gun store does not count as a power. A special, better than average gun does. If you use a gun in every

issue, you should buy it as a power, with the gadget/ammunition limitation. Otherwise, Here is what guns and explosives do:

Pistol	+2DM range 10
Shotgun	+3DM; 1 square radius, range 5
AK-47	+3DM; range 30, can burst fire
Machine Gun	+3DM, Range 40, always bursts
Sniper Rifle	+6DM range 40

Grenade +5DM; 2 square radius, range 5
Grenade Launcher increases above range to 15
C4/Dynamite Bundle +10DM 4 square radius (not ranged). Treat 1 stick as grenade



All standard guns use ammunition. Roll an ammo check each time the weapon is fired. You must roll equal to or higher than the given number for each weapon. Each time you fail, put a check mark by the weapon. When you have 3 checks, the weapon is out of ammunition. The ammo number for each gun is: pistol 3, shotgun 4, AK-47 3, Machine Gun 2, sniper rifle 5.

Burst Fire Rules- When firing an AK-47 or Machine Gun, if you do burst fire, you reduce your effective Agility to hit by 1, but increase the radius of attack by 1. Whenever you burst fire, however, you must make 3 ammo checks! A Machine Gun has a lot of ammo, but because it always burst fires, it can still run out quickly.

IMPROVISED WEAPONS- A character can also "improvise" weapons by picking up objects that he finds and using them to throw or swing at the opponent. In order to do extra damage, the object must be something that the attacker can lift, but at least be heavy enough that he needs all but one point of Brawn to lift it. Such an object increases the damage multiplier by 1.

The distance that an object can be thrown is dependant on the thrower's Brawn, and the Brawn needed to lift the object, hereafter referred to as Weight. The number Brawn exceeds Weight by dictates how far an object can be thrown as follows: 0 difference = 1 square, 1 = 5 squares, 2 = 25 squares, 3 = 100 squares, 4 = 500 squares, and 5 = 2500 squares. Very light objects (less than 5 lbs) are assumed to have a Weight of 0. Thus, a character with a Brawn of 2 could throw a baseball 25 squares (125 feet), a chair 5 squares (25 feet), or a large TV set 5 feet. A really strong character with a Brawn of 5 could throw the baseball 2500 squares (over 2 miles), the chair 500 squares (2500 feet), and the TV set 100 squares (500 feet). He could also throw a car 25 squares (125 feet), a bus 5 squares (25 feet), or a battleship 5 feet!



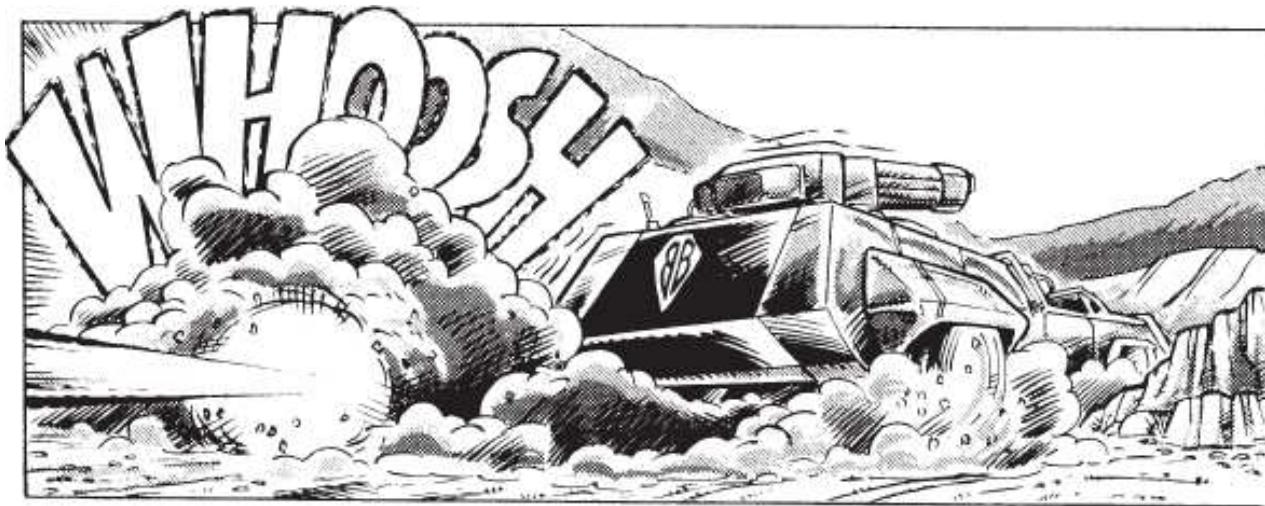
COLLATERAL DAMAGE is what happens to the scenery around a Super Hero and Villain brawl. Windows break, cars smash, and concrete crumbles. Naturally going *through* these objects hurts. Characters can be knocked back into this, but can also hurt themselves if they miss an opponent standing directly in front of these obstacles (if this is the case, the attacker only takes damage from the object, not his attack). Below are listed how many Hits an object can take before it is broken, what it can soak, and how much extra damage one takes for colliding with it (whether it breaks or takes is the same as the opponent,

not). The amount of damage the object before soaking is figured in (and before the extra damage the object does to the character). Note that the most additional damage being knocked into an obstacle can do is equal to the knock-back the attack did (therefore, a normal human cannot hurt super-strong characters by pushing them up against an unobtainium door.

Glass, Wooden Door	20 Hits, 1x Soak, +1DM	Concrete, Thick Wood	40 Hits, 2x Soak, +2DM
Solid Metal, an I-Beam	80 Hits, 4x Soak, +3DM	"Unobtainium"	160 Hits, 8x Soak, +4DM

HOT PURSUIT: RUNNING CHASE SCENES & GETAWAYS

Sometimes, the villains get away, and the heroes have to chase them down to bring them to justice. If the pursuer moves faster, s/he will eventually catch up, assuming that s/he does not run out of energy, get distracted by some obstacle, or lose the quarry's trail. This requires a skill check (either running, riding, swimming, driving, acrobatics [for flying], or pilot skill as appropriate). A speedy vehicle certainly helps, but it does not decide who will win the chase. When rolling to pursue (or escape) an enemy, the characters roll their skill, and add the vehicle's speed in squares to the result. Add the quarry's result to the number of squares of distance that separated the two at the start of the chase. If the pursuer's total exceeds the quarry's, s/he has caught the target. If the target's total has doubled the pursuer's s/he has gotten away. If the result is in between, roll again for the next page, adding the result to the one before.



Example Chase: Blink is in a car, chasing a robber on a motorcycle. They begin 20 squares apart. Blink is driving 21 squares and the motorcycle is driving 24. Blink, with an Agility of 4, however, is a superior driver than the robber (Agility 2). They each roll a 7, for a result of $28+21= 39$ for Blink vs. $14+24+20= 58$ for the robber. The robber is ahead, but has not escaped yet! Next page, Blink rolls a $6 \times 4= 24+39= 63$, and the robber roll an $8 \times 2 = 16+58= 74$. Blink is gaining on him! On the third page, Blink rolls a $5 \times 4= 20+63= 83$, and the robber gets a $9 \times 2= 18+74= 92$. For the fourth page, Blink rolls double 3 followed by a 6, for $12 \times 4= 48+83= 131$, and the robber rolls double 6 and a 5 for $17 \times 2= 34+92= 126$. Blink has caught the robber, with his superior driving!

Obstacles are also problems in a chase, and often end them abruptly. The difficulty of avoiding an obstacle is a function of its size and how fast you are approaching it. Your roll is modified by how easy the object is to go around. The base difficulty of avoiding an obstacle is how fast you were going compared to the object (in miles per hour for a land or sea vehicle, or tens of miles per hour if in a flying vehicle) minus the size modifier. The maximum difficulty is 100. Your die roll (before multiplying) to avoid it is modified by the size of the vehicle you are piloting or driving. The size and steering modifiers are listed below. Failing to negotiate an obstacle might mean that you crash into it, spin out, or are greatly slowed down (-20 to your chase tally) by it (depending on how much you fail by, say 30/20/1 respectively).

Size	Example	Size Modifier	Steering Modifier
4	A Mountain, Cliff,	-10	
3	A Building, 747, 4pts Growing	0	-2
2	Bus, Small Jet, 3pts Growing	10	-1
1	Car, SUV, 2pts Growing	20	0
0	Telephone Pole, Person, Motorcycle	30	+1
-1	Dog, Fire Hydrant, 1pt Shrinking	40	
-2	Cat, 2pts Shrinking	50	
-3	Squirrel, Banana Peel, 3pts Shrinking	60	

Therefore, a driver going 60 mph trying to avoid a person standing in the road must make a 30 check. A pilot steering a 747 going 300 miles per hour trying to avoid hitting a small jet going 200 mph the opposite direction would need to make a 50 check with a -2 to the roll because of steering difficulty! Of course, the other pilot gets a check as well!

CHANCE DURING A CHASE! Random chance can also affect the outcome of a chase. Below is a series of potential events that can occur each page during a chase. Roll on this chart once per page that a chase is going on to see what comes up. For instance, rolling an 8 might mean that as Blink is about to catch the robber, he sees a window washer about to fall from his perch. Heroically, Blink stops the car, runs up the wall and saves the man from falling, but gives up the chase as a result.

Random Chase Event Chart (roll at x1)

2-7	Nothing special happens, continue as normal
8	Nearby innocent is in danger, & needs rescue!
9	An obstacle size d6-3 gets in the target's way
10	Wrong turn, target caught in a dead end
11	3 rd party attacks/crashes into pursuer
12	Pursuer loses the target in some confusion
13+	An obstacle size d6-3 gets in the pursuer's way

VEHICLE CRASHES & REPAIRS

Every 10mph your vehicle impacts with (difference in speed. Hitting a 50mph car when going 55mph the same direction is only a 5mph collision. If they collide head on, add their speeds together to get the collision mph, 105 in this case) the

vehicle takes x1 damage (maximum x10) and you take half as much. If the vehicle is reduced to 0 hits, it is totaled and unable to do anything, even move. If a vehicle is knocked down to $\frac{1}{2}$ of its maximum hits, it is crippled, and moves only half the normal number of squares per page until it is repaired. Vehicle damage is repaired by rolling the Technology (Repair) skill. The number rolled is how many hits of damage are restored after a week of repair work. Only one roll per week is allowed, but you may use assistants. .

SAMPLE SUPER VEHICLES:

ALIEN STAR FIGHTER

B2 A5 M3 Powers: Flying x4 (20Squares) 4pts, Super Speed 3pts (movement only, increases move to 60 squares), Turbo Blasters Range 20, Radius 1, +2DM (x5 damage). [Beyond the points limit]

GRAVITY-CYCLE

B2 A5 M1- Powers: Hovering (25 squares) 2pts, Super Jump 40 squares 2pts, Clinging 1pt, Super Speed increases maximum move to 40 squares 2pts,

JET-CAR.

B4 A2 M1- Powers: Shapeshift- [Limitation- only 2 forms Jet (B2 A4 M1) or Car, 3pts.

Movement Multi-Power [Limitation: only usable in certain forms] 5pts:

*Flight x5 (20 squares) [Jet] 4pts,

*Running +5 (16 squares) [Car] 4pts.

Super Speed 1pts. (Limitation: only for movement, raises flight speed to 40 squares, driving 32 squares)

MECH

B3 A3 M3 Powers: Running 2pt (15 squares), Armor (x5 Soak) 2pts, Super Jump (90 Squares) 2pts, Turbo Blaster (Range 10 +1DM x4 Damage) 3pts [Limitation: Ammo]. Weakness: Double damage from electrical attacks.

SPIDER CRAWLER.

B4 A2 M1 Powers: Stretching 1pt (long legs grant it reach of 3), Running 2pt (10 squares), Spider's Web- Immobilize Range 10, Radius 1, Brawn 20 [Limitation Ammo] 5pts, Armor 1pt (x5 Soak).

SUPER CAR

B3 A3 M1 Powers: Running +4 (21 Squares), Armor (x5 Soak) 2pts, Gas Vents (Radius 1, Brawn 20 Immobilize) [Limitation: Ammo] 3pts.

MICRO JET

B1 A5 M2 Powers: Flying x4 (20Squares) Super Speed 1pt (Limitation: movement only, increases move to 40 squares), Energy Cannon (Range 10, +2DM x4 damage) [Limitation: Ammo] 4pts

ORDINARY VEHICLES

Not all vehicles that heroes go in (or chase after) are super vehicles. But even ordinary cars and helicopters are stronger and faster than normal people. Use these stats below to figure out if your heroes can outrun a car, or is strong enough to rip the doors off the hinges!

747

B4 A4 M1 Powers: Flying x5 (20Squares) Super Speed 3pts (movement only, increases move to 60 squares), Growing [always on] 4pts 180 hits.

ARMORED CAR

B4 A3 M1 Powers: Running +1 (12 Squares) Armor +3 (x7 Soak) Growing [Always On] (120 Hits) 2pts.

BUS

B4 A2 M1 Powers: Running +3 (10 Squares) Armor 1 (x5 Soak) Growing [always on] (140 Hits) 3pts.

CAR

B3 A3 M1 Powers: Running +3 (18 Squares) Armor +1 (x4 Soak)

SMALL JET

B2 A5 M3 Powers: Flying x4 (20Squares) Super Speed 3pts (movement only, increases move to 60 squares),

HELICOPTER

B3 A3 M1 Powers: Flying x5 (15 Squares) Growing [always on] (120 Hits) 2pts.

HIGH PERFORMANCE CAR

B3 A3 M1 Powers: Running +4 (21 Squares)

MOTORCYCLE

B2 A4 M1 Powers: Running +3 (24 Squares)

SUV

B4 A3 M1 Powers: Running +2 (15 Squares) Armor +1 (x5 Soak) Growing [Always On] 2pts.

MINIONS

Villains (and sometimes heroes) don't always go it alone. Sometimes, they have gangs of normal people working for them. These goons, thugs, brutes, and henchmen go by the common name "minions" in BASH. The main difference between minions and everybody else, is their number of hits—they only have 10-50 hits each.

Minions can have powers, but they tend not to have much (3 points as a guideline for minor threats). Note that normal police, or even innocent bystanders are also rated as minions for purposes of how much damage they can take.

In combat, minions fight like any other character. However, characters have a much easier time fighting minions. To make combat go faster, minions do not roll Agility checks to dodge attacks when fighting characters (they do roll against other minions, however). Instead, the narrator just multiplies their Agility times seven (plus modifiers), an average result. This is the minion's "Average Defense" (also called passive defense) and is the number a hero needs to roll to strike the minion. In turn, when minions attack heroes, the minions use an Average Attack (Agility $\times 7$ (+Modifiers)) to strike the hero. If the hero's dodge roll is equal or better than the Average Attack, the attack misses. Using Average Attack and Defense is an option to make combat go much faster than actually rolling for every minion on every attack or dodge. Note, that against Villains, Average Defense or Attack are not an option (fights with villains are more dramatic, and thus, worthy of actual dice rolls).

It is quite easy for heroes (or villains) to take down multiple minions simultaneously, because the minions are so



outmatched. If a character successfully takes down a minion with a hand to hand attack (not a radius attack), s/he may attack another minion within reach. If that minion is also taken down, the process continues until the character fails to take a minion down with a single attack OR the character has taken down 1 more minion than s/he has in Agility. At that point, the character is overwhelmed, and cannot attack more minions. Note, attacking several minions only counts as a single attack panel. If a character has super speed, s/he could conceivably attack multiple groups of minions.

MINION RATINGS

#Hits Example

10 Normal Person—An old lady, a child, a waiter, scientist, bystander, etc.

20 Grunt—Army Private, Cop, Standard goon

30 Tough Guy—Navy Seal, Ninja, SWAT

40 Dangerous—Either supernatural or technologically equipped to be resilient beyond normal capabilities.

50 Powerful—Difficult even for super heroes to deal with—An Ogre or Android might be a good example.

EXAMPLE MINIONS

STANDARD COPS

B2 A2 M1 Kevlar Armor +2 Soak, x4DM, Pistol +2DM (x3) Range 10, Shotgun +3DM (x4) Range 5, Radius 1, Nightstick +1DM (x3), 20 Hits

HENCHMEN

B2 A2 M1 Kevlar +2 soak, Pistol +2DM (x3) Soak AK-47 +3DM (x4) Range 20, Burst Fire: x2 to hit, +1 radius, 20 Hits

SWAT TEAM

B2 A2 M2 Heavy Kevlar (Swat) +3 Soak (x5), Danger Sense, Sniper Rifle (Swat), Martial Arts Attack, Radius 1. 30 Hits

NINJAS

B2 A2 M2 Deflect (Ninjas) +3 (x5), Danger Sense, Katana (Ninja) +3DM (x5), Shuriken (Ninja) Range 10, +1DM (x3), Martial Arts Attack, Radius 1. 30 Hits



GUARD DOGS

B2 A3 M1 Powers: Bite +2DM (x4), 1pt Running (x4), 20Hits

MINOR SECURITY BOTS

B1 A4 M4 Powers: Laser Beam Range 10, +2DM (x6), Hover, Flight x2. OR, substitute poison darts for laser beam: Range 5, x5DM Continual Damage. 10 Hits

MAJOR SECURITY BOTS

B3 A3 M3 Powers: Laser Beam Range 10, +2DM (x5), 1pt Running (x4), Armor +2 soak (x5), 50 Hits

GHOSTS

B1 A3 M3, Powers: Ghost Form, energy cost reduced to 0, always on, Vulnerable to Silver & Holy attacks, but immune to mental control

2pt Telekinesis, range 0, EC1 5pt Possession EC5

Hover, energy cost reduced to 0, always on. 2pt Flying, EC1

1pt Invisibility, Weaknesses: Holy attacks do double damage

Standard Undead Immunities to mind control, poison, suffocation, starvation, etc. 40 Hits.

ZOMBIES

B2 A1 M1, No powers other than standard undead immunities to mind control, poison, suffocation, etc. A zombie must consume brains to live, however. 10 Hits

ALIEN SHOCK TROOPER

B2 A2 M1. Equipped with Blaster Carbine x5 DM range 20, Three Energy Grenades x6 DM radius 1. Armor x5 Soak. 20 Hits

ALIEN SQUAD LEADER

B2 A3 M2. Equipped with Blaster Pistols x5 D.M range 10, 2pt Super Speed. An energy sword x6DM Armor x5 Soak. 40 Hits

A new, mysterious super-villain named "The Master" has been hiring other super-villains to steal components that he is going to use to create the ultimate weapon: a device to obtain the complete allegiance of everyone on Earth. The heroes are members of a super-hero team devoted to defending the city of Megapolis. They have a headquarters that was donated to them by a wealthy benefactor, and long time contact, "The Watcher" a.k.a. Ace Ashby. Ace has an eye-patch and a salt and pepper mustache with iron-gray hair. He seems to know everything about the Heroes, but never interacts with them in person, only through telecommunications.



Part 1. The heroes can be at their base of operations, or on their day off. At headquarters, a man's face will pop up on the view screen. It is Ace "The Watcher", the heroes' contact who alerts them to crimes. He tells them:

"Team, Megapolis is in a crisis, and needs your help yet again! Concrete and a gang of standard henchmen is breaking into Astron Laboratory in Megapolis, attempting to steal a satellite-transmission device. You must hurry. There is not telling what might happen if this device falls into the wrong hands. Ace out."

Concrete does not know what it does, what it is for, or even what it is called (he has a photograph of it) and neither do the henchmen. Because he is holding the device carefully in one hand, he will only use one hand to fight the heroes until he escapes. There is

a large, spherical piece of corporate artwork in the courtyard of the laboratory that could potentially be used as a weapon by the heroes (Brawn 3 required to move it, it adds +2DM if thrown as an attack). He was hired by "the Master" for this task. He met this master aboard his private yacht (it was stolen) in Megapolis harbor. The name of the Yacht was "something birdy" according to Concrete. It was actually called the "Sea Eagle".

Part 2. On the Sea Eagle, once party members are on there, the thing will explode (for x7 Damage to everyone on board) but only after the players discover a laptop on board, with the following sent email:

"Assuming Concrete has no foul ups, and retrieves the device, you are to gather the gauntlet. If he loses the device, you must split up into two teams, blue and red. Send agent number 3 to secure the gauntlet, while you go after the device. Let nothing stand in your way, least of all, those so called defenders of Megapolis. Remember, your cure depends on your success—I will not tolerate failure. Bring the gauntlet to the designated location at the appointed time, The Master."

The email was addressed to the following address MCurry@omail.com The address is none other than that of Mark Curry, a.k.a. Mr. Mercury! Agent #3 is non other than Madame Merciless. A super computer will detail 3 significant "gauntlets" in the area. 1. Another invention at Astron Labs used to control fission reactions, 2. A TV show similar to American Gladiators that is filmed in Megapolis, 3. An Egyptian artifact at Megapolis museum. The real gauntlet is a the gauntlet of Ra, an artifact being held in the Megapolis Museum of Ancient History. Info about the gauntlet: an ancient Egyptian artifact, it is said that "the gauntlet of Ra was pharaoh's most cherished possession. All who looked upon him as he wore it were solely devoted to him."

Part 3. Back at the lab, the heroes will run into security before they can get in to protect the satellite transmission device, and the gauntlet. They will be told to wait for clearance before entering the lab. They will meet the Head of the Lab, David Brunswick who lets them in, sending them inside to see his assistant, Niel Patterno to show them around. He does not seem to know anything about the gauntlet program at the lab, indicating it is being handled by someone else.

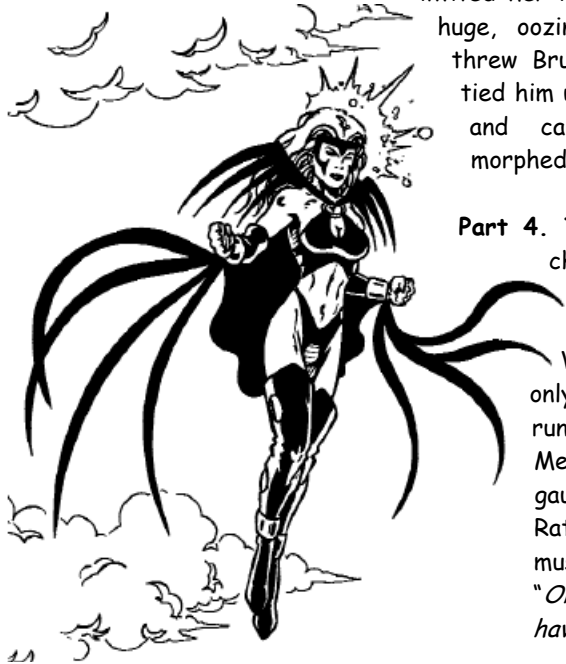
Then he says he has somewhere important to be (a meeting with the NSA regarding the recent break-in if pressed to answer). He drives off in a Cadillac S.U.V. Inside the lab, there is an anti-communications array in effect. Cell-phones, wrist communicators, etc will not function inside the laboratory. A quick visit to the security center will show everything to be in order. A 30 Security Check, however, will notice that the date shown on the tape for the security cameras is yesterday's! When they rush down to the actual sites of the devices within the laboratory, they will find the gauntlet is right where it was left. The satellite transmitter, however is gone!

Niel might mention a couple peculiar things once they are inside the lab:

1. Dr. Brunswick is not usually so nice to me. He gave me the night off last night, and it wasn't even after 8pm.
2. "I don't know too much about the gauntlet project. It is top clearance. Only Dr. Brunswick' and his lab staff knew the details of it. After all, it was *his* personal project."

By now they should realize, that was not the real Dr. Brunswick. It was Mr. Mercury the whole time, now driving off with the device in the S.U.V. Dr. Brunswick is tied up in the closet at his apartment. If they go back to the lab and fix the security camera recording device (15 Security Check should do it) they can see a tape of what appears to be Dr. Brunswick walking right into the lab (using all the retinal and thumb print scans) and putting the transmitter in a large bag. He then exits from the rear, where his S.U.V. was waiting with the engine running.

Going back to the real Brunswick's apartment might confirm their suspicions. He will say that the woman he'd met from the online dating service that night turned out to be Mr. Mercury in disguise. Once he invited her in, she changed into a huge, oozing, metal man. He threw Brunswick in the closet, tied him up, and took his wallet and car keys, and then morphed into Dr. Brunswick!



[Note: if you want to make it easier for the players to find where Mr. Mercury took the device, they can check the satellite anti-theft tracker in Dr. Brunswick's S.U.V. Sure enough, it will point out the location of his S.U.V., parked right at the very construction site that the Master is assembling the satellite, and planning to unleash the gauntlet upon the world.

Part 4. The Museum of Ancient History- If any of the Heroes went to check out the Museum, they will get there just in time to see that there is a hole in the second story window glass, in the perfect outline of a woman.

When the heroes come inside either flying through the hole (note, only a very sleek woman, or someone with Shrinking would fit through) or running up the stairs, they will be just in time to look at Madame Merciless running towards them, holding a glass case containing the gauntlet of Ra.

Rather than fight, she will attempt to fast-talk her way out of the museum.

"Oh, it is a good thing you're here! There are more of them upstairs. I have to take this to the basement before they find it! Hurry, they're

after me!"

Of course, if they try to go upstairs, they will find there are no enemies there, and by the time they get back, she will be long gone with the gauntlet. If they challenge her, or split up and offer to accompany her, she will use another ruse—*"Look out behind you! A big purple gorilla!"*

If they turn around, they will indeed see a big purple gorilla. It will say hello, and then take a swing at the nearest one of them. The gorilla is in fact an illusion, which is surrounding the Master. The Master will use telekinesis, daze attacks, and finally, memory tampering to subdue the characters while Madame Merciless escapes with the gauntlet. Those who have their memories tampered with will believe that they had a fight with a group of ninjas led by an alien. In any case, these two should have no problem getting away from the Heroes (they are not trying to win, just get away). In a pinch, you could have the security guards arrive just in time for the Master to use Telekinesis to rip two support lines for a large wooden ship out of the ceiling. This will send the ship swinging like a pendulum right for the innocent guards. The heroes would have to make a choice between pursuing the Master, or stopping the ship from crushing the guards. It would take a combined Brawn of 5 to stop the ship in time to save the guards, without breaking the ship. Destroying the ship [which is itself a priceless antique] could also save them [Ship's stats: x2 Soak, 4 Hits]. For characters who are not very strong, moving the guards out of the way, or destroying the other two rafter lines (must make an attack roll of 30 for each one) can also keep the ship from hitting the men. There are numerous other ways to save them, but we can leave that to the players' imaginations, and your judgment.

[Note: if any of the players decide to check out the Gauntlet Arena, where the show is filmed, they will find a large audience watching two huge costumed men wrestling on top of a beam in the center of the arena. One of the men begins cackling, "At last! Victory is mine!" He lifts the other man over his head, and gets ready to throw him. If the player tries to interfere, let them, but let them also be embarrassed afterward. They just ruined the show. The "bad guy" was just about to win the title belt in a major upset. The show's sleazy producer, however, will demand compensation, not in money, but by getting the Heroes to show up on the show again, for a Vengeance Match!]

Part 5. Show Down at the Construction Site. Later on, the Heroes must stop the machine from being completed. They arrive at the construction site to find Dr. Brunswick's S.U.V. parked in front, and Mr. Mercury and Madame Merciless have unloaded the device and are now setting it up on top of the 20 story building being constructed here. Twenty ironworkers and engineers have been mentally dominated by the Master using the gauntlet to guard the device. They will attack the Heroes with wrenches (+1DM) and sledge hammers (+2DM) while the other villains attempt to get away. Stats: B2 A1 M1, Armor x1 (helmets, etc), 20 Hits each. Remember, these are INNOCENT PEOPLE! They are being controlled by the Master, and should not be harmed permanently. On the 11th floor of the unfinished building is a device that is broadcasting the Master's telepathic dominance over them. A mentalist character can find it, but must also save against its power when within 100 feet (make a Mind check vs x4 or be dominated as well. Characters without telepathic powers don't have to save until they are within 20 feet of the device). If it is found, it can be destroyed or removed to cancel the effect on the workers. The Master is nowhere around, but the men will vaguely remember a purple alien wearing some fancy helmet before everything went black.

If the Heroes manage to capture Madame Merciless or Mr. Mercury, they will explain why they were working for the Master (Mercury wants a cure for his condition, Merciless wants money), and that he said he had something urgent to take care of and left five minutes before they arrived. If the heroes succeed, they will have returned (or worst case destroyed) the satellite transmitter device, but the Master has gotten away with the gauntlet... for now.

If you want, the Master could be used as part of another plotline later, or the heroes could track him down next issue. Regardless, he is sure to have numerous pawns interfering with the heroes' attempts to bring him to justice.

Facing The Master: If any Hero encounters the Master alone, later, he will try to wipe their memory, and make them think that someone else was involved in the crime. If they attack in a group, The Master will flee to an area with innocent people he can dominate and use as shields. If the master is cornered, he will attempt to mentally dominate the biggest strongest hero into attacking his friends, while trying to get away.

CONCRETE

B4 A2 M1.

Powers: Immunities: Suffocation, Poison, Armor +3 (x7 soak), Healing x2, Super Leaping E.C. 2, Hammer attack +2 D.M. (x6 total) 1pt limit: must use Hammer, E.C. 1. Mental Malfunction: Naive- Concrete is unaware of the difference between right and wrong, and as a result, just takes what he wants without considering the consequences. Because of this, he is easily manipulated by other villains into serving their ends. In many ways, Concrete behaves like a child- a seven foot tall, one ton child that can bench-press a bus!

Origins: Concrete was once a starting lineman for the Central City Cyclones football team. He was also a user of R.O.K. a new and dangerous steroid that builds the body while it clouds the mind. Some mobsters paid him to open a hole in the line so that the Cyclone's star quarterback could be taken out in the 4th quarter, but Concrete ended up breaking the opposing linebackers spine instead. That night, the gamblers got to him, and threw him alive into a construction site and poured foundation on top of him. The concrete reacted with the R.O.K. in his veins, and fused to make him a man of living mortar. The next week, all four mobsters were killed, their bodies crushed to pulp. Hits 100 Energy 10

Madame Merciless

B2 A2 M3.

Powers: Energy Wand (multi power gadget) 5pts [Magic Ray- Range 10 x5DM, Energy Sword x6DM +1 Skill (x3), Force Field 90 Hits, x2DM when touched], Cloak of Flying (gadget) x4 speed 3pts, Mind Shield Tiara (x7 vs mental) 1pt gadget.

Mental Malfunction: Greedy- Madame Merciless is used to a certain standard of living, and feels she is entitled to it, even if it means committing crimes with her well-honed magical abilities to afford her lavish lifestyle. She works for the Master merely for financial gain, and has no loyalty to him beyond his commitment to pay her.

Origins: Madame Merciless was once a member of a coven of witches known as the White Circle in France. She betrayed her sisters, however, in order to gain their treasures- a wand, cloak, and tiara. She tipped off the order of the Black Rose, the nemesis of the White Circle, as to the White Circle's membership roster in exchange for these items. They were all found burned alive in their homes, and Madame Merciless gained three powerful artifacts. Hits 100 Energy 10

Mr. Mercury

B3 A2 M2

Biomaniuplation multipower- 6pts [Shapeshift, Stretching (+8 square reach), Healing x4], Ghost Form (liquid metal form, cannot pass through water-tight surfaces) 2pts, Armor 1pt, Illusions (only work to change own appearance) 1pt.

Mental Malfunction: Desperate- Mr. Mercury was once a handsome, respected, and brilliant scientist. That all changed the day he was accidentally fused with a liquid, metallic, alien life form he was studying. His body became the same liquid metal. He found he could control it, solidify, and even change his appearance back to normal- for a time, but not with any stability. Now he is desperate to find a cure for his problem, one which will make him the normal man he once was. He will do anything if he feels it will help him restore him to his original self—which is why he works for the Master, who has promised him a solution. 100 Hits, 10 Energy



THE MASTER

B4 A3 M3

Powers: Mentalist Multipower 6pts, [Telekinesis 3pts, Daze (Range 5), Telepathy, Illusion 3pts], Control Multipower 6pts [Mind Control 5pts, Memory tampering 4pts], Suggestion 1pt. Hover-Chariot Gadget grants Flight x3. Energy Axe gadget +1DM.

The Gauntlet magnifies his mental and control powers to work on anyone who can see him, regardless of range, even on television.

Mental Malfunction: Megomania: The Master is convinced of his own greatness and of his right to rule the Earth. As such, he is prone to flattery, but reacts to even minor criticism with lethal violence. Although he is quite fast and strong, as a ruler, the Master feels it is beneath him to actually fight or steal things himself, and hires

or dominates others into doing this for him. He wants the gauntlet in order to amplify his mental domination abilities, and use the satellite transmitter to enable him to broadcast his image (and thus the ability to mentally dominate) everywhere on Earth.

Origins: Unknown. This would be a good chance for you to make up a background for a major villain in BASH. He could be an alien intelligence banished from his home planet, or an ex-KGB psychic bent on global domination. The options are limited only by your imagination! Hits 100, Energy 10.

SAMPLE CHARACTERS

THE WINTER WITCH

BRAWN 1 AGILITY 3 MIND 3

100 HITS 10 ENERGY

Background: Sophie LeGlace was a young student of magic from a long line of Witches known as the White Circle, based in France. One day, a member of the White Circle, now known as Madame Merciless, betrayed the White Circle to their mortal enemies, the Order of the Black Rose. Everyone in the order was burned alive- except Sophie, who has vowed vengeance once her powers reach their full potential. In the meantime, she is a member of Megapolis' Defenders, honing her skills.

Mental Malfunction: The Winter Witch desperately wants revenge against the Order of the Black Rose and the traitor, Madame Merciless, for destroying her coven.

Powers: Flying x3 speed 3pts, Ice Multipower 4pts, with limitation: only works where there is average humidity or above (power ceases to function in deserts, burning buildings, etc) [Ice Blast- Range 10 x5DM attack, Ice Coat: Touch Range, 60 Hits, Radius 1, x2DM Force field].

Physical Skills: Perform (Figure Skating), Athlete (Swimming), Driving (Snowmobile) **Mental Skills:** Humanities (Occultism), Science (Chemistry), Deception (Manipulation) **Advantages:** Instant Change

Disadvantages: Enemy: Order of the Black Rose- this coven of evil witches destroyed Sophie's order because of the betrayal of Madame Merciless. They frequently make attempts to destroy Sophie, the last survivor of the White Circle.



KID DYNAMO

BRAWN 5

AGILITY 2 MIND 1

100 HITS 10 ENERGY

Background: During World War II, twelve-year-old millionaire Kirby Carson saw a bright green flash in the sky. He went to check it out, and found a glowing green meteorite on his property. Exposure to the meteorite made Kirby incredibly strong and fast. He used his powers to fight the Axis, and joined the "Four Freedoms" team. Near the end of the war, he was trapped in a cave-in at a secret base near the North Pole. His body entered suspended animation, until he was freed earlier

this year. He is adjusting rather well to the modern world, and especially enjoys videogames.

Mental Malfunction: Overconfidence. Kirby believes no challenge is out of his league, and often gets himself (and sometimes others) in danger because of his cockiness.

Powers: Super Speed 4pts, Super Leaping 2pts, x1 Healing 1pt.

Physical Skills: Athlete (Climbing), Escapology (Handcuffs) **Mental Skills:** Computers (Videogames)

Disadvantage: Age (although he is really 72) he is legally only 14 years old. **Advantage:** Resources



PYRE

BRAWN 3 AGILITY 3 MIND 3

100 HITS 10 ENERGY

Background: Four years ago, fire jumpers rescued a seventeen-year-old girl from a forest fire. She was sleeping in the smouldering ashes, breathing the smoke, and seemingly unaware there was any danger. The only thing she could remember was that her name is Ashley. She became a ward of the state, and as her extraordinary powers (and seeming inability to control them) made her unable to stay in a typical foster home, "The Watcher" offered to place her with the guardians, who would help her develop and control her powers. Now as "Pyre", she defends the city alongside her comrades, still unaware of her origins...

Mental Malfunction: Amnesia- Ashley has no memories of her past before the fire, other than her name. She is very uncomfortable whenever subjects that might make her dwell on this (parents, childhood, etc) come up.

Weakness: Pyre takes double damage from Water attacks.

Powers: Danger Sense 2pts, Burning Strike x3DM Continual Damage 1 Radius 4pts, Armor +1 Soak 1pt, Immunity: Fire & Smoke **Physical Skills:** Stealth (Hide), Athlete (Acrobat), Perform (Dance) **Mental Skills:** Investigation (Gut) Security (Surveillance), Pilot (Planes)



MOON SHADOW

BRAWN 3 AGILITY 3 MIND 1

100 HITS 10 ENERGY

Background: Carlos Lopez was a runaway who grew up to be a drifter. He had no ambition, no desire, and no future. One night, he was sleeping on a park bench when he was attacked by a great wolf. He was hospitalized, but awoke the next morning in the same park, with no recollection of the past several hours. At that moment, he saw two muggers assault a woman jogging through the park. Carlos' blood boiled, his body grew claws, fangs, and fur, and he bounded at the attackers in a frenzy. He chased off the thugs and found a purpose for the first time in his life. He asked to be trained by the guardians and has been with them ever since.

Mental Malfunction: Rage- Moon Shadow is hot blooded, especially around the full moon. It takes all his will power to restrain himself from doing permanent damage in combat.

Weakness: Moon Shadow takes double damage from any attack made by a silver weapon.

Powers: Shapeshifting (limit: only wolf or wolf-like forms) 3pts, x5 Running speed 2pts, Keen Smell 1pt, x3 Healing 3pts, +4 Mind Shield 2pts.

Physical skills: Stealth (prowling), Athlete (Acrobat), Escapology (Ropes) **Mental Skills:** Outdoor (Tracking)





SPEED DEMON

BRAWN 2 AGILITY 4 MIND 1

100 HITS 10 ENERGY

Background: Kalendal is an extra-dimensional being from the plane of Infernal Pandemonium. He came to our world when he was summoned by an evil warlock. The warlock tried to command him to slay his enemies, but fumbled in his incantation. As a result, Kalendal was freed, and fled that area at great speed. With no way to return to Infernal Pandemonium, Kalendal decided to use his abilities for profit, by joining a circus under the name "Speed Demon". When his friend, the ringmaster was killed by robbers in Megapolis, Speed Demon teamed up with the Defenders to bring them to justice. With nowhere to go afterward, he was asked to join, and has been a member ever since.

Mental Malfunction: Guilt- Kalendal always blames himself whenever anything goes wrong.

Weakness: Speed Demon's powers are negated by holy ground.

Powers: Super Speed 4pts, Flying x3 (Limitation: Wings, cannot hover in place, etc) 2pts, Martial Fist +2 DM (x4), Thick Skin (Armor) 3pt (x5 Soak).

Physical skills: Stealth (Hide), Athlete (Acrobat), Drive (Cars), Escapology (Breaking Out of Cells) **Mental Skills:** Humanities (Religion)

IMAGIA

BRAWN 1 AGILITY 3 MIND 3

100 HITS 10 ENERGY

Background: Sonja Belavarti was the youngest of eight children born to a poor family in Sicily. Fortunately, she was also a mutant. Born with the ability to split herself into numerous duplicates, transform into everyday objects, and fly, her father was able to use his "assistant" to become a well-paid magician. When her father passed away, Sonja went to stay with an old friend of her father's- the Watcher- who made her a part of the Defenders that very year.

Mental Malfunction: Showmanship- Imagia has a near compulsion to show off, based on her upbringing in show business.

Weakness: None.

Powers: Bio-Manipulation Multipower 4pts [3pt Duplication, 3pt Mimic], x2 Healing 2pts, x2 Flying 2pts, Burning Flash attack +1 Radius 1pt (x3 DM).

Physical skills: Stealth (Palming & Planting), Athlete (Acrobat), Escapology (Straight Jackets) **Mental Skills:** Deception (Manipulation), Investigation (Gut), Security (Cracking Safes)



ADVICE FOR RUNNING BASH! SUCCESSFULLY CONVERSION

Converting your favorite characters from TV, movies, or the comics into BASH heroes or villains is a snap. For legal reasons, we cannot publish the stats and powers of characters licensed by other companies, but feel free to do it for games in the privacy of your own home! A good method to use in order to make these conversions is to use certain characters from your favorite fiction universe as benchmarks equal to the various stats in BASH. For instance, pick the strongest hero in that universe, and set him as an example of a Brawn of 5. You should also use the guidelines provided with the stats on page 3 to help you figure out who fits where in regards to stats. You can also use official resources (like trading cards and other licensed RPGs) to get a ballpark estimate to do conversion to BASH. Don't worry if the character's points add up by BASH rules—many super heroes from the comics don't fit into the BASH "mold" (see "more powerful characters" below).

EXPERIENCE POINTS (IF YOU MUST)

The BASH! System was not designed with continuous character advancement in mind. Superheroes tend to remain consistent for decades in their powers and abilities in the comics (unless changed by a plot device). Experience points, however, are a tradition in RPGs, and though it doesn't really fit the genre, some people want rules on how to increase their characters' powers over time. In a campaign where experience points will be used, I recommend that the narrator set 6 points for stats and 7 points for powers to start, so that the characters "grow into" their powers. If you want to use experience points, use the following guideline lifted from the upcoming BASH! Fantasy rules:

After every story arc, the narrator will award the players with experience points. A maximum of 5 XP is awarded to each player, based on performance and role-playing. XP can be used to "buy" improvements to a character.

A new power can be purchased by spending $5XP \times$ The power's point cost.

An old power can be improved or an enhancement added by spending $3XP \times$ the power's current point cost.

A new skill can be purchased by spending 3 XP.

A stat can be increased (to a maximum of 5) by spending $12XP \times$ the current number, but I strongly recommend you not allow a stat to be increased more than once!

MORE POWERFUL CHARACTERS

BASH! Rules for character creation were designed to make "street level" superheroes, who fight crime in their home city. However, there are plenty of comic book characters who fly across the galaxy, take on "cosmic" powers, or claim Mt. Olympus as a residence. Such characters are not beyond the realm of BASH, you just need to adjust the standards of character creation to make them fit. First, increasing the number of points allotted for stats to 10 or 12 points would certainly make a much more powerful character. Second, you can raise the maximum points in a stat to 6 or even 7 if you think it necessary to communicate how powerful these cosmic forces are. Let characters begin with more powers, say 12 or 15, and allow them to put more than 5 points into a power (up to 7 lets say) if you deem it necessary. In addition, you can feel free to make up new powers, like time travel, if you wish. A more powerful character certainly can prove a challenge even to an entire team of super heroes. The Master listed on page 21 is an example of a more powerful character.



