Table of Contents

INTRODUCTION

WHAT IS ROLEPLAYING?

If this is your first Role-Playing Game (aka, "RPG"), let me begin by saying "Welcome to the hobby"! When we say role-playing, we are talking about playing a game with friends around a table using our imaginations and some dice to tell an entertaining story. In this story, most of the people will be in the role of Heroes, while one will take on the role of the Narrator. Different RPGs use different terms, rules, and dice, but they have one thing in common: spending some time with your friends and living a story together. RPGs are also memories of that crazy character you made, laughing about that day you botched that easy skill check, pride in your best performance, meeting interesting people, or when you felt truly Heroic saving the day!

WHAT IS BASH!?

BASH! (originally Basic Action Super Heroes) game 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 two 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?

WHAT'S CHANGED?

For those already familiar with BASH! you may be wondering what is so "Ultimate" about this edition. Since the original publication in 2004, there has been a lot of feedback from fans, new rules options, and innovations in game play that have appeared in BAM! (Basic Action Magazine, our free fanzine) and Megapolis. This is an attempt to incorporate those ideas into a single work. In addition there are some entirely new ideas that are appearing in BASH! Ultimate Edition. The biggest are described below:

Energy: Players no longer have to keep track of a pool of energy points that fuel their powers. A character having limited use of their powers is now a Limitation rather than the default.

Weapons: Weapons no longer add to damage- instead they do a set multiplier of damage that might be augmented by Brawn (but not by Mind).

Range and Area: These aspects of powers are now figured differently, in a way that will give more bang for your buck on Character Points. Radius attacks are now known as Burst. Burst attacks now are much easier to hit with than standard attacks (no need to roll vs. each target).

This Printing: All the updates can be found at www.bashrpg.com/downloads
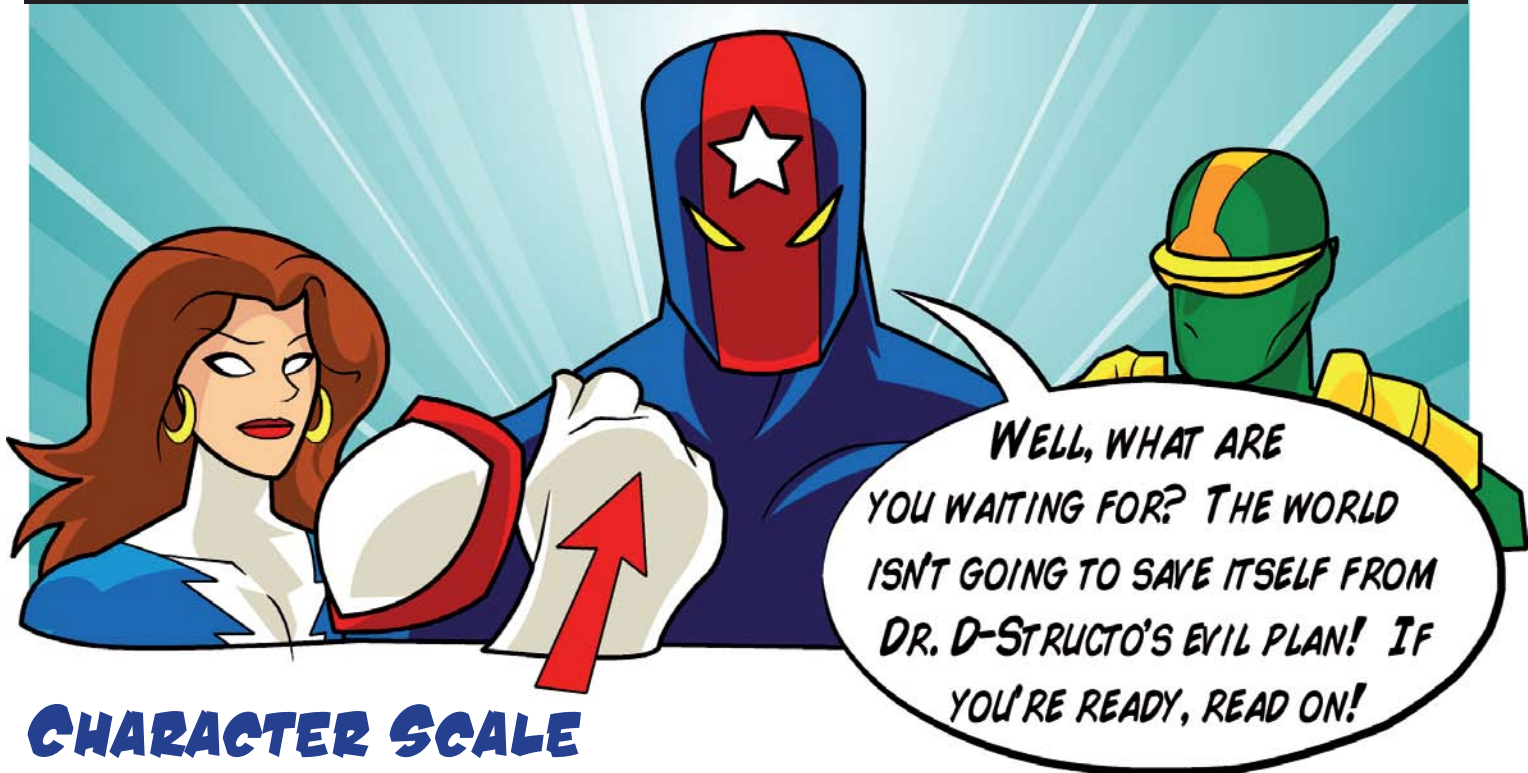
KEY TERMS

Active Multiplier: The number by which any action is multiplied other than damage. The maximum active multiplier is normally x10.

Contest: When two or more characters are in direct opposition with one another at some task, they each roll dice. After multiplying by the relevant stat or power, the character with the higher result wins. Ties go to the Hero, or whoever is acting more heroic at that moment.

D6: An ordinary six-sided die. In this game, you usually roll two at once.

Dice Bonus/Penalty: A number that is added/subtracted from the 2d6 roll before multiplying. When written, the dice bonus

CHAPTER 1: CHARACTER CREATION

WELL, WHAT ARE YOU WAITING FOR? THE WORLD ISN'T GOING TO SAVE ITSELF FROM DR. D-STRUCTO'S EVIL PLAN! IF YOU'RE READY, READ ON!

Character Scale

Before you begin making your own superheroes, you should have a general idea about the "scale" that the Heroes will be playing at. Are these teenage Heroes just coming to grips with their powers, or are they cosmic entities trying to save an entire galaxy? The degree of power that Heroes have is represented as Character Points, and these points are used by the Heroes to create their characters.

The Character Point Value is determined by the scale of the campaign. Below are examples of several scales of play, how many Character Points a Hero gets for that scale, and a recommended breakdown of Stats & Powers for that scale. These recommendations are a guideline of course- you can feel free to invest more or less of your points in Stats or Powers as you see fit (though the Narrator is free to set limits). The Narrator is also free to set the scale of the campaign somewhere between these guidelines.

Building a Hero Step 1: Stats

Each Stat is rated from 0-5, rating the characters in terms of their physical and mental prowess. Each point of stats costs 2 Character Points. Thus, a Character with a Brawn of 3 would have to pay six Character Points for it.

A Stat of 0 costs no Character Points, and indicates a Stat that is far below average, indicating some sort of severe impairment. When using a multiplier of zero, roll only 1d6 whenever making a roll. It "explodes" only on a result of a 6.

Table 1-1. Character Scale and Point Values	
Point Value	**Campaign Scale, Example, and Recommended point division**
20 points	**Mystery Men.** Low-powered heroes common to the Pulp era. *Recommended: 12 pts for Stats, 8 pts for Powers.*
25 points	**Street Level.** Mid-powered Heroes who usually protect a city or neighborhood. *Recommended: 14 pts for Stats, 11 pts for Powers.*
40 points	**World Class.** Among the most powerful in the world, these Heroes often save the Earth. *Recommended: 18 Pts for Stats, 22 pts for Powers.*
60+ points	**Cosmic.** God-like Heroes who battle over the fate of entire galaxies. *Recommended: 24+ pts for Stats, 36+ pts for Powers*

Chapter 2: 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.

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 3x4=12, his end result is 3x12=36. As you can see, rolling doubles can make quite a difference between success and failure.

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 difficulty numbers are:

TABLE 2-1. STANDARD DIFFICULTY NUMBERS	
10	Typical
20	Tough (difficult for a professional)
30	Superhuman
40	Epic (difficult for a superhuman)
50	Nigh-impossible

THE DICE ROLL CHART

To make your dice rolls easier to figure out, you can consult the chart on the back of the book. You simply cross-reference the number you rolled on 2d6 (including any Dice Bonus or Penalty) in the left-hand column with the multiplier, which runs along the top row. Any Result bonus you have is added after you cross-reference. Example: Mary rolls an 11 with her x3 multiplier. She also has a +2 Dice bonus. She looks down the Roll column and goes to 13 (11+2) and then follows the row over until she gets to the x3 column, seeing her result is 39- Superhuman. Since she was trying to get a 40 (Epic) she spends a Hero point, adding +1 to her result, giving her the 40 she needs.