

BASH!

BASIC ACTION SUPER HEROES
FANTASY EDITION



BASH! FANTASY EDITION

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For Pap

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INTRODUCTION: A HEROIC RPG FOR BASICALLY ANYONE!

The BASH! System was a product of my attempt to invent a role-playing game that would appeal to kids. What I found, however, was that it really worked well as a super heroes RPG for gamers of all ages. I also found that the rules could be applied to genres other than super heroes. The rules are light and simple, yet expansive and precise. BASH gives a complete list of powers (both magic and mundane) without requiring the players to learn complicated formulas or memorize charts. In short, you will spend less time creating your hero, and more time playing your hero.

The way that the system works is that the players roll 2 standard six-sided dice, and multiply the result by their stat or power to indicate the result relative to their opponent's or the difficulty of an unopposed task. If the roll is "doubles", roll another die and add it (repeat if it matches) before you multiply. The higher number is victorious. Simple, eh?

Key Terms

PAGE- One round of combat is known as a "page". On each page, there are several "panels" that take place.

PANEL- During a "page", each character takes an action, known as a panel. Panels are numbered according to the combatants' *priority*

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

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

STORY ARC- The ultimate goal of the heroes over a given time. Once that goal is achieved, players may move on to another story arc.

STATS- These are the fundamental raw aptitudes of any character. They are Brawn, Agility, and Mind. See character creation step 1 for more details.

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

DM, DAMAGE MULTIPLIER- The number by which 2d6 are multiplied to determine how much damage an attack does, how much damage is soaked, or how much damage is healed.

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

DOUBLES- When both d6s display the same number. If this happens, roll another d6 and add it. If this also matches, roll and add until it doesn't.

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

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

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



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CHARACTER CREATION

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

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

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

wanderlust.

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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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 or disadvantages. For instance, you cannot be a craven if you have true grit, nor can you be fearless if you have a phobia!

AGE- You are either over 50 or under the age of majority. Old characters are less resilient, only having 80 hits instead of 100, while young characters are considered minors according to the law, and are not taken seriously by adults and may be kept out of such things as dangerous missions or tavern brawls because of it.

COMPULSIVE BEHAVIOR. You have a behavior that you cannot stop yourself from doing. It could be drinking, gambling, lying, stealing, or various other things, but no matter what it is, it is bound to either get you into trouble or cost you a lot of money.

BAD REPUTATION- You have a reputation of being not very trustworthy, and you live up to this reputation. You will lie, cheat, and steal whenever you feel you can get away with it, and if you get caught, you can always deny it. The upper class shuns you, and the lower class only tolerates you as long as your coin lasts you. As such, people are unlikely to believe anything you say, lend you anything, or entrust you with a secret. You get a -2 to all dice rolls (before multiplying) when trying to convince someone to believe you or trust you.

CRAVEN- You are a coward. This does not necessarily mean that you do not enjoy fighting, you may even revel in humiliating your opponents, but you are *terrified* of losing, especially when your life is on the line. You suffer a -2 on all Agility dice rolls (before multiplying) in any combat where your opponent has successfully damaged you. If you are reduced to $\frac{1}{2}$ your total hits, you must make a 20 Mind check that page, and each page you are struck after that point, not to attempt to flee, yield, or surrender immediately.

CURSED- You have attracted the wrath of gods it would seem. No matter what you do or where you go, bad things always seem to happen to you. Once per issue, the narrator can make you re-roll any die roll, and take the worse of the two. In addition, trouble always seems to come your way. You befriend someone who later turns out to be a traitor. You make the major faux pas at a state dinner that botches a potential alliance. You are essentially a living plot device for the narrator to put your party in a sticky situation!

DUTY. You owe your allegiance to someone or some organization. You obey all orders from your superiors within that organization without question. If it means sacrificing your life, so be it.

FREAK: You are physically unlike a normal person. You may be deformed, scarred, or from a species that is very ugly.

HONOR BOUND- Your honor means more to you than anything else, including your life. You would die before you would engage in an action that dishonored you—lying, stealing, or cheating. This means that you cannot lie, even to spare someone's feelings, cannot steal medicine to save a dying child, or attempt to cheat an evil villain you know will betray you. If you for some reason dishonor yourself, you are at -2 to all dice rolls (before multiplying) until you atone. In some cultures, suicide is the only way to atone.

OATH- There is something that you must never do. Your character will do anything, even die, in order to avoid breaking this oath.

OBSESSION- You are completely fascinated by a certain person, thing, or behavior. It could be money, a certain behavior, or some sort of addiction. You devote inordinate amounts of time, and take unnecessary risks to satisfy this obsession. Greed, Kleptomania, Pyromania,

OUTCAST. You are an outcast from a certain society. Whenever you meet someone from this society, you will be treated as lower than dirt. People from other societies will not welcome you warmly either, especially if they know that you are an outcast and why.

OUTLAW. You have been declared a criminal (whether innocent or not) in the land, and must not attract attention to yourself. There is likely a bounty on your head, and if anyone recognizes you, they may try to collect!

OVERCONFIDENCE- You have too much faith in your own abilities. You often do not have the good sense to back down when you should, even when your life may hang in the balance. You always believe that things will turn out in the end, and do not believe you can be beaten. This often leads you to take unnecessary risks.

PHOBIA. There is something that you are deathly afraid of. It could be heights, a certain type of animal or monster, the dark, closed spaces, or crowds. You will always do whatever you can to avoid this thing, no matter what. If this means fleeing from combat and abandoning your friends, so be it. If you are *forced* to confront your phobia, you can only perform an action if you succeed in rolling 20 or more on a Mind check each panel, until the object of fear is out of your sight. If you fail the Mind check, you are frozen with fear, unable to move or act.

PRIDE. You cannot abridge any insult, no matter how slight, whether it was in jest, or who the insulter was. You must satisfy your honor, even if it means fighting a dozen duels to the death! Your pride can often get you into trouble as you

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tend to assume everyone who disagrees with you is incorrect or stupid. You will never own up to any mistakes, and will refuse the aid of others if you think such an offer is made out of pity.

SECRET: You have a secret you try to protect at all costs. Nobody—not even your dearest friend or relative—knows the truth, and you would die before you would allow someone to find out. The Narrator decides if the secret is damaging enough to allow it as a disadvantage. Sample secrets: (you are really a werewolf, the current king is not the rightful heir, you are the sole survivor of an illegal organization long thought extinct, etc).

TRUE GRIT—When fighting for a cause bigger than money, you cannot retreat or yield, no matter what.

SMALL— You are a size -1 creature. You must be a member of a race that is much smaller than a normal human, like a halfling or goblin. You get to add +1 to all Agility dice before multiplying, but must subtract 1 from all Brawn dice before multiplying. You also subtract 5 from all damage dealt and soaked. If you soak no damage, you take an extra 5.

WARD: You are the primary caretaker of a normal person (5 points in stats, no powers). 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.

"POWERS" 7 POINTS

All special abilities in this game are referred to as powers, because this system is based on a game originally designed for super heroes. Fantasy characters do not really have super powers unless we are talking about magic. However, they may have extremely useful skills or abilities that are commonly represented as powers. For instance, a swordsman with B3 A2 M1 may have "sword technique" power that allows him to attack as if he had Agility +1 and do +1 DM when wielding a sword. This would be on top of the normal sword bonus of +2 DM and no skill bonus, for his total of x6 damage, x3 to hit. A person without this "power" using a regular sword, with the same stats would do x5 damage at x2 to hit. As you can see, even non-magical powers (hereafter called mundane) can be really useful!

MUNDANE POWERS: Unless otherwise noted, mundane powers use no energy!

ARMOR FAMILIARITY— 1-3pts. You are used to wearing armor, and it does not impede your movements in any way. For 1/2/3 points you can wear leather/chain/or plate armor with no penalty. For each point in armor familiarity you lack when wearing a given type of armor, your Agility dice rolls are reduced by 1 point.

ATTACK WEAK POINT—2pts. You must make your attack roll by 20 or your attack does normal damage. If you succeed, your damage roll does double damage. This ability is only learned by thieves and assassins, and you must have the advantage Membership (Thieves or Assassin's Guild) in order to purchase it. You cannot combine the use of this power with weapon technique or any other power.

BERSERKER RAGE—2pts. You can fly into a frenzy during combat. While you are enraged, you can make two hand to hand attacks per panel (instead of the usual one). This is exhausting and you must spend 2 energy per panel you use it.



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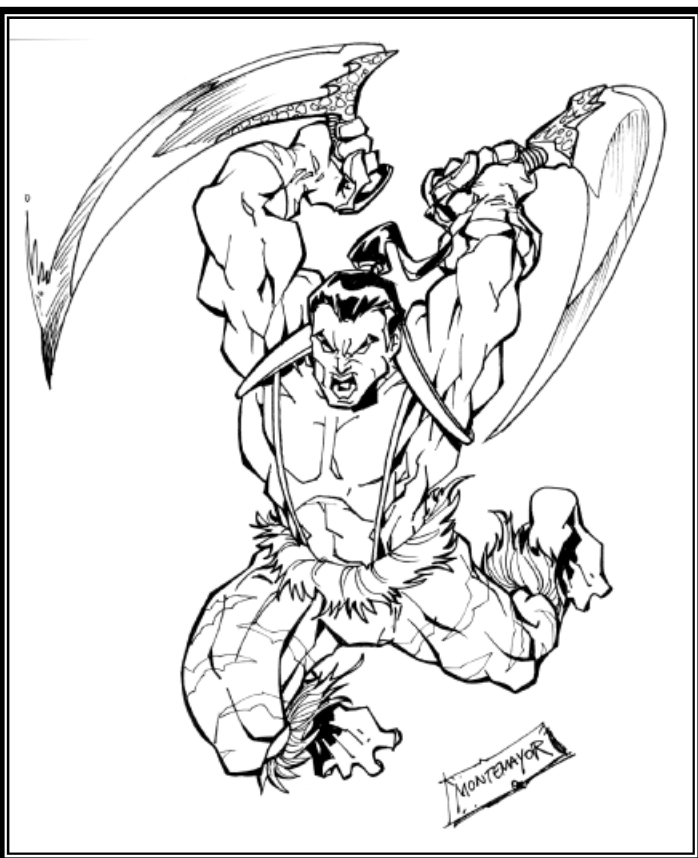
BREAK WEAPON- 2pts. You attack your opponent's weapon in an attempt to break it. You must make an attack roll by at least 10. Then, roll damage normally, but the damage only applies to the opponent's weapon. A thin weapon like a dagger or rapier has 20 Hits and 20 soak. A thick weapon, like a broadsword or mace has 30 Hits and 30 soak. A wooden weapon has 30 Hits but only a 10 soak.

CHARISMA- 1-3 pts. You have a certain magnetism that draws people to you. Whenever you are trying to negotiate, entertain, or persuade someone, you add your charisma bonus to your Mind before rolling.

DANGER SENSE: 2pts. You may add your Mind to your Agility rolls when dodging attacks. For example, if you have a Mind of 3 and an Agility of 2, you add 3 to the dice roll before multiplying by 2 to figure out how well you dodged.

DISARM- 2pts. If you make an attack roll by 10, instead of doing damage, you force an opponent to drop his weapon. It will land 2d6 feet away from the opponent. If you make the roll by 20, and you have a free hand, you can take the weapon instead.

ENTANGLE- 2pts- Choose a weapon: whip, lasso, or net. When wielding these weapons, you can use 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 a difficulty of 20. 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 reach of the entangle is equal to the reach of the weapon.



FEINT- 1pt. INSTEAD of making a melee attack for a panel, you can make a contested Mind roll with your opponent (Mind shield is of no help for this). If you win, you get a +10 (after multiplying) to your next melee attack roll against that opponent.

FLEET OF FOOT- 1pt. You run at Agility x4 squares per panel, while most people only run Agility x3 squares per panel. Also, a normal person can jump Brawn squares with a running start, but you can jump Brawn+1.

FOOTWORK- 1pt. In melee combat, you can use your feet to gain more advantageous position for either offense or defense. You can trade off 1 point of Agility to hit for 1 point of Agility for defense, and vice versa. Reducing Agility to hit to 0 means you cannot attack, reducing Agility for defense to 0 means you cannot avoid attacks. When you begin using footwork, you must spend a point of energy, as this is tiring. You cannot turn this power off until the page after you turn it on.

KEEN SENSES: 1pt. You can hear, see, or smell far better than a normal person. Mind is +3 for sense checks for this sense.

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

PAIRED WEAPON FIGHTING- 1pt. You can wield a weapon in each hand. You are able to make one extra attack per panel. However, doing this is tiring, and you must spend 1 energy whenever you do it with a weapon other than a dagger. This can combine with Berserker Rage.

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PIERCE ARMOR- 3pts. If you make your attack roll against an armored opponent by 10/20/30, you have found a chink in their armor. The effect of this is that their armor's soak (not including magic and size bonuses) is halved for that attack. Thus, if you hit an opponent wearing full plate mail by 30, their plate mail only soaks 15 damage of your attack instead of 30.

QUICK-DRAW- 1pt. You can draw your weapon of choice (choose one weapon for this power to affect) instantly. In addition, you always act as if your Agility were 1 higher for priority purposes.

RANK- 1-5 pts- Thieves Guild, Merchant's Guild, Military, Church, Political- Pick one of these hierarchies. The more points you put in it, the more power you hold within that hierarchy, and the more money you begin play with. You can always expect people within your hierarchy of lower rank than you to listen to you. If you want to affect people outside your sphere of influence, you still can, you just have to make a roll times your points in Rank, against a difficulty of 20/30/40 depending on the situation as the Narrator sees fit. If you succeed, the other person is more apt to listen to your opinions.

- | | |
|---|---------------|
| 1. Knight/Sheriff/Priest/Town Guild-master | 100 Marks |
| 2. Mayor/Lord/Bishop/Captain of the Guard/City Guild-master | 500 Marks |
| 3. Baron-Count/Governor/Nation's Guild-master/Arch-Bishop | 5,000 Marks |
| 4. Duke/Cardinal/General or Admiral | 50,000 Marks |
| 5. King(This should only be allowed if part of the plot-line) | 500,000 Marks |

RAPID RELOADER- 1pt. You can reload and fire your weapon (choose one ranged weapon type) at double the usual speed (meaning you can fire a bow twice per panel or a crossbow every panel, etc). However, this is tiring, and you must spend 1 energy whenever you do it.



RECKLESS MIGHT- 1pt. You can reduce your wound threshold by 10 to increase your Brawn by 1 for damage purposes. You are essentially exposing yourself to greater injury in order to cause more damage to your foe. This is tiring, and you must spend 1 energy when you begin using it. If your wound threshold is reduced to 0, you take 1 wound for every 5 damage you take. Minions with this power effectively just have 10 less maximum hits while it is on (10 drops to 5, not 0). You cannot turn this power off until the page after you turn it on.

SHIELD DEFLECT- 1-2 Points- You may add 1-2 points to your Agility for defense when wielding a shield.

SKILLFUL: 1pt. You begin with 2 extra skills from the list.

SNATCH- 1 pt. When wielding a whip or a lasso, you can grab objects and pull them towards you. You must make your roll to hit by at least 10. If you are trying to take something away from somebody, you must defeat them in a Brawn contest. If you succeed, the item is ripped from their person and towards you.

WEAPON LOCK- 1pt. If an opponent in melee misses you by 5 or less, you can pin their weapon down with yours. They are unable to use that weapon (and you yours) until they drop the weapon, you release your hold, or they beat you in a Brawn contest. While an opponent's weapon is trapped, s/he has a -2 penalty on all Agility rolls, including attacks and defense with off-hand weapons. You, however, are at no penalty.

WEAPON TECHNIQUE- 1-2 Points- You are more skilled than most with a certain type of weapon. For one point each, you can add +1DM to damage, +1 Agility to hit whenever wielding a weapon of that type. You can buy this power multiple times, representing skill with different weapon types.

WHAT IS ENERGY?- Certain powers, ALL magical spells, and various other situations (like holding one's breath or standing in a burning building) can cause a hero to spend energy. Every character in BASH has 10 points of energy,

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which is a pool of physical endurance that is expended when the character engages in strenuous activities, such as casting spells. If a character's energy pool is reduced to zero, s/he is unable to use any abilities that require the use of energy until the required amount of energy is regained. A character can rest to regain one point of lost energy in a panel. In a panel in which you rest, you can move your Agility x2 Squares, but that is it. A character can instead make an Occultism (Channeling) skill roll of 20 to recover Mindx1 points of energy in a single panel, but s/he cannot move at all. If the character takes damage that page before rolling, add $\frac{1}{2}$ the damage to the difficulty of the channeling check. If the roll is failed, the character recovers no energy.

ENERGY AND SPELLS THAT AFFECT FRIENDS

At the time of the casting, the caster pays an energy cost equal to the points of the power. After that point, if the spell needs to be maintained, the *target of the spell* pays the energy cost to use the abilities granted. For example, Supremo the wizard casts a spell granting x3 flight to his friend Brand the barbarian. He pays an energy cost of 3 (x3 flight +1pt for usable on others enhancement -1pt for casting limitation). When Brand takes off to fly, however, Brand must pay the 3 energy to maintain his flight. If Supremo had cast *Glide* instead, Supremo would have to spend 1 energy to cast the spell, but Brand would pay 0 energy to maintain the effect, as *Glide* normally costs no energy to maintain once activated. In either case, Brand's new power would wear off after he lands.

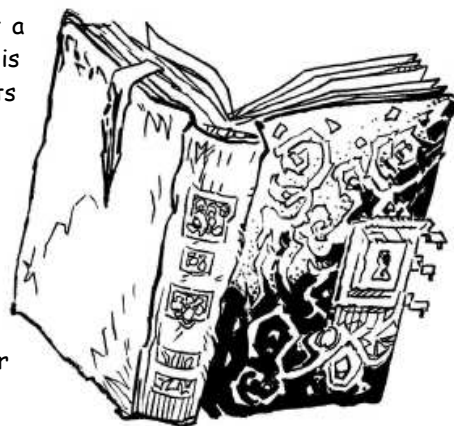
PUSHING YOURSELF You can instantly regain 1 point of energy (that can be immediately spent if you choose) by losing 10 Hits (no soak, you just take the damage). You can spend as many hits as you like this way, and can even fall unconscious from overexerting yourself (dropping to 0 Hits) in this manner. 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.

SUPERNATURAL POWERS- In a world of heroic fantasy adventure, "ordinary" people are still capable of extraordinary things. Wizards, witches, warlocks, and sorcerers all can bend reality to their will through the art of magic. In addition, many creatures have supernatural abilities. Below is a listing of supernatural powers following a list of limitations and enhancements.

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 enemies. 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.
- Only works in certain situation; either when conditions have been met (motions and gestures for spell casting, for instance—see Casting and Magical Spells below) 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.
- 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 soaks 5 damage/point per hit. Thus, a 3 point item has 30 hits, & 15 soak.



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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.

CASTING AND MAGICAL SPELLS

Unlike supernatural powers, magical spells tend to require more from the user than sheer will power to make them work. Certain rituals, words, or items may be required to make the magic work. Here are some sample limitations you can place on magical powers for your game. Note, that to even have any magical powers at all, a player should have to take the "Magic" advantage!

Casting- This limitation requires the user to chant some magic words, and make arcane gestures with his/her hand. In game terms, this means that the caster must be able to clearly speak, and must have 1 hand free for the power to function. Thus, if the caster is tied up, underwater, gagged, or holding something in each hand, s/he cannot cast the spell!

Focus- This limitation requires the caster to have some special, unique item to cast the spell. It might be a holy symbol, a staff, or a wand—but without it, the caster cannot use the magical power! A focus can be replaced, but it should take at least 1 issue to get a proper replacement!

Runes- This limitation requires the caster to inscribe the target with magical writing for the spell to function. Thus, the caster cannot sensibly target enemies with spells (unless he inscribed runes on them in their sleep, or they walk onto them). When the spell is activated, the writing disappears.

Alchemy- This limitation means that the caster is dependant upon alchemical reagents to use the magical power. In other words, the power requires a gadget with the ammo limitation. Each time the caster uses the power, the player rolls a d6. If the number on the die is equal or less than its point cost, s/he puts a check mark next to the power on the character sheet. If there are 3 check marks, the character is out of reagents, and the power cannot be used any more for the rest of the issue or until the next day, whichever happens sooner.

POWER ENHANCEMENTS. For 1 extra point, a power can be given an extra edge. Note, that the extra point

increases the energy cost to use the power as well. Here is a list of potential power enhancements:

- 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. The points for this power do not add to the energy cost!
- 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

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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 (DM), 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.

HOW DOES MAGIC WORK? When you purchase magical powers, you must also explain how they work. For instance, if you buy the special attack power, it is not enough to say that enemies in a 1 square radius at range 5 take x4 damage. You have to explain what the special effect is that harms the enemies. Is it fire, ice, searing light, or an acidic cloud? It is up to you, but it is always the same every time you use the power. To be able to make a fire attack and an ice attack, you must buy two separate attack powers (a multi-power would be useful for this)! For fun, you should name your spells, to truly make them your own. At the end of the description of many powers are a few ideas for how the power might be represented by a given user. Feel free to use these ideas or come up with your own!

All magic costs energy, however, unless it is bought with the reduced energy enhancement to reduce the cost to zero. The base energy cost of a power is always equal to the points in the power. Unless otherwise noted, the energy is to be paid every page that the power is in effect.

MAGICAL POWERS LIST- This list is divided up into different "categories" of powers based on their function. Later on, we will discuss different ways to divide up magical powers into "colleges"

MOVEMENT POWERS (ONLY AFFECT YOU)

CLINGING: 1 Pt. You can stick to and climb walls like a spider. You only spend the energy when you begin to use this power, but can only regain the lost point of energy from using this power when you are on solid ground.

FLIGHT: 3-5 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. Common magical representations: the target grows wings, little wings sprout from the feet, or the target flies like a super hero with no visible means of locomotion.

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 energy only to turn it on. It automatically turns off once the target lands. Common magical representations: target gains a magical parachute or umbrella, tiny wings vigorously beating to slow one's descent, or maybe a billowing cloak slows the fall.

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 only costs energy when you begin using it, but the energy cannot be regained until you stop using it. This power does not prevent one from falling or reduce falling damage in any way.

JUMPING: 1 pt. You can jump 4 times the normal distance (Brawn) in a single leap, half of which can be vertical movement. A melee jump attack made using this power does 1 extra DM. Common magical representations: the target's legs transform into that of a frog or grasshopper, or no visible change occurs at all.

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. You only spend energy when you start running, but cannot rest off this lost energy until you stop, limiting your pool for other powers while running.

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.

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Common magical representations: time slows for the target, making him/her seem to move faster, the target receives a sudden adrenal rush making him/her capable of much faster movement, etc.

SWINGING: 2 pts. You can swing on magically appearing vines/webs/ropes/chains/etc using this power. You move at 4 x Agility. You only pay the energy when you begin swinging, and don't regain it until you stop.

SUPER SWIMMING 1-5pts. Normally, a character can swim 1 xBrawn 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. You only pay energy when you begin super swimming, but do not gain it back until you stop. Common magical representations: the character grows webbed feet and hands, a magical fish tail sprouts from the character's body, etc.

TELEPORTATION: 5 pts. You can disappear and reappear to somewhere you can see within 100 squares. Alternately, you can teleport directly on the other side of a door/wall you are touching even if you cannot see the other side of it. Common magical representations: you disappear and reappear in a flash or a cloud of smoke.

WATER WALKING: 1 pt. You can walk on water and other unstable surfaces.

PERCEPTION POWERS (ONLY AFFECTS YOU)

KEEN SENSES: 1pt. You can hear, see, or smell far better than a normal person for one hour. Mind is +3 for sense checks for this sense.

SUPER SENSES: 2 pts. You can see or hear outside normal parameters for one hour. Perhaps you can see infrared or ultraviolet light (and thus see in the dark and people who are invisible), or perhaps you can hear spirits.

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 (max of 3) 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 dice rolls (before multiplying) 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, they have a -4 to their dice roll before multiplying to strike you or to avoid your attacks.

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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 $(6 - \text{Target's Mind})^2$ pages. It may only be attempted once per issue on any given individual.

OMNI-LINGUIST 2pt- You speak and understand all known languages, though you cannot necessarily read them.

OMNI-READER. 1pt- You can read and write all known languages, though you cannot necessarily speak them.

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!

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.

COMBAT POWERS

ARMOR: 1-3 points. (Only affects you) You have a power that reduces damage by 10x your points in the power, each time you get hit. While this power is turned on, the energy cannot be regained until it is turned off. Common magical representations: a suit of armor made of precious metals, pure energy, ice, etc surrounds the character, or perhaps the character's skin turns to something hard like bark, chitin, stone, or steel. The armor created by this spell is full effectiveness against magic.

CONTINUAL DAMAGE- This power works much like the special attack power regarding paying points for 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's armor can soak the damage. If the damage is completely soaked, there is no effect. If the character takes one or more hits of damage however, the character must roll a Brawn check against the damage dealt the next page, until the target successfully beats the damage roll in a Brawn contest (damage is rolled every page as well, but can only be soaked by armor on the initial attack). If the target succeeds, 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.

DEFLECT: 1-5 Pts. 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. Common magical representations: a shield or hand of energy hovers around the person and blocks attacks for him/her or the target becomes magically very good at parrying, etc.

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 by 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. Common magical representations of this power is to create a wall of fire, ice, or electricity, glass, etc.

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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. Common magical representations: spider webs, tangling vines, tentacles, chains, or energy ropes appear and restrain the target.

IMMUNITY: 1 pt. (Only Affects You) Pick something normally harmful. You are immune to this one particular thing when this power is turned on. E.g., for 1 point, you can be immune to drowning, 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 each for 1 point, for instance. While this power is turned on, the energy cannot be regained until it is turned off.

PUSH-1-5pts. This power is identical to the special attack power in terms of point cost, range, radius, and intensity. The difference is that no roll "to hit" the target is necessary- the hit is automatic. In addition, the power does no damage, it only pushes enemies back. Roll as if you were rolling damage to the target, but the result is the number of feet the opponent is knocked back (round to the nearest 5 foot squares) minus a number of squares equal to the opponent's Brawn +2xSize. If the target makes a Brawn check equal to the push, s/he is able to keep his or her feet and avoid being knocked back altogether. For example, a wizard cast push on a giant and rolled 60 for the damage roll (12 squares of knock-back). The giant came close, but failed to make a 60 on its Brawn check to avoid being knocked back. His Brawn of 4 and size 2 reduce the amount he was knocked back by 8 squares. In the end, the giant is knocked back 4 squares. Common magical representations: great gusts of wind, a wave sweeping foes back, the ground moves under the target's feet, etc.

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 shattering crystal "bomb"] 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. Common magical representations: a fireball, lightning bolt, energy blasts, conjuring a "fire/ice/electric sword", razor sharp ice shards burst from the caster, etc. Ordinary armor is only half as effective at soaking supernatural damage.

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 equipment) 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: You can become insubstantial, able to walk through walls, weapons pass through you, etc. You can still be harmed by energy and mental attacks, however.

GROWING: 2, 3, or 4 pts. You can increase your size by 1, 2, or 3 size levels. You also increase all damage soaking and damage rolls by 5, 10, or 15 points. It only costs energy to turn on, not to maintain. However, you also have a -1, -2, or -3 penalty on all Agility rolls. Growing also makes it hard to fit through doors, etc.

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. If you want to heal other people, you must buy this power with the enhancement: usable on others.

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 magical, you can also reproduce the function. I.e. you can turn into a working hammer, but not a pair of scissors or a functioning wand.

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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 -1, -2, -3. Add one point to your Agility dice rolls for each size difference while you remain shrunk. Being so small, however, you are very susceptible to damage—you take an extra 5, 10, or 15 damage per hit and do that much less per hit you make. Aside from improved Agility rolls, 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.

LIMITING THE ROLE OF MAGIC IN YOUR CAMPAIGN: LOW-MAGIC WORLDS AND SUPERNATURAL POWERS

In a world where magic is especially rare, there are less magical powers available for characters to learn. This means that more heroes will have to depend on their strength of arms and their skills to overcome obstacles. However, there is still plenty of magic in the world, for those who know how to find it...

Essentially, the best way to limit how much magic is available in your world is to limit how many points can be spent per power purchased. A player cannot spend more points (before enhancements and limitations are figured) on a power than the "magic rating" of the campaign. A high magic campaign is a 5-point setting. This means that a character can spend up to 5 points on a single magical power. Lower magic worlds would simply decrease this maximum. A 4-point setting would enable characters to buy supernatural powers with up to 4 points of cost. A 1-point setting would be one where magic is truly rare and subtle, as only 1 point powers can be purchased in this way.

Obviously, the stricter the point limitation of magic in your world, the less selection of powers is available. 5 point powers, like Mind Control and Teleportation simply do not exist in worlds with less than 5 points allowed per power. A 1 point low-magic world would have very few powers to choose from, and relatively weak magic available, and could even be set in historical Earth.

Also, if s/he wishes, the Narrator can decide that supernatural creatures with powers beyond these point limits do not exist in the world either. Of course, it is also possible for the narrator to declare that the *heroes* are limited in their access to magic while monsters and certain "legendary" sorcerers are not. In addition, the narrator may declare certain powers do or do not exist in his/her campaign setting, despite the magic rating of the campaign. I.E., a narrator may declare that Flight and Teleportation do not exist, even in a rating 5 magical world.

The default setting for BASH! Fantasy is a 5-point high-magic world. You may feel free to limit the point maximum as you see fit for your campaign, however. A 3-point magic world would still have magic as relatively common, but less important in society than skill at arms. A 1-point magic world may very well have the majority of the population believe that magic does not even exist!

COLLEGES OF MAGIC

There are other ways to limit magical abilities, however. Below is presented a sample, entitled "Colleges of Magic". This system divides magic into six types: Earth, Fire, Air, Water, Light, and Shadow. When you create a character, you generally should choose only one magical college from which that character may learn spells. Alternately, you can have Single College as a disadvantage in your game that normally does not force players to choose a college. The colleges and the powers available to them are listed below. Note that some powers are usable in multiple colleges, but each one manifests differently, and they each have their own name.

If a limitation or enhancement is listed, the point-cost has been figured in already.

AIR COLLEGE

Body of Wind- Ghost Form, 3pts

Clarity of Air- Invisibility, 1, 3, or 5pts

Control Wind- Control X 2pts, X= Wind, Air, etc

Eyes of the Eagle- Keen Senses: Vision 1pt

Feather's Fall- Gliding, 1pt

Flash Away- Teleport, 5pts, appears to disappear and reappear in a flash of lightning

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- Float-** Hovering, 2pts
Great Leap- Super Jumping, 2pts
Guardian of Wind- Deflect 1-5pts, must give a shield or weapon for the "wind" to wield in your defense.
Hands of Air- Telekinesis, 1-5pts
Lightning's Speed- Super Speed, 2/4pts
Master Wind- Control X, 5pts, X= Wind, Air, etc
Might of Wind- Push, 1-5pts
Run Like the Wind- Running, 1-5pts
Sense Wind- Sense X 1pt, X= Wind, Air, etc
Summon Wind- Control X 3pts, X= Wind, Air, etc
Unending Breath- Immunity to suffocation, 1pt
Wall of Wind- Force field 1-3pts, cannot be bought as a damage shield
Whispering Wind- Super Senses 2pts, enables the user to hear spirits.
Wind Binding- Mind Control 4pts, [Limitation: only affects creatures of wind/birds, etc]
Wind Command- Suggestion 1pt [Limitation: only affects creatures of wind/birds, etc]
Wings of the Wind- Flying, 1-5pts
Wrath of Lightning- Special Attack, 1-5 pts, cannot be bought with a radius.

EARTH COLLEGE



& Wood]

- Peep-Stone-** X-ray Vision 3pts
Project Stone- Special Attack 1-5pts, cannot be bought with a radius
Protection from Poison- Immunity: Poison 1pt
Root-Bind- Immobilization 1-5pts
Sense Animals- Sense X, 1pt, X= Animals
Sense Earth- Sense X, 1pt, X= Earth
Skin of Bark/Stone/Diamond- Armor 1-3pts
Spider Climbing- Clinging 1pt
Summon Animals- Summon X, 3pts, X= Animals
Summon Earth- Summon X, 3pts, X= Earth, Stone, etc
Swing like the Ape- Swinging 2pts
Treant's Body- Growing 2-4pts
Tree Portal- Teleport 4pts [Limitation: only travels between trees]
Venom- Continual Damage 1-5pts
Wolf's Awareness- Keen Senses 1pt

- Beast Skin-** Shape-Shifting 4pts
Boughs of the Oak- Stretching 1-5pts
Brownie's Body- Shrinking 1-3pts
Control Animals- Control X, 2pts, X= Animals
Control Earth- Control X, 2pts, X= Earth, Stone, etc
Gaia's Kiss- Healing 2-5pts [Enhancement: Usable on Others]
Master Animals- Master X, 5pts, X= Animals
Master Earth- Master X, 5pts, X= Earth, Stone, etc
Mimic- Mimic 3pts, or 2pts with limitation: only can transform into rocks, logs, or other "natural" objects
Pass through Earth- Ghost Form 2pts [Limitation: only can move through Rock, Earth,

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FIRE COLLEGE

Body of Smoke- Ghost Form- 2pts [Limitation: Smoke]

Control Fire- Control X, 2pts, X= Fire, Heat, etc

Fiery Visions- Clairvoyance- 1, 1, or 2pts, [Limitation: must be looking into a fire]

Flame Binding- Mind Control, 4pts [Limitation: only affects creatures of flame]

Flame Command- Suggestion, 1pt [Limitation: only affects creatures of flame]

Flickering Speed- Super Speed- 2pts

Master Fire- Master X, 5pts, X= Fire, Heat, etc

Protection from Flame- Immunity: Flames 1pt

See Heat- Super Senses- 2pts, grants the ability to see heat, enabling one to see in darkness, invisible foes, etc.

Sense Fire- Sense X, 1pt, X= Fire

Smolder- Continual Damage- 1-5pts, ignites foe and engulfs him in flames

Summon Fire- Summon X, 3pts, X= Fire, Heat, etc

Tongues of Flame- Omnilinguist- 2pts, an apparition of fire appears over the heads of the conversers

Wall of Fire- Force Field- 1-5pts, must be purchased as a flaming damage shield.

Wrath of Flame- Special Attack- 1-5 pts. The source of the damage is from flames.

WATER COLLEGE

Control Water- Control X 2pts, X= Water, Ice, Cold

Form of Mist- Ghost Form 3pts

Freeze- Immobilize 1-5pts

Frostbite- Continual Damage 1-5pts

Frozen Shield- Deflect 1-5pts, creates a shield of ice that hovers around protecting the caster

Future's Reflection- Clairvoyance 1-3pts, you can see things in water reflections

Home in the Deep- Immunity Drowning & Pressure 1pt

Icy Mail- Armor 1-3pts

Master Water- Master X 5pts, X= Water, Ice, Cold

Protection from Cold- Immunity to Ice & Cold 1pt

Sense Water- Sense X 1pt, X= Water, Ice, Cold

Summon Water- Summon X 3pts, X= Water, Ice, Cold

Swim as the Dolphin- Super Swimming 1-5pts

Wall of Ice- Force field 1-5pts

Water Blast- Push 1-5 pts

Water of Life- Healing 2-5pts [Enhancement: Usable on Others]

Water Walking- Water Walking 1pt

Water/Winter Binding- Mind Control 4pts [Limitation: only affects creatures of water/ice]

Water/Winter Command- Suggestion 1pt [Limitation: Only affects creatures of water/ice]

Wrath of Frost- Special Attack 1-5 pts

LIGHT COLLEGE

Summon Light- Summon X 3pts, X= Light

Aura of Health- Immunity: Disease 1pt

Aura of Protection- Armor 1-3pts

Radiant Defender- Deflect 1-5 pts, a luminous shield surrounds the caster and deflects attacks.

Circle of Protection- Force Field 1-5pts, must be bought with a radius, cannot be a damage shield

Sunbeam- Special Attack 1-4pts [Limitation: only affects Undead]

Hold Fast- Immobilization 1-5pts

Sense Evil- Sense X 1pt, X= Evil

True Vision- Super Senses, 2pts. Sees through invisibility and illusions.

Mental Fortress- Mind Shield 1-3pts

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Command- Suggestion 1pt

Banish Undead- Daze 2-5pts [Limitation: Only works on undead, Enhancement: Repels targets]

Blinding Light- Confusion 1-5pts

Prophecy- Clairvoyance 1-3pts

Light of Understanding- Omni-Reader 1pt

True Hearing- Omni-Linguist 2pts

Renew Life- Healing 2-5pts [Enhancement: usable on others]

SHADOW COLLEGE

Blinding Dark- Confusion 1-5 pts

Body of Darkness- Ghost form 3pts

Control Undead- Control X, 2pts X= Undead

Dark Regeneration- Healing 1-5pts, cannot be bought as useable on others

Dark Visions- Clairvoyance 1pt, only can be bought to see the future

Death Grip- Continual Damage 1-5pts- a shadow of a hand appears to grasp target's throat. Cannot have a radius.

Dim- Invisibility 1, 3pts

Domination- Mind Control 5pts

ESP- ESP 2pts

Night Saber- Attack Weak Point 2pts

Shadow Doubles- Duplication 1-3pts

Shadow Images- Illusion 1-5pts

Shadow Sight- Super Senses 2pts, Caster sees even in total darkness as if it were daylight

Shadow Tread- Hovering 2pts

Shadow Walking- Teleport 4pts [Limitation: only moves from one shadow to another. Cannot work in complete darkness]

Shroud the Truth- Memory Tampering 5pts

Suggestion- Suggestion 1pt

Telepathy- Telepathy 3pts

Terror- Daze 2-5pts

Veil Self- Mimic 3pts



THE UNIVERSAL SPELLS (USABLE BY ALL CASTERS) **Sense Magic-** Sense X 1pt, X= Magic

Control Magic- Control X 2pts, X= Magic. This power is required to use certain magic items (scrolls, wands, staves)

Summon Magic- Summon X 3pts, X=Magic [This spell is used to make Magic items]

Master Magic- Master X 5pts, X= Magic [This spell lets the user sense, control, and summon magic as mentioned]

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SKILLS

Heroes have more going for them than magical powers and shiny weapons. They know how to do things too, from riding 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 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 great 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 physician wants to heal a critically wounded man. He has a Mind of 3, with surgery as a specialty, and an office with 3 nurses beneath him. He rolls $2d6+3$, and gets $10 \times 3 = 30$. Without his assistants, he would have only had a 21, and the man would die, so they make a rather significant difference!

FANTASY SKILL LIST

For the most part, the skill list is the same in any incarnation of BASH. However, the specialties within those skills vary, mainly by technological differences. Here is a list of skills for the medieval/renaissance period, along with various areas of specialization.

AGILITY SKILLS

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

Craftsmanship- Carpentry, Weapon Smithing, Armor Smithing, Blacksmithing, Pottery

Escapology- Breaking free of ropes, manacles, Getting out of cells,

Performing Arts- Play Instrument, Dance, Juggling

Riding- Galloping, Jumping, Tricks, Control

Stealth- Hiding, Shadowing, Prowling, Palming & Planting items.



MIND SKILLS

Deception- Disguise, Lying, Detect Deception, Manipulation,

Domestic- Cooking, Sewing, Cleaning, Gardening, Manage

Humanities- Art, Foreign Cultures, Religion, Languages

Military- Siege Equipment, Command, Tactics, Strategy

Occultism- Astrology, Alchemy, Mysticism, Cryptography, Channeling, Monster Lore

Outdoor- Tracking, Survival, Direction Sense, Animal Lore

Physician- Diagnosis, Herbalism, First-Aid, Surgery,

Sailing- Piloting, Navigation, Command, Tacking, Gunner

Science- Mathematics, Physics, Natural Philosophy

Security- Picking Locks, Search/Conceal, Traps,

Society- Savoir-faire, Diplomacy, Fashion, Rhetoric

Social Science- Law, History, Archeology, Geography,

Streetwise- Gut, Gather Information, Gambling, Shortcuts

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

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SKILL DESCRIPTIONS

ATHLETICS. This is the skill of running, jumping, throwing, climbing, swimming, and various other physical activities.

CRAFTSMANSHIP. Skill in a craft such as carpentry, smithing, pottery, sculpture. With enough time and the proper materials, you can produce simple, decent, or elaborate work with a 10/20/30 check.

DECEPTION. This is the skill of misleading others into believing things that are untrue, and also, the ability to recognize when others are attempting to do so.

DOMESTIC. Anybody can cook and clean for themselves. This skill indicates you are good enough to be a professional servant for a large household.

ESCAPOLOGY. This is the art of escaping from various forms of restraints.

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... You are also automatically literate.

MILITARY. This skill grants the character general knowledge of military tactics, including the use of siege equipment and the ability to inspire troops with leadership.

OCCULTISM. This skill is the study of the arcane mysteries of the world. All realms of supernatural study from alchemy to numerology are governed by this skill. Note, this skill grants the character *knowledge* of various supernatural powers—it does not necessarily grant the ability to use such powers!

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

PERFORMING ARTS. You can use your grace and natural talent to entertain people, through dance, music, juggling, etc.

PHYSICIAN. You may be a skilled surgeon, the village wise-woman, or maybe only a battlefield medic. Regardless, you know how to identify and treat injuries and illnesses in humanoids.

RIDING. This skill allows the character far greater control over a mount than a common person. Almost any character can be assumed to know how to ride, but characters with this skill can ride circles around them!

SAILING. This skill enables a hero to know just about everything there is to do on a ship, from navigation to piloting and even manning the guns (or catapults as the case may be).

SCIENCE. A scientist is a student of the natural order of the world. While this setting is scientifically crude compared to a modern one, the general principles are there to be built upon. You are automatically literate.

SECURITY. You are skilled either in the proper use, or the circumvention of, security devices. This includes locks, alarms, and especially traps. You are also good at hiding objects and noticing what others have hidden.

SOCIETY. This is the ability that nobles, diplomats, and courtiers practice on a daily basis. While men on win battles with swords, in the courts of kings, wars are won, lost, and prevented with words. *Savoir-Faire* is the ability to do/say the right thing at the right time, diplomacy is cutting deals, fashion is knowing the "right" way to dress and the current popular slang, etc of the time (the science of first impressions), and rhetoric is convincing people to accept your argument by appealing to their logic or sympathy.

SOCIAL SCIENCE. You are a student of man's rational disciplines: history, law, geography, etc. You are also automatically literate.

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

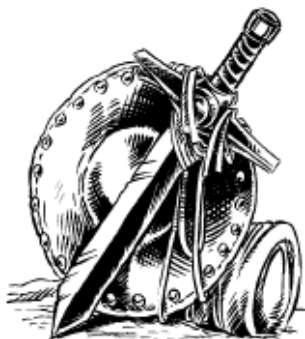
STREETWISE. This is the ability that thieves, merchants, and scoundrels engage in on a daily basis. *Gather Information* helps one learn rumors and locate hard to find people/places/things. *Gut* is an instinct that is often right. *Gambling* does not guarantee that a person will win, but it helps them know the odds, and spot a cheater. *Shortcut* helps find one's way through city streets and mazes.

TECHNOLOGY. You have a gift for machinery (crude though it may be in this setting), 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.

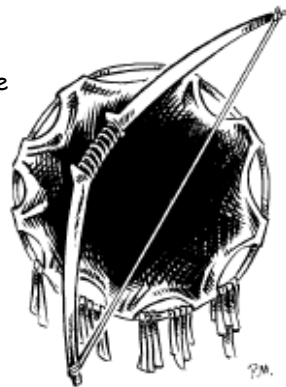
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EQUIPMENT Every character begins with 50 Gold Marks with which to purchase their initial equipment for adventuring. A hero can also buy magical equipment if they have the money for it (see magic items later on). Also, silver plated weapons can be bought for 5 times the listed cost.

Medieval Melee & Thrown Weapons (use Brawn for damage base)



- Dagger, +1DM, range 3 throwing, Lethal 10 Marks
- Gauntlet, +ODM, Lethal (Included with chain and plate armor)
- 1-Handed Sword/Mace/Axe, +2DM, Lethal 20 Marks
- 2-Handed Sword/Mace/Axe, +3DM, Lethal 40 Marks
- Bastard Sword- Used 1 OR 2 handed, Lethal, 50 Marks
- Spear- +1DM range 6 throwing or 2-Handed Reach 2, Lethal 15 Marks
- Halberd- +2DM, 2-Handed Reach 2, Lethal 20 Marks
- Whip- +ODM, Reach 2, Stun 15 Marks *[allows wielder to purchase entangle as a power, and Snatch as a power]
- Cudgel, +2DM, Stun 5 Marks
- Staff, +3DM, 2-Handed, Stun 10 Marks
- Garrote- +2DM to Wrestling damage which becomes lethal 10 Marks
- Lasso- Does no damage, allows wielder to buy entangle power. Range 5



RANGED WEAPONS (use Mind for damage base) Ranged (and thrown) weapons

have no penalty to hit within 10 squares. Every 10 squares after that, there is a -1 penalty applied to the dice roll before multiplying. So for a person to shoot someone 25 squares away, there is a -2 penalty applied to the attack roll before multiplying.

Sling +1 DM, range 20 lethal, 5 Marks. Sling bullets cost 1 Mark for a dozen. You can use rocks, but suffer a -1 on the dice roll (before multiplying) to hit.

Bow +2 DM, range 30, lethal, 20 Marks, A dozen arrows cost 2 Marks.

Crossbow +3 DM, range 25, lethal (takes 1 panel to reload), 40 Marks. Bolts are 2 Marks/Dozen.



ARMOR—The armor familiarity power allows you to use armor. You still have to buy it. If you wear armor without the power, your Agility dice rolls are -1 per point of armor you are wearing! Note that armor only soaks half as much damage against magical attacks!

Leather 10 Soak, 10 Marks

Chain 20 Soak, 50 Marks

Plate 30 Soak, 100 Marks

Shields- Allow their wielders to purchase the Deflect Power. It costs 10 Marks. A shield does +0 DM, Stun damage if used to attack.

ADVENTURING GEAR— This equipment is very useful for adventurers, even though it is not weapons or armor.

BACK-PACK, 5 Marks. This is a sturdy leather backpack with a wood frame, and can hold a great deal inside.

BELT, $\frac{1}{2}$ Mark.

BELT-POUCH, $\frac{1}{2}$ Mark

BED ROLL 2 Marks. This is a quilted sleeping bag.

BIG SACK, $\frac{1}{2}$ Mark. This sack can hold objects up to about the size of a full suit of plate mail inside it.

BOOTS, 1 Mark

BOOTS, HIGH QUALITY, 5 Marks

CHAIN, 1 Mark per foot. This is useful for binding heavy things down or holding prisoners

CLOAK, 1 Mark

CLOTHES, LOWER CLASS, $\frac{1}{2}$ Mark

CLOTHES, MIDDLE CLASS, 3 Marks

CLOTHES, NOBLE, 50 Marks and up

GRAPPLING HOOK, 10 Marks. This claw ends in four steel tines, intended to catch on overhanging ledges, etc. It is really only useful when purchased with a rope or a chain, however.

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HOLY SYMBOL, 1 -20 Marks. This is a sigil representing the god of the wearer. The sigil's price depends on its materials. They range from simple wood to solid gold.

HOLY WATER, 5 Marks per vial. This water is blessed by a priest and anointed with oil. It is usually used in religious ceremonies (particularly blessings), though it is also used to protect oneself from the forces of darkness. Holy water does x5 continual damage to any undead it strikes. Also, a force field made with holy water tracing the perimeter soaks 15 damage per hit instead of 10.

JEWELRY, Price varies with quality from 10 to 200 marks per piece. Jewelry is a good way to carry wealth without putting it all into an easily taken purse.

IRON SPIKES, 1 Mark for 10. These spikes are useful for both securing ropes when climbing sheer surfaces and for holding doors open or shut.

LANTERN, 10 Marks. This will create light in a 10 square radius for five hours per flask.

LOCK, 10, 20, 30, 40, or 50 Marks, depending on whether it takes a 10, 20, 30, 40, or 50 check to pick the lock!

MIRROR, 5 Marks. This item is handy for signaling, doing your hair, or getting the drop on a medusa...

NAILS (ONE DOZEN), $\frac{1}{2}$ Mark.

OIL FLASK, 2 Marks. This is used to refill a lantern, and in a pinch can be used as a weapon when tossed. It takes 1 panel to light the oil first. The flask has a range of 5, and does x3 continual damage in a 1 radius.

ROPE, 1 Mark per 5 feet for hemp, 1 Mark per foot for silk. Useful for tying up prisoners, tying down loose things, or climbing vertical surfaces. It can also be made into a noose or a lasso.

TEN-FOOT POLE, $\frac{1}{2}$ Mark. Poles like these are useful for prodding suspicious looking objects, balancing on high-wires, and reaching through narrow openings.

TENT, SMALL 20 Marks. This tent is large enough to sleep two people.

TENT, LARGE 100 Marks. This tent can sleep six people comfortably.

THIEVES TOOLS, 20 Marks. This collection of lock picks are necessary for security checks when opening locks or dismantling traps.

TORCHES (FIVE), 1 Mark.

TRAIL RATIONS, 1 Mark per day of hardtack and jerky

WATER SKIN, 1 Mark. It holds enough water to last a person 3 days.

EQUESTRIAN SUPPLIES

HORSE 50 Marks. See description in Monsters section.

MULE 20 Marks. B5 A2 M1. Running 1 (8 squares). 30 Hits. Mules are mainly designed to carry heavy loads, not for riding, and especially not for riding into battle.

WARHORSE 200 Marks, 400 Marks for a superior warhorse. See description in Monsters section.

HORSE-FEED 5 Marks per week.

HORSESHOE 1 Mark per shoe.

SADDLE 25 Marks though a very fancy one can be worth up to 100

STABLING, 1 WEEK 8 Marks, including price of feed.

STABLING, 1 NIGHT 2 Marks including price of feed.

WAGON 200 Marks. A wagon is so heavy it limits the team pulling it to half their natural movement speed.

INN AND TAVERN PRICES

AVERAGE MEAL 1 Mark. Consists of Bread, Ale, Soup, Cheese, and Fruit.

POOR MEAL $\frac{1}{2}$ Mark. Consists of Bread and Milk.

QUALITY MEAL 2 Marks. Consists of Bread, Ale, Soup, Cheese, Fruit, and a platter of meat.

ONE NIGHT IN HOSTEL $\frac{1}{2}$ Mark. This is a bed in a room shared with random strangers.

ONE NIGHT IN PRIVATE ROOM 3 Marks.

HOT BATH 1 Mark.

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MAGICAL/CURSED ITEMS:

Another common element of fantasy role-playing is the existence of magically enhanced/cursed items. These are often represented with a +/- number. In BASH this number is added/subtracted from dice rolls to hit and damage with the weapon in question, or 5x the number for an armor's soak ability. Thus a +1 chain mail shirt soaks 25 instead of 20 damage per hit. A +2 sword adds 2 to the attack roll and damage roll before multiplying. Each +/- 1 that an enchanted weapon/armor grants adds to its cost. A +1 item costs 100, a +2 costs 400, a +3 costs 900, a +4 costs 1600, and a +5 costs 2500. This is in addition to the cost of any other enchantments the weapon or armor may have!

CREATING MAGICAL ITEMS:

Magic item creation is no easy task. It is time consuming and expensive. In your campaign, magic items may not be for sale, and the only way to get them is to find them... or make them yourself. To build your own magic item, it requires that you have the item you wish to enchant. You must then enhance the item by adding runes to it, which requires the appropriate Craftsmanship check at a 10. If you fail, the item will not work. If you succeed, you may begin enchantment. This requires casting the Summon Magic spell, and you must make a Mind check equal to 10*the points of the power you want to imbue in the item. Thus a helmet of ESP would require a 20 Mind check to make. Enchanting an item with a +/- rating merely requires a check equal to 5*the amount of +/- . Once this step is complete, you may begin imbuing the item with magical ingredients. This costs a total of $\frac{1}{2}$ the listed price of the item below. So the Helmet of ESP would cost 500 Marks in material costs. An item can be imbued with up to 250 Marks worth of materials per day that you spend on it. Therefore the helmet would take 2 days to imbue.

If your goal is to improve upon an item that is already enchanted, the Summon Magic and subsequent Mind check are for the improved version of the item, but the cost in Marks and time is only equal to the difference between the old item and the improved. So if our helm of ESP were upgraded into a helm of Telepathy, it would take a 30 Mind check, followed by spending 625 Marks over 3 days to imbue the item. It is much cheaper than making a helm of telepathy from scratch (1125 Marks over 5 days).

SAMPLE MAGIC ITEMS

ARMOR

HELMET OF ESP- +1000 Marks. This helmet imbues the wearer with the ESP power.

HELMET OF TELEPATHY- +2250 Marks. This helmet imbues the wearer with the telepathy power.

ARMOR OF IMMUNITY TO FLAME/ICE/ELECTRICITY/OR ACID- 350/450/550 Marks for leather/scale/or plate armor. Made from the hide and scales of a dragon of the appropriate type, this armor makes the wearer immune to a specific type of attack.

SHIELD OF RAMMING- +250 Marks. This shield does +2DM stun damage when used to bash people. A normal shield only does +ODM, Stun.

SHIELD OF REFLECTION- +1000 Marks. When this shield is used to deflect magical powers, it reflects the power back upon the caster if the deflect roll is within 5 points over the attack roll. If the attack is a gaze, it reflects it back on the caster if it is within 8 over the attack roll!

CLOTHING

BOOTS OF SPEED- +250/1000/2250/4000/6250 Marks. These boots increase the running speed of the wearer to Agility x4/x5/x6/x7/x8

BOOTS OF WATER WALKING- These boots allow the wearer to walk on water and other unstable surfaces. They cost 250 marks.

CLOAK OF FLYING- 4000 Marks. This cloak enables the wearer to fly at Agility x4.

CLOAK OF INVISIBILITY- +250/1000 Marks. This cloak imbues the wearer with 1pt/2pt invisibility whenever the hood is up.

COAT OF MANY POCKETS- 1000 Marks. This magical coat indeed has many pockets. It is enchanted to be able to cast Summon Simple Items whenever the wearer reaches in a pocket and concentrates on what s/he wants. The item will be in hand if the wearer makes a 20 Mind check. The items found in the pockets must be simple- with no magic or mechanical parts- typically things from the Adventuring Gear list. Items summoned by the coat disappear if they are let go by the wearer of the coat.

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HOOD OF DISGUISES- 1000 Marks. This hood enables the wearer to appear to be another person. Essentially, this is the illusion power, with the limitation that it only affects the wearer's voice and appearance.

POTIONS

HEALING- This magical salve instantly closes wounds, knits bone, and heals bruises of whomever it is applied to. The damage it heals is $x1/x2/x3/x4/x5$ per dose. Each dose costs 10/40/90/160/250 Marks depending on the strength.

MIGHT- This potion temporarily grants the imbiber +1 Brawn for 1 hour. The potion costs 100 Marks.

NIMBLENESS- This potion temporarily grants the imbiber +1 Agility for 1 hour. The potion costs 100 Marks.

SPIDER CLIMBING- This potion allows the drinker to climb like a spider, able to stick to walls and ceilings effortlessly for an hour. This essentially grants the "clinging" power for the duration. The potion costs 100 Marks.

RINGS

Magic rings can be used by just about anybody and are not so easy to take away as most magic items. For that reason, they are more expensive than other items as well. A ring does not require any special ability to activate, and for all purposes, the function is that the person wearing the ring effectively has the power that the ring is imbued with. Rings fuel their powers with the wearer's energy, which must be spent as if the user cast the spell in question.

A magic ring cost is equal to the points of the spell inside it squared, times 1000. For those who don't want to bother with formulas, there is a chart below. Below that are some sample magic rings.

1pt Spell	1000 Marks
2pt Spell	4000 Marks
3pt Spell	9000 Marks
4pt Spell	16000 Marks
5pt Spell	25000 Marks



FLYING- This ring grants the wielder the power of flight at $x3/x4/x5$ speed. The Ring costs 9000/16000/25000 Marks based on the flight speed that it grants.

IMMUNITY- This ring grants the wielder immunity to any one of the following: Poison, fire, acid, suffocation, cold, electricity, disease, etc. It costs 1000 Marks.

INVISIBILITY- This ring lets the caster use the 1pt/3pt/5pt invisibility spell. It costs 1000, 9000, 25000 Marks.

SPEED- This ring allows the wielder to take an extra panel (or 2) per page. It costs either 4000 or 16000 Marks.

TRANSFORMATION- This ring grants the wielder the ability to use the shape-shifting spell. 16000 Marks.

SCROLLS

Magic scrolls tend to have already existing magical spells inscribed upon them. When the caster reads the scroll aloud, the magical energies charged within the scroll are released and the spell is cast, and the scroll becomes blank. A magic scroll can be inscribed with any spell. The cost of a magic scroll is equal to the points of the power squared, times 20. There is a chart below for those who don't want to bother with the formula. All effects of the scroll that are based on stats use the reader's stats. To use a scroll, the reader must cast Control Magic, and then get a 20 Mind check. The reader only spends energy for the Control Magic- the scroll itself supplies energy for the spell on the scroll, and maintains it with only the reader's concentration.

1 Point Spell	20 Marks
2 Point Spell	80 Marks
3 Point Spell	180 Marks
4 Point Spell	320 Marks
5 Point Spell	500 Marks



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STAVES AND WANDS

In order to use a magical staff or wand, the wielder must know the spell Control Magic. S/he does not have to cast the spell to use the item, however. The difference between a magical staff and a magic wand is that when it is not being used to cast spells, a staff can be used as a weapon, while a wand cannot. A wand is also very easy to break; having only 20 Hits and no soak (Staves have 30 Hits and 10 Soak). As a result, a magic staff is always costs as if its power were one point higher than an equivalent wand. The prices below are for wands, not staves.

All staves and wands have the "ammo" limitation on their abilities. Each day, whenever a staff or wand is used, roll a d6. If the result is equal to or less than the points of the power, put a check mark by the staff or wand. When the item has 3 checks by it, it has expended its magical energies, and must wait until the next day to be used again. Using a staff or wand does not drain energy from the wielder unless s/he must maintain a spell (which uses the wielder's energy)

Staves and wands are enchanted to cast a single spell (pick any one from the list). As a result there are hundreds of possible staves or wands- but we have listed some samples below the generic price list for you.

1 Point Spell	250 Marks
2 Point Spell	1000 Marks
3 Point Spell	2250 Marks
4 Point Spell	4000 Marks
5 Point Spell	6250 Marks
6 Point Spell	9000 Marks (Only a 5 point staff can cost this much)



STAFF OF BLINDING This 2 point staff casts the Confusion spell, range: touch, reducing the target's Agility dice rolls by -4 for the duration (see spell description). It costs 2250 Marks.

STAFF OF SERPENTS This 3/4/5 point staff has a head that resembles a large snake. Instead of striking with the staff for regular stun damage, the wielder can command the snake to bite the target, doing x3, x4, or x5 continual damage. This item costs 4000/6250/9000 Marks depending on the strength of the poison.

WAND OF BINDING This 4 point wand casts a Brawn 20 Immobilize spell at a range of 10. It costs 4000 Marks.

WAND OF GREATER FIREBALLS This 5 point wand creates a 2 radius, 10 range, +1DM ball of fire. It costs 6250 Marks.

WAND OF MINOR FIREBALLS This 3 point wand creates a 1 radius, 10 range ball of fire (damage is equal to wielder's Mind). It costs 2250 Marks.

WAND OF SUGGESTION This 1 point wand casts the Suggestion spell. It costs 250 Marks.

WAND OF SEARCHING This 1 point wand casts the Sense X spell. X= Secret Doors. It costs 250 Marks.

WEAPONS

AURA OF FLAME/ICE/ELECTRICITY- +250 Marks. This adds +1DM to the weapon and makes the damage as if it came from the given energy source.

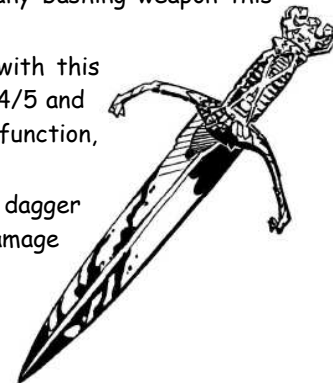
CRUSHING BLOW- +1000 Marks. This adds +2DM to any bashing weapon this enchantment is placed upon.

DANCING- +2,250/4000/6250 Marks. A weapon imbued with this power can be sent to fight on its own as if it had an Agility of 3/4/5 and a Brawn of 2. It must stay within 5 squares of its master to function, however. This ability functions for 5 pages/day.

ENVENOMED KNIFE- +2,250/4000/6250 Marks. This dagger does x3/x4/x5 continual damage! Brawn is not added to the damage

roll.

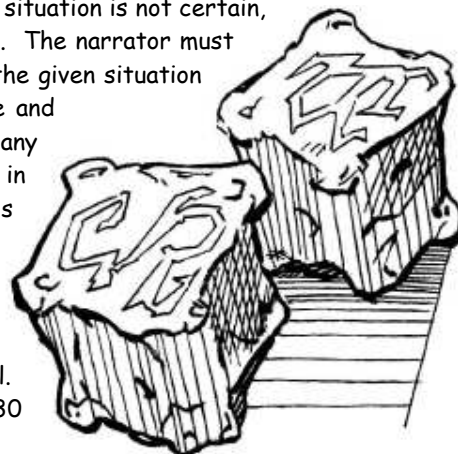
VORPAL BLADE- +1000 Marks. This adds +2DM to any cutting weapon this enchantment is placed upon.



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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.

EXPERIENCE POINTS it is traditional that fantasy RPG characters get better with experience, and BASH is no exception. 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 $6XP \times$ The power's point cost.

An old power can be improved one point or an enhancement added by spending 6XP.

A new skill can be purchased by spending 3 XP.

A stat can be increased (to a maximum of 5 or racial maximum) by spending $12XP \times$ the current number.

For 1 XP, you can choose to roll another die on any dice roll (after seeing the result). If this die is the same as either of the other two, it counts as doubles, and permits another die! Example- on a x3 defense roll, Kyle got a 3 and a 4. But he needed a 30! So Kyle chose to spend an XP to roll another die. He got a 3, which counts as doubles with the other 3. So he rolls another die and gets a 2. His total roll on the dice is 36 and he survives where he may have perished! Alternately, 1XP can be spent to instantly heal the hero 10 Hits, even if s/he was unconscious or dying (the wound looked worse than it was, etc). The XP used for either purpose is lost, and does not count as a spent XP.

On the character sheet, there is a section to write down XP and XP spent. When XP is used to improve a character (not for an extra die), it is kept track of as spent XP. The point of this is so that the Narrator can judge what level of power the heroes are relative to the villains. Ideally, the heroes will be within 10 spent XP of the villain's danger level.

COMBAT RULES

The first thing to consider is Priority—who goes first, which is whoever has the highest Agility. If it is a tie, heroes go first. 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 base damage multiplier. Hand to hand and thrown attacks use Brawn as the base damage multiplier, plus any bonuses for a weapon. This number is then multiplied by the result the dice rolled. The person struck by an attack rolls the dice and subtracts the Soak value

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of their armor, usually 10/20/30. This is called 'soaking' damage. If the damage roll exceeds the soak, the target loses a number of hits equal to the difference. E.g. a roll of 35 damage is soaked 20 by an opponent wearing chain mail. The target of the attack loses 15 hits of damage. Armor is only half as effective at soaking damage from magical attacks, however. Thus, if the same person were hit for 20 points of magical fire damage, he would take 10 damage rather than 0.

If the damage is less than the soak value, the person takes no damage, but still may have been knocked back a bit (see knock-back). 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 out of commission, either unconscious or dying.

WHAT CAN I DO IN A SINGLE COMBAT PANEL? There are four 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 (but take no other action).
3. Attack, and then move your allotted number of squares (but you cannot activate any powers).
4. Rest to regain 1 energy and move $2 \times \text{Agility}$, or try an Occultism/Channeling check without moving to regain more.

*You can activate multiple powers at once if you choose. Thus, a person can fly, sense the presence of undead, and use a magic wand of fireballs 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!

WOUNDS: Injuries in combat take their toll, and reduce a character's ability to succeed in physical tasks. Just because you survived the combat does not mean you will be up and about as if nothing had happened. You may have lasting injuries that impede your performance. These injuries are called wounds, and each wound you receive results in a -1 to your die rolls for any physical action. A character is wounded when s/he takes damage (after soaking) equal to or greater his/her Brawn $\times 10$. This number is called the character's wound threshold. For example, if a character with a Brawn of 1 took 23 damage after soaking, he would take 2 wounds (his wound threshold is 10, which goes into 23 twice). If the same character had a Brawn of 2 he'd take 1 wound, and if he had a 3 or more, he'd still take damage, but the damage would not result in a wound.

With a Brawn of 1, his physical actions (until he is healed) would be at -2 to the dice rolls *before multiplying* because he has suffered 2 wounds. A wound is healed when the amount of damage equal to your wound threshold is healed. So if the character were healed 10 points, one of his wounds would go away, leaving him with 1 wound.

The net effect of this system is that characters with higher Brawns are very hard to wound, even though they still die from taking damage like everyone else. Essentially, a big strong warrior is able to ignore pain more, and likely will be killed in combat before he receives an injury that can cripples his abilities (he dies on his feet). A person who is not very strong may indeed survive a sword blow, but will be severely weakened by it, making it even more difficult to defend himself as his attacker overwhelms him.

NON-MAGICAL HEALING

Unarmed attacks, clubs, staves, canes, etc, do "stun" damage. Stun heals at a rate of 10 hits/Brawn/hour. An opponent reduced to 0 Hits by stun damage is unconscious, and will remain so for 7-Brawn hours.

Claws, bites, and "real" weapons, like knives, axes, crossbows, etc do "lethal" damage. Lethal damage heals at a rate of 10 hits/Brawn/week. A character reduced to 0 Hits by lethal damage is dead, or mortally wounded and on the verge of death (up to the narrator). A character who is mortally wounded requires surgery (or supernatural healing), not mere first aid, within 24 hours in order to live.

Successful medical treatment (first-aid) doubles the rate of healing from non-mortal injuries. The difficulty of the check is equal to the amount of damage the person has sustained divided by 2. For instance, Brand the barbarian is being healed by Simon the surgeon. Brand has taken 50 hits of damage, so Simon's player must roll a 25 on his Physician (First-

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Aid) check. With a success, Brand will recover 80 hits in a week, roughly 11 hits a day, which means he will be fully healed in 5 days. Without the successful check, it would take Brand 9 days to fully recover.

If a character is mortally wounded, and requires surgery to live, the surgeon must make a Physician (Diagnosis) check with a difficulty of 20, followed by a Physician (Surgery) check with a difficulty of 30. Success on *both* roll indicates that the person will recover 20*Brawn Hits/Month. Success on only one roll indicates the person will recover 10*Brawn hits/month. Failure on both rolls indicates that the patient died during surgery.

COVER IN COMBAT: using buildings, trees, furniture, etc to make you more difficult to hit is called using cover. If $\frac{1}{4}$ of your body is concealed, you get a +1 Deflect bonus while you remain behind cover. If you are $\frac{1}{2}$ concealed, you get a +2 Deflect bonus. If you are $\frac{3}{4}$ concealed, you get a +3 Deflect bonus from the cover.

KNOCK-BACK is when a character is struck back in combat. The amount of damage that got through makes no difference. If an attack does at least 50 damage, the target is knocked back 1 square. Every 10 points of damage beyond 50 knocks the opponent back another square. For instance, an attack that does 70 damage would knock an opponent back 3 squares.

WRESTLING- Another thing to consider is wrestling. Characters may hold and squeeze in addition to punching and stabbing 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 escapes, using his panel for that page. If s/he succeeds by 10 or more, however, escaping does not use up his/her panel. If the attacker wins, the opponent takes Damage multiplied by the holder's Brawn, which is soaked by rolling a Brawn contest (Armor does not soak wrestling damage). In order to free himself, the opponent must win a Brawn contest. Each panel, if the opponent fails, they continue to take damage. For instance, Brand the Barbarian with a Brawn of 4 is wrestling a thug with a Brawn of 3. After successfully grappling the thug by winning an Agility contest, they contest Brawn. Brand gets an $8 \times 4 = 32$, and the thug gets a $7 \times 3 = 21$. The thug takes 11 points of damage (not enough to wound him) and is stuck in the hold. The next page, Brand gets a $3 \times 4 = 12$ and the thug gets a $5 \times 3 = 15$. The thug has managed to break free (but uses his panel).

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.

SHIPS, SIEGES, AND COLLATERAL DAMAGE

SHIPS. The ability to control the seas, and in highly magical campaigns, the skies, is very important in a pre-industrial world. Ships enable man to do that. Below is a listing of different ships. Each one can be adapted for air travel (replace the points in running with points of flying in that case) if you want a fantasy campaign containing air ships. A ship that can fly costs triple the price of an ordinary sailing ship.

Movement: The moving speed for each ship is assuming that the ship has favorable wind. If the wind is non-existent, only the war-galley can move at all (it has oars that let it move 1 square per page with no wind at all). If the wind is unfavorable, the ship can move at $\frac{1}{2}$ speed. The minimum number of crewing a ship should be equal to its Brawn squared. This is what is necessary to maintain the ship's movement. (The Oars of the war galley require an extra 30 men, however). Each fraction of men less than this is a fraction less speed the ship can sail. Thus a sloop with only 1 man aboard can only move $\frac{1}{4}$ speed even in favorable winds.

Combat: A ship has 100 Hit points, and Stats just like a character. They have powers as well. Also, a ship's size has a lot to do with how much damage it can take. A single villain with an axe is unlikely to sink a ship—that is what catapults are for! Because they are all made of thick wood, all ships have a soak of 10, but this is modified by their size. The amount of siege engines that each ship can hold is listed in its description, and the crewmen needed to run each one is listed in the siege engine listings. The maximum size of the siege engines is 2 less than the size of the ship.

Cargo: A ship's hold can carry a set number of units of cargo. For our purposes, each unit will represent 1 barrel's worth of goods. In most cases, this number is simply double Brawn squared, although war galley's are known to carry very little cargo (there is no room with all those men and armaments aboard). One barrel of water is enough to give 100 rations of water, each crewman uses one ration per day. Because of a galley's poor cargo capacity and large crew, they must frequently stop to re-supply, and thus, cannot stay out to sea for very long.

Sloop- Brawn 2 Agility 4 Mind 1, Running 3pts (24 squares top speed), Water Walking, Size 2 (+10 Soak = 20)
It can carry only a single ballista and no catapults. Cargo: 8 Barrels. Cost: 500 Marks.

Caravel- Brawn 3 Agility 3 Mind 1, Running 3pts (18 squares top speed), Water Walking, Size 4 (+20 Soak = 30)
It can carry 2 ballistae or 1 catapult. Cargo: 18 Barrels. Cost: 2000 Marks.

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Galleon- Brawn 4 Agility 2 Mind 1, Running 2pts (10 squares top speed), Water Walking, Size 5 (+25 Soak =35)
It can carry 4 ballistae or 2 catapults. Cargo: 32 Barrels. Cost: 4000 Marks.

War Galley- Brawn 4 Agility 2 Mind 1, Running 1pts (8 Squares top speed) Water Walking, Size 6 (+30 Soak= 40)
It can carry 8 ballistae or 4 catapults. Cargo: 16 Barrels. Cost: 8000 Marks.

SIEGE ENGINES. The machines that make it possible to breach a heavy stone wall or to sink a warship can wreak terrible havoc on the battlefield. These "engines of war" are marvels of pre-industrial engineering. A siege engine should have a size rating from 1-6. This indicates not only how large it is, but how much damage it does (and how much it can take). Each point of size adds 5 to its soak and 5 to its damage. Because they are all constructed of thick wood, all siege engines have 40 hits and 10 Soak before size is factored in. Thus, a size 3 ballista has 40 Hits, soaks 25 damage per hit, and does +15. A size 1 siege engine would likely be an anti-personnel weapon, while a size 6 would be made for breaching walls. Ballistae are loaded with very large spears which cost 10 Marks +5/size each. A catapult fires smooth rounded rocks that cost 10 Marks per point of size. A catapult can also be loaded with explosive balls (filled with alchemical components and oil). They do only x6 damage, but affect a radius of 2 squares. Exploding balls cost 20 Marks per point of size.

Building a siege engine requires a 20 technology/invent followed by a 30 craftsmanship/carpentry roll (assistants are recommended). It takes 3 days of labor per point of size.

Aiming a siege engine is not easy. In order to fire it, one must make a military/siege engines skill roll. The difficulty to hit a stationary target is 50, minus 5 *the target's size. So trying to fire a catapult at a size 1 door would have a difficulty of 45. Obviously, bigger objects make better targets. Also, the size of the siege engine invokes a penalty on the roll equal to its size. Thus, a size 6 ballista is much less accurate than a size 1 ballista. The result of this is that different sizes of siege engine are used for different things. If a person wants to fire a siege engine at a living creature, the difficulty is the target's Agility roll +30 minus 5 per point of size. Therefore firing on a flying dragon (size 3) would require a roll of 15+the dragon's Agility roll. Note: you cannot deflect attacks from a siege engine!

Reloading: The amount of time it takes to reload a siege engine depends on how many crewmen are manning the weapon. The amount of crew listed is the most that can be helpful in reloading a siege engine. The less men you have there manning it, the longer it takes to reload a siege weapon. Every page, each crewman takes 1 reload panel. When the engine is completely reloaded, it can be fired again.

Ballista- Range 20, x6 damage. Cost: 100 Marks per point of size. Reload: 30 Panels. Crew: 5.

Catapult- Range 30, x8 damage. Cost: 200 Marks per point of size. Reload: 40 Panels. Crew: 5.

COLLATERAL DAMAGE is what happens to the scenery around a battlefield. Windows break, doors smash, and stone crumbles. Below are listed how many Hits an object can take before it is broken and how much damage it soaks from each hit. Remember to add 5 to soak for each point of size, the default setting is size 0. Wood and trees take double damage from fire.

Thick Glass/Thin Wood/Rope: 20 Hits, 0 Soak

Thick Wood/A small tree: 40 Hits, 10 Soak

Thin Metal/Stone/A large tree: 80 Hits, 20 Soak

Thick Metal/A Redwood: 160 Hits, 40 Soak.

MASS COMBAT RULES

The BASH Fantasy system can also be adapted for combat on a massive scale. Simply treat units as you would BASH characters, with a few differences. The stats of the unit are the same as the stats of the average soldier in the unit, as is the unit's equipment, range, movement, and powers.

Stats: Brawn is most important for doing damage, and has little other use in mass combat. Agility is not used to determine whether a unit hits or misses. In mass combat, it is assumed that the units are hitting each other. Agility is still important, however, because it



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determines how far a unit can move in a single panel. Mind is important not only for ranged damage, but also for maintaining morale on the battlefield. Because you do not roll to hit, in mass combat, a unit equipped with shields merely adds +5 to its damage soak from armor.

Priority- In mass combat, priority works differently. Units with the lowest Agility move first, followed by the units with the highest Agility. The reason for this is the faster units can react to the slower unit's movements. Combat, however, is resolved simultaneously. Casualties are not removed from a unit until both sides have resolved their attack.

Scale- The scale of combat for purposes here is 1 unit represents 100 ground troops. Every unit has 100 hits, each hit of damage representing a single casualty.

Hits- Every unit has 100 hits. Each hit represents 1% of the unit's strength. If you have 2 units with more than 100 hits between them, but less than 200, you can divide them up as you see fit. So a 2 units totaling 15 hits could be divided 80/70 or 100/50, as the user sees fit.

Size- As it is for monsters and ships, size is very important for dealing with mass combat. A unit of 10 men will barely be able to hurt a unit of 100, while 100 men firing in unison will obliterate a unit of 10. For every 20 hits a unit has, it is considered to have 1 point of size for damage purposes, even though the men in the unit are no bigger than normal. A unit with 1-19 hits is considered size 0, 20-39 hits is size 1, 40-59 hits is size 2, 60-79 is size 3, 80-100 is size 4. Outnumbering your enemy is always helpful because it makes it so you can take more punishment—and dish it out. Remember that each point of size gives a +5 bonus to damage soaking and total damage dealt. Also, if the creatures that make up a unit are larger (or smaller) than size 0, add their size to the size of the unit. Thus, a unit of 50 ogres would be considered size 3, not size 2 for damage purposes. Finally, if a unit has attacks that normally affect a radius, instead treat the radius as a size bonus to the unit, but only for damage (not soak) purposes. Thus, a unit of 50 wizards firing radius 1 fireballs in unison does damage as if they were size 3, not size 2, but the attack only affects the unit targeted, not those adjacent to it.

Equipment- You should have determined in advance what the men of your units are equipped with. Armor soaks damage just as it does when fighting one on one combats. Weapons also increase damage multiplier as they do in single combat. Of course, if money is an issue, the cost to equip a unit of 100 men is obviously 100 times the cost of that equipment for a single soldier. Nobody said war was cheap! Fielding an army of 1000 men using good equipment and less than half of them mounted will cost you around 100,000 Marks!

Pay- Soldiers expect to be paid, and have a nasty habit of disobeying orders or mutinying when they are not. The weekly rate of pay for 10 soldiers per week is equal to their combined stats and powers in gold Marks. Thus, a unit of 100 men with Brawn 3 Agility 2 Mind 1 trained to use chain mail is 80 Marks per week ($3+2+1+2= 8*10 = 80$). Obviously, inferior troops are much cheaper to keep around than the best.

Supplies- Every day, each soldier eats 1 ration of food and water. A barrel has 100 rations. Thus, a 100 man unit requires 2 barrels of rations per day. If a unit is underfed, reduce its Agility by 1 and its Soak by 5 until it has been properly fed. Every day, each horse eats 2 rations of food and water (4 barrels/100/day). Every day, each elephant eats 20 rations of food and water (4 barrels/10/day).

Vehicles- Vehicles are important in warfare as well. Ships, siege engines, and war elephants are all considered vehicles. Like men, they are divided into units. Unlike men, the scale is less massive. Essentially, every vehicle in a squad has 10 hits. Thus a squad of 5 war elephants would have 50 hits, and be considered size 4 (the elephants are size 2 creatures).

Heroes- Heroes and Villains do not affect mass combat normally. However, after every page of mass combat, the narrator can resolve a page of heroic scale combat. Use the events that happened in mass combat to relate what happens on a heroic scale. For example, if a hero's unit is reduced to 0 hits, when resolving heroic combat, explain that the hero watches the men around him be mowed down, and now must try to escape or surrender as the enemy army advances towards him... Treat troops as minions. Ideally, Heroes will fight enemy villains rather than engage minions. Reduce a unit's hits by 1 per minion that the heroes kill.



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Terrain- Terrain affects movement (it takes longer to move through jungle than plains) and soak rolls (mountains provide better cover than open fields). Each terrain type costs a multiple squares of a unit's movement per square moved through. Every square should be marked as a type of terrain (plains is the default).

Terrain	Cost/square	Soak
Plains	1	0
Desert	2	0
Hills	2	+5
Mountains	3	+10
Swamp	3	+5
Forest/Jungle	2	+5
Snow	+1	+0

Morale

When a unit sustains damage in combat that knocks it down to one-half its original strength, it must make a morale check or flee on their next panel. Morale is a Mind check against a difficulty 10. Fearless units never have to roll morale. A unit is only required to make a morale check once. If it succeeds, the men are considered to have decided to fight to the last man.

Standard Units for Mass Combat Below are listed standard units for mass combat. Also listed is their pay per week for 100 men and the cost to equip 100 men. If ammunition is an issue, it is assumed each man has 12 shots.

Light Footmen B2 A2 M1, Armor Familiarity: Leather (10 Soak). Equipment: Swords (x4Dmg), Bow (x3Dmg, Range 30) or Crossbow (x4Dmg, Range 25, 1 panel reload), Fleet of Foot (8 squares of movement). Pay: 70 Marks/week. Equipment: 5200 (bows) or 7200 (crossbows) Marks.

Medium Footmen B2 A2 M1, Armor Familiarity: Chain (20 Soak). Equipment: Spears (x3Dmg, Range 6), Shields (+5 = 25 Soak). Pay: 75 Marks/week. Equipment: 7500 Marks.

Heavy Footmen B2 A2 M1, Armor Familiarity: Plate (30 Soak). Equipment: Greatswords/Axes (x5Dmg). Pay: 80 Marks/week. Equipment: 14000 Marks.

Light Cavalry B2 A2 M2, Armor Familiarity: Leather (15 Soak). Equipment: Bows (x4Dmg, Range 30), and Swords (x4Dmg). Horsemen are considered size 1 (because of the horse). 18 Squares of movement (the horse's move). Melee attacks from horseback do +1DM. 80 Marks/week for the men. Equipment: 5200 Marks. Horses must be purchased as well (5,000 Marks for 100) and fed and watered.

Medium Cavalry B2 A2 M2, Armor Familiarity: Chain (25 Soak). Equipment: Swords (x4Dmg), Shields (+5 = 30 Soak). Horsemen are considered size 1 (because of the horse). 18 Squares of movement (the horse's move). Melee attacks from horseback do +1DM (sword damage becomes x5). Pay: 95 Marks/week for the men. Equipment: 8000 Marks. Horses must be purchased as well (5,000 Marks for 100) and fed and watered.

Heavy Cavalry B2 A2 M2, Armor Familiarity: Plate (35 Soak). Equipment: Heavy Lances (x5Dmg), Shields (+5= 40 Soak). Horsemen are considered size 1 (because of the horse). 18 Squares of movement (the horse's move). Melee attacks from horseback do +1DM (lance damage becomes x6). 105 Marks/week for the men. Equipment: 13000 Marks. Horses must be purchased as well (5,000 Marks for 100) and fed and watered.

Vehicles for Mass Combat

Chariots: B2, A2, M2. Size 1. Soak 15. Move 14 squares (the horses are slowed by pulling the chariot), Chariot wheels are equipped with cutting blades (+2DM, x4) for mowing down footmen. Each one is crewed by five men (one of whom is driving) who fire arrows from the chariot (x3Dmg, Range 30) but because there are only 40 per unit, even at full strength, they attack as if they are 3 sizes lower than the unit as a whole. Thus the crew of a chariot unit with 75 hits fires arrows as if it were size 1, even though the chariots themselves (the blades) attack as if they were size 4. A unit of chariots costs 16000 Marks.

Ships: See above descriptions. Assume them to be in units of 10. Change hits to 100 (each ship has 10 hits). The cost for a group of ships is 10 times the listed price of that ship type.

Siege Engines: See above descriptions. Assume them to be in units of 10. Change hits to 100, each machine in the group represents 10 Hits. The cost of a unit of engines is 10 times the listed cost of one.

Supply Wagon: B3 A2 M1. Size 1. Soak 15. Move: 6 squares. Supply wagons each carry 10 barrels of food or water (100 in a unit of 10 wagons). Cost 5500 Marks.

War Elephants B5 A2 M1. Size 2. Skin is tough like leather (20 Soak). Fearless. Running 2pts (10 squares of movement). Each elephant has a crew of 5 men in a howdah at the top. The men are equipped with bows (x3Dmg, Range 30) but because there are only 50 per unit, even at full strength, they attack as if they are 4 sizes lower than the unit as a whole. Thus, the crew of an elephant unit with 75 hits fires arrows as if it were size 1, even though the elephants themselves attack as if they were size 5. A unit of War Elephants costs 25000 Marks.

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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 (terminal velocity). Note that armor cannot soak the damage taken from a fall!

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).

POISON: Whether from a monster's sting or an assassin's wine, heroes can succumb to the effects of poison. Not all poisons work the same, however. Below are some sample poisons and their effect, and the cost for a single dose. Note that buying and selling poison is usually highly illegal! Unless a character has contacts, or is a member of a thieves, apothecary, or assassins guild, it is very unlikely s/he will be able to get poison. Also, it may be considered un-heroic to use poison.

Lethal Venom: x5 Continual Damage. 250 Marks per dose.

Potent Venom: x4 Continual Damage. 160 Marks per dose.

Weak Venom: x3 Continual Damage. 90 Marks per dose.

Potent Paralytic: Brawn 30 immobilize. 90 Marks per dose.

Weak Paralytic: Brawn 20 immobilize. 40 Marks per dose.

Hallucinogenic: Daze. 40 Marks per dose.

Truth Serum: Mind Control [Limitation: can only force target to tell the truth]. 160 Marks per dose.

TRAPS: Sometimes adventurers face perils other than monsters when raiding underground tombs or exploring forgotten labyrinths. Many times, the builders of these structures wanted to protect their constructions from thieves and treasure hunters. Other times, wary merchants or nefarious villains place traps upon the locks of their treasures to protect them. Below is a listing of sample traps. The difficulty of finding and disarming a trap is up to the narrator, but a 20 for each would be reasonable.

CROSSBOW BOLT- This trap fires a crossbow bolt from a hidden panel in the wall or ceiling at the person standing on the triggering stone in the floor. The bolt does x3, x4, or x5 damage unless the target makes a 25 Agility check.

FLAMING/FREEZING BURST- This magical trap explodes in a 1, 2, or even 3 square radius around the trigger point. Icy or flaming fragments do x4, x5, or x6 damage to all inside the radius, unless they make a 25 Agility check.

FLOODING ROOM- When this trap is triggered, all exits from the room are shut and locked [20/30/40 security/lock picking check to open], and the room begins filling with water. At the end of the page, the water will be knee-high. By the second page, the water will be up to the neck of a six-foot tall person (and over the head of shorter people). At the third page, it will be eight feet high. At the fourth page it will be twelve feet deep. The only way to survive is to get out of the room, or climb above the water. Swimming will save you for a while, but nobody can tread water forever. This trap can be made even more deadly by making the water boiling (x3 damage every page of contact with the water), or even Acid (x5 damage per page of contact). Also, remember, the water will put out any torches, so it is likely that the characters will be plunged in total darkness as well! This is a very wicked and deadly trap!

LIGHTNING BOLT- This magical trap electrocutes the first person in a straight line from the point of origin out to 5 squares away. It does x4, x5, or x6 damage to the target unless s/he makes a 30 Agility check.

PIT- This trap opens a hidden hole in the floor, dropping everyone standing in the area of affect between 1-10 stories down for x1-x10 damage for the fall. The pit may have various other hazards at the bottom as well, including water [see flooding room], spikes [increases DM by +2], or monsters. It takes a 20 Athletics/Acrobatics check to avoid the fall.

POISON DART- This trap sends a poisonous needle, dart, or crossbow bolt at the target who triggered it. The trap does x3, x4, or x5 continual damage to the target if s/he fails a 20 Agility check.

SWINGING BLADES- This trap causes large razor-sharp blades to swing towards the person who triggers it. The blades do x4 damage, unless the target makes a 20 Agility check to get out of the way.

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FALLING ROCKS- When the trap is triggered, a hail of heavy rocks falls on everyone in a 1 or 2 square radius. Everyone there must make a 25 Agility check or take x5 damage.

PARALYZING GAS- When the trap is set off, everyone within a 1 or 2 square radius is affected by a gas that causes muscles to freeze up. The targets must make a 30 Brawn check or be unable to move until they can do so. This is often combined with an alarm.

ALARM- This trap simply alerts others to the fact that it has been triggered. An alarm may be silent or noisy, depending on what the creator wants.

ILLUSION- When the trap is triggered, an illusion (something predetermined by the trap's creator) appears and acts as it was programmed to. A wizard could create an illusion trap of a monster attacking, simply have it speak a programmed message to those in the vicinity.

PORTCULLIS- When this trap is triggered, it simply causes heavy iron doors to slam down, blocking all exits. If someone is standing directly below a falling portcullis, they must make a 20 Agility check or take x6 damage. Once the portcullis is down, it takes a 50 Brawn check to lift it up. Heroes can have assistants to help (but how many depends on the width of the portcullis).

POISON GAS- When this trap is triggered, everyone within 1, 2, or 3 radius of the center begin to take x3, x4, or x5 continual damage from breathing poison gas. If the target successfully shakes off the poison, but remains in the radius, s/he must continue rolling to shake it off until s/he leaves the radius. The gas will remain in the air for 5 pages.

COLLAPSING WALLS/CEILING- When this trap is triggered, the walls (or ceiling and floor) begin slowly moving towards each other. The targets can instantly try to make a 30 Athlete/Running check to get out of there before they are shut in. The walls will fully collapse within 5 pages, automatically killing those between them (no damage roll is necessary). The collapse can be delayed by bracing the walls with a strong, heavy object no less than six inches thick, but this will only delay it for 1-3 pages (depending on the relative strength of the object being used (1 wood, 2 stone, 3 steel). The only way to truly save oneself from this trap is to disable the device that is causing the movement. This should entail a 30 security check for someone outside the area of the trap. Other ways to get out of it would have to involve magic (ghost form would be particularly helpful).

MINIONS

Villains (and sometimes heroes) don't always go it alone. Often, they have gangs of weaker beings working for them. These goons, thugs, brutes, and henchmen go by the common name "minions" in BASH. The main difference between minions and main characters, is their number of hits—they only have 10-50 hits each. Minions can have powers, but they tend not to have much, certainly not compared to Heroes or Villains. Note that normal guards, or even innocent peasants 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



MINION RATINGS

#Hits Example

- 10 Normal Person—An old lady, a child, a servant, shopkeeper, goblin, etc.
- 20 Brute—Guard, Blacksmith, Orc
- 30 Tough—Guard Captain, Dwarf
- 40 Dangerous—Troll, Spectre, Oozes
- 50 Unstoppable—Ghost, Werewolf
- 100 Hero/Villain—Dragon, Elemental, Wizard

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 x7(+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

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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, 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.

MONSTERS

Here, the term monster is used very loosely. Not all things listed below are hideous beasts, indeed, some are rather pleasant to look at, and some are even human. By monster, we mean "creatures/people that heroes may encounter on their adventures" and it includes guards, dragons, goblins, and various other things. Many monsters listed below are minions, but some are villains (or possibly heroes). Notice that some descriptions might say "40 Hits if minion". This indicates that this type of creature can be a villain/hero as well, if the narrator so chooses (usually a mastermind, possibly with several more creatures of the same type rated as minions working for him/her).



Size- Each point of size a monster has adds to its Brawn rolls (including damage) and adds 5 to its soak. Each point of size is likewise subtracted from all Agility rolls (which affects average attack and average defense accordingly). Remember, adding a negative number is the same as subtraction, subtracting a negative number is the same as addition. Size has been taken into account when listing the damage soaking and average attack and average defense of creatures.

Energy Cost (EC) when it is not obvious, or contradicts what it should be (ie lower than it should be), I have listed the EC for the narrator's benefit.

Skills are listed when it is likely to matter. All animals/animal-like creatures can be assumed to have the outdoor skill at Mind+Agility, and nothing else. Creatures that can make things, and offer useful services have had such skills listed in their description. That way, if the heroes run into a friendly Cyclops, they can pay him to make them weapons.

DANGER LEVEL

In order for the Narrator to decide what threats the heroes can handle, each monster is assigned a danger level. This number is figured by the following formula- Stat total+ Powers total+ Size+ (1/10th Hits -5). Don't worry about having to do this—we computed the results for each monster for you!

If the villain's DL is within 10 of the heroes' it should be a fair fight. If a minion's DL is equal or less, the minions should outnumber the heroes. If the minion's DL is higher than the heroes'



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spent XP, one per hero should be a challenging fight.

If a monster's DL is too low for the heroes to fight, you can always add powers to make it a more worthy challenge. Each point of powers adds 1 to the DL. If you want to make a weaker monster, you can likewise take away powers, which subtract 1 DL per point. Example: The Narrator wants the heroes to fight skeletons that are stronger than the ones listed. So he gives them chain mail familiarity, boosting their DL from 8 to 10.

WEAKNESSES Many monsters, though strong, also have a weakness, a fatal flaw that makes them vulnerable despite their mighty powers. In BASH there are 2 varieties of weakness. First, there is the negating weakness. When the monster is within 5 squares of its weakness, it loses all of its powers, and its Brawn and Agility are reduced to 1 each. When this happens, the creature is 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 the creature (before soaking). A monster might have a damaging weakness against electricity, heat, cold, magic, silver blades, or anything else you can think of. A monster's weakness is listed in its description.

BASILISK DL27

B5 A2 M3, Size 2 Creature

Powers: Stone-Gaze- Range 10, x3 Continual Damage as your body parts petrify- if it kills you, you become a statue, if it fails, you shake it off and keep fighting, and will be able to heal the damage later. EC5

Bite- +1DM, +2 Skill (x4 Hit, x6 damage)

Armor- Its scales are tough, 40 Soak

100 Hits

Mental Skills: Outdoor+1/Tracking

40 Hits, if minions

BEAR Ave. Atk 18 Ave Def 18 DL9/11/17

B5 A3 M1, Size 1 Creature

Claws, +1DM (x6Dmg)

Paired Weapons [Claws only] EC1

Bite +2DM (x7 damage)

Armor, 15 soak, its hide is tough

30 Hits if black, 50 Hits if grizzly, 100 Hits if prehistoric/polar

CENTIPEDE, GIGANTIC DL7

Ave. Atk 18 Ave Def 18

B2 A3 M1, Size 0

Powers: Poison Bite- x4 Continual Damage EC4

Armor 10 soak from carapace

20 Hits

CHIMERA DL33

B4 A3 M2 Size 2 creature

Its skin is tough & scaly 40 Soak

Super Speed- It has 3 heads, each one can take an action by activating 4pts of super speed. EC4

Lion Head: Bite- +1 Skill, +2 DM (x4 hit, x6DM) EC3

Dragon Head: Breathe Fire- +3DM, Range 5, Radius 1 (x5DM) EC5

Goat Head: Horn Gore- +2 Skill, +1DM (x5 hit, x5DM) EC3

Super Running +1

100 Hits

CAT, BIG Ave. Atk 24 Ave Def 24 DL10/19

B4 A4 M1, Size 1 Creature

Claws, +1DM (x5 Dmg)

Paired Weapons [Claws only] EC1

Bite +2DM (x7 damage)

Fleet of Foot (16 Squares of movement)

5 Soak from sheer size

Cheetah has only a Brawn of 3, but Agility 5.

50 Hits if cheetah/panther/mountain lion, 100 Hits if

Lion/Tiger

COCKATRICE Ave. Atk 32 Ave Def 32 DL16

B1 A4 M1, Size -1 Creature

Leathery Hide, 5 Soak

Stone Touch- x4 Continual Damage melee attack 4EC if it kills you, you become a statue, if it fails, you shake it off and keep fighting, and will be able to heal the damage later.

Flying x2 speed 2EC

100 Hits

CENTAUR Ave. Atk 18 Ave Def 18 DL10/17

B3 A3 M2, Size 1 Creature

Bow and dozen arrows Range 30

Leather Armor 15 Soak

Mace: +2 Lethal DM (x5)

Super Running +2 (15 squares)

Physical Skills: Craftsman/Weapon Smith,

Athlete/Running, Stealth/Hiding

CROCODILE Ave. Atk 14/12 Ave Def 14/12 DL10/16

B4 A2 M1, Size 0 Creature (can grow up to size 1)

Powers: Bite +2DM (x6) EC0

Skin is tough, soaks 20/25 size 1

Super Swimming 2 (12 squares) EC2

50 Hits size 0, 100 Hits size 1

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CYCLOPS DL17

B5 A2 M1, Size 2 Creature

Powers: Throw Rocks- Range 20, +1DM (x6) ECO

Giant Club +2DM (x7) ECO

Leathery Hide, 20 Soak

Reach +1 (Can attack creatures 2 squares away) ECO

Skills: Craftsman+1/Weapons, Outdoor/Mountain

Survival

100 Hits

DOPPELGANGER DL12/19

B1 A3 M3, Size 0 Creature

Powers: Shapeshift EC4

MindShield +2 (x7 to resist mental powers)

Illusion: Audio/Visual Limitation: Only affects doppelganger's appearance and voice EC1.

Skills: Any 3 Physical and 3 Mental

40 Hits if minion

DRAGON, Size 3 Creature DL40

B4, A4, M4. Bite +2 DM (x6)

Fire/Ice/Acid/or Lightning Breath range 10, +2DM (x6) radius 1 Uses Ammo, not energy (Ammo check 5)

Immunity: Fire/Ice/Acid/or Electricity (same as breath)

Skin is extremely tough 45 soak.

Flying x4 speed.

Keen smell.

Many dragons also cast spells. Assign 6 points to random magical powers.

100 Hits

DWARF Ave. Atk 14 Ave Def 21 DL9/17

B3A2M2

Hammer +2DM (x5) ECO

Shield Deflect +1 Defense (x3) ECO

Chain mail Armor 20 Soak

Super Senses: Infrared Vision (Always On, ECO)

Skills: Craft+1/Blacksmith, Science/Physics, Military/Siege Engineer

30 Hits if minion

ELEMENTAL: AIR DL40/41

B2 A5 M3, Size 0 or 1 Creature

If size 1 soaks 5 damage by sheer size

Fly x5 ECO (this is its natural state, and as such costs no energy)

Ghost Form: limitation: gaseous, Always On (This is its natural state. Instead, it must pay 3 energy per page to materialize. It can only attack (and be harmed) while materialized. De/materializing uses an action.

2pt Super Speed EC2

Immunities: Electricity, Wind attacks

1pt Invisibility, ECO

Push (Gust of Wind) Radius 3, +3DM (x12) does no damage, only knock-back EC6.

Lightning Blast Range 10, Radius 1, +3DM (x6) EC6

Damaging Weakness: Fire (it consumes air)

100 Hits

ELEMENTAL: EARTH DL18/19

B5 A2 M2, Size 1 or 2 Creature

Powers: Rocky Skin 25/30 Soak

Rocky Fists- Reach +1, +2DM (x7), ECO

Damaging Weakness: Water (it erodes earth)

100 Hits

ELEMENTAL: FIRE DL30/31

B2 A4 M3, Size 0 or 1 Creature

Powers: Damage Shield (60 Hits) x5DM, range self/touch EC5



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Flaming Attack- 5pt Variable Special Attack. EC2-6 based on use

Burning Touch- x5DM continual Damage EC5

Damaging Weakness: Water (dowses the flames) 100 Hits

ELEMENTAL: WATER DL31/32

B3 A3 M2, Size 0 or 1 creature

Powers: Shapeshift (changes states between Ice and Liquid) EC4

Ghost form: Limitation: Fog/Puddle EC2

Immunity: Suffocation

Push (Sweeping Wave) Radius 3, +3DM (x12) does no damage, only knock-back EC6.

Stretching 1pt EC1

Drowning Touch- Continual Damage attack x5DM EC5

Damaging Weakness: Fire (boils away the water) 100 Hits

EVIL EYE DL49

This foul monster is said to have been the creation of a diabolical coven of warlocks centuries past. They combined the worst features of the foulest creatures imaginable, and set the thing up to guard their tower. Instead, the monster slew its creators, claimed the tower for itself, and began to research how to make more like itself. It found out that it needed spare parts—the corpses of freshly slain humanoids. It just happened to have some, and it created another evil eye. They continued reproducing in this way until today, though thankfully, evil eyes are fairly uncommon, even in the darkest parts of the world.

An evil eye looks like a great, wart-covered purple sphere. In its center, is a great unblinking eye, above a maw of razor-sharp fangs. Its head is crowned by a single horn, which appears to be a wicked version of a unicorn's. From its sides dangle several long, thin tendrils. Each tendril has been imbued with a horrific magical ability, similar to some other creature of legend. Its worst feature is its great gazing eye, which can turn its enemies into stone, as a medusa. Today, evil eyes can be found patrolling the halls of long abandoned ruins, looking for artifacts and victims necessary to reproduce.

B2 A3 M5,

4pt Super Speed [Limitation: cannot use extra actions to move, cannot use the same ability more than once per page, Enhancement: Reduced EC] EC0

Hovering [Always on, Reduced EC] EC0

Skin is hard as chain mail, 20 soak

Horn Gore +3DM (x5)

Stone Gaze- This gaze has the effect of Immobilize 30, as the target and all his/her possessions is covered by an enamel of stone. If the target cannot break free after 5 pages elapse, however, s/he becomes a permanent statue! EC5. See Medusa for details.

Special Attack Multi-Power: EC 2

*Electro Blast Range 10, +3DM (x8) [Reduced EC]

*Cone of Freezing Range 5, Radius 1, +3DM (x8) Ice attack [Reduced EC]

*Damage Shield (Wall of flame) Range 5, 3x3 square Wall, 80 Hits, x3 Fire Damage [Reduced EC]

Mentalist Multi-Power: EC 3

*4pt Illusion [Reduced EC]

*Confusion [Reduced EC]

*Mind Control [Reduced EC]

*5pt Telekinesis, range 5, [Reduced EC]

X-Ray Vision [Reduced EC] EC1

Flying x2 EC2

100 Hits

FAERIE Ave. Atk 20, Ave Def 20 DL12

B1A2M4 Size -3

-15 Soak. It takes an extra 15 damage per hit!

Flying x2 2EC

Daze Range 5 Radius 1 3EC

1pt personal Force Field- 70 Hits EC1

Suggestion 1EC (Faeries usually use this to suggest that the target do something that will totally humiliate him/herself later, like take off one's pants and wear them as a hat, etc)

Teleportation, Usable on Others 6EC (Faeries use this power to escape someone they've made too angry, or to put their targets in embarrassing/tedious situations, like up in a tree, the middle of a pond, etc.

10 Hits

GARGOYLE Ave Atk 14, Ave Def 14 DL11

B3 A2 M1

Paired Weapons [claws only] 1EC

Claw attack +1DM (x4 damage) OEC

Stony Hide: Armor 20 Soak

Horn Gore- Attack Weak Point +1DM (x4 damage) 3EC

1pt Invisibility [limitation: only when standing in a stony area: a cave or old ruins, etc]

Flight x3 3EC

30 Hits

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GELATINOUS OOZE, BLUE DL14

Ave Atk 21, Ave Def 21
 B3 A3 M1
 4pt Shape-shift 4EC (It often turns into a blue facsimile of the nearest creature)
 Acidic Coating: Damage Shield 40 Hits x3 damage 3EC
 Immunities to mind control, poison, suffocation, starvation, etc.
 40 Hits

GELATINOUS OOZE, CLEAR DL15

Ave Atk 12, Ave Def 6
 B3 A1 M1 Size 1
 It soaks 5 damage from sheer size
 Acidic Coating: Damage Shield 40 Hits x4 Damage 4EC

Immobilize 30, +1 Agility to hit (x2)
 1pt Invisibility
 Immunity: Electricity and mind control, poison, suffocation, starvation, etc.
 40 Hits

GELATINOUS OOZE, GREEN DL9

Ave Atk 16, Ave Def 8
 B3 A1 M1 Size -1 Creature
 -5 Soak: it takes an extra 5 damage per hit!
 Continual Damage x4 (Acidic Touch) +1 to hit 5EC
 Ghost Form [limitation: liquid] 2EC
 Clinging
 Immunities to mind control, poison, suffocation, starvation, etc.
 Weakness: Fire
 10 Hits

GELATINOUS OOZE, RED DL14

Ave Atk 16/14, Ave Def 16/14
 B3 A2 M1 Size -1 or 0
 -5 Soak: it takes an extra 5 damage per hit if size -1
 Acidic Coating: Damage Shield 40 Hits x3 Damage 3EC
 3pt Mimic (favorite form: treasure chest, but any is possible)
 2pt Stretching (reach of 5) EC2
 Shrinking 1pt EC1
 Immunity to mind control, poison, suffocation, starvation, etc.
 Weakness: Ice
 40 Hits

GELATINOUS OOZE, YELLOW DL14

Ave Atk 7, Ave Def 7
 B3 A1 M1
 Damage Shield 40 Hits x3 damage 3EC
 Diseased Touch: Continual Damage x3 3EC
 1pt Duplication 1EC
 Healing x2 2EC
 Immunity: Fire and mind control, poison, suffocation, starvation, etc.
 40 Hits

GHOST DL20

Ave Atk 21, Ave Def 21
 B1 A3 M3, Size 0 Undead Creature
 Ghost Form, energy cost reduced to 0, always on,
 2pt Telekinesis, range 0, EC1
 5pt Possession EC5
 Flying x3 EC0
 1pt Invisibility
 Weaknesses: Silver and Holy attacks do double damage

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

50 Hits if minion

GHOUL DL7

Ave Atk 14, Ave Def 14

B2 A2 M1 Size 0 Undead Creature

Stunning Touch: Immobilize 20 EC2

Bite +2 DM (x4 damage)

Weaknesses: Silver and Holy attacks do double damage

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

40 Hits

GIANT Ave Atk 20, Ave Def 10 DL10/16

B4 A2 M1 Size 2

Soaks 10 damage even without armor (size)

Rock Throwing: Range 40, +1DM (x5 damage) +2 hit (x4)

Club x6 Damage [stun] +2 hit (x4)

100 Hits

GNOME Ave Atk 24, Ave Def 24 DL3/12

B2 A3 M3 Size-1

Usually armed with crossbows (x6 damage) or shortwords (x4 damage). Usually wearing leather armor, 5 soak.

Skills: Athlete/Climbing, Stealth/Prowl, Perform/Sing, Technology+1/Invent, Outdoor/Forest Survival

20 Hits

GOBLIN THUG Ave Atk 16, Ave Def 16 DLO

B2 A2 M1 Size -1

Typically carries a shortsword (x4 damage) and leather armor, 5 soak

10 Hits

GOBLIN MAGE Ave Atk 16, Ave Def 16 DL9/17

B1 A2 M2 Size -1

Leather Armor: 5 Soak

Healing x3 Usable on Others [limitation: casting] 3EC

Fire/Ice/or Lightning Blast- Range 5, +2 DM (x4 damage), [limitation: casting] 2EC

Daze- Range 5 [limitation: casting] 2EC

30 Hits if rated a minion

GOLEM, CLAY Ave Atk 12, Ave Def 12 DL10

B4 A2 M1 Size 1

Clay body absorbs shock, 15 Soak

Standard Unliving immunities to mind control, poison, suffocation, starvation, etc.

50 Hits

GOLEM, FLESH Ave Atk 21, Ave Def 14 DL8

B3 A2 M2

*Unlike most golems, it is alive and capable of speech and reasoning.

It greatly ignores injuries, Soak 10

May be armed with a great mallet x6 damage which is gets +1 to hit

50 Hits

GOLEM, IRON Ave Atk 12, Ave Def 12 DL18

B5 A2 M1 Size 1

Metal body grants 35 Soak

Poison Breath: Range 5, Radius 1, x3 Continual Damage EC5

Standard Unliving immunities to mind control, poison, suffocation, starvation, etc.

50 Hits

GOLEM, STONE Ave Atk 12, Ave Def 12 DL14



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B5 A2 M1 Size 1
Stone body grants 25 Soak
Stunning Strike: Immobilization 20 EC2
Standard Unliving immunities to mind control, poison, suffocation, starvation, etc.
50 Hits

GOLEM, WOOD Ave Atk 18, Ave Def 18 DL10

B3 A3 M1 Size 1
Wooden body grants 15 soak
Standard Unliving immunities to mind control, poison, suffocation, starvation, etc.
Bow & 20 Arrows- Range 30, +2DM (x3 damage)
Weakness: Fire
50 Hits

GUARD, AVERAGE Ave Atk 14, Ave Def 21 DL4

B2 A2 M1
Shield Deflect +1 (x3 Defense if using a shield)
Usually armed with swords (x4 damage) and chain mail armor (20 Soak)
20 Hits

GUARD, ELITE Ave Atk 28, Ave Def 35
DL10/19

B2 A3 M2
Shield Deflect +1 (x4 Defense if using a shield)
Sword Technique +1 Hit, +1DM (x5 damage with swords)
Armor: Chain mail (20 Soak)
30 Hits, if minion

GRIFFIN DL18

B4 A3 M1 Size 1
Flying x3 EC3
Paired Weapons [Talons] 1EC
Berserker Rage [Beak] 2EC
Beak +2DM (x6)
Talons +1DM (x5)
5 Soak from sheer size
100 Hits

HARPY Ave Atk 14, Ave Def 14 DL11

B1 A2 M3
Flying x3 EC3
Singing: Daze Radius 3 EC5
Claws +1DM (x2) OEC
30 Hits

HELLHOUND Ave Atk 14, Ave Def 14 DL12

B3 A2 M1
Bite +2DM (x5 damage) OEC
Aura of flames- Damage Shield 30 Hits, x4 damage 4EC
Flaming Breath: Range 5, Radius 1, +2DM (x3 damage) 5EC
30 Hits

HOBGOBLIN THUG Ave Atk 14, Ave Def 21 DL5

B2 A2 M1
Shield Deflect +1 (x3 Defense if using a shield)
Usually armed with swords (x4 damage) and chain mail armor (20 Soak)
30 Hits

HOBGOBLIN MAGE Ave Atk 14, Ave Def 14
DL12/17

B2 A2 M2
Fire/Ice/or Lightning Blast Range 10, Radius 1, +2DM (x4 damage) [limitation: casting] 4EC
2pt Super Speed: Usable on Others [limitation: casting] 2EC
Healing x3 Usable on Others [limitation: casting] 3EC
40 Hits if minion

HORSE Ave Atk 18, Ave Def 18 DL8

B3 A3 M1 Size 1 Creature
Hide soaks 15 damage like leather armor
3pt Running (18 squares) [Rider gains +1DM if attacking from a running horse]
30 Hits. Cost: 50 Marks

HORSE, HEAVY WAR Ave Atk 18, Ave Def 18

B4 A3 M1 Size 1 Creature (DL12/18)
Hide soaks 15 damage like leather armor or can wear chain mail (25 soak) or plate mail (35 soak) barding for 200/400 Marks.
3pt Running (18 squares) [Rider gains +1DM if attacking from a running horse]
50 Hits if minion. Cost: 200 Marks/400 if rated as a hero/villain

HUMMING DEATH Ave Atk 40, Ave Def 40
Size -3 Creature (DL 8)

The humming death looks like a demonic hummingbird. Instead of nectar, it feeds on blood, which it sucks through its needle-like proboscis. When it gets its fill (the target wins a Brawn contest with the damage) it flies away. Alone, they are not very dangerous, but they often travel in flocks!

B1 A4 M1
-15 Soak. It takes an extra 15 damage per hit!
Flying x4 4EC

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Clinging OEC While stuck on a victim, average defense drops to 16

Proboscis- Sucks blood for x5 Continual damage (remember size penalty when calculating damage) 5EC
10 Hits.

HYDRA DL29

The hydra is a creature of legend, possessing a great, dragon-like body, and numerous heads. As the heads are chopped off, they regenerate, sometimes two replacing one that was destroyed. A hydra's body operates independently of its heads, with the body counting as a villain, and the heads acting as minions. When a hydra is first encountered, it will have between 5 and 10 heads (d6+4). The heads cannot move on their own away from the body, but do stretch out from the body to attack. If all of a hydra's heads are removed, it will continue to live while it regenerates the lost heads, though it will be blind. This is because the hydra's brain and all vital organs are in the body, not the heads. The only way to permanently slay a hydra is to kill the body!

BODY Size 2 Creature

B4, A2, M1.

Claw or Tail swipe do +1DM (x5)

Skin is tough, counts as chain mail armor (30 soak)

100 Hits

HEADS Size 0 Creature

B2, A3, M1.

Bite does +2DM (x4)

1pt Stretching (reach is 3 squares)

4pts. x5 Healing [Limitation: cannot heal damage done by fire] EC 4.

3pt Duplication [Limitation: Always on. There are between 5 and 10 heads active at any one time, sharing a pool of common hits. When a head takes enough damage to be destroyed, it is. When enough damage to replace the head is healed, it is.] ECO

4pt Super Speed- This enables any 3 of the heads to act every page. It is too confusing for all of the heads to act independently. It can pay less energy for only 2 heads to act in a page. EC2/4.

Skin is tough, counts as chain mail armor (20 soak)

Unable to Move- The heads are attached to the body, and cannot move independently of it.

100 Hits, evenly divided

KOBOLD, Ave Atk 18, Ave Def 18 DL2/12

Size -2 Creature

Kobolds are an ancient race of humanoid creatures that dwell deep beneath the earth, where they mine for gems and precious metals. They guard their warrens ferociously from outsiders, with traps, ambushes, and well placed monsters. Due to their affinity with spirits

of Earth, they often have gargoyles, Earth elementals, and stone golems in their warrens as guards. Because they compete for precious minerals, they are hated by both dwarves and gnomes alike.

B2, A2, M1.

Usually wields a shortsword for +2DM (x4) ECO

Sometimes wield Crossbows for +3DM (x4), Range

Their rocky skin is tough as chain mail armor (10 soak)

Super Senses- Infrared Vision (always on) ECO

Skills: Craftsman/Weapons, Stealth/Hiding, Security/Traps

10 Hits if minions

LIZARDMAN Ave Atk 14, Ave Def 14 DL4/12

Living in steaming jungles, burning deserts, and bubbling swamps, lizardmen rarely cross the paths of civilized folk. They live in a stone-age culture, and hunt for food, which they consider to be anything that moves inside their territory. This includes snakes, birds, people, fish, and several other things. Note that lizardmen are not evil: just hungry!

B3, A2, M1. Wields a 2-handed Axe for +3DM (x6), or throws a spear for +1DM (x4) range 6.

Skin is tough, counts as leather armor (10 soak)

Skills: Athletics/Swimming, Stealth/Hiding,

Outdoor/Survival (swamp or jungle)

Has 30 Hits if used as a minion.

MANTICORE, Size 1 Creature DL21

This monster has the body of a lion, the wings, of a bat, the tail of a scorpion, and the head of a man. Essentially, it resembles an infernally corrupted sphinx. Manticores range over hills and mountains surrounding human settlements, where they take sheep (or small groups of humans) for food.

B3 A3 M1. Claws do +1DM (x4) ECO

Venomous Tail can fire a poison dart (range 5) that does x4 continual damage EC5.

Skin is tough, counts as leather armor (15 soak)

Flying x3 (9 squares) EC3.

100 Hits

MEDUSA DL22

A creature descended from a woman of the same name cursed to be so hideous, she would turn all who looked upon her to stone. A medusa has the upper body of a woman, and the lower body of a snake. Most hideous of all is its face, who's eyes burn with hatred of all beings more beautiful than itself (which is basically everything) and instead of hair, is topped with a writhing nest of vipers!

B1 A3 M3.

Wields a bow for +2DM (x5) range 30 ECO.

Vipers bite is poisonous, doing x3 continual damage EC3.

Skin is scaly and counts as leather armor (10 soak)

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Stone Gaze- This gaze has the effect of Immobilize 30, as the target and all his/her possessions is covered by an enamel of stone. If the target cannot break free after 5 pages elapse, however, s/he becomes a permanent statue! EC5.

The statue cannot sense anything around it, nor can it think, but its soul is trapped within, and it can be brought back to life by using Healing x4 followed by Shapeshift on the target. This gives the target another chance to break free of the curse. This can only be used once per day.

100 Hits

MINOTAUR, Ave Atk 12, Ave Def 12 DL12/18

Size 1 Creature

A monster of legend, the Minotaur are creatures with humanoid bodies, and the heads of great bulls. They live on a diet of humanoid flesh, and prefer that of humans most of all. They were often left in labyrinths to slay any who tried to escape or enter. All minotaurs are male. They breed by capturing other humanoids. Any male child will be a minotaur, any female child will be eaten along with its mother!

B4 A2 M1.

Horn Gore +1DM (x5) ECO.

Wields a 2-handed axe for +3DM (x7) ECO.

2pt Berserker Rage [limitation: one of its panels must be its horn gore attack] EC2.

2pt Mind Shield- Resists mental powers at x5.

Skin is tough, counts as leather armor (15 soak)

Has 50 Hits if used as a minion.

MUMMY, Size 0 Undead DL22/28

A mummy is the corpse of a priest or noble of an ancient civilization that has been preserved through various magical rites in an attempt to prepare its soul for the afterlife... but something went wrong, and now it is walking the earth, slaying everything it sees! Mummies are preserved with alchemically treated bandages, and are covered in them from head to toe. They also wear various golden charms bearing the glyphs meant to carry them over to the other side, though they obviously did not work!

B5 A2 M3.

Aura of Fear- Radius 3 Daze EC5

Breath of Scarabs- Range 5, Radius 1, x3 Continual Damage attack. The targets are covered in flesh-eating scarab beetles until they beat the damage roll. EC5

Skin is tough, counts as leather armor (10 soak)

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

Weakness: Takes double damage from fire and holy attacks.

Has 50 Hits if used as a minion.

OGRE, Ave Atk 12, Ave Def 12 DL7/19

B3 A2 M1. Size 1 Creature

Wields a giant club for +2DM (x5) ECO.

Skin is tough, counts as leather armor (15 soak)

Has 50 Hits if used as a minion.

ORC WARRIOR Ave Atk 14, Ave Def 14 DL3

B3 A2 M1

Usually armed with 2 handed axes (x6 damage) and leather armor (10 Soak)

20 Hits

ORC SHAMAN Ave Atk 14, Ave Def 14 DL14/21

B3 A2 M2

Fire/Ice/or Lightning Blast Range 10, Radius 1, +2DM (x4 damage) [limitation: casting] 4EC

3pt Illusion [limitation: Casting] 2EC

Healing x3 Usable on Others [limitation: casting] 3EC

40 Hits if a minion

REVENANT Ave Atk 21, Ave Def 21 DL19/26

B3 A3 M3, Size 0 Undead Creature

Breath of Death- Range 5 Radius 1 x4 Continual Damage cloud of green poisonous gas. EC6

Claws +1DM (x4) ECO

Paired Weapons: 2 Claw attacks/page EC1

Super Jump- Jumps 9 Squares. Jump attacks +1DM.

Clinging- Revenants can walk up walls and ceilings 1EC

1pt Invisibility: Revenants cannot be seen when they are motionless.

Weaknesses: Holy attacks do double damage

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

40 Hits if a minion

SCORPION, GIGANTIC, Ave Atk 18, Ave Def 18

B3 A3 M1 Size 1 Creature

(DL 14)

Poisonous Sting- Reach 2, x4 Continual Damage 4EC

Claw Grab- Immobilize 20 Reach 0 EC2.

Chitinous skin (25 Soak)

40 Hits

SHADE Ave Atk 21, Ave Def 21 DL18

B1 A3 M3, Size 0 Undead Creature

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

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2pt Telekinesis, range 0, EC1
Icy Grip: Continual Damage touch, x3DM, EC3
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.
20 Hits

SKELETON Ave Atk 21, Ave Def 28 DL8



B1 A3 M1. Skeletons are mindless. As such they are immune to all mental influence. They are also undead, which makes them immune to suffocation, starvation, etc. Weakness: Fire, Holy
Equipment: Sword (x3 dmg), Shield +1 Deflect (x4), 10 Hits.

SNAKE, CONSTRUCTOR DL12/15

Ave Atk 14/12, Ave Def 14/12
B4 A2 M1, Size 0 or 1 Creature
Bite: +2DM (x6) Damage
Size 1 snakes soak 5 damage from sheer size
Constriction: Touch range continual damage x4 EC4.

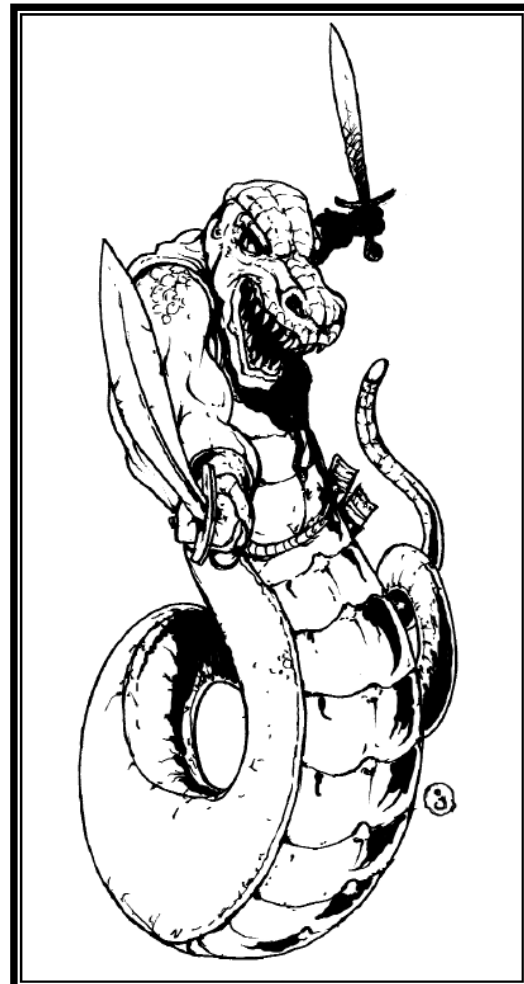
Grapple: Touch range Immobilize 30 EC3.
Some varieties have 1pt Super Swimming
Skills: Stealth/Hide, Athletics/Climb, Outdoor/Jungle Survival
30 Hits size 0, 50 Hits size 1

SNAKE, VIPER DL7/9/11

Ave Atk 36/32/28, Ave Def 36/32/28
B2 A4 M1, Size -2, -1, or 0 Creature
Size -2 has -10 Soak: it takes an extra 10 damage per hit!
Size -1 has -5 Soak: it takes an extra 5 damage per hit!
Venomous Bite: x4 continual damage EC4
2pt. Super Speed EC2
Some varieties have 1pt Super Swimming (4 squares)
Skills: Stealth/Hide, Athletics/Climb, Outdoor/Jungle Survival
10 Hits size -2, 20 Hits size -1, 30 Hits size 0

SNAKEMEN Ave Atk 21, Ave Def 21 DL12

B3 A3 M1,
Scaly skin acts as leather armor (10 soak)
Usually Armed with scimitars +2DM (x5) EC0
Venomous Bite: x4 continual damage EC4
Paired Weapons 1pt, EC1.
Skills: Stealth+1/Hide, Athletics/Climb, Outdoor/Jungle Survival
40 Hits



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SPECTRE Ave Atk 21, Ave Def 21 DL22/29

B1 A3 M3, Size 0 Undead Creature

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

Icy Grip: Continual Damage touch, x5DM, 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 if minion

SPIDER, GIGANTIC Ave Atk 21/18, Ave Def 21/18 (DL14/17)

B3 A3 M1, Size 1 Creature

Venomous Bite x4 Continual Damage EC4.

Web: range 5 Immobilize 20 EC3.

Chitin acts like chain mail armor (20/25 soak)

Clinging EC1

50 Hits

TROGLODYTE Ave Atk 21, Ave Def 21 DL8/12

The troglodytes are a subterranean race of reptile-men. They are fast, have excellent senses. They most closely resemble geckos and are well renowned for their ability to hide themselves in the rocks with their chameleon powers as well as climb with their suction cup-tipped, three-fingered hands and feet.

B3 A3 M1

Bite or Claws +1 DM (x4) EC0

Sometimes armed with shortswords +2DM (x5)

Super Senses: Infrared Vision (always on) EC0.

1pt Invisibility [Enhancement: Reduced EC, Limitation: only works in rocky areas] EC0

Clinging EC1

Scaly skin (10 Soak)

Assassin- Some Trogs are hired knives, adept at killing opponents unaware of their presence. These trogs have the Attack Weak Point power.

Skills: Stealth+1/Prowl, Athletics/Acrobatics, Security/Traps

20 Hits, 40 if Assassin

TROLL, Ave Atk 18, Ave Def 18 DL22

B4 A3 M1 Size 1 Creature

Bite or Claws +1 DM (x5)

4pt Super Speed [limitation: extra panels are used to attack only] EC3

Healing x4 EC4

Leathery skin (15 Soak)

Damaging Weakness: Fire

100 Hits

UNICORN DL23

B4 A3 M1 Size 1 Creature

Hide soaks 15 damage like leather armor

Horn- +3DM (x7Dmg, counts as "holy")

Healing- x4 [Enhancement: Usable on Others] EC5.

3pt Running (18 squares) [Horn does +1DM when running]

100 Hits

VAMPIRE LORD DL45

A Vampire Lord is a creature that struck a bargain with dark powers in order to "never die". Indeed, vampires are all undead monsters who can only sustain their unives with a steady diet of blood. The blood must be from a being with a soul to sustain a vampire's unlife, and thus, only sentient beings (not animals) will suffice. Part of the powers gained by the bargain enable a Vampire lord to turn their slain victims into Vampire vassals, devoted servants who obey their master without question.

B4 A4 M3, Size 0 Undead Creature

Shape-Shifting into Bat or Wolf 3pts

Healing x3 EC3

Charisma 3pts

Suggestion EC1

Ghost Form: Limitation- Fog EC2

Mastery of Bats & Wolves 5pts

Life-Draining Bite- Range 0 x5 Continual Damage attack EC5

Daze- 3pts, range 5

Memory Tampering: 4pts

Negating Weaknesses: Sunlight, Garlic, a stake through the heart (the attack roll must succeed by 20 or more). If a vampire lord goes more than a week without drinking blood, treat it as if it were exposed to sunlight until it feeds.

Vampire Lords also tend to have some weapons, armor, and other things at their disposal. A few are also known to be wizards, and you can add magical abilities accordingly. A vampire lord often has vampire vassals who serve as his minions.

It has standard undead immunities to mind control, poison, suffocation, starvation, etc. but unlike most Unliving beings, it can heal itself!

Vampire Lords have a phobia of holy symbols (see disadvantages)

100 Hits

VAMPIRE VASSAL Ave Atk 21, Ave Def 21 DL15

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Vampire Vassals are the undead children of a vampire lord, created when he slew them by draining them of all their blood, and then drinking some of their master's when they teetered on the edge of death.

B3 A3 M2, size 0 undead creature

x2 Healing 2pts

Life-Draining Bite- Range 0 x4 Continual Damage attack 4pts

Negating Weakness: Garlic

*Sunlight and a stake through the heart instantly destroy a vampire vassal. A week without drinking blood will also cause a vampire vassal to die.

A vassal may also carry weapons and armor, at the narrator's discretion

It has standard undead immunities to mind control, poison, suffocation, starvation, etc. but unlike most Unliving beings, it can heal itself!

Vampire Vassals have a phobia of holy symbols (see disadvantages)

50 Hits

WEREWOLF Ave Atk 21, Ave Def 21 DL12/18

B3A3M2

Healing x3 (cannot heal silver damage) EC2

Shapeshift: into human. (physical stats will likely add up to less than 6) EC2

Paired Weapons [claws only] EC1

Claws: +1 DM (x4)

Bite: +2 DM (x5)

Weakness: Silver

50 Hits, if minion

WIGHT Ave Atk 21, Ave Def 21 DL11

B3 A3 M1, Size 0 Undead Creature

Icy Grip: Continual Damage touch, x4DM, EC4

Paired Weapons: A wight can attack two times per page with a normal attack (unarmed or with weapons) EC1

Occasionally armed with hand axes +2DM (x5) EC0

Weaknesses: Holy attacks do double damage

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

30 Hits

WIND KILLER DL23

A wind killer is an invisible creature as silent as the air around us. Its ability to cause suffocation and kill without a trace of its presence make them especially prized assassins.

B3A3M2

Continual Damage (Suffocation) x4 EC4

5pt Invisibility [Limit: Always on, Enhancement: Reduced EC] EC0

1pt Keen Senses: Smell

Skills: Stealth+2/Prowl, Outdoor+1/Tracking

100 Hits

WIZARD, APPRENTICE DL15

B1 A2 M3, Fireball (range 10, Radius 1, +1DM) [Casting] EC3, Detect Magic EC1, Armor: 20 [casting] EC1.

Equipment: Staff (x4Dmg Stun)

100 Hits,

WIZARD, JOURNEYMAN DL18

B1 A2 M4, Fireball (range 10, Radius 2, +1DM) [Casting] EC4, Detect Magic EC1, Armor: 20 [casting] EC1, Duplication 2pt [casting] EC1.

Equipment: Staff (x4 dmg, stun)

100 Hits

WIZARD, MASTER DL30



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B2 A2 M5, Fireball (Range 10, Radius 3, +1DM) [Casting] EC5, Teleportation [Casting] EC4, Invisibility 3pt [Casting] EC2, Armor: 30 [Casting] EC2, Detect Magic EC1.

Equipment: +2 Staff (x5 Stun +10)

Advantage: Magic

Disadvantage: Old

80 Hits

WOLF Ave Atk 21/18, Ave Def 21/18 DL5/9

B3A3M2 Size 0 or Size 1 (Dire Wolf) Creature

Bite +2DM (x5)

Dire Wolf soaks 5 damage from sheer size

Fleet of Foot (Runs 12 squares, Jumps 4)

20 Hits size 0, 50 Hits size 1 (Dire Wolf)

WRAITH Ave Atk 21, Ave Def 21 DL19

B1 A3 M3, Size 0 Undead Creature

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

Icy Grip: Continual Damage touch, x4DM, EC4

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.

30 Hits

ZOMBIE Ave Atk 14, Ave Def 7 DL2

B2 A1 M1, Size 0 undead creature

Bite- +1 DM +1 to Hit (x2)

Standard undead immunities to mind control, poison, suffocation, etc. A zombie must consume brains to live, however.

10 Hits.



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SAMPLE STORY-ARC: THE JEWEL CARAVAN

WARNING: Only the Narrator should be reading this! If you are not the Narrator, put this down as it will totally spoil the story for you!!!

INTRODUCTION: This is a story-arc intended to run with beginning heroes. It involves a seemingly simple task-guarding a caravan, but it turns out to be much more. A princess is part of the cargo, and if she is not delivered, a great and terrible war will begin!

When you come to text that is underlined and italicized, read it aloud to the players it is for their knowledge and to help you describe the scene.

SCENE 1- HIRING ON

"Our story begins in Crispin, a town on the border of two great kingdoms; Cladonia and Abeland. After years of bitter war, an uneasy peace has been established between the two nations. You will be guarding the very first trade caravans to cross the boarder into Abeland as a good-will gesture during this tenuous peace."

The heroes will be paid for their service according to their skills. Armed guards are paid 50 Marks for this leg of the journey at its completion. A cook will earn 20 Marks for the journey, and a teamster will receive 20 as well. A healer can command a rate of 100 Marks for the journey, and a magician can expect to receive 100 as well. If there are any heroes of rank in the party, they are probably unpaid, and representing their liege/organization as a service to ensure the caravan's safety in these troubled times. If any hero wishes to haggle with the caravan master, they may roll deception/manipulation. If they get a 20, they have convinced him to grant them an extra 10 Marks. Besides the heroes, there are 10 additional guards (see below)

Vale, the caravan master has a gruff demeanor and very little interest in others' affairs. He keeps to himself, keeps his hood up, and expects everyone else to do the same. He carries a well-made bastard sword over his back, and under his robes seems to be wearing boiled leather armor.

The morning that the caravan is to depart, one of the heroes (preferably a male one) will notice a very beautiful young woman enter Vale's coach. Vale will notice if the hero made eye contact, and if so, will approach him, and warn him "my daughter's off limits!" The truth of the matter is, however, that the girl is not his daughter. She is the King's daughter, Princess Jewel, and Vale is actually Sir Reginald, Captain of the King's Guard. He is delivering her to the king of Abeland to help secure the peace by making a marriage alliance.

Vale, Caravan Master [Sir Reginald, Captain of the King's Guard]

Brawn 2 Agility 3 Mind 2 100 Hits Wound Threshold 20

Powers: Sword Technique +2 DM (x6/7) 2pts, Disarm 2pts, Quickdraw 1pt, Rank 2pt [Captain of the Guard], Armor

Familiarity: Plate 3pts (but he is only wearing leather 10 Soak), Weapon Lock 1pt.

Advantage: Fearless

Disadvantage: Duty (King),

Skills: Riding/Gallop, Athlete/Climbing, Stealth/Hiding, Deception/Disguise, Social Science/Law

Julia, Caravan Master's Daughter [Princess Jewel, Daughter of King Sean II of Cladonia]

Brawn 1 Agility 2 Mind 4 100 Hits Wound Threshold 10

Powers: Rank 4pts [Princess], Charisma 3pts. She carries a dagger, though she is unskilled (x2 hit, x2Dmg).

Advantages: Diehard, Dumb Luck

Disadvantages: Craven, Duty (King)

Skills: Craftsmanship/Needlepoint, Perform/Dance, Humanities/Art, Physician/First-Aid, Social Science/History, Deception/Detect Deception

Caravan Guards (10 total)

Brawn 2 Agility 2 Mind 1 Ave Atk 14, Ave Def 21 (14 if using crossbows)

Chain mail (soak20), Swords (x4 Dmg), Shields (+1 Deflect). Four of them also have the rapid reload power and carry crossbows (x4Dmg, Range 25, firing every panel) 1EC.

Move 18 squares on horse, 6 on foot.

30 Hits

SCENE 2: THE STARTLING TRUTH

In the middle of the night on the third day of travel, a group of thirty mounted armed bandits will attack the caravan.

They will carry Julia/Jewel off into the night while Vale cuts them down, one by one, duels and kills the leader, and then

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collapses due to his wounds. Any PC with Medicine skill can make a diagnosis roll to see that Vale is defiantly going to die, regardless of any medical or magical healing. Vale will have something very important to tell the heroes with his last breath.

"Save the princess! She was to marry the King of Abeland, to preserve the peace. There are many in both nations who's thirst for war has not yet sated. We traveled in disguise in hopes of sealing the alliance without interference. Someone must have sold us out to them... Please hurry... Princess... Jewel... Alliance... In great... danger..."

Vale then turns over and dies. If a hero decides to save his sword to return to his family upon their return, give that hero an extra experience point after this issue.

Bandits (29)

B2 A2 M1 Ave Atk 14, Ave Def 21

Armed with Swords (x4 dmg), and shields (+1 deflect). Five of them also have bows (x3 Dmg, Range 30, fires 1/page)

Move: 18 squares on horse, 6 on foot.

20 Hits

Bandit Leader

B3 A3 M1

Greatsword Technique +2DM, Quickdraw 1pt, Fleet of foot 1pt, Berserker Rage 2pts EC2, Armor Familiarity: Leather

Armed with a Greatsword (x8 damage), and wearing Leather Armor (10 Soak). He was also wearing a black lacquered skull mask, and a great bearskin cloak. The mask is worth about 30 Marks, and the cloak is worth 10. The bandit leader also has a purse holding 50 Marks on him.

Move 18 on horse, 12 on foot.

100 Hits

Now the heroes can begin tracking down the bandits that got away to their lair. This will require a 20 Outdoor/Tracking check. The hideout is a concealed cellar beneath a large oak tree. All the remaining bandits are there, but Jewel is not. They handed her off to the person who hired them for the job, a hooded man named Ingloom. They will tell the heroes this if it looks like they will be killed. If they are spared, they will make a map to the castle that Ingloom was taking her to. If the heroes do not get the requisite information, they will again have to rely on tracking, this time a 30 outdoor/tracking check is needed.

SCENE 3: TO THE RESCUE!

The heroes will find themselves headed towards a large castle by the river, belonging to the Abelish Count Hemlock. The castle is surrounded by a bustling village. If they approach at night, they will not be allowed within the castle (the doors will be shut, and the guards will admit nobody) and will either have to sneak in or wait until morning. If they come during the day, they can walk into the castle if they have some sort of official business. Dozens of village peasants will be here to turn in certain taxes they owe, etc, so the heroes will be able blend in a little and "get lost" in the castle while they search for the princess.

One area of interest is a flight of stairs heading down. At the stairs is a pair of guards talking quietly. If one of the heroes rolls a check to hear them without being noticed (a 20 hearing and a 20 stealth check), read the following to him/her:

"Baren, did you get a load of the new prisoner? Not like most that we get in here, is she? I wouldn't mind being the one to interrogate her if you get my meaning." The other guard looks at him angrily "Quiet you idiot! If Count Hemlock hears you talking thus we'll both be living in the dungeon instead of guarding it!"

The heroes should then know that the girl is being held somewhere in the chamber below. They first have to figure a way past the two guards. Beating them up is one way, but the guards' replacements will be arriving in a half hour. This would give the heroes a very short time window indeed to get down there, find the princess, rescue her, and get away. Also, if the fight made a great deal of noise, it would certainly attract other guards immediately. A better approach might be to use magic or in some other way "trick" the guards to let the heroes past them. The guards have the same stats and equipment as the caravan guards did.

The stairwell indeed, leads to a subterranean dungeon used to house the enemies of Count Hemlock. The stairs wind down quite a distance, with nothing but torchlight to illuminate your way. At the base of the stairs, you arrive at a four-way intersection. You may continue forward, or head to the right or the left.

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At this point, the heroes have two options. Either they can split up, and each take a direction, or all elect to go down the same corridor and hope it is the right one. If the heroes choose not to split up, add 2 guards per hero to each encounter to make things more dramatic.

SCENE 4- THE STRAIGHT AND NARROW PATH

This way moves straight ahead, eventually getting to a heavy, iron-slatted oaken door. The door is locked, and it takes a 20 security/locks check to pick the lock. The door can also be hacked down (40 Hits, 10 Soak), but this makes a great deal of noise, and brings 3 guards per hero to fight after 1 page of hacking at it.

Beyond the door is the Gnarl, the dungeon master, an enormous, disfigured and sadistic employee of Count Hemlock. Instead of a blade, he carries a brass-handled whip, which he employs with a savage glee. Gnarl can barely talk, but he laughs loudly when he sees others in pain. If he is defeated, and given sufficient motivation (either a bribe or a convincing threat- either of which require a 10 deception/manipulation check), he will tell the heroes that "girl in cage... next room..." Unfortunately, he does not tell them that she is in a cage suspended from the ceiling for her own protection against the Manticore that has been left to guard this room!

Gnarl, the Dungeon Master, Size 1

B4 A3 M1

Snatch, Disarm, Entangle, Weapon lock, Whip Technique: +2DM (x6 dmg, stun). He soaks 5 damage from each attack from sheer size.

Equipment: Whip.

100 Hits Wound Threshold 40

Manticore, Size 1

B3 A3 M1. Claws do +1DM (x4) EC0

Venomous Tail can fire a poison dart (range 5) that does x4 continual damage EC5.

Skin is tough, counts as leather armor (15 soak)

Flying x3 (9 squares) EC3.

100 Hits Wound Threshold 30

Jewel is in a large, bird-cage hanging from the ceiling by a chain that can be lowered by a winch. The cage door is held fast by a lock, which requires a 20 security/locks check to pick. Gnarl did not have the key (it is in Count Hemlock's pocket).

Once she is freed, Jewel will accompany the heroes wherever they go during the rescue. She is not very much help in a fight, however. She is cowardly, and will do just about anything to avoid being harmed. The only way out for the heroes is to backtrack to the intersection. There they can choose between taking the left path, or the right path. If they head up the stairs to leave out the front gate, they will have to use a great deal of duplicity. It would be necessary to disguise the princess for this purpose, and to distract/sneak by the guards posted at the entrance. Fortunately, Jewel's Charisma makes it easier to disguise her and to pretend to be someone else.

If the heroes knocked out the guards before, they will hear 5 guards per hero marching down the stairs (the alarm has been sounded). This will give them practically no other choice than to retreat and pick the right or left path. Jewel will certainly not want them to fight through the onslaught of guards.

SCENE 5- THE LEFT PATH

This passage leads up to a trapdoor in the ceiling. Opening the door will reveal the light of day and the smell of fresh air. The heroes will probably think it is almost over... but it isn't. They are now standing on the roof of one of the lower parts of the castle, which is suspended about 50 feet over the rapids below (x5 falling damage, armor cannot soak). There are 2 guards per hero walking a patrol up here. In addition, Ingloom is here, using his Dim (Invisibility) spell to hide his presence until he strikes. He will begin by using his Death Grip power on the weakest looking hero (but not Jewel if she is here). Then, he will cast Blinding Dark on the strongest looking hero. If Ingloom takes more than 40 damage, he will try to heal himself using Dark Regeneration. When he appears, Jewel will immediately become terrified (if she is here) as he scared her very much on the way to the dungeon and it was him that brought her here in the first place. If Ingloom's staff is taken away or broken, he will immediately surrender and beg for his life. He will be able to tell the heroes that the only real way to escape the dungeon is by using the underground passage to the river (the right path)

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where there is a boat. Indeed, trying to get down from here would be very dangerous to climb (a 30 check) followed by a difficult swim (a 20 check) and it is doubtful that the princess would be able to do so. Even then, they would have to escape on foot. If Jewel is not with them, Ingloom can also tell them where she is.

Ingloom, Dark Magi of Count Hemlock

B2 A2 M3, Death Grip- Range 5 Continual Damage x4 EC4, Dim- Invisibility 1pt EC1, Dark Regeneration- x2 Healing EC1, Blinding Dark- Range 5, -2 Confusion 1EC. All of Ingloom's magical powers have the focus limitation. Ingloom carries an ebony staff that serves this purpose, and it can be broken or taken away like any other staff.

Equipment: Ebony Staff- +3DM (x5) Stun.

Skills: Occult+1/Channeling,

Advantage: Magic

Disadvantage: Single College: Shadow

100 Hits Wound Threshold: 20

SCENE 6- THE RIGHT PATH

Heading to the right leads the heroes further underground. As they go, they have to pass through the catacombs. It is a maze-like series of tunnels and passages, with many dead ends along the way. A Streetwise/Shortcuts 20 check will enable the heroes to navigate the catacombs to the boat without incident. If the check fails, the heroes will walk into an abandoned section of the catacombs that is the home of a vampire and one skeleton per hero.

VAMPIRE VASSAL Ave Atk 21, Ave Def 21

B3 A3 M2, size 0 undead creature

x2 Healing 2pts Life-Draining Bite- Range 0 x4 Continual Damage attack 4pts

Negating Weakness: Garlic

*Sunlight and a stake through the heart instantly destroy a vampire vassal. It has standard undead immunities to mind control, poison, suffocation, starvation, etc. but unlike most Unliving beings, it can heal itself!

Vampire Vassals have a phobia of holy symbols (see disadvantages)

Equipment: The Vampire has a ring worth 50 Marks.

50 Hits

SKELETON Ave Atk 21, Ave Def 28

B1 A3 M1. Skeletons are mindless. As such they are immune to all mental influence. They are also undead, which makes them immune to suffocation, starvation, etc. Weakness: Fire, Holy

Sword +2DM (x3), Shield +1 Deflect (x4), Has 10 Hits.

After that, the heroes can try another Streetwise/Shortcuts 20 check. Failure indicates that they turned the wrong way again, into the nest of a giant spider! Each hero should roll a 20 Agility check or a 10 Security/Traps check. If s/he fails, s/he is caught in the spider's web (Brawn 20 Immobilize) before the spider drops down from the ceiling.

SPIDER, GIGANTIC Ave Atk 21/18, Ave Def 21/18

B3 A3 M1, Size 1 Creature

Venomous Bite x4 Continual Damage EC4.

Web: range 5 Immobilize 20 EC3.

Chitin acts like chain mail armor (25 soak)

Clinging EC1

50 Hits

There is a leather pouch with 20 Marks in it, clutched in the palm of a skeleton stuck in the web. After the spider is defeated, the heroes will be able to get back on the right track, and will make it to the boat. There they will find Estabon, Count Hemlock's captain of the guard, with two of his elite guard per hero. Read the following to the players:

"You arrive at the bottom of the stairwell to see a mustachioed man with well-armed guards forming a wall between the boat and yourselves. "That's quite far enough," the man warns, hand on his blade. "If you intend to go further, you must get through me. Have at you!"

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Estabon, Count Hemlock's Captain of the guard

B3 A3 M1

Armor Familiarity 2pts (Chain), Sword Technique +1 DM +1 to hit 2pts, Disarm 2pts, Break Weapon 2pts, Shield Deflect +1 (x4), Quickdraw 1pt

Equipment: +1 Longsword (x6Dmg+6, x4+4 to hit), Chain mail Armor (20 Soak), shield.

100 Hits Wound Threshold: 30

Guard, Elite Ave Atk 28, Ave Def 28

B2 A3 M2

Shield Deflect +1 (x4 Defense if using a shield)

Sword Technique +1 Hit, +1DM (x5 damage with swords)

Armor: Chain mail (20 Soak)

Equipment: Chain mail, Sword, dagger, pouch with 5 Marks.

30 Hits,

Estabon is carrying a sack with 100 Marks, and also has a sealed letter from Count Hemlock. In addition, his sword is magical, granting a +1 bonus to dice rolls to hit and damage. The reason Estabon and his men were here was to take the boat out to deliver a secret message to the king. The letter from Count Hemlock was written to King Rolland of Abeland, claiming that Cladonia has backed out of their half of the agreement (the marriage to Jewel) and must have only initiated a truce while they pooled their resources and plan an assault. The letter is trying to convince Rolland that the best way to defend Abeland would be a preemptive strike on the strategic boarder city of Crispin. In the letter, Hemlock volunteers to lead the assault personally. If the heroes can get this letter and Jewel both to the King, they will be able to stop the war and ensure that Count Hemlock is finally punished for his crimes.

If the heroes decide to take the king's justice into their own hands, it will be rather difficult for them to reach Hemlock while he is in a vulnerable position. He is always surrounded by elite guards. However, if you want to let them fight Hemlock, here his information is below. He might be found preparing a squad to assault Crispin.

Count Hemlock

B2 A2 M3

Rank 3: Politics, Sword Technique +1 to hit +1DM, Disarm 2pts, Charisma 1pt, Armor Familiarity: Chain mail.

Skills: Society/Fashion, Perform/Dance, Humanities/Art, Ride/Jumping, Military/Command

Equipment: +2 Longsword x5 dmg (+10), +1 Chain mail (25 Soak)

Advantage: Contacts

Disadvantage: Pride

100 Hits

Returning Jewel and the letter to King Rolland will ensure that peace continues throughout both kingdoms, and the heroes will be rewarded 500 Marks each by the king! They will also be guests at the royal wedding, which heralds in a new age of peace and prosperity for both kingdoms.

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SAMPLE HEROES:

BRAND THE BARBARIAN

Brawn 4 Agility 2 Mind 1 100 Hits Wound Threshold: 40

Powers: Fleet of Foot 1pt, Axe Technique: +2 Agility to hit (x4 Hit, x7 Damage) 2pts, Armor Familiarity: Leather (10 Soak) 1pt, Berserker Rage 2pts, Mind Shield (x3 mental defense) 1pt.

Skills: Ride/Gallop, Athlete/Climbing, Outdoor/Tracking.

Advantage: Fearless

Disadvantage: Obsession: Treasure/Revenge against the Red Dawn

Equipment: Two-Handed Battle Axe, Leather armor, Empty Belt pouch

Back-Story: Brand was born into the nomadic tribesmen called the "Iron Wind". As a young man, he learned the ways of the tribe- riding and raiding. It was during a raid that Brand became separated from his tribe. The Iron Wind was betrayed by the tribe of the Red Dawn, who wished to keep all spoils for themselves. They slaughtered all the Iron Wind to a man, save for Brand, and his wounded mother, who escaped aback an old mare in the dark of night. Brand's mother did not survive long, but told Brand that he must live on, become strong, and raise a new tribe to destroy the Red Dawn once and for all. Thus began the adventures of Brand the Barbarian, a sell-sword and treasure-hunter, hoping to make enough money to one day buy himself a mighty tribe of his own to crush the Red Dawn!

Supremo the Magnificent

Brawn 1 Agility 2 Mind 4 80 Hits Wound Threshold: 10

Powers: Flight x4 [Limitation: Casting] 3pts, Fireball: Range 10, Radius 1, +1DM (x5 damage) [Limitation: Casting] 3pts, Flaming Armor: 20 Soak [Limitation: Casting] 1pt.

Skills: Riding/Jumping, Stealth/Hiding, Occultism/Cryptography, Physician/Surgery, Humanities/Foreign Cultures, Social Science/History

Advantages: Magic, Grimoire **Disadvantages:** Age (Old), Phobia: Undead

Equipment: Staff, Grimoire,

Back-Story: Fifty years ago, Supremo "the Magnificent" was a cocky young apprentice wizard who felt he was more than a match for any challenge. When his master refused to accept a mission to slay a vampire plaguing the local village, Supremo decided that he would go in his craven master's stead, without his permission. After all, if he survived, would that not prove to his master that he was ready to receive his grimoire?

Supremo set out on his foolish quest, and tracked the vampire to his lair. Overconfident beyond measure, Supremo ventured into the abode at night, thinking that the vampire would be too easy to kill during the day. Instead, Supremo ran into the vampire's gang of vassals, who managed to capture him (after he burned two in the process). The vampire lord decided to keep Supremo around as a servant, because he "amused him". For two years, Supremo was forced to perform all sorts of demeaning labor for the vampire lord, his every attempt at escape foiled before it began. Daily interaction with his new "master" and his undead host made Supremo incredibly fearful of all undead, and soon the fear began to make him consider taking his own life, as a means of escape. During the day, Supremo went mad, burning everything in his small locked cell. Though he was badly burned, he managed to get through the torched door, and began setting the rest of the place ablaze, as he ran out screaming, and then passed out.

When he awoke, he was in his old bed, back at his master's tower, his burns magically healed. His master chastised him for leaving, but sent him out the next day, with his grimoire. For the next 48 years, Supremo wandered the land, using his magical gifts and the grimoire of his master to make his living. But to this day, nobody can pay Supremo the Magnificent enough money to fight any sort of undead!

DRAKE, THE THIEF

Brawn 2 Agility 3 Mind 2 100 Hits Wound Threshold: 20



Powers: Attack Weak Point 2pts, Skillful 1pt, Dagger Technique +1DM (x4 damage) 1pts, Danger Sense 2pts, Armor 1pt

Skills: Stealth+1/Palming & Planting objects), Athlete/Climbing, Security+1/Traps, Streetwise/Shortcuts, Deception/Lying

Advantage: Thieve's Guild Membership

Disadvantage: Compulsion: Stealing

Equipment: Leather Armor (10 Soak), 3 Daggers, Thieve's Tools,

Back-Story: Drake is the unrecognized son of a minor lord, whose servant mother died in childbirth. As an orphan, Drake learned at a young age that one must take whatever he needs to survive- or starve. He lived in the city slum, eking a living by acts of petty thievery. One day, a man in a jet-black cloak with gold trim was making his way down the street, when a ten-year old Drake bumped into him. Drake quickly bowed, muttered an apology, and ran off to the nearby alley, to examine the contents of his mark's purse. When he opened it up, all that was inside were two coppers and a note. Being illiterate, Drake didn't bother with the note and kept the pouch. When he turned to leave the alley, however, the man in the black cloak was there. Drake froze in fear, knowing that the man would soon run him through. But he didn't. He began to laugh. "Well done, my lad, well done! I have been trolling this city for three days looking for someone with the skill to become my apprentice! My name is Dero, and I am head of the guild. That note in my pouch told you when and where we might meet to discuss your future career, but I took it that you weren't the reading type, and decided to follow you here. Well, my lad, what say you?"

From that day on, Drake was Dero's shadow, and learned everything his master had to teach. He also learned how to fight with a knife, and that even a small blade could bring down a big man when applied correctly. When Drake was sixteen, there was a major turf war with a rival guild. In the fighting, Dero was slain, but Drake managed to escape. Now, he wanders around, doing odd jobs to pay the bills. He recently found that there is quite a bit of money in adventuring, as warriors and wizards need men with sharp eyes and deft hands to jimmy locks and deactivate traps when exploring treasure laden ruins.

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SQUIRE PERCIVAL THE PALADIN

Brawn 3 Agility 1 Mind 2

100 Hits

Wound Threshold: 30

Powers: Healing x2 [Usable on Others, Casting] 2pts, Sense Evil 1pt, Sword Technique +2 Agility to Hit, Shield Deflect +1 Defense (x2), Mind Shield (x4) 1pt, Armor Familiarity: Chain mail 2pts.

Skills: Riding/Control, Humanities/Religion, Military/Tactics

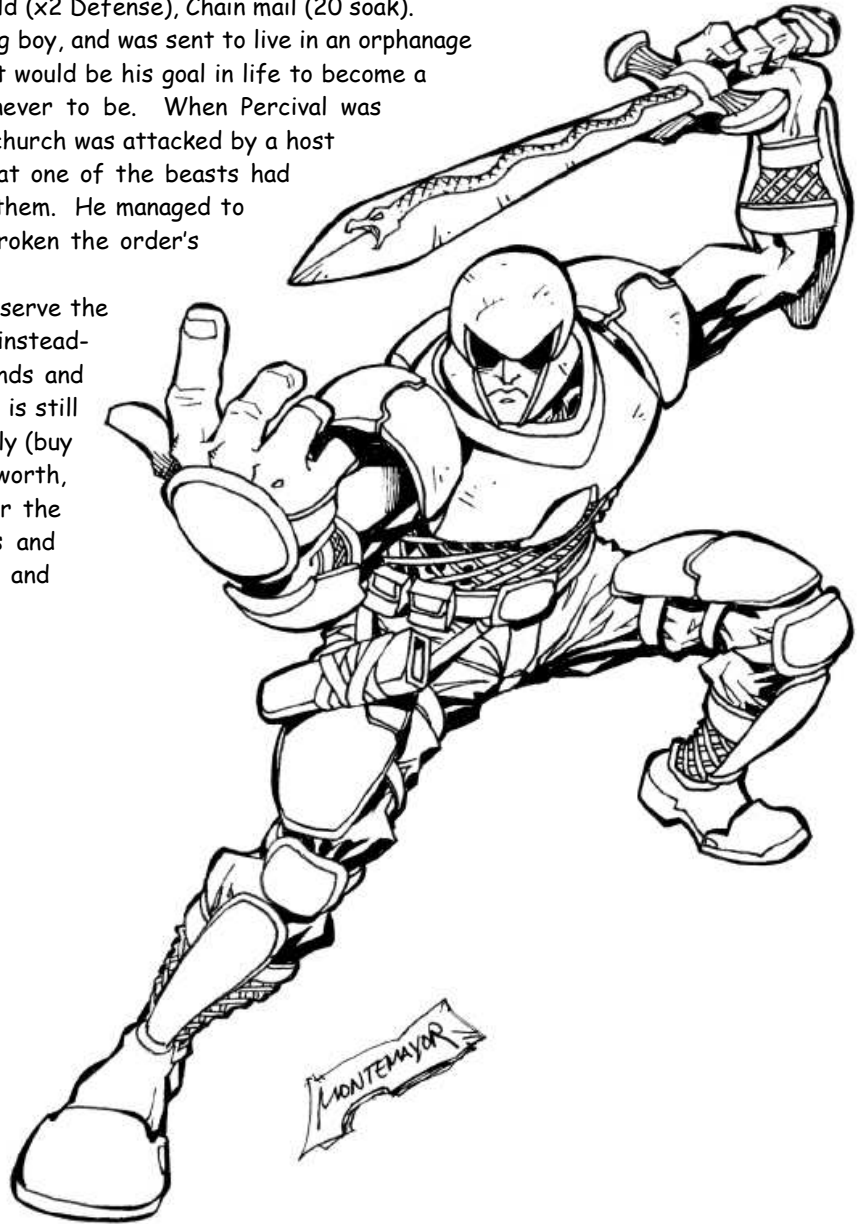
Advantages: Virtuous, The Cause (Defending the Weak), Magic

Disadvantages: Duty to Church, Honor Bound, Single College (Light)

Equipment: Longsword (x3 hit, x5 Dmg), Shield (x2 Defense), Chain mail (20 soak).

Back-Story: Percival was orphaned as a young boy, and was sent to live in an orphanage run by the Church. There, he decided that it would be his goal in life to become a priest, and to serve the church. It was never to be. When Percival was sixteen, and preparing to take his vows, the church was attacked by a host of monsters. Percival picked up a sword that one of the beasts had dropped and began hacking his way through them. He managed to drive off the beasts, but in doing so had broken the order's oath never to shed blood.

It was decided then that Percival could still serve the church by taking the mantel of the Paladin instead—the warriors of the church for forswore lands and titles in order to serve. At present, Percival is still only a squire, but he will be knighted eventually (buy Rank 1 with experience points). To prove his worth, he has been charged by his order to wander the land for a year and a day, righting wrongs and defending the weak. Then he may return and arise a Knight.



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APPENDIX 1: FLESHING OUT YOUR FANTASY WORLD: THE GODS & THEIR PRIESTS

Most fantasy role-playing games are set in an alternate reality that is very similar to our own medieval Europe in many ways- except for the absence of a powerful, monotheistic church. Instead, these realms tend to follow polytheism, where multiple gods are known and worshiped. Sometimes, a priest's god gives him/her the power to cast spells. If you want this to work this way for your game, an easy way to do it is to first define what the god is that the hero works for. Figure out a college of magic most aligned with that god's known abilities. The player then takes the Duty: Church disadvantage in exchange for the Magic advantage. A priest should also have at least one point in the Rank power (unless s/he is a nun/monk).

If you want to run a campaign setting with a monotheistic church resembling that of medieval Europe, with functioning powers granted to its priests in the form of miracles, you should merely designate the Light college to priests of that religion. As a countermeasure, enemies of the faith, such as warlocks or witches might have the Shadow college.

You can also impose various other required disadvantages or advantages for priests in your campaign. An oath never to wield edged weapons, or to own no wealth are both traditional examples.

If you want, you can state that only priests of the recognized religion are legally allowed to cast spells, and that all others who do so are considered to be evil bargainers with dark forces.

Another, more tedious way to decide what magic priests can use in your game is to pick and choose a list of around 10 powers usable by priests of that religion. Instead of the magic advantage, you can then have the "priest of" advantage, that lets you use magical powers from that list, and buy rank in that church.

APPENDIX 2: ALTERNATE FANTASY SETTINGS

Of course, not all fantasy gaming needs to be set in a medieval European style setting. There are plenty of good fantasy sub-genres that would be enjoyable to play as well. Below are a few examples, along with adjustments to run them using BASH: Fantasy rules. Of course, you can take any information from any of these genres and use it in any other campaign setting. If you want samurais to coexist with knights, pirates, and cowboys, you can!

THE ANCIENT WORLD

The Ancient World of the Romans and Greeks would also be a great culture in which to base a fantasy setting. Zoroastrian magi from Babylon may wield magical powers along with Egyptian high priests. Using the creatures of ancient mythology (many of which are already in this book), you can easily set your fantasy game to this reality. There are various things in this world that would be different.

There are obviously no knights—but there are gladiators (opposite extremes for two drastically different warrior cultures) and legionnaires to play.

NEW ADVANTAGE; FAMOUS- Perhaps you are a gladiator or chariot racer, maybe a hero of an important battle, or a well known philosopher. Regardless of why you are famous, wherever you go, you run into well wishers who want to make you happy. Whenever you want to exploit your fame for some sort of advantage, you can roll times your highest stat. If you get a 20, the person you are interacting with will recognize you and treat you differently because of your fame.

NEW DISADVANTAGES; SLAVE- You are someone else's property. You might be a gladiator, courtesan, house servant, field hand, bodyguard, or teacher, but your will is not your own. You must obey your master and accept any punishment your master gives you (usually flogging) without retaliation. The laws do not apply to you in nearly any way, and you have no legal rights. If you run away, you must trade this disadvantage for the outlaw disadvantage.

EUNUCH- You are a man who has been castrated. As a result, you have no romantic desires, and you look very boyish even if you are older. It is also not uncommon for eunuchs to be shorter and fatter than ordinary men. Eunuchs are created by different cultures for different reasons. Some may be used as a high-ranking woman's personal guards to ensure her fidelity. Others may be created for the perceived notion that eunuchs are better magicians or better singers, etc. In any case, the main disadvantage to you is that other men see you as less of a man.

NEW POWERS

OFF-HAND NET- 2 points. This is the ability to use a net as a defensive weapon, and is most commonly learned by gladiators. You get a +1 Agility bonus to defense when you use your net in your off-hand to bat away melee attacks. In addition, you can whirl your net around an opponent's weapon. If an opponent in melee misses you by 5 or less when you are using your net defensively, you can wrap your net around their weapon. They are unable to use that weapon (and you

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cannot use your net to defend) until they drop the weapon, you release your hold, or they beat you in a Brawn contest. While an opponent's weapon is trapped, s/he has a -2 penalty on all Agility rolls, including attacks and defense with off-hand weapons. You, however, are at no penalty.

PANKRATION- 1-5 points. Pankration is a Greco-Roman martial art that is a savage mix of boxing and wrestling. The combatants often wear a cestus on each hand. Choose two maneuvers per point you put in this power, besides punch and kick (you know those for free). If you are wearing a cestus on the hand doing the maneuver, convert the damage from stun to lethal.

Catch- If you successfully avoid an unarmed (or cestus) attack and are within 10 of the attack roll, you grab the opponent's fist or foot. They must beat you in a Brawn contest to free it, and may try once per page before taking their panel. In the mean time, they must fight without it, giving them a -2 to all Agility dice rolls.

Choke- x3 Continual Damage (as long as the hold is maintained). To maintain a hold, you must defeat the opponent in a Brawn Contest every page. 1 Energy per page.

Elbow Smash- +1DM, Stun, -5 to hit, 1 Energy.

Head Butt- +2DM, stun, you take $\frac{1}{2}$ the damage yourself. You can do this move while restrained at no penalty.

Kick +1DM, Stun, -10 to hit 1 Energy

Knee Smash- +2DM, Stun, -10 to hit, 2 Energy.

Martial Block- +1 Agility defending against unarmed attacks when unarmed

Punch +0DM, Stun. This is the standard punch that everyone (including random peasants) know how to do.

Spinning Backfist- +0DM, Stun, Radius 1, 1 Energy

Heel Stomp- +3DM, Stun, only works on an opponent who is down.

Suplex- If you beat your opponent in an Agility contest, followed by an immediate Brawn contest, you flip them over your back and land on them, doing +3DM, Stun. 3 Energy.

Trip- -1DM, Stun. Make a Brawn contest with your opponent. If you win, they are knocked onto their back.

Uppercut- +2DM Stun, -15 to hit, 2 Energy.

SHIELD SLAM- 1pt, In the ancient world, shields were much more important than they were in the days of heavily armored knights. A shield is not only for defense, but can be used to stun an opponent or even knock him over. If you hit your opponent with your shield, roll a Brawn contest against the opponent's Mind. If you win, they are disoriented by the attack and have a -2 to their next dice roll (before multiplying) to hit or dodge. If you won, your opponent can make a Brawn check against the damage you dealt with the shield. If the opponent loses, s/he is knocked on his/her back.

NEW SKILL: CHARIOT DRIVING- This skill allows you to handle a chariot. You also know the various dirty tricks involved in chariot racing- and how to avoid them. Specializations include: Ramming, Trampling, Steering, Stopping, and Accelerating. If a chariot driver tries to ram another (perhaps using the wheel blades to damage an opponent's spokes), it is a contest of ramming against steering. Chariot drivers can also try to run over pedestrians (who roll an Agility contest) with trampling. To avoid hitting an obstacle, stopping is very important. Steering helps keep the chariot from falling over and avoiding other drivers. Accelerating is all about getting your chariot to move faster than your opponents.

MONEY & EQUIPMENT

The money of this world is called Dinari. They are gold coins that convert with Marks at a rate of 1:1.

ANCIENT ARMOR- In ancient times, gladiators and soldiers alike often bought their armor as individual pieces. These pieces cover varying locations of the body. When you are hit, if you are not wearing a full suit, or have heavier armors in some locations than others, roll a d6. The result will tell you where you were hit. 1 = Head, 2= Arm, 3= Leg, and 4-6 = Torso.

Bracers- These metal arm guards have a soak of 30. When you are hit, roll a d6. If the result is a 2, the Bracers soak the damage. Wearing Bracers requires Armor Familiarity of 2. They cost 30 Dinari.

Breastplate- This protects the chest and back from damage. It has a soak of 30, but only when the torso is struck. Roll a d6 when you are hit. If the result is a 4, 5, or 6, the breastplate was struck and can soak the damage. You must have Armor Familiarity 3 to wear a breast-plate (it is heavier than the steel breastplates worn with later technology). 50 Dinari.

Chain Mail- This armor *was* invented in ancient times, though it was uncommon. 20 Soak, 2 points of Armor Familiarity required. Cost: 50 Dinari for a full suit, 25 for a vest only (locations 4, 5, 6 on a d6).

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Grieves- These metal shin guards have a soak of 30. When you are hit, roll a d6. If the result is a 3, the Grieves soak the damage. Wearing these requires Armor Familiarity of 2. 30 Dinari.

Helm- This armor only protects the head. It has a soak of 30, but only when the head is struck. Roll a d6 when you are hit by an attack. If you roll a 1, the helmet was struck by the attack. This requires 2pts of Armor Familiarity to wear. 30 Dinari.

Leather Armor- This has a 10 Soak and requires 1 point of Armor Familiarity to wear. 10 Dinari for a full suit.

Manicae- This is a piece of armor that only covers the arm and the shoulder of the wielder's sword arm. It has a soak of 20, but only protects that arm. When a person wearing a manicae is hit by an attack, the player rolls a d6. If the result is a 2, the manicae took the blow. A manicae requires 1 point of Armor Familiarity to wear. 20 Dinari. Manicae are almost exclusively worn by gladiators, and free warriors and especially legionnaires would not wear them.

Scale/Segmented Armor- This armor is made of either overlapping metal scales or overlapping metal bands. In either case, it is very good protection, offering a 25 Soak. This requires 2 points of Armor Familiarity. Cost: 80 Dinari for a full suit, 40 for a vest only (locations 4, 5, and 6 on a d6).

Legionnaire's Shield (Scutum)- This shield is so big that it almost covers the wielder's entire body. When you carry this shield, add +2 to your dice rolls before multiplying when defending yourself. 30 Dinari.

Shield- This is an ordinary round shield. 10 Dinari.

WEAPONS- Most of the weapons available at this time are listed in the equipment section on page 21. Here are some others that were common in the ancient world.

Cestus- +0DM, Lethal. 10 Dinari. A cestus is a spiked leather knuckle wrapping. One cannot be disarmed of a cestus.

Large Trident- +2DM, 2-Handed Reach 2, Lethal 40 Dinari. +3 to dice rolls using the disarm, break weapon, and weapon lock powers.

Short Trident- +1DM range 6 throwing, Lethal 30 Dinari. +3 to dice rolls using the disarm, break weapon, and weapon lock powers.

Pilum- +2DM, Range 12 throwing. Lethal, 15 Dinari. If a pilum is deflected by a shield (within 5 of actually hitting the target), roll damage. If the roll is 30 or greater, the shield is now broken and worthless (and so is the pilum, which has bent in half).

NEW VEHICLE

CHARIOT: B2, A2, M2. Size 1. Soak 15, 100 Hits. Move 14 squares (the horses are slowed by pulling the chariot), Chariot wheels can be equipped with cutting blades (+2DM, x4) for mowing down footmen (or taking out another chariot's spokes) for 100 Dinari. A chariot costs 1600 Dinari. Each horse costs 50.

SIEGE ENGINES

Greek Fire- An alchemical formula now lost to time that is able to fire great jets of flame, much like a modern flame-thrower. Range 5, x7 damage, radius 2. A Greek fire thrower costs 100 Dinari per point of size, but has a maximum size of 3. Each shot uses 20 Dinari. Reload 20 panels. Crew: 2.

MONSTERS

Many of the monsters of this era are already listed in the monsters section. Hydras, Medusa, Centaurs, Minotaur, Cyclops, Chimera, and Harpies are especially common.

DRYAD/NYMPH DL27

B1 A3 M3, Charisma 3pts (x6), Suggestion 1pt EC1, Daze Radius 3 5EC, x3 Healing [usable on others] 3EC. Nymphs have the following additional powers: 1pt Immunity to Drowning, 5pts Super Swimming (6 squares). Dryads have the following additional powers: Control Animals 2EC, Pass through Earth 2EC.

Dryads and Nymphs are nature spirits who always appear as beautiful women. Dryads are the protectors of the woods and Nymphs are protectors of the rivers, lakes, and streams. Dryads and Nymphs are so stunningly beautiful they can cause people to become awestruck (Daze). They are not violent creatures and usually try to avoid contact with humans, especially males.

100 Hits

PEGASUS- Size 1 DL16

B3 A3 M1, Hide soaks 15 damage like leather armor, 3pt Running (18 squares) [Rider gains +1DM if attacking from a running Pegasus], Flying x5 (15 squares), Hooves do +1DM (x4).

50 Hits

A Pegasus is a winged horse that runs like the wind and soars upon it. A Pegasus cannot wear any barding (horse armor).

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PHOENIX- Size -1 Creature DL32

B2 A4 M4, Fiery Aura (Radius 1, x3 Fire Damage Shield, 40 Hits), Healing x5 [Usable on others], Flying x5 (20 squares), Summon Light 3pts, Telepathy 3pts, 100 Hits

A phoenix is a bird made of the fire of life. Fire can burn and destroy, but it also can create and heal. This is the phoenix's legacy. When a phoenix is old and about to die, it builds itself a nest of tinder. It then lights the nest and allows itself to be consumed by the flames. Amid the ashes is the phoenix's egg, which hatches into a new, young phoenix, symbolizing that with death comes rebirth. Phoenixes are noble and good creatures who help the righteous in times of great peril. They can heal those who are injured, carry messages, or even light the way for heroes doing a selfless act. Phoenixes will not aid the selfish or evil, however, and may well attack them instead!

SATYR DL16

B2 A2 M2. Pan Pipes- Range 10, Radius 1 Daze EC5, Suggestion EC1, Skills: Perform+1/Play Instrument, Athlete/Acrobatics, Craft/Wood Advantage: Die Hard

Disadvantage: Compulsive Behavior: Carousing
100 Hits

Satyrs are notoriously friendly creatures, who often use their powers not for good or evil, but to persuade travelers to join them in their drinking, dancing, and merriment. They especially enjoy the company of beautiful women. A satyr appears to be a 5 foot tall man with the legs and horns of a goat. They are always in possession of a set of magical pipes that they use to play their enchanting music.

SPHINX- Size 1 Creature DL22

B3 A3 M3, Flying x3 EC3, Paired Weapons [claws] 1EC, Suggestion 1EC, Telepathy, 3pt Daze (Range 5), 1pt Charisma (x4), Claws do +1DM (x4).

Advantage: Shrewd

Disadvantage: Obsession with riddles.

Similar in many ways to a Manticore, the Sphinx has the head of a human, the body of a lion, and the wings of an eagle. Some sphinxes are good and others are evil, but all of them love riddles- either telling them or hearing them. An evil sphinx might ask a traveler a riddle, and state that if the traveler fails to answer, s/he will be torn to shreds. Likewise, a good sphinx might grant a treasure to one who answers correctly.

100 Hits

STYMPHALIAN BIRD- Size -1 Creature DL11

B2 A3 M2, Flying x3 (9 squares), Metal Feathers count as segmented armor (20 Soak), shoot feathers- range 10, +2DM (x4 damage, lethal).

20 Hits

Stymphalian Birds are metallic, man-eaters who scour the outskirts of human settlements for prey. They are very resistant to damage, and will attack their enemies by "molting" and dropping their razor-sharp metal feathers on them like a rain of arrows. Stymphalian birds hate phoenixes and will attack them on sight.

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THE FORGOTTEN AGE [DARK FANTASY]

The idea behind this setting is a world that preceded our own, where magic is both incredibly powerful and horribly twisted. People do not worship the gods out of love, but venerate them out of fear for their wrath. The priests are not protectors and healers, but schemers who sacrifice other people to their dark gods.

It is a dark chapter in the history of the world, one that man it would seem, has happily forgotten. It is a time when magic terrifies men as do their gods. Governments are corrupt and oppressive. The heroes may well be barbarians, thieves, or bandits by societal standards. However, they are heroes because they defy the corrupt rulers, the wicked priests, the mad mages, and the dark gods. They dare to *try* to make the world a better place.

In a world like this, good people are definitely a minority, completely overshadowed by evil, which is accepted as normal. In this world, it is up to you whether or not heroes may use magic at all. If they are allowed, it is recommended that you limit them to 2 points of powers or less per power, as to get more powerful, they would have to gain powers from diabolical forces, or performing human sacrifices, etc. Evil villains, however, may very well have magical powers up to 5 points (you decision).

A common plot point in such a campaign is the action of cults to a dark god making a sacrifice to summon or resurrect a powerful monster. In addition, you may have wizards who summon monsters to do their bidding. See the summoning power below for more details. This power is reserved for villains only! It is especially unnerving because there are so few "monsters" roaming about the world- most of the enemies heroes will face are fellow human beings. Monsters usually only live in very desolate and remote places or other dimensions, and have to be magically summoned into service. There may be an occasional labyrinth filled with snakemen, or a pass preyed upon by a Manticore, but these are rarities.

Another common theme is the fight between a decadent, powerful, and corrupt empire against a larger world filled with simple people with rudimentary technology or magic.



NEW POWER- SUMMONING RITUAL- 5pts. This power enables a villainous sorcerer or dark priest to summon a monster into being. The monster will appear within 5 squares of the caster. The caster must declare what creature s/he wants to summon (pick one from the monsters section of the book). The caster must then make a Mind check. The difficulty of the mind check is equal to the creatures total stats times the number of powers the creature has. In this case, count a 10, 20, or 30 base soak as 1, 2, or 3 separate powers. Also count each point of size as a power (thus a size -1 creature is considered to have 1 less power than its total adds up to). If a creature wields a weapon, it is considered a power. Note: any creature summoned is automatically a villain, with 100 hits- it is never a minion! Example: A wizard wants to summon a gigantic scorpion. He must make a 35 Mind check in order to do so (7 points of stats times 5 powers). To summon a dragon, even one with no magical spells, would require a 132 Mind check (12 points of stats times 11 powers)! A caster is allowed to have assistants (usually other cultists) for summoning more powerful creatures. Each assistant up to 10 adds a +1 to the dice roll for the Mind check. To help, an assistant must either also have this power, or must be sacrificed.

If the caster fails the check to summon the creature, the creature will still appear and immediately try to kill the caster and all the assistants who summoned it, then it will disappear. If the creature is successfully summoned, it will serve its

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master's wishes for a single day. The next day, the caster must either dismiss the creature, or make *another* Mind check of the same difficulty. Failure means the creature tries to kill the caster and his assistants before disappearing. If a summoned creature is ever wounded (see wound threshold) in its service, the caster must make an immediate Mind check again. If he fails, the creature will immediately stop its work, and turn on the master and his assistants before disappearing.

Because of the dire consequences for failure, this is a power not to be taken lightly. It is often only used by truly fanatical priests or insane mages and their devoted followers (or sacrifices).

NINJAS & SAMURAI

This genre is set in a world similar to feudal Japan. It is a fantasy version, however, where magic and monsters are real. For character races, you should allow all but elf and halfling as there are no real Japanese equivalents of these. Ideally, the heroes will be human, but Japanese folklore mentions a several anthropomorphic animal species (like the birdmen or frog folk) that can make sense as characters as well.

SAMURAI

In Japanese culture, Rank works rather differently than it does in other cultures. A rich and powerful merchant is still looked upon as half a person by the samurai class. Not all samurai are warriors; all members of a samurai family are considered samurai, whether they are priests, bushi (warriors), or diplomats. A character with Rank 1 or more in the Military, Church, or Political hierarchy is a samurai, and gets the "Samurai" advantage for free. Characters with rank in the thieves guild (Yakuza) or merchants guild do not get the samurai advantage and are not allowed to buy it.

A character can be a samurai with rank 0, but the player must buy the advantage like any other. Such a character is a "ronin" samurai: a samurai without a lord (Daimyo), either because he was killed or dismissed the ronin from his service [without ordering him to commit ritual suicide (seppuku)]. A ronin may be the lowest of all samurai, but he *is* a samurai, and still considered far above "half-people".

NEW ADVANTAGE: SAMURAI

You are a member of the samurai class- a member of a known samurai family. You have the right to carry and use samurai weaponry, whether to defend your lord or defend your family honor. Samurai are essentially above the law in many cases. If a peasant or merchant insults a samurai, the samurai is allowed (and expected) to slay the offender where s/he stands, as a reminder to others as to their relative place in the natural order. If a samurai kills a peasant without just cause, however, the samurai's daimyo may order him to become a ronin for a year, as a penance. A samurai's word is worth the word of 100 peasants in court. The only person who can really accuse a samurai of any wrongdoing is another samurai.

NEW DISADVANTAGE: BUSHIDO

Also called "The Way of the Warrior" bushido is the code that *all* samurai live by, regardless of vocation. It is a code of conduct and honor. A character who very strictly follows bushido effectively has the Honor Bound disadvantage, but reword it as follows: "You will obey your Daimyo no matter what. You will honor your family and bring honor to them. You will control your emotions and will not flinch in the face of death. You will speak the truth, and always fulfill your promises." If you fail to live up to this code, you bring shame to yourself and your household, and are cursed by your ancestors (-2 to all dice rolls before multiplying). The only way out of it is to atone, and the only way to do that is to commit seppuku- ritual suicide in which you stab yourself in the gut with your wakizashi. A friend can also assist you by taking your head instead of waiting the hours to die of blood loss.



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DUELING

Just like Western nobles, samurai find themselves crossing blades over matters of honor, called duels. Duels can be fought to the death or to the first cut with katanas, or to unconsciousness with bokens. Duels can only occur between other samurai. A samurai will not waste ceremony on a peasant. When the duel starts, both samurai stand a few feet apart (in adjacent squares) with their hands on their swords, staring into each other's eyes. In a flash, the swords are pulled and one of the samurai is bleeding. Instead of using ordinary priority rules, when resolving a duel, the parties roll dice to see who draws first. The Quickdraw power is especially important for any character planning to duel because it gives a bonus to priority (which translates to a bonus multiplier) and lets the wielder attack the same panel the blade was drawn.

NINJA

Samurai are the honorable warriors who do their Daimyo's will in public. When a Daimyo cannot get what he wants through war or diplomacy, however, he may rely on ninja- spies and assassins who follow a very different code from that of the samurai. While a samurai may be ordered to fight a duel or go to war, his code of bushido does not allow him to murder or steal. This is where the ninja comes in.

Ninjas are very stealthy agents who will kill anybody or steal anything without remorse to fulfill their Daimyo's orders. In addition, a ninja will die before s/he reveals who s/he works for, and NO Daimyo will EVER admit to employing a ninja, though nearly all of them do. If it could be proven, the Daimyo may commit seppuku. Naturally, if this happened, the Daimyo's ninja *and* samurai would be disgraced, thus both groups strive to repress any evidence that their lord has ninja in his service.

Ninja tend to use stealth and disguise to accomplish their missions in secret. They murder their lord's enemies in their beds, and steal battle plans the night before it begins. They also kill corrupt samurai and magistrates who lose favor with their Daimyo and do not have the good manners to commit seppuku when ordered. A ninja may also be sent to kill a troublesome peasant (like a known Yakuza member) for whom it would be inappropriate to send a samurai to kill. In essence, while the samurai do their lord's will with honor in the day, the ninja ensure it is done by any means necessary at night.

If you are playing in a highly magical world, ninja characters should take the Magic advantage for the single college of Shadow. This ability used by ninja is called Shinobi, and enhances their own extreme skills in the night. Ninja characters are also expected to take the Membership: Ninja Clan advantage which allows them to buy the Attack Weak Point power. There are also certain weapons that are mainly used by ninja, and nobody else.

While samurai consider them to be without it, ninja *do* have a code of honor—it is just not the samurai code of honor. Ninja instead swear to do whatever their lord says, no matter what. They will lie, steal, murder, and do all sorts of vile things to ensure that their lord does not have to embarrass himself with such vulgar action. They will die before they will reveal their lord's identity or anything else about their mission. Consider this to be the Oath disadvantage- to never let their lord down, even if it means death.

YAKUZA

While ninja are effectively criminals, their presence is seen by the Daimyo and his samurai as a necessary evil that should be covered up to save face. The Yakuza, however, are organized criminals who work for money. They are not loyal to any Daimyo, and operate without his permission. All Yakuza have the outlaw disadvantage, and the membership: Yakuza advantage, which can be used to buy the attack weak point power.

Yakuza can be hired to commit murders, kidnapping, and theft if the price is right. Essentially, they are hired by richer peasants (like merchants) and their victims are peasants. The Yakuza is not stupid enough to tangle with the samurai. Yakuza members can be identified by a couple distinguishing features. One is that many members have very large tattoos all over their body where it is covered by clothes. The other is that some Yakuza members who have offended their boss may have to atone for their mistake (or be killed) by cutting off their pinky finger. Both features are symbols of the Yakuza members alienation from traditional society, and his acceptance of the Yakuza as his family, to whom he owes his allegiance.

Yakuza often make money by selling stolen goods, extorting peasants for protection money, smuggling illegal goods, and trafficking in slavery.

NEW MUNDANE POWERS

ANIME LEAP POWER 1pt. You can jump seemingly impossible distances. You are able to jump 4 times your Brawn, half of which can be straight up. This exerts 1 energy per jump.

DEFLECT ARROWS 2pts. You get a +1 Agility when defending against arrows, crossbows, and thrown weapons (but not bullets, they are way too fast). If the attack roll is within 5 under your defense roll, and you have a free hand, you can catch the weapon.

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HARD STYLE 2pts. You are trained in a martial art that enables you to focus on a relentless and powerful offense. When you activate this ability, you gain +1 Brawn but sacrifice 1 Agility. This also affects your wound threshold. When you activate this ability, you must spend 2 energy.

IMPOSSIBLE BALANCE 1pt. You are able to stand on objects that cannot possibly support your weight as if they were solid ground. Ropes, poles, bamboo stalks, and tree limbs are all good examples. Anyone without this ability who tries to get on must make a 20 Athlete/Acrobatics check with -3 to the dice roll every panel.

IRON FAN DEFENSE 1pt. When wielding a Tessen, or "Iron Fan" in the off-hand, you gain a +1 Agility bonus to your defense.

KI BLAST 3pts. You are able to emit a powerful blast of your own spiritual energy at your enemies. The blast has a range of 10, and +2 DM (Based on Mind). You must be able to chant the power words and project your ki out of your open palms to do this [essentially the casting limitation, built into the power]. This is extremely draining and you must spend 3 energy each time you use it. Remember, for this genre, this is a mundane, not magical power!

MARTIAL ARTS MASTERY 1-5pts. Pick 2 techniques per point, plus Punch and Kick. Penalties to hit are added after dice rolls are made.

Catch- If you successfully avoid an unarmed attack and are within 10 of the attack roll, you grab the opponent's fist or foot. They must beat you in a Brawn contest to free it, and may try once per page before taking their panel. In the mean time, they must fight without it, giving them a -2 to all Agility dice rolls.

Cyclone Kick- +1DM, Stun, -10 to hit, Radius 1, 2 Energy

Head Butt- +2DM, you take $\frac{1}{2}$ the damage yourself. You can do this move while restrained at no penalty.

Jump Kick- +2DM, Stun, -20 to hit, after a jump (or anime leap) move, 2 Energy

Kick +1DM, Stun, -10 to hit 1 Energy

Kippup- You instantly get back up when knocked down, 1 Energy

Knife Strike +ODM, Lethal 1 Energy

Martial Block- +1 Agility defending against unarmed attacks when unarmed

Pressure Point- x2 continual damage, -10 to hit, 1 Energy

Punch +ODM, Stun. This is the standard punch that everyone (including random peasants) know how to do.

Spinning Backfist- +ODM, Stun, Radius 1, 1 Energy

Leg Sweep- -1DM, Stun. Make a Brawn contest with your opponent. If you win, they are knocked onto their back.

Throw- If you beat your opponent in an Agility contest followed immediately by a Brawn contest, you can throw your opponent a number of squares equal to your Brawn. They take +1DM Stun damage and will land on their back. 2 Energy.

SOFT STYLE 2pts. You are trained in a martial art that emphasizes speed and graceful defense above offense. When you switch to this mode, you gain +1 Agility but lose 1 Brawn. This also affects your wound threshold. When you activate this ability, you must spend 2 energy. This power can be bought as a Multi-power with Hard Style, even though most mundane powers cannot.

JAPANESE EQUIPMENT

MONEY- Money is called Kan instead of Marks. You still begin with 50, however. A Kan is a gold coin that is supposed to be equivalent to 1/12th of a Koku, which is the amount of rice a person would eat in a single year. A larger gold unit, called a Ryo (about the size of the palm of your hand), is worth exactly 1 Koku. A typical peasant makes about 2 Ryo (or 24 Kan) per year, half of which is paid as tax. Remember- Melee and thrown weapons use Brawn as a damage base, projectile weapons use Mind as a damage base.

SAMURAI WEAPONS Samurai are very concerned with their personal honor. Although they are dedicated warriors, they shun certain weapons as beneath their class. Below is a list of weapons that it is acceptable for a samurai to use. Ones that are asterisked are *only* for samurai to use. These blades are very fast, and grant bonuses to priority for their user. Ranged (and thrown) weapons have no penalty to hit within 10 squares. Every 10 squares after that, there is a -1 penalty applied to the dice roll before multiplying. So for a person to shoot someone 25 squares away, there is a -2 penalty applied to the attack roll before multiplying.

Bokken, +2/+3 DM, 1 or 2 handed, Stun, 20 Kan. (This is a wooden sword used to train with the katana).

Daiku (Long-Bow)- +2DM, 2-Handed, Range 30, Lethal, 20 Kan. 1 dozen arrows cost 2 Kan.

Katana- +2 or +3 DM, usable 1 or 2 handed, Lethal, 100 Kan.* Agility +1 for Priority purposes.

Naginata- +2DM 2-Handed, Reach 2, Lethal 20 Kan

No-Dachi- +3 DM, 2-Handed, Lethal, 80 Kan. Agility +1 for Priority purposes.

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Spear- +1DM and range 6 throwing or 2-Handed Reach 2, Lethal 15 Kan

Tanto- +1 DM, Lethal, 20 Kan.* Agility +1 for Priority purposes.

Tessen (Iron Fan), +1DM, Stun, 10 Kan.

Tetsubo (2-Handed Mace), +3DM, 2-Handed, Lethal 40 Kan

Wakisashi- +2DM, Lethal, 40 Kan* Agility +1 for Priority purposes.

*These weapons are restricted to samurai only. If you do not have at least 1 point in Rank (Samurai), carrying these weapons is a capital crime—the punishment to be carried out by the next samurai that sees you!

OTHER WEAPONS

*These weapons are usually only used by ninja. To possess one would be very dangerous if known by the wrong person...

Blow-Gun- 2 Hands, Range 10. Darts do no damage but may be poisoned. See poison rules in the hazards section.

Bokken, +2/+3 DM, 1 or 2 handed, Stun, 20 Kan. (This is a wooden sword used to train with the katana).

Bo-Staff, +3DM, 2-Handed, Stun 10 Kan

Gama- +1DM, Lethal, 10 Kan. The Gama is a very short sickle.

Garrote- +2DM to Wrestling damage which becomes lethal 10 Kan*

Jutte- +2DM, Stun, 20 Kan. +3 to dice rolls using the disarm, break weapon, and weapon lock powers. A jutte is a recurved bar used by police, good for catching and breaking enemy swords.

Kansashi- +0DM, Lethal, 5 Kan. This is a woman's hairpin that is sharpened to use as a weapon. If actually worn by a woman, it is very unlikely to be noticed for what it is. (+5 to dice rolls to conceal this weapon).

Kusari (Weighted Chain) - +1DM, Reach 2, Stun 30 Kan *[allows wielder to purchase entangle as a power, and Snatch as a power, also gives +2 to Lock Weapon and Disarm rolls]

Kusari-Gama is a Gama with a Kusari attached to it. In order to use it, you must choose which side you will attack with each panel. If you have the Paired Weapon power, you can use both sides in a single page. The Kusari-Gama costs 40 Kan.

Kyoketsu-shogei- +1DM, Lethal, or +1DM Stun. Range 5. This is a blade and hook attached to a length of rope, with a large iron ring at the other end. The damage listing is for the blade (lethal) and ring (stun). The rope enables the wielder to use the entangle power. 40 Kan.*

Naginata- +2DM 2-Handed, Reach 2, Lethal 20 Kan

Ninja-To- +2DM, Lethal. This item is the short, straight sword used by ninja. 30Kan*

No-Dachi- +3 DM, 2-Handed, Lethal, 80 Kan.

Nunchucku, Tonfa, Cudgel, +2DM, Stun 5 Kan

Sai- +1DM, Lethal, 10 Kan. +3 to dice rolls using the disarm, break weapon, and weapon lock powers. A sai is a small trident-like instrument good for catching and breaking enemy swords.

Shuriken- +0 DM, Range 10 Lethal, 5 Kan.*

Spear- +1DM and range 6 throwing or 2-Handed Reach 2, Lethal 15 Kan

Tessen (Iron Fan), +1DM, Stun, 10 Kan.

Black Powder weapons may exist in your version of feudal Japan, although they are certainly considered dishonorable weapons. The Tokugawa shogunate outlawed them for this reason. If you want to have them, use the information from the swashbuckling genre rules.

JAPANESE ARMOR Heavy armor did not catch on in Japanese culture the way it did in European. Because of limited iron resources, precious steel was saved for making swords. In addition, leather was considered unclean in Japanese culture, and they did not make armor out of it. Below are listed two types of Japanese armor.

Cord Armor 10 Soak, 20 Kan

Yoroi (Lacquered Lamellar) Armor 20 Soak, 100 Kan

MONSTERS

There are numerous monsters that hail from Japanese mythology that are very unique and different from Western mythology. There are also many that are held in common. Japanese mythology particularly emphasizes demons and ghosts as dangerous monsters, and venerates (and fears) dragons. Below are some creatures specific to this genre:

GENJI-BUSHI DL14

B3 A3 M2 Size -1 Creature Ave Atk32, Ave Def32

Paired Weapons 1EC, Berserker Rage 2EC, Iron Fan Defense.

Wakisashi Technique +1 to hit (x5 Dmg).

Their scaly skin is tough like chain mail (15 soak)

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Genji-Bushi are not, in fact, actual creatures from Japanese folklore, but rather a creature of my own design. They are a short and stocky reptilian race with four arms. They usually wield a wakizashi in three arms (gaining 3 attacks per page with their listed powers), and a Tessen (Iron Fan) in the other. Despite their small stature, Genji-Bushi are notoriously tough, and wear their tolerance for pain as a myriad of elaborate tattoos all over their bodies. Fortunately, they tend to keep to themselves, though they are very territorial and xenophobic, attacking anyone who enters their clan-hall unbidden.

50 Hits.

KAPPA DL13

B4 A3 M1 Size -1 Creature Ave Atk 24, Ave Def 24

Claws do x5 Damage. Shell protects as well as chain mail (15 Soak). Immunity: Drowning. Super Swimming 3pts (8 squares). Invisibility 1pt (they have chameleon-like skin).

Weakness: A Kappa gain's is strength from the "water of life" that it stores in the indent on top of its head. If this water is removed, treat this as if the Kappa were suffering from a negating weakness.

40 Hits

Kappa are also known as "the River children" and they make their homes underwater. They look very much like humanoid turtles. They are incredibly strong despite their small size, and gain this power from a magical "water of life" that is stored in an indentation on top of their heads. Sometimes, they grow hungry, and venture onto the surface to raid local villages for food—especially horses or human children!

KI-RIN DL29

B4 A3 M1 Size 1 Creature

Scaly Hide soaks 25 damage like chain armor, Horn- +3DM (x7Dmg, counts as "holy"), Healing- x4 [Enhancement: Usable on Others] EC5. 3pt Running (18 squares) [Horn does +1DM when running] 3pt Flying (9 squares)

100 Hits

Literally a "dragon-horse", a Ki-Rin seems to be a relative of the Western unicorn, but it is also able to run through the air (fly).

KITSUNE (NINE-TAILED FOX) DL17

B2 A2 M4

Illusion (often uses it on self to appear as a beautiful woman) 2pts, EC2

Future Clairvoyance 1pt

Empathy 2pts

100 Hits

The Kitsune are fox spirits and notorious tricksters who love creating confusion (with illusion magic). Some are good and some are evil, but all are mischievous. Its favorite form to take is that of a human woman. In its natural form, it appears to be a humanoid fox.

NINJA APPRENTICE DL12

B2 A3 M2 Ave Atk 21, Ave Def 27

Danger Sense,

Attack Weak Point

Martial Arts: 2pts [Punch, Kick, Pressure Point, Knife Strike, Kippup, Cyclone Kick]

Ninja-To Technique +1DM, Shuriken Technique +1DM

Equipment: Ninja-To (x5 Dmg), 10 Shuriken (x3 Dmg) range 10.

Skills: Stealth+1/Prowling, Athlete/Acrobatics, Escapology/Ropes, Deception+1/Disguise

30 Hits

NINJA MASTER DL33

B2 A4 M3

Danger Sense,

Ninja-To Technique: +2DM, Shuriken Technique +2DM,

Martial Arts: 3pts [Punch, Kick, Pressure Point, Knife Strike, Kippup, Cyclone Kick, Jump Kick, Head butt]

Attack Weak Point

Hard Style 2EC

Shinobi (Shadow College) Powers: Dim 1pt, Shadow Double 1pt, Veil Self 3pts, Shadow Sight 2pts.

Equipment: Ninja-To (x6 Dmg), 10 Shuriken (x4 Dmg) range 10.

Skills: Stealth+1/Prowling, Athlete/Acrobatics, Escapology/Ropes, Deception+2/Disguise

100 Hits

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ONI WARRIOR Ave Atk 18, Ave Def 12 DL10/15

B5 A2 M1 Size 1 Creature

Usually armed with No-Dachis (+1 skill x6 damage).

An Oni's skin is tough, counting as leather armor (15 soak).

50 Hits, if minion

An Oni is a red-skinned, horned monster with large tusks and a shock of white or black hair. It is humanoid in shape, large in size, and can wield weapons and talk as a man can. They are often associated with the ogres of Western culture.

ONI MAGI

B5 A2 M3, Size 1 creature DL39

Oni's skin is tough, counting as leather armor (15 soak)

Ki Blast Range 10, +2DM (x5 damage) [limitation: casting] 3EC

3pt Illusion [limitation: Casting] 2EC

Death Grip x3 Continual Damage, range 10 [limit: casting] 4EC

Ghost-Form [limit: casting] 2EC

Flying x3 (6 squares) 3EC

Dim (1 pt invisibility) 1EC

Night-Saber

Healing x3 Usable on Others [limitation: casting] 3EC

While all oni are fearsome, the oni magi strikes terror in the hearts of the most stoic of samurai. From a distance, they can strangle their enemies with shadowy hands, or blast them with dark energy. Their ability to turn invisible, into mist, and to fly make them very capable of ambush, and nearly impossible to capture.

100 Hits

SHISHI DL11

B3 A2M1

Paired Weapons [claws] 1EC

Claw attack +1DM (x4 damage) 0EC

Stony Hide: Armor 20 Soak

Sense Violent Aggression 1pt

Advantage: Unliving

50 Hits

Shishi are lion statues that are enchanted to come to life to defend their temple/castle, and they do so without mercy. They are usually arranged in pairs, each standing to the side of a gate or stairway. They will not attack those who do not mean to harm their masters, but will immediately spring to life when one who does tries to pass between them.

TANUKI DL17

B3 A2 M2

Mimic 3EC

Illusion 3pts 3EC

100 Hits

Literally meaning, "Raccoon Dog", the Tanuki is an even more powerful shape-changer and illusionist than the Kitsune. It is also more attracted to causing mischief, and often abuses its power to do so- changing itself into a tea kettle, or making a pile of leaves look like money to some unsuspecting woodsman. Tanuki are also notorious for their gluttony and their love of sake, and are revered by restaurant owners for this reason (though not after they've been paid in leaves). When a Tanuki takes on human form, it is often that of a fat old man. In its natural form, it resembles a humanoid raccoon.

TENGU WARRIOR Ave Atk 18, Ave Def 18 DL12

B5 A3 M2

Skin is tough like leather (10 Soak). Tengu often also wear cord armor, boosting their soak to 20.

Minions wield a Naginata doing x7 damage with a reach of 2, and master Tengu swordsmen wield a Katana (x7 Dmg) and a Tessen(x6 Dmg) using the Paired Weapon, Iron Fan defense powers.

50 Hits, if a minion.

Tengu warriors are blue beast-men from the mountains, often associated with Western goblins. They are humanoid in shape, though they have the wings and beak of a bird. Though they are certainly dangerous warriors, the most terrifying of the Tengu are their Magi. Tengu often appear to challenge vain samurai, and use their great strength to teach them humility.

TENGU MAGI DL35

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B5 A3 M3

Skin is tough like leather (10 Soak). Tengu often also wear cord armor, boosting their soak to 20.

Wields a Naginata doing x7 damage with a reach of 2.

Healing x3 Usable on Others [limitation: casting] 3EC

Fire/Ice/or Lightning Blast- Range 5, +2 DM (x5 damage), [limitation: casting] 2EC

Daze- Range 5 [limitation: casting] 2EC

Teleportation [limitation: Casting] 4EC.

Telepathy 3pts,

Shape Shift [limitation: Casting] 3EC,

100 Hits.

Tengu Magi are colored bright red and lack the bird-like wings and beaks of their blue brethren (though they do have very long noses). They are the leaders of their society, each one personally having at least a dozen Tengu warriors as body guards. The Magi often demand tribute from local humans and oni alike, and often take both as servants. They especially delight in humbling the vain and arrogant. Some bands of Tengu are evil and some are good—it is a fine line between gaining tribute from respect and fear, as is humbling an arrogant warrior and humiliating a proud one. The wicked Tengu are called "crows" by the good Tengu.

Swashbuckling



Swashbuckling is a world of 17th century excitement. The heroes may be involved in a treacherous series of alliances and intrigue at court, brave a road crawling with highwaymen, or cross swords with pirates on the high seas. Exploration, trade, intrigue, romance, and fencing are all parts of this genre.

MAGIC & THIS GENRE

Because of the role of gunpowder in swashbuckling stories, some people have difficulty effectively working magic into the genre. We suggest one of

two strategies to do so if you are not comfortable with the idea of mages wielding muskets. First, you could limit the degree of magic allowed in the campaign (there is an example of how to run low-magic worlds and supernatural powers in the magic section earlier in this book), or you could opt to abolish magic altogether (after all, there is more to fantasy than magic). Second, you could limit the availability of gunpowder, claiming that magic has made it unnecessary, and thus, has not been invented. You can come up with other reasons for heavily armored knights to fall out of fashion. Perhaps the world never developed a feudal society, or perhaps heavy armored horsemen proved pointless in a world built around ocean commerce. Maybe heavy crossbows and blocks of pikemen spelled the end of the armored knight.

SWASHBUCKLING POWERS

CLOAK DEFENSE- 2 points. This is the ability to use an ordinary cloak as a defensive weapon. You get a +1 Agility bonus to defense when you use your cloak in your off-hand to bat away attacks. In addition, you can whirl your cloak around an opponent's weapon. If an opponent in melee misses you by 5 or less when you are using your cloak

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defensively, you can wrap your cloak around their weapon. They are unable to use that weapon (and you cannot use your cloak to defend) until they drop the weapon, you release your hold, or they beat you in a Brawn contest. While an opponent's weapon is trapped, s/he has a -2 penalty on all Agility rolls, including attacks and defense with off-hand weapons. You, however, are at no penalty.

OFF-HAND PARRY- 1-2 points. This power grants a +1 or +2 Agility when defending oneself against melee attacks. This power can only be used when wielding a main gauche in the off-hand.

OFF-HAND PISTOL- 2 points. You can wield a pistol as an off-hand weapon with no penalty to hit (normally wielding a pistol in the left hand is a -3 penalty on the attack roll before multiplying). You can take an extra panel per page to use the off-hand pistol. Once you have fired, you may continue to use the pistol as a small cudgel, doing +1DM, Stun. This is taxing, and uses 2 energy each time you use it.

TAGGING- 1pt, You are adept at "leaving your mark" with a rapier. You can slash initials into fabric, cut off an opponent's belt, or put out a candle with a flick of your wrist. This power is mainly bought for the purpose of showing off or intimidating your opponent with your skill. In order to "tag" an inanimate object, you merely have to make a 20 attack roll. If you want to "tag" an opponent, you must make your attack roll by 20. The stated effect (your initials on his backside, cutting a belt to drop his pants, or cutting off his lapel, etc) takes place instead of actual damage.

GUNPOWDER EQUIPMENT

The development of firearms made the use of armor (and heavy armor piercing swords) a thing of the past. The gun became the great equalizer among men—though many nobles still see the sword as a more elegant weapon. Gunpowder weapons halve the effect of armor against them. Thus, a 30 Soak breastplate can only soak 15 damage from a gun. The *magical* soaking bonus of armor, however, is not halved. Thus, a +2 breastplate would soak 40 normally and 25 against bullets. Note: all the firearms listed here can fire but a single shot before they must be reloaded. Remember- Melee and thrown weapons use Brawn as a damage base, projectile weapons use Mind as a damage base. Black powder guns have a -1 penalty to the dice roll (before multiplying) for every 5 squares away the target is standing. Thus, firing a musket at a man standing 13 squares away has a -3 penalty applied to the dice roll before multiplying.

Pistol- +2 DM, Range 10, 1 shot (1 minute to reload- basically 30 pages) 30 Marks

Musket- +3DM, Range 20, 2-Handed, 1 shot (2 minutes to reload- basically 60 pages) 60 Marks

Blunderbuss- +2 DM, Range 10, 2-Handed, 1 shot (2 minutes to reload), Radius 1, 45 Marks

Grenade- x6 damage, Range 5, Radius 1, detonates next page (same priority) 20 Marks for 1.

Powder Keg- x10 damage, Radius 3, 100 Marks for 1.

10 charges of powder and shot, 5 Marks.

FENCING WEAPONS

These swords are usually a mark of the aristocracy. You probably cannot legally carry one unless you have at least 1 point in Rank, or are a member of the town guard or the military. The listed prices are for swords without gilding. Up to 200 Marks of value can be added with these decorations. These weapons are preferred over the broadswords of old because of their speed. A number of fencing weapons increase the wielder's Agility for the purpose of deciding priority in combat.

Rapier- +1 DM, Reach 2 (lunging) Lethal, 40 Marks. +2 Agility for priority purposes.

Saber, Cutlass- +2 DM, Lethal, 20 Marks. +1 Agility for priority purposes.

Sword-Cane- A +1DM, Lethal small-sword hidden inside an ordinary cane. 60 Marks. +1 Agility for priority purposes.

Main Gauche- +1 DM, Lethal, 15 Marks [Allows the off-hand parry power]

Parrying Dagger- +1DM, Lethal, 30 Marks. +3 to dice rolls using the disarm, break weapon, and weapon lock powers. A parrying dagger looks like a normal dagger until a switch is pressed, causing two more blades to fan out from the first, making a trident like instrument good for catching and breaking enemy swords.

Basket Hilt- +1 DM, Stun, adds 5 Marks to a fencing weapon's cost.

COMMON WEAPONS

These weapons are very similar to those on the list for the traditional fantasy setting listed previously. Everyone is allowed to own these.

Dagger, +1DM, range 3 throwing, Lethal 10 Marks

1-Handed Mace/Axe, +2DM, Lethal 10 Marks

2-Handed Mace/Axe, +3DM, Lethal 20 Marks

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Spear- +1DM range 6 throwing or 2-Handed Reach 2, Lethal 15 Marks,
Pike- +1DM, 2-Handed, Reach 3 Lethal, 20 Marks. Cannot attack an opponent less than 2 squares away.
Halberd- +2DM, 2-Handed Reach 2, Lethal 20 Marks,
Bayonet +1DM 2-Handed Reach 2, Lethal 10 Marks,
Whip- +0DM, Reach 2, Stun 15 Marks *[allows wielder to purchase entangle as a power, and Snatch as a power]
Cane, Cudgel, +2DM, Stun 5 Marks,
Staff, Musket Stock +3DM, 2-Handed, Stun 10 Marks,
Garrote- +2DM to Wrestling damage which becomes lethal 10 Marks

ARMOR Although this is the time when heavy armor fell out of fashion, there are still some vestiges of it. The large shields of the dark ages are replaced by small bucklers. Many people still wear leather armor as it is light and cheap, and effective protection against the lighter swords of the day, though little help against a gun. Then there are those who wear the heavy breastplates and helms (think 17th century Spaniards here) of old, though not the greaves or gauntlets. The effect of this is that some people may wear leather armor to protect their limbs, but use heavier steel to protect the head and torso. Essentially with these piecemeal armors, the victim of an attack rolls a die to see which part of the body was struck (and thus which piece of armor soaks damage). These heavier armors require armor familiarity at a 2 to wear.

Buckler- A small shield that enables a person to put up to 1 point in shield deflect power. 10 Marks

Leather Armor- 10 Soak, 10 Marks.

Breastplate- 30 Soak (Requires Armor Familiarity at a 2). When you are attacked, roll a d6. If the result is a 4, 5, or 6, it hit the breastplate, which can soak the damage. 50 Marks.

Helmet- 30 Soak (Requires Armor Familiarity at a 2). When you are attacked, roll a d6. If the result is a 1, you were struck in the head, and the helmet can soak damage. 30 Marks.

SIEGE EQUIPMENT Cannon (ball), Range 30, x10 damage, Radius 1. Reload: 30 panels. Crew: 5. Cost: 200 Marks per point of size. Each cannon ball & powder to fire it costs 5 Marks. Cannons also fire grapeshot, Range 10, x8 damage, Radius 2. One round of grapeshot costs 5 Marks as well.

Boarding Cannon, Range 20, x8 damage, Radius 1, Reload 1 minute. Crew: 1. A boarding cannon fires a very small cannon ball. It is a size 0 weapon. It costs only 80 Marks. Powder and one ball costs 2 Marks.

MONSTERS? In a swashbuckling world, most of the deadliest monsters you are likely to face are your fellow men. However, there are some fantasy monsters that are rather suited to the genre. Ghosts, specters, and skeletons are particularly appropriate as the crew of a "ghost ship". Because of their essence of suave style, Vampires are also well suited to the genre. A later period swashbuckling game may introduce Flesh Golems as beings created by a scientist determined to find a way to cheat death. Your main guide as to what monsters to include in your campaign should be what you feel is right for the game. However, here are some write-ups for common friends and foes that heroes may encounter.

BRAVO DL17

B3 A3 M1

Armor Familiarity 1pt (Leather), Rapier Technique +1 DM +1 to hit 2pts, Tagging 1pt, & choose one of the following: Cloak Defense, Off-Hand Parry, Break Weapon, Disarm (all are 2pts),

Equipment: Rapier (x5Dmg, x4 to hit), Leather Armor (10 Soak), and either: Heavy Cloak, Main-Gauche, or Parrying Dagger.

Bravos are usually bullies who go around instigating fights in order to get a chance to show off their skills with the sword. Because they focus on their flashiness as much as their prowess, Bravos tend to use unusual techniques and equipment, like parrying daggers, fighting cloaks, etc. Occasionally, Bravos may also be hired mercenaries or gang-members.

100 Hits

HIGHWAYMAN DL17

B2 A3 M2

Off-hand Pistol 2pts, Quickdraw 1pt, Charisma 3pts.

Equipment: Four Pistols (x4 Dmg), Saber (x4 Dmg), Horse

Skills: Riding+1/Galloping, Stealth/Hiding, Deception+1/Manipulation

Advantage: Blaze of Glory

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Disadvantage: Outlaw

100 Hits

MARKSMAN DL8

B1 A3 M3 Ave Atk 35, Ave Def 21

Musket Technique +2 to hit, Rapid Reload 1pt, Attack Weak Point 2pts

Equipment: Musket x6Dmg, Bayonet x2 Dmg Reach 2

Skills: Stealth+1/Hide, Athlete/Climb, Deception/Disguise, Technology/Repair, Outdoor/Tracking

These are specially trained soldiers who have one sole purpose- to snipe and kill enemy officers. They usually work alone or in pairs, and can lie in wait for hours for the perfect shot.

20 Hits

NOBLE DUELIST DL19

B2 A2 M3

Rank 3: Politics, Rapier Technique +1 to hit +1DM, Disarm 2pts, Charisma 1pt,

Skills: Society/Fashion, Perform/Dance, Humanities/Art, Ride/Jumping, Social Science/History

Equipment: Rapier x4 dmg,

Advantage: Contacts

Disadvantage: Pride or Honor Bound

Nobles are the people who rule the land by birthright, and spend a great deal of their time either at leisure or at court.

Some of their favorite activities include swordplay, hunting, reading, and gossiping. Nobles do not work and it is

considered vulgar for them to attempt to make money in any way other than collecting rent on their lands. Nobles cannot stand to be insulted, and often will challenge someone to a duel for even a minor slight.

100 Hits

PIRATE DL7

B2 A2 M1 Ave Atk 21 Cutlass 14 Pistol, Ave Def 14

Cutlass Technique- +1 to hit, Offhand Pistol 2pts 2EC, Reckless Might* 1pt, Pistol Technique +1DM

Equipment: Cutlass x4/x5* Dmg, Pistol x4Dmg,

Skills: Sailing/Gunner, Athlete+1/Climbing,

30 Hits/20Hits*

PIRATE CAPTAIN DL23

B3 A3 M2

Cutlass Technique- +1 to hit, +1DM, Offhand Pistol 2pts 2EC, Reckless Might* 1pt, Pistol Technique +2DM, Footwork 1pt

1EC, Armor Familiarity: Leather 1pt, Rank 2: Criminal

Equipment: Cutlass x6/x7* Dmg, Pistol x6 Dmg, Leather Armor 10 Soak,

Skills: Sailing/Tacking, Athlete/Climbing, Deception/Lying, Stealth/Palming & Planting, Craft/Carpentry

Advantage: Contacts

Disadvantage: Outlaw

100 Hits

PUGILIST DL17

B4 A3 M1

Bare-Hand Boxing Technique +2DM (x6/x7* Stun), Footwork 1pt 1EC, Paired Weapon Fighting (fists) 1pt 1EC, Reckless

Might* 1pt 1EC

Advantage: Blaze of Glory

Disadvantage: Pride

100 Hits

ROYAL MUSKETEERS DL19

B2 A3 M2

Rapier Technique- +1 DM (x4), Off-Hand Parry w/ main gauche +1 Def (x4), Footwork 1pt 1EC, Feint 1pt, Weapon Lock 1pt, Rapid Reloader 1pt 1EC, Musket Technique +1DM (x6), Rank 1: Military.

Equipment: Rapier, Main Gauche, Musket, Pistol, 20 charges of powder and shot. Doublet marked with the royal colors (in the case of France, Blue with a gold fleur d'lis).

Musketeers are the personal guards of the king. They are known for two things: their unswerving loyalty and their reckless bravery. No musketeer has can ever be bribed or blackmailed into betraying their sacred vow.

Skills: Military+1/Command, Riding/Control, Athlete/Acrobatics, Stealth/Hiding

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Advantage: The Cause: Protecting the King. When directly acting for the cause, Musketeers get a +2 to all die rolls before multiplying, including hit, damage, etc.

Disadvantage: Duty: Protect the King at all costs.

100 Hits

STEAM PUNK

Steam Punk is an unusual fantasy genre because it combines fantasy elements with fantastic 19th century technology. Guns, trains, telegraphs, and odd-ball steam-powered inventions are as common as magic and monsters. Many times, steam punk games are set basically in the "future" of a regular fantasy world- one that developed later technology. These worlds often mimic Victorian Europe in the same way that typical fantasy settings mimic Medieval Europe. Instead of heavy swords and armor, male heroes often wear top-hats and carry derringers while the women sport hoop-skirts and an enchanted parasol. Fashion trends and weaponry aside, the Narrator should decide exactly how this world works. Do the guns really use gunpowder, or is a gun an enchanted tube that projects anything loaded into it at high velocity when the trigger is pushed? Do the trains use coal to power the steam engines, or is there a fire elemental taking permanent residence inside?

NEW ADVANTAGE

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 spend half the listed price for an object in materials), 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.

MAGIC AS TECHNOLOGY

One common theme in steam punk genre games is the prevalence of fantastic mechanical devices. Oftentimes, these devices can mimic supernatural powers. In essence, if you want to build such a device for your campaign, think about the power it is associated with. You then have the power work as part of some sort of gadget (steam power or clockwork makes the most sense for this level of technology) effectively giving it a 1 point limitation. Choose one of 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 soaks 5 damage/point. Thus, a 3 point item has 30 hits, & 15 soak.
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.

Below is a list of sample gadgets for your steam punk campaign. Feel free to come up with your own using the above guidelines.

NEW POWERS

BULLETPROOF ARMOR- 4pts. You own and can move around in a bulky metallic suit of bulletproof armor. The armor has a soak of 30, and it soaks the full 30 even against bullets and magic. Wearing this suit without this power gives the wearer a -4 to all Agility dice rolls. A suit of bulletproof armor costs \$4000.

GRAPPLER GUN- 2pts. You own and can use this device that fires a miniature grappler and a very strong silk rope. In addition, it has a steam-powered winch that zips you up the line at the press of a button. With this device, you can move Agility x4, as long as there are tall things to grab onto and swing from (high buildings, tall trees, etc). Whenever you use this power, roll a d6. If you get a 2 or less, put a check mark by this power. If you have 3 check marks, the device is out of steam, and will not function. A grappler gun costs \$1000.

ELECTRO SABER- 3pts. You own and know how to use an Electro-Saber. This device is a seemingly normal sword, with a large, steam-power and gyroscopic hilt. When a button is pressed, the sword discharges a massive burst of electricity along the blade. Anybody struck by this weapon when this ability is activated takes Brawn+3 DM (the damage of the sword itself is already figured into this). Only half of the damage can be soaked by armor. Each time the button

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is depressed, roll a d6. If the result is a 3 or less, put a check mark by this power. When there are 3 check marks, the saber is out of steam and cannot discharge anymore electricity. An Electro-Saber costs \$2250.

ELECTRO-JOLT GUN- 3pts. You own and know how to use an electro jolt gun. This item is charged with electricity by turning a crank (which is very tiring). The electricity is then fired in an arc to its target. The range on this device is 5 squares, and it affects a 1 square radius. The targets' nervous systems are seriously disrupted by this weapon, which functions as a 20 immobilize. Cranking this device uses 3 Energy. An electro-jolt gun costs \$2250.

FIRE-BURST GUN- 3pts. You own and know how to operate a fire-burst gun. This weapon functions by spraying kerosene through the path of a tiny flame at the end of the barrel. It has a range 5, +2DM, and a radius of 1. Each time you use this device, you must roll a d6. On a 3 or less, put a check mark next to this power. If you have 3 check marks, the gun is out of kerosene, and will not work. A fire-burst gun costs \$2250.

CRYO-BURST GUN- 3pts. You own and know how to operate a cryo-burst gun. This weapon functions by spraying two chemicals up the barrel. The chemicals have an endothermic reaction to one another, creating intense cold around them. It has a range 10 and +2DM. Each time you use this device, you must roll a d6. On a 3 or less, put a check mark next to this power. If you have 3 check marks, the gun is out of chemicals, and will not work. A cryo-burst gun costs \$2250.

SPRING BOOTS- 1pt. You own and know how to operate a pair of high-powered spring boots that enable you to jump 5*Brawn squares. A pair of these boots costs \$250.

STEAM JET PACK- 2/3/4pts. You own and know how to operate a steam-powered jet-pack. The pack allows you to fly at your Agility x3/4/5 (depending on how many you invested in this power). Each time you take off with the jet pack, roll a d6. If your roll is equal to or less than the number of points you put in this power, put a check mark next to the power on your character sheet. When you have 3 checks, your jet pack is out of power, and cannot fly any more. If you acquire this power after character creation, you must buy a Jet Pack or build one. A Jet Pack costs \$1000/2250/4000 depending on how fast you want it to go.

STEAM SKATES- 2pts. You own and know how to use a pair of steam-powered roller skates. While wearing these (assuming the collapsible wheels are deployed) you can move at Agility x6. Each time you turn on the power of the skates, roll a d6. If the result is a 2 or less, put a check mark next to this power. If you have 3 check marks, the skates are out of steam and no longer functioning. If you acquire this power after character creation, you must buy Steam Skates or build them. Steam Skates cost \$1000.

ORNITHOPTOR- 1pt. You own and know how to operate a collapsible, portable hang-glider called an ornithopter. You are able to glide at Agility x4 from a height. You will be able to travel a distance equal to the height you jumped from x4. If you begin to fall, and you have your ornithopter (but the wings are not expanded) roll a 20 Agility check to open the wings before you hit the ground. If they open in time, you take no damage from falling. An ornithopter costs \$250.

DIVING SUIT- 1pt. You own and can operate a diving suit. This air-tight suit grants the wearer immunity to water pressure and suffocation while it is worn. A diving suit costs \$250 and gives a -3 penalty to Agility rolls when worn by someone without this power.

DIVING SUIT WITH PROPELLERS- 3pts. This enhanced diving suit also provides immunity to suffocation and water pressure, but also helps the wearer swim faster with propellers. The wearer swims 3*Brawn squares per page. A propulsion diving suit costs \$2250 and gives a -3 penalty to Agility rolls when worn by someone without this power.

HYDRAULIC SUCTION BOOTS- 1pt. You own and know how to use hydraulic powered suction boots. They enable the wearer to walk on walls and ceilings. They cost \$250.

FIRE SUIT- 1pt. You own and know how to wear this heavy suit without impeding your movement. While you are wearing it, you are immune to the effects of heat and fire. A fire suit costs \$250 and gives a -3 penalty to Agility rolls when worn by someone without this power.

STEAM CANNON- 3pts. You own and know how to operate a steam cannon. This device enables you to blast a jet of hot steam at a range of 5, and a radius of 1, with +2DM. Armor is half as effective against this attack. Each time you blast the steam, you must roll a d6. If you get a 3 or less, put a check mark next to this power. If you have 3 check marks, the cannon is out of steam. A steam cannon costs \$2250.

MONEY AND EQUIPMENT- Money here is represented as dollars instead of Marks, but they convert at a 1:1 ratio. Reloading a 19th century firearm takes only one panel. Remember- projectile weapons use Mind as a damage base. Firearms at this level of technology have no penalty to hit within 10 squares. Every 10 squares after that, there is a -1

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penalty applied to the dice roll before multiplying. So for a person to shoot someone 25 squares away, there is a -2 penalty applied to the attack roll before multiplying.

FIREARMS

Derringer- +1DM, Range 5, 2 Shots, Lethal, \$20. You can choose to expend both shots to do +2DM. Derringers are VERY easy to conceal. Anyone trying to hide one has a +3 to their dice roll to do so.

Revolver- +2DM, Range 15, 6 Shots, Lethal, \$10*

Shotgun- 2-Handed, +2 DM, Range 15, 1 Shot, Radius 1, Lethal, \$20

Double-Barreled Shotgun- 2-Handed +2DM, Range 15, 2 Shots, Radius 1, Lethal, \$30

Carbine- 2-Handed, +3DM, Range 20, 1 Shot, Lethal, \$30

Carbine Repeater- 2-Handed +3DM, Range 20, 7 Shots, Lethal, \$150*

Rifle- 2-Handed +4DM, Range 40, 1 Shot, Lethal, \$50

Repeater Rifle- 2-Handed +4DM, Range 40, 7 Shots, Lethal, \$250*

Dynamite Stick- x10DM, Radius 2, Range 5. Detonates next page (same priority). \$20.

TNT Bundle- x10DM, Radius 5, Size 3. Detonates in a number of pages = to fuse length, or detonates by pushing down a charge plunger. \$150, \$200 with charge plunger.

Bullets are \$1 for 20.

*These weapons can effectively be used to "burst fire" by rattling off an entire full load of ammo in a single panel. This is called the "spray and pray" method of firing, as you sacrifice accuracy for the chance to strike more targets. Effectively, this gives you a -1 Agility to hit, but increases the radius of the attack to 1.

ARMOR: People don't really use armor very much anymore, but it is still around for eccentric folks. Leather dusters do grant some protection, though armor is half as effective against gunpowder weapons or magic. Magical soak bonuses to armor are not halved, however. (Thus a +2 Duster has a soak of 20 normal, and 15 against guns).

Leather Duster 10 Soak, \$10

Breastplate- 30 Soak (Requires Armor Familiarity at a 2). When you are attacked, roll a d6. If the result is a 4, 5, or 6, it hit the breastplate, which can soak the damage \$50. Breastplates are very uncommon, but some people wear them for "insurance" usually under their suit/poncho.

SIEGE EQUIPMENT Cannon (ball), Range 50, x10 damage, Radius 1. Reload: 30 panels. Crew: 3. Cost: \$200 per point of size. Each cannon ball & powder to fire it costs \$5. Cannons also fire canister shot, Range 20, x8 damage, Radius 2. One round of canister shot costs \$5 Marks as well.

Gatlin Gun, Range 40, x8 damage, Radius 1, Reload 10 panels. Ammo: it can fire for 5 panels before it must be reloaded. Crew: 2. A Gatlin gun fires very high caliber bullets. It is therefore considered a size 1 weapon. It costs \$300. One load of shells costs \$15.

STEAM PUNK VEHICLES

AIR SHIPS

As before, you can make flying versions of any of the previously written up ships (sloops, galleons, etc). You can also make an Iron Clad or Steam Boat that flies, for triple the cost. In addition, there is another kind of flying ship: A Zeppelin. Zeppelins are the most common airships for commercial use, and are far more useful than a hot-air balloon.

B3 A2 M3, Size 5. Soak 25 from sheer size. Flying x5 (10 squares). A Zeppelin can be equipped with four Gatlin guns or two cannons that fire from rotating turrets. Minimum Crew is 4: Two stokers, a pilot, and a navigator. A Zeppelin costs \$5000. It can carry up to 20 passengers and 10 barrels. Passage on a Zeppelin is usually \$1 per 10 miles of the trip. Zeppelins do not book passengers for trips of less than 500 miles.

GYROCOPTER

B2 A4 M1, Size 0, Flying x5 (20 squares). A gyrocopter is a one-man helicopter that is powered by steam. It flies by using rapidly rotating fan blades to create lift. It can carry no cargo other than what the person is carrying. A gyrocopter costs \$1000.

HOT AIR BALLOONS

B1 A2 M1, Size 3 (Treat as size 0 for damage and soak purposes, however). Flying x5 (10 squares) but it only can move in the direction that the wind is blowing. If the balloon takes less than 50 damage, it will start to sink, but very slowly. If it takes a total of 50 damage or more, it will begin to fall rapidly, and those inside it will take normal falling damage. A Hot air balloon costs \$300.

IRONCLAD

BASH! FANTASY EDITION

B3 A2 M1, Size 4, Armor:50 Soak, Super Running 2 (10 squares), Water Walking, Immunity, Minimum crew: 4 stokers and a pilot. There is room for 4 cannons or 8 Gatlin Guns on the deck. An ironclad can carry at most 20 passengers or 10 barrels. An ironclad costs \$5000.

TRAINS

B5 A3 M1, Size 4 (each car). Armor:50 Soak engine, 30 Freight cars. Cow-Catcher: +4DM (x10 Dmg with moving start). Running 3pts (18 squares), Cargo: 20 Barrels (each car). 100 Hits. Minimum crew is 3—an engineer and two stokers. A train engine car costs \$2000. Each freight car costs \$500. Each passenger car can hold 20 passengers and costs \$800.

STEAMBOAT

B4 A2 M1, Size 5, Armor:50 Soak, Super Running 1 (8 squares), Water Walking, Minimum crew: 4 stokers and a pilot. There is room for 4 cannons or 8 Gatlin Guns on the deck. A steamboat can carry at most 100 passengers or 50 barrels. A steamboat costs \$8000.

STEAM-TANK

B5 A2 M1, Size 3, Armor:45 Soak, Super Running 3 (12 squares), Minimum crew: 2 stokers and a pilot. A Steam Tank is equipped with either two Gatlin guns or one cannon mounted on a turret. There is room for up to 5 passengers and no room for cargo. A Steam Tank costs \$6000.

STEAM-MECHA

B3 A2 M2 Size 1-3, Steam Jet Pack- 2pts (6 squares), Bulletproof Armor 4pts (+30 Soak even against bullets and magic), Iron Fist (+1 DM) x4 Dmg. A Steam Mecha is a steam-powered war machine that has two arms and two legs. It has room to hold only one person- the Pilot and no room for any cargo. A Steam Mecha costs \$6000 plus \$2000 per point of size.

SUBMARINE

B3 A2 M1, Size 2, Armor:40 Soak, Super Swimming 3 (12 squares), Immunity: Drowning, Pressure. Minimum crew: 2 stokers and a pilot. A submarine may have a single torpedo launcher (count as a cannon, but it fires through water) A submarine can carry at most 10 passengers or 5 barrels. A submarine costs \$3000.

HORSES

Horses are far more common for "ordinary" people to have in this time. Reduce the listed horse prices to 1/2 their listed price.

MONSTERS

In the Steam Punk genre, there are some monsters that are very appropriate. Flesh golems (creations of mad scientists), vampires, and werewolves are especially appropriate as creatures of gothic horror which coincides with the steam era. Below are some more ideas for friends and foes that heroes may run across in a Steam Punk world.

AIR SHIP CAPTAIN

DL20

B2 A2 M2 Saber Technique +1 Hit +1DM, Disarm, Feint, Footwork EC1, Weapon Lock, Paired Weapons, Offhand Pistol EC2, Charisma 2 (x4).

Equipment: Saber (basket hilted), Dagger, Revolver

Skills: Athlete+1/Acrobatics, Sailing/Navigation, Society/Fashion or Streetwise/Gut

100 Hits

STEAM-BOT

DL12/13/14/15

B3 A3 M3 Size 0-3, Revolver-Hands Range 10, +2DM (x5) (six shots per hand), 1pt Running (x4), Armor 20 soak., Off-hand pistol EC2.

100 Hits

MAD-SCIENTIST

DL21

B1 A2 M4 Electro-Jolt Gun (Range 5, Radius 1, Brawn 20 Immobilize) EC3, Steam Jet Pack (x4 flying) 3pts, Bulletproof Armor 4pts (30 Soak, not reduced by bullets or magic).

Stealth/Hiding, Escapology/Manacles, Security/Locks, Technology+1/Invent, Science/Physics,

Advantage: Gadgeteer

Disadvantage: Obsession with scientific advancement (and no regard for ethics)

Mad Scientists often work with others, either as pawns or masterminds. In addition to their bag of tricks, they often have slavishly loyal "creations" that serve as minions for them (see monsters section for ideas). A mad scientist may very well also have a steam-mecha or some other such vehicle.

100 Hits

BASH! FANTASY EDITION

WESTERN (SUB GENRE OF STEAM PUNK)

What? Western adaptation rules for a fantasy system? Well, it's not so strange, especially if you are using a "weird west" style setting. One question you of course need to ask is if there will be any supernatural powers at all in this setting. If not, simply use the weapons rules presented here, and run the game with a 0 magic rating. For a "semi" historical game, you can even have 1 or 2 point magic ratings, allowing native shamans to have some measure of supernatural powers. If you want something truly weird and different however, may we suggest...

THE WEST THAT NEVER WAS

This is a strange genre of the Western, in which the premise would likely be a world where magic exists and is well known (probably a 3-5 magic rating world) that has also advanced to mid-nineteenth century technology. Indeed, perhaps magic is incorporated into the technology—using fire elementals to power the trains, and metal tubes enchanted with a *push* spell loaded with lead slugs to serve as guns. Instead of a mother-load of gold in the hills, perhaps the ruins of an ancient Arcane culture has been discovered, bringing in diggers from around the world hoping to unlock its arcane secrets! There are also dangers far worse than natives and outlaws out there on the plains! Dragons, werewolves, ghosts, and other monsters may prowl the badlands, looking for foolish loners to wander into their territory. Sure, there's plenty of steam-powered gizmos about... if you live back East! Out here in the West, we rely more on our aim, grit, and luck to make it than some city-slicker gadgets.

SHOW-DOWNS

Perhaps one of the most recognized cliché of the Western genre is the showdown at high noon. To make the situation more dramatic, during a show-down, characters roll Agility for priority rather than going in an automatic order. If the character has Quickdraw, add 1 to that character's effective Agility for the dice roll. If the character has the Fastest Gun in the West power, add 2 to his effective Agility during a showdown. Whoever rolls higher may fire first, though ties go to the hero.

POWERS AND THIS GENRE

Off-Hand Pistol (see swashbuckling), Quickdraw, Rapid Reload, are all good choices for powers for this genre. Here are a few new ones to add.

TRICK SHOT- 2pts, You get an extra +10 to your attack rolls when you try to hit an inanimate object in a way that will not harm a person. It might be shooting through a rope, shooting off the fuse on a stick of dynamite, or shooting a weapon out of someone's hand (without shooting the hand). The difficulty for making a trick shot is 30 (a rope), 40, or 50 (a fuse), decided by the narrator. Disarming someone with a trick shot means you must make a to hit roll against that person by 20.

FASTEST GUN IN THE WEST- 2pts. You have the benefits of Quickdraw, but you get to add 2 to your Agility for priority purposes rather than 1.

WESTERN MELEE & THROWN WEAPONS:

Cavalry Saber +2 DM, Lethal, \$20

Lasso- Does no damage, allows wielder to buy entangle power. Range 5 (see rope listing for price)

Bowie Knife- +1DM, Lethal, \$10.

Axe Handle- 1 or 2-Handed, +2/+3DM, Stun \$5.

Tomahawk- +2DM, Lethal, Range 5. Tomahawks are made, not bought.

MONSTERS

CAVALRYMAN DL3

B2 A2 M2, Saber Technique +1 DM

Equipment : Horse (move 18), Cavalry Saber (x5 dmg, x6 at a gallop), Carbine (Range 20, 1 Shot, Lethal, x5Dmg)
20 Hits

GUN-FIGHTER DL17

B2 A3 M3, Offhand Pistol 2EC, Quickdraw 1pt, Pistol Technique +2DM,

Equipment: Two Revolvers (x7 Dmg) Range 15 [six shots per gun].

BASH! FANTASY EDITION

100 Hits

INDIAN BRAVE Ave Atk 21, Ave Def 21 DL5

B2 A3 M2, Bow Technique +1DM (Range 30 x5 Dmg),

30 Hits

INDIAN MEDICINE MAN

B1 A2 M4, Healing x3 [Usable on Others/Casting] EC3, Summon Water [Casting] EC2, Clairvoyance/Future 1pt, Omniguist [casting] 1EC.

Skills: Ride/Control, Perform/Dance, Physician+1/Herbalism, Outdoor/Tracking, Occult/Mysticism

100 Hits

INDIAN SCOUT DL17

B3 A3 M2, Bow Technique+2DM, Tomahawk Technique +1DM, Attack Weak Point 2pts,

Skills : Stealth/Prowl, Craft Weapons, Ride/Gallop, Outdoor+1/Tracking

Equipment: Bow (Range 30, x6Dmg), Quiver with 12 arrows, Tomahawk

100 Hits

APPENDIX 3: CONVERSION TO AND FROM SUPER HEROIC BASH!

Conversion from the Super Heroes version of BASH is relatively easy. Characters at the "super heroic" scale's stats are simply doubled when converting them to BASH Fantasy. Likewise, a fantasy character's stats are halved when converted to BASH for super heroes (round up). Some of the powers work differently. You should use the version of the power as it fits in the campaign you are converting to.

When considering movement speed, even though the base movement speed is still 3x Agility, characters in BASH for superheroes are actually moving the same speed as fast as BASH Fantasy characters with doubled stats because it is assumed that every page is 2 seconds in Fantasy as opposed to 1 second in super-heroes. So a character with a 4 Agility in Fantasy would convert to a 2 in Super Heroes. That character moves 12 squares every 2 seconds in Fantasy and 6 squares every second in Super Heroes. Essentially, they move the same speed!

Something else to consider is that characters in the Fantasy version do not have Mental Malfunctions (though they can choose to take a mental disadvantage, like a phobia). Likewise, characters from the super-heroic version do not have wound thresholds. In addition, super-heroic characters soak damage by rolling times Brawn +Armor points, while fantasy heroes only soak 10/20/30 for leather, chain, and plate armor. Which rule you use should depend on which campaign you are playing in. Are you converting super heroes into a Fantasy world? Then use the fantasy rules for soaking damage. If you are converting fantasy characters into a super-heroic world, use the super-heroic rules for soaking damage (just remember to adjust the stats first).

Of course, you should feel free to incorporate anything from this book into your BASH Super Heroes game, especially if you want to emphasize the role of the supernatural in that game.

BASH!

BASIC ACTION SUPER HEROES

FANTASY EDITION

- ❖ **A COMPLETE SET OF RULES FOR HIGH ACTION FANTASY ROLEPLAYING, SIMPLE GAME MECHANIC WITH PLENTY OF ROOM FOR DEPTH.**
- ❖ **COMBAT THAT EMPHASIZE FAST-PACED ACTION OVER TEDIOUS PLANNING**
- ❖ **STREAM-LINED CHARACTER CREATION- SPEND LESS TIME BUILDING A HERO AND MORE TIME BEING A HERO!**
- ❖ **HOW TO USE THIS BOOK TO RUN OTHER FANTASY GENRES FROM HIGH FANTASY TO LOW, SWASHBUCKLING TO SAMURAI, STEAM PUNK, AND EVEN THE WILD WEST THAT NEVER WAS!**